

朝陽科技大學 095學年度第1學期教學大綱
Computer Programing 程式設計

當期課號	7725	Course Number	7725
授課教師	賴怡成	Instructor	LAI,IH CHENG
中文課名	程式設計	Course Name	Computer Programing
開課單位	建築及都市設計研究所碩士在職專班二A	Department	
修習別	必修	Required/Elective	Required
學分數	3	Credits	3
課程目標	<p>在設計領域中，程式設計是強調“如何建立電腦與設計關係”的議題，此議題在設計理論也扮演重要的角色。然而，當電腦與網際網路變成我們生活的一部分時，電腦與其機制（稱之為運算）不僅只是一個工具外，同時，也提供一種新的設計思考方式。因此，本課程藉由檢驗與回顧有關運算與其關係於設計的理论，並透過基礎的程式設計之實作過程，探索數位時代的設計趨勢。為達此教學目標，本課程提供一個設計運算概論的課程內容，包括找尋設計被運算性的因子、建立其設計運算機制與基礎的程式寫作。</p>	Objectives	<p>In the design field, programming focuses on the issue of “How design got to do with computer”. The issue also plays the important role within the design theory. However, as the computer and the network becomes part of our daily life, computer and its mechanism (called computation), is not just only a tool but also it provides the possibility of a new way of design thinking. By examining and reviewing a set of computational theories and their relation to design, we envision a new wave of design for the digital era. Within the field of digital theory of design, this course provides a general introduction of computational design theory: including computability of design, the foundation of design computing mechanism and the fundamental programming.</p>
教材	<ol style="list-style-type: none"> 1.電腦如何思考, by Daniel Hillis, 林遠志, 陳振男譯, 天下文化 (1999). 2.設計心理學, by D. A. Norman, 卓耀宗譯, 遠流出版公司 (2000) 3.會思考的機器-A.I.人工智慧的發展與趨勢, by P. McCorduck, 田若雯譯, 閱讀地球出版社 (2006) 4.建築的設計思考, by W. J. Mitchell, 劉育東譯, 胡氏圖書 (1995) 5.ActionScript大全, by C. Mook, 趙英傑譯, O'Reilly, (2001). 6.Computability of design, edited by Y.E. Kalay, Wiley, (1987). 7.http://www.actionscript-toolbox.com/ 8.http://www.actionscript.com/ 	Teaching Materials	<ol style="list-style-type: none"> 1. ActionScript: The definitive Guide, by C. Mook, O'Reilly, (2001). 2. Computability of design, edited by Y.E. Kalay, Wiley, (1987). 3. The pattern on the stone, by Daniel Hillis, Brockman, Inc., (1998) 4. The Psychology of Everyday Things, by D. A. Norman, Perseus Books L.L.C., (1998)
成績評量方式	<ol style="list-style-type: none"> 1.平時成績 10% 2.作業一 25% 3.作業二 25% 4.期末專題 40% 	Grading	<ol style="list-style-type: none"> 1.Assignment 1 20% 2.Assignment 2 20% 3.Final project 30% 4.Grades in general 10%
教師網頁			
教學內容	<p>本課程內容分為兩個部分：運算的理論與實作，其說明如下：</p> <p>運算理論</p> <ol style="list-style-type: none"> 1.探索設計與設計過程 2.了解電腦背後的理論與歷史 3.發現一個結合設計與運算的機制 <p>運算實作</p> <ol style="list-style-type: none"> 1.整合設計理論架構 2.建立此架構之運算機制 3.使用ActionScript進程式寫作與實作 	Syllabus	<p>This course is divided into two parts: computational theory and implementation that are described below.</p> <p>Computational theory</p> <ol style="list-style-type: none"> 1.Familiar with Design and design process 2.Eager to understand the theory (computational theory) and the history behind the computers 3.Eager to find a way to incorporate computer into design theory <p>Computational implementation</p> <ol style="list-style-type: none"> 1.A unified design theory framework



2.The foundation of computation
3.A basic programming knowledge
with ActionScript

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