

Tamkang University Academic Year 112, 1st Semester Course Syllabus

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| Course Title | INTRODUCTION TO GAME-BASED LEARNING | Instructor | LIN, MING HUEI |
| Course Class | TFLXD1A DOCTORAL PROGRAM, DEPARTMENT OF ENGLISH, 1A | Details | ◆ General Course ◆ Selective ◆ One Semester |
| Relevance to SDGs | SDG4 Quality education | | |
| 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 | | | |
| <div>I . Cultivate diverse research specialists with abilities in language, literature, culture, and English teaching.</div> <div>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.</div> <div>III. Foster a holistic learning process by putting equal emphasis on language and literature, theory and practice.</div> <div>IV. Strategies</div> <div>1. Train students' abilities in five skills: English listening, speaking, reading, writing and translation.</div> <div>2. Promote technologicalization and internationalization.</div> <div>3. Upgrade the quality and quantity of those students who participate in the Junior Year Abroad program.</div> <div>4. Launch a common English Proficiency Test and enhance students' competitiveness in the job market.</div> <div>5. Enrich international video conferencing.</div> <div>6. Promulgate such areas of research as English and American literature, cultural studies, ecocriticism, and English Teaching.</div> | | | |
| Subject Departmental core competences | | | |
| <div>A. Nurture the ability to do research in literary studies, language teaching and linguistics. (ratio:35.00)</div> <div>B. Strengthen qualitative and quantative research methods and abilities in critical thinking. (ratio:35.00)</div> <div>C. Cultivate professional ethics and social responsibility.(ratio:30.00)</div> | | | |
| Subject Schoolwide essential virtues | | | |
| 1. A global perspective. (ratio:30.00) | | | |

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:30.00)
6. A cheerful attitude and healthy lifestyle. (ratio:5.00)
7. A spirit of teamwork and dedication. (ratio:5.00)
8. A sense of aesthetic appreciation. (ratio:5.00)

**Course
Introduction**

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. 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.

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 | ABC | 12345678 | Lecture, Discussion, Publication, Practicum, Experience, Imitation | Study Assignments, Discussion(including classroom and online), Practicum, Report(including oral and written), Activity Participation |

| Course Schedule | | | |
|-------------------|--------------------------|---|------|
| Week | Date | Course Contents | Note |
| 1 | 112/09/11 ~ 112/09/17 | Orientation | |
| 2 | 112/09/18 ~ 112/09/24 | Starting new classes: Establishing goals & expectations | |
| 3 | 112/09/25 ~ 112/10/01 | The game-based learning (GBL) approach: An overview | |
| 4 | 112/10/02 ~ 112/10/08 | GBL foundations | |
| 5 | 112/10/09 ~ 112/10/15 | Adapting materials | |
| 6 | 112/10/16 ~ 112/10/22 | Adapting lecture delivery 1 | |
| 7 | 112/10/23 ~ 112/10/29 | Adapting lecture delivery 2 | |
| 8 | 112/10/30 ~ 112/11/05 | Learning styles & strategies | |
| 9 | 112/11/06 ~ 112/11/12 | Applying GBL in contexts | |
| 10 | 112/11/13 ~ 112/11/19 | Mid-term | |
| 11 | 112/11/20 ~ 112/11/26 | Active learning 1: activities in the classroom | |
| 12 | 112/11/27 ~ 112/12/03 | Active learning 2: giving effective instructions in English | |
| 13 | 112/12/04 ~ 112/12/10 | Guided preparation for micro-teaching | |
| 14 | 112/12/11 ~ 112/12/17 | Managing cognitive and linguistic demands | |
| 15 | 112/12/18 ~ 112/12/24 | GBL research 1: design & variables | |
| 16 | 112/12/25 ~ 112/12/31 | GBL research 2: tool & assessment | |
| 17 | 113/01/01 ~ 113/01/07 | GBL research 3: outcome & evaluation | |
| 18 | 113/01/08 ~ 113/01/14 | Final | |
| Key capabilities | | | |
| Interdisciplinary | | | |
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| Distinctive teaching | |
| Course Content | Games |
| Requirement | |
| Textbooks and Teaching Materials | Self-made teaching materials:To be announced |
| References | |
| Grading Policy | <p>◆ Attendance : 10.0 % ◆ Mark of Usual : 30.0 % ◆ Midterm Exam : 15.0 %</p> <p>◆ Final Exam : 15.0 %</p> <p>◆ Other 〈 Journals 〉 : 30.0 %</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> |