

111-1 Full Curriculum of Da-Yeh University

Information			
Title	Game Based Learning Design	Serial No./ID	1585 /MDI4096
Required/Credit	Optimal /3	Time/Place	(Mon)789 /PX304
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	/Part-time	Graduate Class	Graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 1, Grade 4		
Office Hour / Place	(Mon) 11:10~12:00, (Mon) 12:00~13:20, (Tue) 12:00~13:20, (Wed) 12:00~13:20, (Thu) 12:00~13:20 / PX301		
Lecturer	n.a.		

Introduction

本課程是由科技與教育的雙重面向來探討數位遊戲中的學習歷程，目標是瞭解當代數位遊戲的複雜樂趣結構及其與學習之間的多元關係，進而作為遊戲式學習(game-based learning)的設計基礎。數位遊戲式學習，指透過數位遊戲為平台進行學習，學習者在遊戲中透過解決問題、克服挑戰，使學習者在遊戲中獲得成就感。數位遊戲式學習應同時兼顧遊戲性與教育性，達到寓教於樂的目的。

Outline

- 1.分析數位遊戲中的學習歷程
- 2.瞭解數位遊戲的平台與類型
- 3.設計遊戲式學習系統

Prerequisite

- 1.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	20	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。	Group Discussion Lecturing Case Study Practical Operation (Experiment, Machine Operation Group Work Film Appreciation	Midterm Exam: 20% Group Report: 20% Final Exam: 20% Course Participation: 20% Product Manufacturing: 10% Assessment on Teamwork: 10%	Total: 100	20
Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design	30	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。	Lecturing Group Discussion Case Study Practical Operation (Experiment, Machine Operation Group Work Film Appreciation	Group Report: 20% Midterm Exam: 20% Final Exam: 20% Course Participation: 20% Product Manufacturing: 10% Assessment on Teamwork: 10%	Total: 100	30

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。	Group Discussion Lecturing Case Study Film Appreciation Group Work Practical Operation (Experiment, Machine Operation	Midterm Exam: 20% Group Report: 20% Final Exam: 20% Assessment on Teamwork: 10% Product Manufacturing: 10% Course Participation: 20%	Total: 100	20
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。	Lecturing Group Discussion Case Study Practical Operation (Experiment, Machine Operation Group Work Film Appreciation	Group Report: 20% Midterm Exam: 20% Final Exam: 20% Course Participation: 20% Product Manufacturing: 10% Assessment on Teamwork: 10%	Total: 100	10
Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design 。	20	Cultivate the humanities and arts accomplishment 。 Cultivate the capability of creative thinking。 Cultivate the capability of innovative design。	Lecturing Group Discussion Group Work Practical Operation (Experiment, Machine Operation Case Study Film Appreciation	Group Report: 20% Midterm Exam: 20% Product Manufacturing: 10% Course Participation: 20% Final Exam: 20% Assessment on Teamwork: 10%	Total: 100	20

Grade Auditing

Midterm Exam: 20%

Final Exam: 20%

Group Report: 20%

Course Participation: 20%

Product Manufacturing: 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	遊戲式數位學習	孫春在
Reference Books	遊戲式學習：啟動自學X喜樂協作，一起玩中學！	侯惠澤

Lesson Plan

Weeks	Content	Teaching Methods
1	Curriculum planning and Teaching Description & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing、Film Appreciation
2	Types and Development of Game-based learning	Lecturing、Group Discussion、Film Appreciation
3	Features and Objectives of Game-based learning	Lecturing、Case Study、Film Appreciation
4	Theory and Strategies of Game-based learning	Lecturing、Case Study、Film Appreciation
5	Self-Learning Day	Group Discussion
6	Player Types and Learning Paths	Lecturing、Case Study、Film Appreciation
7	Digital Gaming Platforms and Types	Lecturing、Case Study、Practical Operation (Experiment, Machine Operation、Film Appreciation
8	Game partner effect	Lecturing、Group Discussion、Case Study、Film Appreciation
9	Report	Lecturing、Group Discussion、Group Work
10	Game-based learning on campus	Lecturing、Group Discussion、Case Study、Film Appreciation
11	Game-based learning assessment	Lecturing、Case Study、Practical Operation (Experiment, Machine Operation、Film Appreciation
12	Game-based learning design and planning (1)	Lecturing、Group Discussion、Practical Operation (Experiment, Machine Operation
13	Game-based learning design and planning (2)	Group Discussion、Practical Operation (Experiment, Machine Operation、Group Work

14	Game-based learning design and implementation (1)	Practical Operation (Experiment, Machine Operation、 Group Work
15	Game-based learning design and implementation (2)	Practical Operation (Experiment, Machine Operation、 Group Work
16	Game-based learning design and implementation (3)	Practical Operation (Experiment, Machine Operation、 Group Work
17	Self-Learning Day	Group Discussion
18	Works Share	Lecturing、 Group Discussion、 Group Work