107-2 Full Curriculum of Da-Yeh University

Information				
Title	Web Animation Design	Serial No./ID	0741 / MDI2018	
Required/Credit	Optinal /2	Time/Place	(Fri)34 / H615	
Language	Chinese	Grade Type	Number	
Lecturer /Full- or Part-time	Lingling Huang /Full-time	Graduate Class	Non-graduating Class	
School System / Dept / Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content / Class 1, Grade 2			
Office Hour / Place	(Mon) 09:10~10:00, (Mon) 15:20~16:10, (Tue) 09:10~10:00, (Thu) 15:20~16:10, (Fri) 09:10~10:00, (Fri) 15:20~16:10 / H429			
Lecturer	n.a.			

Introduction

This course introduces basic concepts of Web Animation by using Adobe Flash and Adobe Edge Animate.

Outline

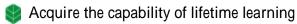
- 1. The Interface
- 2. Graphics and symbols
- 3. Timeline animation
- 4. Interactive buttons
- 5. Digital video
- 6. Action Script

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 professional working ethics and society responsibility

Teaching Plan						
Core Capability	Weight(%)【A】	Ability index(Performance Indicators)	Teaching Methods	Assessment and Weight	Core Competency Learning Outcomes 【B】	Grades
Acquire professional knowledge of multimedia digital content design	20	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	Practical Operation (Experiment, Machine Operation Special	Product Manufacturing: 20% Course Participation: 10% Midterm Exam: 25% Homework Assignment: 35% Course Request Professional Certificates: 10%	Total: 100	20
Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design	20	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	Practical Operation (Experiment, Machine Operation	Product Manufacturing: 20% Course Participation: 10% Homework Assignment: 35% Midterm Exam: 25% Course Request Professional Certificates: 10%	Total: 100	20

Acquire the capability of integrating multimedia digital content knowledge and technologies	20	Cultivate the capability of integrating theoretical knowledge and practical technology Cultivate the capability of integrating visual communication, information technology and content management knowledge	Special Report Practical	Midterm Exam: 25% Homework Assignment: 35% Course Participation: 10% Product Manufacturing: 20% Course Request Professional Certificates: 10%	Total: 100	20
Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems	10	Cultivate the capability of exploring complex multimedia design problems Cultivate the capability of analyzing and organizing complex multimedia design problems Cultivate the capability of solving and practicing complex multimedia design systems	Operation (Experiment, Machine	Midterm Exam: 25% Homework Assignment: 35% Course Participation: 10% Product Manufacturing: 20% Course Request Professional Certificates: 10%	Total: 100	10
Acquire the capability of creative thinking and innovational design	10	Cultivate the capability of creative thinking Cultivate the capability of innovational design	Practical	Homework Assignment: 35% Midterm Exam: 25% Course Participation: 10% Course Request Professional Certificates: 10% Product Manufacturing: 20%	Total: 100	10
Acquire the capability of managing project, communicating each other, respecting different viewpoints and cooperating within the team	5	Cultivate the capability of communication, coordination, and team cooperation Cultivate the capability of project planning, execution and management Cultivate the capability of respecting different viewpoints - 4 -	Operation (Experiment, Machine	Product Manufacturing: 20% Course Participation: 10% Homework Assignment: 35% Midterm Exam: 25% Course Request Professional Certificates: 10%	Total: 100	5

Realize the industrial issues and understand the effects of multimedia design to industries, social ecology and economy, and worldwide	5	Cultivate the capability of understanding the effects of multimedia design to industries, societies, and worldwide Cultivate the capability of realizing the industrial issues of multimedia digital content Cultivate the capability of great foresight and international view Cultivate the capability of solving industry actual problem Cultivate working proficiency in career of multimedia digital content	Operation (Experiment, Machine Operation Lecturing Special Report	Product Manufacturing: 20% Course Participation: 10% Homework Assignment: 35% Midterm Exam: 25% Course Request Professional Certificates: 10%	Total: 100	5
Acquire the	5	Cultivate the capability of	ŭ	Midterm Exam:	Total: 100	5
capability of		lifetime learning by	Practical	25%		
lifetime learning		different ways	Operation	Homework		
			(Experiment,	Assignment: 35%		
			Machine	Course		
			Operation	Participation: 10%		
			Special	Product		
			Report	Manufacturing:		
				20% Course Request		
				Professional		
				Certificates: 10%		
Acquire	5	Cultivate the	Lecturing	Midterm Exam:	Total: 100	5
professional	•	accomplishment of being	Practical	25%		-
working ethics		possessed of well human	Operation	Homework		
and society		relationship and career	(Experiment,	Assignment: 35%		
responsibility		ethics	Machine	Product		
		Cultivate the	Operation	Manufacturing:		
		accomplishment of being	Special	20%		
		possessed of society	Report	Course		
		responsibility in		Participation: 10%		
		professional field		Course Request		
				Professional		
				Certificates: 10%		

Grade Auditing

Homework Assignment: 35%

Midterm Exam: 25%

Product Manufacturing: 20% Course Participation: 10%

Course Request Professional Certificates: 10%

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

Works.)		
Book Type	Book name	Author
Reference Books	用Flash CS6玩動畫比你想的簡單	文淵閣工作室
Reference Books	Adobe Animate 使用手冊(線上教學)	Adobe
Reference Books	跟Adobe徹底研究Animate CC 2018	Russell Chun
Lesson Plan		
Weeks	Content	Teaching Methods

Lesson Plan					
Weeks	Content	Teaching Methods			
1	軟體簡介、插畫繪圖自己來 & 智財權宣導(含告知學生	Lecturing、 Practical Operation			
	應使用正版教科書) & 交通安全宣導 & Traffic safety	(Experiment, Machine Operation			
	Propaganda safety Propaganda				
2	Drawing Tools	Lecturing, Practical Operation			
		(Experiment, Machine Operation			
3	Creating Animation	Lecturing、 Practical Operation			
		(Experiment, Machine Operation			
4	Motion tween and Layers	Lecturing、 Practical Operation			
		(Experiment, Machine Operation			
5	Motion Guide and Masks	Lecturing、 Practical Operation			
		(Experiment, Machine Operation			
6	Bone tool and 3D Animation	Practical Operation (Experiment, Machine			
		Operation			
7	Holiday break	Holiday break、 Lecturing、 Practical			
		Operation (Experiment, Machine Operation			
8	Midterm	Lecturing、 Practical Operation			
		(Experiment, Machine Operation			

9	ActionScript and Button	Practical Operation (Experiment, Machine
		Operation
10	Preload and Menu	Lecturing, Practical Operation
		(Experiment, Machine Operation
11	Flash Video	Lecturing, Practical Operation
		(Experiment, Machine Operation
12	Flash Games	Lecturing、 Practical Operation
		(Experiment, Machine Operation
13	ACA Certificattion	Lecturing、 Practical Operation
		(Experiment, Machine Operation
14	ACA Certificattion	Lecturing、 Practical Operation
		(Experiment, Machine Operation
15	Adobe Edge Animate	Practical Operation (Experiment, Machine
		Operation
16	Adobe Edge Animate	Lecturing、 Practical Operation
		(Experiment, Machine Operation
17	HTML5 Canvas Animation	Lecturing、 Practical Operation
		(Experiment, Machine Operation
18	Student Presentation	Special Report