

## Tamkang University Academic Year 107, 1st Semester Course Syllabus

Course Title	PRACTICE OF PROJECTS	Instructor	LIN IN-HO
Course Class	TQICB4A DIVISION OF SOFTWARE ENGINEERING, DEPARTMENT OF INNOVATIVE INFORMATION AND TECHNOLOGY (ENGLISH TAUGHT PROGRAM), 4A	Details	<ul style="list-style-type: none"> <li>◆ Required</li> <li>◆ One Semester</li> <li>◆ 3 Credits</li> </ul>
Departmental Aim of Education			
Cultivate professional talents in developing and applying information system in various fields.			
Departmental core competences			
<ul style="list-style-type: none"> <li>A. Capability of computer program coding, process planning, and problem solving</li> <li>B. Capability of applying basic mathematics and information technology related mathematics</li> <li>C. Capability of applying knowledge of internet structure and protocol in communication system</li> <li>D. Capability of developing information system</li> <li>E. Capability of integrating information system</li> </ul>			
Course Introduction	<p>The purpose of this course is to provide students with both theoretical knowledge and practical expertise on the information and communication management technology and the software development, we emphasize the importance of teamwork culture, therefore students have to compose a team with 3-5 members to study and implement a specified project under the instruction of teacher, and a final oral defense will be examined as their academic results.</p>		

## 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-Characterizing,   | 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.)

No.	Teaching Objectives	Relevance	
		Objective Levels	Departmental core competences
1	Be able to the project planning, development and implementation abilities.	C3	E
2	To learn how to collect project information, paper study and to train students with the abilities of the integration of both theoretical knowledge and practical expertise on software engineering.	P3	E
3	Communication and leadership training of teamwork culture and the abilities to the problem solving	P6	E
4	Be able to the integration expertise and development capabilities in information and communication technology and software engineering.	P6	E

### Teaching Objectives, Teaching Methods and Assessment

No.	Teaching Objectives	Teaching Methods	Assessment
1	Be able to the project planning, development and implementation abilities.	Lecture, Discussion, Practicum, Problem solving	Practicum, Report, Participation
2	To learn how to collect project information, paper study and to train students with the abilities of the integration of both theoretical knowledge and practical expertise on software engineering.	Lecture, Discussion, Practicum, Problem solving	Practicum, Report, Participation

3	Communication and leadership training of teamwork culture and the abilities to the problem solving	Lecture, Discussion, Practicum, Problem solving	Practicum, Report, Participation
4	Be able to the integration expertise and development capabilities in information and communication technology and software engineering.	Lecture, Discussion, Practicum, Problem solving	Practicum, Report, Participation

This course has been designed to cultivate the following essential qualities in TKU students

Essential Qualities of TKU Students	Description
◆ A global perspective	Helping students develop a broader perspective from which to understand international affairs and global development.
◆ Information literacy	Becoming adept at using information technology and learning the proper way to process information.
◆ A vision for the future	Understanding self-growth, social change, and technological development so as to gain the skills necessary to bring about one's future vision.
◆ Moral integrity	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	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	Improving one's ability to communicate and cooperate so as to integrate resources, collaborate with others, and solve problems.
◆ A sense of aesthetic 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	Subject/Topics	Note
1	107/09/10~ 107/09/16	Introduction to the 「Practice of Projects in Software Engineering」	
2	107/09/17~ 107/09/23	Project Group Meeting, 繳交團隊名單及指導教授同意書	
3	107/09/24~ 107/09/30	Project Group Meeting	
4	107/10/01~ 107/10/07	Project Group Meeting	
5	107/10/08~ 107/10/14	Project Group Meeting	
6	107/10/15~ 107/10/21	Project Group Meeting	
7	107/10/22~ 107/10/28	Project Group Meeting	

8	107/10/29 ~ 107/11/04	Project Group Meeting	
9	107/11/05 ~ 107/11/11	Project Group Meeting	
10	107/11/12 ~ 107/11/18	Midterm Exam Week	
11	107/11/19 ~ 107/11/25	Project Group Meeting	
12	107/11/26 ~ 107/12/02	Project Group Meeting	
13	107/12/03 ~ 107/12/09	Project Group Meeting	
14	107/12/10 ~ 107/12/16	Project Group Meeting	
15	107/12/17 ~ 107/12/23	Project Group Meeting	
16	107/12/24 ~ 107/12/30	Project Group Meeting	
17	107/12/31 ~ 108/01/06	Final Report and Presentation (繳交期末書面報告及口試)	
18	108/01/07 ~ 108/01/13	Final Exam Week	
Requirement	1.本課程採英語授課 2.期末口試一律以英語進行·期末書面報告及電子書均以英文書寫。		
Teaching Facility	(None)		
Textbook(s)			
Reference(s)			
Number of Assignment(s)	(Filled in by assignment instructor only)		
Grading Policy	◆ Attendance :           %   ◆ Mark of Usual :           %   ◆ Midterm Exam :           % ◆ Final Exam :           % ◆ Other 〈指導老師給分佔70%，口試成績佔30%，〉 : 100.0 %		
Note	This syllabus may be uploaded at the website of Course Syllabus Management System at <a href="http://info.ais.tku.edu.tw/csp">http://info.ais.tku.edu.tw/csp</a> or through the link of Course Syllabus Upload posted on the home page of TKU Office of Academic Affairs at <a href="http://www.acad.tku.edu.tw/CS/main.php">http://www.acad.tku.edu.tw/CS/main.php</a> . <b>※ Unauthorized photocopying is illegal. Using original textbooks is advised. It is a crime to improperly photocopy others' publications.</b>		