

## Tamkang University Academic Year 107, 2nd Semester Course Syllabus

Course Title	INTRODUCTION TO DIGITAL ARTS	Instructor	JAMES CALLOW
Course Class	TGVMBOB ARTS APPRECIATION AND INVENTION ON LANYANG CAMPUS, 0B	Details	<ul style="list-style-type: none"> <li>◆ Required</li> <li>◆ One Semester</li> <li>◆ 2 Credits</li> </ul>
Academic Aim of Education			
<p>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.</p>			
Schoolwide essential virtues			
<ul style="list-style-type: none"> <li>A. A global perspective.</li> <li>B. Information literacy.</li> <li>C. A vision for the future.</li> <li>D. Moral integrity.</li> <li>E. Independent thinking.</li> <li>F. A cheerful attitude and healthy lifestyle.</li> <li>G. A spirit of teamwork and dedication.</li> <li>H. A sense of aesthetic appreciation.</li> </ul>			
Course Introduction	<p>This course introduces students to the topic of digital arts. The modern world surrounds us with digital media. How is digital art different from traditional arts? How does it change our experience of art? This course will allow students to explore questions of creativity and the digital world through a combination of instructor-led discussion and practice. We will consider a range of digital art processes, from photography, through movies, games and music, to immersive worlds such as augmented and virtual reality, and the effect of internet memes, computer viruses, and social media.</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	To encourage students analytical, evaluative and creative responses to contemporary digital culture.	C4	AGH

### Teaching Objectives, Teaching Methods and Assessment

No.	Teaching Objectives	Teaching Methods	Assessment
1	To encourage students analytical, evaluative and creative responses to contemporary digital culture.	Lecture, Discussion, Appreciation	Written test, Participation

### Course Schedule

Week	Date	Subject/Topics	Note
1	108/02/18~ 108/02/24	Course Introduction	
2	108/02/25~ 108/03/03	Analogue to Digital: What does digital mean?	
3	108/03/04~ 108/03/10	Old media / Aesthetics / Precursor Arts	
4	108/03/11~ 108/03/17	New Media / Immersive Arts / Social Media as Art Space	
5	108/03/18~ 108/03/24	Truths, Fakes and Imagination	
6	108/03/25~ 108/03/31	Digital Photography	
7	108/04/01~ 108/04/07	Moving Pictures	

8	108/04/08 ~ 108/04/14	Narrative / Linearity / Interactivity	
9	108/04/15 ~ 108/04/21	Digital Animation	
10	108/04/22 ~ 108/04/28	Midterm Exam Week	
11	108/04/29 ~ 108/05/05	Electronic Music / Sound	
12	108/05/06 ~ 108/05/12	Webs, Memes and Viruses	
13	108/05/13 ~ 108/05/19	Space, Time and Locative Media	
14	108/05/20 ~ 108/05/26	Immersive Worlds / Games	
15	108/05/27 ~ 108/06/02	Virtual Reality	
16	108/06/03 ~ 108/06/09	Hyper-Reality / Futures	
17	108/06/10 ~ 108/06/16	Final Prep	
18	108/06/17 ~ 108/06/23	Final Exam Week	
Requirement	Students sit a MT and Final test: discursive questions based on course topics. Students will also produce four practical projects in the creative production of elements from the course topics (e.g. photography, memes, narratives, immersive worlds).		
Teaching Facility	Computer, Projector		
Textbook(s)	No textbook is required. The instructor will provide reading materials when necessary.		
Reference(s)			
Number of Assignment(s)	7 (Filled in by assignment instructor only)		
Grading Policy	◆ Attendance : 10.0 %   ◆ Mark of Usual : 60.0 %   ◆ Midterm Exam : 15.0 % ◆ Final Exam : 15.0 % ◆ Other ( ) : %		
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>		