# 108-1 Full Curriculum of Da-Yeh University

| Information | | | |
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| Title | Introduction to Game Design | Serial No./ID | 1905 /MDI1018 |
| Required/Credit | Required /2 | Time/Place | (Mon)78 /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 1, Grade 1 | | |
| Office Hour / Place | (Mon) 10:10~11:00, (Mon) 11:10~12:00, (Thu) 13:20~14:10, (Thu) 14:20~15:10 / H429 | | |
| 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 | | | | | | |
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| 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 being familiar with multimedia digital content knowledge<br>Cultivate the capability of being possessed of multimedia digital content professional knowledge, including animation, comic, game design, and so on<br>Cultivate the capability of being possessed of multimedia digital content design quality and accomplishment, including cultural creativity, art, esthetics, and so on<br>Cultivate the capability of realizing multimedia digital content theory | Lecturing<br>Film Appreciation<br>Talk/Speech | Written Report: 10%<br>Assessment on Teamwork: 10%<br>Course Participation: 10%<br>Final Exam: 30%<br>Midterm Exam: 30%<br>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<br>Cultivate the capability of using modern multimedia software and hardware tools<br>Cultivate the capability of implementing multimedia digital content system | Practical Operation (Experiment, Machine Operation<br>Group Work | Midterm Exam: 30%<br>Final Exam: 30%<br>Course Participation: 10%<br>Assessment on Teamwork: 10%<br>Written Report: 10%<br>Experiment Operation: 10% | Total: 100 | 30 |

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| Acquire the capability of integrating multimedia digital content knowledge and technologies | 10 | Cultivate the capability of integrating theoretical knowledge and practical technology<br>Cultivate the capability of integrating visual communication, information technology and content management knowledge | Practical Operation (Experiment, Machine Operation<br>Group Work | Written Report: 10%<br>Assessment on Teamwork: 10%<br>Course Participation: 10%<br>Final Exam: 30%<br>Midterm Exam: 30%<br>Experiment Operation: 10% | Total: 100 | 10 |
| Acquire the capability of creative thinking and innovational design | 15 | Cultivate the capability of creative thinking<br>Cultivate the capability of innovational design | Group Discussion<br>Special Report | Final Exam: 30%<br>Midterm Exam: 30%<br>Course Participation: 10%<br>Assessment on Teamwork: 10%<br>Written Report: 10%<br>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<br>Cultivate the capability of understanding the effects of multimedia design to industries, societies, and worldwide<br>Cultivate the capability of great foresight and international view<br>Cultivate working proficiency in career of multimedia digital content<br>Cultivate the capability of solving industry actual problem | Talk/Speech | Final Exam: 30%<br>Midterm Exam: 30%<br>Course Participation: 10%<br>Experiment Operation: 10%<br>Written Report: 10%<br>Assessment on Teamwork: 10% | Total: 100 | 10 |

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| Acquire the capability of lifetime learning | 5 | Cultivate the capability of lifetime learning by different ways | Group Work<br>Student Presentation | Midterm Exam: 30%<br>Final Exam: 30%<br>Written Report: 10%<br>Assessment on Teamwork: 10%<br>Course Participation: 10%<br>Experiment Operation: 10% | Total: 100 | 5 |

## Grade Auditing

Midterm Exam: 30%
Final Exam: 30%
Course Participation: 10%
Written Report: 10%
Assessment on Teamwork: 10%
Experiment Operation: 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、 Talk/Speech |
| 2 | Game Design Essentials | Lecturing、 Film Appreciation、 Talk/Speech |
| 3 | Game Platform | Lecturing、 Film Appreciation、 Talk/Speech |
| 4 | Game type | Lecturing、 Film Appreciation、 Talk/Speech |

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| 5 | Game Design Process | Lecturing、 Group Work、 Talk/Speech |
| 6 | Game Development Tools | Lecturing、 Film Appreciation、 Talk/Speech |
| 7 | Game AI | Lecturing、 Film Appreciation、 Talk/Speech |
| 8 | Game Engine Introduction | Lecturing、 Film Appreciation、 Talk/Speech |
| 9 | Works Share | Group Work、 Student Presentation |
| 10 | Roles and scenes | Practical Operation (Experiment, Machine Operation、 Group Work |
| 11 | Map design | Practical Operation (Experiment, Machine Operation、 Group Work |
| 12 | Enemy character design | Practical Operation (Experiment, Machine Operation、 Group Work |
| 13 | Advanced protagonist Design | Practical Operation (Experiment, Machine Operation、 Group Work |
| 14 | Scoring system | Practical Operation (Experiment, Machine Operation、 Group Work |
| 15 | Start and end | Practical Operation (Experiment, Machine Operation、 Group Work |
| 16 | Music and Sound | Practical Operation (Experiment, Machine Operation、 Group Work |
| 17 | Export project | Practical Operation (Experiment, Machine Operation、 Group Work |
| 18 | Works Share | Group Work、 Student Presentation |