

Tamkang University Academic Year 102, 1st Semester Course Syllabus

Course Title	GLOBAL TECHNOLOGY REVOLUTION	Instructor	FENG-CHENG CHANG
Course Class	TPIBB2A DIVISION OF COMMUNICATION TECHNOLOGY, DEPARTMENT OF INNOVATIVE INFORMATION AND TECHNOLOGY, 2A	Details	<ul style="list-style-type: none"> ◆ Required ◆ One Semester ◆ 2 Credits
Academic teaching objectives			
<p>Students will understand recent development of modern science and technology and its impact on human society and global environment. Through the design of course students will also be familiar with broadly-based fundamental technical knowledge and improve.</p>			
Schoolwide essential virtues			
<ul style="list-style-type: none"> A. A global perspective. B. Information literacy. C. A vision for the future. D. Moral integrity. E. Independent thinking. F. A cheerful attitude and healthy lifestyle. G. A spirit of teamwork and dedication. H. A sense of aesthetic appreciation. 			
Course Introduction	<p>There were significant technology revolutions that changed our life style. No matter the changes are good or bad, the impacts affect different aspects of the world. In this course, we will overview a few information technology revolutions (and/or evolutions) and think about what have learned from them.</p>		

The Relevance among Teaching Objectives, Objective Levels and Schoolwide essential virtues

I. Objective Levels (select applicable ones) :

- (i) Cognitive Domain : C1-Remembering, C2-Understanding, C3-Applying,
C4-Analyzing, C5-Evaluating, C6-Creating
- (ii) Psychomotor Domain : P1-Imitation, P2-Mechanism, P3-Independent Operation,
P4-Linked Operation, P5-Automation, P6-Origination
- (iii) Affective Domain : A1-Receiving, A2-Responding, A3-Valuing,
A4-Organizing, A5-Characterizing, A6-Implementing

II. The Relevance among Teaching Objectives, Objective Levels and Schoolwide essential virtues :

- (i) Determine the objective level(s) in any one of the three learning domains (cognitive, psychomotor, and affective) corresponding to the teaching objective. Each objective should correspond to the objective level(s) of ONLY ONE of the three domains.
- (ii) If more than one objective levels are applicable for each learning domain, select the highest one only. (For example, if the objective levels for Cognitive Domain include C3, C5, and C6, select C6 only and fill it in the boxes below. The same rule applies to Psychomotor Domain and Affective Domain.)
- (iii) Determine the Schoolwide essential virtues that correspond to each teaching objective. Each objective may correspond to one or more Schoolwide essential virtues at a time. (For example, if one objective corresponds to three Schoolwide essential virtues: A, AD, and BEF, list all of the three in the box.)

No.	Teaching Objectives	Relevance	
		Objective Levels	Schoolwide essential virtues
1	Know the past revolutions in information technology.	C1	ABDE
2	Recognize the impacts of the revolutions to our life.	C2	DFGH
3	Think about the revolution that is happening.	C4	ACEG
4	Learn how to realize your opinion using information technology.	C3	BCE

Teaching Objectives, Teaching Methods and Assessment

No.	Teaching Objectives	Teaching Methods	Assessment
1	Know the past revolutions in information technology.	Lecture, Discussion	Written test, Report, Participation
2	Recognize the impacts of the revolutions to our life.	Lecture, Discussion	Written test, Report, Participation
3	Think about the revolution that is happening.	Discussion	Written test, Report, Participation
4	Learn how to realize your opinion using information technology.	Lecture, Practicum	Written test, Report, Participation

Course Schedule

Week	Date	Subject/Topics	Note
1	102/09/16~ 102/09/22	Introduction to global technology revolution	
2	102/09/23~ 102/09/29	Overview of information technology	

3	102/09/30 ~ 102/10/06	Computers (1)	
4	102/10/07 ~ 102/10/13	Computers (2)	
5	102/10/14 ~ 102/10/20	Image and video processing	
6	102/10/21 ~ 102/10/27	Computer graphics (1)	Presentation
7	102/10/28 ~ 102/11/03	Computer graphics (2)	Presentation
8	102/11/04 ~ 102/11/10	Computer games (1)	Presentation
9	102/11/11 ~ 102/11/17	Computer games (2)	Presentation
10	102/11/18 ~ 102/11/24	Midterm Exam Week	
11	102/11/25 ~ 102/12/01	Networks and web technology	
12	102/12/02 ~ 102/12/08	Networks and mobile devices	
13	102/12/09 ~ 102/12/15	Using information technology as a profession (1)	Practice
14	102/12/16 ~ 102/12/22	Using information technology as a profession (2)	Practice
15	102/12/23 ~ 102/12/29	Using information technology as a profession (3)	Practice
16	102/12/30 ~ 103/01/05	Using information technology as a profession (4)	Practice
17	103/01/06 ~ 103/01/12	Realizing your innovation	Presentation
18	103/01/13 ~ 103/01/19	Final Exam Week	
Requirement	1. 期中考無故缺席者學期成績扣十分（期末考亦同）。 2. 無正當理由不得補考及補交作業。		
Teaching Facility	Computer, Projector		
Textbook(s)			
Reference(s)			
Number of Assignment(s)	6 (Filled in by assignment instructor only)		
Grading Policy	◆ Attendance : 30.0 % ◆ Mark of Usual : 40.0 % ◆ Midterm Exam : 15.0 % ◆ Final Exam : 15.0 % ◆ Other () : %		

Note

This syllabus may be uploaded at the website of Course Syllabus Management System at <http://info.ais.tku.edu.tw/csp> or through the link of Course Syllabus Upload posted on the home page of TKU Office of Academic Affairs at <http://www.acad.tku.edu.tw/CS/main.php>.

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