



# 2019 Empathy

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臺灣國際學生創意設計大賽  
Taiwan International Student Design Competition

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成果專刊 Portfolio

## 前言

### 一、計畫緣起

教育部自 2003 年起以學校現有資源為基礎，整備大學校院藝術及設計相關系所人才養成環境，除推動「大學校院藝術與設計系所人才培育計畫」外，更自 2005 年起開始辦理「藝術與設計菁英海外培訓計畫」及「鼓勵學生參加藝術與設計類國際競賽」。

2010 年開始舉辦的「臺灣國際學生創意設計大賽」為教育部 2008 年開始推動的「臺灣國際創意設計大賽」—「學生組競賽」延伸而來，結合教育部現有藝術與設計人才培育計畫的競爭優勢，藉由臺灣自主性地舉辦國際級的學生設計競賽，除了用以鼓勵全球藝術與設計院校學生參與競賽之外，更可透過設計競賽活動的舉辦期間，充分善用媒體與文宣推廣臺灣。藉由國際專家學者來臺擔任評審，或是榮獲獎項的國外學生來臺領獎，進而認識臺灣與推廣臺灣設計教育的成果。

### 二、活動目的

教育部為激發全球學生創意設計能量，鼓勵國際間學生創意設計交流，發掘新生代創意人才，展現臺灣重視創意設計之國際形象，建立臺灣之國際設計地位，並強化臺灣設計人才與國際接軌，特舉辦此競賽。

### 三、本屆競賽概述

由教育部高等教育司、亞洲大學視覺傳達設計學系承辦的「2019 臺灣國際學生創意設計大賽」，已邁入第十二個年頭，為全球最具指標性的大型學生設計競賽之一。今年競賽以「Empathy」為主題，期望學生能夠秉持人同此心，心同此理的理念，透過設計體現換位思考並傳達 Empathy 的概念。本屆共有四個類別「產品設計類」、「視覺設計類」、「數位動畫類」及「廠商指定類」，向世界各地的學生徵件，吸引來自 66 個國家 / 地區、810 所學校的同學報名參加，徵得超過 20,000 多件作品共襄盛舉，初選分別選出：產品設計類 150 件、視覺設計類 399 件、數位動畫類 43 件、廠商指定類 20 件，共 612 件優秀作品進入決選。並於 10 月 24 日由 36 位國內外專家學者和設計界菁英，最終選出年度大獎一名、國際設計組織特別獎、各類組金、銀、銅獎、佳作得主，總計頒發 74 個獎項，發出近新臺幣 490 萬元的高額獎金。



決選大合影 Group Photo Taken in the Final Selection

## 四、競賽辦法

### 線上報名及參賽作品送件截止

2019年5月1日至2019年6月30日，  
臺北時間24:00 (GMT+08:00)

### 參賽資格

限定國內外高級中等以上學校在校學生（以網路截止報名時間為準，須為西元1989年4月28日之後出生，年齡30歲以內。女性申請人於申請年限之前曾有生育事實者，每胎得延長年限兩年）

\* 應屆畢業生（2019年6月畢業）及新生（2019年9月入學）皆可報名參加。

### 參賽類別

產品設計類、視覺設計類、數位動畫類、廠商指定類  
共四類

### 報名費用

免繳報名費

### 頒發獎項

#### 產品設計、視覺設計與數位動畫類

##### 年度大獎（1名）

獎金新臺幣四十萬元，獎盃一座，獎狀一紙

##### 金獎（產品、視覺、動畫各1名）

獎金新臺幣二十五萬元，獎盃一座，獎狀一紙

##### 銀獎（產品、視覺、動畫各1名）

獎金新臺幣十五萬元，獎盃一座，獎狀一紙

##### 銅獎（產品、視覺、動畫各3名）

獎金新臺幣六萬元，獎盃一座，獎狀一紙

##### 佳作（若干名）

獎金新臺幣一萬元，獎狀一紙

##### 國際設計組織特別獎（若干名）

獎金新臺幣十萬元，獎盃一座，獎狀一紙

##### 廠商指定類—技術創新應用獎

（由工業技術研究院贊助）

金獎（1名）：獎金新臺幣十萬元，獎盃一座，獎狀一紙

銀獎（1名）：獎金新臺幣五萬元，獎盃一座，獎狀一紙

銅獎（3名）：獎金新臺幣三萬元，獎盃一座，獎狀一紙

佳作（若干名）：獎金新臺幣一萬元，獎狀一紙

\* 除前述獎項獎金外，獲頒獎項之參賽者，經贊助單位選定具進一步應用與商品化潛力的創新創意構想提案，另可接續參與原型品(working prototype)打造補助與後續商品化輔導機制



## Foreword

### I. Plan History

Since 2003, the MOE has been utilizing its existing educational and school resources for the nurturing of talented young people, especially in the areas of art and design. Through the promotion of the "MOE's Program in Human Resource Development for Colleges of Art and Design", the "MOE Scholarship Programs for Overseas Study in Art and Design" and the "MOE Award Incentive Program for Encouraging University/College Students to participate in International Art and Design Contests", talented individuals have been given valuable opportunities to further develop their areas of exceptional interests and creativity.

From 2010, the "Taiwan International Student Design Competition" is held after the "Taiwan international Design Competition—the Student Section" in 2008 & 2009. It integrates the competitive edges of MOE art and design talent fostering programs. By hosting international student design competitions, "Taiwan International Design Competition—the Student Section", additionally encourages art and design students worldwide to participate in contests, which can utilize media and advertisements to promote Taiwan; the program allows international judges or panelists and award winners to advertise the successes of Taiwan's art and design education programs.

### II. Objectives of the Plan

Encourage international creative design exchange, develop creative design talents, express the international image of Taiwan attaching great importance to creative design, and establish the international design status of Taiwan.

### III. About 2019TISDC

The 2019 Taiwan International Student Design Competition (TISDC) has marked its 12<sup>th</sup> year. Organized by Department of Higher Education, Ministry of Education, and Department of Visual Communication Design, Asia University, the Competition has become one of the most significant design contests for students around the world. The theme of the year is "Empathy", intending to encourage students putting themselves in other people's shoes and conveying the relevant concept through the work of design. Submissions had been called for four categories: Product Design, Visual Design, Digital Animation, and Brand Specified. More than 20,000 entries from 66 countries/regions and 810 departments and colleges were received, from which 612 good designs were selected in the Preliminary Selection to enter the Final Selection, including 150 pieces from Product Design Category, 399 pieces from Visual Design Category, 43 pieces from Digital Animation Category, and 20 pieces from Brand Specified Category. Later, on 24<sup>th</sup> of October, 36 domestic and overseas experts and design elites were gathered to decide the winner of Grand Prix, as well as more winners of each Category's Gold Prize, Silver Prize, Bronze Prizes, International Design Association Special Prizes, and Honorable Mentions. A total of 74 awards and nearly NT\$ 4.9 million of prize money are given away in 2019.



臺灣初選大合影 Group Photo Taken in the Preliminary Selection in Taiwan

## IV. Procedure

### Online Registration and Online Work Submission

May 1, 2019 to June 30, 2019, 24:00 (Taipei GMT+08:00)

### Qualification

Students who currently enroll at senior high schools or above (Based on the internet registration deadline, participants must be born after April 28, 1989 and younger than 30 years of age. Female participants who have given birth before 30 years of age, are entitled to a 2-year extension per birth).

\*Note: Fresh graduates (graduate in June 2019) and new students (enroll school in September, 2019) are also eligible.

### Category

Product Design, Visual Design, Digital Animation, and Brand Specified

### Registration Fee

Free

### Awards

#### Product Design, Visual Design, and Digital Animation Categories

Grand Prix (1 winner)

NT\$400,000 (approx. US\$13,000), an awarding cup and a certificate

Gold Prize (1 winner for each category)

NT\$250,000 (approx. US\$8,000), an awarding cup and a certificate

Silver Prize (1 winner for each category)

NT\$150,000 (approx. US\$5,000), an awarding cup and a certificate

Bronze Prize (3 winners for each category)

NT\$60,000 (approx. US\$2,000), an awarding cup and a certificate

Honorable Mention (several winners for each category)

NT\$10,000 (approx. US\$330) and a certificate

#### International Design Association Special Prize (several winners for each category)

NT\$100,000 (approx. US\$3,300), an awarding cup and a certificate



### Brand Specified Category-ITRI Innovation Award

(Sponsored by Industrial Technology Research Institute (ITRI))

Gold Prize (1 winner)

NT\$100,000 (approx. US\$3,300), an awarding cup and a certificate

Silver Prize (1 winner)

NT\$50,000 (approx. US\$1,700), an awarding cup and a certificate

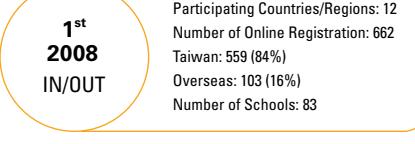
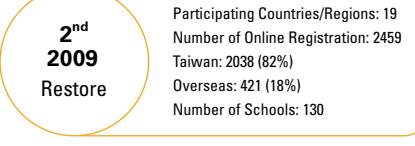
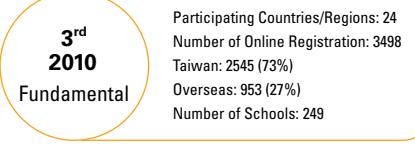
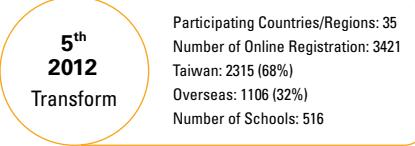
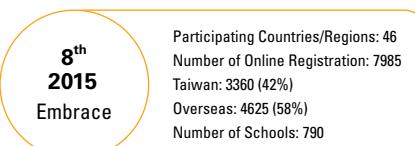
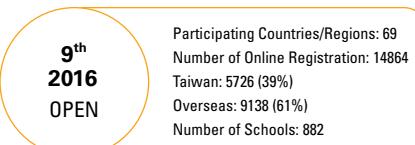
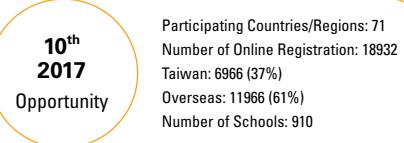
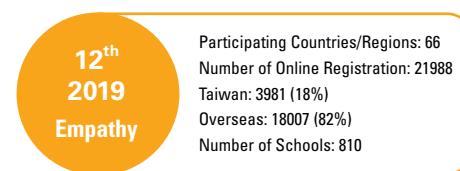
Bronze Prize (3 winners)

NT\$30,000 (approx. US\$1,000), an awarding cup and a certificate

Honorable Mention (several winners)

NT\$10,000 (approx. US\$330) and a certificate

\*Note: In addition to the aforementioned awards, the winners of the awards with innovative ideas for further application and commercialization may also be selected by the sponsors to apply for the working prototype subsidy as well as the subsequent guiding mechanism for product commercialization.



## 收件結果 Statistics on Entries of 2019TISDC

洲別 Continent	國家或地區 Country or Region	報名數 Registration Entries		符合資格 件數 Qualified Entries	產品設計 Product Design	◎	視覺設計 Visual Design	◎	數位動畫 Digital Animation	◎	廠商指定 Brand Specified	◎	入圍作品 總件數 Number of Finalists	得獎 總件數 Number of Winners
亞洲 Asia	中國大陸 China	1	16710	16573	3123	60	13112	261	303	14	35	0	335	14
	臺灣 Taiwan	2	3981	3915	907	45	2749	82	162	12	97	18	157	32
	印度 India	3	386	380	231	20	132	9	7	0	10	1	30	3
	馬來西亞 Malaysia	4	133	132	20	1	108	6	4	1	0	0	8	3
	新加坡 Singapore	5	126	124	44	10	68	7	10	0	2	0	17	4
	韓國 Korea	6	94	88	13	1	64	3	11	0	0	0	4	1
	印尼 Indonesia	7	87	86	14	0	65	2	5	0	2	0	2	0
	日本 Japan	8	37	36	9	1	26	4	1	1	0	0	6	2
	泰國 Thailand	9	33	33	25	2	2	0	6	5	0	0	7	3
	香港 Hong Kong	10	29	27	18	0	9	4	0	0	0	0	4	0
	伊朗 Iran	11	16	16	12	1	3	1	0	0	1	0	2	0
	澳門 Macau	12	11	9	1	0	7	2	1	0	0	0	2	0
	菲律賓 Republic of the Philippines	13	7	6	0	0	6	1	0	0	0	0	1	0
	土耳其 Turkey	14	5	5	5	2	0	0	0	0	0	0	2	1
	越南 Vietnam	15	4	4	0	0	3	1	1	1	0	0	2	0
	巴基斯坦 Islamic Republic of Pakistan	16	2	2	1	0	0	0	0	0	1	0	0	0
	以色列 Israel	17	2	2	1	0	1	0	0	0	0	0	0	0
	斯里蘭卡 Sri Lanka	18	1	1	0	0	1	0	0	0	0	0	0	0
	亞美尼亞 Armenia	19	1	1	0	0	1	0	0	0	0	0	0	0
	寮國 Lao	20	1	1	0	0	0	1	0	0	0	0	0	0
	阿拉伯聯合大公國 United Arab Emirates	21	1	0	0	0	0	0	0	0	0	0	0	0
	敘利亞 Syrian Arab Republic	22	1	0	0	0	0	0	0	0	0	0	0	0
	孟加拉人民共和國 Bangladesh	23	1	0	0	0	0	0	0	0	0	0	0	0
	科威特 State of Kuwait	24	1	0	0	0	0	0	0	0	0	0	0	0
歐洲 Europe	俄羅斯 Russia	25	61	61	13	0	44	5	3	0	1	0	5	2
	英國 United Kingdom	26	21	20	3	0	17	4	0	0	0	0	4	0
	德國 Germany	27	17	17	14	0	2	0	1	0	0	0	0	0
	波蘭 Poland	28	12	12	10	2	1	0	1	0	0	0	2	2
	義大利 Italy	29	11	10	9	0	1	0	0	0	0	0	0	0
	斯洛伐克 Slovakia	30	8	8	0	0	8	0	0	0	0	0	0	0
	白俄羅斯 Belarus	31	6	6	6	0	0	0	0	0	0	0	0	0
	捷克 Czech Republic	32	6	6	3	0	3	1	0	0	0	0	1	0
	瑞典 Sweden	33	4	4	4	1	0	0	0	0	0	0	1	0
	西班牙 Spain	34	3	3	3	0	0	0	0	0	0	0	0	0
	丹麥 Denmark	35	2	2	2	0	0	0	0	0	0	0	0	0
	荷蘭 Netherlands	36	2	2	1	0	1	1	0	0	0	0	1	0
	瑞士 Switzerland	37	2	2	1	0	1	0	0	0	0	0	0	0
	法國 France	38	2	2	2	0	0	0	0	0	0	0	0	0
	匈牙利 Hungary	39	1	1	1	0	0	0	0	0	0	0	0	0
	烏克蘭 Ukraine	40	1	1	0	0	1	1	0	0	0	0	1	0
	拉脫維亞 Latvia	41	1	1	0	0	1	0	0	0	0	0	0	0
	芬蘭 Finland	42	1	1	0	0	1	1	0	0	0	0	1	0
	希臘 Greece	43	1	0	0	0	0	0	0	0	0	0	0	0
	阿爾巴尼亞 Albania	44	1	0	0	0	0	0	0	0	0	0	0	0
	比利時 Belgium	45	1	0	0	0	0	0	0	0	0	0	0	0
	葡萄牙 Portuguese Republic	46	1	0	0	0	0	0	0	0	0	0	0	0
	羅馬尼亞 Romania	47	1	0	0	0	0	0	0	0	0	0	0	0
	克羅埃西亞 Croatia	48	1	0	0	0	0	0	0	0	0	0	0	0
美洲 America	美國 United States of America	49	48	46	9	2	11	2	25	8	1	1	13	5
	墨西哥 Mexico	50	34	32	0	0	32	0	0	0	0	0	0	0
	巴西 Brazil	51	32	31	13	0	18	0	0	0	0	0	0	0
	加拿大 Canada	52	2	2	0	0	1	0	1	1	0	0	1	1
	薩爾瓦多 El Salvador	53	2	2	2	0	0	0	0	0	0	0	0	0
	哥倫比亞 Colombia	54	1	1	1	0	0	0	0	0	0	0	0	0
	阿根廷 Argentina	55	1	0	0	0	0	0	0	0	0	0	0	0
	玻利維亞 Bolivia	56	1	0	0	0	0	0	0	0	0	0	0	0
	委內瑞拉 Venezuela	57	1	0	0	0	0	0	0	0	0	0	0	0
	烏拉圭 Oriental Republic of Uruguay	58	1	0	0	0	0	0	0	0	0	0	0	0
大洋洲 Oceania	澳大利亞 Australia	59	17	16	9	1	4	1	3	0	0	0	2	0
	紐西蘭 New Zealand	60	4	4	1	1	3	0	0	0	0	0	1	1
非洲 Africa	多哥 Togolese Republic	61	2	2	2	0	0	0	0	0	0	0	0	0
	埃及 Egypt	62	1	1	1	0	0	0	0	0	0	0	0	0
	奈及利亞 Nigeria	63	1	1	1	0	0	0	0	0	0	0	0	0
	肯亞 Kenya	64	1	0	0	0	0	0	0	0	0	0	0	0
	南非 South Africa	65	1	0	0	0	0	0	0	0	0	0	0	0
	摩洛哥 Kingdom of Morocco	66	1	0	0	0	0	0	0	0	0	0	0	0
參賽作品總數 Number of Participating Works		21988	21738	4535	150	16508	399	545	43	150	20	612	總計 Total 74	
參與國家總數 Number of Registered Countries		66	49	38	15	36	21	17	8	9	3	27		
參賽校院系所總數 Number of Schools & Departments		810	788	409	71	595	127	136	21	49	7	187		

