朝陽科技大學 092學年度第1學期教學大綱
Computer Animation for Young Children 幼兒電腦動畫

當期課號	2012	**Course Number**	2012
授課教師	余曉曄	**Instructor**	
中文課名	幼兒電腦動畫	**Course Name**	Computer Animation for Young Children
開課單位	幼兒保育系(四日)二A	**Department**	
修習別	選修	**Required/Elective**	Elective
學分數	2	**Credits**	2
課程目標	本課程帶領幼兒保育系學生，學習有關於設計幼兒電腦動畫，使用Flash軟體來設計2D型態的動畫，除了圖案或圖像的設計外，還包括動畫的設計技巧，音樂檔的合成與動畫的結合，期能使幼兒保育系同學了解如何透過動畫的設計，增強科技整合的能力。	**Objectives**	The course is intended to help students learn how to design early children computer animation. Using Macromedia Flash software to design two-dimensional type of animation. In addition to picture or icon design, the course includes the techniques of animation design, the composite of music files and computer animation. Students are expected to understand how to design computer animation and to enhance the technology integration ability.
教材	上課以實例採步驟分解分式進行教學，每一次上課都會有搭配一個回家的作業和習題。	**Teaching Materials**	Using a sample and dividing the steps into several groups teach the students the correct using method. Every class time will be corresponding to a homework to make sure what you learn in the class.
成績評量方式	作業成績：50% 出席：20% 期末考：30%	**Grading**	homework:50% attendance:20% final examination:30%
教師網頁			
教學內容	朝陽科技大學幼兒保育系開設電腦動畫課程，由於配合幼兒保育系的學習需求，本動畫課程目前規劃爲「未來數位學習」： □ 未來數位化生活及學習認知。 □ 數位化教學的建構及認知。 □ 數位化教材之準備。 □ 數位化教材之實作。 教學內容之重點： 數位時代的演進、本質、探討及反思。 數位化學習環境之建置。 Powerpoint(簡報)教材之探討。 網頁化教材之探討。 Flash動畫教材之探討。 未來教學教材之探討。	**Syllabus**	Opening the Computer Animation for Kids in Chiao Yang Technology University. According the the Department and Graduate Institute of Early Childhood Development and Education students' necessity, this course will let the students know about the Future Digital Learning. Including: □ Future digital life and learning. □ Digital teaching construction and cognition. □ Digital material design construction. □ Digital material implementation. Digital content focus on: □ Digital time evolution and discussion. □ Digital learning environment construction. □ Powerpoint material implement. □ Web-based material implementation. □ Flash animation material implementation. □ Future teaching material discussion.

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