

# 100-2 Preliminary Syllabus, Da-Yeh Univ

Information			
Title	數位內容與學習	Serial No. / ID	1567 / IMM2049
Dept.	資訊管理學系	School System / Class	大學日間部3年1班
Lecturer	吳為聖	Full or Part-time	專任
Required / Credit	Optinal / 3	Graduate Class	No
Time / Place	(四)5 / B002 (五)34 / B002	Language	Chinese

Introduction	
<p>This course introduces the latest development and techniques of digital content and e-learning and discusses commercial products and industrial trends about digital publishing, digital archive, digital animation, and digital games. It aims to train students to acquire skills in digital content design and practice, in order to establish their professional competency in digital content.</p>	

Outline	
<ol style="list-style-type: none"><li>1.Introduction to digital content</li><li>2.Current status and development of digital content</li><li>3.A survey of manpower in Taiwan digital content industry</li><li>4.Introduction to e-learning</li><li>5.E-learning and digital archive projects in Taiwan</li><li>6.Digial publishing</li><li>7.Exploring digital publishing techniques</li><li>8.Reading: Professional competency of digital publishing industry</li><li>9.Developmental trends of e-books</li><li>10.E-bool design</li><li>11.Introduction to digital archive</li><li>12.Histroy of animation</li><li>13.Animation and games</li><li>14.Animation industry in Taiwan</li><li>15.Reading: Training issues of animation professionals</li><li>16.History of games</li><li>17.Digial games industry</li><li>18.Development of digital games</li><li>19.Marketing of digital games</li><li>20.Global development of digital content industries</li></ol>	

Prerequisite	
Multimedia System	