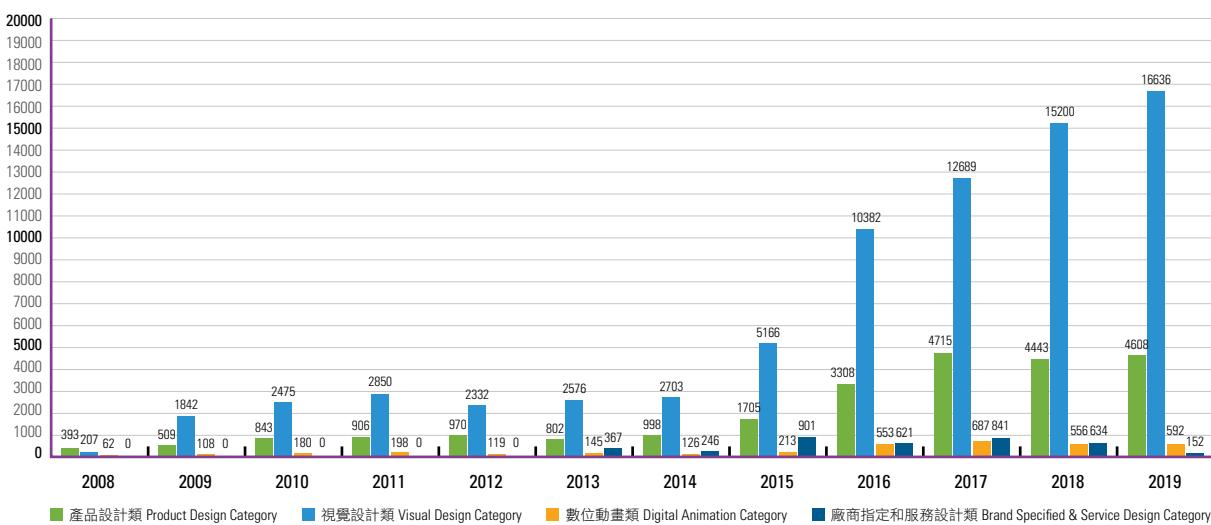
## 歷屆報名收件數 Statistics on Entries Over the Years

年度 Year	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019
主題 Theme	出入 In/Out	復甦 Restore	根 Fundamental	NEXT	轉化 Transform	聽·見 Sights & Sounds	生生 Circles of Life	擁抱 Embrace	OPEN	Opportunity	Breakthrough and Innovation	Empathy
參賽總件數 Total Quantity	662	2459	3498	3954	3421	3890	4073	7985	14864	18932	20833	21988
參賽學校系所數 Total School Department	83	130	249	369	516	553	721	790	882	910	895	810
報名國家地區數 Total Country / Region	12	13	24	31	35	37	43	46	69	71	66	66

■ 臺灣
■ 國外

84:16
82:18
73:27
71:29
68:32
56:44
47:53
42:58
39:61
37:63
24:76
18:82

臺灣件數 Taiwan Quantity	559	2038	2545	2815	2315	2179	1930	3360	5726	6966	4931	3981
國外件數 Overseas Quantity	103	421	953	1139	1106	1711	2143	4625	9138	11966	15902	18007



## 四類別收件分析 Analysis of Entries in Four Categories

類別 Category	符合參賽資格 作品數量 Number of Entries	決選入圍數量 Number of Finalists	決選入圍率 Percentage of Finalists	得獎作品數量 Number of Winners	得獎率 Percentage of Winners
產品設計 Product Design	4535	150	3.3%	21	0.5%
視覺設計 Visual Design	16508	399	2.4%	22	0.1%
數位動畫 Digital Animation	545	43	7.9%	20	3.7%
廠商指定 Brand Specified	技術創新應用獎 ITRI Innovation Award	150	20	13.3%	7.3%
合計 Total	21738	612	2.8%	74	0.3%



### 財團法人看見台灣基金會 iSee Taiwan Foundation

財團法人看見台灣基金會於 2003 年由溫世仁先生籌備成立，2008 年溫泰鈞先生接掌董事長後，正式確立願景為「成為世界認識台灣的重要窗口」，以「文化」、「觀光」、「創新」作為基金會三大核心主軸，也訂定使命為「將台灣特色成功行銷全球」、「讓全球成為台灣服務市場」，發掘、整合、包裝、宣傳在各個角落發光發熱的在地生活文化及豐厚人情，藉此吸引更多的外國人來台灣，開拓台灣的服務市場。

The Foundation was established by Sayling Wen in 2003. Ted Wen became the Chairman in 2008, and set the Foundation's vision as "becoming an essential portal for the world to see Taiwan" in the three core realms of culture, tourism, and innovation. The dual missions of the iSee Taiwan Foundation are to successfully market Taiwan's unique character and heritage globally and to make the world Taiwan's service market. The Foundation focuses on exploring, integrating, and promoting the culture and friendly nature of people and places throughout Taiwan, with the goal of creating more opportunities for Taiwan's service industry by steadily increasing the number of inbound visitors from abroad.



### 財團法人溫世仁文教基金會 Sayling Wen Cultural & Educational Foundation

財團法人溫世仁文教基金會秉持「教育」、「創新」、「關懷」三大核心主軸，一步一腳印在台灣這塊土地建構「成為社會所需人才的培育先驅」願景。持續朝著深耕國中小學生做人處事教育、強化高中職及大專生職能培育、促進社會人士跨領域的廣度知識學習、推廣服務科學等四大重點發展方向奠立願景基石，為培育未來社會所需人才而努力。

Mr. Ted Wen, the incumbent Chairman of the Sayling Wen Cultural and Educational Foundation, has declared three core principles for the foundation: Education, Innovation, and Care. Pivoted around these core values is his vision "To provide talents for future society." Going forward, the four pillars of the foundation will be embedding the Chinese cultural education in primary and secondary schools. Enhancing the career skills and a teamwork mindset of vocational and college students, promoting lifelong learning in the community, and advocating service innovation in order to boost industry competitiveness. While Taiwan continues on its way toward a sophisticated service economy, the Foundation will also continue to devote every effort to promote these four pillars. With the aim to breed new service talents, enhance industry competitiveness, and play a key role to enable Taiwan's transformation.

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Taiwan  
International  
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Design  
Competition

序  
Preface

## 「Empathy」人同理心，換位思考，創造價值，共享設計能量

面對全球產業結構快速變遷與高度資訊化的轉變，如何擁有面對多元文化的知識、技能與態度，與他者建立良性競合關係，藉此激發出自身的競爭力與創造力，是未來發展的關注焦點。臺灣藉由自主性地舉辦設計盛事與國際接軌，希望透過不同領域的創意思考，提供全球的青年學子豐富的機會與舞台。

為培養學生設計思考力，鼓勵全球的青年學子進行創意交流，並提供設計價值的合作契機，「臺灣國際學生創意設計大賽」自 2008 年舉辦至今，邁入第十二年。從這幾年的量化數據得以發現設計大賽整體呈現持續穩定的成長，顯示其在全球設計領域的整體影響力已有所提升，更躍居為國際最具代表性的學生設計賽事之一。今年更是廣納來自 66 個國家地區，共 21,988 件作品參賽，經專家遴選選出 74 件獲獎作品。

值得一提的是，在「財團法人看見台灣基金會」與「財團法人溫世仁文教基金會」共同贊助下，今年臺灣國際學生創意設計大賽的全球設計夥伴增加至 22 個國際設計組織，當中包括與全球最大的設計教育組織 Cumulus 國際藝術設計院校聯盟首度合作。這些國際設計組織不僅自行推薦專業人士擔任決選評審，也推派組織代表參與頒獎典禮並授權國際設計組織特別獎給予得獎學生鼓勵與專業肯定；WDO 世界設計組織於今年建立全球首次授權的國際設計組織特別獎，顯示本大賽已與國際接軌，充分展現教育部在設計教育長期耕耘的成果。藉由這些豐富的交流互動，建立良性的合作關係，讓本大賽成為全球產、學界無與倫比的共同設計教育平臺。

「臺灣國際學生創意設計大賽」為臺灣設計教育與國際接軌奠定了嶄新的里程碑，在此特別感謝亞洲大學執行團隊，與參與今年度評選作業的國內外評審委員們不辭辛勞的努力，贊助基金會、國際設計組織的大力支持與推廣，以及來自世界各地設計院校師生們的共襄盛舉，教育部將持續推動設計美學人才培育計畫，期許青年學子們經過設計大賽的洗禮後，寶貴的創意能量能在未來化為源源不絕的動力，創造自我價值，用設計的力量解決問題、改變世界。

教育部  
部長

潘文忠

**“Empathy”****Seeing Things through Others’ Eyes; Creating Value and Sharing Design Energy**

The global industrial structure is changing rapidly, while the level of digitization becomes increasingly higher. Therefore, the key to future development lies in engaging knowledge, skills and mind-set in order to embrace diverse cultures, to establish positive cooperation and competition with others, and to unleash one’s own competitiveness and creativity. Through taking the initiative to organize such a design competition to connect to the world, Taiwan aims to encourage creative thinking in various domains and provide global young talent with a stage full of opportunities.

To cultivate students’ design thinking, to encourage global youth to conduct creative exchanges, and to offer cooperation opportunities with design value, Taiwan International Student Design Competition (TISDC) has been organized since 2008, with this year marking its 12th anniversary. Statistics from the past few years reveal that the Competition as a whole has undergone steady growth, which indicates that its overall impact on the global design sector has been enhanced, and that the Competition has become one of the most iconic international student design contests. This year, a total of 21,988 submissions were received from 66 countries/regions, and 74 of them were selected by experts to win the awards.

Notably, with the collective sponsorship of iSee Taiwan Foundation and Sayling Wen Cultural & Educational Foundation, the number of TISDC’s international design association partners has increased to 22 this year. Among them, Cumulus (International Association of Universities and Colleges of Art, Design and Media), the largest design education organization worldwide, cooperated this year with the Competition for the first time. These international design associations recommended professionals to serve as jurors for the final selection, delegated representatives to attend the award ceremony, and authorized special prizes in the name of their associations so as to encourage and acclaim the winning students. WDO, on the other hand, authorized its first ever association special prize around the world with TISDC this year, indicating the internationality of the Competition as well as the fruitful results of the Ministry of Education’s long-term efforts in design education. With these lively exchanges and interactions and the positive partnerships formed, TISDC has been empowered to become an unparalleled collective platform of design education for the global industry and academia alike.

Taiwan International Student Design Competition has achieved a new milestone for the design education in Taiwan in terms of its connection to the world. Here, I would like to extend my special thanks to the execution team at Asia University, to members of the jury panel from home and abroad participating in the selections this year with great efforts, to the tremendous support and promotion of the sponsoring foundations and international design associations, and, last but not least, to the active participation on the part of teachers and students from design schools and departments worldwide. The Ministry of Education will continue to implement its talent cultivation programs in design and art. It is hoped that, with the experience of participating in TISDC, the young talent will turn their precious creative energy into infinite momentum, create their own value, and use the power of design to solve problems and make a difference to the world.

Minister of Education

Wen Chung Pan

青春無敵，創意無限  
打造全球設計人才的交流平台

**學生大賽，全球參與**

教育部自 2008 年舉辦「臺灣國際學生創意設計大賽（以下簡稱 TISDC）」至今已邁入第十二年，本項大賽旨在讓全球院校師生免費參與，提供國際學生公平競爭的平台，表揚獲獎傑出的青年學子，創造生涯發展的嶄新契機。TISDC 在國際設計組織及全球設計院校的大力支持下，國際院校參與逐年遞增成長；2019 年報名參賽件數突破歷年紀錄，總計收到來自全球 66 個國家地區、810 個校院系所、共計 21,988 件報名參賽作品，其中非臺灣院校的國際學生報名比例高達 82%，因此 TISDC 可謂是全球各項學生設計競賽之中最具國際化的大賽。

**設計價值，產業合作**

今年報名作品件數的成長與活動內容的擴增，首先要感謝教育部高等教育司對於 TISDC 投注的心力，並且持續鼓勵與南向國家進行雙向交流互動，讓 TISDC 能夠將臺灣設計教育的豐沛能量引入泰國、印尼、馬來西亞、新加坡等國家；另外，特別要感謝財團法人看見台灣基金會與財團法人溫世仁文教基金會五年來持續的大力支持與贊助，讓 TISDC 在原有穩健成長的基礎之上，得以與全球 22 個國際設計組織結盟成為全球合作夥伴，並且舉辦 iSee Design 的設計論壇、全球設計領袖對談，並且邀請國際設計領袖進行文化巡禮與產業對接的深度之旅…等系列活動，期待將 TISDC 所篩選出來的設計新秀及創意構想能夠與產業對接；特別是今年 TISDC 邀請國際知名的「ITRI 工業技術研究院」設置「技術創新應用獎」，擴大國內外青年學子投入專為 ITRI 核心技術進行發想，讓創意設計能夠有機會落實生產。TISDC 已經從過去重視以「Pull」吸引國際學生參與競賽的單向活動，開始思考將設計新秀的創意能量向外輸出的「Push」雙向策略。

**國際認證，全球結盟**

回顧 TISDC 十二年來的發展軌跡，其中至關重要的是持續擴大全球合作夥伴的布局，藉由國際設計組織在全球的知名度與權威性，得以提升設計大賽的專業性與公平性，才能夠成為全球最具指標性的學生設計競賽。今年邀請了 ADC 紐約藝術指導協會年度獎、ADI 義大利工業設計協會、BEDA 歐洲設計協會、CBD 巴西中央設計協會、CEA 泰國創意經濟局、Cumulus 國際設計藝術院校聯盟、DBCS 新加坡設計業總商會、DINZ 紐西蘭設計師協會、FHKDA 香港設計總會、GDA 澳大利亞優秀設計協會、GDC 德國國家設計委員、Golden Bee 莫斯科國際平面設計雙年展金鋒獎、ico-D 國際設計社團協會、IDC 印度設計委員會、IPBM 墨西哥國際海報雙年展協會、JDP 日本設計振興會、KIDP 韓國設計振興會、Lahti 芬蘭拉赫第國際海報三年展、MDA 澳門設計師協會、Tda 台灣設計聯盟、tDA Asia 亞洲設計連、WDO 世界設計組織等 22 個國際設計組織簽署授權合作同意書、設立國際設計組織命名特別獎，並邀請各國的專業設計人士擔任評審，並且由 22 個國際設計組織的理事長來台擔任 TISDC 頒獎典禮嘉賓，共同為全球學生完成追逐夢想的美事。由於在如此堅實的國際合作夥伴的大力支持之下，TISDC 的執行團隊帶著無比的信心持續奮進，並且致力從「規模性」、「影響力」、「品牌化」的三階段目標前進。

**採取行動，迎向未來**

伴隨著近年來 TISDC 報名件數不斷地攀升，以及越來越多的國際設計組織的合作伙伴，TISDC 已經是值得全球設計院校師生踴躍報名競賽與值得信賴的國際競賽，再次感謝所有報名參賽的校院系所師生，因為所有的成果都是來自大家的共同參與；另外也要藉此特別感謝亞洲大學執行團隊讓這個僅有十二年歷史的賽事，能夠快速地成長、締造出令人欣慰的點滴成果；每年在盛大的頒獎典禮中，看著來自全世界的獲獎學生在來賓、設計師與媒體面前展現出青春無敵、創意無限的成果，這正是透過設計改變未來的正向力量。期望明年臺灣國際學生創意設計大賽的主題「Action/ 行動」，面對聯合國在 2015 年倡議在 2030 年達成「SDGs：Sustainable Development Goals/ 永續發展目標」，將可提醒全球學生為了防範未然，必須及時行動，透過設計解決全球永續發展的問題，善盡世界公民的責任，期待 TISDC 能夠持續帶領全世界的青年學子們共同創造機會、採取行動、迎向未來！

計畫主持人  
亞洲大學講座教授

林聖德

## Fearless Youth, Limitless Creativity

### Establishing a Platform of Exchange for Global Design Talent

#### A Student Competition with Global Participation

The Ministry of Education has organized Taiwan International Student Design Competition (TISDC) since 2008, and this year marks its 12th anniversary. TISDC aims to provide a platform of fair competition for students and teachers from around the world to participate free of charge, to honor the outstanding young talent winning the awards, and to create new opportunities for their future career development. With the strong support from international design associations and schools, TISDC has seen its international participation rate grow year after year. In 2019, the number of submissions once again reached a record high: a total of 21,988 participating entries from 66 countries/regions or from 810 school departments were received. Among them, the percentage of non-Taiwan, international submissions was as high as 82%. Therefore, TISDC is arguably the most international competition among all the student design contests worldwide.

#### Design Value and Cooperation with the Industry

This year, the number of submissions has grown while the associated events have been expanded, first and foremost thanks to the efforts made by the Department of Higher Education of the Ministry of Education. The Department continued to encourage bilateral exchanges and interactions between us and the countries targeted by the New Southbound Policy so that TISDC has been able to bring Taiwan's abundant energy in design education to countries such as Thailand, Indonesia, Malaysia and Singapore. In addition, special thanks also go to iSee Taiwan Foundation and Sayling Wen Cultural & Educational Foundation for their tremendous support and sponsorship over the past five years, which has allowed TISDC to grow further based on its existing solid foundation and forge global alliances and partnerships with 22 international design associations. The two Foundations have organized iSee Design forums and global summits with these associations, and international design leaders have been invited to attend cultural tours, industry connects, and other in-depth activities, which are expected to connect the winning design talent and creative ideas from TISDC with the industry at large. This year, TISDC has specially invited the world-renowned ITRI, Industrial Technology Research Institute, to establish the ITRI Innovation Award, aiming to encourage more young talent from home and abroad to ideate around ITRI's core technologies so that their creative design will have the chance to be materialized and produced. In the past, TISDC focused on the "Pull" factor, attracting foreign students to participate in the Competition; now, it is starting to also ponder on the "Push" factor, in the hope of exporting the creative energy of young design talent. The two factors constitute a bidirectional strategy.

