中臺科技大學通識教育微學分課程簡介

Course Syllabus

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| 開課學期 | 107-1 | 部別 | 日間部  |
| 開課系科 | 通識教育中心 | 學制 | 大學部（二技、四技） |
| 課程名稱 | 文化美學與產品設計 | 授課教師 | 邱仕冠 |
| 課程類別 | □學理基礎 ■應用實作□跨領域探索□其他：＿＿＿＿＿＿＿＿ | 授課方式（可複選） | □授課□演講□參訪■工作坊□遠距教學□實作研習營□其他：＿＿＿＿＿＿＿ |
| 學分數 | 0.4 | 授課時間 | □週五上午1-4節， □週三下午5-8節，3.4週 |
| 科目代碼 |  | 請益時間 |  |
| 開課代號 |  | 聯絡方式（電子信箱或手機號碼） |  |
| 課程描述Course Description |
| 本課程利用相關研習及工作坊，以專業素養、觀察體驗與設計思考三種基本核心能力為基礎，融會跨領域整合之創新能力。 |
| 課程目標Course Objectives |
| 1.能瞭解文化創意產業的基本概念、範疇與產業發展。2.能瞭解文化創意主題與商品設計開發的相關知識。3.能在實踐中學習新東西，並加以創造性使用。4.能將文化創意相關領域應用於專業知能。 |
| 授課進度Course Schedule |
| 第一週：文化美學導論第二週：文化美學設計應用(實作) |
| 教學方式Teaching Method |
| 課堂講授、實作 |
| 學習評量方式與配分Evaluation Methods & Ratio |
| 請勾選合適項目，單項、多項皆可，各項合計100%■隨堂作業 \_50\_\_ % ■上課參與度 \_30\_\_ % ■ 出席 \_20\_% □口頭報告 \_\_\_\_\_\_\_\_\_ % □其他(請註明) \_\_\_\_\_\_\_\_\_\_ % |
| 教科書(書名、作者、出版社、備註)Textbook (Title, Author, Publisher, Remarks ) |
| 書名Title | 作者Author | 出版社Publisher | 備註Remarks |
| 自編教材 | 邱仕冠 |  |  |
|  |  |  |  |
| 參考書目(書名、作者、出版社、期刊、備註)Reference Materials (Title, Author, Publisher/Journal, Remarks ) |
| 書名Title | 作者Author | 出版社/期刊Publisher/Journal | 備註Remarks |
| 文化行旅：30個產業文化資產的感動地圖 | 楊敏芝 | 文化部文化資產局 | 2013 |
| 老產業玩出新文創：台灣文創產業與聚落文化觀光誌 | 蘇明如, 蘇瑞勇 | 晨星 | 2015 |
| 把土裡土氣變揚眉吐氣：一鄉一特色，地方產業文創與商品設計關鍵密碼 | 程湘如 | 時報出版 | 2016 |

Central Taiwan University of Science and Technology

General Education Micro Credit Course Syllabus

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| Academic Year/Semester | 107-1 | Day/Night School | Day |
| Department | Center for General Education | Program | University department |
| Course Title | Cultural Aesthetics and Product Design | Instructor | 邱仕冠 |
| Course type | □ Theoretical Foundation█Application and Implementation□ Interdisciplinary Learning□ Other：＿＿＿＿＿＿＿＿ | Teaching methods | □ Teaching □ Speech □ Visit □ Workshop□ Distance Learning █ Practical Study Camp□ Other： \_\_\_\_\_\_\_ |
| Credit Hour | 0.4 | Hour(s) | □W5，Section 1-4，□W3，Section 5-8，3rd.4th week |
| Course Code |  | Advisory Time |  |
| Subject Code |  | Email  |  |
| Course Description |
| This course utilizes relevant workshops and workshops to build on the three basic core competencies of professionalism, observation experience and design thinking, and to integrate innovation capabilities across multiple disciplines. |
| Course Objectives |
| 1. Understand the basic concepts, scopes and industrial development of the cultural and creative industries.2. Can understand the cultural and creative topics and product design and development of related knowledge.3. Learn new things in practice and use them creatively.4. Can apply cultural and creative related fields to professional knowledge. |
| Course Schedule |
| Week 1: Introduction to Cultural AestheticsWeek 2: Culture Aesthetics Design Application (Implementation) |
| Teaching Method |
| Classroom teaching, practice |
| Evaluation Methods & Ratio |
| ■Enjoy homework \_50\_\_ % ■Class participation \_30\_\_ % ■ Attendance \_20\_% |
| Textbook (Title, Author, Publisher, Remarks ) |
| Title | Author | Publisher | Remarks |
| Self-education textbook | 邱仕冠 |  |  |
| Reference Materials (Title, Author, Publisher/Journal, Remarks ) |
| Title | Author | Publisher/Journal | Remarks |
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