

Tamkang University Academic Year 107, 2nd Semester Course Syllabus

Course Title	INTRODUCTION TO DIGITAL ARTS	Instructor	PHILIP SHIEH
Course Class	TNUMB0A ARTS APPRECIATION AND INVENTION, 0A	Details	<ul style="list-style-type: none"> ◆ Required ◆ One Semester ◆ 2 Credits
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"> 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	<p>Digital arts includes publishing, archive, visual arts, animation, music and game. Activities include appreciation, criticism, analysis, exploring, intellectual properties, and designing of digital arts.</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 appreciate works of digital arts	A5	AGH
2	to learn knowledge of digital arts	C4	AGH
3	to learn trends 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	Practicum, Report
2	to learn knowledge of digital arts	Lecture, Discussion, Practicum	Practicum, Report
3	to learn trends of digital arts industry	Lecture, Discussion, Practicum	Practicum, Report
4	learn to design works of digital arts	Lecture, Discussion, Appreciation, Practicum	Practicum, Report

Course Schedule

Week	Date	Subject/Topics	Note
1	108/02/18~ 108/02/24	Presentation process: Powtoon template	join Facebook Ethos Digital Arts Group
2	108/02/25~ 108/03/03	Using Powtoon template	join Powtoon.com web

3	108/03/04 ~ 108/03/10	Powtoon background, style and background	
4	108/03/11 ~ 108/03/17	Powtoon animation	
5	108/03/18 ~ 108/03/24	animation script	
6	108/03/25 ~ 108/03/31	HTML basics	subscribe https://goo.gl/iuRxfq
7	108/04/01 ~ 108/04/07	Powtoon animation production, intellectual properties	create Powtoon animation
8	108/04/08 ~ 108/04/14	CSS basics	
9	108/04/15 ~ 108/04/21	Powtoon animation finishing	deadline for editing
10	108/04/22 ~ 108/04/28	Midterm Exam Week	
11	108/04/29 ~ 108/05/05	Course plan: ADDIE model	join Facebook Ethos Learn Group
12	108/05/06 ~ 108/05/12	CSS animation	Subscribe https://goo.gl/4zoUJL
13	108/05/13 ~ 108/05/19	Sprite making	
14	108/05/20 ~ 108/05/26	Web plan	create web plan
15	108/05/27 ~ 108/06/02	Sprite animation	create webpage
16	108/06/03 ~ 108/06/09	Interactive animation	
17	108/06/10 ~ 108/06/16	Webpage finishing	deadline for editing
18	108/06/17 ~ 108/06/23	Final Exam Week	
Requirement			
Teaching Facility	Computer, Projector		
Textbook(s)	Facebook Ethos Digital Media Page Facebook Ethos Digital Arts Group Facebook Ethos Digital Learn Page Facebook Ethos Digital Learn Group		
Reference(s)			

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.