#### International Endorsements and Global Alliances

In the development process of TISDC over the past 12 years, one critical aspect has been the continual expansion of global partnerships. With the global reputation and authority of the international design associations, TISDC has been empowered to enhance its professionalism and fairness, hence becoming the most iconic student design competition worldwide. This year, we invited the following 22 associations: ADC (New York Art Directors Club Annual Awards), ADI (Association for the Industrial Design), BEDA (The Bureau of European Design Association), CBD (Centro Brasil Design), CEA (Creative Economy Agency), Cumulus (International Association of Universities and Colleges of Art, Design and Media), DBCS (Design Business Chamber Singapore), DINZ (The Designers Institute of New Zealand), FHKDA (Hong Kong Federation of Design Associations), GDA (Good Design Australia), GDC (German Design Council), Golden Bee (Moscow Global Biennale of Graphic Design Golden Bee), ico-D (International Council of Design), IDC (India Design Council), IPBM (International Poster Biennial in Mexico), JDP (Japan Institute of Design Promotion), KIDP (Korea Institute of Design Promotion), Lahti (Lahti International Poster Triennial), MDA (Macau Designers Association), TdA (Taiwan Design Alliance), tDA-Asia (The Design Alliance Asia) and WDO (World Design Organization). These associations have signed the agreement on authorization and cooperation with us, set up special prizes named after their design associations, and invited professional designers from a variety of countries to serve as jurors, and the 22 association presidents came to Taiwan to attend the TISDC Award Ceremony as distinguished guests, helping students worldwide pursue and fulfill their dreams. Thanks to such solid support from our international partners, the TISDC execution team can thus maintain great confidence in moving forward to achieve the three-phase objectives of "scale," "impact" and "brand."

#### Taking Action to Embrace the Future

As the number of submissions to TISDC has continued to grow in recent years, and as more and more international design associations have joined us, TISDC has become a credible international competition that deserves active participation of design students and teachers from design schools all around the world. Here, I would like to extend my gratitude once again to all the participating schools, departments, teachers and students because the achievements that we have are only possible with all of your participation. In addition, I would like to take this opportunity to specially thank the execution team at Asia University, which has allowed this young, 12-year-old competition to grow rapidly and achieve such gratifying results. Every year, in the splendid Award Ceremony, we see that the winning students from around the world exhibit their works with fearless youth and limitless creativity in front of the guests, designers and media, which exactly demonstrates the positive force of using design to make the future better. Next year, the theme of Taiwan International Student Design Competition will be "Action." As the UN has advocated in 2015 that the "SDGs: Sustainable Development Goals" be achieved by 2030, such a theme is expected to remind students worldwide that in order to prevent disasters from happening, immediate actions must be taken, and that they can use design to resolve global sustainable development issues and thus amply fulfill their responsibilities as global citizens. It is hoped that TISDC will continue to encourage global young talent to create opportunities together, take action and embrace the future!

Project Director  
Chair Professor of Asia University







Taiwan  
International  
Student  
Design  
Competition

年度大獎  
Grand Prix

## 年度大獎 Grand Prix | 評審評語 Jury Comments



楊佳璋 Chia-Chang Yang  
臺灣 Taiwan



顏伯駿 Po-Chun Yen  
臺灣 Taiwan



Ashwini Deshpande  
印度 India

The Dyslexperience 這件作品很契合今年度「同理心」這個主題，他所要表達的訊息跟實體內容非常的重要，透過作品能夠讓觀看者實際去體會閱讀障礙者的感受。在視覺設計類使用的素材跟手法也很特殊跟創新，當然除了創新之外，在細節跟質感也非常講究，總體來說，是一個完成度很高的好作品。

The Dyslexperience echoes strongly with the theme of the year, "empathy." The design communicates loudly and clearly its message. Through the work one can experience the struggles of a person suffering from dyslexia. The approach and the material applied in the visual design are unique and innovative. Other than that, both the details and the quality of the design manifest a work of exquisiteness. Overall speaking, the Dyslexperience has all it takes to be a highly finished good design.

今年所重視的點在於視覺之外有沒有辦法有更深一層的概念，但概念精準之餘視覺也不能馬虎，所以符合這兩項條件的作品都會脫穎而出。The Dyslexperience 跟這次的主題有很深的呼應，能立刻讓我們感受到何為同理心，在設計上的層次除了視覺之外還多了五感的體驗。這是視覺設計中很重要的一件事，透過五感的體驗能夠讓視覺的想法更擴充。

This year we're looking for something beyond visual presentation, something more profound in terms of concept. However, it is important to have both precise concept and the rendering of visual design. The Dyslexperience does not only resonate with the theme extensively, the experience of senses other than visual also complements the work and highlights its core, "empathy" instantly. This is actually what should be emphasized in visual design, because the experience of the 5 senses would further elaborate the reflection on visual presentation.

今年主題是同理心，基本上就是希望設計者能夠傳遞換位思考的概念，我認為這項作品完整詮釋同理心這個意涵，我們知道閱讀障礙這個字，但大眾卻對閱讀障礙不是很了解，不能理解患有閱讀障礙的人經歷的掙扎是怎麼樣，這項作品完美詮釋出閱讀障礙人士的困難之處，讓不了解的大眾能夠透過作品理解他們的生活，與其他人有極大的不同，我認為同理心的關鍵就是彼此了解彼此的生活方式有所不同，因理解而相互尊重，這項作品獲得年度大獎是實至名歸。

This year's TISDC theme is empathy. I think this entry is a perfect example. We know about dyslexia, but we don't know a lot. We just know the word and we really don't understand what dyslexic people go through. So, this is an entry that is remarkable because it brings to life what dyslexic people go through. It tells people who don't have that condition of how difficult their life is and how different their life is. I think empathy is about making people understand someone else's life is different than ours and people should respect them so that they would respect you too. So, this serves as a perfect example, and it totally deserves what it got.





Ville Tietäväinen  
芬蘭 Finland



周小良 Sio-Leong Chao  
澳門 Macau



古平正義 Masayoshi Kodaira  
日本 Japan

這項作品很符合這次大賽的主題「同理心」，能夠感受到閱讀障礙或是不識字的人在看書時的感受，實際的把這些都傳達出來，雖然沒辦法直接在手中翻閱感受，但透過圖像海報的傳達，能夠感受到非常真實。

This was the best entry to relate to the subject or the theme, that is empathy. When I read this book project, it is possible to really empathize with the people who cannot read or people who have reading disorder. So, this is simply what it needs to do, and it looks very effective on what it is doing. I'd really love to hold the book in my hand to experience it myself so that I can see how it would work.

有一些作品會不只是注重外在的設計，也可能對現在的科技或其他不同範疇的專業稍有涉略。年度大獎的作品是利用光影變化的方

式去呈現它的設計，我覺得學生們知道現在的科技，並且利用到他們的設計當中相當好。

Design is not just about the look, it also involves understanding of current technologies and knowhow from various domains. The Grand Prix winner of 2019 plays with light and shadow to exhibit the design. I see that the designer knows and manipulates the present technology into their design in a brilliant way.

這是這個時代的作品，拿到年度大獎是當之無愧的，以我個人的意見來說，他其實帶有一些些的成熟風範，就系統面來說結構都非常的優秀，但以設計的點來看的話還是稍嫌平淡，只是往後再繼續發展繼續調整，它的可能性是無限大的。

This is the work of the epoch and a very worthy winner. In my opinion, the Dyslexperience has a tint of maturity and style. It is outstanding systematically and structurally. However, from a design perspective, the work is still ordinary in some way. But it certainly has infinite possibility with more development and adjustment.



年度大獎  
Grand Prix

The Dyslexperience

作者 Designer(s)

楊子鳳、黃愛伶

Zi-Fong Yong, Ai-Ling Ng

指導老師 Instructor(s)

中山雄太

Yuta Nakayama

學校所在地 Location of School

新加坡

Singapore

學校 School

新加坡國立大學

National University of Singapore



作品說明 Project Description

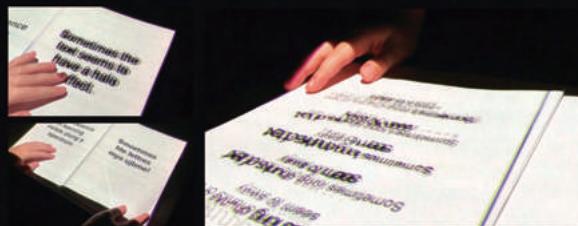
The Dyslexperience 「讀寫障礙體驗」是一本同理心之書，為因應社會對讀寫障礙的冷漠所設計。我們透過投影強化，將畫面投射映照至實體書本上，設計出一場感官體驗，傳達讀寫障礙者每天所需經歷的情感煎熬，讓不了解讀寫障礙的人們能夠透過他們的眼睛看世界，讓這項隱形的障礙能夠被看見。

The Dyslexperience is an empathy book specially designed in response to indifference to dyslexia in our society. With the enhancement of projection mapping on a physical surface of a book, we designed a sensory experience to communicate the emotional ordeal faced by dyslexics everyday, allowing those who do not understand to see from the lens of those with dyslexia, making the invisible diagnosis visible.

DEPTH OF EXPERIENCE

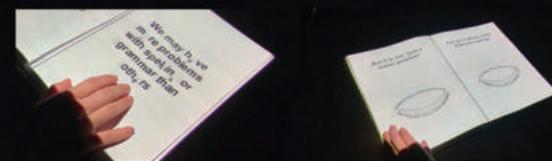
"Visual" Experience

Contrary to popular belief, dyslexia is not a visual problem, it is a learning difficulty that exists along a spectrum and vary from one dyslexic to another, causing them to process and "visualise" text differently. Hence, we designed the book such that viewers can experience different types of dyslexia.



Spelling and Writing Experience

Besides reading, we wanted our viewers to understand that it is common for people with dyslexia to struggle with writing and/or spelling.



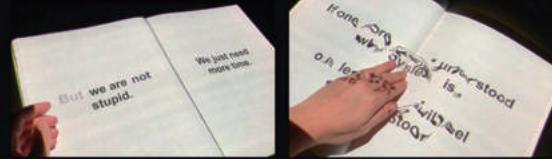
Emotional Experience

Under highly stressed situations, they need even more time to process and understand content. With the Dysexperience book, the frustration they experience when they are learning to read is simulated.



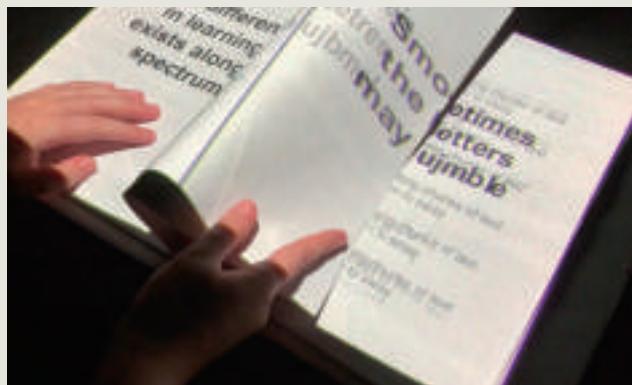
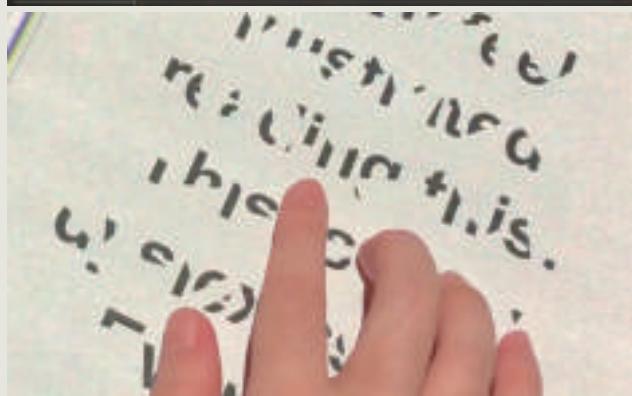
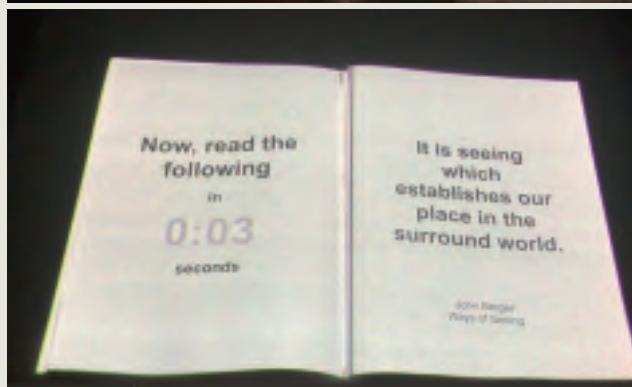
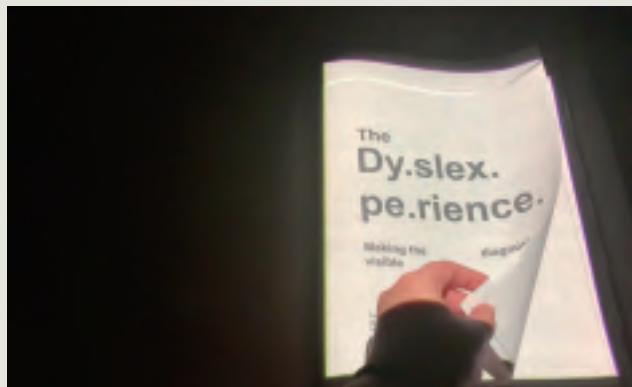
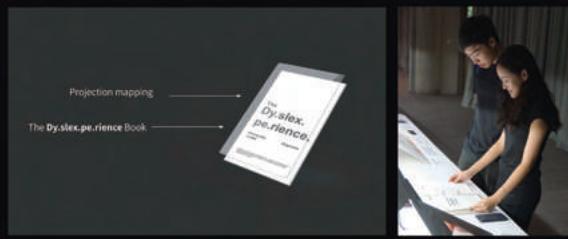
Psychological Experience

"No matter how hard I try, I will never do well." "Maybe I am stupid." These are common thoughts that run through dyslexics' minds, especially as they are growing up. Many undiagnosed dyslexics may develop low self-esteem, and start withdrawing from friends, family and school. We wanted our viewers to understand that dyslexia does not affect intelligence, but they simply need more time.



Set-up

On first look, the Dysexperience may seem like an ordinary book. But with the presence of projection mapping, the audience is able to experience the ordeals of this learning difficulty. The set-up includes a micro mini projector, the Dysexperience book and color-tracking software with a controlled lighted environment.





Taiwan  
International  
Student  
Design  
Competition

國際設計組織特別獎  
International Design Association Special Prize

## 22 個國際設計組織 Twenty Two International Design Associations | 評審評語 Jury Comments

The One Club for Creativity 是一個全球性的非營利性組織，旨在倡導所有卓越的創意學科，從設計到插圖，從攝影到動畫，從藝術指導到文案寫作等。The One Club for Creativity 是在合併 Art Directors Club 和 The One Club for Art & Copy 之後成立，The One Club for Creativity 也頌揚了商業藝術近一個世紀。ADC 年度獎可能是該行業歷史最悠久的連續年度獎項，也是創意週的一部分；The Creative Hall of Fame( 創意名人堂 ) 包括 Paul Rand, Massimo Vignelli, Saul Bass, Andy Warhol 和 Richard Avedon 等傳奇人物。它的 Young Guns 比賽幫助提升了許多當代設計師的職業生涯，包括 James Victore, Natasha Jen, Christoph Niemann 和 Jessica Walsh。除 One Show Design 和 ADC Awards 外，The One Club for Creativity 經年引領了教育、專業發展、包容性和多樣性以 及性別平等的倡議。Young Ones 和 Portfolio Night 為下一代設計師進入產業做準備，而 Young Guns 17 為 30 歲以下創意人才推出最佳職業。

The One Club for Creativity is a global not-for-profit organization that champions excellence across all creative disciplines, from Design to Illustration, from Photography to Animation, from Art Direction to Copywriting and beyond. Founded after the merging of the Art Directors Club and The One Club for Art & Copy, the One Club for Creativity has been celebrating commercial art for nearly a century. The ADC Annual Awards is perhaps the industry's oldest continuous annual accolade and is part of Creative Week; includes such legends as Paul Rand, Massimo Vignelli, Saul Bass, Andy Warhol, and Richard Avedon; and its Young Guns competition helped elevate the careers of many contemporary designers, including James Victore, Natasha Jen, Christoph Niemann, and Jessica Walsh. Beyond One Show Design and the ADC Awards, The One Club for Creativity spearheads yearlong initiatives in Education, Professional Development, Inclusion & Diversity and Gender Equality. Young Ones and Portfolio Night prepare the next generation of designers to enter the industry and Young Guns 17 launches the top careers of creatives under 30.



紐約藝術指導協會年度獎  
The One Club for Creativity /  
ADC Awards (ADC)



Anthony Gulisano | 美國 United States of America

這個作品充分表達今年大賽的主題—同理心，他的主題完整呈現了某些中藥材因為珍貴，所以需求量居高不下，卻忘了在獵殺珍貴的野生動物時也讓牠們面臨瀕臨絕種的困境，透過海報呈現希望喚醒人們對於這個議題的重視，因此我將這個獎項頒給他。

I choose this work as ADC's special award. It expresses the theme of this year's competition for students in demonstrating the craft of it in a well-executed way and the empathy that it has for the slaughter of endangered species. So, I have to give this award to this entry.



## 22 個國際設計組織 Twenty Two International Design Associations | 評審評語 Jury Comments



義大利工業設計協會  
Association for the Industrial Design (ADI)

打從一九五六年以來，義大利工業設計協會就一直為設計界的觀點與權益發聲，不只是在義大利，還包括了世界各地。義大利工業設計協會集結了設計師、公司企業、經銷商、研究員、歷史學者、評論家、新聞記者、學校與出版社，並積極串接起不同領域的專業知識。義大利工業設計協會的目標是鼓勵工業設計的發展，並將工業設計視為一種文化與經濟現象，同時以務實、負責任且有尊嚴的方式改善人類生活條件。自從成立以來，義大利工業設計協會已經在全球各地舉辦了一百三十五場金圓規獎 (Compasso d'Oro) 展覽，足跡遍及歐洲、中國與拉丁美洲，而最近幾屆的舉辦地點分別為中國寧波 (2014)、比利時布魯塞爾 (2014)、祕魯利馬 (2015) 以及哥倫比亞波哥大 (2015)。

Since 1956 ADI, the Association for Industrial Design has represented the ideas and interests of the design system both in Italy and the rest of the world. It brings together designers, businesses, distributors, researchers, historians, critics, journalists, schools and publishing houses and works as an active element connecting different areas of specialized knowledge. Its objective is to encourage the development of industrial design as a cultural and economic phenomenon and to improve the practical, responsible and dignified development of human living conditions. Since its birth, ADI organized 135 design exhibitions about the Compasso d'Oro award all over the world, from Europe to China to Latin America – among the latest in Ningbo, China (2014), Bruxelles, Belgium (2014), Lima, Peru (2015), Bogotá, Colombia (2015).



