

Tamkang University Academic Year 108, 1st Semester Course Syllabus

Course Title	INTRODUCTION TO GAME-BASED LEARNING	Instructor	LIN, MING HUEI
Course Class	TFLXM1A MASTER'S PROGRAM, DEPARTMENT OF ENGLISH, 1A	Details	<ul style="list-style-type: none"> ◆ General Course ◆ Selective ◆ One Semester

D e p a r t m e n t a l A i m o f E d u c a t i o n

- I . Cultivate diverse research specialists with abilities in language, literature, culture, and English teaching.
- II. Carry on and further the excellent tradition of domestic language instruction and literary research to be a department contributing equally to research and language teaching.
- III. Foster a holistic learning process by putting equal emphasis on language and literature, theory and practice.
- IV. Strategies
 1. Train students' abilities in five skills: English listening, speaking, reading, writing and translation.
 2. Promote technologicalization and internationalization.
 3. Upgrade the quality and quantity of those students who participate in the Junior Year Abroad program.
 4. Launch a common English Proficiency Test and enhance students' competitiveness in the job market.
 5. Enrich international video conferencing.
 6. Promulgate such areas of research as English and American literature, cultural studies, ecocriticism, and English Teaching.

Subject Departmental core competences

- A. Establish a foundation for academic specialization in literature, translation, language teaching and linguistics.(ratio:50.00)
- B. Act on the global digital trend and train teaching competency that combines computer technology and internet research.(ratio:50.00)

Subject Schoolwide essential virtues

2. Information literacy. (ratio:50.00)
7. A spirit of teamwork and dedication. (ratio:50.00)

Course Introduction	<p>This course is an introduction to the concept of game-based learning (GBL) for students who would like to know more about GBL techniques and research.</p> <p>Students will learn about the features of and rationale for GBL while improving their skills of language, teaching, and research in the field. Students will also take part in creative classroom activities to reflect upon aspects such as GBL techniques and assessment. This course will be concluded with students completing a mini-research project on GBL.</p>
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The correspondences between the course's instructional objectives and the cognitive, affective, and psychomotor objectives.

Differentiate the various objective methods among the cognitive, affective and psychomotor domains of the course's instructional objectives.

- I. Cognitive : Emphasis upon the study of various kinds of knowledge in the cognition of the course's veracity, conception, procedures, outcomes, etc.
- II. Affective : Emphasis upon the study of various kinds of knowledge in the course's appeal, morals, attitude, conviction, values, etc.
- III. Psychomotor: Emphasis upon the study of the course's physical activity and technical manipulation.

No.	Teaching Objectives	objective methods
1	Students will gain knowledge of GBL theories, techniques, and research.	Cognitive

The correspondences of teaching objectives : core competences, essential virtues, teaching methods, and assessment

No.	Core Competences	Essential Virtues	Teaching Methods	Assessment
1	AB	27	Lecture, Discussion, Practicum	Study Assignments, Discussion(including classroom and online), Practicum, Report(including oral and written), Activity Participation

Course Schedule

Week	Date	Course Contents	Note
1	108/09/09 ~ 108/09/15	Orientation	
2	108/09/16 ~ 108/09/22	Starting new classes: Establishing goals & expectations	
3	108/09/23 ~ 108/09/29	The game-based learning (GBL) approach: An overview	
4	108/09/30 ~ 108/10/06	GBL foundations	

5	108/10/07 ~ 108/10/13	Adapting materials	
6	108/10/14 ~ 108/10/20	Adapting lecture delivery 1	
7	108/10/21 ~ 108/10/27	Adapting lecture delivery 2	
8	108/10/28 ~ 108/11/03	Learning styles & strategies	
9	108/11/04 ~ 108/11/10	Applying GBL in contexts	
10	108/11/11 ~ 108/11/17	Mid-term	
11	108/11/18 ~ 108/11/24	Active learning 1: activities in the classroom	
12	108/11/25 ~ 108/12/01	Active learning 2: giving effective instructions in English	
13	108/12/02 ~ 108/12/08	Guided preparation for micro-teaching	
14	108/12/09 ~ 108/12/15	Managing cognitive and linguistic demands	
15	108/12/16 ~ 108/12/22	GBL research 1: design & variables	
16	108/12/23 ~ 108/12/29	GBL research 2: tool & assessment	
17	108/12/30 ~ 109/01/05	GBL research 3: outcome & evaluation	
18	109/01/06 ~ 109/01/12	Final	
Requirement			
Teaching Facility		Computer, Projector	
Textbooks and Teaching Materials		To be announced	
References			
Number of Assignment(s)		(Filled in by assignment instructor only)	
Grading Policy		◆ Attendance : 10.0 % ◆ Mark of Usual : 30.0 % ◆ Midterm Exam : 15.0 % ◆ Final Exam : 15.0 % ◆ Other 〈Journals〉 : 30.0 %	

Note	<p>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 .</p> <p>※ Unauthorized photocopying is illegal. Using original textbooks is advised. It is a crime to improperly photocopy others' publications.</p>
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