Tamkang University Academic Year 105, 2nd Semester Course Syllabus

Course Title	INTRODUCTION TO DIGITAL ARTS	Instructor	PHILIP SHIEH
Course Class	TNUMB0B ARTS APPRECIATION AND INVENTION, 0B	Details	◆ Required ◆ One Semester ◆ 2 Credits

Academic Aim of Education

By using the knowledge which based on the various field of Art, hopefully leads student to experience the depth of cultural art and living art, so as to enrich the ability of Art Appreciation, and, to cultivate the Aesthetic literacy, which can be accomplished to the purpose of the union of knowledge and life in Art.

Schoolwide essential virtues

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	Digital arts includes publishing, archive, visual arts, animation, music and game. Activities include appreciation, criticism, analysis, exploring, and designing of digital arts.

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	to appreciate works of digital arts	A5	AGH
2	to learn knowledge of digital arts	C4	AGH
3	to learn trend of digital arts industry	A4	AGH
4	learn to design works of digital arts	P6	AGH

Teaching Objectives, Teaching Methods and Assessment

No.	Teaching Objectives	Teaching Methods	Assessment
1	to appreciate works of digital arts	Lecture, Discussion, Appreciation	Report
2	to learn knowledge of digital arts	Lecture, Discussion	Report
3	to learn trend of digital arts industry	Lecture, Discussion	Report
4	learn to design works of digital arts	Lecture, Practicum	Practicum

Course Schedule

Week	Date	Subject/Topics	Note
1	106/02/13 ~ 106/02/19	Definition, history and aesthetics of digital arts	Join in Facebook "Fans of Ethos Digital Media" page and "Ethos Digital Media" group
2	106/02/20 ~ 106/02/26	Electonic dance music	
3	106/02/27 ~ 106/03/05	game music	

4	106/03/06 ~ 106/03/12	animation music	
5	106/03/13 ~ 106/03/19	music for film and television	
6	106/03/20 ~ 106/03/26	animation	
7	106/03/27 ~ 106/04/02	animation production 1	
8	106/04/03 ~ 106/04/09	animation production 2	mid-term paper expires
9	106/04/10 ~ 106/04/16	Artificial intelligence and education	Join in Facebook "Fans of Ethos Learning" page and "Ethos Learning" group
10	106/04/17 ~ 106/04/23	Midterm Exam Week	
11	106/04/24 ~ 106/04/30	Artificial Intelligence and robots	
12	106/05/01 ~ 106/05/07	Chat bot	
13	106/05/08 ~ 106/05/14	Artificial Intelligence Markup Language 1	
14	106/05/15 ~ 106/05/21	Artificial Intelligence Markup Language 2	
15	106/05/22 ~ 106/05/28	Dialogue Teaching Design	Final production project expires
16	106/05/29 ~ 106/06/04	Digital learning 1	
17	106/06/05 ~ 106/06/11	Digital learning 2	Final production expires
18	106/06/12 ~ 106/06/18	Final Exam Week	

Requirement	
Teaching Facility	Computer, Projector
Textbook(s)	Facebook "Fans of Ethos Digital Media" page and "Fans of Ethos Learning" page
Reference(s)	Wikipedia, Youtube
Number of Assignment(s)	2 (Filled in by assignment instructor only)
Grading Policy	◆ Attendance： 20.0 % ◆ Mark of Usual： % ◆ Midterm Exam： 40.0 % ◆ Final Exam： 40.0 % ◆ 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 .
	※ **Unauthorized photocopying is illegal. Using original textbooks is advised. It is a crime to improperly photocopy others' publications.**