Antonella Andriani | 義大利 Italy

這是為盲人的設計，目的在於解決測量藥水的問題，同時也是一種通用設計。隨著社會逐漸高齡化，我認為這是一個非常出色且有用的概念，不只是給盲人，也是給視力逐漸惡化的人使用。

This is a design for the blind, with aims to solve the issue of measuring the volume of medicines. It is at the same time a universal design. As society ages, this design can be very practical and luminous, not just for the blind, but also for the visually impaired.



懷抱著讓設計成為歐洲成長和繁榮驅動力的願景，歐洲設計協會（BEDA）擁有來自歐洲 25 個國家、共 47 個成員組織。BEDA 的成員包括設計推廣中心、於國內或區域推廣設計的公共資助組織、以及整個歐洲地區的專業設計師協會。專業協會代表著橫跨歐洲各國約莫 40 萬名設計師，他們來自各方各面的設計專業領域，從工業設計到室內設計，還包括數位媒體設計、品牌及策略設計。為歐洲居民帶來更好的生活，是驅動 BEDA 努力深耕的關鍵。BEDA 持續設法找出影響政策的方式，也提升了設計作為商業工具之重要性的意識。擁有穩健的知識背景，BEDA 希望讓世人看見設計之於改善競爭力的幫助，也希望成為歐洲產業永續變化的促進者。BEDA 持續擔任能夠為歐洲創新及創意政策規劃帶來深遠影響的角色，同時也努力推廣設計成為工業及社會創新的工具。

Boasts 47 members from 25 member states in Europe. Members can be design promotion centers and other publicly funded organisations that promote design nationally or regionally as well as professional and trade associations for designers from across Europe. Those professional associations represent some 400,000 designers from across Europe in every discipline of work from industrial design and interiors to digital design and branding. BEDA is a not-for-profit organisation funded in its entirety by its members. It is run by a board of directors elected by its membership every two years. It also elects a President and Vice President every two years. BEDA is headquartered in Brussels.



Päivi Tahkokallio | 芬蘭 Finland

無人機來投放救生艇的這個作品是現在非常重要的一個議題，不管是在天災或是移民，都可以使用這個無人機來拯救生命，再加上因為這個無人機可以到達人類無法到達的地方，所以就這整個概念來說，是一個非常好的作品，雖然在執行方面還有需要加強的地方，但是這是一個概念的設計競賽，所以 BEDA 才選擇此作品給予特別獎項。

BEDA decided to give its special award to this lifesaving drone and life raft entry. What BEDA appreciates in this entry especially is that the challenge the designer has decided to face is a very topical one. Rescuing issues are very topical for many reasons, for example, accidents, earthquakes, and immigrations which are all big issue in the world at the moment. So, the drone designed by the designer aims to help save people from drowning in immigration situations, and other accidental situations as well. The key issue there is that the drone will bring and drop a life raft, then inflate it in an emergency area where rescue teams or people have no access at that point. The raft is foldable and it unfolds when dropped. More than one person can hang on to it while waiting for the human team to come to rescue. So, it's an excellent thinking in a topical idea, of course the execution will need some further work. But this was a concept design competition, we very much admire the outcome.



歐洲設計協會總局  
The Bureau of European Design Associations (BEDA)



## 22 個國際設計組織 Twenty Two International Design Associations | 評審評語 Jury Comments



巴西中央設計協會  
Brazil Design Center (CBD)

巴西中央設計協會是一座專業機構，致力於為民間企業和政府組織構想、發展並執行策略專案與設計進程，其目標是提升巴西的競爭力與社會經濟發展。巴西設計中心的工作遍及全國，並擁有一支高效率的專家團隊以及全方位的願景。自從一九九九年以來，我們為巴西的設計發展貢獻良多，並藉由設計與創新的過程提升了巴西的競爭力。在巴西設計中心的願景當中，我們永遠重視永續發展與策略思考的卓越。對於巴西的設計政策制定者而言，巴西設計中心是最受到敬重的機構之一，而我們的工作成果包括了資訊、策略與行動等不同形式，目標都是持續不斷的發展和精進。

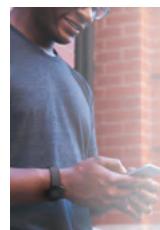
Brazil Design Center is an institution specialized in idealizing, developing and implementing strategic projects and design processes for private and governmental organizations, with the aim of improving competitiveness and the economic and social development of Brazil. It has national performance and a highly efficient team of experts with holistic vision. Since 1999, we have contributed to the evolution of design in Brazil, boosting Brazilian competitiveness through design as process and innovation. Always with a vision that values sustainable development and the excellence of strategic thinking. As one of the most respected institutions by those who define design policies in Brazil, the form of performance of Brazil Design Center involves intelligence, strategy and action in a process of continuous evolution.



Juliana Buso | 巴西 Brazil

我覺得 Bove 這個作品非常符合這次大賽的同理心，懷孕是一件特殊的經歷和過程，會激起父母雙方強烈的情緒及情感，所以透過 Bove 和伴侶一起建立互相支持的關係。

Bove project meets the award theme, empathy. CBD congrats you for such a nice and well design project. Pregnancy is a unique moment and it always ignites a strong feeling in couple.



泰國創意經濟局  
Creative Economy Agency (CEA)

創意經濟局 (CEA) 是泰國的政府組織，致力於發展創意經濟以促進經濟和社會發展。在支持泰國創作者和創意產業採用創新與創造力來提高泰國產品和服務競爭力的同時，CEA 致力促進社會與環境培育創意產業，以及應用創意來改善經濟和社會。在 CEA 的管理下，泰國創意設計中心 (TCDC) 繼續發揮作用，為曼谷和泰國地區的創作者和創意企業獲取資源和創意空間，更致力創造泰國社會和經濟方面創意發展。

Creative Economy Agency (CEA) is Thailand's governmental organization that puts forth to develop the creative economy for economic and social growth. In parallel with supporting Thai creators and creative businesses to adopt creativity and innovation to enhance the competitiveness of Thai products and services, CEA fosters the community and the environment nurturing creative industries and innovations, as well as creative applications of ideas to generate and improve economic and social potentials. Under the management of CEA, Thailand Creative & Design Center (TCDC) continues the role in facilitating the opportunity for Thai creators and creative businesses in Bangkok and regional Thailand to access resources and creative spaces in order to leverage their creative prominences for Thailand's social and economy development.



Pichit Virankabutra | 泰國 Thailand

我認為這一部影片，呈現的方式非常有趣、故事性非常地的好、風格也非常好，這裡面的議題是跨世代的傳承，隨著影片播放可以慢慢看到故事的發展。

I felt that the animation was well-crafted with the story and how it was made with the styling of animation. How this animation tackle about the issues of heritage and generations is well-crafted. The movie seems to gradually reveal the story.



Cumulus (全名為國際藝術設計院校聯盟) 是唯一致力於藝術和設計教育、研究的國際協會，也是一個促成彼此關係的論壇，倡導知識與最佳實踐的交流傳遞。目前，Cumulus 共包含了來自 57 國的 286 個成員。Cumulus 成立於 1990 年，並從 2001 年起開始以協會的模式運作。1990 年當時，Cumulus 的網絡由芬蘭赫爾辛基藝術設計大學 (UIAH，現今已改制為阿爾托大學藝術、設計與建築學院) 和英國倫敦皇家藝術學院所發起，合作對象包括了丹麥設計學院、荷蘭阿姆斯特丹皇家藝術學院、德國埃森大學以及維也納應用藝術大學。Cumulus 提供了廣泛的國際脈絡，致力於增進藝術、設計和傳媒教育與研究的討論、發展。

Cumulus is the only global association to serve art and design education and research. It is a forum for partnership and transfer of knowledge and best practices. Cumulus consists currently of 286 members from 57 countries. Founded in 1990 and Operating as an association since 2001. There are 286 members from 57 countries in 2018. The University of Art and Design in Helsinki Finland (UIAH), today as Aalto University School of Arts, Design and Architecture, and Royal College of Art in London UK, in co-operation with Danmarks Designskole, Gerrit Rietveld Academy, Universität Gesamthochschule Essen and Hochschule für Angewandte Kunst in Wien initiated Cumulus as a network in 1990. Cumulus offers wide international context for discussion and development in education and research of art, design and media.



Jenz Großhans | 德國 Germany

Cumulus 是一個國際性的組織，總共有 300 個院校都是我們的夥伴，所以對我來說，選擇故事要大家能夠理解，不管是在哪個國家的人都可以理解，雖然這個故事算是有一點難過的故事，但裡面有參雜著一些幽默，所以是苦樂參半。

I choose it because Cumulus is one of the most international organizations. We have 300 universities from all over the world. So, I'd like to choose something that is understandable in many countries and you don't need too much context. Also, I don't want to choose something that is too sad. It is also a sad story, but it is delivered with some humor. So, it is a not only sad but a bittersweet and nice story as well.



國際藝術設計院校聯盟  
International Association of  
Universities and Colleges  
of Art, Design and Media  
(Cumulus)



新加坡設計業總商會 (DBCS) 成立於 1985 年，為新加坡主要跨領域的設計商務中心，其成員由超過 190 位的商業菁英、專業人士與學術人才組成的多元背景。本協會也是年度新加坡優良設計標誌獎 (Singapore Design Awards) 的主辦單位，提供了能自由揮灑創造力的完善平台與獎項，讓新加坡與鄰近地區的傑出企業與優秀設計師一展設計長才。DBCS 旨在透過跨區域的國際合作提升設計力並創造新商機。

With its roots dating back to 1985, Design Business Chamber Singapore (DBCS) is Singapore's premiere multidisciplinary design business chamber, with a dynamic community of over 190 business leaders, practitioners and academia from diverse backgrounds. The Chamber is also the organizer of the annual Singapore Design Awards (SDA). Providing a distinct / noticeable platform where creative excellence in the industry is celebrated, the premiere Awards event recognizes outstanding companies and exemplary designers behind the winning designs of Singapore and the region. DBCS seeks to raise the standard of professional practices and create new business opportunities through cross-collaborations in local and international contexts.



Khai-Seng Hong | 新加坡 Singapore

為永續設計是新加坡設計業總商會注重的關鍵之一。作為消費者和設計師，去質疑我們行動的後果更是至關重要。「大地信紙」以獨特而有趣的視覺呈現點出問題所在，並讓我們停下腳步思考自己的行為。

Designing for sustainability is a key focus for Design Business Chamber Singapore. Questioning the consequences of our actions, both as consumers and designers, is a key part of this. Earth Letter presented these questions in a unique and visually interesting way that makes us stop to think about our behavior.



新加坡設計業總商會  
Design Business Chamber  
Singapore (DBCS)



## 22 個國際設計組織 Twenty Two International Design Associations | 評審評語 Jury Comments



紐西蘭設計師協會  
The Designers Institute of New Zealand (DINZ)

紐西蘭設計學院是為紐西蘭設計界服務，並代表紐西蘭設計在國際發聲。紐西蘭設計學院成立於 1991 年，由 1960 年成立的紐西蘭工業設計師協會，以及 1968 年成立的紐西蘭室內設計師協會合併而成。時至今日，其擁有的學門已十分廣泛，諸如：平面設計、互動設計、動態設計、空間設計、產品設計、商業設計、服務設計及設計教育等。紐西蘭設計師協會的使命在於確保專業設計師對紐西蘭經濟，文化及社會發展做出的貢獻獲得同等的重視和獎勵。

The Designers Institute of New Zealand exists to serve New Zealand's design community and represent its interests to the wider world. Formed in 1991, they grew from the merger of the New Zealand Society of Industrial Designers (formed 1960), and the New Zealand Association of Interior Designers (formed 1968). Today, they represent a much broader range of disciplines: graphic design, interactive design, motion graphics, spatial design, product design, design in business, service design and design education. The Designers Institute's mission is to make sure our professional designers are valued and rewarded for the contribution they make to the economic, cultural and social growth of New Zealand.



Sarah Melrose | 紐西蘭 New Zealand

紙上中山透過別人對中山大廈日常生活的視覺詮釋，一探究竟他人的世界。這套製作精美的書刊充滿了生動有趣、精妙的插圖，不斷給讀者帶來驚喜。

Zhongshan on Paper is a wonderful insight into another persons world through their visual interpretation of everyday life in a Zhongshan Building. It is beautifully crafted set of booklets full of playful and clever illustrations which continuously surprise and delight.



香港設計總會  
Hong Kong Federation of Design Associations (FHKDA)

香港設計總會於 2000 年成立，旨在聯結香港各大設計協會及院校，其中包括英國特許設計師協會（香港）、香港設計師協會、香港工業總會（香港設計委員會）、香港時裝設計師協會、香港室內設計協會、香港各大設計院校代表等，以提升香港設計的專業水平。同時，香港設計總會亦參與香港設計中心的管理工作，為設計中心的營運及研發活動籌款及撥款。

The Hong Kong Federation of Design Associations (FHKDA) was founded in 2000 to connect major design associations and design schools in Hong Kong, including the Chartered Society of Designers (Hong Kong), the Hong Kong Designers Association, the Federation of Hong Kong Industries (Design Council of Hong Kong), the Hong Kong Fashion Designers Association, the Hong Kong Interior Design Association, and representatives of major design schools in Hong Kong, with a view to improving the level of professional design in Hong Kong. The FHKDA also manages the Hong Kong Design Center, and raises and appropriates funds for its operations and development.



盧子英 Che-Ying Lo | 香港 Hong Kong

將一段心路歷程完全視像化，疑幻疑真的城市風景，既驚險又富想像力，美術風格尤其吸引，每一格畫面都可細味！

A heartening journey brings to life with visual representation. The urban scenery flashes through in real and virtual ways, injecting the clip with exciting adventures and imagination. Eye-catching artistic style, every frame is worth savoring.



澳大利亞優秀設計協會成立於 1958 年，六十年來持續堅持著推廣優秀設計的最終理念。本協會通過每年舉辦的優秀設計獎，以彰顯設計師匠心獨具的設計力，並激發設計新秀潛能。GDA 热切地相信設計的變革力量，希冀創造出更完善、更有效的產品和服務，更美好的經驗和更具競爭力的企業。GDA 深信藉由設計，我們可以攜手創造出一個更美好且永續繁榮的世界。

Good Design Australia have been promoting great design since 1958. Through their annual Good Design Awards, GDA celebrates the best of human ingenuity and inspire others to reach for the sky and beyond. GDA passionately believes in the transformative power of design to create better and more efficient products and services, beautiful experience and more competitive businesses. Ultimately, GDA sees design contributing to a better society and a more sustainable and prosperous world for us all.



澳大利亞優秀設計協會  
Good Design Australia (GDA)



#### Kate Elton | 澳大利亞 Australia

我非常喜歡這件作品，它有趣、好玩，不僅實用而且連使用的材料方面也非常周到，除了完全沒有包裝之外也可以讓小朋友從中學習。我覺得這件作品的設計部分非常的細膩也優雅，同時也能呈現設計有趣的一面，所以整體而言我覺得它是一個相當好的產品。

I love that this is quite an elegant solution that really makes learning fun. I think it really embodies what Australian design is all about. In this way that this is fun and simple. The use of materials is practical. It also has consideration for sustainability and including the fact that it's flat back. I love the novelty in the design. It elegantly makes learning fun. Overall, I think it is a really great product.



## 22 個國際設計組織 Twenty Two International Design Associations | 評審評語 Jury Comments



德國國家設計委員會  
German Design Council (GDC)

德國設計委員會為全球頂尖專業設計機構之一，致力落實傳達與學術的設計力。本委員會由德國聯邦議院所倡議且成立於 1953 年，藉以提升德國的設計水準，目前該會員數已超過 300 位，其長年舉辦跨領域活動之目的為傳達品牌永續的附加價值。

The German Design Council is one of the world's leading centres of expertise for communication and knowledge transfer in design. Currently, more than 300 companies belong to its foundation. The German Design Council was founded on the initiative of the German Bundestag to support and enhance the design expertise of German industry. It pursues a wide range of activities with a single goal: to increase brand value on a sustained basis via the strategic use of design in communication.



王磊 Lei Wang | 中國大陸 China

我們選擇的是 Teapot 的產品，我覺得他的名字取得很好，有諧音也有雙關語，從英文角度來看就是一個茶壺，是一個很平常的物品，大家家裡都有。但是這件作品為一個普通的物品注入一個新的想法與設計，舉例來說，我喜歡他的設計可以讓茶壺有個傾斜的角度把水倒出來，這對老年人或是手腕有受傷的人而言，是一件非常好的設計。從設計的角度來看，他使用的材料都非常的好，把一個普通的東西重新設計的有新意，而且也使用了很多天然的材質，所以我覺得這是一個非常好的設計，也覺得對德國設計委員會組織獎來說是一個很好的選擇。



We finally decide for this, Tipot, a very good name in fact. Kettle is a very normal product and every household has one. But this one has a lot of new and fresh ideas. If you look at its angle, it can solve the problem of people getting hurt, especially old people who have wrist problem. The material it uses is also redesigned compared to the universal design concept. So, it uses a lot of natural materials and I think it's a good entry and also a good choice for GDC. Congratulations to the winner.



莫斯科國際平面設計雙年展金  
蜂獎  
Moscow Global Biennale of  
Graphic Design Golden Bee  
(Golden Bee)

莫斯科國際平面設計雙年展金蜂獎集結了全球最優異的平面設計成果。莫斯科雙年展 (Moscow Biennial) 創立於一九九二年，曾經於二〇〇二年停辦，並於二〇〇四年復展。莫斯科雙年展致力於推動國際合作的深化，提高平面設計的文化地位，協助提升設計行業中創意與精神層次的潛力，形塑高價值的方向引導，展示現代視覺文化的發展趨勢，並同時驅動現代視覺文化的發展。

Golden Bee collects the best world achievements in graphic design. Biennial was established in 1992. In 2002 realization of Biennial was suspended. In 2004 Golden bee has renewed the flights. Moscow Biennial promoted a deepening of the international cooperation, increased of the cultural status of graphic design, helped escalating of a creative level and spiritual potential of a profession, served formation of high valuable orientations, showed the tendency of development of modern visual culture and was the catalyst of its development.



