

113-2 Full Curriculum of Da-Yeh University

Information			
Title	Game Appreciation	Serial No./ID	0349 / MDI1021
Required/Credit	Optinal /2	Time/Place	(Fri)34 / PX304
Language	Chinese	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

This course is designed to help students for understanding the design styles of different digital games by watching/playing various digital games, and to guide students how to design different style digital games in the future.

Outline

- 1.Introduction to the styles of digital games
- 2.Watch/Play digital games
- 3.Review digital games

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.

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 Lecturing Practical Operation (Experiment, Machine Operation	Product Manufacturing: 30% Course Participation: 20% Homework Assignment: 20% Experiment Operation: 30%	Total: 100	10
Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design	10	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 Group Discussion Practical Operation (Experiment, Machine Operation	Homework Assignment: 20% Course Participation: 20% Product Manufacturing: 30% Experiment Operation: 30%	Total: 100	10

Acquire professional working ethics and society responsibility	10	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。	Group Discussion Lecturing Practical Operation (Experiment, Machine Operation	Product Manufacturing: 30% Course Participation: 20% Homework Assignment: 20% Experiment Operation: 30%	Total: 100	10
Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design 。	15	Cultivate the capability of innovative design。 Cultivate the capability of creative thinking。 Cultivate the humanities and arts accomplishment 。	Lecturing Group Discussion Practical Operation (Experiment, Machine Operation	Homework Assignment: 20% Course Participation: 20% Product Manufacturing: 30% Experiment Operation: 30%	Total: 100	15
Acquire the capability of lifetime learning 。	5	Cultivate the capability of lifetime learning by different ways。	Lecturing Group Discussion Practical Operation (Experiment, Machine Operation	Homework Assignment: 20% Course Participation: 20% Experiment Operation: 30% Product Manufacturing: 30%	Total: 100	5
Acquire the capability of collecting, interpreting and analyzing global multimedia industry trends, and participating in multimedia practical design。	50	Cultivate working proficiency in career of multimedia digital content。 Cultivate the capability of great foresight and international view。 Cultivate the capability of understanding the effects of multimedia design to industries, societies, and worldwide。 Cultivate the capability of solving industry actual problem。 Cultivate the capability of realizing the global industrial issues of multimedia digital content。	Lecturing Group Discussion Practical Operation (Experiment, Machine Operation	Homework Assignment: 20% Product Manufacturing: 30% Course Participation: 20% Experiment Operation: 30%	Total: 100	50

Grade Auditing

Experiment Operation: 30%

Product Manufacturing: 30%

Course Participation: 20%

Homework Assignment: 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	略	略

Lesson Plan

Weeks	Content	Teaching Methods
1	Lesson Plans and Instructions & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Gender equality education promotion	Lecturing、 Group Discussion
2	Game Market Overview	Lecturing、 Group Discussion
3	Digital Game Design Industry	Lecturing、 Group Discussion
4	Digital Game Platform Introduction	Lecturing、 Group Discussion
5	Digital Game Style Introduction	Lecturing、 Group Discussion
6	Digital game planning introduction	Lecturing、 Group Discussion
7	Introduction to Digital Game Development Process	Lecturing、 Group Discussion
8	2D digital game viewing	Lecturing、 Group Discussion
9	3D digital game viewing	Lecturing、 Group Discussion
10	Digital Game Review (1)	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation
11	Case Study (1)	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation
12	Digital Game Review (2)	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation
13	Case Study (2)	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation
14	Digital Game Review (3)	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation

15	Case Study (3)	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation
16	Digital game sharing (1)	Lecturing、 Group Discussion
17	Independent Learning & Flexible Teaching/Learning	Flexible Teaching - Independent Action
18	Independent Learning & Flexible Teaching/Learning	Flexible Teaching - Independent Action