

The Design of Computer Multimedia Material for Traditional Taiwanese Shadow Play Learning

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ABSTRACT

This paper discusses the use of digital media for a unit of traditional Taiwanese Shadow Play instruction in an introductory art course at a college in Taiwan. The researcher digitalized the history, photos, and the related information of Taiwanese Show Play by applying two-dimensional animation technique. The instructional material is used to assist the instructor's teaching, as well as helped the students to understand the major theme of traditional Taiwanese Shadow Play. The goal of this paper is to examine the role of computer multimedia material in college art education in order to explore the students' perceptions of how the digital technology motivate students came to their understandings of specific content areas. Students were asked to answer a four-point Likert Scale questions in survey based on the learning attitude of this unit.

Keyword: computer multimedia material, art education, learning attitude, Taiwanese Shadow Play.

摘要

本文探討在台灣某大學開設的藝術基礎課程使用數位教材來教授傳統台灣皮影戲單元。作者使用 2D 動畫技巧將傳統台灣皮影戲的相關資訊數位化。此數位教材除了可輔助教學外，也可幫助學生了解傳統台灣皮影戲的主要概念。本研究的目標是為了解數位教材在大學藝術教育課程的使用是否能協助學生增強在特定單元學習的認知能力。學生在此單元結束後填寫針對於此次學習態度所設計的問卷調查表。結果發現學生對於使用此數位教材學習的回饋反應是正面的。

關鍵字：電腦多媒體教材、藝術教育、學習態度、台灣皮影戲。

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