

各產業主管機關

Authority-In-Charge for Various Industries

| 產業類別 Classification of Industry | 中央目的事業 主管機關 Central Authority-in-charge of Relevant Industry | 內容及範圍 Content and Scope | 備註 Remarks |
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| 一、視覺藝術產業 Visual art industry | 文化部 Ministry of Culture | 指從事繪畫、雕塑、其他藝術品創作、藝術品拍賣零售、畫廊、藝術品展覽、藝術經紀代理、藝術品公證鑑價、藝術品修復等行業。 Refers to industries engaged in painting, sculpture, other art creation, art auctions and retail, galleries, art exhibitions, art brokerage agents, art notarization and appraisal, art restoration industries. | |

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| <p>二、音樂及表演藝術產業 Music and performance art industry</p> | <p>文化部 Ministry of Culture</p> | <p>指從事音樂、戲劇、舞蹈之創作、訓練、表演等相關業務、表演藝術軟硬體(舞台、燈光、音響、道具、服裝、造型等)設計服務、經紀、藝術節經營等行業。 Refers to industries engaged in the creation, training, performance and other related businesses of music, drama, dance, performing arts software and hardware (stage, lighting, sound, props, costumes, modeling, etc.) design services, brokerage, and art festival management.</p> | <p>本項所稱之「音樂」專指第十五項所稱「流行音樂」以外之音樂類型。 The "music" referred to in this item refers specifically to music types other than "popular music", as mentioned in article 15.</p> |
| <p>三、文化資產應用及展演設施產業 Cultural assets application and exhibition and performance facility industry</p> | <p>文化部 Ministry of Culture</p> | <p>指從事文化資產利用、展演設施(如劇院、音樂廳、露天廣場、美術館、博物館、藝術館(村)、演藝廳等)經營管理之行業。 Refers to industries engaged in the utilization of cultural assets and the operation and management of exhibition facilities (such as theaters, concert halls, piazzas, art museums, museums, art galleries (villages), and performance halls).</p> | <p>所稱文化資產利用, 限於該資產之場地或空間之利用。 "Cultural heritage utilization" refers to the usage limited to the space or venue of said heritage.</p> |
| <p>四、工藝產業 Handicrafts industry</p> | <p>文化部 Ministry of Culture</p> | <p>指從事工藝創作、工藝設計、模具製作、材料製作、工藝品生產、工藝品展售流通、工藝品鑑定等行業。 Refers to industries engaged in craft creation, craft design, mold making, material production, handicraft production, handicraft exhibition, sales and circulation, handicraft appraisal and other industries.</p> | |

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| <p>五、電影產業 Film industry</p> | <p>文化部 Ministry of Culture</p> | <p>指從事電影片製作、電影片發行、電影片映演, 及提供器材、設施、技術以完成電影片製作等行業。 Refers to industries engaged in film production, film distribution, film screening, and providing equipment, facilities, and technology to complete film production.</p> | <p>包括動畫電影之製作、發行、映演。 Includes the production, distribution, and screening of animated films.</p> |
| <p>六、廣播電視產業 Radio and television broadcast industry</p> | <p>文化部 Ministry of Culture</p> | <p>指利用無線、有線、衛星廣播電視平台或新興影音平台, 從事節目製作、發行、播送等之行業。 Refers to industries that use wireless, cable, satellite radio and television platforms or emerging audio/video platforms for program production, distribution, broadcast, etc.</p> | <p>包括動畫節目之製作、發行、播送。 Includes the production, distribution, and broadcasting of animated programs.</p> |
| <p>七、出版產業 Publication industry</p> | <p>文化部 Ministry of Culture</p> | <p>指從事新聞、雜誌(期刊)、圖書等紙本或以數位方式創作、企劃編輯、發行流通等之行業。 Refers to industries engaged in paper or digital creation, planning and editing, distribution, and circulation of news, magazines (journals), books, etc.</p> | <p>1. 數位創作係指將圖像、字元、影像、語音等內容, 以數位處理或數位形式(含以電子化流通方式)公開傳輸或發行。 Digital creation refers to the public transmission or distribution of images, characters, images, voices and other content through digital processing or digital form (including electronic circulation).</p> <p>2. 本產業內容包括數位出版產業價值鏈最前端數位出版內容之輔導。 The industry scope includes guidance on digital publishing content at the forefront of the digital publishing industry value chain.</p> |

