SHIH CHIEN UNIVERSITY NEWSLETTER

實踐

March
2025

13

校學科專 政家 濟經 踐實立私

SHIH CHIEN HOME ECONOMICS COLLEGE

SHIH CHIEN UNIVERSITY

NEWSLETTER

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13

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指導顧問 **謝孟雄**
發行人 **丁斌首**
編輯 **秘書室**
發行 **實踐大學**

Consultant **Shieh Mung-Shiung**
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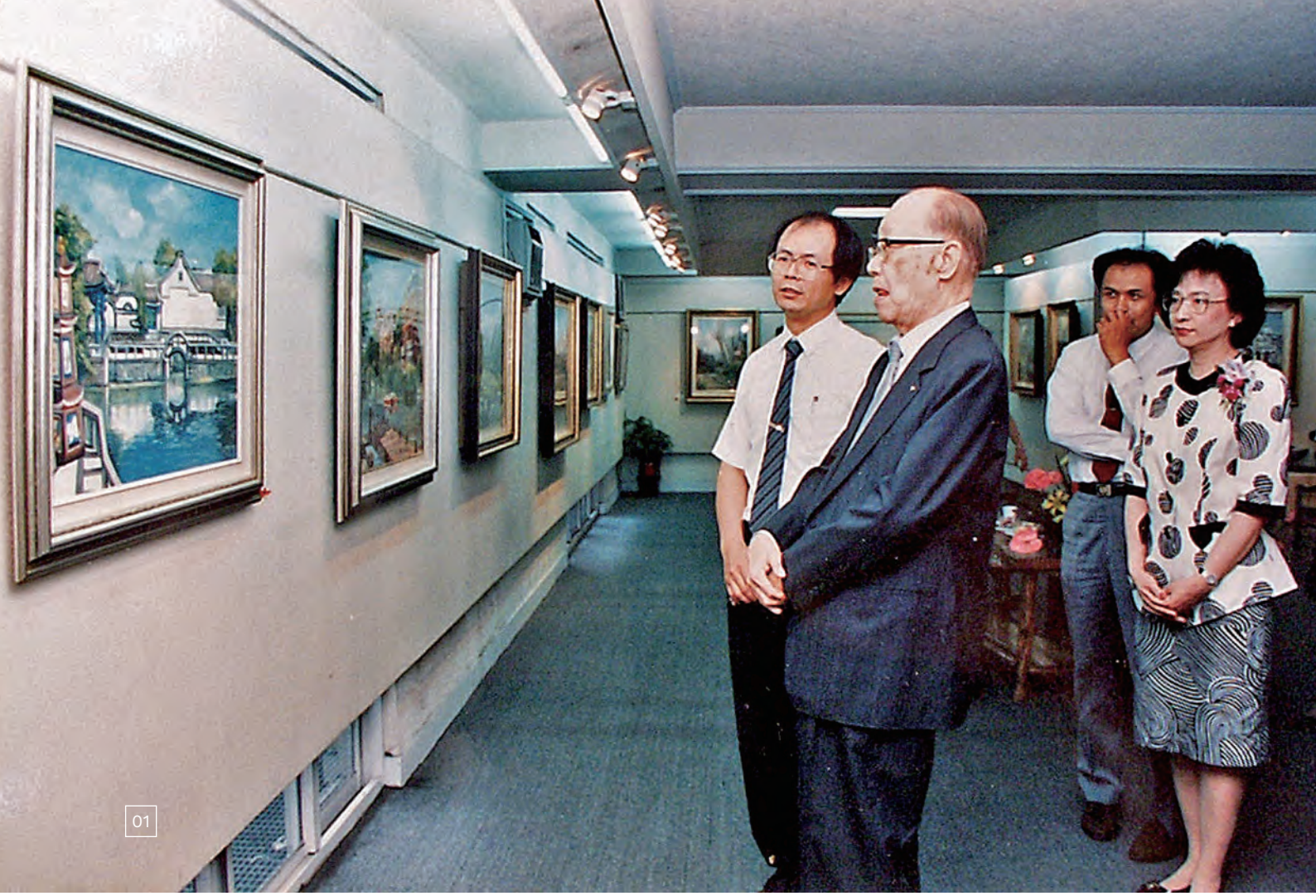
臺北校區 Taipei Campus
+886-2-2538-1111
https://www.usc.edu.tw/
104 臺北市中山區大直街70號
70 Dazhi St., Zhongshan Dist.
Taipei 104, Taiwan (R.O.C.)

高雄校區 Kaohsiung Campus
+886-7-667-8888
https://www.kh.usc.edu.tw/
845 高雄市內門區大學路200號
200 University Rd., Neimen Dist.
Kaohsiung 845, Taiwan (R.O.C.)

COVER PHOTO 實踐大學校徽演進過程 & 國寶級大師顏水龍教授
History of SC logo & Professor Yen Shui-Long



01 謝東閔創辦人與林澄枝校長蒞臨畫展會場
Shih Chien Founder Shieh Tung-Min and President Lin Chen-Chi visited Lin's exhibition.

AI 實踐向上提升 享受先進教學模式的震撼

林俊成｜藝術家・實踐大學校徽設計者

藝術家顏水龍教授為促進純粹美術的發展，終其一生投入生活藝術的推廣。民國 41 年，他提出文化經濟是世界產業競爭的武器，可稱之為當今文化創意產業的先驅。顏教授採用**研討會（seminar）課程模式**上課，他不僅編寫的講義相當精彩，也不採單向灌輸式教學，而是兼顧理論與實務以培育人才。每屆畢業班的分組評圖，不但重視訓練團隊成員彼此間的默契，每位學生也須上臺陳述其作品的創作理念，並接受七、八位任課老師的交互質詢。這樣經常性的磨練，確能培養學生踏出校門後，面對客戶時獨當一面的能力。

美術工藝運動與包浩斯理念結合

民國 60 年，顏教授應謝東閔創辦人的邀請至實踐家政專科學校（今實踐大學）創辦美術工藝科（以下簡稱美工科），並擔任教授兼科主任。他引用以下理念：1. 工業革命後，因產品粗糙價廉，觸發英國設計師威廉・摩里斯將生活用品經由設計提升至藝術位階，使產品大幅提高其附加價值的動機，引發「美術工藝運動」的理念。2. 藝術家格羅佩斯在德國威瑪成立結合建築、工藝與藝術的「包浩斯」學校，他認為現代設計教育必須結合藝術與技術，使理論知識與實務技術在教學上同樣受到重視。上述二大核心思想建構美工科的

實踐家專→實踐設計管理學院→實踐大學

Shih Chien College of Home Economics → Shih Chien College of Design and Management → Shih Chien University

02 實踐大學校徽演進過程
History of SC logo

堅實基礎，不但成立實習工廠，也開設材料與廣告市場學相關課程。

國寶級水龍頭孕育灌溉美工園地

顏教授對人和藹親切，於科主任任內師生都暱稱他為「阿公」。科刊命名《水龍頭》，代表美工科在「阿公」的領導下，猶如打開的水龍頭，創意源源不絕。科內的優秀老師都是業界一時之選，他們願意撥空來校任教，與學生分享經驗，全是衝著「阿公」的面子而來。在當時，學生能至廣告公司或老師開業的工作室接受實務教育，可說是很不簡單的事。美工科課程分為空間與產品二組，將建案建築空間內、外規劃，整體產品的生產乃至整套 CIS（Corporate Identity System）都涵蓋在內。至此，「阿公」順理成章締造國內美工科系的課程標竿。

