109-1 Full Curriculum of Da-Yeh University

Information				
Title	Project (1)	Serial No./ID	0673 / MDI3090	
Required/Credit	Required /2	Time/Place	(Sat)56 / PX302	
Language	English	Grade Type	Number	
Lecturer /Full- or Part-time	江家慶 /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	(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

This course is the first semester to make graduation project. Students must be grouped, each with 3-5 people, and find their own instructor. This course has no fixed class times and classrooms. Students need to regularly discuss with their instructor about project content, implementation progress, encountered problems, and possible solutions.

Outline

none

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

Teaching Plan						
Core Capability	Weight(%)【A】	Ability index(Performance Indicators)	Teaching Methods	Assessment and Weight	Core Competency Learning Outcomes	Grades
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.	Lecturing	Product Manufacturing: 25% Course Participation: 25% Homework Assignment: 25% Record on Experiment: 25%	Total: 100	15
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 Group Work	Product Manufacturing: 25% Course Participation: 25% Homework Assignment: 25% Record on Experiment: 25%	Total: 100	20

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.	Practical Operation (Experiment,	Homework Assignment: 25% Course Participation: 25% Product Manufacturing: 25% Record on Experiment: 25%	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.	Practical Operation (Experiment, Machine Operation	Homework Assignment: 25% Course Participation: 25% Product Manufacturing: 25% Record on Experiment: 25%	Total: 100	10
Acquire the capability of managing project, communicating each other, respecting different viewpoints and cooperating within the team	15	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.	Group Work Group Discussion	Homework Assignment: 25% Course Participation: 25% Record on Experiment: 25% Product Manufacturing: 25%	Total: 100	15
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	Product Manufacturing: 25% Course Participation: 25% Homework Assignment: 25% Record on Experiment: 25%	Total: 100	5

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 creative thinking. Cultivate the capability of innovative design.	Lecturing Group Discussion Film Appreciation	Product Manufacturing: 25% Course Participation: 25% Homework Assignment: 25% Record on Experiment: 25%	Total: 100	15
Acquire the capability of lifetime learning	5	Cultivate the capability of lifetime learning by different ways.	Lecturing	Homework Assignment: 25% Course Participation: 25% Product Manufacturing: 25% Record on Experiment: 25%	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.		Homework Assignment: 25% Product Manufacturing: 25% Course Participation: 25% Record on Experiment: 25%	Total: 100	5

Grade Auditing

Homework Assignment: 25% Course Participation: 25% Product Manufacturing: 25% Book Type (Respect intellectual property rights. Please use official textbooks and do not illegally photocopy others' works.)

Instructor-compiled 無固定課程大綱。根據所指導專題需求,訂定各 自編教材 別所需之討論主題與執行內容。				
Materia				
Lesson F	Plan			
Weeks	Content	Teaching Methods		
1	Course Description & intellectual property rights and	Lecturing、 Special Report		
	advocacy groups (the letter notifying the student should use			
	legitimate textbook) About the method, group discussion &			
	Intellectual Property Protection (use legitimate textbooks			
	only)			
2	Understanding about the method of induction and	Lecturing、 Group Discussion、 Group		
	deduction, group discussions, case discussions	Work		
3	Notes about the report method, group discussions, case	Lecturing、 Group Discussion		
	discussions			
4	Individual feedback report and recommendations practical	Lecturing, Group Discussion, Group		
	operation (experiment on or internships, etc.), special	Work, Student Presentation, Special		
	newspaper	Report		
5	Individual feedback report and recommendations practical	Lecturing、 Group Discussion、 Group		
	operation (experiment on or internships, etc.), special	Work、Student Presentation、Special		
	newspaper	Report		
6	Individual feedback report and recommendations practical	Lecturing、 Group Discussion、 Group		
	operation (experiment on or internships, etc.), special	Work, Student Presentation, Special		
	newspaper	Report		
7	Individual feedback report and recommendations practical	Lecturing, Group Discussion, Group		
	operation (experiment on or internships, etc.), special	Work, Student Presentation, Special		
	newspaper	Report		

8	Individual feedback report and recommendations practical operation (experiment on or internships, etc.), special newspaper	Lecturing, Group Discussion, Group Work, Student Presentation, Special Report
9	Individual feedback report and recommendations practical operation (experiment on or internships, etc.), special newspaper	Lecturing, Group Discussion, Group Work, Student Presentation, Special Report
10	Individual feedback report and recommendations practical operation (experiment on or internships, etc.), special newspaper	Lecturing, Group Discussion, Group Work, Student Presentation, Special Report
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16	Individual feedback report and recommendations practical operation (experiment on or internships, etc.), special newspaper	Lecturing, Group Discussion, Group Work, Student Presentation, Special Report
17	Individual feedback report and recommendations practical operation (experiment on or internships, etc.), special newspaper	Lecturing, Group Discussion, Group Work, Student Presentation, Special Report

18 Individual feedback report and recommendations practical operation (experiment on or internships, etc.), special newspaper

Lecturing, Group Discussion, Group Work, Student Presentation, Special Report