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| <p>八、廣告產業 Advertisement Industry</p> | <p>文化部 Ministry of Culture</p> | <p>指從事各種媒體宣傳物之設計、繪製、攝影、模型、製作及裝置、獨立經營分送廣告、招攬廣告、廣告設計等行業。 Refers to industries engaged in the design, drawing, photography, modeling, production, and installation of various media promotional materials, independent business distribution of advertisements, solicitation of advertisements, advertising design, and other industries.</p> | |
| <p>九、產品設計產業 Product design industry</p> | <p>文化部 Ministry of Culture</p> | <p>指從事產品設計調查、設計企劃、外觀設計、機構設計、人機介面設計、原型與模型製作、包裝設計、設計諮詢顧問等行業。 Refers to those engaged in product design research, design planning, appearance design, organizational design, human-machine interface design, prototype and model making, packaging design, design consulting, and other industries</p> | |

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| <p>十、視覺傳達設計產業 Visual communication design industry</p> | <p>經濟部 Ministry of Economic Affairs</p> | <p>指從事企業識別系統設計(CIS)、品牌形象設計、平面視覺設計、網頁多媒體設計、商業包裝設計等行業。 Refers to industries such as Corporate Identity System design (CIS), brand image design, graphic visual design, web multimedia design, and commercial packaging design.</p> | <p>1. 視覺傳達設計產業包括「商業包裝設計」，但不包括「繪本設計」。 The visual communication design industry includes "commercial packaging design", but does not include "picture book design".</p> <p>2. 商業包裝設計包括食品、民生用品、伴手禮產品等包裝。 Commercial packaging design includes packaging for food, daily necessities, souvenir products, etc.</p> |
| <p>十一、設計品牌時尚產業 Designer fashion industry</p> | <p>經濟部 Ministry of Economic Affairs</p> | <p>指從事以設計師為品牌或由其協助成立品牌之設計、顧問、製造、流通等行業。 Refers to industries involved in design, consultation, manufacturing, distribution, and related activities, which either use designers as the brand or have them assist in establishing the brand.</p> | |
| <p>十二、建築設計產業 Architecture design industry</p> | <p>內政部 Ministry of the Interior</p> | <p>指從事建築物設計、室內裝修設計等行業。</p> | |

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| | | Refers to industries engaged in building design, interior decoration design and other industries. | |
| 十三、數位內容產業 Digital content industry | 數位發展部 Ministry of Digital Affairs | 指從事提供將圖像、文字、影像或語音等資料，運用資訊科技加以數位化，並整合運用之技術、產品或服務之行業。 Refers to industries engaged in providing technologies, products or services that digitize images, text, video or voice data using information technology and integrate them. | <ol style="list-style-type: none"> 包括數位遊戲、行動應用服務、內容軟體、數位學習，以及提供內容數位化創作、企劃編輯、發行流通所需之技術面產品或服務。 Includes digital games, mobile application services, content software, digital learning, as well as providing technical products or services required for content digital creation, planning, editing, distribution and circulation. 以數位方式創作、企劃編輯、發行流通新聞報紙、雜誌(期刊)、圖書、電影、電視、音樂，包括將其典藏數位化，仍分屬其原有之出版、電影、電視、音樂產業。 The digital creation, planning, editing, distribution and circulation of newsprint, magazines (periodicals), books, movies, television, and music, including the digitization of their collections, still belong to the original publishing, movie, television, and music industries. |

