國立中興大學 通識課程 教學大綱
Syllabus of NCHU General Education Course

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dept. & grade</td><td colspan="2">通識教育中心
General Education Center</td><td>學分
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instructor</td><td>語言中心
莊雅婷</td></tr>
<tr><td>課程屬性
course type</td><td colspan="2">必修
required</td><td>授課語言
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Chinese/English</td><td>開課學期
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fall or spring</td></tr>
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課程簡述 course description

隨著科技迅速進步，語言學習中的科技應用成為數位時代的重要課題。本課程聚焦於結合 AR 技術與 STEAM 教學模式，探討如何有效運用科技工具促進語言學習。課程將介紹 AR-STEAM 在華語教學中的應用，並深入討論當前發展趨勢，如行動輔助語言學習和機器人輔助語言學習，結合第二語言習得的理論與實踐。學生將學習評估並選用適合的數位工具，設計基於科技的教學計劃，課程還將與國際學生協作，進行動手實作專題，提升學生的跨文化數位教學能力，為未來語言教學中的數位轉型做好準備。

With the rapid advancement of technology, the use of technology in language learning has become an essential issue in the digital age. This course integrates AR technology and STEAM teaching models and explores utilizing technological tools to facilitate language learning effectively. The course will introduce the use of AR-STEAM in Chinese language teaching and learning and discuss current trends, such as mobility-assisted language learning and robotics-assisted language learning, combined with the theory and practice of second language acquisition. Students will learn to evaluate and select appropriate digital tools, design technology-based teaching programs, and collaborate with international students in hands-on projects to enhance their cross-cultural digital teaching skills and prepare them for the future digital transformation in language teaching and learning.

教學目標 course objectives

1. 掌握 AR 技術與 STEAM 教學模式在華語教學中的應用，並提升將科技整合進語言教學的實踐能力，為數位轉型做好準備。
2. 了解並識別當代外語教學中常見的科技資源類型，並學會如何有效整合這些工具，如行動輔助學習、機器人輔助學習等，應用於跨領域的教學中。
3. 設計基於本課程討論的應用軟體及社交媒體的科技融入語言教學計劃，並創造具有實際操作性的教學活動，強化動手實作能力。
4. 學習如何尋找、評估及應用適合於語言教學的網站、線上工具及數位設備，提升數位化教學的整合與應用能力。
5. 掌握組織、錄製及編輯與國際學生合作的跨文化影片專題的技術與知識，提升跨文化合作與數位內容創作的能力，應對全球語言教學的未來需求。

	1. To master the application of AR technology and STEAM teaching model in Chinese language teaching, and to enhance the practical ability of integrating technology into language teaching and learning, so as to prepare for the digital transformation. 2. Understand and recognize the types of technological resources commonly used in contemporary foreign language teaching, and learn how to effectively integrate these tools, such as mobility-assisted learning and robot-assisted learning, into cross-disciplinary teaching and learning. 3. Design technology-integrated language-teaching programs based on the software applications and social media discussed in this course, and create hands-on teaching activities to strengthen hands-on skills. 4. Learn how to find, evaluate, and apply websites, online tools, and digital devices that are appropriate for language teaching and learning, and enhance the integration and application of digital teaching and learning. 5. Acquire the skills and knowledge to organize, record, and edit cross-cultural video projects with international students, and enhance the ability of cross-cultural collaboration and digital content creation to meet the future needs of global language teaching and learning.
先修課程 **prerequisites**	無 None

六項核心能力配比（加總為 100%）
The 6 core learning outcomes add up to 100%

人文素養	科學素養	溝通能力	創新能力	國際視野	社會關懷
0%	25%	25%	25%	25%	0%
Humanities Literacy	Scientific Literacy	Communication Skills	Innovative Ability	International Perspective	Social Concerns

教學方法 teaching methods	學習評量方式 evaluation
講授教學 小組討論 教學實作工作坊	出席與課堂討論 20% 數位教材練習與製作 20% 個人網頁建置 10% 演講/工作坊學習札記 30% 教學演示與教學影片 20%

授課內容（單元名稱與內容、習作/考試進度）
course contents and homework/tests schedule

Week 1	課程介紹
Week 2	華語教學學科知識內涵概觀 STEAM 與 5C 簡介
Week 3	華語文教學的現況與展望
Week 4	華語文課堂教學規劃與設計
Week 5	工作坊-AI 教育科技之華語教學實踐與創新
Week 6	工作坊-AR 擴增實境融入華語教學之應用

Week 7	邀請演講: 資訊科技工具與語言教學中的應用
Week 8	數位時代語言教學的當前發展與未來趨勢
Week 9	電腦輔助語言教學/學習：思考與技術
Week 10	影片剪輯實務工作坊 I -錄影、錄音、剪輯、後製、轉檔、字幕加註與編輯
Week 11	教學增能工作坊 -Canva 製作與應用 -STEAM vs AR
Week 12	影片剪輯實務工作坊 II -錄影、錄音、剪輯、後製、轉檔、字幕加註與編輯
Week 13	網頁設計製作-網頁建置
Week 14	教學資源與活動：開放教育資源(OER)、電子學習與網路應用
Week 15	影片製作-STEAM 教學討論
Week 16	教學影片討論與互評 教學演示與綜合討論
Week 17	自主學習(數位課程影片製作)
Week 18	自主學習(數位課程影片製作)

