114-1 Full Curriculum of Da-Yeh University

Information			
Title	Design Thinking	Serial No./ID	0330 /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 Program for Multimedia Digital Content /Class 1, Grade 3		
Office Hour / Place	(Mon) 09:10~10:00, (Mon) 17:10~18:00, (Tue) 09:10~10:00, (Tue) 15:20~16:10, (Wed) 11:10~12:00, (Thu) 09:10~10:00 / A513		
Lecturer	n.a.		

Introduction

This course aims to introduce the concepts and practices of Design Thinking. Emphasizing a learner-centered approach, the goal is to cultivate students' critical thinking and practical skills. Adopting a "learning-by-doing" model, the course minimizes traditional lecturing and instead uses "Problems" to guide learners through open discussions and deep reflection on specific issues. This facilitates the internalization of knowledge, broadens horizons to embrace diverse perspectives and the uniqueness of different target audiences, and enables students to define and solve problems effectively. Additionally, "Tasks" and projects are utilized to stimulate innovative thinking, prompt practical application and reflection, and help learners gradually develop their own design philosophies.

The course structure incorporates diverse group learning and practical tasks. Its core spirit is to return the responsibility of learning to the students, allowing each learner to fully take ownership of their educational journey.

Learning Outcomes Upon completion of this course, learners will be able to:
1. Understand Design Thinking concepts and cultivate related skills.
2. Apply the Design Thinking process to execute project plans.
3. Foster the ability to share and learn knowledge across disciplines.
4. Leverage digital technology (AI) to stimulate team creativity and accelerate the creative process.
5. Utilize 360-degree video to explore storytelling techniques in virtual reality.

Outline

W1: Introduction: What is Design Thinking?
W2: Introduction: Experiencing Design Thinking I
W3: Introduction: Experiencing Design Thinking II
W4: Introduction: Experiencing Design Thinking III
W5: Visual Innovation Experience Project: "Empathize" Phase
W6: Visual Innovation Experience Project: "Define" Phase
W7: Visual Innovation Experience Project: "Ideate" Phase
W8: Visual Innovation Experience Project: "Prototype" Phase I
W9: Visual Innovation Experience Project: "Prototype" Phase II

W10: Visual Innovation Experience Project: "Prototype" Phase III
W11: Visual Innovation Experience Project: "Prototype" Phase IV
W12: Visual Innovation Experience Project: "Test" Phase
W13: Graduation Project Proposal: Revision and Innovation
W14: Graduation Project Proposal: Revision and Innovation – Iteration I
W15: Graduation Project Proposal: Revision and Innovation – Iteration II
W16: Final Project Presentation I
W17: Final Project Presentation II
W18: Merged with Weeks 10-11 (No class due to workshop)

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 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	Instructor-developed materials	Hou-Yi TING

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	Introduction：Design Thinking IV	Group Discussion、 Special Report
6	TIntroduction：Design Thinking V	Group Discussion、 Practical Operation (Experiment, Machine Operation
7	The stages of Empathize & Define	Group Discussion、 Practical Operation (Experiment, Machine Operation
8	The stage of Prototype	Group Discussion、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Special Report
9	Mid-team project	Group Discussion、 Practical Operation (Experiment, Machine Operation

10	The stage of Prototype I	Special Report
11	The stage of Prototype II	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	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	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