

EMI General Education  
Course Code: 114\_2\_7406039\_01

Lecturer  
Professor Jou-Juo Chu  
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## Decoding Workplace Habitual Domains

### Course Introduction

**Time:**  
Thursday  
16:10-17:50am  
2026/02/26~2026/06/12

**Place:**  
Social Science College  
Building 1  
Room 328

## Knowing your Teacher: About Prof. Jou-Juo Chu



EDUCATIONAL BOARD GAMES  
FOR THE CLASSROOM

TASK CARD REVISION BOARD GAME

SOCIOLOGY

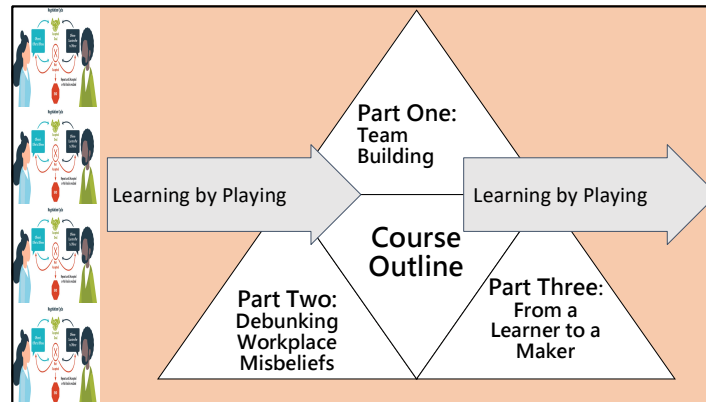
IN BOARD GAME, INSTRUCTION, IN REVISION GAMES

## Focusing on Four Core Competencies

Core Abilities of General Education (Select 3-5 main Goals)	Select if Correlated ✓
(1) Thinking and Innovation	■
(2) Moral Thinking and Application	■
(6) Communication Skills and Teamwork	■
(9) Problem Solving	■

## Course Objectives

Team Work	Knowledge Acquisition	Skill Development
1. Team Building 2. Team Rules 3. Team Learning Contract	Recognizing & Debunking Workplace Misbeliefs & Truths	1. Workplace Bargaining Skills 2. Problem-Solving 3. Innovation



## What to Learn? What To Evaluate?

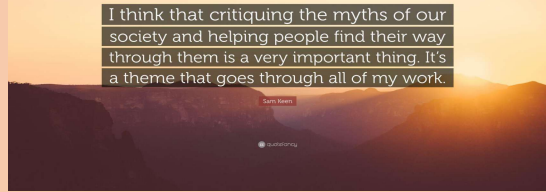
Group Cooperation	Problem Solving	Creativity
From Finding the Right Teammates	At the Every Moment	In the Process
In the Preparation and Participation at Each Class	In the Future	In the Outcomes

## Course Requirements

Pre-course Preparation	Team Works Plus Individual Efforts
On-Site Participation	Ask questions and Apply Knowledge

## Evaluation by Week

Group Project Course-related Board-game Design 60%
Attendance+ Participation 40%
Total 100%



"No one heals himself by wounding another." ~St. Ambrose

"Bullying builds character like nuclear waste creates superheroes. It's a rare occurrence and often does much more damage than endowment." ~Zack W. Van