教科書與參考書目（書名、作者、書局/代理商…）
textbooks & other references (title, author, publisher…)

1. Chapelle, C. A., & Sauro, S. (Eds.). 2017. The handbook of technology and second language teaching and learning. Hoboken, NJ: Wiley Blackwell.
2. Hinkelman, D. 2018. Blending technologies in second language classrooms. Springer.
3. Pegrum, M. 2014. Mobile learning: Languages, literacies, and cultures. London, UK: Palgrave Macmillan
4. Stanley, G. (2013). Language learning with technology: Ideas for integrating technology in the classroom. Cambridge, UK: Cambridge University Press.

課程教材（教師個人網址請列在本校內之網址）
teaching aids & teacher's website

iLearning

課程輔導時間
office hours

另行公告

※本課程如符合下列主題項目，請勾選 (可複選)：
Please select based on the actual course content and can choose multiple options.

☐ 氣候變遷 Climate Change	☐ 淨零排放 Net Zero Emissions
☐ 永續發展 Sustainable Development	☐ 永續環境(USR) Sustainable Environment (USR)
☐ 在地關懷(USR) Local Care (USR)	☐ 產業鏈結與經濟永續(USR) Industrial Linkages and Economic Sustainability (USR)

☐ 健康促進(USR) Health Promotion (USR)	☐ 食品安全(USR) Food Safety (USR)
☐ 文化永續(USR) Cultural Sustainability (USR)	☐ 其他社會實踐(USR) Other Social Practices (USR)
☐ 情緒管理 Emotional Management	☐ 性別平等 Gender Equality
☐ 人文關懷 Humanistic Care	☐ 生命教育 Life Education
☐ 資訊安全 Information Security	☐ 資訊科技 Information Technology
☐ 資訊判讀 Information Literacy	☐ 媒體識讀 Media Literacy
☐ 臺灣文學 Taiwanese Literature	☐ 智慧財產 Intellectual Property
☑ 實作 Implementation	☐ 行動導向 Action-oriented
☑ 跨域 Interdisciplinary	☐ 走讀台中山水遊學 Study Tour of Taichung's Landscape
☐ 空間綠化設計 Space Greening Design	☐ 生活環境創意美學 Creative Aesthetics of Living Environment

※UCAN (課程內容有符合者，才需勾選)【可複選】
　UCAN (Check only if the course content is relevant) [Multiple selections allowed]

☐ 創新 Innovation	☐ 持續學習 Continuous Learning
☐ 問題解決 Problem Solving	☐ 團隊合作 Teamwork
☐ 人際互動 Interpersonal Interaction	☐ 溝通表達 Communication Skills
☐ 工作責任及紀律 Work Responsibility and Discipline	☐ 資訊科技應用 Information Technology Application

※STEAM (課程內容有符合者，才需勾選)【可複選】
　STEAM (Check only if the course content is relevant) [Multiple selections allowed]

☐ 科學 Science	☐ 科技 Technology
☐ 工程 Engineering	☐ 數學 Mathematics
☑ 藝術 Arts	

※聯合國全球永續發展目標 (授課教師可依實際課程內容勾選，可複選)

Sustainable Development Goals, SDGs (Teachers may select based on the actual course content and can choose multiple options.)

☐ 1. 消除貧窮	☐ 1. No Poverty
☐ 2. 消除飢餓	☐ 2. Zero Hunger
☐ 3. 健康與福祉	☐ 3. Good Health and Well-Being
☑ 4. 教育品質	☑ 4. Quality Education
☐ 5. 性別平等	☐ 5. Gender Equality
☐ 6. 淨水與衛生	☐ 6. Clean Water and Sanitation
☐ 7. 可負擔能源	☐ 7. Affordable and Clean Energy
☐ 8. 就業與經濟成長	☐ 8. Decent Work and Economic Growth
☐ 9. 工業、創新基礎建設	☐ 9. Industry, Innovation and Infrastructure
☐ 10. 減少不平等	☐ 10. Reduced Inequalities
☐ 11. 永續城市	☐ 11. Sustainable Cities and Communities
☐ 12. 責任消費與生產	☐ 12. Responsible Consumption
☐ 13. 氣候行動	☐ 13. Climate Action
☐ 14. 海洋生態	☐ 14. Life Below Water
☐ 15. 陸地生態	☐ 15. Life on Land
☐ 16. 和平與正義制度	☐ 16. Peace and Justice
☐ 17. 全球夥伴	☐ 17. Partnerships for the Goals

請填寫與課程最相關之上列已勾選 SDGs 目標序號：＿＿4＿＿ （無勾選者則免填）
Please fill in the selected SDG goal most relevant to the course:＿4＿ (If no goals have been selected, please leave blank.)