Tamkang University Academic Year 106, 1st Semester Course Syllabus

Course Title	INTRODUCTION TO COMPUTERS	Instructor	LIOU, AY-HWA ANDY
Course Class	TLFBB1A DIVISION OF GLOBAL COMMERCE, DEPARTMENT OF INTERNATIONAL BUSINESS (ENGLISH-TAUGHT PROGRAM), 1A	Details	◆ Required ◆ 1st Semester ◆ 2 Credits

Academic Aim of Education

Ⅰ. Development of information literacy.

Ⅱ. Development of computer skills.

Ⅲ. Building up information ethics.

Ⅳ. Training of independent thinking.

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	The course is designed for freshmen, not only to enhance their computer knowledge, including programming, network management, network communications, multimedia, video graphics and others, but also to improve their abilities for obtaining desired information from Internet. At the same time, related topics, like e-commerce, computer virus and information security, are introduced such that students can have enough skills for further investigating and learning more advanced techniques or applications. Finally, students can apply those abilities and skills to their daily life.

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	1. Development of information literacy.	C5	B
2	2. Development of computer skills	C3	B
3	3. Building up information ethics	A5	D
4	4. Training of independent thinking.	C4	E
5	5.Development of teamwork and dedication	P4	E

Teaching Objectives, Teaching Methods and Assessment

No.	Teaching Objectives	Teaching Methods	Assessment
1	1. Development of information literacy.	Lecture, Discussion	Written test, Report, Participation
2	2. Development of computer skills	Lecture, Discussion	Written test, Report, Participation
3	3. Building up information ethics	Lecture, Discussion	Written test, Report
4	4. Training of independent thinking.	Lecture, Discussion	Written test, Participation
5	5.Development of teamwork and dedication	Lecture, Discussion	Written test, Report

Course Schedule

Week	Date	Subject/Topics	Note
1	106/09/18 ~ 106/09/24	Course Introduction	

2	106/09/25 ~ 106/10/01	Information Systems, Software, Hardware	Chapter 1
3	106/10/02 ~ 106/10/08	Data and Connectivity	Chapter 1
4	106/10/09 ~ 106/10/15	The Internet and the Web	Chapter 2
5	106/10/16 ~ 106/10/22	Electronic Commerce	Chapter 2
6	106/10/23 ~ 106/10/29	MIT Scratch Programming I	
7	106/10/30 ~ 106/11/05	Application Software	Chapter 3
8	106/11/06 ~ 106/11/12	Mobile Apps and Cloud Computing	Chapter 3
9	106/11/13 ~ 106/11/19	Operating Systems	Chapter 4
10	106/11/20 ~ 106/11/26	Midterm Exam Week	
11	106/11/27 ~ 106/12/03	MIT Scratch Programming II	
12	106/12/04 ~ 106/12/10	Utilities and Drivers	Chapter 4
13	106/12/11 ~ 106/12/17	The System Unit -- System Board and Microprocessor	Chapter 5
14	106/12/18 ~ 106/12/24	The System Unit -- Memory and Ports	Chapter 5
15	106/12/25 ~ 106/12/31	The System Unit -- Data and Instructions	Chapter 5
16	107/01/01 ~ 107/01/07	Input and Output	Chapter 6
17	107/01/08 ~ 107/01/14	Input and Output	Chapter 6
18	107/01/15 ~ 107/01/21	Final Exam Week	

Requirement	Cannot accept late turn-in for homework or quiz.
Teaching Facility	Computer, Projector
Textbook(s)	Computing Essentials 2017, Complete Edition, by Timothy J. O'Leary / Linda I. O'Leary/Daniel A. O'Leary, McGraw-Hill
Reference(s)	

Number of Assignment(s)	6 (Filled in by assignment instructor only)
Grading Policy	◆ Attendance： % ◆ Mark of Usual： % (Information Proficiency Test Included) ◆ Midterm Exam： 25.0 % ◆ Final Exam： 30.0 % ◆ Other〈HW20% Quiz15% TA10%〉：45.0 %
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.**