

111-1 Full Curriculum of Da-Yeh University

Information			
Title	Introduction to Game Design	Serial No./ID	0581 /MDI2026
Required/Credit	Required /3	Time/Place	(Fri)567 /PX302
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	JHENG-WEI,YANG /Part-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	n.a.		
Lecturer	、Cherng Jong Sheng		

Introduction

本課程主要在協助學生了解數位遊戲設計流程與技巧，並引導學生設計製作數位遊戲，以奠定其數位遊戲設計基礎。其具體課程目標是讓學生了解Unity 3D數位遊戲的製作流程及技巧，與培養實際撰寫遊戲程式設計的能力。

Outline

- 1.Unity 3D遊戲引擎介紹
- 2.3D數位遊戲企劃製作
- 3.Unity 3D遊戲場景建置
- 4.Unity 3D遊戲程式設計
- 5.Unity 3D數位遊戲設計實作

Prerequisite

基礎程式設計，遊戲設計導論

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 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	Assistant Observation Record: 100%	Total: 100	30
Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design	30	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。	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 50% Homework Assignment: 50%	Total: 100	30

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。	Lecturing Case Study	Course Participation: 50% Experiment Operation: 50%	Total: 100	10
Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design。	15	Cultivate the capability of innovative design。 Cultivate the capability of creative thinking。 Cultivate the humanities and arts accomplishment。 。	Lecturing Group Discussion Practical Operation (Experiment, Machine Operation Case Study	Course Participation: 50% Assistant Observation Record: 50%	Total: 100	15
Acquire the capability of lifetime learning。	5	Cultivate the capability of lifetime learning by different ways。	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Course Participation: 50% Assistant Observation Record: 50%	Total: 100	5
Acquire the capability of collecting, interpreting and analyzing global multimedia industry trends, and participating in multimedia practical design。	10	Cultivate working proficiency in career of multimedia digital content。 Cultivate the capability of great foresight and international view。 Cultivate the capability of understanding the effects of multimedia design to industries, societies, and worldwide。 Cultivate the capability of solving industry actual problem。 Cultivate the capability of realizing the global industrial issues of multimedia digital content。	Lecturing Case Study	Course Participation: 50% Assistant Observation Record: 50%	Total: 100	10

Grade Auditing

Assistant Observation Record: 45%

Course Participation: 20%

Homework Assignment: 15%

Final Exam: 15%

Experiment Operation: 5%

Book Type (Respect intellectual property rights. Please use official textbooks and do not illegally photocopy others' works.)

Book Type	Book name	Author
Reference Books	人氣遊戲這樣做！Unity3D 遊戲設計實例講堂 第二版	賴祐吉, 姚智原, 陳國瑋

Lesson Plan

Weeks	Content	Teaching Methods
1	基礎遊戲開發概論 & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing、Case Study
2	Unity3D基礎操作教學-介面與功能介紹	Lecturing、Practical Operation (Experiment, Machine Operation
3	Unity3D基礎操作教學-場景與燈光	Lecturing、Practical Operation (Experiment, Machine Operation
4	Unity3D基礎操作教學-元件與物件	Lecturing、Practical Operation (Experiment, Machine Operation
5	Unity3D基礎操作教學-動畫	Lecturing、Practical Operation (Experiment, Machine Operation
6	Unity3D基礎操作教學-匯入與匯出	Lecturing、Practical Operation (Experiment, Machine Operation
7	Unity3D基礎操作教學-UGUI	Lecturing、Practical Operation (Experiment, Machine Operation
8	實作教學-快樂的射擊互動(1)	Lecturing、Practical Operation (Experiment, Machine Operation
9	實作教學-快樂的射擊互動(2)	Lecturing、Practical Operation (Experiment, Machine Operation
10	實作教學-快樂的射擊互動(3)	Lecturing、Practical Operation (Experiment, Machine Operation

11	實作教學-快樂的射擊互動(4)	Lecturing、 Practical Operation (Experiment, Machine Operation
12	實作教學-快樂的射擊互動(5)	Lecturing、 Practical Operation (Experiment, Machine Operation
13	實作教學-文字冒險小遊戲(1)	Lecturing、 Practical Operation (Experiment, Machine Operation
14	實作教學-文字冒險小遊戲(2)	Lecturing、 Practical Operation (Experiment, Machine Operation
15	實作教學-文字冒險小遊戲(3)	Lecturing、 Practical Operation (Experiment, Machine Operation
16	實作教學-文字冒險小遊戲(4)	Lecturing、 Practical Operation (Experiment, Machine Operation
17	實作教學-文字冒險小遊戲(5)	Lecturing、 Practical Operation (Experiment, Machine Operation
18	期末作業	Practical Operation (Experiment, Machine Operation