

111-1 Full Curriculum of Da-Yeh University

Information			
Title	Capstone Project (1)	Serial No./ID	0597 / MDI3031
Required/Credit	Required /2	Time/Place	(Wed)34 /PX309
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	黃懷德 /Full-time	Graduate Class	Non-graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 2, Grade 3		
Office Hour / Place	(Mon) 12:00~13:20, (Tue) 12:00~13:20, (Wed) 12:00~13:20 / PX301		
Lecturer	n.a.		

Introduction

此課程為學生製作畢業專題前之企劃課程，學生需以3至5名同儕一組完成畢業專題製作，並自行尋找專題指導老師。此課程無固定上課時段及教室，但學生需定時與指導老師討論製作內容，並報告專題執行進度與所遭遇之問題及可能解決方案，以利未來畢業專題之完成。

Outline

- 1.無固定課程大綱。各教師可根據所指導專題需求，訂定各別所需之討論主題與執行內容。
- 2.專題分組藉以訓練學生團隊默契與合作觀念。
- 3.上台提報討論專題內容，習得禮儀規範，展場佈置與風格統籌。

Prerequisite

課程上並無特別規定需先修何種課程，皆以各教師根據所指導學生欲執行之專題內容，要求學生需具備相關基本能力與技能，以利各團隊專題之完成。

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	10	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。	Student Presentation Film Appreciation Group Work Lecturing Group Discussion Practical Operation (Experiment, Machine Operation Special Report	Course Participation: 30% Final Exam: 30% Group Report: 30% Assessment on Teamwork: 10%	Total: 100	10
Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design	10	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。	Student Presentation Film Appreciation Group Work Practical Operation (Experiment, Machine Operation Group Discussion Lecturing Special Report	Course Participation: 30% Final Exam: 30% Group Report: 30% Assessment on Teamwork: 10%	Total: 100	10

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 Group Discussion Practical Operation (Experiment, Machine Operation Group Work Film Appreciation Student Presentation Special Report	Group Report: 30% Final Exam: 30% Course Participation: 30% Assessment on Teamwork: 10%	Total: 100	10
Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems	10	Cultivate the capability of exploring complex multimedia design problems. Cultivate the capability of analyzing and organizing complex multimedia design problems. Cultivate the capability of solving and practicing complex multimedia design systems.	Lecturing Group Discussion Practical Operation (Experiment, Machine Operation Group Work Film Appreciation Student Presentation Special Report	Group Report: 30% Final Exam: 30% Course Participation: 30% Assessment on Teamwork: 10%	Total: 100	10
Acquire the capability of managing project, communicating each other, respecting different viewpoints and cooperating within the team	15	Cultivate the capability of project planning, execution and management. Cultivate the capability of respecting different viewpoints. Cultivate the capability of communication, coordination, and team cooperation.	Practical Operation (Experiment, Machine Operation Group Discussion Lecturing Group Work Special Report Student Presentation Film Appreciation	Group Report: 30% Final Exam: 30% Assessment on Teamwork: 10% Course Participation: 30%	Total: 100	15

Acquire professional working ethics and society responsibility	10	Cultivate the accomplishment of being possessed of well human relationship and career ethics。 Cultivate the accomplishment of being possessed of society responsibility in professional field。	Student Presentation Film Appreciation Group Work Practical Operation (Experiment, Machine Operation Group Discussion Lecturing Special Report	Course Participation: 30% Final Exam: 30% Group Report: 30% Assessment on Teamwork: 10%	Total: 100	10
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。	Student Presentation Film Appreciation Group Work Practical Operation (Experiment, Machine Operation Group Discussion Lecturing Special Report	Course Participation: 30% Final Exam: 30% Group Report: 30% Assessment on Teamwork: 10%	Total: 100	10
Acquire the capability of lifetime learning 。	10	Cultivate the capability of lifetime learning by different ways。	Lecturing Group Discussion Practical Operation (Experiment, Machine Operation Group Work Film Appreciation Student Presentation Special Report	Group Report: 30% Final Exam: 30% Course Participation: 30% Assessment on Teamwork: 10%	Total: 100	10

Acquire the capability of collecting, interpreting and analyzing global multimedia industry trends, and participating in multimedia practical design.	15	Cultivate the capability of realizing the global industrial issues of multimedia digital content. Cultivate the capability of understanding the effects of multimedia design to industries, societies, and worldwide. Cultivate working proficiency in career of multimedia digital content. Cultivate the capability of great foresight and international view. Cultivate the capability of solving industry actual problem.	Lecturing Group Discussion Practical Operation (Experiment, Machine Operation Student Presentation Film Appreciation Group Work Special Report	Group Report: 30% Course Participation: 30% Final Exam: 30% Assessment on Teamwork: 10%	Total: 100	15
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Grade Auditing

Final Exam: 30%

Group Report: 30%

Course Participation: 30%

Assessment on Teamwork: 10%

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

Book Type	Book name	Author
Instructor-compiled	自編教材	本人

Lesson Plan

Weeks	Content	Teaching Methods
1	Research subject analysis & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing、Group Discussion、Film Appreciation
2	Importance of research topics	Lecturing、Group Discussion、Film Appreciation

3	Commentary of important references	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
4	Research methods and conduct_1	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
5	Research methods and conduct_2	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
6	Research methods and conduct_3	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
7	Research methods and conduct_4	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
8	Discuss possible difficulties and solutions	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
9	Midterm Exam(30%)	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Student Presentation、 Special Report
10	Solve the technology that may be used and explain the purpose of use	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
11	Example reference_1	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
12	Example reference_2	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
13	Expected completion work items and results_1	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
14	Expected completion work items and results_2	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation

15	Expected completion work items and results_3	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
16	Expected completion work items and results_4	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
17	Group observation and discussion	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
18	Final Exam(30%)	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation、 Special Report