

110-1 Full Curriculum of Da-Yeh University

Information			
Title	Introduction to Programming	Serial No./ID	1066 / MDI2001
Required/Credit	Required /3	Time/Place	(Fri)567 / H615
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 2, Grade 2		
Office Hour / Place	(Mon) 10:10~11:00, (Mon) 11:10~12:00, (Tue) 10:10~11:00, (Tue) 11:10~12:00, (Thu) 13:20~14:10, (Thu) 14:20~15:10 / H429		
Lecturer	n.a.		

Introduction
TO learn basic programming skills for web pages. Major topics includes HTML, CSS, JavaScript.

Outline
TO learn basic programming skills for web pages. Major topics includes HTML, CSS, JavaScript.

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	30	Cultivate the capability of being familiar with multimedia digital content knowledge. Cultivate the capability of realizing multimedia digital content theory. 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 Case Study Practical Operation (Experiment, Machine Operation	Midterm Exam: 20% Quiz: 10% Homework Assignment: 40% Course Participation: 10% Product Manufacturing: 20%	Total: 100	30
Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design	25	Cultivate the capability of using modern multimedia software and hardware tools. Cultivate the capability of being possessed of and applying multimedia digital content professional design technologies and skills. Cultivate the capability of implementing multimedia digital content system.	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Quiz: 10% Midterm Exam: 20% Homework Assignment: 40% Course Participation: 10% Product Manufacturing: 20%	Total: 100	25

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 Case Study Student Presentation Practical Operation (Experiment, Machine Operation	Midterm Exam: 20% Quiz: 10% Homework Assignment: 40% Product Manufacturing: 20% Course Participation: 10%	Total: 100	20
Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design	5	Cultivate the humanities and arts accomplishment Cultivate the capability of creative thinking. Cultivate the capability of innovative design.	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Quiz: 10% Midterm Exam: 20% Homework Assignment: 40% Course Participation: 10% Product Manufacturing: 20%	Total: 100	5
Acquire the capability of lifetime learning	20	Cultivate the capability of lifetime learning by different ways.	Case Study Lecturing Practical Operation (Experiment, Machine Operation	Quiz: 10% Midterm Exam: 20% Course Participation: 10% Homework Assignment: 40% Product Manufacturing: 20%	Total: 100	20

Grade Auditing

Homework Assignment: 40%

Midterm Exam: 20%

Product Manufacturing: 20%

Course Participation: 10%

Quiz: 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	輕鬆玩HTML5+CSS3+JavaScript網頁程式設計	黃建庭
Reference Books	W3Schools (https://www.w3schools.com)	Refsnes Data
Reference Books	跟著實務學習HTML5、CSS3、JavaScript、jQuery、jQuery Mobile、Bootstrap 4&Cordova 增訂版	蔡文龍, 蔡捷雲, 歐志信, 曾芷琳
Reference Books	學好跨平台網頁設計(第二版)--HTML5、CSS3、JavaScript、jQuery與Bootstrap 4超完美特訓班	鄧文淵

Lesson Plan

Weeks	Content	Teaching Methods
1	尚未開學 & 智財權宣導(含告知學生應使用正版教科書)	Lecturing、Practical Operation (Experiment, Machine Operation
2	HTML	Lecturing、Practical Operation (Experiment, Machine Operation
3	HTML	Lecturing、Practical Operation (Experiment, Machine Operation
4	HTML	Lecturing、Practical Operation (Experiment, Machine Operation
5	CSS & 小考	Lecturing、Practical Operation (Experiment, Machine Operation
6	CSS	Lecturing、Practical Operation (Experiment, Machine Operation
7	CSS	Lecturing、Case Study、Practical Operation (Experiment, Machine Operation
8	CSS	Lecturing、Case Study、Practical Operation (Experiment, Machine Operation
9	CSS	、Practical Operation (Experiment, Machine Operation
10	期中考	Lecturing、Practical Operation (Experiment, Machine Operation
11	JavaScript	Lecturing、Practical Operation (Experiment, Machine Operation

12	JavaScript	Lecturing、 Practical Operation (Experiment, Machine Operation
13	網頁特效的使用	Lecturing、 Practical Operation (Experiment, Machine Operation
14	網頁特效的使用	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
15	網頁特效的使用	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
16	期末專題實作	Practical Operation (Experiment, Machine Operation、 Student Presentation
17	期末專題實作	Practical Operation (Experiment, Machine Operation、 Student Presentation
18	期末報告	Student Presentation