顏教授努力開拓臺灣手工藝，被尊稱「**工藝之父**」。留日期間為壽毛加牙粉公司畫廣告，是**臺灣廣告設計第一人**，也是**企業識別系統（CIS）的前驅**。此外，更跨足環境景觀的創作，前後完成臺中體育場〈運動〉、劍潭公園〈從農業社會到工業社會〉、日新戲院〈旭日東昇〉、臺中太陽堂〈向日葵〉、YMCA 永吉會館〈耶穌〉、花蓮佛教慈濟醫院〈佛陀治病圖〉等十餘幅馬賽克壁畫及臺北市東門游泳池〈跳水〉、臺北市立網球場〈打網球〉等浮雕作品。他當時擔任臺北市高玉樹市長藝術顧問期間，引入巴黎凱旋門前寬闊香榭麗舍大道的氛圍，在臺北市規劃路中有噴水池的仁愛路及不規則種滿臺灣樟樹的敦化南、北路林蔭大道，尊稱他為「**公共藝術前驅**」乃實至名歸。

民國 70 年，我有幸獲林澄枝校長的聘用，擔任顏水龍教授的助教，三年期間，跟隨帶領實踐家

實踐大學校徽

設計｜林俊成 1983

實踐大學校徽

設計｜林俊成 1983

向上箭頭 學士帽　基座　校名英文縮寫

V形象徵勝利 教學成果 稻穗結實纍纍　心型代表愛心治校

R50 G50 B127

03 實踐大學校徽設計理念
The concept of SC logo design

專美工科學生，完成 YMCA〈耶穌〉及花蓮慈濟醫院大廳〈佛陀治病圖〉壁畫，獲益匪淺。民國 81 年，受到鼓勵開啟臺北市普及畫市首次油畫個展；同時接受推薦，撰寫文建會策劃的 16 本環境藝術景觀叢書之一《**鑲嵌藝術馬賽克**》。

教學生涯的轉捩點

在專業環境的薰陶下，我發現繡在學生校服口袋上的「實踐」篆體字校徽雖然很美，但對 logo 的簡潔發展並不理想，因而產生設計的動機。在發想過程中，思及謝東閔創辦人體認「修齊治平」哲學觀，並鑑於「家為國之本」，決定創辦家政學校，因此於民國 47 年 3 月 26 日創立國內第一所家政學校 —「**實踐家政專科學校**」。

既然「家」為主體，我即以家形將實踐英文字首 SC 融入對稱有窗的房屋，並將「實踐」二字嵌進屋子底座牆上。整個 logo 是向上提升的箭頭，又像一頂學校升格後，可戴上的學士帽；V 形為結實纍纍的稻穗，象徵勝利與教學成果；心形則代表愛心治校。

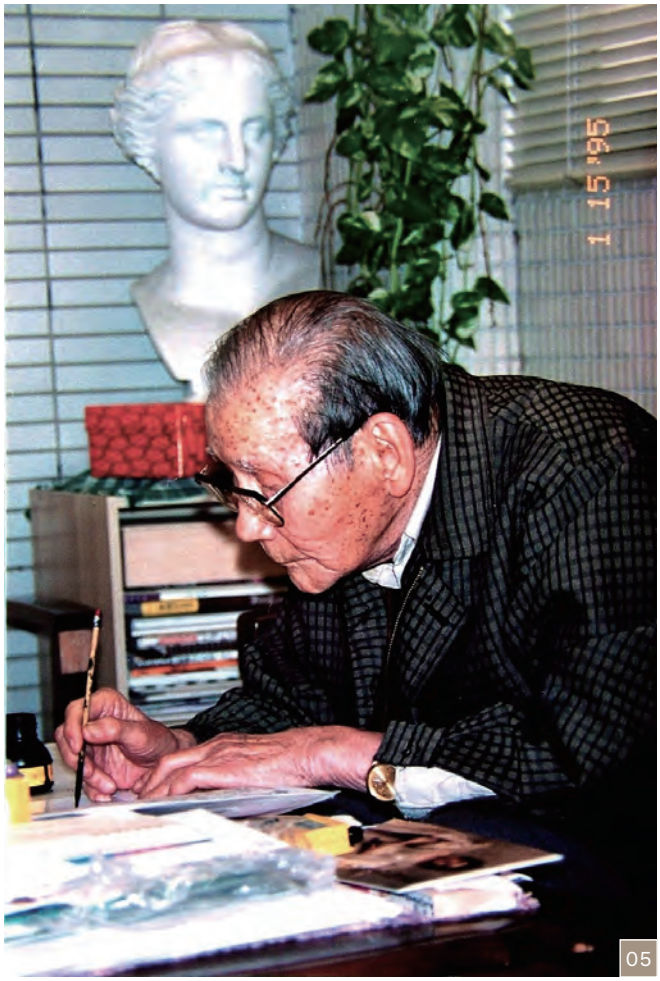
設計之初，我已考慮到如果校徽縮小時，圖形可能產生沾黏的問題。當時尚未有繪圖軟體，只能手工製圖。民國 78 年，我接觸 286 電腦，並在 84 年轉調國立臺南高商廣告設計科教授電腦繪圖，重繪為向量圖。113 年輝達 AI 教父黃仁勳來臺演講身後的實踐校徽，如用向量圖將會更加清晰。總之，在實踐三年，欣然追隨國寶級大師顏水龍教授及業界菁英，使我有機會大幅增長見聞，並設計校徽，可謂是我教學生涯的轉捩點。■

04 實踐大學校徽演進資料
More information on the transformation of SC logo

My Overwhelming Experience of the Advanced Teaching Methods at Shih Chien University

Lin Chun-Cheng (林俊成), Artist / Designer of Shih Chien University logo

Artist and Professor Yen Shui-Long (顏水龍) devoted his entire life to promoting art in everyday life. In 1952, he proposed that cultural economics is a weapon in the global competition of industries, a pioneering idea of today's cultural and creative industry. Having his classes taught in the form of **seminars** instead of using the one-way teaching method, Yen designed excellent course handouts and combined theories and practice to nurture talent. The graduation design review hosted every year was an exercise that focused on teamwork. Each student had to present their design on stage and answer questions from seven to eight teaching staff. The constant training through design reviews ensured students developed the skills and ability to work with clients upon graduation.



05 國寶級大師顏水龍教授
Professor Yen Shui-Long

06 劍潭公園馬賽克壁畫，顏水龍教授於民國 58 年製作，位置在圓山大飯店下方擋土牆上，長 100 公尺、高 4 公尺。
Mural at Jiantan Park near the Grand Hotel

The combination of the Arts and Crafts Movement and Bauhaus style

In 1971, Yen was invited by Mr. Shieh Tung-Min (謝東閔), Founder of Shih Chien University (SC), to establish the Department of Arts and Crafts (DAC) at Shih Chien Junior College of Home Economics (the precursor of SC) and serve as the Chair and Professor of the department. His ideas were as follows: 1. After the Industrial Revolution, due to the fact that many products were badly made, English designer William Morris elevated everyday essentials to art through design, adding value to products and giving birth to the Arts and Crafts Movement. 2. In Weimar, Germany, artist Walter Gropius founded the Bauhaus School, combining artchitecture, crafts and arts. He believed that modern design education must combine arts and skills, and theories and practical skills were both important subjects to be taught in class. The above ideas have been the solid foundation of the Arts and Crafts Department. A workshop was set up and courses on materials and advertising were also taught.

