

Tamkang University Academic Year 112, 1st Semester Course Syllabus

Course Title	PRACTICE OF PROJECTS	Instructor	LIN HUI
Course Class	TEIDB4B DEPARTMENT OF COMPUTER SCIENCE AND INFORMATION ENGINEERING (ENGLISH-TAUGHT PROGRAM), 4B	Details	<ul style="list-style-type: none"> ◆ General Course ◆ Required ◆ One Semester
Relevance to SDGs	SDG9 Industry, Innovation, and Infrastructure		
Departmental Aim of Education			
<ul style="list-style-type: none"> I. Comprehend professional knowledge. II. Acquire mastery of Practical Skills. III. Establish creative achievement. 			
Subject Departmental core competences			
<ul style="list-style-type: none"> A. Programming and application ability.(ratio:20.00) B. Mathematical reasoning ability.(ratio:10.00) C. Implementing computer systems ability.(ratio:20.00) D. Computer networking application skills.(ratio:20.00) E. Professional skills for information technology (IT) industry.(ratio:30.00) 			
Subject Schoolwide essential virtues			
<ul style="list-style-type: none"> 1. A global perspective. (ratio:10.00) 2. Information literacy. (ratio:20.00) 3. A vision for the future. (ratio:10.00) 4. Moral integrity. (ratio:10.00) 5. Independent thinking. (ratio:20.00) 6. A cheerful attitude and healthy lifestyle. (ratio:5.00) 7. A spirit of teamwork and dedication. (ratio:20.00) 8. A sense of aesthetic appreciation. (ratio:5.00) 			

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 report and presentation will be checked as their academic results.</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	<p>1. Be able to the project planning, development and implementation abilities. 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 communication technology and software engineering.</p> <p>Communication and leadership training of teamwork culture and the abilities to the problem solving.</p>	Psychomotor

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

No.	Core Competences	Essential Virtues	Teaching Methods	Assessment
1	ABCDE	12345678	Lecture, Discussion, Publication, Practicum, Experience	Study Assignments, Discussion(including classroom and online), Practicum, Report(including oral and written)

Course Schedule

Week	Date	Course Contents	Note

1	112/09/11 ~ 112/09/17	Introduction to the 「 Practice of Projects in S communication technology and software engineering. 」	
2	112/09/18 ~ 112/09/24	(1)Project Group Meeting.(2)Hand in team division form (signed by director) *繳交團隊名單及指導教授同意書	
3	112/09/25 ~ 112/10/01	Project Group Meeting	
4	112/10/02 ~ 112/10/08	Project Group Meeting	
5	112/10/09 ~ 112/10/15	Project Group Meeting	
6	112/10/16 ~ 112/10/22	Project Group Meeting	
7	112/10/23 ~ 112/10/29	Project Group Meeting	
8	112/10/30 ~ 112/11/05	Project Group Meeting	
9	112/11/06 ~ 112/11/12	Midterm Exam Week	
10	112/11/13 ~ 112/11/19	Project Group Meeting	
11	112/11/20 ~ 112/11/26	Project Group Meeting	
12	112/11/27 ~ 112/12/03	Project Group Meeting	
13	112/12/04 ~ 112/12/10	Project Group Meeting	
14	112/12/11 ~ 112/12/17	Project Group Meeting	
15	112/12/18 ~ 112/12/24	Project Group Meeting	
16	112/12/25 ~ 112/12/31	Proposed Final Report and Presentation (*繳交期末書面報告及口試)	
17	113/01/01 ~ 113/01/07	Final Exam Week	
18	113/01/08 ~ 113/01/14	Flex week, learning activities should be arranged.	
Key capabilities		Information Technology Problem solving	
Interdisciplinary		STEAM course (S:Science, T:Technology, E:Engineering, M:Math, A field:Integration of Art and Humanist)	

Distinctive teaching	
Course Content	Computer programming or Computer language (students have hands-on experience in related projects) Logical Thinking
Requirement	Final Report must be written in English. (*期末書面報告以英文書寫)。
Textbooks and Teaching Materials	Self-made teaching materials: Meeting
References	
Grading Policy	<p>◆ Attendance : % ◆ Mark of Usual : % ◆ Midterm Exam : %</p> <p>◆ Final Exam : %</p> <p>◆ Other 〈Report〉 : 100.0 %</p>
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>