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| <p>十四、創意生活產業 Creativity living industry</p> | <p>經濟部 Ministry of Economic Affairs</p> | <p>指從事以創意整合生活產業之核心知識，提供具有深度體驗及高質美感之行業，如飲食文化體驗、生活教育體驗、自然生態體驗、流行時尚體驗、特定文物體驗、工藝文化體驗等行業。 Refers to industries that integrate creative knowledge with lifestyle, offering experiences with depth and high aesthetic quality. Examples include food/beverage cultural experiences, life education experiences, natural ecological experiences, fashion experiences, specific cultural relic experiences, craft culture experiences, etc.</p> | |
| <p>十五、流行音樂及文化內容產業 Popular music and cultural content industry</p> | <p>文化部 Ministry of Culture</p> | <p>指從事具有大眾普遍接受特色之音樂及文化之創作、出版、發行、展演、經紀及其周邊產製技術服務等之行業。 Refers to industries engaged in the creation, publishing, distribution, performance, management and peripheral production, and technical services of music and culture with characteristics that are generally accepted by the public.</p> | |
| <p>十六、其他經中央主管機關指定之產業 Other industries as designated by the central Competent Authority</p> | <p>文化部 Ministry of Culture</p> | <p>沉浸式內容體驗產業：指從事以影視、音樂、動畫、劇本延伸授權或其他原生創意，並透過場景營造、機械科技、數位科技或表演詮釋，提供大眾具深入情境文化體驗之行業。 Immersive Content Experience Industry: An industry engaged in the provision of in-depth contextualized cultural experiences for the general public through the use of film, television, music, animation, script</p> | |

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| | | extension licensing, or other original creativity, as well as through the use of scenography, mechanical technology, digital technology, or performance interpretation. | |
| | | <p>指從事中央主管機關依下列指標指定之其他文化創意產業：</p> <p>一、產業提供之產品或服務具表達性價值及功用性價值。</p> <p>二、產業具成長潛力，如營業收入、就業人口數、出口值或產值等指標。</p> <p>Refers to other cultural and creative industries designated by the central competent authority based on the following indicators:</p> <p>1. The products or services provided by the industry have expressive value and functional value.</p> <p>2. The industry has growth potential, such as operating income, employment population, export value or output value and other indicators.</p> | |
| <p>十七、職業或業餘運動業</p> <p>Professional or amateur sports industry</p> | <p>教育部</p> <p>Ministry of Education</p> | <p>從事職業或業餘運動及競賽之行業，如職業或業餘運動聯盟、團隊、個人運動員等。</p> <p>Industries engaged in professional or amateur sports and competitions, such as professional or amateur sports leagues, teams, individual athletes, etc.</p> | |
| <p>十八、運動休閒教育服務業</p> <p>Sports and leisure education services industry</p> | <p>教育部</p> <p>Ministry of Education</p> | <p>一、從事對群體或個人提供運動及休閒教育(指導)服務之行業，如各種球類運動、啦啦隊、體操、馬術、游泳、武術、圍棋、紙牌遊戲(橋牌)、瑜珈等教育服務。</p> <p>二、從事其他運動服務之行業，如不須以自有運動場所而籌辦</p> | |

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| | | <p>之運動活動、運動裁判、登山嚮導及其他運動輔助服務。</p> <p>1. Industries engaged in providing sports and leisure education (guidance) services to groups or individuals, such as various ball sports, cheerleading, gymnastics, equestrian, swimming, martial arts, Go (Weiqi) , card games (bridge), yoga and other educational services.</p> <p>2. Industries engaged in other sports services, such as sports activities organized without the need for self-owned sports venues, sports referees, mountain guides and other sports auxiliary services.</p> | |
| <p>十九、運動傳播媒體或資訊出版業</p> <p>Sports communication media or information publishing industry</p> | <p>國家通訊傳播委員會、教育部</p> <p>National Communications Commission, Ministry of Education</p> | <p>從事將自製(如地方新聞、現場報導、自外購買如影片、紀錄片)或取得並授權他人播送之完整電視或廣播頻道運動節目、透過公共電波或衛星傳播影像及聲音, 供公眾直接收視之行業(包括衛星廣播電視運動節目供應業)。</p> <p>Engaged in the broadcasting of complete television or radio channel</p> | |