The man who established the Arts and Crafts Department

Professor Yen was kind and friendly. During his time as the Chair of the department, he was nicknamed “Grandpa” by both the students and teaching staff. The publication of the department was titled *Tap* to signify that, led by “Grandpa”, DAC

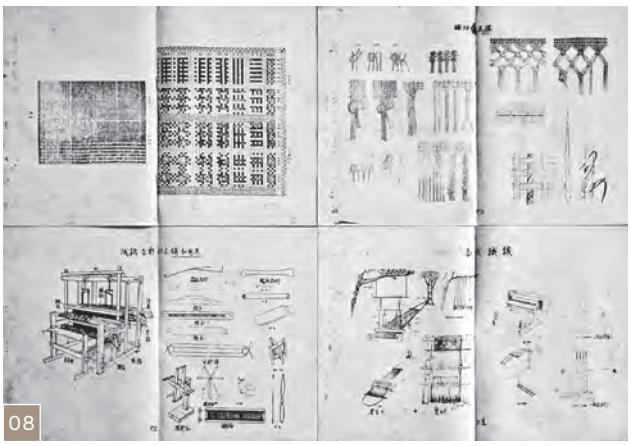
07 顏水龍教授於 YMCA 壁畫現場親力親為的指導
Professor Yen giving instructions during the mural making process at YMCA.

will see the creativity of students flowing like tap water. All the teaching staff at DAC were the best of the best from the industry. Yen was the reason that these professionals were willing to set aside time to teach and share their experience with students. Students were even given internship opportunities at advertising agencies or the studios of the lecturers, which were precious opportunities not commonly seen at the time. DAC modules were divided into two categories — space and product, including the exterior and interior spaces of architecture, the production of an entire product and CIS (Corporate Identity System). “Grandpa” set a benchmark for arts and crafts education in Taiwan.

Professor Yen spared no effort in promoting Taiwan’s handicrafts and was revered as the “**Father of Crafts**”. When he studied in Japan, he drew for the company SMOCA. He was **the first advertisement designer in Taiwan** and **a pioneer in CIS**. In addition, he also dabbled in landscape design. His works included the mosaic murals *Sports* at Taichung Stadium, *From Agrarian Society to Industrial Society* at Jiantan Park, *Sunrise* at Jih-Hsin Theater, *Sunflower* at a famous pastry shop in Taichung, *Jesus* at YMCA Yung-Chi Branch, *Buddha Treats the Ill* at Hualien Tzu Chi Hospital, as well as relief sculptures *Diving* at Taipei Dongmen Swimming Pool and *Playing Tennis* at Taipei Tennis Court.

Yen served as the artistic advisor for the then Taipei City Mayor Kao Yu-Shu (高 玉樹). Inspired by the Avenue des Champs-Élysées in front of the Arc de Triomphe in Paris, Yen had a fountain built in the middle of Ren Ai Road and camphor trees planted along Dunhua S. Road and Dunhua N. Road. He was indeed **a pioneer in public art in Taiwan**.

In 1981, I was hired by the then President Lin Chen-Chi (林澄枝) to work as Professor Yen's assistant. For three years, supervised by Professor Yen, DAC students and I worked on the Jesus mural at YMCA and the Buddha mural at Hualien Tzu Chi Hospital. It was a precious experience. In 1992, I was encouraged to hold my first oil painting exhibition. I was also recommended to write the book ***Mosaic***, one of the 16 books on public and landscape art published by the Council for Cultural Affairs.



08 顏水龍教授發給學生的講義內容精細豐富
Professor Yen's course handouts provided rich materials and details.

A turning point in my teaching career

My professional career led me to realize that while SC student uniforms were beautifully designed, the logo was not neat enough. I decided to design the logo for the school. During my research, I learned that Shieh Tung-Min, the Founder of the university, believed that "a person should first improve upon themselves, manage their family, then govern their state before they can bring peace and

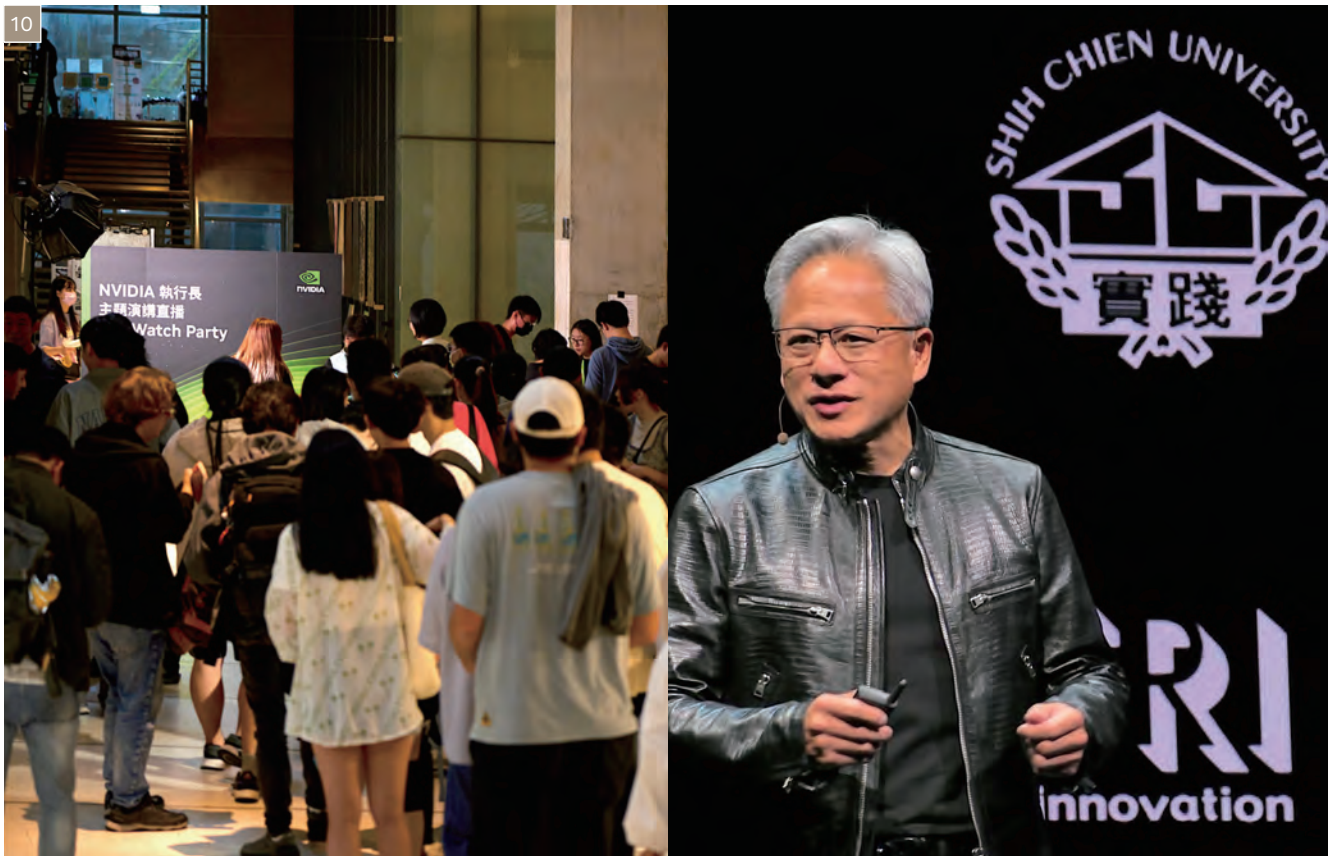
09 花蓮慈濟醫院大廳佛陀治病圖
The Buddha mural at the lobby of Hualien Tzu Chi Hospital