Ekaterina Golotvina | 俄羅斯 Russia

俄羅斯金蜂獎的價值在於發展視覺語言以及它的新型態，體現真實和誠實之美、理解社會問題是我們很重要的價值核心。在這個作品裡我看到了很多我們的價值，設計者重建了我們對於消費的理解並重新詮釋，不只涵蓋了社會的不消費主義，也包含了視覺平面設計。所以俄羅斯金蜂獎的價值在此完全體現 - 一個新的視覺語言、真實之美與社會問題，非常簡潔美好。



The core values of the Russian Golden Bee lies in the development of visual language and the avant garde style, as well as embodying the beauty of authenticity and honesty, not to mention understanding the social issues. I see our core values brought to life in this piece of work. The designer restructured and re-interpreted our understanding of consumption, covering not only the consumerism of the society, and visual graphic design. This is where the value of Golden Bee is concinnated: a brand new visual language, beauty of realness and social issue. Straightforward and nice.

國際設計社團協會 (ico-D) 成立於 1963 年（前身為國際平面設計社團協會 Icograda），本協會為非營利組織，藉由促進專業範疇、教育範疇與商業範疇會員間的交流而激發出頂尖的創造力。其核心價值與願景落實在 ico-D 會員間相互合作上的優勢，其會員為專業人士、跨領域組織、設計師等。其會員的交流相互作用，著重於當代社會的觀點思考與串聯全球及當地的多元社團。ico-D 同時致力於推廣傑出的設計力與支持設計力作為推動社會的重要媒介。

Founded in 1963 as Icograda, the International Council of Design, ico-D, is a nonprofit, non-partisan, member-based network that leads creatively by facilitating dialogue between design platforms including professional, educational and promotional categories.



Johnathon Strebly | 加拿大 Canada

這是非常獨特的一個動畫作品，它呈現了強加自己的期望在別人的人生當中，以及想要成為別人影子的這樣的一個概念，有的時候甚至覺得我們好像要成為一個不是我們自己的人，去滿足一個特定的模樣，然後這個模樣對我們自己來說並不自在、並不自然，這個動畫做得很好的地方是它的基調、調性、顏色、還有質感，都把這樣的一個概念，放進動畫當中，讓觀眾成為場景當中的角色，並且提醒觀眾說：「你不需要去滿足特定的一個期待，不需要去成為別人的影子，你可以創造自己的光，創造自己的影子，當你看到這個影子的時候就知道這是你自己。」，所以這個動畫的重點是要成為自己真實的樣子。

The special prize from the International Council of Design in the category of digital animation was a really unique piece that showed the expectation of life pushed onto someone. The idea of trying to fit into the shadow of someone else or something else is something that were fixated on, or potentially even manipulated to feel that we have to be something other than we are and to try to fit a mode which may not actually be natural or comfortable for us. This animation did a beautiful job through wonderful textured tone and colors to bring that idea to life and to let the character in the scene, and ultimately the viewer be that character to be reminded that you don't have to fit a certain outline, shadow, or expectation, you can create your own light that creates your own shadow. And when you look at that shadow, you know it's you. So, it's a way of coming home and a way of being truer to yourself.



國際設計社團協會  
International Council of Design (ico-D)



## 22 個國際設計組織 Twenty Two International Design Associations | 評審評語 Jury Comments



印度設計委員會  
India Design Council (IDC)

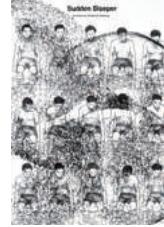
印度中央政府於 2009 年成立印度設計委員會 (IDC)，作為印度設計發展政策的第一步。設計委員會中的 32 名成員分別來自設計、學術、媒體、工業及政府部門。IDC 是個提升印度設計全球競爭力的平台，協調及整合各部門，負責產業資源的推廣與發展。IDC 是印度設計的主要發展目標，本委員會旨在使印度成為群英薈萃的設計之地，長久以來致力於提升設計知識、發展設計能力、鼓勵企業重視設計力，並透過設計創造價值。

In 2009, the central government of India founded the India Design Council (IDC) as a first step in its design development policies. The Council comprises 32 members from the design sector, academia, the media, industry, and government councils. The IDC provides a platform to improve India's global design competitiveness, to coordinate and integrate different sectors and institutions, and promote and develop industry resources.



Praveen Nahar | 印度 India

這件作品作為特別獎是因為這部是非常特別的作品，裡面的主題是在探討發作性嗜睡症，對於一般人來講，他們是無法體會到發作性嗜睡症的患者他們在生活當中所遇到的困擾。而這部作品清楚的描述，讓一般人可以體會到。我覺得這整個故事簡潔有力，雖然說整個繪畫的畫風是偏實驗性的畫風，但我覺得背後的訊息相當的清楚明瞭的，這也是我們 IDC 非常喜愛這部作品的原因。



This work is very special because it talks about phenomenon of narcolepsy. This phenomenon occurs to many people and normal people won't be able to understand the person who has narcolepsy. I think this animation give us a very good idea of how a person who suffers from narcolepsy goes through. The animation quality is very simple and strong. I think it's an experimental work and it sends a really great message. The viewer can get a very clear point of view. This is the pick of IDC's special mention.



墨西哥國際海報雙年展協會  
International Poster Biennial in Mexico (IPBM)

墨西哥國際海報雙年展已有超過 23 年的歷史，主辦方和墨西哥最重要的文化機構合作並獲得了國際認證。墨西哥國際海報雙年展與芬蘭拉赫國際海報雙年展、波蘭華沙國際海報雙年展、日本富山國際海報展、美國科羅拉多國際海報展名列全球五大海報展，同時也是全球三大雙年展之一。

The International Poster Biennial in Mexico (IPBM) has a history of over 23 years. Its organizers cooperate with key cultural institutions in Mexico to gain international recognition. The IPBM ranks as one of the world's top five poster exhibitions alongside the Lahti Poster Triennial, the International Poster Biennale in Warsaw, the International Poster Triennial in Toyama, and the Colorado International Invitational Poster Exhibition. It is also one of the three largest global biennials.



Sergio Vega | 玻利維亞 Bolivia

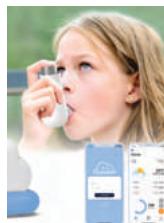
這件作品構圖非常吸引人，構圖裡有拉丁字母、羅馬字母及中文，連結了傳統與現代，想傳達的訊息非常的清楚。另一點，我覺得這件作品他的視覺傳達非常簡單明瞭，有一種昇華的效果，給觀眾有更高一層的體驗。



This work calls to me first because of the graphic. Its composition is very attractive. When you read the words in Latin script, you know what the designer wants to show you. As for words in Chinese characters you can see how they transform in modernity. This has the theme of empathy and the connection between the tradition and modernity. Among all the works, this work is very simple and it has clarity.

日本政府於 1969 年設立了日本產業設計振興會，以選拔優良設計做為主要目標，致力推廣設計。經過時間淬鍊，日本優良設計獎已成為國際知名的設計大獎；據統計，日本民眾對於此標誌的辨認度超過八成，由此可知優良設計與日本民眾的生活密不可分。是否獲得優良設計獎的肯定也成為消費者選購產品的一項考量因素，也因此日本設計振興會被認為是設計推廣組織當中最成功的案例之一。

The Japanese government established the Japan Institute of Design Promotion (JDP) in 1969 tasked with the selection of outstanding designs. Over time its outstanding design award has become an internationally famous design award and its design mark has become part of people's lives, with over 80% of Japanese being able to recognize it. The design mark has also become a decisive factor in consumer purchasing. As such, the JDP is recognized as one of the most successful design promotion organizations in the world.



加藤公敬 Kimitaka Kato | 日本 Japan

我覺得這個作品設計最好的地方在於它不同介面的對應，比方來說，站在小孩子的角度來看，他們看到這樣的介面會很愉快，但是針對收集到的數據，如何傳遞給父母及專業主治醫生，也有不同介面可以操作，針對這點，是非常貼心的設計。在現在這個世代裡，雖然說社會越來越複雜，但如何讓介面更簡單易懂，是非常重要的設計方向，這個作品是專門設計給小孩子的，非常棒的作品。

The best part about the design is how it engages its users with different interfaces. For example, from a child's perspective this is a pleasant interface. But when it comes to transmitting data to parents and professional doctors, there are also corresponding interfaces, which is a very thoughtful design. In the age of an ever more complicated society, presenting intuitive interface would be essential to the work of design. "Cloudin" is specifically meant for children and a very outstanding design.



日本設計振興會  
Japan Institute of Design  
Promotion (JDP)



韓國設計振興會 (KIDP) 成立於 1970 年，是韓國唯一一個計劃和實施國家設計政策與戰略的設計機構。KIDP 隸屬於貿易、工業和能源部 (MOTIE)，旨在推廣通過善用設計來增強韓國設計產業的競爭力並提升人們的生活品質。KIDP 主要支持設計產業和設計師，提供設計教育和培訓，在國際上推廣韓國設計，建立設計基礎設施，以及提高全國對於設計重要性的意識。

Established in 1970, the Korea Institute of Design Promotion (KIDP) is the only design body in Korea to plan and implement national design policies and strategies. Affiliated with the Ministry of Trade, Industry, and Energy (MOTIE), KIDP aims to strengthen the competitiveness of the Korean design industry and improve the quality of people's lives through promoting a better use of design. Among major functions of KIDP are supporting design industry and designers, providing design education & training, promoting Korean design internationally, establishing design infrastructure, and raising awareness on the importance of design across the nation.



Junggi Sung | 韓國 Korea

我選擇這件作品是因為韓國其實也一樣有人口高齡化的問題，但為了長者而進行的設計卻比想像中少，一直用過去的方法做為解決問題的方案。這件作品雖然沒有特別的裝置，或沒有加上其他點子，但它本身很簡潔地解決了問題，有考慮到長者的需求，不需要太多裝置，專注的實現一項目的，我認為光是這樣就足以獲獎了。

Choosing this design is because South Korea faces the same issue of an aging society. However, the design exclusively for the elderly are less than one can imagine, there are more solutions based on the existing approaches. Even though the work doesn't offer distinguishing device, nor other out of the box ideas, but its very own existence solves the issue in a simple and elegant way. The needs of an elderly are taken care of. To fulfil a purpose wholeheartedly, with no excessive device, that's more than enough to be a winner of the contest.



韓國設計振興會  
Korea Institute of Design  
Promotion (KIDP)



## 22 個國際設計組織 Twenty Two International Design Associations | 評審評語 Jury Comments



芬蘭拉赫第國際海報三年展  
Lahti International Poster Triennial (Lahti)

芬蘭拉赫第國際海報三年展是芬蘭的一項國際海報展，主辦機構為拉赫第美術館 (Lahti Art Museum) 旗下的海報美術館、芬蘭視覺傳達設計師協會 (Grafia) 以及海報設計師同業公會 (The Poster Friends' Guild)。在所有的海報展覽中，拉赫第國際海報三年展享有極為崇高的聲望與地位。本三年展與海報美術館皆創設於一九七五年，而成立海報美術館的目的是為了收集、保存並研究海報藝術與平面設計作品。海報美術館的館藏累積主要透過的是捐贈，不過也有經購買或託管所取得的作品，目前館藏一共有約八萬張海報。

Lahti Poster Triennial is an International Poster Exhibition in Finland. It is organized by Lahti Art Museum's Poster Museum, Grafia – Association of Visual Communication Designers in Finland and The Poster Friends' Guild. The Triennial is one of the most important and prestigious of all the poster events. It is the second oldest of all the permanent Poster Exhibitions in the world. Both, the Exhibition and Poster Museum were established in 1975. The aim of the Museum is to collect, deposit and study poster art and graphic design. The collections are augmented mainly through donations but also through purchases and deposits. The collections contain approximately 80 000 posters.



Ville Tietäväinen | 芬蘭 Finland

這個作品是少數，甚至是唯一一個不用任何文字不用任何語言，只需要看圖像就可以知道描述的內容，他在講的是氣候變遷造成的浮冰溶化，當然這些動物就會沒有，所以對於氣候變遷，或是生態的保存，其實不只是要保護一種生物或是溫度的關係，應該是要整體來看的。



This was one of the few, if not the only design that didn't have to use any words in any languages. By looking at the picture, we know that if and when the snow starts to melt we'll lose all those animals. This work has a holistic approach to the climate change catastrophe. We cannot just concentrate on one animal species or one temperature, we have to understand how they are all linked together instead. And this work did very well.

## MDA

澳門設計師協會  
Macau Designers Association (MDA)

澳門設計師協會成立於 1986 年 5 月 18 日。是一個由平面設計師、產品設計師、室內設計師、網頁設計師、商業攝影師、插畫師等專業人士組成的綜合專業及非營利文化藝術團體。在過去三十年來為澳門“團結設計精英、維護業界利益、提昇專業水平、促進對外交流”孜孜不倦地努力。

Macau Designers Association (MDA) was founded on the 18th of May 1986. It's a professional and nonprofit cultural art association comprising graphic, product, interior and web designers, commercial photographers, illustrators and other creative professionals. In the last 30 years MDA has been sparing no effort to achieve the principle: "Unite Macau designers, protect industry profit and improve professionalism to further external exchange".



周小良 Sio-Leong Chao | 澳門 Macau

好的創意，往往是來自生活中經常接觸的物件，設計師透過理解和從新定義，把自己的生活記錄在這個小小的冊子上，是值得嘉許的學生作品。



Creativity that ticks is often inspired by real life objects. Designers record their lives into this booklet through understanding and redefining daily objects, which is a piece of work worthy of recognition.

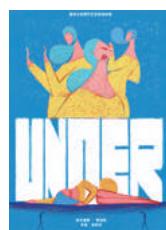
「台灣設計聯盟」(Taiwan Design Alliance, TdA)，緣起於 2006 年 12 月 29 日，在經濟部工業局陳昭義局長所主持之「研商爭取 2011 世界設計大會在台舉辦」規劃會議中，由室內設計協會姚政仲理事長提議台灣各設計社團可比擬國際設計聯盟 (International Design Alliance，簡稱 IDA) 組成 TdA，以會議的形式，凝聚各設計組織的力量，以加強台灣設計界參與國際事務交流與合作。建立台灣工業設計、室內設計、平面設計及設計推廣等設計專業領域間的交流平台，以促進台灣設計界的國際化。於 2008 年 8 月 29 日成立，本聯盟為非營利之社團法人，旨在整合台灣設計資源，建立設計交流推廣平台，目前申請加入的 32 名成員中，其背景涵蓋了設計產業界及學術領域，結合室內、工業、平面及推廣設計等 4 類跨域、8 大社團群體睿智，進一步發展出國家設計政策觀念之溝通平台，以接軌國際之設計脈動。

Taiwan Design Alliance (TdA) dates back to December 29, 2006. During a planning meeting titled "Seeking to Host the 2011 International Design Alliance Congress in Taiwan" and convened by Mr. Chen, Zhao-yi, then Director General of the Industrial Development Bureau of the Ministry of Economic Affairs, a proposal was put forward. At the time, Mr. Yao Zheng-zhong, then President of the Society of Interior Designers, suggested that design associations in Taiwan follow the model of International Design Alliance (IDA) and establish TdA. In the form of meetings, the Alliance would be able to concentrate the strengths of all the design associations in Taiwan and enhance the participation of the Taiwan design sector in international exchanges and collaborations. The Alliance serves as an exchange platform between different professional design disciplines in Taiwan, such as industrial design, interior design, graphic design and design promotion, with the aim to facilitate the internationalization of the Taiwan design sector. The Alliance was founded on August 29, 2008, as a non-profit juridical entity, and its objective is to integrate design resources in Taiwan and create a platform for design exchange and promotion. The professional backgrounds of the current 32 members cover both the design sector and the academia, and they also cover the four disciplines of interior design, industrial design, graphic design and design promotion as well as the collective wisdom of eight major design associations in Taiwan. The Alliance aims to further establish a communication platform where national design policies and concepts can be developed so as to connect Taiwan to the international design dynamics.



台灣設計聯盟

Taiwan Design Alliance (TDA)



章琦瓊 Chi-Mei Chang | 臺灣 Taiwan

切合主題，整體插畫表現突出，節奏控制得宜，構圖、設計獨特，強烈的色調更加強影片的張力。

Relevant, arresting sketches, smooth control over the rhythm. Unique composition and design, the intense color invigorates the power of the video.



## 22 個國際設計組織 Twenty Two International Design Associations | 評審評語 Jury Comments

### tDA Asia the Design Alliance Asia

亞洲設計連  
The Design Alliance Asia  
(tDA Asia)



成立於 2000 年，亞洲設計聯盟 (tDA Asia) 集合了一群願景相同的亞洲設計師，致力推廣亞洲特色，欲以亞洲為核心凝聚一股活躍的文化力量，並將其作為設計的策略平台。tDA Asia 藉由共享同中存異的文化概念及知識，以提升亞洲設計師的原創性。tDA Asia 如今遍布 13 個亞洲國家或地區：中國、香港、印度、印尼、寮國、黎巴嫩 / 中東、馬來西亞、菲律賓、新加坡、南韓、台灣、泰國及越南。

Founded in 2000, The Design Alliance Asia (tDA Asia) is a collaborative network of designers in Asia with a shared vision to advance Asian identity as a vital cultural force and a strategic platform for design. The organisation promotes the original creativity of Asian designers by sharing ideas and knowledge of our common yet diverse cultures. tDA Asia is currently represented in 13 Asian countries/regions: China, Hong Kong, India, Indonesia, Laos, Lebanon/ Middle East, Malaysia, Philippines, Singapore, South Korea, Taiwan, Thailand and Vietnam.

