

107-2 Full Curriculum of Da-Yeh University

Information			
Title	Script Planning	Serial No./ID	0743 /MDI2025
Required/Credit	Required /2	Time/Place	(Wed)56 /PX309
Language	English	Grade Type	Number
Lecturer /Full- or Part-time	/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	(Tue) 12:00~13:20, (Wed) 12:00~13:20, (Wed) 15:20~16:10, (Wed) 16:20~17:10, (Fri) 12:00~13:20 / PX301		
Lecturer	n.a.		

Introduction

Planning is the development of the story script ideas into executable story structure. After the script is planning training, students can apply their concepts and techniques of digital animation and game planning and other development fields.

Outline

1. Introduction 2. Write the script. 3. storyboard. 4. Dynamic storyboard. 5. The composition of the film aesthetics. 6. After the production process. 7. The structure of the script writing story ideas.

Prerequisite

NO

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

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	20	Cultivate the capability of being familiar with multimedia digital content knowledge Cultivate the capability of realizing multimedia digital content theory 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	Group Discussion Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 20% Experiment Operation: 20%	Total: 100	20
Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design	10	Cultivate the capability of using modern multimedia software and hardware tools Cultivate the capability of being possessed of and applying multimedia digital content professional design technologies and skills Cultivate the capability of implementing multimedia digital content system	Group Discussion Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 20% Experiment Operation: 20%	Total: 100	10

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	Group Discussion Lecturing Case Study Practical Operation (Experiment, Machine Operation)	Final Exam: 30% Homework Assignment: 30% Experiment Operation: 20% Course Participation: 20%	Total: 100	20
Acquire the capability of creative thinking and innovational design	40	Cultivate the capability of creative thinking Cultivate the capability of innovational design	Lecturing Group Discussion Case Study Practical Operation (Experiment, Machine Operation)	Final Exam: 30% Homework Assignment: 30% Course Participation: 20% Experiment Operation: 20%	Total: 100	40
Acquire the capability of managing project, communicating each other, respecting different viewpoints and cooperating within the team	10	Cultivate the capability of project planning, execution and management Cultivate the capability of communication, coordination, and team cooperation Cultivate the capability of respecting different viewpoints	Lecturing Group Discussion Case Study Practical Operation (Experiment, Machine Operation)	Final Exam: 30% Course Participation: 20% Homework Assignment: 30% Experiment Operation: 20%	Total: 100	10

Grade Auditing

Homework Assignment: 30%

Final Exam: 30%

Experiment Operation: 20%

Course Participation: 20%

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

Book Type	Book name	Author
Instructor-compiled	編劇與分鏡腳本企畫	陳志隆

Material

Lesson Plan

Weeks	Content	Teaching Methods
1	Course Introduction & Intellectual Property Promotion (including inform students to use genuine textbooks) & Traffic Safety Advocacy & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing、 Case Study
2	Short story writing -1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
3	Short story writing -2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
4	Short story writing -3	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
5	Market differentiation and cognition	Lecturing、 Case Study
6	IP script planning-1	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation
7	IP script planning-2	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation
8	IP script planning-3	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation
9	Interim report	Lecturing、 Group Discussion
10	Animation scripting method-1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
11	Animation scripting method-2	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation
12	Split mirror concept-1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
13	Split mirror concept-2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
14	Art and Planning Integration-1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
15	Art and Planning Integration-2	Case Study、 Practical Operation (Experiment, Machine Operation
16	IP split script drawing-1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
17	IP split script drawing-2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation

