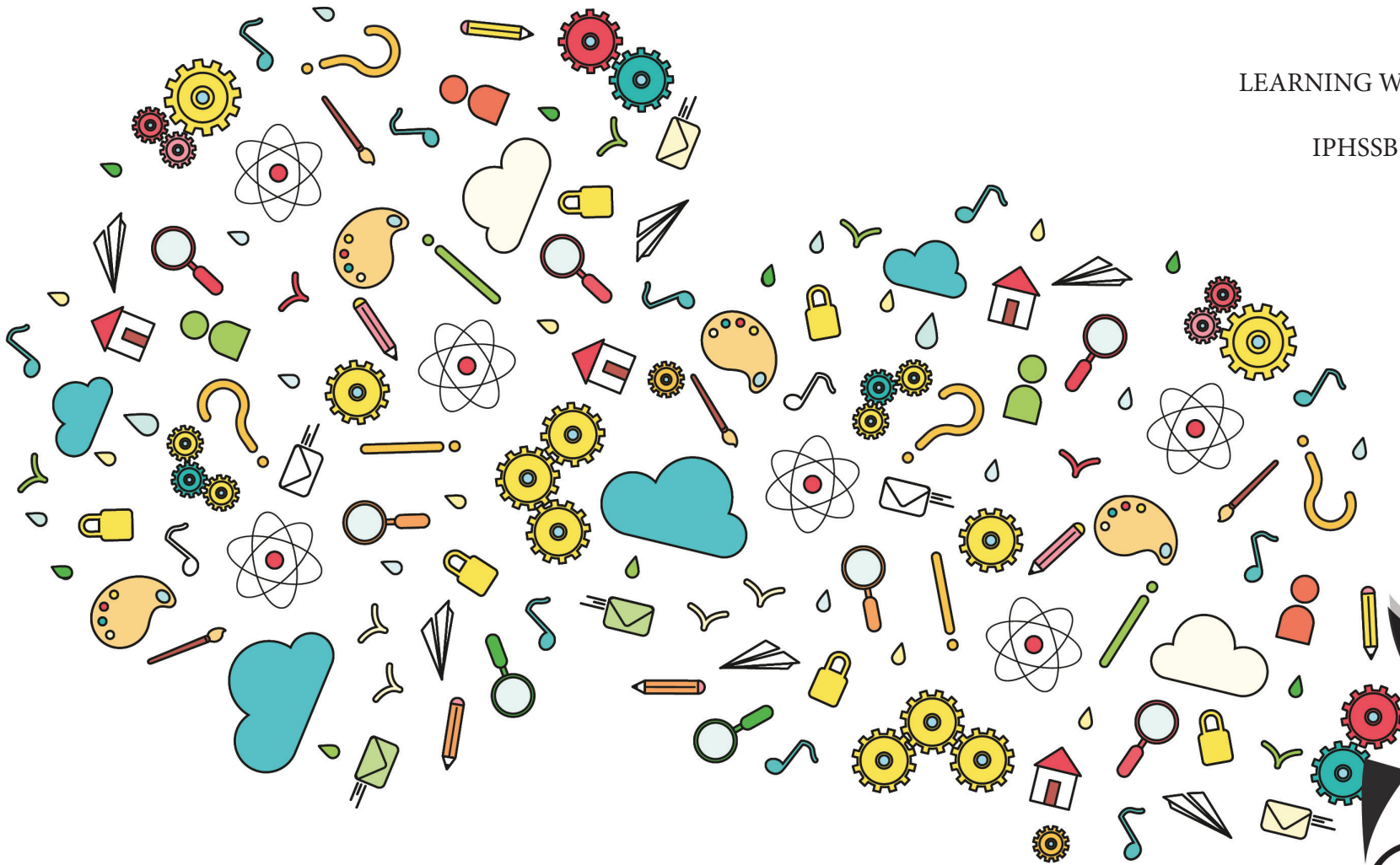
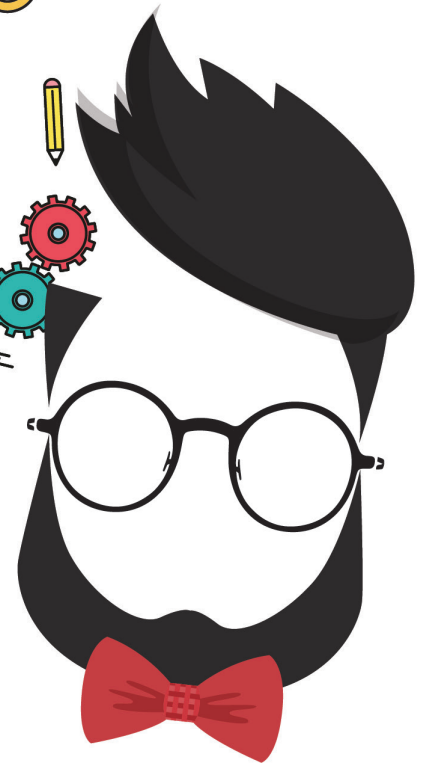


