

English for Design, Cultural and Creative Industries

- Credit numbers: 2
- Instructor:
- Instructor's Office:
- Office Hour:
- E-mail:
- Extension:
- Blog:
- Course Objectives

This course is designed to develop students' English communication skills through topics related to design and cultural and creative industries, providing a foundation for using English in academic and professional contexts. Students will learn essential vocabulary and expressions related to areas such as art, media, fashion, and design, enabling them to understand how creative works are described and discussed. Through exposure to reading materials, including articles and multimedia content, students will strengthen their reading comprehension and become familiar with key ideas and concepts in the creative field.

In addition, the course emphasizes oral interaction through discussions and classroom activities. Students will practice expressing their opinions, describing creative works, and exchanging ideas with peers, which helps improve both fluency and confidence in communication. Through continuous practice, students will develop the ability to respond to different viewpoints and organize their thoughts clearly in English.

Finally, the course focuses on outcome-based learning by guiding students to apply what they have learned in presentations and project work. Students will introduce design-related topics and present their own creative ideas or 作品, demonstrating their ability to use English in a clear, structured, and professional way.

Syllabus :

Week	Contents
1	Introduction to Design and Cultural Creativity
2	Designer Fashion and Creative Industries
3	Film and Video in Creative Contexts
4	Interactive Media and Digital Design
5	Music and Cultural Expression
6	Performing Arts and Creative Production
7	Visual Arts and Design Concepts
8	Public Art and Cultural Representation
9	Contemporary Art and Global Trends
10	Creative Industries and Society
11	Analyzing Creative Works and Case Studies
12	Design Thinking and Idea Development

13	Expressing Opinions on Creative Works
14	Presenting Creative Concepts
15	Portfolio Development and Practice
16	Final Presentation – Creative Project
17	Introduction to Design and Cultural Creativity
18	Designer Fashion and Creative Industries

References:

Huang, S.-J., & Phelps, L. (2014). *English for Cultural and Creative Industries*. Cosmos Culture Ltd.

Authentic materials, including newspapers, podcasts, internet resources, television programs, and other multimedia content related to design and cultural topics.

Grading:

Assignments (40%)

Students will complete assignments such as reading responses, short analyses, and creative tasks. These assignments are designed to develop students' understanding of design-related content and their ability to use English in relevant contexts.

Midterm Presentation (20%)

Students will give a midterm presentation to demonstrate their ability to describe and explain a design or cultural topic in English.

Final Presentation (20%)

Students will present a final project related to design or cultural creativity, showing their ability to organize ideas and communicate them clearly in English.

Class Participation (20%)

Students are expected to actively participate in discussions and classroom activities to enhance their speaking skills and engagement.