107-1 Full Curriculum of Da-Yeh University

Information			
Title	Introduction to Game Design	Serial No./ID	0759 /MDI1018
Required/Credit	Required /2	Time/Place	(Mon)34 /H615
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	/Part-time	Graduate Class	Non-graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 2, Grade 1		
Office Hour / Place	(Tue) 14:20~15:10, (Wed) 12:00~13:20, (Thu) 12:00~13:20, (Thu) 13:20~14:10, (Thu) 14:20~15:10, (Fri) 12:00~13:20 / PX-301		
Lecturer	n.a.		

Introduction

Game design is an important trend of digital learning, and also an important part of multimedia digital content. This course is designed to help students understand the concept of digital game design, and guide students to design simple digital games. The specific course objectives are as follows:
1. Enable students to understand the characteristics and developing of digital games.
2. Cultivate the accomplishment of being possessed of digital game design.
3. Cultivate the capability of implementing basic digital game system.

Outline

1.Introduction to digital game design
2.Introduction to digital game developing flow and software
3.Introduction to digital game project planning
4.Implementation and design of basic digital game system

Prerequisite

none

The Relationship Between Courses and Departmental Core Competencies and Basic Skills

- Acquire professional knowledge of multimedia digital content design
- Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design
- Acquire the capability of integrating multimedia digital content knowledge and technologies
  Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems
- Acquire the capability of creative thinking and innovational design
  Acquire the capability of managing project, communicating each other, respecting different viewpoints and

cooperating within the team

- Realize the industrial issues and understand the effects of multimedia design to industries, social ecology and economy, and worldwide
- Acquire the capability of lifetime learning

Acquire professional working ethics and society responsibility

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Teaching Plan						
Core Capability	Weight(%)【A】	Ability index(Performance Indicators)	Teaching Methods	Assessment and Weight	Core Competency Learning Outcomes【B】	Final Exam Grades【C=B*A】
Acquire professional knowledge of multimedia digital content design	30	Cultivate the capability of realizing multimedia digital content theory Cultivate the capability of being familiar with multimedia digital content knowledge Cultivate the capability of being possessed of multimedia digital content professional knowledge, including animation, comic, game design, and so on Cultivate the capability of being possessed of multimedia digital content design quality and accomplishment, including cultural creativity, art, esthetics, and so on	Case Study Lecturing Film Appreciation	Assessment on Teamwork: 10% Homework Assignment: 10% Final Exam: 40% Midterm Exam: 30% Experiment Operation: 10%	Total: 100	30
Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design	30	Cultivate the capability of being possessed of and applying multimedia digital content professional design technologies and skills Cultivate the capability of using modern multimedia software and hardware tools Cultivate the capability of implementing multimedia digital content system	Lecturing Practical Operation (Experiment, Machine Operation	Midterm Exam: 30% Final Exam: 40% Homework Assignment: 10% Assessment on Teamwork: 10% Experiment Operation: 10%	Total: 100	30

Acquire the capability of integrating multimedia digital content knowledge and technologies	10	Cultivate the capability of integrating theoretical knowledge and practical technology Cultivate the capability of integrating visual communication, information technology and content management knowledge	Case Study Lecturing Practical Operation (Experiment, Machine Operation	Assessment on Teamwork: 10% Homework Assignment: 10% Final Exam: 40% Midterm Exam: 30% Experiment Operation: 10%	Total: 100	10
Acquire the capability of creative thinking and innovational design	15	Cultivate the capability of creative thinking Cultivate the capability of innovational design	Lecturing Group Work	Final Exam: 40% Midterm Exam: 30% Homework Assignment: 10% Assessment on Teamwork: 10% Experiment Operation: 10%	Total: 100	15
Realize the industrial issues and understand the effects of multimedia design to industries, social ecology and economy, and worldwide	10	Cultivate the capability of realizing the industrial issues of multimedia digital content Cultivate the capability of understanding the effects of multimedia design to industries, societies, and worldwide Cultivate the capability of great foresight and international view Cultivate working proficiency in career of multimedia digital content Cultivate the capability of solving industry actual problem	Lecturing Case Study Film Appreciation	Final Exam: 40% Midterm Exam: 30% Homework Assignment: 10% Experiment Operation: 10% Assessment on Teamwork: 10%	Total: 100	10
Acquire the capability of lifetime learning	5	Cultivate the capability of lifetime learning by different ways	Lecturing Case Study	Midterm Exam: 30% Final Exam: 40% Assessment on Teamwork: 10% Homework Assignment: 10% Experiment Operation: 10%	Total: 100	5

Grade Auditing

Final Exam: 40%
Midterm Exam: 30%
Assessment on Teamwork: 10%
Experiment Operation: 10%
Homework Assignment: 10%

Book Type (Respect intellectual property rights. Please use official textbooks and do not illegally photocopy others' works.)

Book Type	Book name	Author
Reference Books	遊戲設計概論〈第四版〉	胡昭民;吳燦銘
Reference Books	Construct 2遊戲程式設計	傅子恆

Lesson Plan

Weeks	Content	Teaching Methods
1	Curriculum planning and Teaching Description & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing
2	Game Design Essentials	Lecturing、 Film Appreciation
3	Self-Learning Day	Group Work
4	Game Platform	Lecturing、 Film Appreciation
5	Game type	Lecturing、 Film Appreciation
6	Game Design Process	Lecturing、 Case Study
7	Game Development Tools	Lecturing、 Film Appreciation
8	Game AI	Lecturing、 Case Study、 Film Appreciation
9	Game Engine Introduction	Lecturing、 Group Work、 Film Appreciation
10	Roles and scenes	Lecturing、 Practical Operation (Experiment, Machine Operation
11	Map design	Lecturing、 Practical Operation (Experiment, Machine Operation
12	Enemy character design	Lecturing、 Practical Operation (Experiment, Machine Operation

13	Advanced protagonist Design	Lecturing、 Practical Operation (Experiment, Machine Operation
14	Scoring system	Lecturing、 Practical Operation (Experiment, Machine Operation
15	Start and end	Lecturing、 Practical Operation (Experiment, Machine Operation
16	Music and Sound	Lecturing、 Practical Operation (Experiment, Machine Operation
17	Self-Learning Day	Group Work
18	Export project	Lecturing、 Practical Operation (Experiment, Machine Operation、 Group Work