LEARNING WITH BEAR PLATFORM
X
IPHSSB YZU PROGRAM



COMPUTER PROGRAMMING AND GRAPHIC DESIGN COURSES





LEARNING WITH BEAR

LEARNING PLATFORM FOR THE IPHSSB | YZU

Learning with Bear is a platform for dynamic learning, providing students with a *HANDS-ON* experience that allows them to focus on the learning process and the understanding of the different techniques and skills needed to complete tasks, solve problems and develop critical thinking. With the support of the IPHSSB in YZU, two different courses have been opened for students to have this unique experience, Computer Programming and Graphic Design. The main objective is to

“LEARNING BEYOND THE BOOKS”



allow students to gain technical knowledge that will prepare them in the future professional life they choose to follow. Both Programming and Design courses are taught in special Problem Base Learning Classrooms in Yuan Ze University, allowing for a much more open space for students to interact with each other and for the lecturer to give a more personal experience for every single student present in the classroom. All students are

Adobe creative packages, the most recent platform of development Scratch 3.0 and even the inclusion of microcontroller programming with Microbits. Learning with Bear has designed a series of challenges that go along with the lectures, pushing the students to immediately apply everything that is taught in the courses. Whether is computer programming or design, students are given the freedom to go beyond what is taught in class, bringing their own challenges to class, having the opportunity to learn special or advance technical skills.



encouraged to express their ideas, creativity, opinions and are given the tools and knowledge to execute their projects with the most updated technological resources, including the learning of industry standard packages for design such as the



WHO IS BEAR?



Expert in multimedia design and with a degree in Engineering, Jeffrey Sebastian has worked with companies like Foxconn, Pepsi, Carrefour and more, creating multimedia resources for printed media and television, including video production and advertisement. Honorary member of the Phi Thau Phi scholastic society of the Republic of China, Taiwan, due to his outstanding academic performance, this Guatemalan born American shares a range of expertise in both technical and visual areas along with strong

communication skills in seven different languages. Jeffrey Sebastian has been featured in many local and international news and television shows, but his most recent adventure has given him the most satisfactions, becoming a lecturer. Known as “Bear” by peers and students, Jeffrey Sebastian received the opportunity to become a professor for the IPHSSB program for Yuan Ze university. IPHSSB and Bear collaborate to create and expanded the Learning with Bear platform, which has brought a holistic way of learning for students. Using his knowledge of psychology and human behavior, and keeping a youthful heart, Bear has created a way to connect with students to guide them in a dynamic way throughout this learning adventure in their college life.



“By learning with bear I have learned to exploit basic skills that will make me offer more talents to those whom seek help of a designer. I have learned to use my whole potential and apply it on any dream or goals that I want to accomplish. His class interaction as also made me value how important it is to have a good relationship with your teacher and how listening is one of the best ways of learning”

Frances Banegas, Student | Yuan Ze University



元智人社英語專班 全英語教AI

2018-09-28 00:11 聯合報 記者張雅弘 / 綜合報導



元智大學去年起將程式設計列入全校必修科目，師資、課程因應各系特色，人社學院英語專班就請來自瓜地馬拉機械所博士生當僱用全英語授課，他教法活潑，融入電腦遊戲、讓學生分組合作，化解文科學生對程式設計的恐懼，有助將來切入AI人工智慧的領域。

當僱到台灣求學已12年，性，不在電腦教室上程式，他會設計題目，讓學生把課程融入電玩。

當僱的學生當品標表示，



“Learning with Bear helps more than what I could have imagined. I wonder: Who in the campus can let liberals like us love programming Not to mention DESIGN as well!”

