Tamkang University Academic Year 113, 1st Semester Course Syllabus

Course Title	VISUAL ART IN DAILY LIFE	Instructor	GUTIERREZ JANNETTE WANG
Course Class	TGFHB0A HONORS PROGRAM, 0A	Details	◆ General Course ◆ Selective ◆ One Semester ◆ 2 Credits
Relevance to SDGs	SDG4 Quality education SDG5 Gender equality SDG7 Affordable and clean energy SDG10 Reducing inequalities		

Departmental Aim of Education

Ⅰ. Establish the basis of professional knowledge and strengthen interdisciplinary learning ability in order to keep up with the needs of the lastest social trends.

Ⅱ. Foster independent thinking and practical applications and fortify individual study and the spirit of group cooperation.

Ⅲ. Strengthen students' English listening, speaking, reading and translation abilities.

Ⅳ. Nurture students' sense of accomplishment.

Ⅴ. Nurture students' international outlook and develop abilities in intercultural communication.

Subject Departmental core competences

A. To meet the established ability level required by each department for graduation. (ratio:20.00)

B. To have the ability to collect information and to give written and oral reports.(ratio:20.00)

C. To have the ability of independent thinking, group cooperation and communication. (ratio:10.00)

D. To have the ability of self-study on the internet.(ratio:20.00)

E. To hold an international outlook and cross-cultural perspective.(ratio:30.00)

Subject Schoolwide essential virtues

1. A global perspective. (ratio:20.00)

2. Information literacy. (ratio:30.00)

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

4. Moral integrity. (ratio:10.00)

5. Independent thinking. (ratio:10.00)

6. A cheerful attitude and healthy lifestyle. (ratio:10.00)

7. A spirit of teamwork and dedication. (ratio:5.00)		
8. A sense of aesthetic appreciation. (ratio:5.00)		

Course Introduction	This course provides an in-depth exploration of current and emerging technology trends and their applications. Students will engage with a variety of topics, including artificial intelligence, blockchain, quantum computing, and more. Through readings, videos, discussions, and assessments, students will gain a comprehensive understanding of how these technologies are shaping our world.

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	Understand Key Technology Trends: Gain knowledge of the latest technology trends and their potential impacts.	Cognitive
2	Analyze Applications: Evaluate the applications of various technologies in different sectors.	Affective
3	Critical Thinking: Develop critical thinking skills by discussing the challenges and opportunities presented by new technologies.	Affective
4	Practical Insights: Gain practical insights through case studies and real-world examples.	Affective
5	Ethical Considerations: Understand the ethical implications and social impacts of technological advancements.	Affective
6	Future Outlook: Explore future possibilities and prepare for the evolving technological landscape.	Affective

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

No.	Core Competences	Essential Virtues	Teaching Methods	Assessment

1	ABCDE	12345678	Discussion	Study Assignments, Discussion(including classroom and online), Report(including oral and written)
2	ABCDE	12345678	Discussion	Study Assignments, Discussion(including classroom and online), Report(including oral and written)
3	ABCDE	12345678	Discussion	Study Assignments, Discussion(including classroom and online), Report(including oral and written)
4	ABCDE	12345678	Discussion	Study Assignments, Discussion(including classroom and online), Report(including oral and written)
5	ABCDE	12345678	Discussion	Study Assignments, Discussion(including classroom and online), Report(including oral and written)
6	ABCDE	12345678	Discussion	Study Assignments, Discussion(including classroom and online), Report(including oral and written)

Course Schedule

Week	Date	Course Contents	Note
1	113/09/09 ~ 113/09/15	Introduction to Virtual Arts	
2	113/09/16 ~ 113/09/22	Definition and evolution of virtual arts	
3	113/09/23 ~ 113/09/29	Cultural significance of virtual arts in Taiwan	
4	113/09/30 ~ 113/10/06	Sociological Perspectives on Virtual Arts	
5	113/10/07 ~ 113/10/13	Overview of relevant sociological theories	
6	113/10/14 ~ 113/10/20	Virtual arts as a reflection of society and culture	
7	113/10/21 ~ 113/10/27	Digital Identity and Virtual Communities	
8	113/10/28 ~ 113/11/03	Identity construction in virtual spaces(Field-Trip to Taipei Fine Arts Museum-60th Venice Biennale Taiwan Pavilion)	11/23 Field-Trip to Taipei Fine Arts Museum
9	113/11/04 ~ 113/11/10	Midterm Exam/Midterm Assessment Week (teachers can adjust the week as needed)	

10	113/11/11～ 113/11/17	Formation of online communities around virtual arts	
11	113/11/18～ 113/11/24	Virtual Arts and Social Interaction	
12	113/11/25～ 113/12/01	Impact of virtual arts on social relationships	
13	113/12/02～ 113/12/08	Role of virtual arts in social movements and activism	
14	113/12/09～ 113/12/15	Commodification of Virtual Art	
15	113/12/16～ 113/12/22	Commercialization of virtual art in the digital marketplace	
16	113/12/23～ 113/12/29	Ethics and challenges in the monetization of virtual creations	
17	113/12/30～ 114/01/05	Final Exam/Final Assessment Week (teachers can adjust the week as needed)	
18	114/01/06～ 114/01/12	Flexible Teaching Week: Generally, no in-person classes; teachers may arrange teaching activities or final assessments, among other options.	

Key capabilities	self-directed learning Information Technology Humanistic Caring Interdisciplinary
Interdisciplinary	Competency-based education 'competency exploration' sustained competency or global issues STEEP (Society, Technology, Economy, Environment, and Politics)
Distinctive teaching	
Course Content	Logical Thinking
Requirement	Class Participation: 10% Group Discussions and Presentations: 45% (15% each for Weeks 2, 5, 8, and 14) In-Class Quizzes: 30% (10% each for Weeks 3, 6, 9, 12, and 15) Written Reports: 45% (15% each for Weeks 4, 7, 10, and 13) Final Report and Presentation: 20% (Week 16)
Textbooks and Teaching Materials	Using teaching materials from other writers:Textbooks Name of teaching materials: 中文： 金知賢. (2022). 2030科技趨勢全解讀. 商周出版. 英文： Kim, J. (2022). Comprehensive Analysis of Technology Trends in 2030. Business Weekly Publications.

References	
Grading Policy	◆ Attendance： 10.0 % ◆ Mark of Usual： % ◆ Midterm Exam： 5.0 % ◆ Final Exam： 20.0 % ◆ Other〈written reports〉：65.0 %
Note	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 . **※ Unauthorized photocopying is illegal. Using original textbooks is advised. It is a crime to improperly photocopy others' publications.**