stability to the world" and that "family is the foundation of a country." He then decided to establish a junior college of home economics. On March 26, 1958, the country's first such school, Shih Chien, was established.

Since family (and home) is the critical foundation, I blended the first English letters of Shih Chien to form the windows of a house-shaped logo and added the Chinese characters to the bottom. The entire logo resembles an upward arrow and a square academic cap. The v-shaped ears of rice symbolize victory and teaching results. The heart shape represents the heart and soul put into governing the school.

From the very beginning, I had realized that the lines might blur when the scale of the logo is reduced. At that time, graphic design software was not available. Manual drawing was the only way to go. In 1989, I started using the Intel 286 computer. In 1995, when I taught computer graphics at National Tainan Commercial Vocational Senior High School, I converted the logo to a vector image. In 2024, Shih Chien University's logo appeared on the screen as Nvidia CEO Jensen Huang (黃仁勳) gave his speech on the stage. It would have looked clearer if a vector image was used. Overall, I was honored to work and learn alongside Professor Yen Shui-Long, a national treasure, and elite professionals from the industry during the three years working at SC. I had learned tremendously and enjoyed the opportunity to design the school logo. It was a turning point in my teaching career. ■

10 實踐大學是輝達 AI 教父黃仁勳合作的 17 所臺灣公私立大學校院之一。
SC is one of the 17 public and private universities in Taiwan that Jensen Huang collaborates with.



01 暴龍「潛」進海底，守護海洋。(科博館提供)
T-Rex dives to the bottom of the sea to protect the ocean. (Photo: National Museum of Natural Science)

恐龍穿衣：科博館與實踐大學的創意跨界

許鳳玉｜設計學院院長

國立自然科學博物館(以下簡稱科博館)攜手實踐大學設計學院服裝設計學系，展開一場創意與教育的對話，將時尚元素融入博物館展品，不僅吸引觀眾目光，更激發對環境永續與科學探索的關注。從 2023 年的「**太空探險家**」到 2024 年的「**潛水裝**」，這項創新專案展現學校與博物館藉由跨界合作注入新活力，並以趣味方式傳遞重要的社會議題。

雙方合作契機始於 2023 年暑假，科博館焦傳金館長與展示組同仁參訪實踐大學設計學院，探討如何結合教學與實務應用，使博物館展品更貼近生活。雙方迅速達成共識，啟動兼融創意與技術的產學合作計畫。10 月，設計學院許鳳玉院長率服裝設計學系曾慈惠、王思豪二名教師及四名研究生，為科博館機械暴龍進行「量身訂製」。設計團隊利用 AI 生成圖像，將暴龍量身數據導入 3D CLO 模擬軟體，實現數位化設計流程。這次合作不僅讓暴龍「煥然衣新」，更為科學展覽增添時尚魅力，成功結合教育、創意與社會關懷，開創博物館從時尚到永續的展覽新視野。

02 2023 恐龍著裝提案
Proposals for the 2023 dinosaur outfit

恐龍變裝的啟航

2023 年起，科博館與實踐大學攜手為恐龍廳的機械暴龍形塑年度主題創意，吸引眾多目光，並成為傳遞公共議題的重要平臺。首年以「太空探險家」為主題，將恐龍打造成銀光閃耀的時空旅者，展現濃厚的科技形象與未來感，啟發觀眾對未知世界的想像。

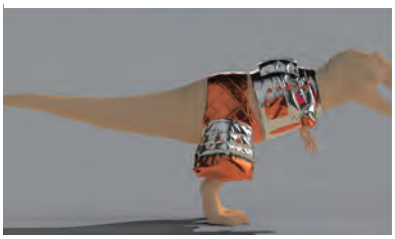
2023 年：太空探險家的奇幻旅程

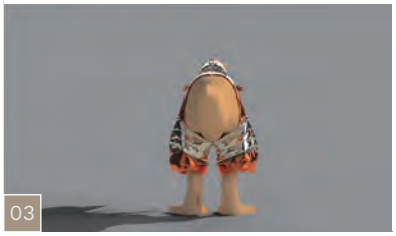
2023 年主題設計靈感來自對遠古生物的好奇，想像恐龍穿越時空進而探索自身謎題。恐龍服裝以銀色與橘色為主，銀色布料加金屬塗層呈現反射效果，橘色布料以金蔥絲織造，從不同角度閃耀紅橘光。團隊運用 3D 模擬技術完成設計，但因恐龍體型與人類不同，需調整版型與彈性材質，以避免損壞，整體製作耗時逾一個月。服裝結構由填充棉花與廢布剪裁的 100 多條布條組成，服裝以拆解方式組合，方便穿脫，不僅減少廢料，且實現資源永續利用，展現兼具設計與環保的創新思維。

2024 年：環境永續的海洋守護者

2024 年主題聚焦「環境永續」，為暴龍裝扮新角色，成為象徵環境保護的「海洋守護者」。實踐團隊提出 8 套設計方案，包括「白化珊瑚捍衛戰士」、「地球救火隊」等，最終由觀眾票選出「**海洋保護者 - 潛水裝**」為年度主題。

設計團隊將暴龍打造成清理海洋垃圾的「海洋守護者」，身穿潛水裝，搭配蛙鞋與氧氣瓶。靈感來自對海洋保育的關懷，形象鮮明且具行動力，吸引大、小朋友關注海洋汙染問題，並喚起年輕一代





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04

05

03 恐龍穿衣 - 太空大冒險
The space explorer outfit

04 實踐大學設計團隊為暴龍著裝
SC design team putting the outfit on.