Syndra, Student | Yuan Ze University

COMPUTER GRAPHIC DESIGN COURSE

“IS NOT ABOUT
THE SOFTWARE, IS
ABOUT LEARNING
TO *DESIGN*”

The computer graphic design course for the IPHSSB program of Yuan Ze university has as a main focus to teach the students how to DESIGN. While students are required to learn the technical skills to use industry standard software like the Adobe Creative Packages for design, the core of the course is to teach the student to develop design skills that go beyond the software. In contrast to other design courses available, the design course does not use software as the main mean of creation, but uses it as a tool to achieve good design. Students, through the learning with Bear platform, use their whole potential and creative skills to complete challenges based on real life applications for design, teaching them to be resourceful and

to use the tools they have without creating a dependency on expensive gear or software, so they are able to create their own content freely without restrictions.

Evaluation in this class consists in a 70% of the entire grade in class activities and projects, while homework, midterm and final projects consist on 10% respectively. This releases the pressure of the students and allows them to focus on the process of creation and execution of creative ideas. Design class also teaches them to communicate visually letting them to express their ideas or their future clients' or companies' ideas for marketing and promotion. This course hopes to train students to be professional, regardless of their skill level, to properly apply design principles to any project they work on.





"We learn lots of useful skills from this class and making our ideas to work practically. That's really cool and the most important thing is that we can understand how does it work in simple way."

Mar, Student | Yuan Ze University

"I like that professor Jeffrey incorporates a lot of outdoor and social activities that makes the students aware of the outside world and therefore stimulate their ideas that they could apply to their work"

Hillary Powa, Student | Yuan Ze University

Class Contents

Computer Graphic Design class has been created to allow the students to have as much practice as possible. The class contents are as follow:

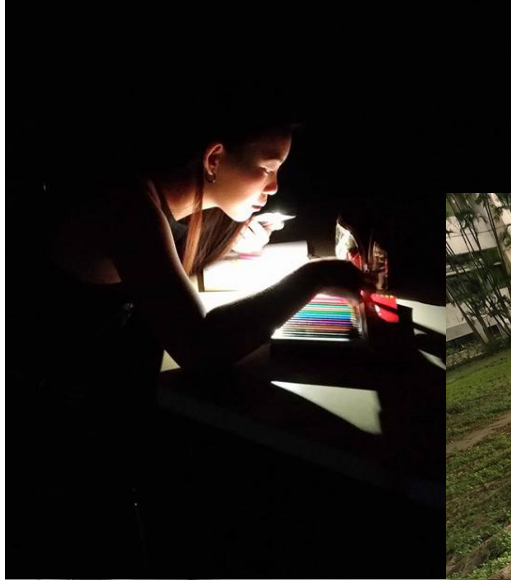
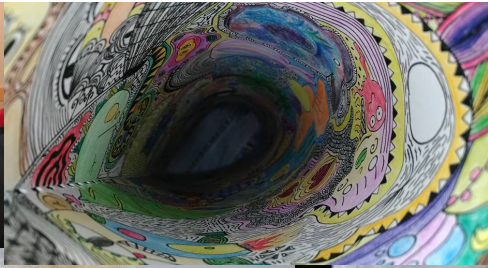
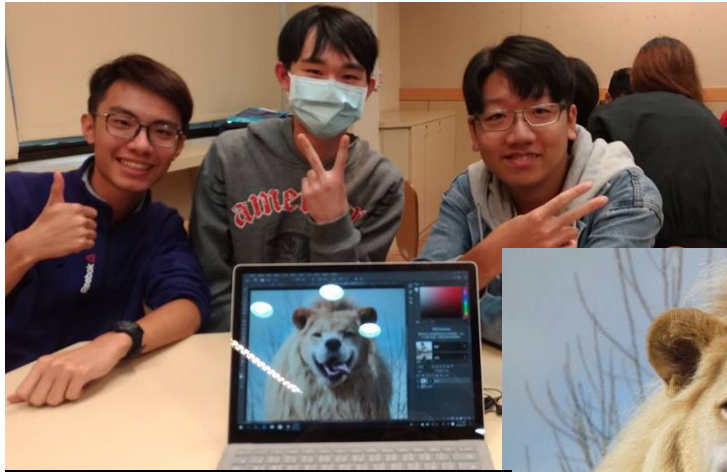
- Basics of composition
- Introduction to photography
- Photoshop basics
- Rules and guides for UI design
- Photo manipulation
- Photo blending
- Poster Creation
- Introduction to digital illustration

- Typography
- Logo creation
- Printing for exhibition
- Grids and composition for printed media

Students also learned to do professional photography using their cellphones, build their own soft-boxes and use any kind of materials to create their own designs whether handcrafted or digital.



