

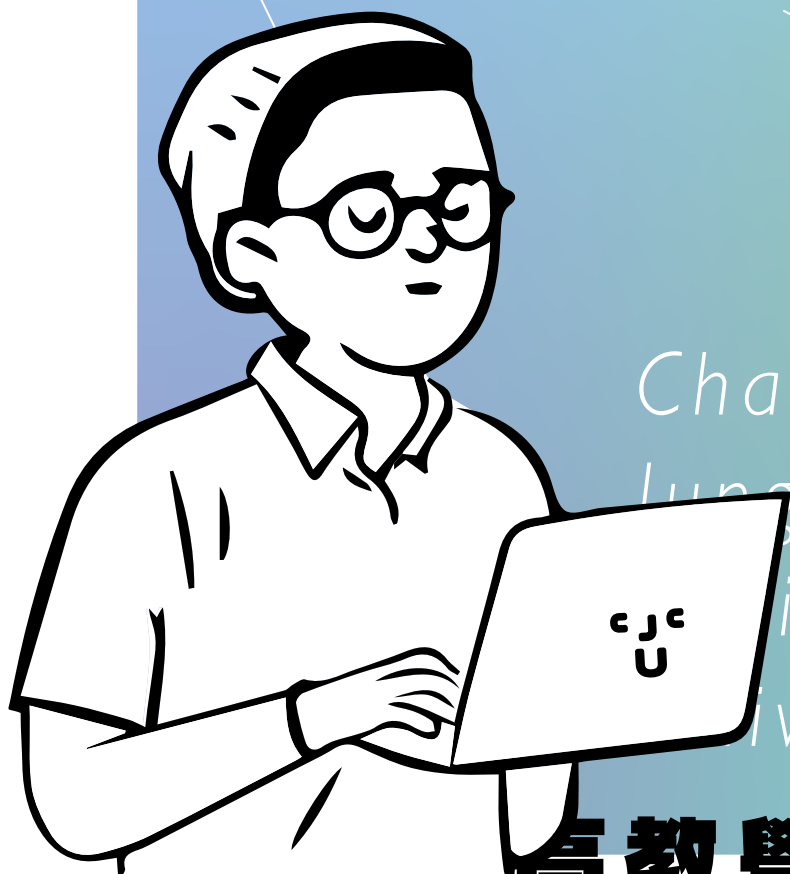
長榮大學 素養導向

vol. **01**

Ministry
of
Education

XPlorer

Chang
Rung
Christian
University



高教學習創新計畫 通訊

後疫情時代人文社會領域教育的數位轉型



目錄

01
計畫摘要

02
計畫課程

03
課程花絮

04
計畫社群

05
社群花絮

計畫摘要



學校名稱 | 長榮大學

計畫名稱 | 後疫情時代人文社會領域教育的數位轉型

執行單位 | 通識中心、人文社會學院、資訊設計學院

計畫目標 | 本計畫規劃數位與零碳兩大議題課程，提升學生對疫後新常態議題之認識，並引導學生跨域選修，探索跨域加值之可能性。

計畫並以人文社會學院為主要試辦學院，以資訊暨設計院為輔佐，將數位科技工具導入本校人文與社會領域的教學實務及學習方式，打造校內數位化師生互動的學習環境、提供學生數位跨域的實作機會，孕育人文社會領域的學生具有自主學習、溝通互動以及社會實踐的核心素養，以增強他們在數位時代中成為更具有就業競爭力的自我探索者。

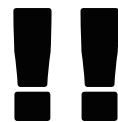
未來將依據人文院試辦結果，逐步修正，推展至全校，達成各系引導學生結合專業，進行數位零碳跨域加值之目標。

計畫 課程

類型	學系	科目名稱
舊課翻新	大眾傳播學系	新聞學、廣播電視原理
	應用哲學系	文化哲學、文創與哲學
	翻譯學系	一般筆譯(中英雙向) II、觀光英文
	東南亞文化與產業學士學位學程	東南亞文化與產業專題
	通識中心	體驗學習、長榮精神*
新開課程	東南亞文化與產業學士學位學程	數位素養與跨領域應用專題
	應用日語學系	數位日語教學法
	資訊暨設計學院	資料庫入門、資料視覺化

