113-1 Full Curriculum of Da-Yeh University

Information			
Title	Design Thinking	Serial No./ID	0269 /MDI3038
Required/Credit	Required /2	Time/Place	(Thu)34 /B003-2
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	Melanie, Hou-Yi TING	Graduate Class	Non-graduating Class
School System /Dept /Class, Grade	Bachelor/Full-time/Bachelor Program for Multimedia Digital Content /Class 1, Grade 3		
Office Hour / Place	(Tue) 15:20~16:10, (Wed) 09:10~10:00, (Wed) 10:10~11:00, (Wed) 11:10~12:00, (Thu) 09:10~10:00, (Thu) 13:20~14:10 / A513		
Lecturer	n.a.		

Introduction

本課程旨在介紹設計思考（Design Thinking）的觀念與實務，強調以學習者為中心，以培養學習者的思考及實作能力為目標。採實作學習模式讓學習者動手實習，降低教師講述，持續透過「問題」（problem），引導學習者針對特定議題進行開放性討論與深度的思考，累積進入腦中的知識與經驗，以提高學習者更為寬廣的視野接納多元觀點及不同目標受眾的獨特性，進而定義並解決問題；「任務」（task 及project）引導學習者創新思考，並引發實作及反思，進而逐步發展出屬於自己的設計哲學。故在課程架構含括多樣性的小組學習與任務實作，其核心精神即是強調將學習的責任回歸到學習者身上，讓每個學習者皆可以充分掌握自己的學習主導權。

預期學習者修讀完本課程將能：

1.了解設計思考與培養設計思考的能力

2.操作設計思考流程進行專案計畫

3.培養跨領域知識分享與學習的能力

4.善用數位科技（AI）激發團體創意並優化加速創作

5.運用360影片探索虛擬實境的敘事手法

Outline

W1: 導論：設計思考是什麼？

W2: 導論：設計思考初體驗I

W3: 導論：設計思考初體驗II

W4: 導論：設計思考初體驗III

W5: 視覺創新體驗專案：「同理心」階段

W6: 視覺創新體驗專案：「需求定義」階段

W7: 視覺創新體驗專案：「創意動腦」階段

W8: 視覺創新體驗專案：「製作原型」階段I (業師)

W9: 視覺創新體驗專案：「製作原型」階段II (業師)

W10: 視覺創新體驗專案：「製作原型」階段III(業師)

W11: 視覺創新體驗專案：「製作原型」階段IV(業師)

W12: 視覺創新體驗專案：「測試」階段

W13: 畢業專題提案修改與創新

W14:畢業專題提案修改與創新:迭代I
W15:畢業專題提案修改與創新:迭代II
W16:期末專題報告I
W17:期末專題報告II
W18:合併至W10-11(配合業師工作坊停課)

Prerequisite

具備多媒體2D及3D基礎繪圖軟體技能

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 professional knowledge of multimedia digital content design	10	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。	Group Discussion Case Study Special Report	Class Discussion: 30% Group Report: 50% Course Participation: 20%	Total: 100	10
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。	Practical Operation (Experiment, Machine Operation Special Report	Group Report: 50% Course Participation: 20% Experiment Operation: 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。	Group Discussion Case Study	Class Discussion: 30% Group Report: 50% Course Participation: 20%	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 respecting different viewpoints。 Cultivate the capability of communication, coordination, and team cooperation。	Group Discussion Special Report	Group Report: 40% Class Discussion: 30% Assessment on Teamwork: 30%	Total: 100	20
Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design。	20	Cultivate the humanities and arts accomplishment。 Cultivate the capability of creative thinking。 Cultivate the capability of innovative design。	Group Discussion Special Report	Group Report: 40% Product Manufacturing: 40% Assessment on Teamwork: 20%	Total: 100	20
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	Case Study	Group Report: 40% Class Discussion: 60%	Total: 100	10

Grade Auditing

Group Report: 45%
Class Discussion: 21%
Course Participation: 10%
Assessment on Teamwork: 10%
Product Manufacturing: 8%
Experiment Operation: 6%

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	丁后儀

Lesson Plan

Weeks	Content	Teaching Methods
1	Introduction：What is Design Thinking? & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Gender equality education promotion	Group Discussion
2	Introduction：Design Thinking I	Group Discussion、 Practical Operation (Experiment, Machine Operation
3	Introduction：Design Thinking II	Group Discussion、 Case Study、 Practical Operation (Experiment, Machine Operation
4	Introduction：Design Thinking III	Group Discussion、 Case Study、 Practical Operation (Experiment, Machine Operation
5	National holiday	Holiday、 Group Discussion
6	The stage of Empathize	Group Discussion、 Practical Operation (Experiment, Machine Operation
7	The stage of Define	Group Discussion、 Practical Operation (Experiment, Machine Operation
8	The stage of Ideate+Prototype I (10/26 6H workshop)	Group Discussion、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Special Report
9	The stage of Prototype II	Group Discussion、 Practical Operation (Experiment, Machine Operation

10	The stage of Prototype III (10/26 6H workshop)	Group Discussion、 Practical Operation (Experiment, Machine Operation
11	The stage of Prototype IV (11/20 4H workshop)	Group Discussion、 Practical Operation (Experiment, Machine Operation
12	Final project：Revision and Innovation of Graduation Project Proposal	Group Discussion、 Practical Operation (Experiment, Machine Operation
13	Revision and Innovation of Graduation Project Proposal (10/26 6H workshop)	Group Discussion
14	Revision and Innovation of Graduation Project Proposal	Group Discussion、 Practical Operation (Experiment, Machine Operation
15	Revision and Innovation of Graduation Project Proposal	Group Discussion、 Practical Operation (Experiment, Machine Operation
16	Revision and Innovation of Graduation Project Proposal(11/20 4H workhop)	Group Discussion、 Practical Operation (Experiment, Machine Operation
17	Presentation of graduation Project Proposal & Flexible Teaching/Learning	Flexible Teaching - Independent Action
18	Presentation of graduation Project Proposal & Flexible Teaching/Learning	Flexible Teaching - Social Participation