"Design is the
SCIENCE
of Art"





"When it comes to Photoshop or illustrator the first thing pop up in our minds will be proficiency and good computer skills, but that is not what is considered in class. I don't have to be a professional but still be skilled in these things, our teacher always uses the simplest and fun way to teach us. In our design class Jeffrey, our teacher always tells us "have fun", the truth to design is not being good or talented, it's to explore and be creative in our own way. Design is the science of art, I'm always excited to see what kind of chemical reactions will happen in our class."

Ruby, Student | Yuan Ze university



Sing!

Our new friend from the computer science department, Angie Lee Wei Dong have earned recognition for her active performance in Design class. But did you know that she could actually SING!

Angie, a 21-year-old Malaysian, who came to Taiwan, eventually Yuan Ze University to further her studies in September 2017, LOVE singing and wouldn't mind to share her talent with others. She took part in YZU's singing competition in December 2017, and got FIRST place! She is also a lead singer of several bands and has been performing in and out of events.

Since she was in kindergarten, she started singing and went to singing classes, but stopped when she went to primary school. Still, she did not give up singing and join the school's choir, and her choir life continued till she finished her high school. It's like God didn't want her to stop singing and opened up her 'singing' world when her senior introduced her to join YZU Midi Music club, where music lovers gathered as music bands, and continue their passion in performing music.



- First Place in YZU Singing Competition

Bear Presents:

Cross Cultural Design

"Dia De Los Muertos"

Introduction to
Computer Graphics in Design (I)
IH209

Wednesday Oct. 31st 2018
Room 2005
2pm to 5pm

Come Join the Competition and
showcase your creativity. Learn about
Dia de los Muertos (Latin American Halloween),
Practice your English and make friends!

本活動由教育部高等教育深耕計畫補助



performance in 2017



Angie has a thick, powerful voice and quite a wide vocal range. She looks up to Lady Gaga and Christina Aguilera who also have powerful voices and ability to hit high notes. The music genre of jazz-pop, pop-funk, basically songs with some amount of tempo are what she into. Songs, like Feeling Good by Nina Simone and Fly me to the moon by Frank Sinatra, is her all-time favorite.

She thinks that she could sing out the 'feeling' of songs, but still need to improve her skills in details. She's now practicing songs from the movie A Star is Born, hoping that she may have the chance to perform the songs in the future

COMPUTER PROGRAMMING COURSE

While traditional programming courses are taught in a computer laboratory, this programming class is taught in a problem solving laboratory classroom. Learning with Bear changed the traditional way of teaching computer programming for a more dynamic and personal way. The course has been carefully crafted to remove the usual fear of students to programming languages, which tend to be overwhelming sometimes. The objective of the course is to allow students to learn, comprehend, develop and execute their own code lines, through a series of activities, games and challenges. The challenge in this class is to bring non-programmers to enjoy the process of creation through code, furthermore, to get the student excited to learn on their own. Learning with Bear's platform use non conventional tools that allow the student to practice and understand their code, for example coding cards made by the students to create code lines

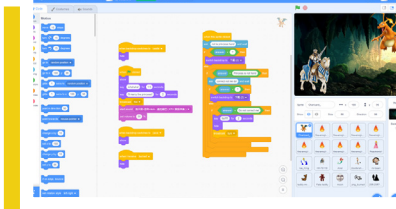
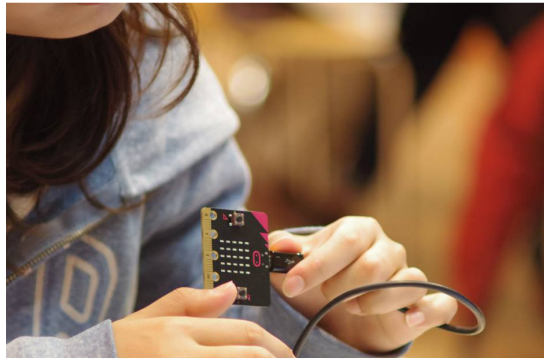
before touching a computer. As a result students are able to form an analytical way of design that allows the to create their projects in paper and write their code faster when working on the computer. Furthermore, students have develop critical thinking, which allows them to see code in a logical way, removing the fear of finding bugs in their codes, letting them debug in a much faster speed. Weekly activities, challenges and competitions are held in class that reinforces team work and

