### 0962學期 課程基本資料

<table>
<thead>
<tr>
<th>系所 / 年級</th>
<th>資設系碩士班 1年級</th>
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<tbody>
<tr>
<td>課號 / 班別</td>
<td>A1M00036 / A</td>
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<tr>
<td>學分數</td>
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<tr>
<td>選 / 必修</td>
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<tr>
<td>科目中文名稱</td>
<td>行動裝置遊戲開發設計</td>
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<td>科目英文名稱</td>
<td>Mobile game development and design</td>
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<tr>
<td>主要授課老師</td>
<td>廖冠智,陳淑媛</td>
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<tr>
<td>開課期間</td>
<td>一學期</td>
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<td>人數上限</td>
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<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 / M506 / 星期5第02節
- 第1週 / 第18週 / M506 / 星期5第03節
- 第1週 / 第18週 / M506 / 星期5第04節
- 第1週 / 第18週 / M506 / 星期5第02節
- 第1週 / 第18週 / M506 / 星期5第03節
- 第1週 / 第18週 / M506 / 星期5第04節

### 教學綱要

#### 一、教學目標 (Objective)

We will implement authoring applications and concentrate on four topics as below: 1. Introductions on fundamental concepts and principles of developing mobile game, and especially in differences between mobile game and traditional video game. 2. Discussions on assessment and front-end analysis processes for designing mobile game, and focus on user interaction, enjoyment in psychology, game platforms and rule of gameplay. 3. Demonstrations on techniques for operating authoring tools to finish completed projects, and using Scripts to implement to mobile game design. 4. Discussions on the developments of mobile game in the future and particularly on issues for interface design and gameplay. We hope this course will facilitate students to implement technology to strengthen the interaction and usability of mobile game design, and be able to develop the fascinating productions of mobile game.

#### 二、先修科目 (Pre Course)

A mobile game is a video game played on a mobile phone, PDA, handheld computer or any type of handheld or wireless device, and recently develops riper and riper. The design and development of interactive applications or presentations on mobile devices presents a constantly evolving challenge for the designers. This course will introduce the fundamental concepts and techniques of interactive mobile game design, and absorbed in the design principles.

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六、教學進度 (Syllabi)

- 2008/2/29 Getting started with mobile game design: overviews and introductions.
- 2008/3/7 Defining the mobile game: characteristics, and discussions.
- 2008/3/14 Essentials of mobile game design: the first mobile phone, development, and culture.
- 2008/3/21 Essentials of mobile game design: mobile game platform.
- 2008/4/4 Physical interaction: instant feedback and mental model.
- 2008/4/18 Discussions on midterm project: game design for large structures on small screen.
- 2008/4/25 Mobile game development basics 1: basic idea and storyline.
- 2008/5/2 Mobile game development basics 2: define rules and interaction.
- 2008/5/9 Mobile game development basics 3: establishing the play modes and gameplay.
- 2008/5/16 Mobile game development basics 4: programming and simulations.
- 2008/5/23 Large structures on small screen: discussion on principles and visual function.
- 2008/5/30 Large structures on small screen: discussion on analogy and digital information.
- 2008/6/6 Large structures on small screen: discussion on methods of organizing information.
- 2008/6/13 Large structures on small screen: discussion on space, location, visualizing spatial information and time sequence.
- 2008/6/20 Large structures on small screen: discussion on information category and hierarchy.
- 2008/6/27 Demonstrate the final project.

七、評量方式 (Evaluation)

八、講義位址 (http://)

九、教育目標