

113-1 Full Curriculum of Da-Yeh University

Information			
Title	Introduction to Game Design	Serial No./ID	0248 / MDI1018
Required/Credit	Required /2	Time/Place	(Mon)78 / PX304
Language	Chinese/English	Grade Type	Number
Lecturer /Full- or Part-time	Cherng Jong Sheng /Full-time	Graduate Class	Non-graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 2, Grade 1		
Office Hour / Place	(Wed) 10:10~11:00, (Wed) 11:10~12:00, (Wed) 13:20~14:10, (Wed) 14:20~15:10, (Wed) 15:20~16:10, (Wed) 16:20~17:10 / H318		
Lecturer	n.a.		

Introduction
Game design is an important trend of digital learning, and also an important part of multimedia digital content. This course is designed to help students understand the concept of digital game design, and guide students to design simple digital games. The specific course objectives are as follows: 1. Enable students to understand the characteristics and developing of digital games. 2. Cultivate the accomplishment of being possessed of digital game design. 3. Cultivate the capability of implementing basic digital game system.

Outline
1.Introduction to digital game design 2.Introduction to digital game developing flow and software 3.Introduction to digital game project planning 4.Implementation and design of basic digital game system

Prerequisite
none

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 professional knowledge of multimedia digital content design	30	Cultivate the capability of realizing multimedia digital content theory。 Cultivate the capability of being familiar with multimedia digital content knowledge。 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。	Lecturing Practical Operation (Experiment, Machine Operation	Midterm Exam: 20% Course Participation: 20% Product Manufacturing: 30% Experiment Operation: 30%	Total: 100	30
Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design	40	Cultivate the capability of being possessed of and applying multimedia digital content professional design technologies and skills。 Cultivate the capability of using modern multimedia software and hardware tools。 Cultivate the capability of implementing multimedia digital content system。	Lecturing Practical Operation (Experiment, Machine Operation	Midterm Exam: 20% Course Participation: 20% Product Manufacturing: 30% Experiment Operation: 30%	Total: 100	40

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 innovative design. Cultivate the capability of creative thinking.	Lecturing Practical Operation (Experiment, Machine Operation	Midterm Exam: 20% Course Participation: 20% Experiment Operation: 30% Product Manufacturing: 30%	Total: 100	15
Acquire the capability of lifetime learning.	5	Cultivate the capability of lifetime learning by different ways.	Lecturing Practical Operation (Experiment, Machine Operation	Midterm Exam: 20% Course Participation: 20% Product Manufacturing: 30% Experiment Operation: 30%	Total: 100	5
Acquire the capability of collecting, interpreting and analyzing global multimedia industry trends, and participating in multimedia practical design.	10	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 working proficiency in career of multimedia digital content. Cultivate the capability of great foresight and international view. Cultivate the capability of solving industry actual problem.	Lecturing Practical Operation (Experiment, Machine Operation	Midterm Exam: 20% Product Manufacturing: 30% Course Participation: 20% Experiment Operation: 30%	Total: 100	10

Grade Auditing

Experiment Operation: 30%

Product Manufacturing: 30%

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	自編教材	略

Lesson Plan

Weeks	Content	Teaching Methods
1	Introduction to game design & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Gender equality education promotion	Lecturing、 Practical Operation (Experiment, Machine Operation
2	Introduction to game design flow and Unity engine(1)	Lecturing、 Practical Operation (Experiment, Machine Operation
3	Introduction to game design flow and Unity engine(2)	Lecturing、 Practical Operation (Experiment, Machine Operation
4	Digital game design planning(1)	Lecturing、 Practical Operation (Experiment, Machine Operation
5	Digital game design planning(2)	Lecturing、 Practical Operation (Experiment, Machine Operation
6	Digital game design planning(3)	Lecturing、 Practical Operation (Experiment, Machine Operation
7	Compony visits	Lecturing、 Practical Operation (Experiment, Machine Operation
8	Digital game practical design(1)	Lecturing、 Practical Operation (Experiment, Machine Operation
9	Midterm	Practical Operation (Experiment, Machine Operation
10	Digital game practical design(2)	Lecturing、 Practical Operation (Experiment, Machine Operation
11	Digital game practical design(3)	Lecturing、 Practical Operation (Experiment, Machine Operation
12	Digital game practical design(4)	Lecturing、 Practical Operation (Experiment, Machine Operation
13	Digital game practical design(5)	Lecturing、 Practical Operation (Experiment, Machine Operation

14	Digital game practical design(6)	Lecturing、 Practical Operation (Experiment, Machine Operation
15	Digital game practical design(7)	Lecturing、 Practical Operation (Experiment, Machine Operation
16	Digital game product design	Lecturing、 Practical Operation (Experiment, Machine Operation
17	Digital game product design & Flexible Teaching/Learning	Flexible Teaching - Independent Action
18	Digital game product design & Flexible Teaching/Learning	Flexible Teaching - Independent Action