05 暴龍 - 太空探險家
T-Rex the space explorer

對環境的責任感。團隊採用 3D 模擬技術設計，配件以環保 EVA 材質製成，潛水服則利用廢布拼接而成。經過多次調整，以確保服裝輕便且適合恐龍的姿態，完美結合創意與永續理念。

永續文化的新典範

科博館與實踐大學的跨界合作，成功將創意設計與科學教育緊密結合，以創意與技術，從概念到實體，結合環保與數位科技，賦予恐龍展品全新生命。未來可望延續此種模式，探索更多展覽主題與形式的可能性。透過創新設計，博物館將進一步縮短與公眾的距離，成為引領永續文化潮流的重要平臺。這樣的合作不僅豐富博物館的教育功能，也重新定義設計與科學的結合方式，為社會大眾帶來啟發與深思，進而再次審視人類與自然世界的連結。■

06 暴龍太空裝組裝平面版片
Pieces of the T-Rex space outfit to be assembled

06

07 科博館 2024 年再度攜手實踐大學設計學院，為館內「機械暴龍」打造新行頭。(科博館提供)
In 2024, the Museum collaborated again with SC's College of Design to make a new outfit for the mechanical T-Rex. (Photo: National Museum of Natural Science)

Dressing up for the Dinosaurs: Cross-collaboration of SC and the National Museum of Natural Science

Hsu Feng-Yu (許鳳玉), Dean of the College of Design

The National Museum of Natural Science (the Museum) collaborated with Shih Chien University's Department of Fashion Design to launch a dialogue on creativity and education. Fashion elements were incorporated in exhibits to attract visitors' attention and encourage more focus on environmental sustainability and scientific discovery. From the "**space explorer**" in 2023 to the "**diving wetsuit**" in 2024, the innovative cross-collaboration between the university and the Museum rejuvenated existing exhibits and raised awareness of important social issues in a fun way.

The idea of the collaboration began in the summer of 2023, when the Director Chiao Chuan-Chin (焦傳金) and his exhibition colleagues visited the College of Design

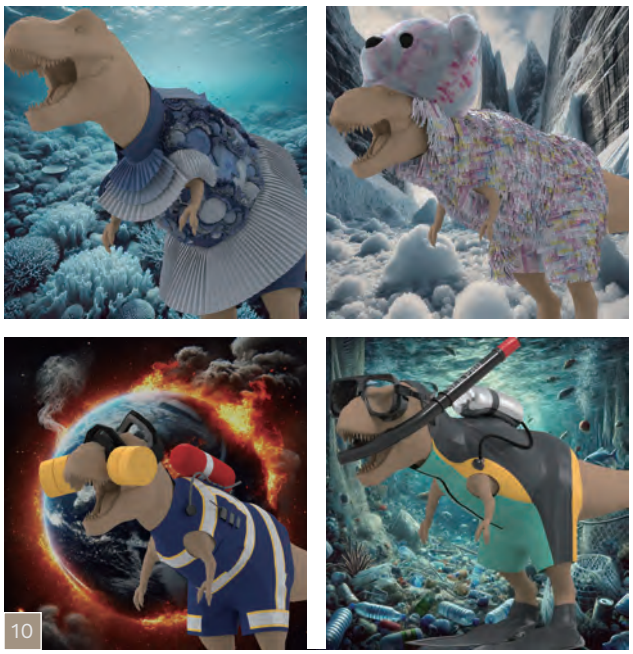
at Shih Chien University (SC). They discussed about how to combine teaching and real-world applications to make museum exhibits connect to everyday life. Both sides quickly reached an agreement to launch a university-industry collaboration that focuses on creativity and techniques. In October, Hsu Feng-Yu, Dean of the College of Design, led Tseng Tzu-Hui (曾慈惠) and Kevin Wang (王思豪), teaching staff from the Department of Fashion Design, and four graduate students to provide a customized design for the mechanical Tyrannosaurus rex (T-Rex) at the Museum. The design team used AI generated images to import clothing fit data into the 3D fashion design software CLO, realizing a digital design process. The collaboration not only provided new clothes for the T-Rex but also added the elements of fashion to a science exhibition. The project successfully combined education, creativity and social issues to raise awareness of sustainability through fashion in museum exhibitions.

A project to dress up the dinosaurs

Starting from 2023, the Museum and SC have worked together to demonstrate creativity through the annual theme of the mechanical T-Rex. The dinosaur has since

08 特地為小暴龍打造「美人魚裝」增添趣味，營造奇幻氛圍。（科博館提供）
The little T-Rex was dressed up in a mermaid outfit. (Photo: National Museum of Natural Science)

09 科博館親子恐龍化身為潛水員與人魚
The mommy and baby dinosaurs became the diver and the mermaid.



10

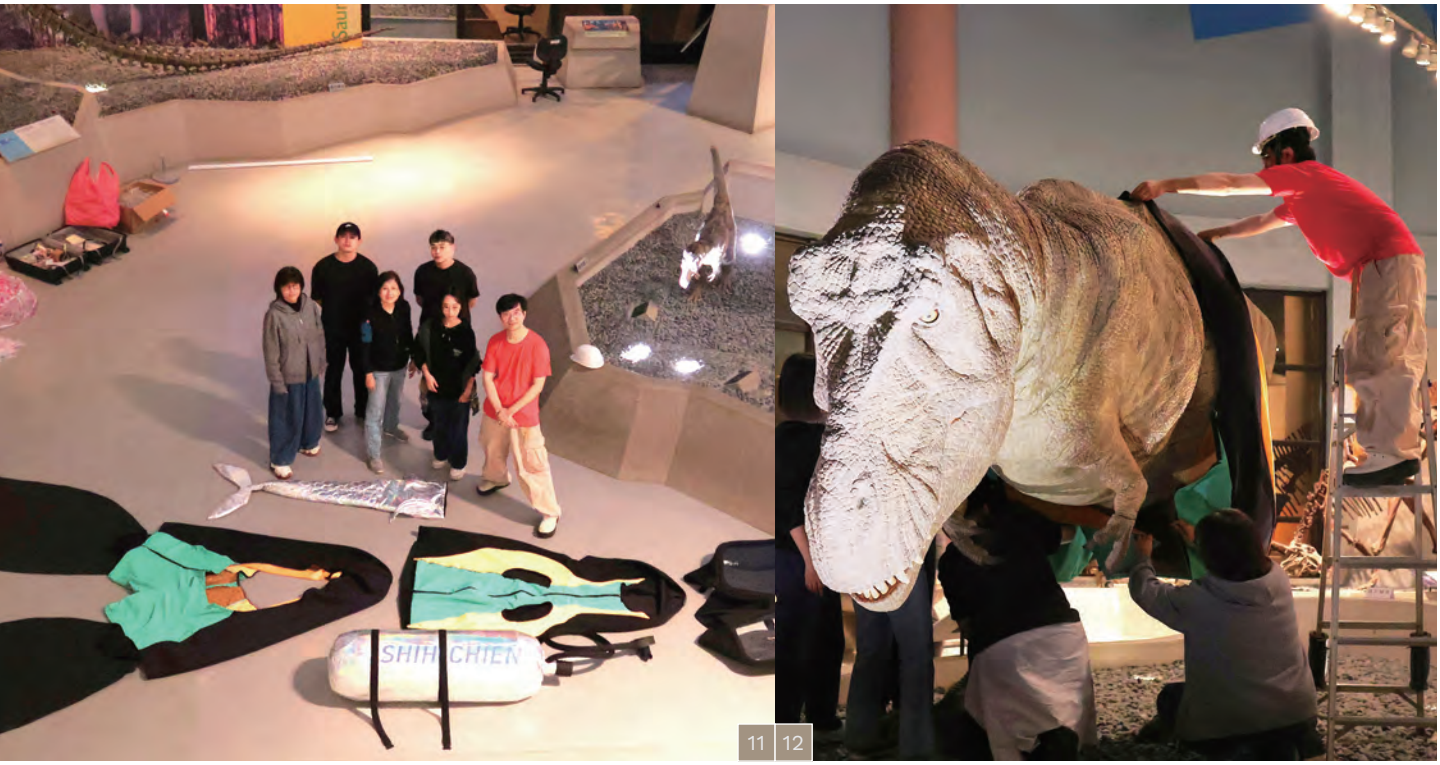
10 2024 恐龍著裝提案
Proposals for the 2024 dinosaur outfit

attracted attention and become a crucial platform to deliver messages on public issues. The theme for the first year of collaboration was “the space explorer”. The T-Rex was dressed in a shining silver suit to demonstrate an image of future technology and imagination in an unknown world.

