

108-2 Full Curriculum of Da-Yeh University

Information			
Title	Game Appreciation	Serial No./ID	0693 / MDI1021
Required/Credit	Optinal /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 2, Grade 1		
Office Hour / Place	n.a.		
Lecturer	n.a.		

Introduction

This course is designed to help students for understanding the design styles of different digital games by watching/playing various digital games, and to guide students how to design different style digital games in the future.

Outline

- 1.Introduction to the styles of digital games
- 2.Watch/Play digital games
- 3.Review digital games

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

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 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 Cultivate the capability of realizing multimedia digital content theory	Group Discussion Lecturing Practical Operation (Experiment, Machine Operation Special Report	Assessment on Teamwork: 10% Product Manufacturing: 20% Final Exam: 30% Midterm Exam: 20% Written Report: 20%	Total: 100	10
Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design	10	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 Group Work	Midterm Exam: 20% Final Exam: 30% Product Manufacturing: 20% Assessment on Teamwork: 10% Written Report: 20%	Total: 100	10

Acquire the capability of creative thinking and innovational design	30	Cultivate the capability of creative thinking Cultivate the capability of innovational design	Group Discussion Lecturing Group Work	Assessment on Teamwork: 10% Product Manufacturing: 20% Final Exam: 30% Midterm Exam: 20% Written Report: 20%	Total: 100	30
Realize the industrial issues and understand the effects of multimedia design to industries, social ecology and economy, and worldwide	30	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 Film Appreciation Talk/Speech	Final Exam: 30% Midterm Exam: 20% Product Manufacturing: 20% Assessment on Teamwork: 10% Written Report: 20%	Total: 100	30
Acquire the capability of lifetime learning	10	Cultivate the capability of lifetime learning by different ways	Lecturing Group Work Talk/Speech	Final Exam: 30% Midterm Exam: 20% Product Manufacturing: 20% Written Report: 20% Assessment on Teamwork: 10%	Total: 100	10

Acquire professional working ethics and society responsibility	10	Cultivate the accomplishment of being possessed of well human relationship and career ethics Cultivate the accomplishment of being possessed of society responsibility in professional field	Lecturing Group Discussion Special Report	Midterm Exam: 20% Final Exam: 30% Assessment on Teamwork: 10% Product Manufacturing: 20% Written Report: 20%	Total: 100	10
--	----	---	---	--	------------	----

Grade Auditing

Final Exam: 30%

Midterm Exam: 20%

Product Manufacturing: 20%

Written Report: 20%

Assessment on Teamwork: 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	大師談遊戲設計	Andrew Rolli
Reference Books	遊戲設計的有趣理論	Raph Koster

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 Overview	Lecturing、Film Appreciation
3	Game Market Overview	Lecturing、Film Appreciation
4	Digital game design industry	Lecturing、Film Appreciation
5	Digital game platform introduction	Lecturing、Film Appreciation
6	Digital game style introduction	Lecturing、Practical Operation (Experiment, Machine Operation、Film Appreciation

7	Digital game viewing	Practical Operation (Experiment, Machine Operation)
8	Reporting and sharing	Lecturing、 Student Presentation
9	Works Share	Student Presentation
10	Digital game evaluation(1)	Lecturing、 Practical Operation (Experiment, Machine Operation)
11	Case analysis(1)	Lecturing、 Practical Operation (Experiment, Machine Operation、 Film Appreciation)
12	Digital game evaluation(2)	Lecturing、 Practical Operation (Experiment, Machine Operation)
13	Case analysis(2)	Lecturing、 Practical Operation (Experiment, Machine Operation、 Film Appreciation)
14	Digital game evaluation(3)	Lecturing、 Practical Operation (Experiment, Machine Operation)
15	Case analysis(3)	Lecturing、 Practical Operation (Experiment, Machine Operation、 Film Appreciation)
16	Digital game sharing	Group Discussion、 Group Work
17	Reporting and sharing	Lecturing、 Group Work、 Student Presentation
18	Works Share	Group Work、 Student Presentation