"The interesting thing I found in programming class is that our professor is so nice, like a friend to us! Moreover, in the class, instead of just like having a regular class, we tend to "play games" However, we learn a lot from it!"

Amy, Student |
Yuan Ze University

merits are received when students help other teams when problems are encounter in the code. This course is divided into two main sections, the first section takes the students through all coding basics in software until they are able to generate games and applications on their own. The second section of the course guides the students through physical computing, in which they program and create their own hardware that accompanies their software skills to create physical ways of interaction





Class Contents

- Game logic
- Conditionals
- Sprite creation
- Object animation through coding

These basic principles of advance programming methods are applied through different tools such as:

- Scratch 3.0
- Microbit development platform
- Microbit microcontrollers
- Coding block cards made by students

While computers are used to execute programming, students have been encouraged to also write their codes on the blackboards and whiteboards of the classroom as part of the different challenges created for the course, showing their true understanding of programming language concepts.

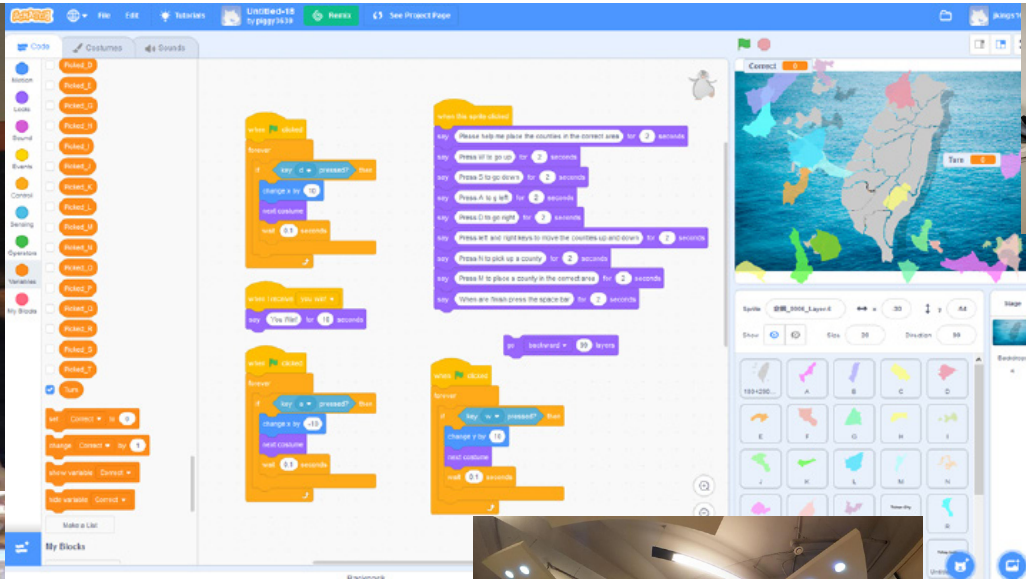


"I really like this class, not only because the way of teacher's teaching but also the lesson of programming! For me, this course is about imaginations and challenges, I really hope that I can do more crazy things during this class in the future!"

