

Tamkang University Academic Year 112, 1st 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"> ◆ General Course ◆ Required ◆ One Semester
Relevance to SDGs	SDG4 Quality education SDG8 Decent work and economic growth SDG9 Industry, Innovation, and Infrastructure		
Departmental 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>			
Subject Schoolwide essential virtues			
<ol style="list-style-type: none"> 1. A global perspective. (ratio:15.00) 2. Information literacy. (ratio:15.00) 3. A vision for the future. (ratio:5.00) 4. Moral integrity. (ratio:5.00) 5. Independent thinking. (ratio:5.00) 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:30.00) 			
Course Introduction	Digital arts include publishing, archive, visual arts, animation, music, and game. Activities include appreciation, criticism, analysis, exploring, and designing of digital arts.		

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	to appreciate works of digital arts.	Affective
2	to learn knowledge of digital arts	Cognitive
3	to learn trends of digital arts industry	Psychomotor
4	to learn how to create digital content	Psychomotor

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

No.	Core Competences	Essential Virtues	Teaching Methods	Assessment
1		12345678	Lecture, Experience	Discussion(including classroom and online)
2		28	Lecture	Report(including oral and written)
3		28	Experience	Discussion(including classroom and online), Report(including oral and written)
4		12578	Practicum	Practicum, Report(including oral and written), Activity Participation

Course Schedule

Week	Date	Course Contents	Note
1	112/09/11 ~ 112/09/17	Video principle: scene	subscribe YouTube Ethos Academy channel.
2	112/09/18 ~ 112/09/24	Video principle: timing	register Powtoon.com
3	112/09/25 ~ 112/10/01	Video principle: character and loop	
4	112/10/02 ~ 112/10/08	Video principle: views and camera	
5	112/10/09 ~ 112/10/15	Animation production: presenting, scripting	

6	112/10/16 ~ 112/10/22	Animation production: voice and TTS	
7	112/10/23 ~ 112/10/29	Animation production: subtitle and language, Intelligence rights	
8	112/10/30 ~ 112/11/05	2D animation types	
9	112/11/06 ~ 112/11/12	Midterm Exam Week	
10	112/11/13 ~ 112/11/19	3D animation types	
11	112/11/20 ~ 112/11/26	Other types of video	
12	112/11/27 ~ 112/12/03	Playlist	
13	112/12/04 ~ 112/12/10	YouTube channel and Facebook Page.	
14	112/12/11 ~ 112/12/17	Great content 1.	
15	112/12/18 ~ 112/12/24	Great content 2.	
16	112/12/25 ~ 112/12/31	Great content 3.	
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			
Interdisciplinary			
Distinctive teaching			
Course Content		Computer programming or Computer language (students have hands-on experience in related projects) Logical Thinking	
Requirement			

Textbooks and Teaching Materials	<p>Self-made teaching materials:Videos Name of teaching materials: https://www.youtube.com/watch?v=AZsC8jP9zUM&list=PLhv0gZGiL3BY_5bsYmWL2pE2bzA9IBNnV https://www.youtube.com/@EthosAcademy Using teaching materials from other writers:Videos Name of teaching materials: https://www.youtube.com/@EthosAcademy</p>
References	
Grading Policy	<p>◆ Attendance : 20.0 % ◆ Mark of Usual : 40.0 % ◆ Midterm Exam : 20.0 % ◆ Final Exam : 20.0 % ◆ Other () : %</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>