0961学期 課程基本資料

<table>
<thead>
<tr>
<th>系所 / 年級</th>
<th>資設系 3年級</th>
<th>課號 / 班別</th>
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<td>學分數</td>
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<td>選 / 必修</td>
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<tr>
<td>科目中文名稱</td>
<td>互動遊戲分析與設計</td>
<td>科目英文名稱</td>
<td>Interactive Game Analysis and Design</td>
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<tr>
<td>主要授課老師</td>
<td>廖冠智</td>
<td>開課期間</td>
<td>一學期</td>
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<td>人數上限</td>
<td>61人</td>
<td>已選人數</td>
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起始週 / 結束週 / 上課地點 / 上課時間

第1週 / 第18週 / A311 / 星期5第02節
第1週 / 第18週 / A311 / 星期5第04節
第1週 / 第18週 / A311 / 星期3第09節
第1週 / 第18週 / A311 / 星期3第10節
第1週 / 第18週 / A311 / 星期5第03節
第1週 / 第18週 / A311 / 星期3第00節
第1週 / 第18週 / A311 / 星期3第02節
第1週 / 第18週 / A311 / 星期3第03節
第1週 / 第18週 / A311 / 星期3第04節
第1週 / 第18週 / A311 / 星期3第05節
第1週 / 第18週 / A311 / 星期3第06節
第1週 / 第18週 / A311 / 星期3第07節

教學綱要

We will implement authoring applications to introduce the principles and guidelines for interactive multimedia design. The course will include four topics as below: 1. Introductions on fundamental concepts and principles of evaluating interactive multimedia usability. 2. Discussions to assessment and front-end analysis processes for designing integrated multimedia productions. 3. Demonstrations on techniques for operating authoring tools to finish completed projects. 4. Presentations on writing programming language to encourage the flexibility in human computer interactions.

教學目標 (Objective)

This course will lead student to comprehend the fundamental concepts and techniques of interactive multimedia design. We will demonstrate to use authoring tools (Adobe FLASH and DIRECTOR) and scripts (such as Action Script and Lingo) to optimize the interactive capability of the multimedia productions. In addition, this course also introduces the general idea of specifications and guidelines of game design process. We hope this course will facilitate students to implement technology to strengthen the interaction and usability of digital multimedia design. The students will understand the basic concepts of content productions, and be able to design and develop the complex productions of multimedia contents.

教材內容 (Outline)

We will implement authoring applications to introduce the principles and guide lines for interactive multimedia design. The course will include four topics as below: 1. Introductions on fundamental concepts and principles of evaluating interactive multimedia usability. 2. Discussions to assessment and front-end analysis processes for designing integrated multimedia productions. 3.
Demonstrations on techniques for operating authoring tools to finish completed projects. 4. Presentations on writing programming language to encourage the flexibility in human computer interactions.

五、參考書 (Reference)

2007/10/5 Multimedia Authoring Process: Example and Demonstration 廖冠智
2007/10/12 What’s Authoring? An example of Authoring tool: Adobe Flash and Director 廖冠智
2007/10/19 Introduction to interactive multimedia design—Game Analysis and Interface Design. 廖冠智
2007/10/26 Introduction to Planning Menu Flow, Behaviors Design, Event Handler, Script and Interactivity. (Part I) 廖冠智
2007/11/2 Storyboard & Navigation & Flow Chart: (1) Create the storyboards about a small content of animation. 廖冠智
2007/11/9 (2) Plan your storyboard of resume about yourself to create a multimedia title in the Midterm projects. (Part II) 廖冠智
2007/11/16 Interactive Multimedia Case Design I: Planning and Arrangement. 廖冠智
2007/11/23 Interactive Multimedia Case Design II: Productions and Implementations. 廖冠智
2007/12/7 Demonstration to Interactive Multimedia Case Design: Group by Group 廖冠智
2007/12/14 Midterm Group Projects: Choose an interesting topic and create the storyboard to achieve a multimedia and interactive game production. 廖冠智
2007/12/21 Demonstration to Action Script and Lingo. 廖冠智
2007/12/28 Implement interactive scripts to strengthen the usability of interactive multimedia by group projects. (Part I) 廖冠智
2008/1/4 Implement interactive scripts to strengthen the usability of interactive multimedia by group projects. (Part II) 廖冠智
2008/1/11 Implement interactive scripts to strengthen the usability of interactive multimedia by group projects. (Part III) 廖冠智
2008/1/18 Final Project: Demonstrating group projects. 廖冠智