113-2 Full Curriculum of Da-Yeh University

Information

Title	Computer Animation (2)	Serial No./ID	0356 /MDI2012
Required/Credit	Required /3	Time/Place	(Wed)1234 /PX304
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	tuffkid wu /Full-time	Graduate Class	Non-graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 1, Grade 2		
Office Hour / Place	(Mon) 12:00~13:20, (Tue) 12:00~13:20, (Tue) 13:20~14:10, (Wed) 12:00~13:20, (Thu) 12:00~13:20 / Px301		
Lecturer	n.a.		

Introduction

This course is to help students understand the concepts and MAYA computer animation design. The specific course objectives are as follows:
1 to enable students to understand the current development of computer animation
2 students with computer animation design
3 equip students with the practical ability to design computer-based animation

Outline

1. Advanced MAYA computer animations
2. Advanced MAYA computer animation design, implementation

Prerequisite

computer animation(1)

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

- 2 -

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	20	Cultivate the capability of being familiar with multimedia digital content knowledge Cultivate the capability of realizing multimedia digital content theory 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 Group Discussion Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Product Manufacturing: 30%	Total: 100	20
Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design	20	Cultivate the capability of using modern multimedia software and hardware tools Cultivate the capability of being possessed of and applying multimedia digital content professional design technologies and skills Cultivate the capability of implementing multimedia digital content system	Lecturing Group Discussion Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Product Manufacturing: 30%	Total: 100	20

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

Lesson Plan		
Weeks	Content	Teaching Methods
1	& Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Gender equality education promotion	Lecturing　Case Study　Practical Operation (Experiment, Machine Operation
2	little minion1	Lecturing　Case Study　Practical Operation (Experiment, Machine Operation
3	little minion2	Lecturing　Case Study　Practical Operation (Experiment, Machine Operation
4	little minion3	Lecturing　Case Study　Practical Operation (Experiment, Machine Operation
5	little minion4	Lecturing　Case Study　Practical Operation (Experiment, Machine Operation
6	little minion5	Lecturing　Case Study　Practical Operation (Experiment, Machine Operation
7	little minion6	Lecturing　Case Study　Practical Operation (Experiment, Machine Operation
8	Interim published1	Lecturing　Case Study　Practical Operation (Experiment, Machine Operation
9	Interim published2	Lecturing　Group Discussion　Case Study
10	character human design1	Lecturing　Case Study　Practical Operation (Experiment, Machine Operation
11	character human design2	Lecturing　Case Study　Practical Operation (Experiment, Machine Operation
12	character human design3	Lecturing　Case Study　Practical Operation (Experiment, Machine Operation
13	character human design4	Lecturing　Case Study　Practical Operation (Experiment, Machine Operation
14	character human design5	Lecturing　Case Study　Practical Operation (Experiment, Machine Operation
15	character human design6	Lecturing　Case Study　Practical Operation (Experiment, Machine Operation
16	character human design7	Lecturing　Case Study　Practical Operation (Experiment, Machine Operation

| 17 | Final presentation and review 01 & Flexible Teaching/Learning | Flexible Teaching - Independent Action |
| 18 | Final presentation and review 02 & Flexible Teaching/Learning | Flexible Teaching - Independent Action |