#### Ashwini Deshpande | 印度 India

tDA Asia 的願景是讓設計師從原創地方的角度出發通力合作，把焦點重新拉回文化中各種不同的細微差異，將代表文化的藝術設計重新帶回，即便是不同的環境，也能讓大家了解，當我看到這項作品的時候就非常雀躍，這項作品代表的是失落的文化與故事，事實上在 GOOGLE 出現之前，我們只需要祖母，如果有不知道的事情去問人，他們會告訴你去問祖母，因為他們知道所有的事，他們就是傳遞所有的知識、習俗、文化特殊之處的人，這項作品體現了這個精神，將我們遺失的東西，也就是祖母的智慧，再度以優雅美麗的方式體現出來，這項作品獲獎，實至名歸。



All the tDA Asia has the vision to collaborate on regional level and try to bring the focus back to culture, art, and design. Basically, it means to bring back everything that is presented in our culture and to make it cotemporary. Also it means to make it easy to understand even in different contexts. So, when I saw this entry I was absolutely thrilled. Because this entry is all about the lost culture and the lost story that we are not able to access. In fact, before Google there are always grandmothers. If we didn't know something and we asked others, they would say: go ask your grandma. Because she really knew everything and she'd know the world view and she was supposed to be the one who passed on all the knowledge, rituals, and cultural specialties. I think this project sort of embodies all of that and it brings to life what we probably don't have access to anymore, which is grandmother's wisdom. Also, it is presented in a nice, heartening, and elegant way. This entry was absolutely meant to get the tDA Asia's special prize. It totally deserves it, congratulations!

世界設計組織（WDO<sup>®</sup>）是非營利國際組織，前身為國際工業設計社團協會（Icsid），以推廣工業設計為目標，並推廣透過工業設計生產更優良的產品、系統、服務及體驗的能力；藉此建立更良好的企業與產業，最終成就更完善的環境與社會。自 1957 年成立以來，WDO 從 12 個創始的設計專業協會，成長到至今有來自 40 個國家、超過 160 個會員組織，集體協力合作並提供能夠讓全球聽見彼此的機會。2015 年 10 月的 WDO 大會，所有成員一致同意通過新的願景與使命，並同意將組織名稱改為現在的「世界設計組織」。世界設計組織擁有聯合國特別諮詢地位。

The World Design Organization (WDO)<sup>®</sup>, formerly known as the International Council of Societies of Industrial Design (Icsid), is an international non-governmental organization that promotes the profession of industrial design and its ability to generate better products, systems, services, and experiences; better business and industry; and ultimately a better environment and society. From 12 founding professional design associations in 1957, WDO<sup>®</sup> has grown to include over 160 member organizations from 40 nations, engaging them in collaborative efforts and providing them with the opportunity to be heard internationally. A renewed vision and mission was approved by the members at the general assembly in October 2015 along with an approval to change the name of the organization to World Design Organization. WDO<sup>®</sup> has United Nations Special Consultative Status.



Srini R. Srinivasan | 美國 United States of America

我認為這個可以代表 WDO 組織的原因像是很多殘障人士其實並不想要被別人幫助，他們想要獨立的生活，我相信個設計可以幫助身障人士維護他們自身的尊嚴，因為他們可以透過此設計，去獨力完成很多事情。

One of the reasons that it is able to be the prize of WDO is that the people who are disabled would also want to be normal human beings. This is something we want to support. It's very important for people who are disabled to feel that they are not any less than others. Therefore, this solution actually helps people to feel that they can handle things by themselves, instead of relying on the help of other people. It helps them to maintain their dignity and they are able to do things themselves. These are the things that I really liked about this work.

## WORLD

### DESIGN ORGANIZATION

#### 世界設計組織

World Design Organization  
(WDO)<sup>®</sup>



紐約藝術指導協會  
特別獎  
The One Club for  
Creativity / ADC  
Special Award



人類祭品  
Human Sacrifier

作者 Designer(s)

蘇韻柔  
Yin-Rou Saw

指導老師 Instructor(s)

月樂、謝佩雲  
Yue Yue, Pei-Wen Cheah

學校所在地 Location of School

馬來西亞  
Malaysia

學校 School

達爾尚藝術學院  
Dasein Academy of Art



作品說明 Project Description

中藥來源於植物、動物、礦物等藥用物質。在人口急劇增長的狀況下，中藥資源消費猛增和需求居高不下使珍稀野生動物受到威脅。而在海報中所提起的穿山甲、老虎和犀牛因過量獵殺而瀕臨著絕種的危機。通過這個海報希望大家能夠將心比心傾聽動物的心聲。

Traditional Chinese Medicine (TCM) are treated with natural remedies. The rising demand for TCM has put the animal species that are used for TCM at risk. The animals in my poster depict the pangolin, tiger and rhinoceros which are among the most common victim used in TCM. We hope that people can understand the pain of these animals that are being sacrificed for our sake, by urging everyone to see through the eyes of others, to listen with tears of others, and to feel with the heart of others.





歐洲設計協會總局  
特別獎  
The Bureau of European  
Design Associations  
Special Award

**BEDA** The Bureau of European  
Design Associations

洪水救援無人機 - 氣囊系統設計

Flood Rescue Drone and  
Liferaft System Design

作者 Designer(s)

王鈞

Jun Wang

指導老師 Instructor(s)

楊培

Pei Yang

學校所在地 Location of School

中國大陸

China

學校 School

河北工業大學

Hebei University of Technology

作品說明 Project Description

在許多自然災害中，洪水是最常見和最有害的。它不僅淹沒了房屋，而且造成了大量的傷亡。許多人因為水流湍急而淹死，也不能游泳。如何減少傷亡是我們思考的重點。一旦有人落入水中，無人機可以迅速做出反應，並順流而下搜索他。當目標被發現時，救生筏被釋放。確認人員安全後，無人機返回。救生筏裝有GPS定位系統，便於救援人員搜索和定位。無人機一次可以救很多人，大大提高了救援效率。

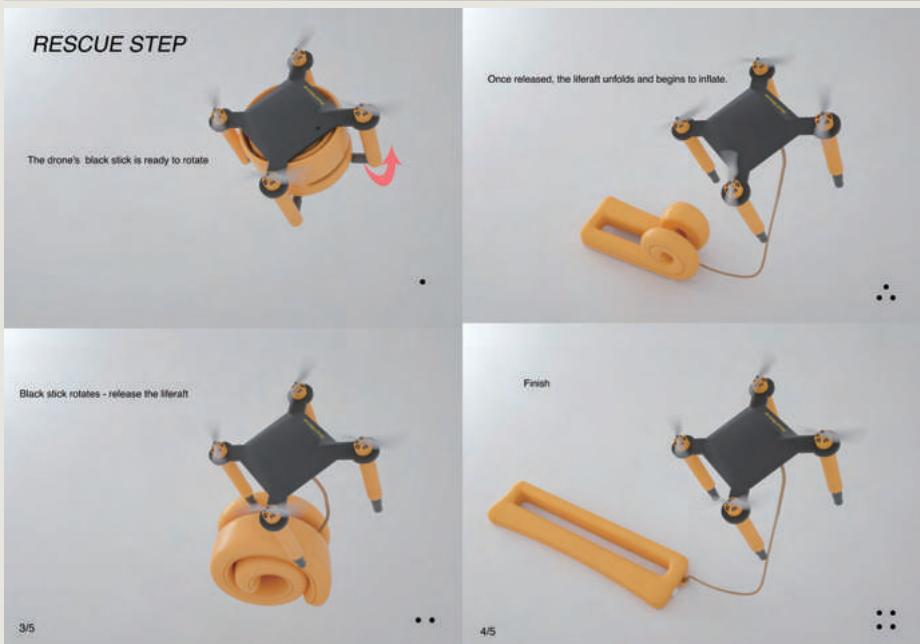
Flood is harmful disaster. It not only flooded houses, but also caused a lot of casualties. Many people drowned because of the rapidity of the current and the inability to swim. How to reduce casualties is the focus of our thinking. Once someone falls into the water, the drone can respond quickly and go downstream to search him. When the target is found, the liferaft is released. The drone returned after confirming the safety of the personnel. The liferaft has a GPS positioning system, which is convenient for rescuers to search and locate. The drone can save many people at a time, which greatly improves the rescue efficiency.

Life Rescue Drone and liferaft

Among many natural disasters, flood is the most common and harmful one. It not only flooded houses, but also caused a lot of casualties. Many people drowned because of the rapidity of the current and the inability to swim. How to reduce casualties is the focus of our thinking. Once someone falls into the water, the drone can respond quickly and go downstream to search him. When the target is found, the liferaft is released. The drone returned after confirming the safety of the personnel. The liferaft has a GPS positioning system, which is convenient for rescuers to search and locate. The drone can save many people at a time, which greatly improves the rescue efficiency.



1/5



巴西中央設計協會  
特別獎  
Brazil Design Center  
Special Award

C3D CENTRO  
BRASIL  
DESIGN

為共用的懷孕體驗而做的  
設計

Bove - For A Shared  
Pregnancy Experience

作者 Designer(s)

張新宇  
Xin-Yu Zhang

指導老師 Instructor(s)

Suresh Sethi

學校所在地 Location of School

美國  
United States of America

學校 School

伊利諾伊大學厄巴納香檳分校  
University of Illinois at Urbana  
Champaign

作品說明 Project Description

懷孕是夫妻雙方共同的經歷和責任，而在現實中，（懷孕母親）伴侶的參與總是被排除在外。同樣地，當一個新生嬰兒在路上時，伴侶雙方的關係也會改變。一段積極的關係會讓人感覺得到支持；一段糟糕的關係會導致焦慮。通過這個設計，我想通過生理接觸為即將出生的寶寶和期待的伴侶之間建立起情感上的聯繫；同時，為期待中的伴侶建立起一種更共用和支持的關係。

Expecting a baby is a shared experience and responsibility for both sides of a couple, while the participate of the expectant partner is always excluded. Relationships also change when a new baby is on the way. A positive relationship makes one feel supported; a poor relationship can foster anxiety. With this design, I want to build bonds between the coming baby and the expectant partner with physical contacts, and to build more sharing and supportive relationships between the expectant couple.



A. The smart device for the expectant partner

- Receive the expectant mother's physical and emotional changes
- Translate fetal movement into dial vibrations and strap compressions
- Present visual information on the screen



Frosted glass

Display screen

Force touch

Battery

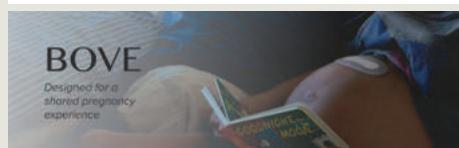
PCB board

Taptic engine

Wireless charge coil

Electric fiber

Woven into the strap to create compressions on the wrist.



C. An App

- Record detected information and pregnancy progress
- Other information and tips



B. The pregnancy monitor for the expectant mother

- Record health information of the expectant mother and the baby
- Detect fetal movements and kicks
- Track emotion changes

Velcro attach

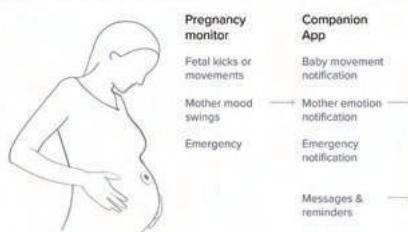
Attach to cloth, no harm to skin.

Cotton cover

Cotton fabric

Touch the skin, safe and comfortable

Smart sensor  
Wearable electronic technology, detect information of the mother and baby



泰國創意經濟局特別獎  
Creative Economy Agency  
Special Award



線魂

Line Soul

作者 Designer(s)

陳炳坤、黃海標  
Bing-Kun Chen, Hai-Biao Huang

指導老師 Instructor(s)

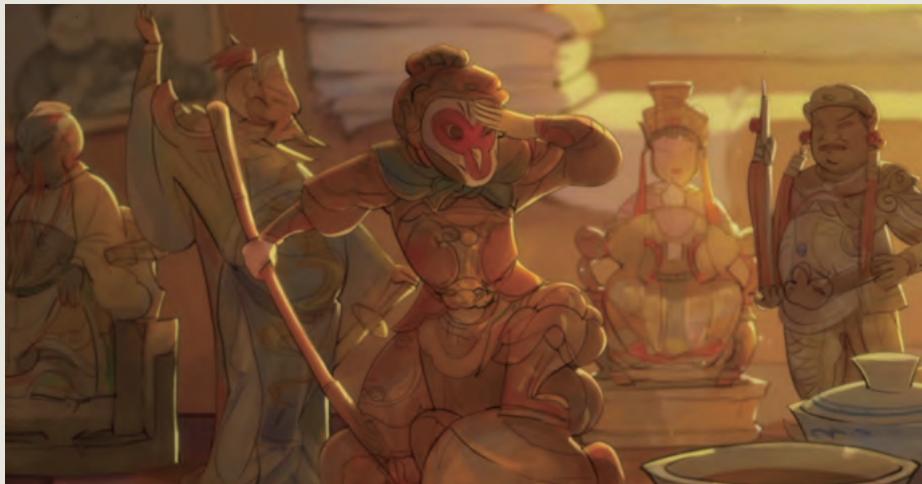
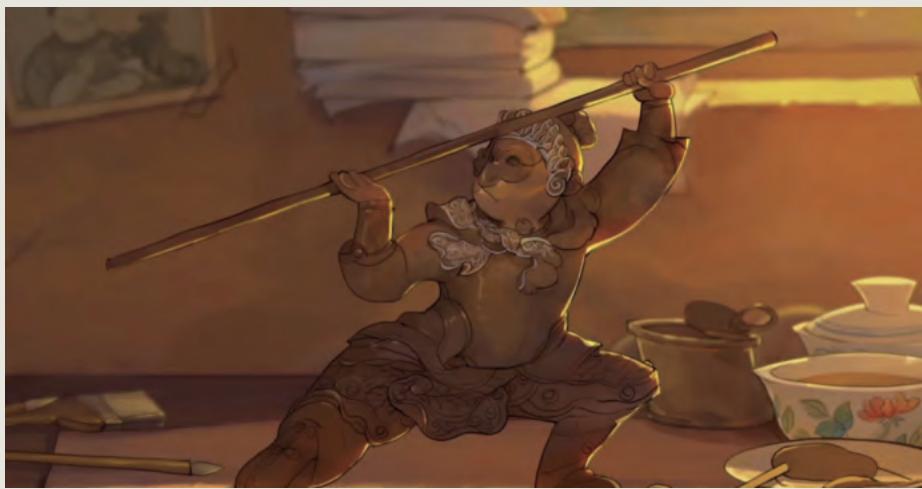
黃曉瑜  
Xiao-Yu Huang

學校所在地 Location of School

中國大陸  
China

學校 School

福州大學廈門工藝美術學院  
Xiamen Academy of Arts and  
Design, Fuzhou University



作品說明 Project Description

非物質文化遺產「廈門漆線雕」是閩南地區特有的傳統手工藝，長期以來一直在廈門等閩南地區廣為流傳。父子兩代漆線雕手工藝人互相扶持、互相鼓勵、互相理解，在時代的變遷中堅守傳統，同時也將漆線雕手藝應用於工藝品雕塑，傳統的手藝在他們的傳承下終煥發出新的生機。

The intangible cultural heritage "Xiamen lacquer line carving" is a unique traditional handicraft in southern Fujian, which has been widely spread in Xiamen and other southern Fujian areas for a long time. Father and son two generations of lacquer line carving craftsmen support each other, encourage each other, understand each other, adhere to tradition in the changes of the times, but also apply lacquer line carving craftsmanship to crafts sculpture, traditional craftsmanship in their inheritance glows with new vitality.

國際藝術設計院校聯盟

特別獎

International Association  
of Universities and  
Colleges of Art,  
Design and Media  
Special Award



再留下來一晚  
Stay One More Night

作者 Designer(s)

陳郁宣

Yu-I Chen

指導老師 Instructor(s)

史明輝、王綺穗

Ming-Huei Shih, Chi-Sui Wang

學校所在地 Location of School

臺灣

Taiwan

學校 School

國立臺北藝術大學

Taipei National University of  
the Arts

作品說明 Project Description

我們從來不提過去的日子，但是  
我都記得。

We don't talk about the old memories,  
but they're always in my heart.



新加坡設計業總商會  
特別獎  
Design Business  
Chamber Singapore  
Special Award



大地信紙  
Earth Letter

作者 Designer(s)

王佩詩、秦依琳、王振昌、  
彭琥茜、黃偑雅、邱筱真  
Pei-Shi Ong, Yee-Ling Chin,  
Ching-Chang Ong, Hu-Qian Peng,  
Jen-Ya Huang, Xiao-Zhen Qiu

指導老師 Instructor(s)

涂以仁  
Izen Tu

學校所在地 Location of School

臺灣  
Taiwan

學校 School

嶺東科技大學  
Ling Tung University



作品說明 Project Description

生命與土地彼此共生息，所有大地的故事都與我們息息相關，無論顯著或是細微，都牽繫著我們的生活，許多改變在世界各個角落發生，卻不被人們所知，大地默默為我們承受著一切代價。想為大地傳遞書信，向人們述說、求助，也警醒人們，它正在承受的傷害，以及與生命之間分不開的聯繫，大地也需要人們的保護與重視。這是一封，來自大地窒息前的最後求助。

All the stories about the Earth are closely related to our life, many changes have taken place in every corner of the Earth, but we are not aware of it. The Earth has silently bearing all the pollution from mankind activities. The objectives of this project is to send the last alarm warning message to human being, ask they for help, and to alert them that the Earth also needs the protection of human. This is the last SOS signal letter send by the Earth.



紐西蘭設計師協會  
特別獎  
The Designers Institute  
of New Zealand  
Special Award



紙上中山  
Zhongshan on Paper

作者 Designer(s)

符薇淇  
Vanissa Foo

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顏立文  
Li-Wen Yan

學校所在地 Location of School

馬來西亞  
Malaysia

學校 School

立萬國際美術學院  
The One Academy

作品說明 Project Description

這套書刊是作者在馬來西亞中山大廈的個人經歷。通過她的繪圖及草圖記錄了許多不尋常又有趣的事情。把這些小東西變成創意和瘋狂的故事。這套書刊包含了3本書，分別為 Kokfar Tea，Tommy le Baker，Piu Piu Piu，還有地圖和明信片。為了鼓勵讀者們使用不同的視角去看待周遭事物，因此作者以自己的角度去觀察與想像那個地點以便向讀者呈現出有趣的想像力。對於讀者來說，這是別人的視角，而這使他們發現不同的人會以不同的角度去看待周遭人事物。同時這能讓他們知道一件簡單的人事物擁許多不同的想像空間。

This project illustrated the author's personal experience in Zhongshan Building with an unusually observant eyes. Turn these little things into creativity, inspiration and crazy thoughts. This set of publication contains three books, a map and postcards. To encourage others to view things differently, the artist presents interesting imagery from her perspective and imagination. For the viewer, this is another person's perspective, showing them how different people have different points of view.