2023: A fantastic journey of the space explorer

The theme of 2023 was inspired by curiosity about ancient creatures, an imaginative journey of the dinosaur travelling through time to explore the questions of life. The outfit was silver and orange. The silver fabric with a metal coating creates reflections. The orange glitter fabric reflects a red orange glitter at different angles. The design was made using 3D simulations. Due to the different body shapes of dinosaurs and humans, the garments fit and the fabric used needed to be adjusted. The entire process took more than a month to complete. Made using fiber filling and deadstock fabrics, the outfit was designed in a way that was easy to be put on and taken off. The design reduced waste and used recycled fabrics, an innovative approach to incorporate a focus on environmental protection in design.

11 12 暴龍著裝花絮(科博館提供)
Images of the team dressing up the T-Rex (Photo: National Museum of Natural Science)



11 12

13 王思豪老師與團隊為暴龍著氧氣瓶
Assistant Professor Kevin Wang and his team put the scuba cylinder on the T-Rex.

14 實踐團隊為暴龍著蛙鏡
SC team putting the mask on the T-Rex.

2024: The ocean protector of environmental sustainability

The 2024 theme focused on environmental sustainability. The T-Rex became the ocean protector. Among the eight proposals put forward by the SC team, including “warrior against coral bleaching” and “firefighter for the earth”, “**the ocean protector with a diving wetsuit**” was selected by the public to become the theme of the year.

The T-Rex was dressed up as an ocean protector cleaning up ocean debris with a wetsuit, fins and a scuba cylinder. The idea came from a focus on marine conservation. Both children and adults were encouraged to pay attention to marine pollution, and the younger generation was encouraged to take responsibility for the environment. The design team leveraged 3D simulations, using eco-friendly EVA materials to make the accessories and deadstock fabrics to make the wetsuit. Following several adjustments, a lightweight outfit that fits the movement of the dinosaur was completed. It was a perfect combination of creativity and sustainability.

New paradigm for sustainability

The cross-collaboration between the National Museum of Natural Science and Shih Chien University successfully combined creative design and scientific education. Creativity, environmental protection and the latest technology were used to provide new life to the dinosaur exhibit. This type of collaboration is likely to continue in the future for both sides to explore more possible themes and forms of exhibitions. With the innovative design, the museum becomes more accessible to the public and serves as an important platform to promote the culture of sustainability. The cross-collaboration not only enriches the museum function of education but also redefines how design merges with science. It provides the public an opportunity to be inspired and reflect on the connection between humans and the natural world. ■

01 參賽團隊大合照
Photo of all participating teams

馬來西亞奧賽特國際無人機嘉年華 資通系學生勇奪金牌

龔志銘｜資訊科技與通訊學系教授

資通系團隊雙金 為校爭光

實踐大學高雄校區資訊科技與通訊學系(以下簡稱資通系)龔志銘教授率領無人機團隊，成員包括陳柏文、馮裕宸、盧宏華、鄭至倫、江家順、連晨宇、劉柏劭、李啟睿及梁建宇 9 名學生，參加 **2024 年馬來西亞奧賽特 AI 機器人與無人機國際競賽**。團隊成員在賽前投入長達半年的密集訓練，學習項目含無人機操作技術、AI 應用開發及無人機足球戰術模擬演練等，並以團隊合作精神克服多次技術難題，例如改進飛行穩定性及提升 AI 判斷效率，為參賽奠定堅實的基礎。

該賽事於 113 年 12 月 7 至 8 日在馬來西亞柔佛州新山市舉行，由臺灣奧賽特國際展會有限公司(UASACT)與馬來西亞人工智能協會(MyAIRA)聯合主辦，旨在推廣人工智慧、機器人及無人機教育，並促進跨國科技交流與合作。賽事吸引來自臺灣、美國、中國、馬來西亞、新加坡等地 120 支隊伍參賽，各隊須通過區域初賽，才能晉級國際決賽，充分展現競爭激烈程度與活動國際化規模。

在臺灣區域賽中，**實踐大學團隊以 2 金 2 銀 1 銅佳績，取得代表臺灣參加馬來西亞跨國決賽的資格**。該區域賽包含無人機足球競技、AI 無人機創新設計競賽等多項挑戰項目，全面考驗參賽者的技術能力與創意表現。在**國際決賽**中，實踐團隊再接再厲，成功奪得**無人機足球競賽高階組 1 金 1 銀、無人載具 AI 創新應用競賽 1 金 1 銅**的優異成績，為校爭光。

實踐團隊在無人機足球競賽高階組的比賽中，展現卓越技術與團隊合作精神。無人機足球是一項新興的無人機競技運動，兩隊各自以 3 架裝有保護紗的無人機進行比賽，其中 1 架作為攻擊機，試圖穿越對方球門得分，其餘 2 架則為責任防守。該項目考驗選手對無人機的操控能力、戰術策略及臨場反應。實踐團隊在比賽中沉著應對，最終奪得金牌。

在無人載具 AI 創新應用競賽中，團隊成員運用人工智能技術，設計創新的無人機應用方案。該項競賽旨在鼓勵參賽者組合 AI 技術，設計無人機在不同領域的創新應用，以提升無人機智能化水準。實踐團隊的作品獲得評審高度評價，並榮獲金牌。

擴展與國際接軌 跨域交流

本校資通系致力培養學生在資訊科技與通訊領域之專業能力，積極參與各類國內外競賽，以提升學生的實作經驗與競爭力。此次參賽，充分展現本校在無人機技術與人工智能領域的實力，以及對創新教育的重視。為提供學生專業設備與實際操作機會，本校特別成立無人機實驗室，同時安排業界專家定期辦理工作坊，以協助學生瞭解最新技術趨勢。本次無人機團隊能取得佳績，實歸功於學校的支持與學生的努力。

現今無人機技術發展日新月異，可預期未來能在各行各業發揮更大的效用，本校亦將持續鼓勵師生投入無人機相關創新研究，並支持學生參與各類國際競賽，以培養更多優秀人才，為科技發展與社會進步盡一份心力。為此，本校規劃進一步擴展無人機實驗室規模，新增更先進的設備及測試場地，以增進學生的實務經驗。同時，將與國際知名學府及企業攜手合作，設立聯合研究項目與學生實習計畫，以促進跨領域的學術交流及創新發展。此外，本校亦規劃開設無人機與 AI 應用相關新課程，確保學生於快速變化的科技環境中與時俱進，並不斷提升就業競爭力。■

02 資通系選手為馬來西亞學生說明無人機足球競賽
A DITC student taking part in the contest explained to the students in Malaysia how the drone football match works.

