

Animation Film & Game-Based Learning II: Five Amazing Stop-Motion Animated Films

動畫與遊戲學習 II：停格動畫

鄭麗舫老師

LUISA LILING
CHENG



日期

4/26, 5/03, 5/10,
5/17, 5/24, 5/31



時間

FRIDAYS 13:40-15:30



地點

公博樓圖書館一樓
學習共享空間團體視聽室

課程簡介 COURSE SUMMARY

IT IS KNOWN THAT IT TAKES GREAT EFFORT AND TIME TO PRODUCE STOP-MOTION ANIMATION. IN THIS WORKSHOP, WE ARE GOING TO PLUNGE OURSELVES INTO THE VISUAL WONDER OF THE FOUR SELECTED FILMS. ASIDE FROM THE VISUAL, WE WILL ALSO DISCUSS THE THEMES OF THESE FILMS. TOWARD THE END OF THE WORKSHOP, WE WILL ADAPT ONE OF THE SELECTED FILMS INTO A BOARD GAME, IN THE PROCESS OF WHICH THE STUDENTS ARE EXPECTED TO ENHANCE CULTURAL AWARENESS. THROUGH GAME-BASED LEARNING, THE STUDENTS MAY DEVELOP PROBLEM-SOLVING, CRITICAL THINKING AND COLLABORATIVE LEARNING SKILLS

課程目標 COURSE OBJECTIVE

本工作坊將透過四部動畫來引導學生……

- (1) 提升英語聽讀理解
- (2) 習得電影賞析能力
- (3) 認識文化歷史背景
- (4) 遊戲式學習
- (5) 培養英文邏輯辯證，透過課堂討論活用英語發言

課程對象 COURSE MATERIALS

輔仁大學全校學生



名額
20 人



報名



課程大綱 COURSE SYLLABUS

LESSON DATE	TOPIC
EU 1-1	-COURSE OVERVIEW, INTRODUCTION TO THE FOUR SELECTED FILM -CORALINE (2009) 《第十四道門》
EU 1-2	FANTASTIC MR. FOX (2009) 《超級狐狸先生》
EU 1-3	PARANORMAN (2012) 《派拉諾曼：靈動小子》
EU 1-4	THE BOXTROLLS (2014) 《怪怪箱》
EU 1-5	KUBO AND THE TWO STRINGS (2016) 《酷寶：魔弦傳說》
EU 1-6	- A BOARD GAME BASED ON ONE SELECTED FILM -GAME-BASED LEARNING EVALUATION