Tamkang University Academic Year 105, 1st Semester Course Syllabus

Course Title	INTRODUCTION TO MULTIMEDIA	Instructor	LIN HUI	
Course Class	TQICB1A DIVISION OF SOFTWARE ENGINEERING, DEPARTMENT OF INNOVATIVE INFORMATION	Details	SelectiveOne Semester3 Credits	
	PROGRAM), ^{1A} Departmental Aim of Education			
Cultivate pro	ofessional talents in developing and applying information system	m in various fie	elds.	
	Departmental core competences			
A. Capabili	ty of computer program coding, process planning, and problem	solving		
B. Capabili	ty of applying basic mathematics and information technology re	elated mathem	natics	
C. Capabili system				
D. Capabili	ty of developing information system			
E. Capabili				
Course Introduction	Learn the foundation concepts and essential skills required for in multimedia. Including how to use text, images, sound, and compelling messages and content in meaningful ways. Learn and produce multimedia projects.	video to deliv	er	

The Relevance among Teaching Objectives, Objective Levels and Departmental core competences

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 Departmental core competences:

- (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 Departmental core competences that correspond to each teaching objective. Each objective may correspond to one or more Departmental core competences at a time. (For example, if one objective corresponds to three Departmental core competences: A,AD, and BEF, list all of the three in the box.)

			Relevance	
No.	Teaching Objectives	Objective Levels	Departmental core competences	
1	Introduces multimedia by defining basic terms and concepts, and		E	
	shows students how to make multimedia.			

Teaching Objectives, Teaching Methods and Assessment

No.	Teaching Objectives	Teaching Methods	Assessment
1	Introduces multimedia by defining basic terms and concepts, and shows students how to make multimedia.	Lecture, Appreciation, Practicum	Written test, Practicum, Participation

Essential Qualities of TKU Students		Qualities of TKU Students	Descripti	ion
		pective	Helping students develop a broader perspective from which to understand international affairs and global development.	
◆ Information literacy		teracy	Becoming adept at using information technology and learning the proper way to process information.	
A vision for the future		e future	Understanding self-growth, social change, and technological development so as to gain the skills necessary to bring about one's future vision.	
		у	Learning how to interact with others, practicing empathy and caring for others, and constructing moral principles with which to solve ethical problems.	
•	Independent :	thinking	Encouraging students to keenly observe and seek out the source of their problems, and to think logically and critically.	
A cheerful attitude and healthy lifestyle		itude and healthy lifestyle	Raising an awareness of the fine balance between one's body and soul and the environment; helping students live a meaningful life.	
◆ A spirit of teamwork and dedication		mwork and dedication	Improving one's ability to communicate and cooperate so as to integrate resources, collaborate with others, and solve problems.	
◆ A sense of aesthetic appreciation		sthetic appreciation	Equipping students with the ability to sense and appreciate aesthetic beauty, to express themselves clearly, and to enjoy the creative process.	
			Course Schedule	
Week	Date	5	Subject/Topics	Note
1	105/09/12 ~ 105/09/18	Introduction to multimedia		
2	105/09/19 ~ 105/09/25	Introduction to multimedia		
3	105/09/26 ~ 105/10/02	Text, outside teaching		
4	105/10/03 ~ 105/10/09	Text		
5	105/10/10 ~ 105/10/16	Image		
6	105/10/17 ~ 105/10/23	Image · Sound		
7	105/10/24 ~ 105/10/30	Sound		
8	105/10/31 ~ 105/11/06	2D Animation		
9	105/11/07 ~ 105/11/13	2D Animation		
10	105/11/14 ~ 105/11/20	Midterm Exam Week		
11	105/11/21 ~ 105/11/27	2D Animation		
	105/11/28~	3D Animation		

13	105/12/05 ~ 105/12/11	3D Animation	
14	105/12/12 ~ 105/12/18	Video	
15	105/12/19 ~ 105/12/25	Making multimedia : Hardware and Software	
16	6 lo5/12/26~ Making multimedia: Authoring System		
17	106/01/02 ~ 106/01/08	Multimedia skills	
18	106/01/09 ~ 106/01/15	Final Exam Week	
Requirement		依本校學則第三十八條第二款規定辦理扣考	
Teaching Facility		Computer, Projector	
Textbook(s)		Multimedia: Making It Work,9e, Vaughan(新月)	
Reference(s)		多媒體技術與應用,戴嬋玲譯(學實)	
Number of Assignment(s)		12 (Filled in by assignment instructor only)	
Grading Policy		 ◆ Attendance: 10.0 % ◆ Mark of Usual: 10.0 % ◆ Midterm Exam: 30.0 % ◆ Final Exam: 30.0 % ◆ Other ⟨Project, 4 Quizs⟩: 20.0 % 	
Note home		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 . ** Unauthorized photocopying is illegal. Using original textbooks is advised. It is a crime to improperly photocopy others' publications.	

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