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| | | <p>sports programs that are self-produced (such as local news, on-site reports, purchased from external sources such as videos, documentaries) or obtained and authorized to be broadcast by others . This includes the broadcasting of images and sounds through public airwaves or satellites for direct viewing by the public Industries (including satellite radio and television sports program supply industry).</p> | |
| | <p>文化部 Ministry of Culture</p> | <p>從事運動相關新聞紙發行、雜誌(期刊)及圖書出版, 以印刷、電子、有聲書或網路等形式發行之行業。 Engaged in industries of sports-related newsprint distribution, magazine (journal) and book publishing in print, electronic, audiobook or online formats.</p> | |
| <p>二十、運動表演業 Sports demonstration performances industry</p> | <p>教育部 Ministry of Education</p> | <p>群體或個人, 藉由展現本身運動型式技巧及技術, 或以搭配表演方式供現場(電子媒體)觀眾欣賞娛樂相關表演行業, 如運動舞蹈、水(冰)上芭蕾、武術、擊等。 Groups or individuals showcasing their athletic skills and techniques, or performances for live (electronic</p> | |

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| | | <p>media) audiences to enjoy entertainment-related performance industries, such as sports dance, water (ice) ballet, martial arts, boxing, etc.</p> | |
| <p>二十一、運動旅遊業 Sports tourism industry</p> | <p>教育部、交通部 Ministry of Education, Ministry of Transport</p> | <p>從事提供消費者參與運動、觀賞運動賽會、參訪運動設施或景點及其他以運動為主要旅遊觀光服務而領有執照之旅行業。</p> <p>Engaging in licensed travel services that allow consumers to participate in sports, watch sports events, visit sports facilities or attractions, and other tourism services with sports as the main purpose.</p> | |
| <p>二十二、電子競技業 E-Sports industry</p> | <p>教育部、經濟部 Ministry of Education, Ministry of Economic Affairs</p> | <p>以數位遊戲運動競技從事選手培養、教練培育、競技教學、軟體出版、賽事之舉辦、宣傳及轉播等行業(不包括博弈之數位遊戲)。</p> <p>Engaging in the industry of digital sports gaming competition, involving player development, coaching and education, competitive instruction, software publishing, event organization, promotion, and broadcasting (excluding digital games associated with gambling).</p> | |

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| <p>二十三、運動博弈業</p> <p>Sports gambling industry</p> | <p>教育部</p> <p>Ministry of Education</p> | <p>從事運動彩券發行條例所定之運動彩券相關行業。</p> <p>Engaging in sports lottery-related industries stipulated in the Sports Lottery Issuance Regulations.</p> | |
| <p>二十四、運動經紀、管理顧問或行政管理業</p> <p>Sports brokers, management consultancies, or administrative management industry</p> | <p>教育部</p> <p>Ministry of Education</p> | <p>一、從事代理運動員簽訂合約、規劃事業發展等經紀服務之行業。</p> <p>二、從事提供企業或其他組織有關運動管理問題諮詢及輔導之行業，如運動財務決策、運動行銷策略、運動人力資源規劃、運動生產管理等顧問或行政管理；提供運動公共關係服務、運動認證服務、職缺媒合服務之行業</p> <p>三、從事體育學術研究、全民運動推廣、競技實力提升、國際體育交流、運動設施興建與經營管理或其他有關體育業務為目的之社團法人或財團法人。</p> <p>1. Engaging in the industry of brokerage services, such as signing contracts on behalf of athletes and planning career development.</p> <p>2. Providing consultancy and guidance services to enterprises or other organizations on sports management issues, such as sports</p> | |

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| | | <p>financial decision-making, sports marketing strategies, sports human resource planning, sports production management, etc.;</p> <p>provide sports public relations services and sports certification services , job vacancy matching service industry</p> <p>3. Corporate bodies or foundations engaging in sports academic research, national sports promotion, competitive strength improvement, international sports exchanges, sports facility construction and operation and management, or other sports-related business purposes.</p> | |
| <p>二十五、運動場館或設施營建業</p> <p>Sports complex or facility construction industry</p> | <p>教育部</p> <p>Ministry of Education</p> | <p>從事室內(外)運動場館經營管理之行業, 如球類運動場館、室內(外)游泳池、拳擊館、田徑場、健身中心及賽車場等經營管理之行業(以自有運動場所從事籌辦職業或業餘運動競亦歸入本類)。</p> <p>Industries engaging in the operation and management of indoor (or outdoor) sports venues, such as ball sports venues, indoor (or outdoor) swimming pools,</p> | |

