Course Title	2D GRAPHICS DESIGN AND ANIMATION PRODUCTION	Instructor	YI-LUNG LIN
Course Class	TDTXB1B DEPARTMENT OF EDUCATIONAL TECHNOLOGY, 1B	Details	◆ Blended Course ◆ Required ◆ One Semester ◆ 3 Credits
Relevance to SDGs	SDG4 Quality education SDG9 Industry, Innovation, and Infrastructure SDG17 Partnerships for the goals		

Departmental Aim of Education

The department of educational technology aims to equip students with skills in integrating relevant pedagogical theories into e-Learning, instructional materials development, and project management.

Subject Departmental core competences

A. Students will be able to apply knowledge and skills related to instructional design. (ratio:20.00)

B. Students will be able to analyze educational data.(ratio:10.00)

C. Students will be able to develop multiple types of digital materials.(ratio:30.00)

D. Students will be able to acquire the ability related to basic computer programming. (ratio:5.00)

E. Students will be able to strengthen knowledge and skills related to planning, organizing, and implementation in human resource development (HRD).(ratio:5.00)

F. Students will be able to evaluate each type of digital materials.(ratio:30.00)

Subject Schoolwide essential virtues

1. A global perspective. (ratio:5.00)

2. Information literacy. (ratio:30.00)

3. A vision for the future. (ratio:5.00)

4. Moral integrity. (ratio:5.00)

5. Independent thinking. (ratio:15.00)

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

7. A spirit of teamwork and dedication. (ratio:15.00)

8. A sense of aesthetic appreciation. (ratio:20.00)

Course Introduction	Digitalization of media is a trend of the world, and its importance drives the development of related industries and changes in life. With the progress of computer technology, 2D drawing and animation production are becoming more and more popular. This course is based on AE software to teach animation design methods and special effects processing techniques. It also integrates AE animation with AR augmented reality materials to enrich the animation effects and learning interactive mechanisms of digital materials.

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 can analyze the design methods of various types of animation	Cognitive
2	Students can clarify and be proficient in the principles and techniques of animation production	Psychomotor
3	Students can cultivate artistic beauty and use them in the design of teaching materials	Affective

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

No.	Core Competences	Essential Virtues	Teaching Methods	Assessment
1	ABCDEF	1234567	Lecture, Discussion, Practicum	Testing, Study Assignments, Discussion(including classroom and online), Practicum, Report(including oral and written), Activity Participation

2	ABCDEF	12345678	Lecture, Discussion, Publication, Practicum	Testing, Study Assignments, Discussion(including classroom and online), Practicum, Report(including oral and written), Activity Participation
3	ABCDEF	12345678	Lecture, Discussion, Publication, Practicum	Testing, Study Assignments, Discussion(including classroom and online), Practicum, Report(including oral and written), Activity Participation

Course Schedule

Note for Blended Course : When utilizing weekly digital instruction, please fill in "Online Asynchronous Instruction".

Week	Date	Course Contents	Note
1	113/02/19 ~ 113/02/25	Syllabus	Introduction	
2	113/02/26 ~ 113/03/03	AI animation script :Gemini/ChatGPT	Multimedia processing skills	
3	113/03/04 ~ 113/03/10	AI animation: Leonardo.Ai	
4	113/03/11 ~ 113/03/17	AI animation: Seed of Leonardo.Ai, Stylar,AI Runway Gen2	
5	113/03/18 ~ 113/03/24	AI animation in MyWebAR	Online Asynchronous Instruction
6	113/03/25 ~ 113/03/31	AI animation: MoonValley,Suno.ai.DupDub	
7	113/04/01 ~ 113/04/07	No Class	AR Animation: Planning/Design/Work Production	Spring Holiday
8	113/04/08 ~ 113/04/14	Review: AI animation	Online Asynchronous Instruction
9	113/04/15 ~ 113/04/21	Midterm Exam Week	
10	113/04/22 ~ 113/04/28	AE I displacement, rotation, scaling, transparency,mask processing	
11	113/04/29 ~ 113/05/05	AE II Skeleton Processing, Green Screen Back Removal	
12	113/05/06 ~ 113/05/12	AE III Camera uses zoom in to create depth of field effect	
13	113/05/13 ~ 113/05/19	AE Rewiew |AR Animation Book	Online Asynchronous Instruction

14	113/05/20 ~ 113/05/26	Disscussion: Planning of AR Animation Book about Tamsui Local Culture 30%	
15	113/05/27 ~ 113/06/02	Disscussion: Design of AR Animation Book about Tamsui Local Culture 60%	
16	113/06/03 ~ 113/06/09	Production of AR Animation Book about Tamsui Local Culture 90%-100%	Online Asynchronous Instruction
17	113/06/10 ~ 113/06/16	Final Exam Week (Date:113/6/11-113/6/17)	
18	113/06/17 ~ 113/06/23	Flex week, learning activities should be arranged.	

Key capabilities	self-directed learning
Interdisciplinary	STEAM course (S:Science, T:Technology, E:Engineering, M:Math, A field:Integration of Art and Humanist)
Distinctive teaching	USR curriculum Learning technologies (such as AR/VR,etc.) incorporated to physical courses
Course Content	Computer programming or Computer language (students have hands-on experience in related projects)
Requirement	1.必修、選修、加簽、退選，相關規定務必清楚！可參閱教務處網站。 2.曠課以老師點名為準，點名不到即視為曠課。遲到2次視為曠課。 3.學生請假須依學生請假規則辦理請假手續，請假後須於2天內以學校正式假條請假。若未依規定辦理，視為曠課。 4.曠課第一次扣總分10分，期中考前超過2次為扣考，期末考前超過為3次扣考。扣考該科目之學期成績以零分計算。 5.期中考試/報告與期末考試/報告與所有考試應考相關規定請參照校方說明。 6.老師保留變更作業項目、作業內容及作業評分比例的權力。 7.遵守學生基本禮儀，勿直呼教師姓名與注意穿著儀容等相關事項。 8.平時作業請勿逾期繳交。 9.作業內容勿抄襲，圖文請尊重智產權。 10.課室與線上互動討論，注意用詞言語，勿謾罵與人身攻擊。
Textbooks and Teaching Materials	Self-made teaching materials:Presentations Using teaching materials from other writers:Presentations
References	https://drive.google.com/drive/folders/19AoSf2sswRGniW9sAVjcWKupnG_tuWoO?usp=share_link

Grading Policy	◆ Attendance： 10.0 % ◆ Mark of Usual：40.0 % ◆ Midterm Exam： 20.0 % ◆ Final Exam： 30.0 % ◆ Other〈 〉： %
Note	1. This syllabus may be uploaded at the website of the Course Syllabus Management System at https://info.ais.tku.edu.tw/csp or through the link of the Course Syllabus Upload posted on the home page of the TKU Office of Academic Affairs http://www.acad.tku.edu.tw/CS/main.php 2. According to the Implementation regulations of distance education for junior college and above are prescribed pursuant to Article 2, "The distance learning course referred to in these Measures refers to more than one-half of the teaching hours in each subject." 3. According to the regulations of Tamkang University Enforcement Rules for digital teaching, Paragraph 2 and Article 3, the distance learning course of our school must be "The course of digital teaching with distance learning platform or synchronous video system in our school. Teaching Hours include course lectures, teacher-student interaction discussions, quizzes and other learning activities." 4. If there are any temporary course changes (including time changes and classroom changes of distance learning courses, blended courses), please make out an application according to regulations to the Office of Academic Affairs. ※ **Unauthorized photocopying is illegal. Using original textbooks is advised. It is a crime to improperly photocopy others' publications.**