*長榮精神：112學年度預計將課程名稱改為：淨零永續生活與實踐。

課程花絮



110-2已開課之計畫課程

文化哲學 Cultural Philosophy

授課教師：聶雅婷、柯志鴻

本課程前半偏文化哲學的理論，後半則融入地方學的GIS科技資訊能力建構。本課程將社區與學校資源連結，鼓勵學生走出校園，將自我融入社區營造中，創新大學的學習路徑。以核心素養能力及運用科技來探究未知；以主動求知精神統整碎片化的資訊，進行有意義溝通；以批判思維辯證展開自我與地方定位，探討文化差異對於哲學思考本身的影響與重要性，增進文化間的相互理解。

這學期配合二仁溪河川流域田野踏查，學生更了解自己生活圈中不同地點呈現出來環境空間與歷史變遷。



The first half of this course focuses on the theory of cultural philosophy, and the second half introduces GIS technology in locallogy to develop students' integrative competency. This course connects the community with university resources, encouraging students to go out of the campus to integrate themselves into the community development program, creating an innovative learning path in the university.

Explore the unknown with core competencies and the use of technology; consolidate fragmented information with self-directed learning spirit to conduct meaningful communication; develop self and local position with critical and dialectic thinking and explore the impact and importance of cultural differences on philosophical thinking itself to enhance intercultural understanding.

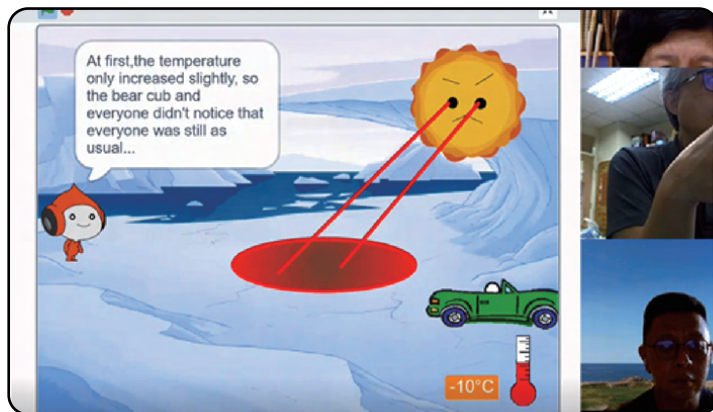
一般筆譯(中英雙向) II

Translation (Eng.-Chin. / Chin.-Eng.): Basic II

授課教師：藍月素、邱東龍、王獻章

本課程目標在培養學生基礎英翻中、中翻英的專業能力，並透過翻譯實作、課堂合作學習，討論及簡報活動，強化學生資訊利用、通識素養，以及人際溝通及解決問題能力。

本課程內容翻新之設計，除了融入翻譯教學之線上語料庫(online corpora)、電子字典(electronic dictionaries)、線上搭配詞字典、Concordancer等等，也引入「人機合作」、「輕度譯後編輯」(light post-editing)、「充分譯後編輯」(full post-editing)、「控制語言」及「機後編輯」等新的教學概念，並結合疫後新常態及SDGs議題，培養學生應用數位資源於翻譯實作之認知與能力。



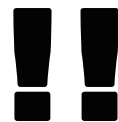
The goal of this course is to cultivate students' basic English-to-Chinese and Chinese-to-English translation proficiency, and to strengthen students' information utilization, general literacy, and interpersonal communication and problem-solving skills through translation practice, along with classroom cooperative learning, discussion and presentation activities. The redesign of this course content not only infuses online corpora, electronic dictionaries, online collocation dictionary, Concordancer, etc. for translation teaching, but also introduces Human-robot collaboration, light post-translation editing, full post-editing, Controlled Language, and Machine Translation Post-Editing (MTPE) concepts, combined with the post-pandemic new normal and SDGs issues, to cultivate students' knowledge and ability of applying digital resources in translation practices.