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| | | boxing gyms, track and field fields, fitness centers and racing venues (the use of one's own sports venue for the organization of professional or amateur sports competitions is also classified under this category). | |
| | 內政部、 教育部 Ministry of Interior, Ministry of Education | 從事室內運動場館建物興建、改建或修繕等行業；各種室外運動球場土木工程興建、改建或修繕之行。 Engaging in the construction, reconstruction or repair of indoor sports venues; civil engineering construction, reconstruction or repair of various outdoor sports venues. | |
| 二十六、運動用品或器材製造、批發及零售業 Sporting goods or equipment manufacturing, wholesale and retail | 經濟部 Ministry of Economic Affairs | 一、從事各種材質體育用品及配備製造、批發及零售之行業(含運動服飾及運動鞋, 不包括符合藥事法規定之醫療器材製造、批發及零售業)。 二、從事電子競技遊戲專用電腦及其週邊設備、通訊傳播設備、視聽電子產品、資料儲存媒體備等製造、批發及零售之行業。 1. Industries engaged in the manufacturing, wholesale and retail of sporting goods and equipment made of various | |

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| | | <p>materials (including sportswear and sports shoes, excluding the manufacturing, wholesale and retail of medical devices that comply with the provisions of the Pharmaceutical Affairs Act).</p> <p>2. Industries engaged in the manufacturing, wholesale and retail of computers dedicated to e-sports games and their peripheral equipment, communication equipment, audio-visual electronic products, data storage media equipment, etc.</p> | |
| <p>二十七、運動用品或器材租賃業</p> <p>Sporting goods or equipment rental industry</p> | <p>經濟部</p> <p>Ministry of Economic Affairs</p> | <p>從事運動用品或器材租賃，以收取租金作為報酬之行業(不含符合藥事法規定之醫療器材租賃業)。</p> <p>An industry that engages in the leasing of sporting goods or equipment and collects rent as remuneration (excluding the medical equipment leasing industry that complies with the provisions of the Pharmaceutical Affairs Act).</p> | |

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| <p>二十八、運動保健業</p> <p>Sports and health care industry</p> | <p>教育部、衛生福利部</p> <p>Ministry of Education, Ministry of Health and Welfare</p> | <p>從事運動防護、運動保健、防護保健用品及器材產銷指導管理等，提供一般消費者及從事體能運動者專門知識管理或技術能力之行業。</p> <p>Industries engaged in the guidance and management of the production and sales of sports protection, sports health care, protective health products and equipment, etc., and providing professional knowledge management or technical capabilities to general consumers and those engaged in physical exercise.</p> | |
| <p>附註：</p> <p>一、文化創意產業所提供之產品或服務應呈現透過創意將文化元素加以運用、展現或發揮之特質。</p> <p>二、文化創意產業其既有內容以數位化呈現，或透過其他流通載具傳播，不影響其產業別認定。</p> <p>三、對附表之產業內容與範圍有疑義者，得申請各中央目的事業主管機關為產業認定。</p> <p>四、申請認定之產業若有橫跨二以上中央目的事業主管機關之虞者，由中央主管機關會同有關機關認定。</p> <p>P.S.:</p> <p>1. The products or services provided by the cultural and creative industries should be characterized by the use, display, or development of cultural elements through creative means.</p> | | | |

2. If the existing content of the cultural and creative industries is presented digitally or disseminated through other means of distribution, it will not affect the classification of these industries.
3. Those who have doubts about the content and scope of the industries in the attached table may seek clarification by applying to the industry's central competent authority for industry recognition.
4. If the industry applying for recognition is suspected to span two or more central competent authorities, the central competent authority shall jointly identify the industry with relevant ministries.