

112-2 Full Curriculum of Da-Yeh University

Information			
Title	Portfolio Design	Serial No./ID	0484 / MDI4005
Required/Credit	Optinal /2	Time/Place	(Tue)34 / H615
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	tuffkid wu /Full-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) 12:00~13:20, (Mon) 16:20~17:10, (Tue) 12:00~13:20, (Wed) 12:00~13:20, (Wed) 13:20~14:10, (Wed) 14:20~15:10, (Wed) 15:20~16:10, (Thu) 12:00~13:20 / PX301		
Lecturer	n.a.		

Introduction

This course assists students to complete the work in the collection. The specific course objectives are as follows:

1. Let students learn how to make a complete set and resume work
2. Students making ability folio (the plane and animation)
3. produce about a minute and a half of work and a full set of the movie experience, qualifications, resume writing winning record

Outline

3D animation production Collections

Collections make 2D plane

About a minute and a half to produce a portfolio with a complete movie experience, qualifications, resume writing winning record

Prerequisite

Multimedia learning process related to the course

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.
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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 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 Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Product Manufacturing: 30%	Total: 100	20
Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems	20	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: 10% Product Manufacturing: 30%	Total: 100	20
Acquire professional working ethics and society responsibility	20	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 Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Product Manufacturing: 30% Course Participation: 10%	Total: 100	20

Acquire the capability of lifetime learning。	20	Cultivate the capability of lifetime learning by different ways。	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Product Manufacturing: 30%	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 Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Course Participation: 10% Homework Assignment: 30% Product Manufacturing: 30%	Total: 100	20

Grade Auditing

Homework Assignment: 30%

Final Exam: 30%

Product Manufacturing: 30%

Course Participation: 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	Own teaching materials	Tuffkid Wu

Material

Lesson Plan

Weeks	Content	Teaching Methods
1	Intellectual property rights advocacy & 智財權宣導(含告知學生應使用正版教科書)	Lecturing
2	The first works produced	Practical Operation (Experiment, Machine Operation)
3	The first works produced	Practical Operation (Experiment, Machine Operation)
4	And table board first published work, making the second works	Practical Operation (Experiment, Machine Operation、 Student Presentation)
5	The second production works	Practical Operation (Experiment, Machine Operation)
6	Published and the second table board works, making the third works	Practical Operation (Experiment, Machine Operation、 Student Presentation)
7	The third production works	Practical Operation (Experiment, Machine Operation)
8	The third production works	Practical Operation (Experiment, Machine Operation)
9	The fourth production works	Practical Operation (Experiment, Machine Operation)
10	Published and a fourth table board works, making the fifth works	Practical Operation (Experiment, Machine Operation、 Student Presentation)
11	The fifth production works	Practical Operation (Experiment, Machine Operation)
12	Published and the fifth table board works, making the sixth works	Practical Operation (Experiment, Machine Operation、 Student Presentation)
13	Production sixth works	Practical Operation (Experiment, Machine Operation)
14	Published the sixth and table board works, making the seventh works	Practical Operation (Experiment, Machine Operation、 Student Presentation)
15	Production seventh works	Practical Operation (Experiment, Machine Operation)
16	Published and table board works seventh, eighth production works	Practical Operation (Experiment, Machine Operation、 Student Presentation)

17	Eighth production works	Practical Operation (Experiment, Machine Operation)
18	Published and table board eighth works made into Collections	Student Presentation