香港設計總會特別獎  
Hong Kong Federation  
of Design Associations  
Special Award



Hero

作者 Designer(s)

陳宥仁

Yu-Jen Chen

指導老師 Instructor(s)

Aya Karpinska, Barbara Morris,  
Chris Romero, Ethan Silverman

學校所在地 Location of School

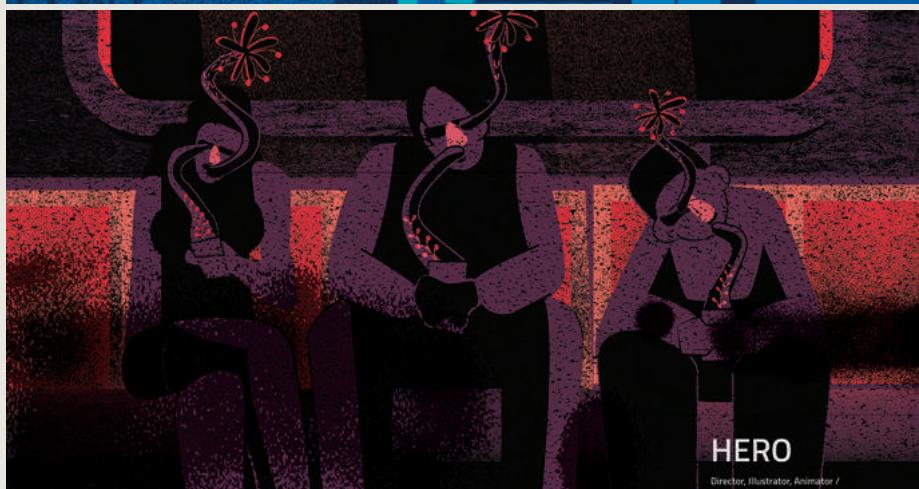
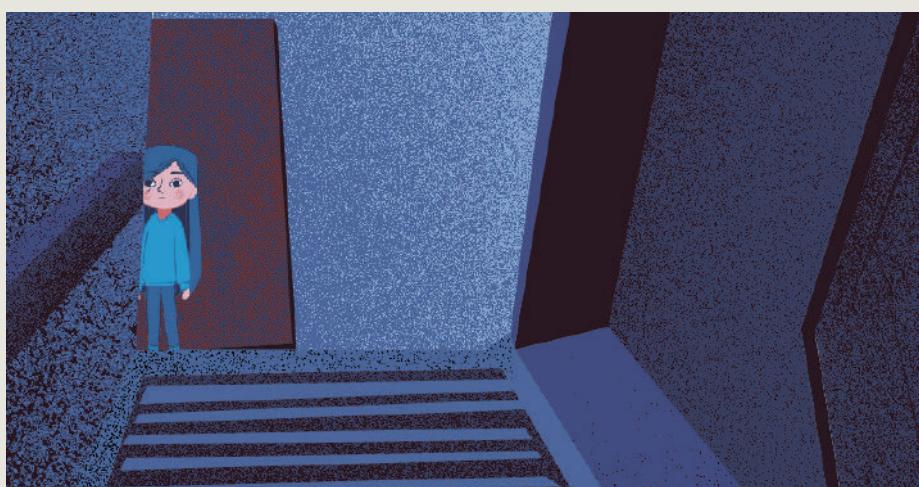
美國

United States of America

學校 School

帕森設計學院

Parsons School of Design



作品說明 Project Description

《Hero》講述一個女孩在地鐵上睡著，醒來後發現自己來到了怪獸的世界。此故事反映出我們對紐約的恐懼與不安，但我們每日都在勇敢克服這樣的情緒，因此我們每個人都可以稱為 hero，英雄。

"Hero" is about a girl who fell asleep on the MTA subway. She woke up and found herself in the land of Monsters. The story reminds us of our fears and discomforts in New York City and because we have overcome those emotions every day, we are all brave enough to be called a hero.

HERO

Director, Illustrator, Animator /

Yu-Jen Chen

Sound Design /

Mitchell Leonard, Rich Crescenti

澳大利亞優秀設計協會  
特別獎  
Good Design Australia  
Special Award



BOU

作者 Designer(s)

Sian Hosking Berge

指導老師 Instructor(s)

Lyn Garrett, Jason Mitchell,  
Rodney Adank

學校所在地 Location of School

紐西蘭  
New Zealand

學校 School

梅西大學  
Massey University

作品說明 Project Description

BOU 是一個自行組裝的玩具腳踏車，為小孩提供自我肯定的學習體驗。透過合作組裝，BOU 讓小孩體驗自造，培養小孩與照顧者之間的溝通與連結。本產品使用基本工具、嚴選 BOU 零件、與大型固件，讓小孩得以打造並改造自己的腳踏車或滑板車。依照孩子的喜好，BOU 可以做成腳踏車，也可以做成滑板車。

BOU is a kitset ride-on for two to five-year old's, providing a self-affirming learning experience for young children. Assembled collaboratively, BOU provides a building experience, fostering communication and connection between child and caregiver. Using basic tools, a selection of BOU components and oversized fasteners gives children the opportunity to build and transform their own balance bike or scooter. BOU is a bike and scooter in one transforming between both as the child desires.



德國國家設計委員會  
特別獎  
German Design Council  
Special Award



Tipot

作者 Designer(s)

Stephen Ow

指導老師 Instructor(s)

Kee-Hong Song

學校所在地 Location of School

新加坡

Singapore

學校 School

新加坡國立大學

National University of Singapore



作品說明 Project Description

Tipot 是為關節炎病患者精心設計的電熱水壺。據調查顯示，全球已經既有五千四百萬人被診斷患有關節炎，而這資料預料會在 2040 年上升至七千八百萬患者。這設計讓水壺的重量集中在桌上，讓使用者在倒水時只需費一點力氣，以鬆解在使用者手腕的壓力。此外，Tipot 也讓關節炎患者利用新的方式倒最喜歡的飲料。

Tipot is designed for people with arthritis who struggle with pouring water with an electric kettle. 54 million people currently have doctor-diagnosed arthritis and it will rise to 78 million by the year 2040. The design addressed this issue by transferring the load of the kettle to the table top, thus requiring the user to just tilt it to pour; drastically reducing strain on the wrist. Tipot was carefully designed to reshape the way people with arthritis pour their favourite drink with ease.



莫斯科國際平面設計  
雙年展金蜂獎特別獎  
Moscow Global Biennale  
of Graphic Design  
Golden Bee Special Award



Freegan Promotion  
Campaign

作者 Designer(s)

Svetlana Sergeeva

指導老師 Instructor(s)

Ivan Yakushev, Stefan Lashko

學校所在地 Location of School

俄羅斯

Russia

學校 School

國立高等經濟大學藝術與  
設計學院

HSE Art and Design School

作品說明 Project Description

這是一個關於 freegan 的文宣。Freegan 是一群採取另類生活方式、使用極少資源過活的人。他們不願成為浪費資源的消費者，因此他們不買東西，而是從垃圾堆中尋找有用的廢棄物。本文宣的目的就是支持 freegan 社群，提倡有意識的消費。使用 Helvetica 字體進行視覺傳達，以正反色呈現訊息，反映在許多產品都過度生產，且許多被丟棄的產品其實都還堪用。

This campaign is about freegans – people who employ alternative strategies for living based on the minimal consumption of resources. Freegans rummage through the garbage for useful goods instead of buying, to avoid being wasteful consumers. The goal of the campaign – to support freegans community and conscious consumption. The visual communication is based on special typeface made from counterforms of the Helvetica font. The counterform is a metaphor of usable leftovers from overproduced goods.

THE VISUAL COMMUNICATION IS BASED ON SPECIAL FREEGAN TYPEFACE MADE FROM COUNTERFORMS OF THE HELVETICA FONT. THE COUNTERFORM IS A METAPHOR OF USABLE LEFTOVERS FROM OVERPRODUCED GOODS. THE FREEGAN TYPEFACE CAN BE USED ON ITS OWN OR IN COMBINATION WITH HELVETICA SYMBOLS. THIS, THE IDEA OF THE FONT IS DIRECTLY RELATED TO THE FREEGAN IDEOLOGY. FREEGANS USE POSTERS TO EXPLAIN WHO THEY ARE. THEY ALSO URGE SOCIETY TO USE RESOURCES RATIONALLY, DON'T WASTE IT.

# CONSUMER → CONSUMER

ABCDEFHIJKLMN  
OPQRSTUVWXYZ  
1234567890



THE STICKER PACK CONSISTS OF TWO PARTS AND EACH PART CAN BE USED. FREEGAN MARK FORAGED GOOD



國際設計社團協會  
特別獎  
International Council of  
Design Excellence Award



Murk

作者 Designer(s)

Xuchen Aurora Wang

指導老師 Instructor(s)

Terrence Masson

學校所在地 Location of School

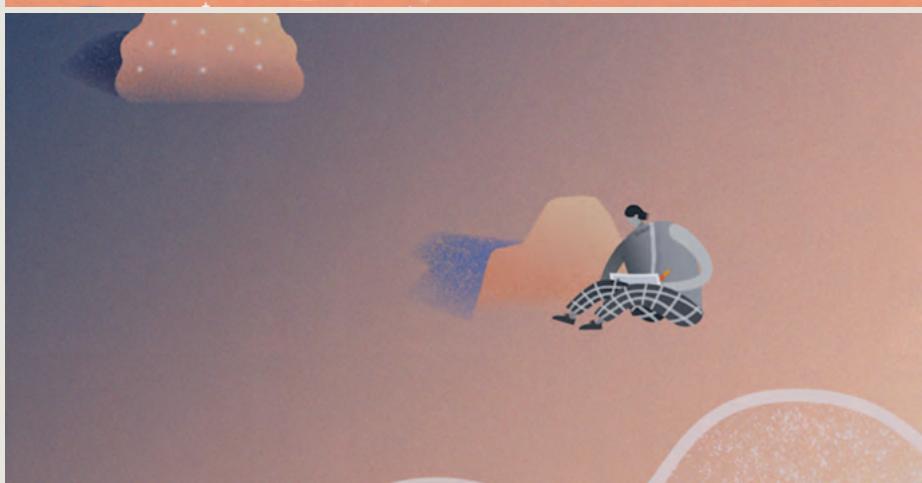
美國

United States of America

學校 School

視覺藝術學院

School of Visual Arts



作品說明 Project Description

《Murk》是一部 2D 動畫短片。一名沒有影子的女孩，追尋著不屬於自己的影子，因此愈追愈失望。

Murk is a 2D-animated short film about a girl who doesn't have a shadow. She chases shadows that do not belong to her, therefore becoming more and more disappointed.

印度設計委員會特別獎  
India Design Council  
Special Award



Sudden Sleeper

作者 Designer(s)

Phatdanai Jeedaeng

指導老師 Instructor(s)

Suchawadee Jarak, Oat Montien

學校所在地 Location of School

泰國

Thailand

學校 School

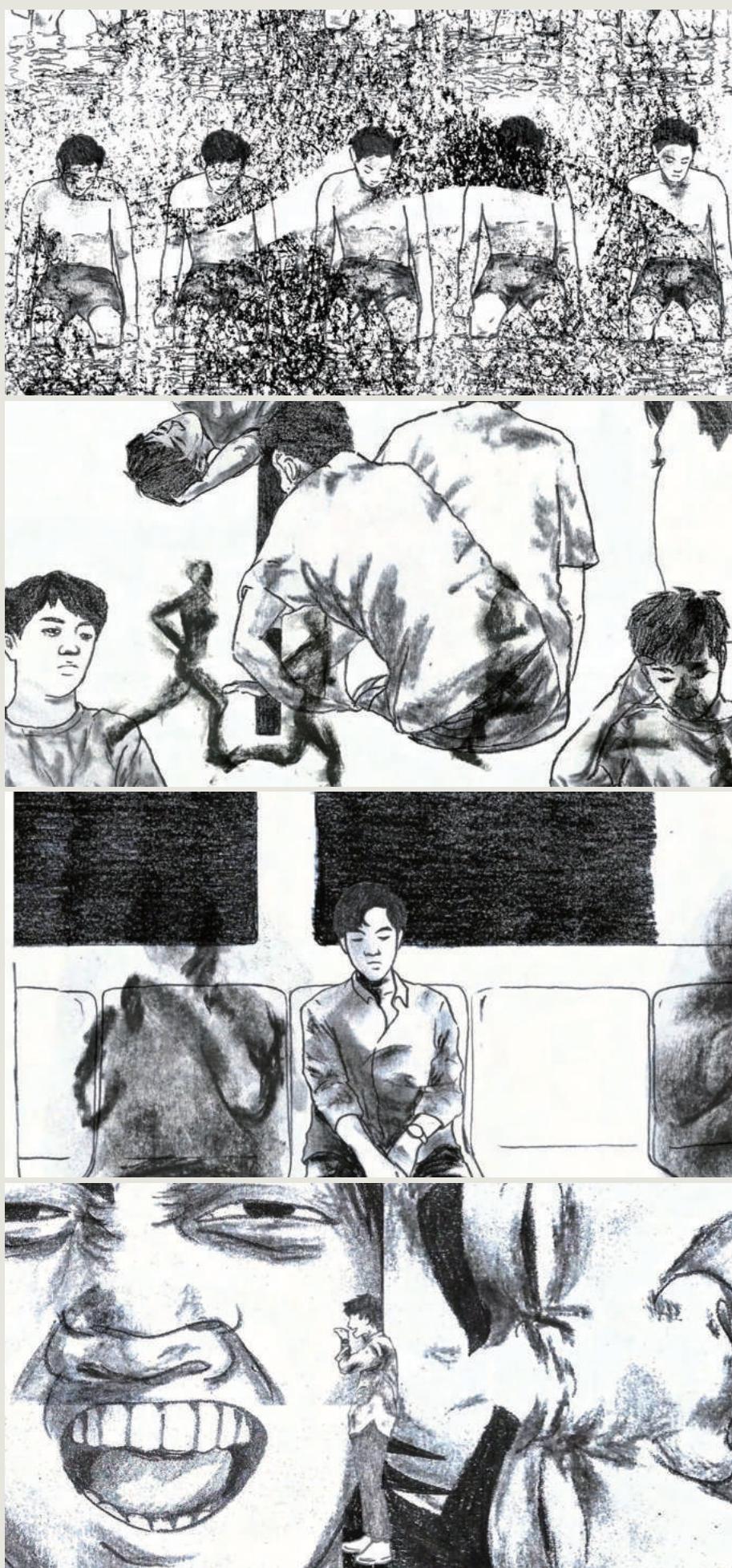
朱拉隆功大學

Chulalongkorn University

作品說明 Project Description

《Sudden Sleeper》是一部手繪動畫，其宗旨是提倡社會意識，改變社會大眾對猝睡症患者的誤解，讓大家更了解這個不治之症，並體驗患者的生活。

Sudden Sleeper is a hand-drawn animation that aims to enhance the issue and changes the misconception on narcolepsy people, in order to understand and support those with this incurable disorder and show what it seems like to live with narcolepsy.



墨西哥國際海報雙年展  
協會特別獎  
International Poster  
Biennial in Mexico  
Special Award



字在風情，台灣  
Scenery of Typography,  
Taiwan

作者 Designer(s)

閔意庭、劉承翰  
Yi-Ting Min, Cheng-Han Liu

指導老師 Instructor(s)

游明龍  
Ming-Lung Yu

學校所在地 Location of School

臺灣  
Taiwan

學校 School

亞洲大學  
Asia University



作品說明 Project Description

不同的自然條件下，人們會演變出不同的生活與思想模式。我們透過漢字設計呈現台灣自然現象與人的關係。

Under different natural condition, people's life style and thought pattern will go through a transition. Which will make it different from the original. Through the design of Chinese characters, we present the relation between Taiwanese people and natural phenomena in Taiwan.

日本設計振興會特別獎  
Japan Institute of Design Promotion Special Award



Cloudin

作者 Designer(s)

Sima Demir

指導老師 Instructor(s)

Bahar Şener Pedgley

學校所在地 Location of School

土耳其

Turkey

學校 School

中東科技大學

Middle East Technical University

WHAT IS ASTHMA?

Asthma is a chronic disease characterized by recurrent attacks of breathlessness and wheezing, which vary in severity and frequency from person to person. Symptoms may occur several times in a day or week in affected individuals, and for some people become worse during physical activity or at night.

MANAGEMENT OF ASTHMA

Asthma cannot be cured, appropriate management can control the disease and enable people to enjoy good quality of life. People with persistent symptoms must take long-term medication daily to control the underlying inflammation and prevent symptoms and exacerbations. Medication is not the only way to control asthma. It is also important to avoid asthma triggers - stimuli that irritate and inflame the airways. With medical support, each asthma patient must learn what triggers he or she should avoid.

PROBLEM & INSIGHTS

Asthma has no cure however, it can be controlled by a good treatment plan. The goal of asthma treatment is to control the disease by taking medication, having a healthy life and monitoring the asthma regularly. The main problems experienced during the medication treatment of asthma are "non-adherence to the medication" and " misuse of the inhaler". So, it is very important to learn how to take the medication at the right time and in the right way at a young age. Therefore, my target group is children between 5+ years old, when the effects of asthma often begin to appear and their level of consciousness begins to improve.

- 334 million people suffer from asthma.
- 266 million children experience asthma symptoms.
- 1/2 of patients don't use their inhaler correctly.
- Patients medication compliance is 30% low in asthma.

HOW TO MOTIVATE A CHILD?

1. Make a Plan
2. Take Interest
3. Excite Them
4. Encourage Them
5. Remain Positive
6. Set Goals
7. Celebrate Accomplishments
8. Discover Passion
9. Peer Pressure
10. Make Things Competitive

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Turkey, 1. 10 Ways to Motivate Your Child. Retrieved from <https://www.usnews.com/10-ways-to-motivate-your-child/#.XJzhe/Motivate>

Ellenware J.P. et al. Education helps children with asthma. Australian Nursing Journal Aug 2003.