計畫 社群

社群	社群名稱	社群主持人	人數
教師成長社群	後疫情時代應用STEAM於人文與資訊跨域教學之挑戰	陳竹正老師	9人
	人文社會領域教育的轉型	杜嘉玲老師	10人
師生探索社群	一般筆譯(中英雙向)素養導向課程舊翻新計畫師生社群	藍月素老師	10人



社群花絮



後疫情時代應用STEAM於人文與資訊跨域教學之挑戰

本社群除了導入STEAM教學方法外，亦探討面對疫情之教學挑戰與因應，例如：如何設計和實施有效的線上教學、如何遠距指導學生動手實作等，以透過討論會議與教學經驗分享整理產出STEAM教學方法在跨域、疫情下之教學問題與解決策略。社群3次活動分享內容不僅對應社群目的，亦能供社群成員安排教學活動之參考。

Through discussion meetings and teaching experience sharing, the community members can learn how STEAM teaching methods are applied in interdisciplinary teaching scenarios and explore response measures to pandemic impact on education. The topics include how to design and implement effective online teaching, how to guide students to do hand-on practice via online courses, etc. In accordance with the purpose of this professional faculty community, the three gathering activities are held in the hopes that community members could utilize what they have learned in their teaching.

人文社會領域教育的轉型

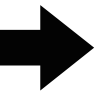
為配合「後疫情時代人文社會領域教育的數位轉型」教育部高教素養計畫，將數位科技工具導入本校人文與社會領域的教學實務及學習方式，提供跨院系教師在新科技工具、後疫情議題、人文素養融入課程時，能有分享並討論教學心得的平台，故成立此教學成長社群。

Under execution of “The XPlorer Project: A University Competency-Based Education Initiative in the Humanities and Social Sciences for the New Normal Society,” this professional faculty community is established in order to introduce digital technology into the teaching practices of teachers and learning methods of students in the College of Humanities and Social Sciences at CJCU. It serves as an interdisciplinary platform for teachers to communicate when they reconstruct curriculums with new technology tools, infused with post-pandemic issues to develop students’ core competency.

一般筆譯(中英雙向)素養導向課程舊翻新計畫師生社群

本社群旨在培養人文結合科技之素養，特別是配合「一般筆譯(中英雙向) II」課程內容翻新之設計。社群內容除了融入翻譯教學，還結合以疫後心理健康、氣候變遷和再生能源為主題的機後編輯(MTPE)訓練，Scratch製作遊戲/電子書/短劇的專案模式，增進文科學生運用程式科技的動機與能力。

This community aims to cultivate students’ competency in humanities integrated with technology, especially in conjunction with redesigning the course content of “English Chinese two-way translation II.” In order to motivate students major in humanities and social sciences to use programming technology and enhance their competency, the subjects of this community covers from translation teaching methods, Machine Translation Post-Editing (MTPE) training, together with post-pandemic mental health, climate change and renewable energy, to Scratch project model for making games/ebooks/miniseries.



由陳竹正老師所主辦的「後疫情時代應用STEAM於人文與資訊跨域教學之挑戰」教師成長社群，主要探討STEAM教學、跨領域教學的經驗分享、如何將STEAM教學模式揉合人文教育的數位轉型以及面對疫情的挑戰及因應方式。

Themed “the challenge of applying STEAM in interdisciplinary teaching of humanities and information technology in the post-pandemic era,” the professional faculty community is organized by Dr. CHEN JWU-JENQ and its main focus is on STEAM education and interdisciplinary teaching, probing into the digital transformation for humanities education by applying STEAM teaching strategies and how to cope with the challenges brought by the pandemic.

