Course Title	RAPID E-LEARNING TOOLS APPLICATION AND PRODUCTION	Instructor	YU-CHING TSENG
Course Class	TFLXM1A MASTER'S PROGRAM, DEPARTMENT OF ENGLISH, 1A	Details	◆ General Course ◆ Selective ◆ One Semester ◆ 2 Credits
Relevance to SDGs	SDG4 Quality education		

Departmental Aim of Education

Ⅰ. Cultivate diverse research specialists with abilities in language, literature, culture, and English teaching.

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.

Ⅲ. Foster a holistic learning process by putting equal emphasis on language and literature, theory and practice.

Ⅳ. Strategies

1. Train students' abilities in five skills: English listening, speaking, reading, writing and translation.

2. Promote technologicalization and internationalization.

3. Upgrade the quality and quantity of those students who participate in the Junior Year Abroad program.

4. Launch a common English Proficiency Test and enhance students' competiveness in the job market.

5. Enrich international video conferencing.

6. Promulgate such areas of research as English and American literature, cultural studies, ecocriticism, and English Teaching.

Subject Departmental core competences

A. Establish a foundation for academic specilization in literature, translation, language teaching and linguistics.(ratio:45.00)

B. Act on the global digital trend and train teaching competency that combines computer technology and internet research.(ratio:10.00)

C. Cultivate professional ethics.(ratio:45.00)

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: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:15.00)

Course Introduction	The main goal of this course is to improve students' ability to design and produce digital teaching 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	be familiar with the software and hardware tools used in simultaneous teaching	Psychomotor
2	learn to use software to create teaching materials	Psychomotor
3	design and produce digital teaching materials for the online course "Tutorial English"	Psychomotor
4	cultivate students' creativity, flexibility, self-confidence, and basic digital skills required for future teaching	Psychomotor

No.	Core Competences	Essential Virtues	Teaching Methods	Assessment
		The correspondences of teaching objectives : core competences, essential virtues, teaching methods, and assessment		
1	ABC	12345678	Lecture, Discussion, Publication, Practicum, Experience	Study Assignments, Discussion(including classroom and online), Practicum, Report(including oral and written)
2	ABC	12345678	Discussion, Publication, Practicum, Experience	Study Assignments, Discussion(including classroom and online), Practicum, Report(including oral and written)
3	ABC	12345678	Publication, Practicum, Experience	Discussion(including classroom and online), Practicum, Report(including oral and written)
4	ABC	12345678	Publication, Practicum	Discussion(including classroom and online), Practicum, Report(including oral and written)

Course Schedule

Week	Date	Course Contents	Note
1	114/02/17 ~ 114/02/23	Course Orientation	
2	114/02/24 ~ 114/03/02	Game-based learning apps	
3	114/03/03 ~ 114/03/09	Cont.	
4	114/03/10 ~ 114/03/16	Interactive online materials	
5	114/03/17 ~ 114/03/23	Cont.	
6	114/03/24 ~ 114/03/30	Online Escape Rooms	
7	114/03/31 ~ 114/04/06	Spring Break	
8	114/04/07 ~ 114/04/13	Cont.	
9	114/04/14 ~ 114/04/20	Midterm Week	
10	114/04/21 ~ 114/04/27	AI Tools	
11	114/04/28 ~ 114/05/04	Cont.	
12	114/05/05 ~ 114/05/11	Cont.	

13	114/05/12~ 114/05/18	Video Creating	
14	114/05/19~ 114/05/25	Cont.	
15	114/05/26~ 114/06/01	Design a Course- Report	
16	114/06/02~ 114/06/08	Design a Course- Report	
17	114/06/09~ 114/06/15	Final Exam Week	
18	114/06/16~ 114/06/22	Online Resources	

Key capabilities	
Interdisciplinary	
Distinctive teaching	
Course Content	AI application
Requirement	
Textbooks and Teaching Materials	Self-made teaching materials:Videos
References	ChatGPT
Grading Policy	◆ Attendance： 10.0 ％ ◆ Mark of Usual：60.0 ％ ◆ Midterm Exam： ％ ◆ Final Exam： ％ ◆ Other〈Project〉：30.0 ％
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.**