

111-1 Full Curriculum of Da-Yeh University

Information			
Title	Introduction to Digital Media	Serial No./ID	0570 / MDI1022
Required/Credit	Required /2	Time/Place	(Wed)34 /PX302
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 1		
Office Hour / Place	(Tue) 10:10~11:00, (Tue) 11:10~12:00, (Fri) 10:10~11:00, (Fri) 11:10~12:00 / 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	35	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 Practical Operation (Experiment, Machine Operation Film Appreciation	Homework Assignment: 40% Course Participation: 10% Product Manufacturing: 40% Peer Assessment: 10%	Total: 100	35
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 Practical Operation (Experiment, Machine Operation Film Appreciation	Homework Assignment: 40% Course Participation: 10% Product Manufacturing: 40% Peer Assessment: 10%	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 Practical Operation (Experiment, Machine Operation Film Appreciation	Homework Assignment: 40% Course Participation: 10% Peer Assessment: 10% Product Manufacturing: 40%	Total: 100	20
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 Practical Operation (Experiment, Machine Operation Film Appreciation	Homework Assignment: 40% Course Participation: 10% Product Manufacturing: 40% Peer Assessment: 10%	Total: 100	10
Acquire the capability of lifetime learning 。	10	Cultivate the capability of lifetime learning by different ways。	Lecturing Practical Operation (Experiment, Machine Operation Film Appreciation	Homework Assignment: 40% Product Manufacturing: 40% Course Participation: 10% Peer Assessment: 10%	Total: 100	10

Grade Auditing

Product Manufacturing: 40%
Homework Assignment: 40%
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
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Reference Books	Adobe Animate CC製作HTML5動畫與互動效果	蔡國強
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Lesson Plan		
Weeks	Content	Teaching Methods
1	null	Lecturing、 Practical Operation (Experiment, Machine Operation、 Film Appreciation
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