111-1 Full Curriculum of Da-Yeh University

Information			
Title	Metaverse NFT Project	Serial No./ID	2259 /CDC8236
Required/Credit	Optinal /1	Time/Place	(Sat)7 /依公告
Language	Chinese	Grade Type	Text
Lecturer /Full- or Part-time	Cherng Jong Sheng /Full-time	Graduate Class	Non-graduating Class
School System /Dept /Class, Grade	Bachelor /Liberal Arts Center /Class 2, Grade 6		
Office Hour / Place	(Tue) 10:10~11:00, (Tue) 11:10~12:00, (Tue) 13:20~14:10, (Tue) 14:20~15:10, (Tue) 15:20~16:10 / H318		
Lecturer	n.a.		

Introduction

In addition to explaining the origin, basic concepts and feasible applications of the metaverse, this course focuses on guiding students to design mobile device NFT virtual reality topics. First, students will learn how to register a MetaMask wallet, and how to create and collect NFTs. MetaMask allows users to access their Ethereum wallets through browser extensions or mobile apps, which can then be used to interact with decentralized applications. Then students will use the game development engine Unity to design an APP that can browse a specific type of NFT, and try to build a virtual reality VR gallery or exhibition hall to watch NFT.

Outline

1. Introduction to the Metaverse and NFTs
2. Introduction to virtual reality hardware and software
3. Virtual reality system experience
4. MetaMask wallet creation project implementation
5. NFT virtual reality VR interactive trading platform project implementation
6. NFT virtual reality VR gallery or exhibition project implementation

Prerequisite

none

The Relationship Between Courses and Departmental Core Competencies and Basic Skills

Fundamental Ability

Professional Ability

Practical Ability

Teamwork Spirit

Active Learning

Creativity and Innovation

Global Vision

Professional Ethics
Leadership and Management
Confidence and Perseverance
Humanistic Qualities

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】
Active Learning	40	Consists in helping students actively partake in a variety of learning processes with the aim to achieve self-promotion and self-realization.	Lecturing Practical Operation (Experiment, Machine Operation	Class Discussion: 10% Course Participation: 20% Product Manufacturing: 50% Experiment Operation: 20%	Total: 100	40
Creativity and Innovation	40	Consists in fostering students’ creative and critical thinking skills together with their ability to identify and solve problems in an effective way.	Lecturing Practical Operation (Experiment, Machine Operation	Class Discussion: 10% Course Participation: 20% Experiment Operation: 20% Product Manufacturing: 50%	Total: 100	40
Humanistic Qualities	20	Consists in enriching students’ cultural and social knowledge, helping them acquire the right values systems, and increasing their positive attitude towards society and others. It also involves the nurturing of other skills, especially in terms of i	Lecturing Practical Operation (Experiment, Machine Operation	Class Discussion: 10% Product Manufacturing: 50% Course Participation: 20% Experiment Operation: 20%	Total: 100	20

Grade Auditing

Product Manufacturing: 50%
Course Participation: 20%
Experiment Operation: 20%
Class Discussion: 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	略	略

Lesson Plan		
Weeks	Content	Teaching Methods
1	Introduction to the Metaverse and NFTs & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing
2	Introduction to virtual reality hardware and software	Lecturing
3	Virtual reality system experience	Lecturing、 Practical Operation (Experiment, Machine Operation
4	MetaMask wallet creation project implementation	Lecturing、 Practical Operation (Experiment, Machine Operation
5	NFT virtual reality VR interactive trading platform project implementation	Lecturing、 Practical Operation (Experiment, Machine Operation
6	NFT virtual reality VR interactive trading platform project implementation	Lecturing、 Practical Operation (Experiment, Machine Operation
7	NFT virtual reality VR interactive trading platform project implementation	Lecturing、 Practical Operation (Experiment, Machine Operation
8	NFT virtual reality VR interactive trading platform project implementation	Lecturing、 Practical Operation (Experiment, Machine Operation
9	midterm report	Lecturing、 Practical Operation (Experiment, Machine Operation
10	NFT virtual reality VR interactive trading platform project implementation	Lecturing、 Practical Operation (Experiment, Machine Operation
11	NFT virtual reality VR interactive trading platform project implementation	Lecturing、 Practical Operation (Experiment, Machine Operation
12	NFT virtual reality VR gallery or exhibition project implementation	Lecturing、 Practical Operation (Experiment, Machine Operation

13	NFT virtual reality VR gallery or exhibition project implementation	Lecturing、 Practical Operation (Experiment, Machine Operation
14	NFT virtual reality VR gallery or exhibition project implementation	Lecturing、 Practical Operation (Experiment, Machine Operation
15	NFT virtual reality VR gallery or exhibition project implementation	Lecturing、 Practical Operation (Experiment, Machine Operation
16	NFT virtual reality VR gallery or exhibition project implementation	Lecturing、 Practical Operation (Experiment, Machine Operation
17	final report	Lecturing、 Practical Operation (Experiment, Machine Operation
18	final report	Lecturing、 Practical Operation (Experiment, Machine Operation