111-2 Full Curriculum of Da-Yeh University

Information

Title	Advanced Game Art Design	Serial No./ID	0543 /MDI3037
Required/Credit	Optinal /2	Time/Place	(Thu)34 /PX302
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 3		
Office Hour / Place	(Mon) 12:00~13:20, (Wed) 12:00~13:20, (Thu) 12:00~13:20 / PX301		
Lecturer	n.a.		

Introduction

Outline

Prerequisite

PHOTOSHOP or PAINTER or SAI...

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 the technologies, skills and the capability of using modern tools for practicing multimedia digital content design	20	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 Practical Operation (Experiment, Machine Operation Talk/Speech	Group Report: 30% Final Exam: 30% Course Participation: 30% Experiment Operation: 10%	Total: 100	20
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	Lecturing Group Discussion Practical Operation (Experiment, Machine Operation Talk/Speech	Group Report: 30% Final Exam: 30% Course Participation: 30% Experiment Operation: 10%	Total: 100	20
Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems	20	Cultivate the capability of analyzing and organizing complex multimedia design problems Cultivate the capability of exploring complex multimedia design problems Cultivate the capability of solving and practicing complex multimedia design systems	Lecturing Group Discussion Talk/Speech Practical Operation (Experiment, Machine Operation	Group Report: 30% Final Exam: 30% Experiment Operation: 10% Course Participation: 30%	Total: 100	20

Acquire the capability of managing project, communicating each other, respecting different viewpoints and cooperating within the team	20	Cultivate the capability of project planning, execution and management Cultivate the capability of communication, coordination, and team cooperation Cultivate the capability of respecting different viewpoints	Lecturing Group Discussion Practical Operation (Experiment, Machine Operation) Talk/Speech	Group Report: 30% Final Exam: 30% Course Participation: 30% Experiment Operation: 10%	Total: 100	20
Acquire the capability of collecting, interpreting and analyzing global multimedia industry trends, and participating in multimedia practical design	20	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	Lecturing Practical Operation (Experiment, Machine Operation) Group Discussion Talk/Speech	Group Report: 30% Course Participation: 30% Final Exam: 30% Experiment Operation: 10%	Total: 100	20

Grade Auditing

Final Exam: 30%
Course Participation: 30%
Group Report: 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
Instructor-compiled		

Lesson Plan

Weeks	Content	Teaching Methods
1	Course Introduction & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing Practical Operation (Experiment, Machine Operation
2	Art design group and homework	Lecturing Practical Operation (Experiment, Machine Operation
3	Looking at work planning from industry needs	Lecturing Practical Operation (Experiment, Machine Operation
4	Discussion on problems experienced by the industry 1	Lecturing Practical Operation (Experiment, Machine Operation
5	Discussion on Game Art Process	Lecturing Practical Operation (Experiment, Machine Operation
6	Discussion on problems experienced by the industry 2	Lecturing Practical Operation (Experiment, Machine Operation
7	Industry communication and cooperation experience sharing	Lecturing Practical Operation (Experiment, Machine Operation
8	Industry communication and cooperation experience sharing	Lecturing Practical Operation (Experiment, Machine Operation
9	Midterm Exam(30%)	Lecturing Practical Operation (Experiment, Machine Operation
10	Midterm Exam(30%)	Lecturing Practical Operation (Experiment, Machine Operation
11	Draft creation and revision of the first stage of each group	Lecturing Practical Operation (Experiment, Machine Operation
12	Draft creation and revision of the first stage of each group	Lecturing Practical Operation (Experiment, Machine Operation
13	Color creation correction in the second stage of each group	Lecturing Practical Operation (Experiment, Machine Operation
14	Color creation correction in the second stage of each group	Lecturing Practical Operation (Experiment, Machine Operation

15	The third stage fine creation of each group	Lecturing Practical Operation (Experiment, Machine Operation
16	The third stage fine creation of each group	Lecturing Practical Operation (Experiment, Machine Operation
17	Final Exam(30%)	Lecturing Practical Operation (Experiment, Machine Operation
18	Final Exam(30%)	Lecturing Practical Operation (Experiment, Machine Operation