Course Syllabus

	Course Sy	IIuous			
開課學期	109-1	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	中文:地方文化好好玩	授課教師	王詩惠、林宗德		
	英文:Local culture is fun				
課程類別	□文化美學 ☑應用實作	授課方式	☑授課□工作坊□遠距教學		
	□跨領域探索		□實作研習營		
	□其他:	(可複選)	☑參訪,地點:_一德洋樓_		
			□其他:		
學分數	□0.2(4小時) ☑0.4(8小時)		EX:週三下午 5-8 節,3、4 週次 □週三下午 5-8 節,  週次		
是否列入			□週五上午 1-4 節,週次		
授課時數			□週五下午 5-8 節,  週次		
是否收取	□是,金額 ☑否	上課時間	□週五全天 1-8 節,週次		
材料費		及節次	☑週六下午 5-8 節,10、11 週次		
聯絡方式	<u>f2403558@gmail.com</u>	及即入	其它:		
<ul><li>(電子信箱或</li><li>手機號碼)</li></ul>	0928009259				
	0928009239				
上課地點	臺灣民俗文物館				
人數上限	□15 ☑20 □25 □30 (務必勾選	)			
課程描述	中文	英文			
Course	以往文化、歷史課程的講授模式就是	-	the teaching mode of cultural and		
Description	在侷限教室裡聆聽教師講解與介	historical courses was to listen to teachers			
	紹,屬於填鴨式教學,本課程期待翻	explanations and introductions in confined			
	轉上課的方式,走出教室,以文化資	classrooms. It is a duck-filled teaching. This			
	產或是城市為地圖或標的,帶領學生	course looks forward to changing the way of			
	設計出文化類型的桌遊或大地遊		out of the classroom, using cultural		
	設計出文化類型的桌遊或大地遊 戲,讓學習、文化更有趣。	assets or cit	ies as maps or targets, and leading		
		assets or cit: students to d	es as maps or targets, and leading esign Cultural board games or earth		
		assets or cit. students to d games mak	ies as maps or targets, and leading		
一一一一一一一一一一一一一一一一一一一一一一一一一一一一一一一一一一一一一一一	戲,讓學習、文化更有趣。	assets or cit: students to d	tes as maps or targets, and leading esign Cultural board games or earth te learning and culture more		
課程目標 Course	戲,讓學習、文化更有趣。 中文	assets or cita students to d games mak interesting.	es as maps or targets, and leading esign Cultural board games or earth te learning and culture more 英文		
Course	戲,讓學習、文化更有趣。 中文 歷史與古蹟是城市成長的脈絡;文化	assets or cit: students to d games mak interesting. History an	es as maps or targets, and leading esign Cultural board games or earth te learning and culture more 英文 nd monuments are the context of		
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Teaching	桌遊、大地遊戲若可以帶入在硬邦邦的					If board games and earth games can be brought			
Method	歷史故事中,可以讓學生的接;				免度更	into the hard history story, it can make students			
	高,因此我們將在課程中帶領學生認調				學生認識	more acceptable, so we will guide students in the			
	什麼是「遊戲」,什麼是「桌遊」什麼				色」什麼	course to understand what is "game", what is			
	是「大地遊戲」。在對於遊戲的定義與 特色瞭解以後,我們期待帶領學生進入 北屯區的歷史街廓,並介紹現在常見的				匀定義與	"table game" and what is "earth" game". After			
					墨生進入	understanding the definition and characteristics of			
					主常見的	the game, we look forward to leading students			
	城市大地遊戲或是城市桌遊,接著回到				接著回到	into the historical street profile of Taichung City,			
	教室裡與學生探討其利弊,並發展出一 套屬於我們自己,具有歷史深度與趣味				餐展出一	and introduce the common urban land games or			
					度與趣味	city board games, then return to the classroom to			
性的文化遊戲。						discuss the advantages and disadvantages with the			
						students and develop a cultural game of our own,			
						with historical depth and fun.			
教科書(書名、作者、出版社、備註)									
		Т	extboo	k (Title,	Author,	Publish	er, Remarks )		
書名			作者			出版社	備註		
Title			Author			Publisher	Remarks		
自編教科書			林宗德、王詩惠		寺惠				
		参	考書目	(書名、	作者、出	出版社	、期刊、備註)		
	R	eference	Materia	als (Title	e, Author	, Publis	her/Journal, Re	emarks)	
書名			作者 Author		出版社/期刊		備註		
Title					Publisher/	Remarks			
							Journal		
				1.1.1	課程所需	經費			
經費項	目	單位	單價	(元)	數量	絲	2價(元)	說明	
西卡紙		張	3.5		100	350		課程執行所需耗材,請於	
膠帶	膠帶		50		2	100		計畫書中詳細說明相關規	
光碟筆	光碟筆		12		30	360		劃,並於經費申請表中列	
剪刀		支	5		60	300		出經費項目、明細及用途	
合計						1110	)	說明。	

課程預計進行方式、地點或內容(請提供 2-4 張照片,以利招生宣傳用)

