

Tamkang University Academic Year 103, 2nd Semester Course Syllabus

Course Title	LEARNING AND PRACTICE OF CLUBS:AN INTRODUCTION	Instructor	HUANG WEN-CHIH
Course Class	TQIAB1A DIVISION OF SOFTWARE ENGINEERING, DEPARTMENT OF INNOVATIVE INFORMATION AND TECHNOLOGY, 1A	Details	<ul style="list-style-type: none"> ◆ Required ◆ One Semester ◆ 1 Credits
Academic Aim of Education			
<ul style="list-style-type: none"> I. Knowing management and operation of organization. II. Establishing cooperation mode and training leadership. III. Knowing the core concepts and writing skills of proposals. IV. Arousing creative thinking and developing abilities of planning activities. V. Enhance self-expression and communication abilities in team works. VI. Possessing ability to think and solve problem, becoming the one of life-long learning. 			
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>"The Learning and Practice of Clubs" is composed of three parts, "An Introduction" , " Participation in Activities" and "Execution of Activities" .This program provides students with basic curriculum includes how to organize a society, start and execute a plan, communicate and express, and work as a team. Furthermore, this program provides students not only the valuable experiences and network from societies in campus, but also the opportunities in learning how to think in different ways.</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-Charaterizing, 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	Knowing the situation,culture and operation of the in-campus student societies,including clubs, institutes, and autonomous organizations.	C2	FG
2	Helping students improve the cognitive of his/her role in a team, and make good use of his/her personality in incubating the ability to cooperate with team members.	A3	EG
3	Knowing the basic concepts and writing stills of a proposal for extracurricular activities.	P6	EF
4	Being able to have good skills of expression. Even more to have ability of communicating interpersonally.	C5	EFG
5	Understanding the outstanding competitive strength in future career may comes from the experiences of extracurricular activities.	C3	EF

Teaching Objectives, Teaching Methods and Assessment

No.	Teaching Objectives	Teaching Methods	Assessment
1	Knowing the situation,culture and operation of the in-campus student societies,including clubs, institutes, and autonomous organizations.	Lecture, Discussion	Practicum, Report, Participation, 出席

2	Helping students improve the cognitive of his/her role in a team, and make good use of his/her personality in incubating the ability to cooperate with team members.	Lecture, Discussion, Practicum	Practicum, Report, Participation, 出席
3	Knowing the basic concepts and writing skills of a proposal for extracurricular activities.	Lecture, Discussion, Practicum	Practicum, Report, Participation, 出席
4	Being able to have good skills of expression. Even more to have ability of communicating interpersonally.	Lecture, Discussion, Practicum	Practicum, Report, Participation, 出席
5	Understanding the outstanding competitive strength in future career may comes from the experiences of extracurricular activities.	Lecture, Discussion, Practicum	Practicum, Report, Participation, 出席

Course Schedule

Week	Date	Subject/Topics	Note
1	104/02/24 ~ 104/03/01		
2	104/03/02 ~ 104/03/08		
3	104/03/09 ~ 104/03/15	1-1、1-2建立共識及認識自我	
4	104/03/16 ~ 104/03/22		
5	104/03/23 ~ 104/03/29		
6	104/03/30 ~ 104/04/05	教學觀摩週	
7	104/04/06 ~ 104/04/12		
8	104/04/13 ~ 104/04/19		
9	104/04/20 ~ 104/04/26	2-1、2-2團隊籌組與運作,3-1、3-2活動構思與發想	4小時
10	104/04/27 ~ 104/05/03	Midterm Exam Week	
11	104/05/04 ~ 104/05/10	5/6:4-1、4-2團體動力激發,5-1、5-2問題解決與溝通表達 5/8:6-1、6-2課程成果發表與反思	4小時
12	104/05/11 ~ 104/05/17		
13	104/05/18 ~ 104/05/24		
14	104/05/25 ~ 104/05/31		

15	104/06/01 ~ 104/06/07		
16	104/06/08 ~ 104/06/14		
17	104/06/15 ~ 104/06/21		
18	104/06/22 ~ 104/06/28	Final Exam Week	
Requirement	<p>1.100學年度起大學部日間部入學新生，須於畢業前完成「社團學習與實作」1學分，課程分為A「入門課程」、B「活動參與」、C「活動執行」三部分。</p> <p>2.「入門課程」分為六大主題，單學期隔週上課，每次上課2小時，共計12小時(上課時間請詳教學計畫表)，以課堂表現、學習單、企畫成果作為評分標準，完成後列入該學期成績(惟此成績不列入1/2及學期平均成績計算)。開學即開始上課，無故未到者以曠課論，第1次上課尚未完成選課手續者，可暫在預選班級上課，取得上課證明，否則該堂視為曠課。</p> <p>3.「活動參與」：學生須至少加入校內一個學生團體組織(課程委員會通過之社團、系所院學會及自治組織)或校內單位活動方案，並於任一學期，完成參與該組織活動至少3次且繳交活動日誌3篇，活動參與3次認證須為同一學期完成後，計入該學期成績「社團學習與實作-活動參與通過」。</p> <p>4.「活動執行」：學生須至少加入校內一個學生團體組織(課程委員會通過之社團、系所院學會及自治組織)，並於任一學期，完成執行該組織活動規劃至少1次且繳交活動結案報告，完成後計入該學期成績「社團學習與實作-活動執行通過」。</p> <p>5.「社團學習與實作」課程將於「入門課程」、「活動參與」、「活動執行」三部分皆通過後，計入修課該學期實得學分「1學分」「通過」。</p>		
Teaching Facility	Computer, Projector, Other (麥克風)		
Textbook(s)	社團學習與實作課程學生學習手冊-課外星人		
Reference(s)	<p>1.劉源俊、傅木龍、林至善等14位作者合著(2000)。大學社團人-社團學初論</p> <p>2.馬克·李維著、廖建容譯(2011)。自由書寫術：行銷、企畫、簡報、文案滿分的28個技巧。商周出版。</p> <p>3.謝文憲(2011)。說出影響力-人人說話都能有份量的26種技巧。春光。</p> <p>4.蒂姆·戴多普羅斯·莫蘭·坎貝爾·達文西合著、洪銘澤譯(2010)。哈佛給學生的1001個思維遊戲。</p> <p>5.活動企劃實戰錄。臺灣企劃塾出版。</p> <p>6.做個成功學習的大學生。李麗君著。</p>		
Number of Assignment(s)	5 (Filled in by assignment instructor only)		
Grading Policy	<p>◆ Attendance : % ◆ Mark of Usual : 10.0 % ◆ Midterm Exam : %</p> <p>◆ Final Exam : %</p> <p>◆ Other (企畫發表及學習單) : 90.0 %</p>		
Note	<p>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.</p> <p>※ Unauthorized photocopying is illegal. Using original textbooks is advised. It is a crime to improperly photocopy others' publications.</p>		