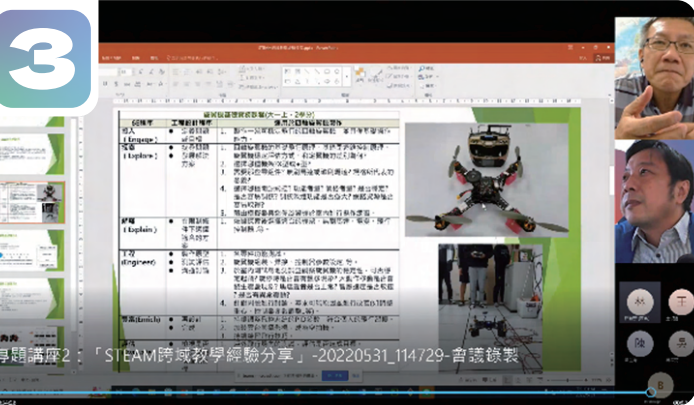
本次教師成長社群邀請到任教於本校互動設計系的朱瓊珮老師，題目為：「STEAM跨域教學與遠距困難介紹」。教授多門跨領域課程及主持多次STEAM相關社群的朱瓊珮老師，除了分享STEAM跨域教學的經驗外，也與社群成員討論因應疫情需遠距教學時，於課程應用STEAM的困難。

Dr. CHU CHIUNG-PE, a faculty member at Department of Interaction Design, CJCU, gives a talk on “STEAM Interdisciplinary Teaching Introduction and Challenges of Distance Learning” during a gathering activity of the professional faculty community. Dr. CHU, who is experienced in teaching interdisciplinary courses and has hosted many STEAM-related communities, shares her teaching experiences and discusses with community members the difficulties she encountered when applying STEAM to online courses in response to the pandemic period.



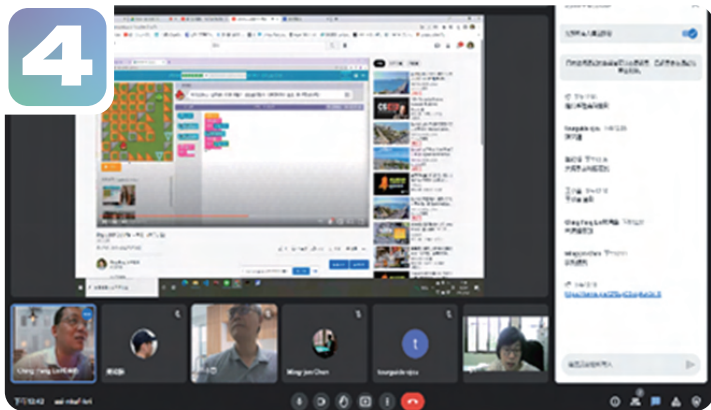
本次社群講者為本校無人機應用學士學位學程林穎宏主任，題目為：「STEAM跨域教學經驗分享」，本次專題講座講者分享無人機課程於綠能系、消防系、職安系跨領域教學經驗，內容包括跨領域教學遇到的問題、教學方式等，講座內容不僅對應社群目的，亦能供社群成員安排教學活動之參考。

Dr. LIN YING-HONG, the director of Bachelor Degree Program in Applied Unmanned Aerial Vehicle Technology, CJCU, is the speaker of this community gathering activity with the topic "STEAM Interdisciplinary Teaching Experience Sharing." By sharing his experience of teaching drone courses in different departments inclusive of Green Energy and Environmental Resources, Occupational Safety and Health, and Fire Safety Sciences, Dr. LIN talks about problems encountered in interdisciplinary teaching and teaching methods applied. This lecture not only corresponds to the purpose of the community, but also serves as a reference for community members to arrange teaching activities in response to the pandemic period.



專題講座 2：「STEAM跨域教學經驗分享」-20220531_114729-會議錄表

4



杜嘉玲主任所主持的教師成長社群其名稱爲「人文社會領域教育的轉型」，主要由本學期開課的翻譯系老師與資設院老師分享課程進行狀況。多數老師在本計畫之前即有合作機會，如：數位人文計畫和大數據傳播素養計畫，因此有許多合作經驗可以共享。

The professional faculty community organized by Dr. TU CHIA-LIN (the director of the Department of Applied Philosophy) is themed "Transformation of Education in the Humanities and Social Sciences." Community members are teachers from the Department of Translation and Interpretation Studies and from the School of Information and Design, who have taught courses (involved in this project) in this semester. These members have cooperated with each other in previous projects, such as the MOE Talent Cultivation Project for Digital Humanities and the MOE Information Technology Software Academy Project, so there are many cooperation experiences to be shared.

