

109-1 Full Curriculum of Da-Yeh University

Information			
Title	Introduction to Game Design	Serial No./ID	0640 /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	(Tue) 12:00~13:20, (Wed) 12:00~13:20, (Thu) 12:00~13:20, (Thu) 13:20~14:10, (Thu) 14:20~15:10, (Fri) 12:00~13:20 / PX301		
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 managing project, communicating each other, respecting different viewpoints and cooperating within the team

-  Acquire the capability of lifetime learning。
 -  Acquire the capability of collecting, interpreting and analyzing global multimedia industry trends, and participating in multimedia practical design。
 - Acquire professional working ethics and society responsibility
 -  Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design。
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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 professional knowledge of multimedia digital content design	30	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 Practical Operation (Experiment, Machine Operation Film Appreciation	Final Exam: 30% Midterm Exam: 30% Product Manufacturing: 10% Assessment on Teamwork: 10% Oral Report: 10% Written Report: 10%	Total: 100	30
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 Group Discussion Practical Operation (Experiment, Machine Operation Film Appreciation	Midterm Exam: 30% Final Exam: 30% Product Manufacturing: 10% Assessment on Teamwork: 10% Oral Report: 10% Written Report: 10%	Total: 100	40

Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design。	15	Cultivate the humanities and arts accomplishment。 Cultivate the capability of innovative design。 Cultivate the capability of creative thinking。	Lecturing Group Discussion Film Appreciation Practical Operation (Experiment, Machine Operation)	Final Exam: 30% Midterm Exam: 30% Product Manufacturing: 10% Written Report: 10% Oral Report: 10% Assessment on Teamwork: 10%	Total: 100	15
Acquire the capability of lifetime learning。	5	Cultivate the capability of lifetime learning by different ways。	Practical Operation (Experiment, Machine Operation) Film Appreciation	Midterm Exam: 30% Final Exam: 30% Product Manufacturing: 10% Assessment on Teamwork: 10% Oral Report: 10% Written Report: 10%	Total: 100	5
Acquire the capability of collecting, interpreting and analyzing global multimedia industry trends, and participating in multimedia practical design。	10	Cultivate the capability of realizing the global industrial issues of multimedia digital content。 Cultivate the capability of understanding the effects of multimedia design to industries, societies, and worldwide。 Cultivate working proficiency in career of multimedia digital content。 Cultivate the capability of great foresight and international view。 Cultivate the capability of solving industry actual problem。	Group Discussion Group Work Practical Operation (Experiment, Machine Operation) Special Report	Midterm Exam: 30% Final Exam: 30% Oral Report: 10% Assessment on Teamwork: 10% Product Manufacturing: 10% Written Report: 10%	Total: 100	10

Grade Auditing

Midterm Exam: 30%

Final Exam: 30%

Written Report: 10%

Product Manufacturing: 10%

Assessment on Teamwork: 10%

Oral Report: 10%

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

Book Type	Book name	Author
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Reference Books	遊戲設計概論 〈第四版〉	胡昭民;吳燦銘
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Reference Books	Construct 2遊戲程式設計	傅子恆
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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
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