111-1 Full Curriculum of Da-Yeh University

| Information | | | | |
|-------------------------------------|---|----------------|----------------------|--|
| Title | Introduction to Programming | Serial No./ID | 0572 / MDI2001 | |
| Required/Credit | Required /3 | Time/Place | (Fri)567 /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 2 | | | |
| 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

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】 | Grades |
| 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. | Case Study Practical 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. | Case Study Practical 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. | Case Study Student Presentation Practical Operation (Experiment, Machine | 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. | (Experiment, | 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 | W3Schools (https://www.w3schools.com) | Refsnes Data | |
| Reference Books | 學好跨平台網頁設計(第三版)HTML5、CSS3 、JavaScript、jQuery與Bootstrap 5超完美特訓班 | 文淵閣工作室 | |

| 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 | | | |

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