

114-1 Full Curriculum of Da-Yeh University

Information			
Title	Full-Time Internship (1)	Serial No./ID	0342 /MDI4092
Required/Credit	Optinal /9	Time/Place	(Sun)12345678 /P304
Language	Chinese/English	Grade Type	Number
Lecturer /Full- or Part-time	Cherng Jong Sheng /Full-time	Graduate Class	Graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 1, Grade 4		
Office Hour / Place	(Tue) 10:10~11:00, (Tue) 11:10~12:00, (Tue) 13:20~14:10, (Tue) 14:20~15:10, (Tue) 15:20~16:10 / H318		
Lecturer	n.a.		

Introduction
This course is designed for students to use what they have learned to engage internships in enterprises. Students must apply to solve practical problems ,and develop right workplace ethics.

Outline
This course is designed for students to engage internships in enterprises, and hence no fixed syllabus is provided. The instructors will visit students during the internships. After internships, the students must provide practice reports for their final grades.

Prerequisite
What students have learned

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



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 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。	Off-campus Internship	Written Report: 10% Record on Experiment: 30% Course Participation: 30% Experiment Operation: 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 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。	Off-campus Internship	Written Report: 10% Record on Experiment: 30% Course Participation: 30% Experiment Operation: 30%	Total: 100	20

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.	Off-campus Internship	Course Participation: 30% Record on Experiment: 30% Written Report: 10% Experiment Operation: 30%	Total: 100	10
Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems	5	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.	Off-campus Internship	Course Participation: 30% Record on Experiment: 30% Written Report: 10% Experiment Operation: 30%	Total: 100	5
Acquire the capability of managing project, communicating each other, respecting different viewpoints and cooperating within the team	10	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.	Off-campus Internship	Course Participation: 30% Record on Experiment: 30% Experiment Operation: 30% Written Report: 10%	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.	Off-campus Internship	Written Report: 10% Record on Experiment: 30% Course Participation: 30% Experiment Operation: 30%	Total: 100	10

Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design。	15	Cultivate the humanities and arts accomplishment。 Cultivate the capability of creative thinking。 Cultivate the capability of innovative design。	Off-campus Internship	Written Report: 10% Record on Experiment: 30% Course Participation: 30% Experiment Operation: 30%	Total: 100	15
Acquire the capability of lifetime learning。	5	Cultivate the capability of lifetime learning by different ways。	Off-campus Internship	Course Participation: 30% Record on Experiment: 30% Written Report: 10% Experiment Operation: 30%	Total: 100	5
Acquire the capability of collecting, interpreting and analyzing global multimedia industry trends, and participating in multimedia practical design。	5	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 international view。 Cultivate the capability of solving industry actual problem。	Off-campus Internship	Course Participation: 30% Written Report: 10% Record on Experiment: 30% Experiment Operation: 30%	Total: 100	5

Grade Auditing

Experiment Operation: 30%

Course Participation: 30%

Record on Experiment: 30%

Written Report: 10%

Book Type (Respect intellectual property rights. Please use official textbooks and do not illegally photocopy others' works.)

Book Type	Book name	Author
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Reference Books

omit

omit

Lesson Plan

Weeks	Content	Teaching Methods
1	Off-campus internship & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Gender equality education promotion	Off-campus Internship
2	Off-campus internship	Off-campus Internship
3	Off-campus internship	Off-campus Internship
4	Off-campus internship	Off-campus Internship
5	Off-campus internship	Off-campus Internship
6	Off-campus internship	Off-campus Internship
7	Off-campus internship	Off-campus Internship
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10	Off-campus internship	Off-campus Internship
11	Off-campus internship	Off-campus Internship
12	Off-campus internship	Off-campus Internship
13	Off-campus internship	Off-campus Internship
14	Off-campus internship	Off-campus Internship
15	Off-campus internship	Off-campus Internship
16	Off-campus internship	Off-campus Internship
17	Off-campus internship & Flexible Teaching/Learning	Flexible Teaching - Social Participation
18	Off-campus internship & Flexible Teaching/Learning	Flexible Teaching - Social Participation