Thea, Student | Yuan Ze University

Computer programming class uses many activities to teach core skills and concepts of programming such as:

- Loops
- Variables
- Function creation
- Function calling
- Triggers
- Mathematical Logic
- Boolean functions
- Inputs and Outputs
- Instance methods
- Operators

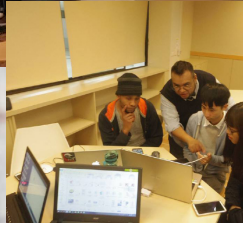
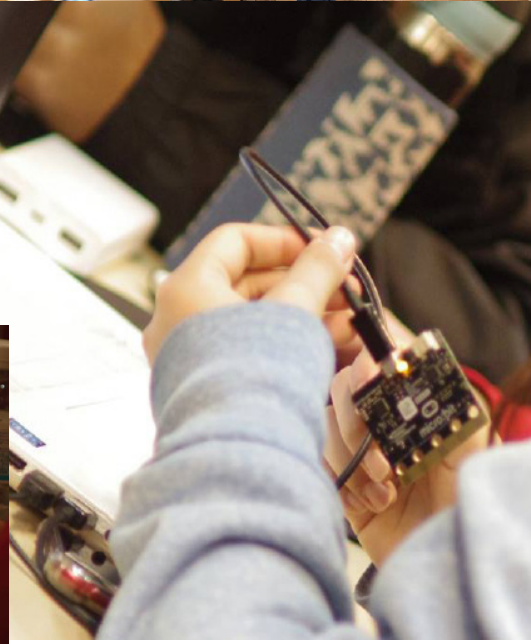
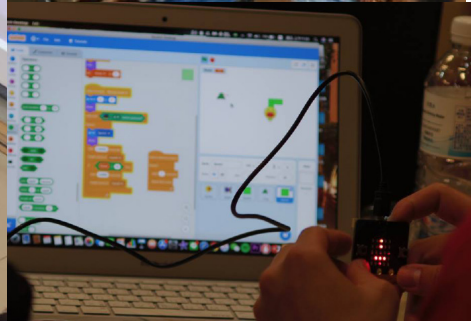


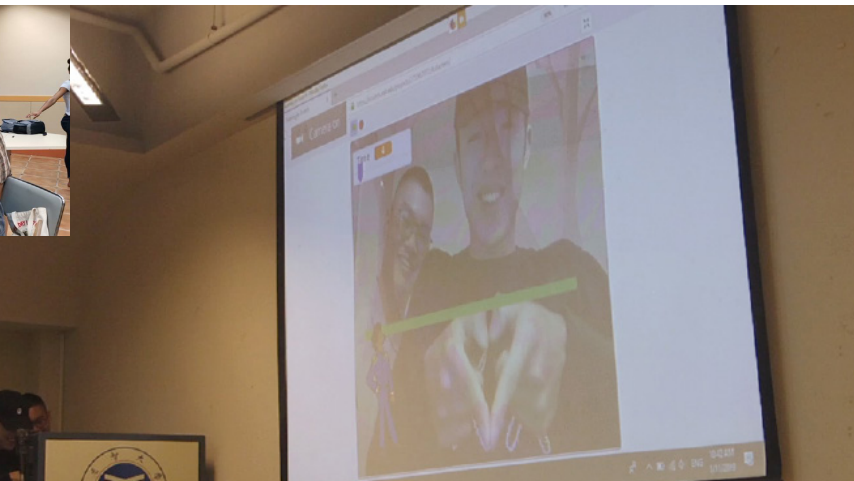
"Years ago, programming was just a reserved luxury for Engineers to learn, nowadays it is a must know tool for anyone in any field, however, it doesn't have to be hard to learn"

Jeffrey "Bear" Sebastian | Professor
Yuan Ze University



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LEARNING FOR LIFE, NOT FOR A TEST

These kind of courses reinforce many principles that will help students beyond the walls of the classroom. These courses share a core list of skills that focus on helping the students to be active “Comb Shaped” professionals that will have no trouble to play any roll in any industry, students learn to:

- Work in diverse teams
- Communicate with people with other backgrounds and languages
- Help peers without expecting any retribution
- Develop problem solving skills
- Develop critical thinking skills
- Not be afraid to use their full creative potential
- Apply the knowledge obtained in class in multiple ways

- Take leadership when the situations require it
- Trust their own skills and feel proud of their achievements

Besides these skills, our courses give students the opportunity to create a social conscience, allowing them to learn that helping others is a *PRIVILEGE*. Students created a Christmas activity for children that come from less privilege families bringing them gifts and designs they created for the children, sponsored by the students themselves and organized by the IPHSSB and Learning with Bear Platform. Furthermore we are planning to create more activities for these children in need with our students.

“Creating outstanding professionals is one of the objectives for us, however we believe in helping students become outstanding human beings to go along their degrees when they graduate.”





LEARNING WITH BEAR