

109-1 Full Curriculum of Da-Yeh University

Information			
Title	Introduction to Digital Media	Serial No./ID	0642 / MDI1022
Required/Credit	Required /2	Time/Place	(Mon)56 / PX304
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	Lingling Huang /Full-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) 15:20~16:10, (Thu) 08:10~09:00, (Thu) 13:20~14:10, (Thu) 14:20~15:10, (Thu) 15:20~16:10 / H429		
Lecturer	n.a.		

Introduction

This course first introduces the development and application of digital media, and then introduces related software, such as Camtasia for video editing, Muvizu for instant 3D animation, and Adobe Animate CC for 2D animation.

Outline

1. Introduction to Digital Media, its development and applications
2. Camtasia - Video recording and editing
3. Muvizu – Setting the scene / Characters / Building Objects / Lights and visual effects
4. Muvizu - Key Frame / Cameras / Project
5. Adobe Animate CC - interface / draw vector graphics / layer system and Timeline / Motion Tween and Shape Tween /

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.



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	20	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。	Practical Operation (Experiment, Machine Operation, Lecturing, Film, Appreciation	Product Manufacturing: 25% Course Participation: 10% Midterm Exam: 20% Homework Assignment: 35% Peer Assessment: 10%	Total: 100	20
Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design	20	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。	Practical Operation (Experiment, Machine Operation, Lecturing, Film, Appreciation	Product Manufacturing: 25% Course Participation: 10% Homework Assignment: 35% Midterm Exam: 20% Peer Assessment: 10%	Total: 100	20

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.	Lecturing Practical Operation (Experiment, Machine Operation Film Appreciation	Midterm Exam: 20% Homework Assignment: 35% Course Participation: 10% Product Manufacturing: 25% Peer Assessment: 10%	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 Practical Operation (Experiment, Machine Operation Film Appreciation	Midterm Exam: 20% Homework Assignment: 35% Course Participation: 10% Product Manufacturing: 25% Peer Assessment: 10%	Total: 100	10
Acquire the capability of managing project, communicating each other, respecting different viewpoints and cooperating within the team	5	Cultivate the capability of project planning, execution and management. Cultivate the capability of respecting different viewpoints. Cultivate the capability of communication, coordination, and team cooperation.	Lecturing Practical Operation (Experiment, Machine Operation Film Appreciation	Homework Assignment: 35% Midterm Exam: 20% Course Participation: 10% Peer Assessment: 10% Product Manufacturing: 25%	Total: 100	5
Acquire professional working ethics and society responsibility	5	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.	Practical Operation (Experiment, Machine Operation Lecturing Film Appreciation	Product Manufacturing: 25% Course Participation: 10% Homework Assignment: 35% Midterm Exam: 20% Peer Assessment: 10%	Total: 100	5

Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design。	10	Cultivate the humanities and arts accomplishment。 Cultivate the capability of creative thinking。 Cultivate the capability of innovative design。	Practical Operation (Experiment, Machine Operation, Film Appreciation	Product Manufacturing: 25% Course Participation: 10% Homework Assignment: 35% Midterm Exam: 20% Peer Assessment: 10%	Total: 100	10
Acquire the capability of lifetime learning。	5	Cultivate the capability of lifetime learning by different ways。	Lecturing Practical Operation (Experiment, Machine Operation, Film Appreciation	Midterm Exam: 20% Homework Assignment: 35% Course Participation: 10% Product Manufacturing: 25% Peer Assessment: 10%	Total: 100	5
Acquire the capability of collecting, interpreting and analyzing global multimedia industry trends, and participating in multimedia practical design。	5	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。	Lecturing Practical Operation (Experiment, Machine Operation, Film Appreciation	Midterm Exam: 20% Homework Assignment: 35% Product Manufacturing: 25% Course Participation: 10% Peer Assessment: 10%	Total: 100	5

Grade Auditing

Homework Assignment: 35%

Product Manufacturing: 25%

Midterm Exam: 20%

Course Participation: 10%

Peer Assessment: 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

Adobe Animate CC製作HTML5動畫與互動效果

蔡國強

Lesson Plan

Weeks	Content	Teaching Methods
1	null	Lecturing
2	null	Lecturing、 Practical Operation (Experiment, Machine Operation
3	null	Lecturing、 Practical Operation (Experiment, Machine Operation
4	null	Lecturing、 Practical Operation (Experiment, Machine Operation
5	null	Lecturing、 Practical Operation (Experiment, Machine Operation、 Film Appreciation
6	null	Lecturing、 Practical Operation (Experiment, Machine Operation
7	null	Lecturing、 Practical Operation (Experiment, Machine Operation
8	null	Lecturing、 Practical Operation (Experiment, Machine Operation
9	null	Practical Operation (Experiment, Machine Operation
10	null	Practical Operation (Experiment, Machine Operation、 Film Appreciation、 Student Presentation

11	null	Lecturing、 Practical Operation (Experiment, Machine Operation、 Film Appreciation
12	null	Lecturing、 Practical Operation (Experiment, Machine Operation、 Film Appreciation
13	null	Lecturing、 Practical Operation (Experiment, Machine Operation
14	null	、 Lecturing、 Practical Operation (Experiment, Machine Operation
15	null	Lecturing、 Practical Operation (Experiment, Machine Operation
16	null	Lecturing、 Practical Operation (Experiment, Machine Operation
17	null	Lecturing、 Practical Operation (Experiment, Machine Operation
18	null	Practical Operation (Experiment, Machine Operation、 Film Appreciation、 Student Presentation