Tamkang University Academic Year 112, 1st Semester Course Syllabus

Course Title	AI AND PROGRAMMING LANGUAGE	Instructor	LIM, XIANG-YANN
Course Class	TFLAB1A DEPARTMENT OF ENGLISH (ENGLISH-TAUGHT PROGRAM), 1A	Details	◆ General Course ◆ Required ◆ One Semester
Relevance to SDGs	SDG9 Industry, Innovation, and Infrastructure		

Departmental Aim of Education

Ⅰ. Develop students' basic literacy of information technology.

Ⅱ. Establish students' ability to apply information technology.

Ⅲ. Build students' information ethics.

Ⅳ. Train students' reflections on information-related issues.

Subject Schoolwide essential virtues

1. A global perspective. (ratio:10.00)

2. Information literacy. (ratio:30.00)

3. A vision for the future. (ratio:10.00)

4. Moral integrity. (ratio:20.00)

5. Independent thinking. (ratio:10.00)

6. A cheerful attitude and healthy lifestyle. (ratio:5.00)

7. A spirit of teamwork and dedication. (ratio:10.00)

8. A sense of aesthetic appreciation. (ratio:5.00)

	Course Introduction	Introduction to the concept and applications of Artificial Intelligence, and use Scratch to develop basic applications such as data analysis and deep learning.

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	Allow students to gain basic knowledge on logics and a brief introduction to the programming scene.	Cognitive

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

No.	Core Competences	Essential Virtues	Teaching Methods	Assessment
1		12345678	Lecture	Report(including oral and written)

Course Schedule

Week	Date	Course Contents	Note
1	112/09/11～112/09/17		
2	112/09/18～112/09/24		
3	112/09/25～112/10/01		
4	112/10/02～112/10/08		
5	112/10/09～112/10/15		
6	112/10/16～112/10/22		

7	112/10/23~ 112/10/29		
8	112/10/30~ 112/11/05		
9	112/11/06~ 112/11/12		
10	112/11/13~ 112/11/19	Introduction to AI	
11	112/11/20~ 112/11/26	Introduction to Machine Learning and Deep Learning	
12	112/11/27~ 112/12/03	Scratch 3.0 environment setup and animation design	
13	112/12/04~ 112/12/10	Game design, characters and cloning	
14	112/12/11~ 112/12/17	Path finding, obstacle prevention, illustration	
15	112/12/18~ 112/12/24	Soundtrack creation	
16	112/12/25~ 112/12/31	Input interface and text processing	
17	113/01/01~ 113/01/07	Final exam	
18	113/01/08~ 113/01/14	ML using Scratch 3.0	

Key capabilities	
Interdisciplinary	
Distinctive teaching	
Course Content	AI application
Requirement	
Textbooks and Teaching Materials	Self-made teaching materials:Presentations Using teaching materials from other writers:Videos

References	
Grading Policy	◆ Attendance： 30.0 % ◆ Mark of Usual：50.0 % ◆ Midterm Exam： % ◆ Final Exam： 20.0 % ◆ Other〈 〉： %
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