

114-1 Full Curriculum of Da-Yeh University

Information			
Title	Design Drawing	Serial No./ID	0302 /MDI1004
Required/Credit	Required /2	Time/Place	(Tue)789 /P301
Language	English	Grade Type	Number
Lecturer /Full- or Part-time	/Full-time	Graduate Class	Non-graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 1, Grade 1		
Office Hour / Place	(Tue) 12:00~13:20, (Tue) 13:20~14:10, (Tue) 14:20~15:10, (Wed) 12:00~13:20, (Fri) 12:00~13:20 / PX301		
Lecturer	n.a.		

Introduction
1 through thematic want to stimulate the c r e a t e ion of sketches made use of multi-media learning guide the development of skills and personal qualities sketch multi-oriented, which trained more solid and accurate depiction of capacity. 2 training c r e a t e ive ability to think independently and objective observation and analysis of the performance of the basic shape of the force. 3 train students to observe, describe the ability and c r e a t e ive ability to design show. o

Outline
1 Course De s c r i p t ion, communication, packet instructions, before making 2 basic training unit 3 Proposition c r e a t e ive exercises 4 Portfolio / body sketches 5 extracurricular assignments

Prerequisite
Enthusiasm for the design sketch, based rendering capability.ο

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 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 Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 20% Experiment Operation: 20%	Total: 100	30
Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design	10	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 Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 20% Experiment Operation: 20%	Total: 100	10

Acquire the capability of integrating multimedia digital content knowledge and technologies	10	Cultivate the capability of integrating theoretical knowledge and practical technology。 Cultivate the capability of integrating visual communication, information technology and content management knowledge。	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Experiment Operation: 20% Course Participation: 20%	Total: 100	10
Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design	30	Cultivate the humanities and arts accomplishment。 Cultivate the capability of creative thinking。 Cultivate the capability of innovative design。	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 20% Experiment Operation: 20%	Total: 100	30
Acquire the capability of lifetime learning	20	Cultivate the capability of lifetime learning by different ways。	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Course Participation: 20% Homework Assignment: 30% Experiment Operation: 20%	Total: 100	20

Grade Auditing

Homework Assignment: 30%

Final Exam: 30%

Experiment Operation: 20%

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	設計素描	陳志隆
Material-compiled	設計素描	陳志隆

Material

Lesson Plan

Weeks	Content	Teaching Methods
1	Course Introduction and Learning Directions & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Gender equality education promotion	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
2	Pencil lines and light and dark changes	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
3	Geometric structure light and shadow performance	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
4	Elementary still life one	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
5	Elementary still life 2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
6	Complex still life one	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
7	Complex still life 2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
8	Fine material performance one	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
9	Fine material performance 2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
10	Fine material performance three	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
11	Landscape sketch one	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
12	Landscape Sketch 2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
13	Portrait sketch one	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
14	Portrait Sketch 2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
15	Final assignment: sketch creation one	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
16	Final assignment: sketch creation 2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation

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| 17 | Creative painting development-1 & Flexible Teaching/Learning | Flexible Teaching - Independent Action |
| 18 | Creative painting development-2 & Flexible Teaching/Learning | Flexible Teaching - Independent Action |