本次社群除了針對本學期人文社會學院學生對於數位工具的操作討論，也探討通識課程「長榮精神」結合淨零議題和數位工具的可能性，以及如何聚焦成PBL學習模式。另外再請王獻章老師分享翻譯系學生學習狀況，以及林清峰老師給予「長榮精神」課程結合數位工具建議。

In this gathering activity, the community members discuss students' performance of operating digital tools in this semester in the College of Humanities and Social Sciences. They also talk about the possibility of combining the Net Zero issue and digital tools with the course of "University and Holistic Pastoral Education," and how to focus on the PBL learning model. In addition, Dr. WANG HSIEN-CHANG is invited to share the learning situation of students from the Department of Translation and Interpretation Studies, and Dr. LIN CHING-FENG gives suggestions on integrating digital tools into the course of "University and Holistic Pastoral Education."

5

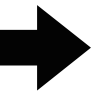


因素養導向高教學習創新計畫人文爲本、輔以其他領域科技做爲工具的課程改革，授課教師的設計思考需有突破。本社群邀請到的洪靖講師以歐洲社會如荷蘭、法國在解決問題時的社會心理學思考面向作爲設計，讓老師們思考在面對問題議題時，如何引導學生跳出框架來解決問題，以符合多元創意思考的教學模式。

"The XPlorer Project: A University Competency-Based Education Initiative in the Humanities and Social Sciences for the New Normal Society" emphasizes curriculum reform in the Humanities and Social Sciences by integrating technology as a tool; thus, teachers need to make breakthroughs in design thinking. Dr. HUNG CHING, a lecturer invited by this community, uses the social psychology thinking in solving problems in European societies such as the Netherlands and France as an example, urging teachers to think about how to guide students to solve problems out of the frame, developing a teaching mode in line with multiple creative thinking.

6



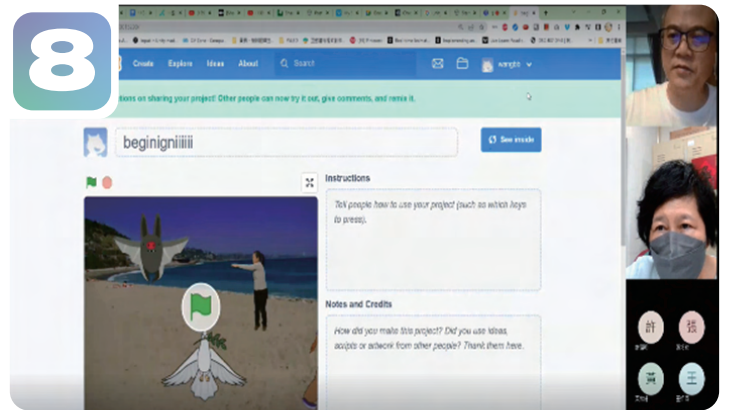


一般筆譯(中英雙向)素養導向課程舊翻新計畫師生社群，由藍月素主任、王獻章老師、邱東龍老師與七位同學共同組成。本社群旨在培養人文結合科技之素養，特別是配合一般筆譯(中英雙向)課程內容翻新設計，額外提供同學製作動畫技術方面之指導，以及如何透過素材多樣化、劇本之呈現、及動畫中文字之長短等等來讓期末專案豐富化及趣味化。

“Teacher-student learning community: Rebuilding English Chinese two-way translation course in competency-based approach” is composed of seven students and three teachers-Dr. LAN YU-SU, Dr. WANG HSIEN-CHANG, and Dr. CHIU ANDREW. This community aims to cultivate students’ competency in humanities integrated with technology, especially in conjunction with the course of “English Chinese two-way translation.” By rebuilding the course content, teachers provide additional guidance on animation techniques for students, such as how to use diversified materials, script presentation, and length change of Chinese characters in animation, to enrich their final project.

