

木更津工業高等専門学校		開講年度	令和04年度 (2022年度)		授業科目	日本事情ⅡB		
科目基礎情報								
科目番号	0075			科目区分	一般 / 必修 (留学生)			
授業形態	講義			単位の種別と単位数	履修単位: 1			
開設学科	情報工学科			対象学年	3			
開設期	後期			週時間数	2			
教科書/教材								
担当教員	和崎 浩幸,SAPKOTA ACHYUT							
到達目標								
Its a bridge course for the foreign students(enrolled in the third year) so that they can be familiar with the contents learned by the first and second year students of KOSEN. As a continuation of Japanese Culture and Life IIA, this course is related to software part of the information engineering course.								
ルーブリック								
	Ideal Level			Standard Level		Unacceptable Level		
Conceive	Able to conceive an application of wide practical use.			Able to conceive an application of somewhat practical use.		Not able to conceive an application of practical use.		
Design	Able to effectively design the coding framework for the conceived application.			Able to design the coding framework for the conceived application.		Not able to design the coding framework for the conceived application.		
Implement	Able to write the easily readable code and develop an application according to the design.			Able to write code and develop an application according to the design.		Not able to write code, thus not able to develop an application according to the design.		
Operate	Able to explain the working of the program from users perspective and make an easy-to-understand user manual.			Able to make an easy-to-understand user manual of the application.		Not able to make a user manual of the application.		
学科の到達目標項目との関係								
教育方法等								
概要	Understand the principles of software operation through a project based learning. Mainly C language will be used.							
授業の進め方・方法	Classes will be focused on development of an application program as a project.							
注意点	Make efforts besides class hours too to make a better application program.							
授業の属性・履修上の区分								
<input type="checkbox"/> アクティブラーニング		<input type="checkbox"/> ICT 利用		<input type="checkbox"/> 遠隔授業対応		<input type="checkbox"/> 実務経験のある教員による授業		
授業計画								
		週	授業内容		週ごとの到達目標			
後期	3rdQ	1週	Create a general application program (1)		Able to conceive an application of real-life use.			
		2週	Create a general application program (2)		Able to design a tentative coding framework for the conceived program.			
		3週	Create a general application program (3)		Able to design a coding framework for the conceived program.			
		4週	Create a general application program (4)		Able to make a flow chart for coding.			
		5週	Create a general application program (5)		Able to explain the made flow chart.			
		6週	Create a general application program (6)		Able to improve the flow chart on the basis of feedback from instructors.			
		7週	Create a general application program (7)		Able to write and debug a program according to the flow chart.			
		8週	Create a general application program (8)		Same as above.			
	4thQ	9週	Create a general application program (9)		Same as above.			
		10週	Create a general application program (10)		Same as above.			
		11週	Create a general application program (11)		Able to test the program.			
		12週	Create a general application program (12)		Able to make a documentation of the program.			
		13週	Create a general application program (13)		Able to explain the working of the program.			
		14週	Create a general application program (14)		Able to make improvements in the program.			
		15週	Presentation		Able to make a presentation of the developed program.			
		16週						
評価割合								
	Conceive		Design		Impliment		Operate	合計
総合評価割合	20		20		40		20	100
Basic Proficiency	10		10		20		10	50
Specialized Proficiency	10		10		20		10	50