台灣數位內容產業專業人才培訓問題探討：
以遊戲、動畫產業為例

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摘要

本研究想以一個專業技術培育者的角色，從學界的培訓與產界的需求等供需現況切入，探討台灣數位內容產業專業人才培訓問題。採用內容分析法，透過大學博覽會入口網站，搜尋學界相關科系的教學目標與課程設計；輔以深度訪談法，拜訪台灣動畫、遊戲產業界的企劃、研發、人力主管，瞭解產界心目中理想的人才培訓模式，再針對搜尋與訪談所得的資料加以分析歸納，設法找出產學相符的培訓方向。進一步對政府、業界、學界提出解決人才需求之因應策略，以提昇台灣在數位內容產業方面的國際競爭力。

The Problems of School Training Courses with the Digital Content Industry in Taiwan:
A Case Study of Game and Animation Industry

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Abstract

In order to discuss the problems of school training courses with the digital-content industry, this paper collected data from college websites and adopted in-depth interviews with professionals from the game and animation industry. By using content analysis, I tried to find out the ideal training models to fit the demands of the digital-media industry. The conclusions of this study offer some suggestions to the government, the industry, and the school for personnel training in Taiwan.

Keywords: Digital Media、Digital Content Industry、
                 Personnel Training、Animation、Game、
                 Animation Industry、Game Industry