107-2 Full Curriculum of Da-Yeh University

Information			
Title	Game Environment Design	Serial No./ID	0767 /MDI3023
Required/Credit	Optinal /2	Time/Place	(Mon)78 /PX304
Language	Chinese	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 2, Grade 3		
Office Hour / Place	(Mon) 12:00~13:20, (Mon) 17:10~18:00, (Tue) 12:00~13:20, (Wed) 12:00~13:20, (Wed) 13:20~14:10, (Thu) 12:00~13:20, (Thu) 13:20~14:10 / px301		
Lecturer	n.a.		

Introduction

This course is design to help students in understanding the design processes and skills of digital game environments, and guide students to design digital game environments. The specific goal is to make students understand different digital game environment characteristics and design processes, and bring up the foundation of environment design and the ability of practical design.

Outline

1.Introduction to digital game environment
2.Introduction to digital game environment design flows and related softwares
3.Basic digital game environment design
4.Maya digital game environment implementations
5.Unity digital game environment implementations

Prerequisite

Introduction to game design

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	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	Lecturing	Course Participation: 10% Homework Assignment: 30% Final Exam: 30% Record on Experiment: 30%	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	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Record on Experiment: 30%	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	Lecturing	Course Participation: 10% Homework Assignment: 30% Final Exam: 30% Record on Experiment: 30%	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	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Record on Experiment: 30%	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 Special Report	Final Exam: 30% Homework Assignment: 30% Record on Experiment: 30% Course Participation: 10%	Total: 100	10
Acquire the capability of lifetime learning	5	Cultivate the capability of lifetime learning by different ways	Lecturing Special Report	Final Exam: 30% Course Participation: 10% Homework Assignment: 30% Record on Experiment: 30%	Total: 100	5

Grade Auditing

Homework Assignment: 30%

Final Exam: 30%

Record on Experiment: 30%

Course Participation: 10%

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

Book Type	Book name	Author
Instructor-compiled		

Lesson Plan

Weeks	Content	Teaching Methods
1	Game scene development process and software introduction & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing
2	Maya 3D software game scene introduction -1	Lecturing
3	Maya 3D software game scene introduction -2	Lecturing
4	Maya 3D software game scene introduction -3	Lecturing
5	Maya 3D software game scene introduction -4	Lecturing
6	Import substance painter production explain -1	Lecturing
7	Import substance painter production explain -2	Lecturing
8	Import substance painter production explain -3	Lecturing
9	Midterm exam	Lecturing
10	FBX format to explain	Lecturing
11	Unity Software Interface Introduction -1	Lecturing
12	Unity Software Interface Introduction -2	Lecturing
13	Unity Software Interface Introduction -3	Lecturing
14	Unity Software Light Application -1	Lecturing
15	Unity Software Light Application -2	Lecturing
16	unity lightmap baking-1	Lecturing
17	unity lightmap baking-2	Lecturing

- 6 -