109-1 Full Curriculum of Da-Yeh University

Information			
Title	Multimedia Software Practice	Serial No./ID	0661 /MDI2003
Required/Credit	Required /3	Time/Place	(Tue)5678 /PX304
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	/Full-time	Graduate Class	Non-graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 1, Grade 3		
Office Hour / Place	(Mon) 12:00~13:20, (Wed) 12:00~13:20, (Thu) 12:00~13:20 / PX301		
Lecturer	n.a.		

Introduction

This course is to help students understand the multimedia software, such as 3d concept and design. The specific course objectives are as follows:
1 to enable students to understand the current multimedia software development
2 students with special software for multimedia design
3 equip students with the basic design of the multimedia capabilities of digital practice

Outline

1 introduction of digital multimedia software
2 digital multimedia software design, implementation
3.after effect

Prerequisite

Introduction to Multimedia

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	15	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。	Film Appreciation Practical Operation (Experiment, Machine Operation Case Study Lecturing	Course Participation: 10% Homework Assignment: 20% Final Exam: 40% Product Manufacturing: 30%	Total: 100	15
Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design	15	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 Case Study Practical Operation (Experiment, Machine Operation Film Appreciation	Course Participation: 10% Homework Assignment: 20% Final Exam: 40% Product Manufacturing: 30%	Total: 100	15

Acquire the capability of integrating multimedia digital content knowledge and technologies	15	Cultivate the capability of integrating theoretical knowledge and practical technology。 Cultivate the capability of integrating visual communication, information technology and content management knowledge。	Lecturing Film Appreciation Practical Operation (Experiment, Machine Operation Case Study	Final Exam: 40% Homework Assignment: 20% Course Participation: 10% Product Manufacturing: 30%	Total: 100	15
Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems	15	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 Film Appreciation Practical Operation (Experiment, Machine Operation Group Discussion Special Report	Final Exam: 40% Homework Assignment: 20% Course Participation: 10% Product Manufacturing: 30%	Total: 100	15
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。	Film Appreciation Practical Operation (Experiment, Machine Operation Group Discussion Lecturing Special Report	Final Exam: 40% Homework Assignment: 20% Product Manufacturing: 30% Course Participation: 10%	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。	Lecturing Group Discussion Practical Operation (Experiment, Machine Operation Film Appreciation Special Report	Course Participation: 10% Homework Assignment: 20% Final Exam: 40% Product Manufacturing: 30%	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。	Lecturing Group Discussion Practical Operation (Experiment, Machine Operation Film Appreciation Special Report	Course Participation: 10% Homework Assignment: 20% Final Exam: 40% Product Manufacturing: 30%	Total: 100	10
Acquire the capability of lifetime learning。	10	Cultivate the capability of lifetime learning by different ways。	Lecturing Special Report Group Work Practical Operation (Experiment, Machine Operation Case Study Group Discussion	Final Exam: 40% Homework Assignment: 20% Course Participation: 10% Product Manufacturing: 30%	Total: 100	10
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。	Practical Operation (Experiment, Machine Operation Group Discussion Lecturing Film Appreciation Special Report	Final Exam: 40% Course Participation: 10% Homework Assignment: 20% Product Manufacturing: 30%	Total: 100	10

Grade Auditing

Final Exam: 40%
Product Manufacturing: 30%
Homework Assignment: 20%
Course Participation: 10%

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

Book Type	Book name	Author
Instructor-compiled	自編教材	李中魁

Lesson Plan

Weeks	Content	Teaching Methods
1	Application scope of post-editing software & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing、 Practical Operation (Experiment, Machine Operation、 Film Appreciation
2	AE work interface explanation-1	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
3	AE work interface explanation-2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
4	Introduction to the basic properties of AE layers and timeline-1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
5	Introduction to the basic properties of AE layers and timeline-2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
6	Introduction to the basic properties of AE layers and timeline-3	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
7	2D scene introduction-1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
8	2D scene introduction-2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation

9	Midterm exam	Lecturing、 Case Study、 Film Appreciation
10	3D scene application introduction-1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
11	3D scene application introduction-2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
12	3D scene application introduction-3	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
13	AE film coloring explanation	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
14	AE video text animation explanation	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
15	AE dynamic tracking explanation	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
16	Film Comprehensive Application-1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
17	影片綜合應用-2	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
18	Final exam	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation