

國立屏東大學 109學年度第1學期 教學課程綱要

※為保護智慧財產權，請勿非法影印教科書。

課程學分數：2.00(2.00小時)

授課老師：鄭愷雯(704010)

必選修：選

開課序號	0701
科目名稱	團體音樂即興體驗(MUS5012)
科目英文名稱	Experiential Process
授課語言	英語/全外語授課
主要教學型態	課堂教學&小組討論
教學目標	After the course, students will be able to: Understand the level of involvement and participation which result from first-hand experience instead of from second-hand knowledge Develop reflective thinking in group music improvisation and become more aware of the relationships between oneself and with other people through sounds and musical games and activities Analysis the process of group music improvisation Utilize oral presentation to further develop students' communication After completing the above learning outcomes, students will be able to have a certain level of critical thinking and thus inspire and further develop their future professional practices.
每週課程內容及教學方法	This course will use experiential learning to help students to learn through reflection on doing. The students will take active role in their own learning in participating and engaging on various group music improvisation activities. These activities will explore areas in bonding, focus, awareness, creation, energy, dynamics, and performance. This course aims to develop student' s awareness in their own psychological and social-cultural perspectives when interacting with other people.
核心能力	
預期學習成果	
與預期學習成果搭配的多元評量	1. Participation and learning in classroom 60% (1) Attendance 10% (2) Participation 20% (3) Mid-term presentation 30% (individual or group oral presentation, choose a topic or a project, e.g. music picture book or

	share your learning reflective thinking. Each person present 1 to 2 minutes for initial reading and research in this topic. Whole group is 5 to 6 minutes) 2. Final presentation 40% (group oral presentation, based on the same topic or project as mid-term presentation, each person present 3 to 4 minutes for more comprehensive research and reading in this topic. Whole group is 10 minutes)
主要讀本	Gwinn, P. and Halpern, C. (2007). Group Improvisation: The Manual of Ensemble Improv Games. Meriwether Pub. (137p)
參考書目	Course tutor will also design experiential materials for the class
其他事項	1. Attend lesson on time 2. Participated in the group discussion and activities 3. Hand in assignment before deadline