03 資通系學生開發的計分軟體在馬來西亞發揚光大
The scoreboard software developed by DITC students was used in the competition in Malaysia.

02

03

04 資通系學生於 AI 無人機競賽中為馬來西亞民眾進行解說
A DITC student taking part in the AI drone contest explained how the drones work to the visiting public in Malaysia.

DITC Students Win Gold Medals at UASACT International AI Robot & Drones Carnival Competition in Malaysia

Kung Chih-Ming (龔志銘)
Professor in the Department of Information Technology & Communication

DITC team brings home two gold medals

Professor Kung Chih-Ming of the Department of Information Technology & Communication (DITC) (Kaohsiung Campus) recently led a team to take part in the **2024 UASACT International AI Robot & Drones Carnival Competition in Malaysia**. The nine students on the team were Chen Po-Wen (陳柏文), Feng Yu-Cheng (馮裕宸), Lu Hong-Hua (盧宏華), Cheng Chih-Lun (鄭至倫), Chiang Chia-Shun (江家順), Lien Chen-Yu (連晨宇), Liu Po-Shao (劉柏劭), Lee Chi-Ruei (李啟睿) and Liang Chien-Yu (梁建宇). Ahead of the competition, the team spent six months in intensive training, learning everything about drone operation, development of AI applications, drone football tactical drills and so on. The team worked together to overcome numerous technical issues, including improving drone flight stability and AI decision-making efficiency.

Jointly hosted by Taiwan's UASACT and Malaysia's MyAIRA, the competition was held in Johor Bahru, State of Johor, Malaysia to promote AI, robots and drone education, as well as boosting international exchange and collaboration in technology. A total of 120 teams from Taiwan, the U.S., China, Malaysia and Singapore participated in the regional preliminary competitions to qualify for the final international competition. It was a fierce competition with outstanding contenders from different countries.

In the regional competition in Taiwan, the team from **Shih Chien University (SC) won a total of two gold medals, two silver medals and a bronze medal**, **winning the ticket to represent Taiwan to enter the final competition in Malaysia**. Competition categories included drone football, innovative AI drone design and many more, covering comprehensive aspects to test competitors' skills and creativity. In the **international final competition**, the SC team continued their brilliant performance to **win a gold and a silver in the drone football match and a gold and a bronze in the innovative AI drone application contest**.

The SC team demonstrated outstanding skills and teamwork in the advanced category of the drone football match. Drone football is an emerging sport that uses drones. Both teams have three drones encased in protective cages, with one engaging in attacking actions to score a goal while the other two work as defenders. The contender's ability to operate the drone, tactical strategies and quick reaction were key factors to look for. The SC team stayed calm and composed in the game and eventually won the gold medal.

In the innovative AI drone application contest, the team leveraged AI to design an innovative drone application. The aim of the contest was to encourage contenders to use AI to design innovative drone applications in various areas to make drones smarter. The work of the SC team was highly praised by the judging panel and won the gold medal.

05 龔志銘教授擔任無人機足球論壇演講者
Professor Kung Chih-Ming spoke at the drone fooball forum.

06 馬來西亞州議員觀看無人機足球
A member of the parliament in Malaysia watched the drone football match.

Cross-disciplinary exchanges at a global level

The Department of Information Technology & Communication is dedicated to enhancing students' professional skills in information technology and communication. Students are encouraged to take part in competitions at home and abroad to gain more experience and have a better competitive edge. The achievements at the UASACT competition demonstrate not only our ability in drone technology and AI but also our emphasis on innovation in education. To provide professional equipment and hands-on experience, SC has established a drone lab and regularly organized workshops taught by industry experts to keep students abreast of the latest trends and developments. The support from the university and the hard work of students led to the achievements of the drone team.

With drone technology advancing fast, it is expected that drones will have more applications in all kinds of areas in the future. We will continue to encourage the teaching staff and students to devote themselves to drone related innovative research, and support students to participate in international competitions. We hope to nurture more talent for the development of technology and a better society. Therefore, SC plans to expand the scale of the drone lab by adding more advanced equipment and testing venues to provide more hands-on experience for students. Meanwhile, we will join hands with companies and famous universities abroad to set up joint research programs and internships to boost cross-disciplinary academic exchanges and innovation. Moreover, we plan to provide new courses on drones and AI applications to enhance students' employability in a fast-changing world. ■

07 資通系學生於馬來西亞獲獎合影
DITC students won top prizes in the competition in Malaysia.

01 修正投稿比賽作品
Making adjustments to the work before entering Pixiv's competition.

書局的那一本畫冊：我的夢想我的路

彭鳳珠｜電腦動畫學士學位學程副主任

2024 Pixiv 台灣學生 U22 插畫比賽 大專院校組最優秀獎

2024 年 6 月，當時就讀本校高雄校區電腦動畫學士學位學程二年級學生黃靖雯，以網路插畫筆名「立青」將作品〈等公車〉參加知名插畫漫畫網站 Pixiv 所主辦的「**台灣學生 U22 插畫比賽**」，**榮獲大專院校組最優秀獎**，她的作品也收錄於該網站及全球發行的實體畫冊 *Artists in Taiwan* 中。

12 月中旬某個午後，在校園遇見靖雯，她淡淡地跟我說：「老師，我前一陣子得了一個獎」，邊說邊滑手機上的網站資訊與我分享，當下我的喜悅之情溢於言表，也為她高興。

進入電腦動畫學程 插畫創作精進有成

靖雯在高中時期每天下課總會繞到學校附近的誠品書店，只為翻閱最愛的那一本畫冊，也就是 Pixiv 網站出版匯集全亞洲最頂尖的插畫師作品集，她期許有一天自己的作品也出現在這本畫冊裡。於是她存錢

買一個小 iPad 開始努力練習電繪，也接廉價委託案，通常以遊戲或日式動漫角色設計居多，高中畢業後決定以本校電腦動畫學程為第一志願，也如願錄取就讀。

靖雯從小至高中並非就讀美術班，藉由大一修習基礎素描、基礎美術與色彩學、企劃創作基礎及透視技法等課程，有助於她在插畫創作的精進。過去她只以畫「角色」為主，但經過透視學與場景空間的練習、色彩的認識與玩色嘗試後，在她大二後的作品中，角色背後開始出現場景空間的創作，線條與顏色的處理也更顯自信。

靖雯自進入大學起須獨立負擔自己的生活費，於是她選擇網路接案，除了繁重的作業外，她還要完成委託的工作，所以她努力練習繪畫速度及嘗試不同繪畫風格。每次看到她趴在一臺小小的 iPad 上認真畫作業或創作時，不由自主地勸她是否換大螢幕繪圖或借教室的繪圖螢幕，她總是說：「我再畫快一點，賺了錢會換好一點的 iPad。」看著眼前瘦小的身影與堅定的眼神，覺得一陣心疼，這個努力的女孩，幾年來一直朝著她的夢想前進，如今已達高中時期的目標。

