

111-2 Full Curriculum of Da-Yeh University

Information			
Title	Script Planning	Serial No./ID	0523 / MDI2025
Required/Credit	Required /2	Time/Place	(Tue)56 / H718
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	/Full-time	Graduate Class	Non-graduating Class
School System /Dept /Class, Grade	Bachelor / Bachelor Program for Multimedia Digital Content / Class 2, Grade 2		
Office Hour / Place	(Tue) 12:00~13:20, (Wed) 12:00~13:20, (Wed) 13:20~14:10, (Fri) 12:00~13:20 / px301		
Lecturer	n.a.		

Introduction
Planning is the development of the story script ideas into executable story structure. After the script is planning training, students can apply their concepts and techniques of digital animation and game planning and other development fields.

Outline
1. Introduction 2. Write the script. 3. storyboard. 4. Dynamic storyboard. 5. The composition of the film aesthetics. 6. After the production process. 7. The structure of the script writing story ideas.

Prerequisite
NO

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	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.	Case Study Lecturing Practical Operation (Experiment, Machine Operation	Course Participation: 20% Homework Assignment: 30% Final Exam: 30% Experiment Operation: 20%	Total: 100	20
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 Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 20% Experiment Operation: 20%	Total: 100	10

Acquire the capability of managing project, communicating each other, respecting different viewpoints and cooperating within the team	20	Cultivate the capability of communication, coordination, and team cooperation. Cultivate the capability of project planning, execution and management. Cultivate the capability of respecting different viewpoints.	Case Study Lecturing Practical Operation (Experiment, Machine Operation	Course Participation: 20% Homework Assignment: 30% Final Exam: 30% Experiment Operation: 20%	Total: 100	20
Acquire professional working ethics and society responsibility	15	Cultivate the accomplishment of being possessed of society responsibility in professional field. Cultivate the accomplishment of being possessed of well human relationship and career ethics.	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 20% Experiment Operation: 20%	Total: 100	15
Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design.	20	Cultivate the capability of creative thinking. Cultivate the humanities and arts accomplishment. Cultivate the capability of innovative design.	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Experiment Operation: 20% Course Participation: 20%	Total: 100	20
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 the capability of great foresight and international view. Cultivate working proficiency in career of multimedia digital content. Cultivate the capability of	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Course Participation: 20% Homework Assignment: 30% Experiment Operation: 20%	Total: 100	15

Grade Auditing

Homework Assignment: 30%

Final Exam: 30%

Experiment Operation: 20%

Course Participation: 20%

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

Book Type	Book name	Author
Instructor-compiled	編劇與分鏡腳本企畫	陳志隆

Lesson Plan

Weeks	Content	Teaching Methods
1	Course Introduction & Intellectual Property Promotion (including inform students to use genuine textbooks) & Traffic Safety Advocacy & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing、 Case Study
2	Short story writing -1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
3	Short story writing -2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
4	Short story writing -3	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
5	Market differentiation and cognition	Lecturing、 Case Study
6	IP script planning-1	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation
7	IP script planning-2	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation
8	IP script planning-3	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation
9	Interim report	Lecturing、 Group Discussion
10	Animation scripting method-1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation

11	Animation scripting method-2	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation
12	Split mirror concept-1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
13	Split mirror concept-2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
14	Art and Planning Integration-1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
15	Art and Planning Integration-2	Case Study、 Practical Operation (Experiment, Machine Operation
16	IP split script drawing-1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
17	IP split script drawing-2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
18	Final report and sharing	Lecturing