

108-2 Full Curriculum of Da-Yeh University

Information			
Title	Advanced Game Art Design	Serial No./ID	2271 / MDI3037
Required/Credit	Optinal /2	Time/Place	(Tue)34 / H615
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	黃懷德 /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, (Tue) 12:00~13:20, (Wed) 12:00~13:20, (Thu) 12:00~13:20 / PX301		
Lecturer	n.a.		

Introduction
課程以高階的美術訴求及標準要求，將業界需求的動畫或遊戲美術設計需求，導入個人技術上、概念上的成長。及藉由團隊默契訓練互助下，培訓出專精的美術人才。

Outline
團隊專案摹擬 遊戲計畫撰寫提報 介面進階設計 角色進階設計 場景進階設計 透視進階設計 構圖進階設計

Prerequisite
需具備基本骨架、色感、光影、透視、構圖等美術基本要件。 本課程需熟悉PHOTOSHOP or PAINTER or SAI...等其一繪圖軟體。 並具備基本手繪、電繪能力。

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 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	Lecturing Practical Operation (Experiment, Machine Operation	Course Participation: 30% Homework Assignment: 30% Final Exam: 30% Experiment Operation: 10%	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	Course Participation: 30% Homework Assignment: 30% Final Exam: 30% Experiment Operation: 10%	Total: 100	10

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 Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 30% Experiment Operation: 10%	Total: 100	10
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 Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 30% Experiment Operation: 10%	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 Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Experiment Operation: 10% Course Participation: 30%	Total: 100	15
Acquire the capability of managing project, communicating each other, respecting different viewpoints and cooperating within the team	15	Cultivate the capability of communication, coordination, and team cooperation Cultivate the capability of project planning, execution and management Cultivate the capability of respecting different viewpoints	Lecturing Practical Operation (Experiment, Machine Operation	Course Participation: 30% Homework Assignment: 30% Final Exam: 30% 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 understanding the effects of multimedia design to industries, societies, and worldwide Cultivate the capability of realizing the industrial issues of multimedia digital content Cultivate the capability of great foresight and international view Cultivate the capability of solving industry actual problem Cultivate working proficiency in career of multimedia digital content	Lecturing Practical Operation (Experiment, Machine Operation	Course Participation: 30% Homework Assignment: 30% Final Exam: 30% Experiment Operation: 10%	Total: 100	10
Acquire the capability of lifetime learning	10	Cultivate the capability of lifetime learning by different ways	Lecturing Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 30% Experiment Operation: 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 Practical Operation (Experiment, Machine Operation	Final Exam: 30% Course Participation: 30% Homework Assignment: 30% Experiment Operation: 10%	Total: 100	10

Grade Auditing

Homework Assignment: 30%

Course Participation: 30%

Final Exam: 30%

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	The Art of Game of Thrones, the Official Book of Design from Season 1 to Season 8	Riley, Deborah,Revenson, Jody

Lesson Plan

Weeks	Content	Teaching Methods
1	Course Introduction & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing、 Practical Operation (Experiment, Machine Operation
2	Art Design Group and Assignment	Lecturing、 Practical Operation (Experiment, Machine Operation
3	Portfolio planning for design industry needs	Lecturing、 Practical Operation (Experiment, Machine Operation
4	Discussing and answering questions in game art NO1	Lecturing、 Practical Operation (Experiment, Machine Operation
5	Discussion on Game Art Process	Lecturing、 Practical Operation (Experiment, Machine Operation
6	Discussing and answering questions in game art NO2	Lecturing、 Practical Operation (Experiment, Machine Operation
7	How the game art industry responds	Lecturing、 Practical Operation (Experiment, Machine Operation
8	Cooperative experience sharing in the game art industry	Lecturing、 Practical Operation (Experiment, Machine Operation
9	Midterm Exam	Lecturing、 Practical Operation (Experiment, Machine Operation
10	Midterm Exam	Lecturing、 Practical Operation (Experiment, Machine Operation
11	First stage-draft creation drawing	Lecturing、 Practical Operation (Experiment, Machine Operation
12	First stage-draft creation drawing	Lecturing、 Practical Operation (Experiment, Machine Operation
13	Second stage-color manuscript creation correction	Lecturing、 Practical Operation (Experiment, Machine Operation

14	Second stage-color manuscript creation correction	Lecturing、 Practical Operation (Experiment, Machine Operation
15	The third stage-determine the drawing creation is complete	Lecturing、 Practical Operation (Experiment, Machine Operation
16	The third stage-determine the drawing creation is complete	Lecturing、 Practical Operation (Experiment, Machine Operation
17	Final Exam	Lecturing、 Practical Operation (Experiment, Machine Operation
18	Final Exam	Lecturing、 Practical Operation (Experiment, Machine Operation