

視覺小說在國文教學之應用

The Application of Visual Novels in Chinese Literature Teaching

侯羽種

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摘要

本文研究視覺小說在國文教學之應用，在教學理論方面，說明視覺、聽覺，與閱讀，各種類型的學習效益比率，以視覺為主的多感官學習最好。為了讓學生有學習的動機，就要掌握流行的現況，視覺小說是電子遊戲的種類之一，編程語言有源自日本的吉里吉里。本研究以學生成果報告為例，同學合作視覺小說，製作過程感謝銘傳大學資網處協助錄音。該視覺小說介紹《左傳》「鄭伯克段于鄆」，包括教學過程來看科技教育，並以評量來看學習成效。除此之外，介紹臺灣著名的電子遊戲與應用中國文學之關係，以及銘傳大學休憩導覽 VR 體驗系統，證明中國文學、文化可應用相關科技教學。

關鍵字：電子遊戲、視覺小說、科技教育、國文教學

Abstract

This paper studies the application of visual novels in Chinese Literature teaching. In teaching theory, it explains the visual, auditory, and reading, the various types of learning benefit ratios, and the most multi-sensory learning based on vision. In order to let students have the motivation to learn, it is necessary to master the current situation. Visual novels are one of the types of video games. The programming language is derived from Japan's Kirikiri. This study takes the student achievement report as an example. The students collaborate on visual novels. The production process is thanks to the Ming Chuan University Information and Network Division for recording. The visual novel introduces "Zuo Zhuan Zheng Bo Ke Duan Yu Yan", including the teaching process to see science and technology education, and to evaluate the learning outcomes. In addition, it introduces the relationship between Taiwan's famous video games and applied Chinese literature, as well as the VR experience system of Ming Chuan University, which proves that Chinese literature and culture can apply related science and technology teaching.

Keywords: Video games, Visual novels, Technology education, Chinese Literature Teaching