## 111-1 Full Curriculum of Da-Yeh University

Information				
Title	Introduction to Programming	Serial No./ID	0579 / MDI2001	
Required/Credit	Required /3	Time/Place	(Mon)234 /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 2, 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<sub>o</sub>
  - 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