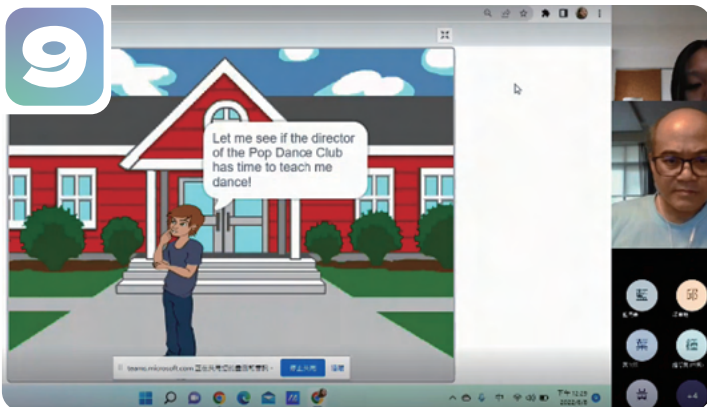
藍月素主任主持的師生社群，在第二次聚會中由王獻章老師與邱東龍老師共同協助下，幫助學生解決製作動畫的過程中所遇之困難。王獻章老師特別引導學生思考：甚麼方式可以增進動畫人物互動的效果？在配合MTPE腳本的情況下，如何利用音樂、人物動作、色彩、或圖片來呈現更好的Scratch動畫。

In the second gathering activity of the teacher-student learning community, organized by Dr. LAN YU-SU (the director of the Department of Translation and Interpretation Studies) with the assistance of Dr. WANG HSIEN-CHANG and Dr. CHIU ANDREW, teachers provide consultation with students to solve the problems they encountered in the process of making animation. Dr. WANG HSIEN-CHANG would like students to especially reflect on how to improve the effect of animation character interaction and how to use music, character movements, colors, or pictures to present better Scratch animations with MTPE scripts.



本次社群先由同學們展示所完成的Scratch專業作品的進度，並透過王獻章老師指導如何完善遊戲的趣味性，與邱東龍老師針對動畫的對話與旁白之英文句法、語速及斷句提出修正，以及藍月素主任對動畫整體的呈現，提出素材多樣化的處理建議，鼓勵同學完成一份兼顧數位技術、翻譯技術及關懷社會的作品。

In this community gathering, the students present their Scratch work prototypes first, and then teachers give suggestions for students to further complete their works. Dr. WANG HSIEN-CHANG instructs students in the way of enhancing the fun of the game. Dr. CHIU ANDREW proposes corrections to English syntax, speaking speed, and sentence segmentation of the dialogue and narration in the animation. Dr. LAN YU-SU suggests diversifying the materials for the overall presentation of the animation. Students are encouraged to complete a work that takes into account digital technology, translation techniques, and caring for the society.



長榮大學 教育部素養導向高教學習創新計畫

計畫主持人：丁碧慧教務長

協同主持人：柯秀卿院長、蕭鈺院長

院 / 系教學人員：邱靖雅、管美燕、陳明鎮、藍月素、杜嘉玲、聶雅婷、蘇文彬、吳裕勝、
陳采體、邱東龍、王俊嘉、柯志鴻、王獻章、林清峰、陳竹正、林揚智

行政人員：劉真吟、黃淑梅、郭燕玲、鄭莉貽

專案助理：陳宣涵

通訊設計：林珮君、謝宜杰

英文翻譯：洪惠茵

長榮大學XPlorer計畫辦公室

CJCU XPlorer office

TEL:06-2785-123分機4003

FAX:06-2785-097

E-mail:xplorer@mail.cjcu.edu.tw

Address:71101 台南市歸仁區長大路1號

No.1, Changda Rd.,Gueiren District, Tainan City 71101, Taiwan (R.O.C.)



