114-1 Full Curriculum of Da-Yeh University

Information			
Title	Capstone Project (3)	Serial No./ID	0345 /MDI4095
Required/Credit	Required /2	Time/Place	(Sat)12 /P305-1
Language	Chinese	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 2, 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

Introduction: Capstone Project-Based Learning Course
Objective: Students will be able to integrate knowledge and engage in self-directed learning through teamwork. They will enhance their problem-solving, data collection, practical application, teamwork, knowledge integration, and presentation skills throughout the process.

Outline

Comprehensive Capstone Course: A project-based learning course designed to help students develop skills in communication, management, and creativity throughout the learning process. By engaging in project creation, students will enhance their problem-solving abilities. They will apply their professional knowledge and theories to set themes, gather data, perform practical exercises, conduct field visits, and surveys, ultimately achieving the predefined goals.
Course Objective: Students will be able to integrate knowledge and engage in self-directed learning through teamwork. They will enhance their problem-solving, data collection, practical application, teamwork, knowledge integration, and presentation skills throughout the process.

Prerequisite

Capstone Project

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 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。	Group Work Practical Operation (Experiment, Machine Operation Group Discussion Student Presentation	Product Manufacturing: 40% Oral Test: 20% Group Report: 20% Assessment on Teamwork: 20%	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 implementing multimedia digital content system。 Cultivate the capability of using modern multimedia software and hardware tools。	Group Discussion Practical Operation (Experiment, Machine Operation Student Presentation Group Work	Group Report: 20% Oral Test: 20% Assessment on Teamwork: 20% Product Manufacturing: 40%	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。	Group Discussion Group Work Practical Operation (Experiment, Machine Operation Student Presentation	Group Report: 20% Product Manufacturing: 40% Oral Test: 20% Assessment on Teamwork: 20%	Total: 100	10
Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems	20	Cultivate the capability of analyzing and organizing complex multimedia design problems。 Cultivate the capability of exploring complex multimedia design problems。 Cultivate the capability of solving and practicing complex multimedia design systems。	Group Work Practical Operation (Experiment, Machine Operation Group Discussion Student Presentation	Product Manufacturing: 40% Oral Test: 20% Group Report: 20% Assessment on Teamwork: 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 communication, coordination, and team cooperation。 Cultivate the capability of project planning, execution and management。 Cultivate the capability of respecting different viewpoints。	Group Work Practical Operation (Experiment, Machine Operation Group Discussion Student Presentation	Product Manufacturing: 40% Oral Test: 20% Group Report: 20% Assessment on Teamwork: 20%	Total: 100	20
Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design。	10	Cultivate the capability of creative thinking。 Cultivate the humanities and arts accomplishment。 Cultivate the capability of innovative design。	Group Work Practical Operation (Experiment, Machine Operation Group Discussion Student Presentation	Product Manufacturing: 40% Oral Test: 20% Group Report: 20% Assessment on Teamwork: 20%	Total: 100	10

Acquire the capability of lifetime learning 。	10	Cultivate the capability of lifetime learning by different ways。	Group Discussion Practical Operation (Experiment, Machine Operation Group Work Student Presentation	Group Report: 20% Oral Test: 20% Product Manufacturing: 40% Assessment on Teamwork: 20%	Total: 100	10
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 the capability of great foresight and international view。 Cultivate working proficiency in career of multimedia digital content。 Cultivate the capability of solving industry actual problem。	Group Discussion Practical Operation (Experiment, Machine Operation Group Work Student Presentation	Group Report: 20% Oral Test: 20% Product Manufacturing: 40% Assessment on Teamwork: 20%	Total: 100	10

Grade Auditing

Product Manufacturing: 40%
Assessment on Teamwork: 20%
Oral Test: 20%
Group Report: 20%

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

Book Type	Book name	Author
Reference Books	無	無

Lesson Plan		
Weeks	Content	Teaching Methods
1	Group Discussion and Practical Operation & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Gender equality education promotion	Group Discussion、 Practical Operation (Experiment, Machine Operation、 Group Work
2	Group Discussion and Practical Operation	Group Discussion、 Practical Operation (Experiment, Machine Operation、 Group Work
3	Group Discussion and Practical Operation	Group Discussion、 Practical Operation (Experiment, Machine Operation、 Group Work
4	Group Discussion and Practical Operation	Group Discussion、 Practical Operation (Experiment, Machine Operation、 Group Work
5	Group Discussion and Practical Operation	Group Discussion、 Practical Operation (Experiment, Machine Operation、 Group Work
6	Group Discussion and Practical Operation	Group Discussion、 Practical Operation (Experiment, Machine Operation、 Group Work
7	Group Discussion and Practical Operation	Group Discussion、 Practical Operation (Experiment, Machine Operation、 Group Work
8	Group Discussion and Practical Operation	Group Discussion、 Practical Operation (Experiment, Machine Operation、 Group Work
9	Student Presentation	Student Presentation
10	Group Discussion and Practical Operation	Group Discussion、 Practical Operation (Experiment, Machine Operation、 Group Work
11	Group Discussion and Practical Operation	Group Discussion、 Practical Operation (Experiment, Machine Operation、 Group Work
12	Group Discussion and Practical Operation	Group Discussion、 Practical Operation (Experiment, Machine Operation、 Group Work

13	Group Discussion and Practical Operation	Group Discussion、 Practical Operation (Experiment, Machine Operation、 Group Work
14	Group Discussion and Practical Operation	Group Discussion、 Practical Operation (Experiment, Machine Operation、 Group Work
15	Group Discussion and Practical Operation	Group Discussion、 Practical Operation (Experiment, Machine Operation、 Group Work
16	Group Discussion and Practical Operation	Group Discussion、 Practical Operation (Experiment, Machine Operation、 Group Work
17	Group Discussion and Practical Operation & Flexible Teaching/Learning	Flexible Teaching - Independent Action、 Flexible Teaching - Communication and Interaction
18	Student Presentation & Flexible Teaching/Learning	Flexible Teaching - Independent Action、 Flexible Teaching - Communication and Interaction