雖然靖雯只是為了一本畫冊，但仔細瞭解 Pixiv 網站，發現它是提供全球插畫漫畫愛好者的交流平臺，目前全球會員登記數已突破一億，每年作品數量也超過二千多萬件，她的作品能在此網站上獲獎留名，真的非常不容易。她的得獎作品〈等公車〉場景繪出臺北地標與城市風貌，可說是為臺北行銷。如今她獲得 Pixiv 網站主辦比賽的大獎，身價也因此水漲船高，商業委託案接踵而至，委託方至少需排隊一年才能收到她的作品，社群粉絲也越來越多，已晉升為專業插畫師。

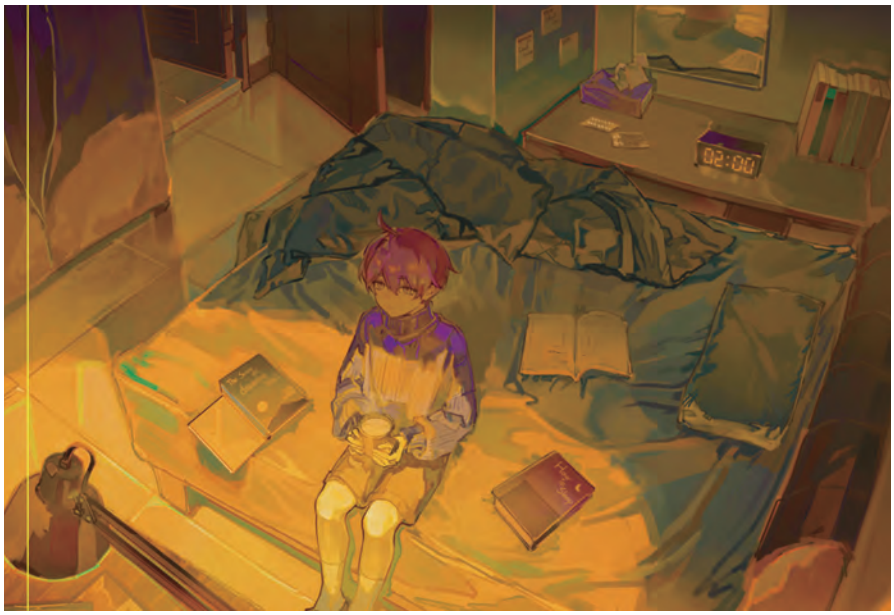
朝角色設計師前進 邁向產業人才之列

目前靖雯已是本學程三年級電腦動畫 2D 組的學生，希望畢業後成為遊戲或動畫公司的角色設計師(Character Designer)。我指點她在這個領域若要有競爭力，必須學好 2D 角色動態，並設計出成熟、辨識度高、性格生動鮮明的角色，才能符合產業界的專業需求。然而回歸至專業課程的學習，這勢必將瓜分她接案工作的時間，所以眼前的學習與工作、插畫師與動畫角色設計師的選擇，儼然已成為她的另一項考驗。插畫師與動畫角色設計師本是兩條一樣的路，只要持續強化專業能力，不放棄學習動畫，兩者相輔相成，未來之路一定會更加寬廣。

另外，我建議靖雯規劃更長遠的人生目標，未來如有機會可接受赴歐美或日本工作的挑戰與歷練，走出狹隘的工作場域，邁向國際化產業人才之列，再登上世界插畫或動畫設計師領域之巔，成就自己更大的夢想，也將成為我們引以為榮的實踐之光。■

02 大二時期作品
Works in the sophomore year

02



03 黃靖雯充分掌握時間繪圖
Huang makes good use of every bit of time she has.

The Art Book in the Bookstore: My Dream and My Journey

Rachel Pong (彭鳳珠)
Associate Chair of Bachelor Program in Computer Animation

Best Award in U22 category of Pixiv Taiwan U22 Student Award 2024

In June 2024, Huang Ching-Wen (黃靖雯), a sophomore in the Bachelor Program in Computer Animation (BPCA), based at the Kaohsiung Campus, entered the **Pixiv Taiwan U22 Student Award 2024** with her work *Waiting for the Bus* using her artist's name "Li Ching" (立青). She won the **Best Award in the U22 category**, and her work was published on Pixiv's official website and in the book *Artists in Taiwan*.

On an afternoon around mid-December, I ran across Huang on campus. "Ms. Pong, I won an award recently," she told me while scrolling through on her phone to show me the information on the website. I was very happy for her.

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04 於大一入學時即自我期許能成為「動畫人」，左邊是她設計的角色，並畫出 2D 跑步動態。
Huang wanted to devote herself to animation as a freshman. The drawing on the left was the character she designed, a 2D running character.

Honing her illustration skills in BPCA

When she was in high school, Huang visited the nearby Eslite Bookstore every day after school to look at her favorite art book, the book published by Pixiv with works of leading illustrators in Asia. She hoped one day her work would be featured in the book. She saved enough money to buy a small iPad to start practicing digital illustration. She got commissions on designing characters in games or for Japanese anime while charging minimum fees. Upon graduation, she got accepted to study at her top choice program — Shih Chien University's BPCA.

Having never trained professionally, Huang took several courses to hone her skills during the freshman year, including basic sketching, basic arts and color theory, basics on creative planning and perspective drawing. At first, she only drew characters. Having learned about perspective, space and different color combinations, Huang started adding space and environment to her work with characters and became more confident in her use of lines and colors in her sophomore year.

Having to cover her expenses on her own, Huang started getting commissions online. In addition to the heavy workload from school, she had to work on commission jobs. She worked hard to speed up her work and tried different styles. Every time I saw her working hard on her small iPad, I couldn't help but suggest that she switch to a bigger screen or borrow the drawing tablet in the classroom. "I'll draw faster. When I have enough money, I'll switch to a better iPad," she responded. I hoped there was something I could do for her, seeing the strong resolve of this thin little girl. Huang worked extremely hard to reach her dream, and now she has finally achieved what she has always dreamed of since high school.

Pixiv is an art platform for the illustration community around the world, with more than 100 million members and over 20 million artworks submitted every year. It is truly amazing that she won the award despite the fierce competition. Her award-winning work *Waiting for the Bus* depicts a landmark in Taipei and the cityscape, an excellent work to promote the city of Taipei. Huang has been receiving tons of commission requests since winning the award. Her clients now need to wait for a year before they can collect their commissions, and her social media following has also increased. Huang is now a professional illustrator.

Becoming a character designer

Now in the third year of the program (2D computer animation), Huang hopes to become a character designer for video game companies or animation studios. I

suggest that, to have a competitive edge in the field, she must master 2D characters to design mature, highly recognizable and vivid characters, as required in the industry. However, the commitment means that she can't devote the same amount of time to her commissioned work. Currently, the balance between learning and work, as well as the choice between being an illustrator and a character designer, has become a huge challenge for her. Being an illustrator and being a character designer both lead to the same path. As long as she continues to strengthen her professional and animation skills, she will without doubt enjoy more career options in the future.

In addition, I suggest planning further to embrace the challenges and experience of working in Europe, the U.S. or Japan. I encourage her to broaden her horizons and become a leading illustrator or animation designer on the world stage, achieving a bigger dream of hers and making us proud. ■

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05 大一時期作品
Work in the freshman year

06 在專業教室作畫
Drawing in the classroom.

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黃靖雯(立青)得獎作品 - 等公車
Waiting for the Bus by Huang Ching-Wen (Li Ching) 07