

Tamkang University Academic Year 112, 1st Semester Course Syllabus

Course Title	AI AND PROGRAMMING LANGUAGE	Instructor	LIM, XIANG-YANN
Course Class	TRBXB1A DEPARTMENT OF INTERNATIONAL TOURISM MANAGEMENT (ENGLISH-TAUGHT PROGRAM), 1A	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. 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			
<ul style="list-style-type: none"> 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.
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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	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	Introduction to AI	
2	112/09/18 ~ 112/09/24	Introduction to Machine Learning and Deep Learning	
3	112/09/25 ~ 112/10/01	Scratch 3.0 environment setup and animation design	
4	112/10/02 ~ 112/10/08	Game design, characters and cloning	
5	112/10/09 ~ 112/10/15	Path finding, obstacle prevention, illustration	
6	112/10/16 ~ 112/10/22	Soundtrack creation	

7	112/10/23 ~ 112/10/29	Input interface and text processing	
8	112/10/30 ~ 112/11/05	ML using Scratch 3.0	
9	112/11/06 ~ 112/11/12	Final Exam	
10	112/11/13 ~ 112/11/19		
11	112/11/20 ~ 112/11/26		
12	112/11/27 ~ 112/12/03		
13	112/12/04 ~ 112/12/10		
14	112/12/11 ~ 112/12/17		
15	112/12/18 ~ 112/12/24		
16	112/12/25 ~ 112/12/31		
17	113/01/01 ~ 113/01/07		
18	113/01/08 ~ 113/01/14		
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	<p>◆ Attendance : 30.0 % ◆ Mark of Usual : 50.0 % ◆ Midterm Exam : %</p> <p>◆ Final Exam : 20.0 %</p> <p>◆ 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>