

111-1 Full Curriculum of Da-Yeh University

Information			
Title	Comics in Cultural Product Design	Serial No./ID	1583 /MDI1020
Required/Credit	Optimal /2	Time/Place	(Thu)78 /PX304
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	朱泳潏 /Part-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	n.a.		
Lecturer	n.a.		

Introduction

Comic and animation derivative products are popular now. This course will discuss the consumption patterns and trends, and introduce the model making and prototyping skills for these products.

Outline

1. Discuss the consumption patterns and trends
2. Categories of comic and animation derivative products.
3. The model making and prototyping skills for these products.

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



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	25	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	Peer Assessment: 10% Course Participation: 10% Homework Assignment: 20% Final Exam: 40% Experiment Operation: 20%	Total: 100	25
Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design	25	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	Peer Assessment: 10% Course Participation: 10% Homework Assignment: 20% Final Exam: 40% Experiment Operation: 20%	Total: 100	25

Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design。	25	Cultivate the humanities and arts accomplishment。 Cultivate the capability of creative thinking。 Cultivate the capability of innovative design。	Lecturing	Final Exam: 40% Homework Assignment: 20% Course Participation: 10% Peer Assessment: 10% Experiment Operation: 20%	Total: 100	25
Acquire the capability of lifetime learning。	25	Cultivate the capability of lifetime learning by different ways。	Lecturing	Final Exam: 40% Homework Assignment: 20% Course Participation: 10% Peer Assessment: 10% Experiment Operation: 20%	Total: 100	25

Grade Auditing

Final Exam: 40%

Experiment Operation: 20%

Homework Assignment: 20%

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
Instructor-compiled	自製素材及參考資料	朱泳潏

Lesson Plan

Weeks	Content	Teaching Methods
1	Prelude & Intellectual Property Rights Publicity (including telling students to use genuine textbooks) & Traffic safety publicity & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing

2	Animation Industry and Market Introduction	Lecturing
3	Fandom-Introduction and explanation of the fandom market	Lecturing
4	Getting Started with Doujin Market	Lecturing
5	Preliminary operation and monetization explanation	Lecturing
6	Small Peripheral Production Method - Badges, Charms, Stands	Lecturing
7	Large-scale peripheral production method - pillow, hanging scroll	Lecturing
8	Free practice before midterm	Lecturing
9	midterm	Lecturing
10	Spindle Commodities - Illustrator Introduction	Lecturing
11	Spindle Commodities-Introduction to Comic Books	Lecturing
12	Art setting product introduction	Lecturing
13	Talking about dolls and models	Lecturing
14	Final work creation	Lecturing
15	Final work creation 2	Lecturing
16	Final work creation 3	Lecturing
17	Final work creation 4	Lecturing
18	end of period	Lecturing