

107-2 Full Curriculum of Da-Yeh University

Information			
Title	2D Game Design	Serial No./ID	2215 /MDI2031
Required/Credit	Optinal /2	Time/Place	(Mon)56 / 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 2		
Office Hour / Place	n.a.		
Lecturer	n.a.		

Introduction

遊戲市場日新月異，從像數、平面，到2D、3D，各種體感互動越來越普及，然而傳統的2D遊戲在市場上依然占有一席之地。本課程主要在協助學生了解2D數位遊戲概念及設計理念，並引導學生設計簡易2D數位遊戲，以奠定其2D遊戲設計基礎。其具體課程目標如下: 1.讓學生了解2D遊戲市場發展與未來走向 2.讓學生了解目前2D數位遊戲的特性及種類 3.培養學生具備2D數位遊戲設計之素養 4.使學生具備設計基礎2D數位遊戲之實務能力。

Outline

1.遊戲產業介紹 2.2D遊戲市場與趨勢 3.2D數位遊戲介紹 4.遊戲式數位學習 5.2D遊戲開發軟體介紹 6.2D數位遊戲企劃製作 7.2D數位遊戲設計實作

Prerequisite

遊戲設計導論

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	10	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	Product Manufacturing: 10% Course Participation: 10% Homework Assignment: 10% Final Exam: 30% Midterm Exam: 30% Assessment on Teamwork: 10%	Total: 100	10
Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design	40	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 Film Appreciation	Midterm Exam: 30% Final Exam: 30% Homework Assignment: 10% Course Participation: 10% Product Manufacturing: 10% Assessment on Teamwork: 10%	Total: 100	40

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	Lecturing Practical Operation (Experiment, Machine Operation Talk/Speech	Product Manufacturing: 10% Course Participation: 10% Homework Assignment: 10% Final Exam: 30% Midterm Exam: 30% Assessment on Teamwork: 10%	Total: 100	20
Acquire the capability of creative thinking and innovational design	10	Cultivate the capability of creative thinking Cultivate the capability of innovational design	Lecturing Film Appreciation Group Discussion	Final Exam: 30% Midterm Exam: 30% Homework Assignment: 10% Course Participation: 10% Product Manufacturing: 10% Assessment on Teamwork: 10%	Total: 100	10
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 Talk/Speech	Final Exam: 30% Midterm Exam: 30% Homework Assignment: 10% Assessment on Teamwork: 10% Product Manufacturing: 10% Course Participation: 10%	Total: 100	10

Acquire the capability of lifetime learning	10	Cultivate the capability of lifetime learning by different ways	Group Discussion Lecturing Group Work	Midterm Exam: 30% Final Exam: 30% Product Manufacturing: 10% Course Participation: 10% Homework Assignment: 10% Assessment on Teamwork: 10%	Total: 100	10
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Grade Auditing

Final Exam: 30%
Midterm Exam: 30%
Assessment on Teamwork: 10%
Product Manufacturing: 10%
Course Participation: 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	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、Film Appreciation
2	Game Engine Introduction	Lecturing、Film Appreciation
3	Roles design	Lecturing、Practical Operation (Experiment, Machine Operation
4	Scenes design	Lecturing、Group Discussion、Practical Operation (Experiment, Machine Operation、Group Work

5	Map design	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
6	Enemy character design	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
7	Advanced protagonist Design(1)	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
8	Advanced protagonist Design(2)	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
9	Scoring system	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
10	Dialogue system	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
11	Event design	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
12	Menu design	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
13	Opening animation	Lecturing、 Case Study、 Film Appreciation
14	Music design	Lecturing、 Case Study、 Film Appreciation
15	Sound design	Lecturing、 Case Study、 Film Appreciation
16	Export project	Lecturing、 Talk/Speech
17	Signed and upload	Lecturing、 Practical Operation (Experiment, Machine Operation
18	Works Share	Group Work、 Talk/Speech