111-1 Full Curriculum of Da-Yeh University

Information				
Title	Branding	Serial No./ID	1707 / MDI2029	
Required/Credit	Optinal /2	Time/Place	(Mon)34 / H615	
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 1, 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

本課程以商品企業品牌形象的建立為主軸,讓學生了解品牌策略包含:品牌願景、品牌承諾、品牌識別、品牌定位、品牌架構、品牌形象等之概念與實務。

Outline

何為品牌差異區別 , 設計品牌的標誌、產品、溝通文宣、網站、賣場、廣告等別形象設計、 品牌管理策略以讓學習者瞭解 , 行銷的重點 , 打造品牌藝術。

Prerequisite

設計素描、數位影像處理與版面編排

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(%	Ability	Teaching	Assessment and	Core	Final
) [A]	index(Performance	Methods	Weight	Competenc	y Exam
		Indicators)			Learning	Grades
					Outcomes	【C=B*A
					[B]]
Acquire the	20	Cultivate the capability of	Lecturing	Final Exam: 30%	Total: 100	20
capability of		exploring complex	Practical	Homework		
finding out,		multimedia design	Operation	Assignment: 30%		
analyzing and		problems _o	(Experiment,	Course		
solving complex		Cultivate the capability of	Machine	Participation: 30%		
interdisciplinary		analyzing and organizing	Operation	Experiment		
multimedia		complex multimedia		Operation: 10%		
design problems		design problems.				
		Cultivate the capability of				
		solving and practicing				
		complex multimedia				
		design systems.				
Acquire the	20	Cultivate the capability of	J	Final Exam: 30%	Total: 100	20
capability of		project planning,	Practical	Homework		
managing project,		execution and	Operation	Assignment: 30%		
communicating		management.	(Experiment,	Course		
each other,		Cultivate the capability of		Participation: 30%		
respecting		communication,	Operation	Experiment		
different		coordination, and team		Operation: 10%		
viewpoints and		cooperation.				
cooperating		Cultivate the capability of				
within the team		respecting different				
Agguire	00	viewpoints.		Final Fuers: 000/	Total: 400	
Acquire	20	Cultivate the	Lecturing	Final Exam: 30%	Total: 100	20
professional		accomplishment of being	Practical Operation	Homework		
working ethics		possessed of well human	Operation (Experiment	Assignment: 30%		
and society		relationship and career	(Experiment, Machine	Experiment		
responsibility		ethics。 Cultivate the		Operation: 10% Course		
			Operation			
		accomplishment of being possessed of society		Participation: 30%		
		responsibility in				
		,				
		professional field.				

Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design	15	Cultivate the humanities and arts accomplishment • Cultivate the capability of creative thinking • Cultivate the capability of innovative design •	Operation (Experiment, Machine	Final Exam: 30% Homework Assignment: 30% Course Participation: 30% Experiment Operation: 10%	Total: 100	15
Acquire the capability of collecting, interpreting and analyzing global multimedia industry trends, and participating in multimedia practical design.	25	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 the capability of great foresight and international view. Cultivate working proficiency in career of multimedia digital content. Cultivate the capability of solving industry actual problem.	Practical Operation (Experiment, Machine	Final Exam: 30% Course Participation: 30% Homework Assignment: 30% Experiment Operation: 10%	Total: 100	25

Grade Auditing

Homework Assignment: 30% Course Participation: 30%

Final Exam: 30%

Experiment Operation: 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	設計是什麽?: 保羅.蘭德給年 輕人的第一堂啟蒙課(Paul Rand	麥可.克魯格 Michael	
	#至入可分 重成象 (Faul Kallu : Conversations with Students)	Kroeger	

Lesson I	Plan	
Weeks	Content	Teaching Methods
1	Course introduction & Intellectual Property Protection (use	Lecturing
	legitimate textbooks only) & Traffic safety Propaganda	
2	CIS(Corporation Identity System)	Lecturing
3	CIS(Corporation Identity System)	Lecturing
4	MI (Mind Identity)	Lecturing
5	BI(Behavior Identity)	Lecturing
6	VI (Visual Identity)	Lecturing、 Practical Operation
		(Experiment, Machine Operation
7	Personal CIS system.	Lecturing
8	Personal CIS system.	Lecturing、 Practical Operation
		(Experiment, Machine Operation
9	Exams and reports.	Lecturing, Practical Operation
10	CIS(Corporation Identity System)- Mascot & symbolic	(Experiment, Machine Operation Lecturing
10	character.	
11	Personal CIS system- Mascot & symbolic character.	Lecturing, Practical Operation
• • • • • • • • • • • • • • • • • • • •	1 croonar Oro system Wassot & symbolic character.	(Experiment, Machine Operation
12	Personal CIS system- Mascot & auxiliary characters.	Lecturing, Practical Operation
		(Experiment, Machine Operation
13	CIS(Corporation Identity System)- Business card &	Lecturing
	signboard.	
14	Personal CIS system- Business card & signboard.	Lecturing、 Practical Operation
		(Experiment, Machine Operation
15	CIS(Corporation Identity System)- Stores & Appearance	Lecturing
	Design.	
16	Personal CIS system- Stores.	Lecturing, Practical Operation
4-		(Experiment, Machine Operation
17	Personal CIS system - Appearance Design.	Lecturing、 Practical Operation (Experiment, Machine Operation
18	Exams and reports.	Lecturing, Practical Operation
10	Examo ana roporto.	(Experiment, Machine Operation
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