URN etd-0407109-183703-164
Author Nan-Yang Huang
Author's Email Address No Public.
Statistics This thesis had been viewed 59 times. Download 0 times.
Department
Year 2006
Semester 2
Degree Master
Type of Document Master's Thesis
Language zh-TW.Big5 Chinese
Title Basic Learning and Training for Multi-media Technology Developers
Date of Defense 0000-00-00
Page Count 127
Keyword
On-Line compiler
Program competition
Teaching material

Abstract
Comparing with the agencies of foreign well-known games, the number of native games is very few, but when emphasizing the characteristics of local culture, it will let this industry still have huge development space. The game industry finds great demand in multi-media talented persons. Students often choose information technology and related departments to study because they find great interests in computer games and internet, but they often meet obstacles in the learning of computer languages, and badly adaptions are often induced, and so will have great lag in school learning.

This research aims at the multi-media technology developers, and propose a C++ programing learning platform that based on competitive psychology. This learning platform uses on-line instant compiler system as main foundation, and equipped with teaching activities on program competitions, thus proposing a teaching plan that contains learning schedule, and acts as references in teaching. This research also manipulates and executes classification on current teaching contents, and questionnaires are made based on classified topics and contents. Finally, conclusion was made concerning about the relationships between professional backgrounds of students and their favor of teaching course formats.
Advisory Committee You, Yuan-Hui - advisor

Files No Any Full Text File.
Date of Submission 2007-07-26