

# 113-1 Full Curriculum of Da-Yeh University

| Information                       |                                                                                   |                |                      |
|-----------------------------------|-----------------------------------------------------------------------------------|----------------|----------------------|
| Title                             | Introduction to Digital Media                                                     | Serial No./ID  | 0249 / MDI1022       |
| Required/Credit                   | Required /2                                                                       | Time/Place     | (Wed)34 /PX302       |
| Language                          | Chinese/English                                                                   | Grade Type     | Number               |
| Lecturer /Full- or Part-time      | Lingling Huang /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               | (Tue) 10:10~11:00, (Tue) 11:10~12:00, (Wed) 13:20~14:10, (Wed) 14:20~15:10 / H429 |                |                      |
| Lecturer                          | n.a.                                                                              |                |                      |

## Introduction

This course first introduces the development and application of digital media, and then introduces related software, such as Camtasia for video editing, Muvizu for instant 3D animation, and Adobe Animate CC for 2D animation.

## Outline

1. Introduction to Digital Media, its development and applications
2. Camtasia - Video recording and editing
3. Muvizu – Setting the scene / Characters / Building Objects / Lights and visual effects
4. Muvizu - Key Frame / Cameras / Project
5. Adobe Animate CC - interface / draw vector graphics / layer system and Timeline / Motion Tween and Shape Tween /

## 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(%)<br>【A】 | Ability<br>index(Performance<br>Indicators)                                                                                                                                                                                                                                                                                                                                                                                                                                                          | Teaching<br>Methods                                                               | Assessment and<br>Weight                                                                                   | Core<br>Competency Learning<br>Outcomes 【B】 | Final<br>Exam<br>Grades<br>【C=B*A<br>】 |
|----------------------------------------------------------------------------------------------------------------------------|------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------|---------------------------------------------|----------------------------------------|
| Acquire professional knowledge of multimedia digital content design                                                        | 35               | Cultivate the capability of being familiar with multimedia digital content knowledge.<br>Cultivate the capability of realizing multimedia digital content theory.<br>Cultivate the capability of being possessed of multimedia digital content professional knowledge, including animation, comic, game design, and so on.<br>Cultivate the capability of being possessed of multimedia digital content design quality and accomplishment, including cultural creativity, art, esthetics, and so on. | Lecturing<br>Practical Operation (Experiment, Machine Operation Film Appreciation | Homework Assignment: 40%<br>Course Participation: 20%<br>Product Manufacturing: 35%<br>Peer Assessment: 5% | Total: 100                                  | 35                                     |
| Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design | 25               | Cultivate the capability of using modern multimedia software and hardware tools.<br>Cultivate the capability of being possessed of and applying multimedia digital content professional design technologies and skills.<br>Cultivate the capability of implementing multimedia digital content system.                                                                                                                                                                                               | Lecturing<br>Practical Operation (Experiment, Machine Operation Film Appreciation | Homework Assignment: 40%<br>Course Participation: 20%<br>Product Manufacturing: 35%<br>Peer Assessment: 5% | Total: 100                                  | 25                                     |

|                                                                                                               |    |                                                                                                                                                                                                                   |                                                                                                     |                                                                                                                           |            |    |
|---------------------------------------------------------------------------------------------------------------|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------|------------|----|
| Acquire the capability of integrating multimedia digital content knowledge and technologies                   | 20 | Cultivate the capability of integrating theoretical knowledge and practical technology.<br>Cultivate the capability of integrating visual communication, information technology and content management knowledge. | Lecturing<br>Practical<br>Operation<br>(Experiment,<br>Machine<br>Operation<br>Film<br>Appreciation | Homework<br>Assignment: 40%<br>Course<br>Participation: 20%<br>Peer Assessment:<br>5%<br>Product<br>Manufacturing:<br>35% | Total: 100 | 20 |
| Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design | 10 | Cultivate the humanities and arts accomplishment<br>。 Cultivate the capability of creative thinking。<br>Cultivate the capability of innovative design。                                                            | Lecturing<br>Practical<br>Operation<br>(Experiment,<br>Machine<br>Operation<br>Film<br>Appreciation | Homework<br>Assignment: 40%<br>Course<br>Participation: 20%<br>Product<br>Manufacturing:<br>35%<br>Peer Assessment:<br>5% | Total: 100 | 10 |
| Acquire the capability of lifetime learning                                                                   | 10 | Cultivate the capability of lifetime learning by different ways。                                                                                                                                                  | Lecturing<br>Practical<br>Operation<br>(Experiment,<br>Machine<br>Operation<br>Film<br>Appreciation | Homework<br>Assignment: 40%<br>Product<br>Manufacturing:<br>35%<br>Course<br>Participation: 20%<br>Peer Assessment:<br>5% | Total: 100 | 10 |

