

108-2 Full Curriculum of Da-Yeh University

Information			
Title	Portfolio Design	Serial No./ID	0725 / MDI4005
Required/Credit	Optinal /2	Time/Place	(Wed)34 /PX302
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	tuffkid wu /Full-time	Graduate Class	Graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 1, Grade 4		
Office Hour / Place	(Mon) 12:00~13:20, (Mon) 16:20~17:10, (Tue) 12:00~13:20, (Tue) 13:20~14:10, (Tue) 14:20~15:10, (Tue) 15:20~16:10, (Wed) 12:00~13:20, (Wed) 13:20~14:10, (Wed) 14:20~15:10, (Thu) 12:00~13:20 / PX301		
Lecturer	n.a.		

Introduction
This course assists students to complete the work in the collection. The specific course objectives are as follows: 1. Let students learn how to make a complete set and resume work 2. Students making ability folio (the plane and animation) 3. produce about a minute and a half of work and a full set of the movie experience, qualifications, resume writing winning record

Outline
3D animation production Collections Collections make 2D plane About a minute and a half to produce a portfolio with a complete movie experience, qualifications, resume writing winning record

Prerequisite
Multimedia learning process related to the course

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						
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 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	Case Study Group Discussion Lecturing Practical Operation (Experiment, Machine Operation Off-campus Internship	Course Participation: 10% Homework Assignment: 30% Final Exam: 30% Product Manufacturing: 30%	Total: 100	20
Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems	10	Cultivate the capability of exploring complex multimedia design problems Cultivate the capability of analyzing and organizing complex multimedia design problems Cultivate the capability of solving and practicing complex multimedia design systems	Lecturing Group Discussion Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Product Manufacturing: 30%	Total: 100	10
Acquire the capability of creative thinking and innovational design	20	Cultivate the capability of creative thinking Cultivate the capability of innovational design	Case Study Group Discussion Lecturing Practical Operation (Experiment, Machine Operation	Course Participation: 10% Homework Assignment: 30% Final Exam: 30% Product Manufacturing: 30%	Total: 100	20

Realize the industrial issues and understand the effects of multimedia design to industries, social ecology and economy, and worldwide	20	Cultivate the capability of realizing the industrial issues of multimedia digital content Cultivate the capability of solving industry actual problem Cultivate working proficiency in career 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	Lecturing Group Discussion Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Product Manufacturing: 30%	Total: 100	20
Acquire the capability of lifetime learning	20	Cultivate the capability of lifetime learning by different ways	Lecturing Group Discussion Practical Operation (Experiment, Machine Operation Case Study	Final Exam: 30% Homework Assignment: 30% Product Manufacturing: 30% Course Participation: 10%	Total: 100	20
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 Case Study Group Discussion Practical Operation (Experiment, Machine Operation	Final Exam: 30% Course Participation: 10% Homework Assignment: 30% Product Manufacturing: 30%	Total: 100	10

Grade Auditing

Homework Assignment: 30%

Final Exam: 30%

Product Manufacturing: 30%

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

Book Type	Book name	Author
Instructor-compiled	Own teaching materials	Tuffkid Wu

Lesson Plan

Weeks	Content	Teaching Methods
1	Intellectual property rights advocacy & 智財權宣導(含告知學生應使用正版教科書)	Lecturing
2	The first works produced	Practical Operation (Experiment, Machine Operation)
3	The first works produced	Practical Operation (Experiment, Machine Operation)
4	And table board first published work, making the second works	Practical Operation (Experiment, Machine Operation、 Student Presentation)
5	The second production works	Practical Operation (Experiment, Machine Operation)
6	Published and the second table board works, making the third works	Practical Operation (Experiment, Machine Operation、 Student Presentation)
7	The third production works	Practical Operation (Experiment, Machine Operation)
8	The third production works	Practical Operation (Experiment, Machine Operation)
9	The fourth production works	Practical Operation (Experiment, Machine Operation)
10	Published and a fourth table board works, making the fifth works	Practical Operation (Experiment, Machine Operation、 Student Presentation)
11	The fifth production works	Practical Operation (Experiment, Machine Operation)
12	Published and the fifth table board works, making the sixth works	Practical Operation (Experiment, Machine Operation、 Student Presentation)
13	Production sixth works	Practical Operation (Experiment, Machine Operation)

14	Published the sixth and table board works, making the seventh works	Practical Operation (Experiment, Machine Operation、 Student Presentation
15	Production seventh works	Practical Operation (Experiment, Machine Operation
16	Published and table board works seventh, eighth production works	Practical Operation (Experiment, Machine Operation、 Student Presentation
17	Eighth production works	Practical Operation (Experiment, Machine Operation
18	Published and table board eighth works made into Collections	Student Presentation