### Grade Auditing

Homework Assignment: 40%

Product Manufacturing: 35%

Course Participation: 20%

Peer Assessment: 5%

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

| Book Type | Book name | Author |
|-----------|-----------|--------|
|-----------|-----------|--------|

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|-----------------|--------------------------------|-----|
| Reference Books | Adobe Animate CC製作HTML5動畫與互動效果 | 蔡國強 |
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## Lesson Plan

| Weeks | Content                                                                                                                                                                          | Teaching Methods                                                                    |
|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
| 1     | Video pre-production planning and recording & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Gender equality education promotion | Lecturing、 Practical Operation<br>(Experiment, Machine Operation、 Film Appreciation |
| 2     | video editing                                                                                                                                                                    | Lecturing、 Practical Operation<br>(Experiment, Machine Operation                    |
| 3     | video editing                                                                                                                                                                    | Lecturing、 Practical Operation<br>(Experiment, Machine Operation                    |
| 4     | video editing                                                                                                                                                                    | Lecturing、 Practical Operation<br>(Experiment, Machine Operation                    |
| 5     | video editing                                                                                                                                                                    | Lecturing、 Practical Operation<br>(Experiment, Machine Operation                    |
| 6     | Video publishing platform and method                                                                                                                                             | Lecturing、 Practical Operation<br>(Experiment, Machine Operation、 Film Appreciation |
| 7     | Video publishing platform and method                                                                                                                                             | Lecturing、 Practical Operation<br>(Experiment, Machine Operation、 Film Appreciation |
| 8     | Adobe Animate animation production                                                                                                                                               | Lecturing、 Practical Operation<br>(Experiment, Machine Operation                    |
| 9     | Adobe Animate animation production                                                                                                                                               | Lecturing、 Practical Operation<br>(Experiment, Machine Operation                    |
| 10    | Adobe Animate animation production                                                                                                                                               | Lecturing、 Practical Operation<br>(Experiment, Machine Operation                    |
| 11    | Adobe Animate animation production                                                                                                                                               | Lecturing、 Practical Operation<br>(Experiment, Machine Operation、 Film Appreciation |
| 12    | Adobe Animate animation production                                                                                                                                               | Lecturing、 Practical Operation<br>(Experiment, Machine Operation、 Film Appreciation |
| 13    | Adobe Animate animation production                                                                                                                                               | Lecturing、 Practical Operation<br>(Experiment, Machine Operation                    |
| 14    | Adobe Animate animation production                                                                                                                                               | Lecturing、 Practical Operation<br>(Experiment, Machine Operation                    |

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|----|-----------------------------------------------------------------|------------------------------------------------------------------|
| 15 | Adobe Animate animation production                              | Lecturing、 Practical Operation<br>(Experiment, Machine Operation |
| 16 | Final assignment demo                                           | Practical Operation (Experiment, Machine<br>Operation            |
| 17 | Self-study on designated topics & Flexible<br>Teaching/Learning | Flexible Teaching - Independent Action                           |
| 18 | Self-study on designated topics & Flexible<br>Teaching/Learning | Flexible Teaching - Independent Action                           |