USER RESEARCH

I interviewed with the two children suffering from asthma and made some inferences from the answers.



Using a market inhaler without a spacer



Styrofoam sample product outputs



Testing the suitability of sample products for children's hand ergonomics

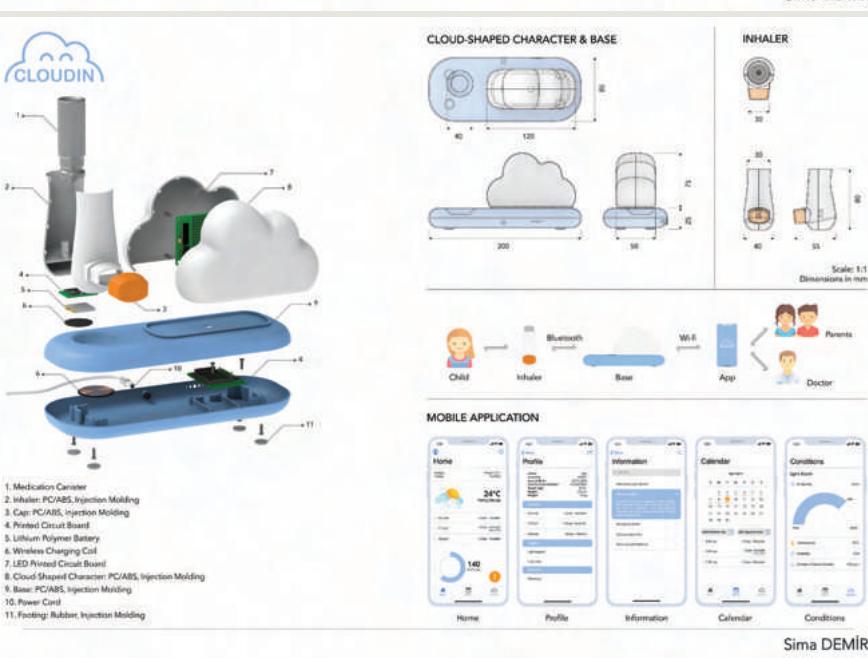
	Direct costs <sup>a</sup>	Indirect costs <sup>a</sup>	Prevalent cases <sup>a</sup>	Total costs <sup>a</sup>
Asthma	15.9	15.9	86.5	93.3
Emphysema	1.0	1.0	10.0	10.0
Chronic bronchitis	0.2	0.2	1.0	1.0
Other	0.4	0.4	0.1	0.1
<b>Total</b>	<b>16.5</b>	<b>16.5</b>	<b>97.6</b>	<b>104.6</b>

Aggregated annual direct and indirect costs and the value of disability-adjusted life-years (DALYs) lost for EU countries 2011 by disease (billions of euro at 2011 values).

Sima DEMİR



Sima DEMİR



Sima DEMİR

作品說明 Project Description

互動式輔助裝置，鼓勵五歲以上的氣喘兒童定期正確使用吸入器。

Interactive companion device that motivates 5+ years old asthmatic children to use their inhaler correctly and regularly.

韓國設計振興會特別獎  
Korea Institute of  
Design Promotion  
Special Award

kidp

輕行老人助步車

Carta

作者 Designer(s)

陳築萱

Chu-Hsuan Chen

指導老師 Instructor(s)

孫崇實

Chung-Shih Sun

學校所在地 Location of School

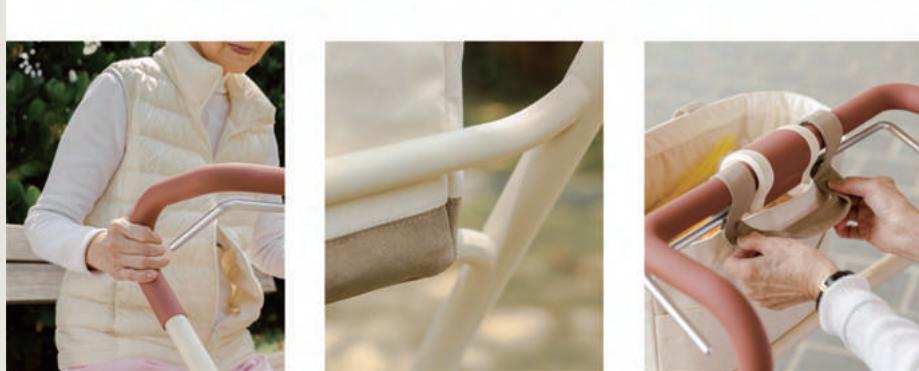
臺灣

Taiwan

學校 School

實踐大學

Shih Chien University



把手彎度延伸抓握位置，  
可輔助使用者坐下與起身

The handle bends to extend the  
grip position to assist the user  
to sit and get up.

上橫桿防止袋子向後甩動，  
下桿撐住袋子底部

The upper rail prevents the bag  
from moving backwards and the  
lower rod supports the bottom of  
the bag.

後側提帶附有磁扣，繞過  
上把就能固定袋子

The back side strap is attached  
with a magnetic buckle, and the  
bag can be fixed by bypassing  
the upper handle.

作品說明 Project Description

嘗試跳脫輔具的冰冷與沉重感，  
讓老年人更願意推去市場或是公園走走。順著曲線的手把自由抓握，  
輔助使用者在附近的座椅休息，無座椅設計也讓車架比一般助步車更加的輕盈。

Try to let them more willing to  
use by reducing cold and heavy  
feelings on traditional elderly  
products. The handles help users  
to rest in the seat near markets and  
parks, and the structure without  
make it lighter than regular elderly  
walker.



更自在地享受外出的樂趣

Enjoy the fun of going out more freely.

芬蘭拉赫第國際海報  
三年展特別獎  
Lahti International  
Poster Triennial  
Special Award



挽救  
Save

作者 Designer(s)

崔思雨  
Si-Yu Cui

指導老師 Instructor(s)

戚躍春  
Yue-Chun Qi

學校所在地 Location of School

中國大陸  
China

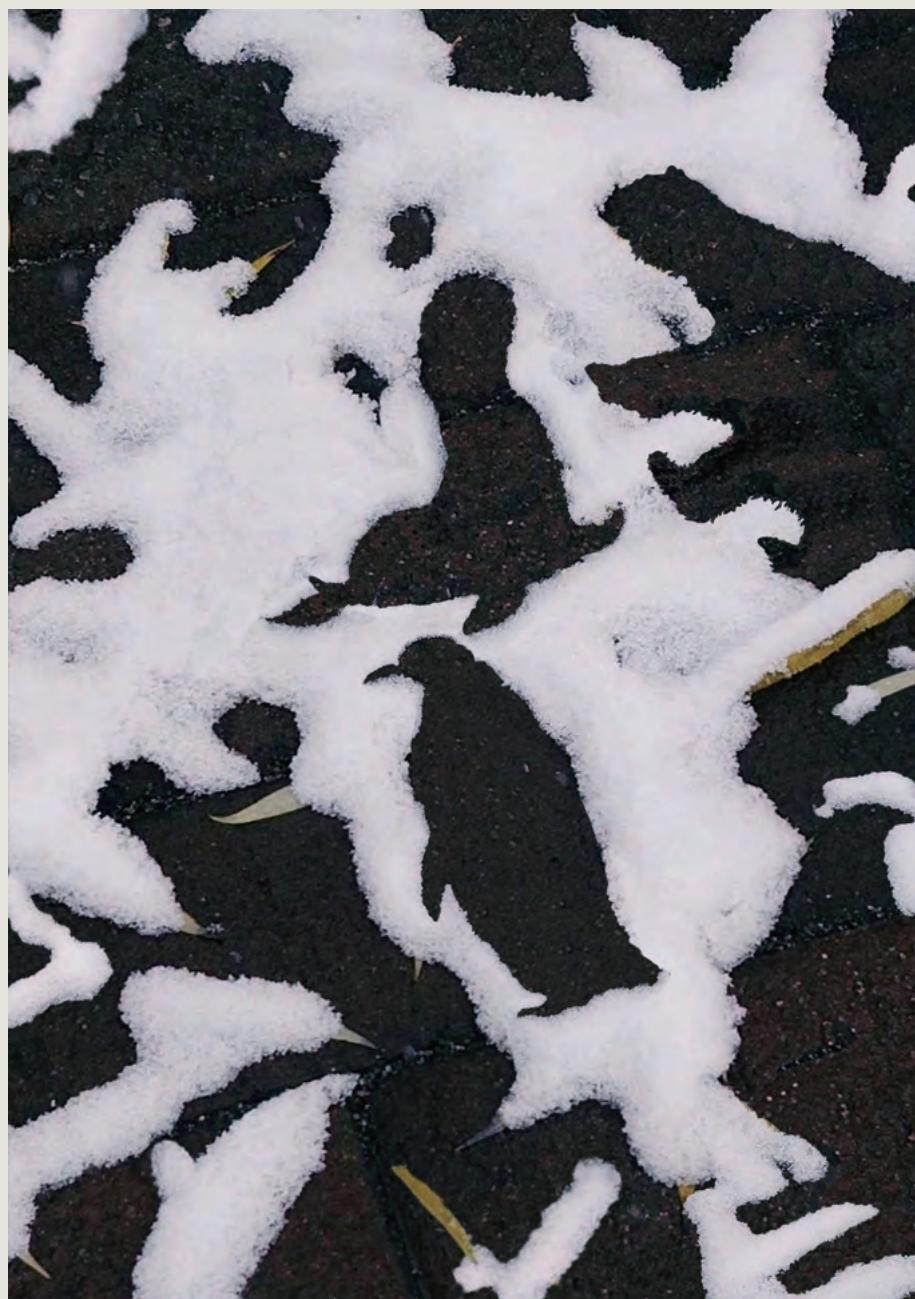
學校 School

廈門大學  
Xiamen University

作品說明 Project Description

全球變暖，致使世界上的許多動物就像地上的殘雪一樣，隨時面臨著消失的危險，請保護這些脆弱的生命。

As a result of global warming, many animals in the world are in danger of disappearing at any time, just like the snow on the ground. Please protect these fragile lives.



澳門設計師協會特別獎  
Macau Designers  
Association  
Special Award

**MDA**

生活記號  
Life Mark

作者 Designer(s)

李鐸、干慶青  
Duo Li, Qing-Qing Gan

指導老師 Instructor(s)

張子健  
Zi-Jian Zhang

學校所在地 Location of School

中國大陸  
China

學校 School

大連工業大學  
Dalian Polytechnic University



作品說明 Project Description

錢是一種符號我覺得能它代表生活，生活必不可少的一件事就是花錢，每天多多少少總會花一些錢。時間久了很多人和我一樣，都會記不得每天花過多少錢，把錢花在哪，花錢幹什麼。我們花的錢其實都代表著，我們都做了什麼，去了哪裡，我們的需求是怎樣的，我們現在的狀態又是怎樣的。我們想通過錢來把我們的處境和狀態記錄下。

Money is a symbol of life. We spend money every day, in amounts large or small. It has become an inevitable part of our daily lives. Over time, we forget how much we spend, on what we spend, for what we spend every day. In fact, our spending represents what we have done, where we have gone, what we need, and essentially who we are. This work, therefore, shows our lives as documented by money.



台灣設計聯盟特別獎  
Taiwan Design Alliance  
Special Award

TdA  
台灣設計聯盟  
Taiwan Design Alliance

之下  
Under

作者 Designer(s)

余婷婷  
Ting-Ting Yu

指導老師 Instructor(s)

黃曉瑜  
Xiao-Yu Huang

學校所在地 Location of School

中國大陸  
China

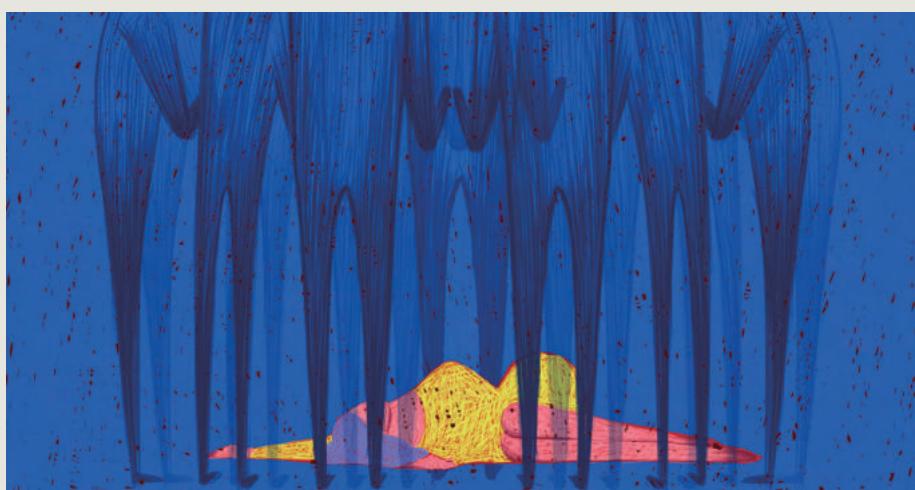
學校 School

福州大學廈門工藝美術學院  
Xiamen Academy of Arts and  
Design, Fuzhou University

作品說明 Project Description

最初是「滴滴」事件引起了我的關注，事件是講述一位年輕女性在搭乘順風車後，被侵犯並被殺害的新聞，出於自身是一名女性的角度，這件事對我的生活產生了很大的影響，於是我想創作一部反映關於女性安全問題的動畫作品。該作品使用靈活多變的動畫語言，以超現實的虛幻手法表現現實生活中的熱點新聞事件，立足於關注女性面臨的社會安全問題及網路暴力，以期引發觀眾反思。畫面風格以手繪塗抹的方式體現肌理感，以簡練的造型語言構成色彩及鏡頭；鏡頭表達注重在虛擬空間中完成對現實事件的隱喻，突出大範圍的透視變化及構成感。

Originally "Di Di" event attracted my attention, is about a young woman after take a free ride, the news is being violated and killed, for their own is a woman's point of view, this matter life had a great influence on me, so I want to write a reflection about women security animation works. This work USES flexible animation language to express hot news events in real life in a surreal and unreal way. It focuses on social security problems faced by women and cyber violence, in order to arouse the audience's reflection. The picture style reflects the sense of texture by painting by hand, and forms the color and lens with concise modeling language. Lens expression focuses on the completion of metaphor for real events in virtual space, highlighting a wide range of perspective changes and sense of composition.



亞洲設計連特別獎  
The Design Alliance Asia  
Special Award

tDA Asia  
the Design Alliance Asia

把你的阿嬤送給我好不好  
A Ma Knows Best

作者 Designer(s)

吳志豪、劉育如、張譽瀚、  
劉芸瑄  
Chih-Hao Wu, Yu-Ru Liu,  
Yu-Han Chang, Yun-Xuan Liu

指導老師 Instructor(s)

張盛權、王建堯、陳建勳  
Sheng-Chuan Chang,  
Chien-Yao Wang, Chien-Hsun Chen

學校所在地 Location of School

臺灣  
Taiwan

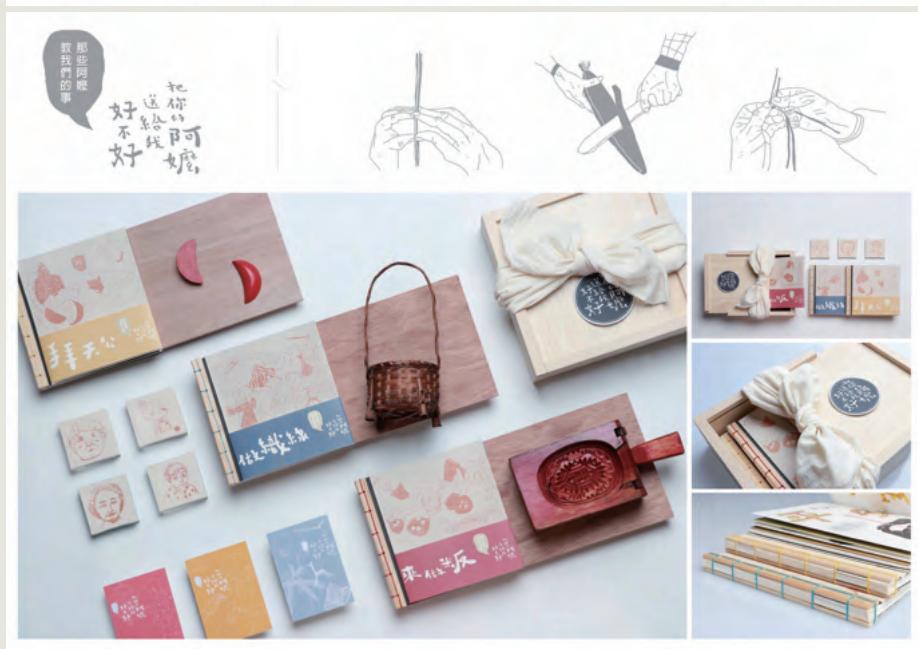
學校 School

中國科技大學  
China University of Technology

作品說明 Project Description

在台灣傳統家庭中，阿嬤是不可或缺的角色，她是文化傳承的重要推手，也是生活經驗的「活教材」，她象徵著一個世代的精神，同時我們能在每位阿嬤身上看見不同年代的縮影。將早期阿嬤所接觸到的「飲食」、「信仰」、「手工藝」三部分，藉由文化繪本的形式記錄下來，將這些在學校不見得能學到的知識送給大家，繪本採用手縫與版印試圖呈現出古早手作質感；內頁以複合性媒材與大量手作元素融入插畫，表現故事情境。並選用與實際物品相近的材質呈現。帶領讀者透過視覺和觸覺的跨界結合，和阿嬤的世界開啟新的對話。

In the family of traditional Taiwanese society, A-Ma (Grandma in Taiwanese pronunciation) represents the role of cultural inheritance and a walking textbook of life experience. The wisdom of the early ancestors was passed down by word of mouth. Therefore, we regard the role of A-Ma as a unique window of Taiwan's culture, through which we can see the epitome of wisdom of different ages.



世界設計組織特別獎  
World Design Organization  
Special Award

WORLD  
DESIGN  
ORGANIZATION

ABLE: Independant Transfer for Non-Ambulatory Patients

作者 Designer(s)

Binayak Mondal

指導老師 Instructor(s)

Dr Vikram Singh Parmar

學校所在地 Location of School

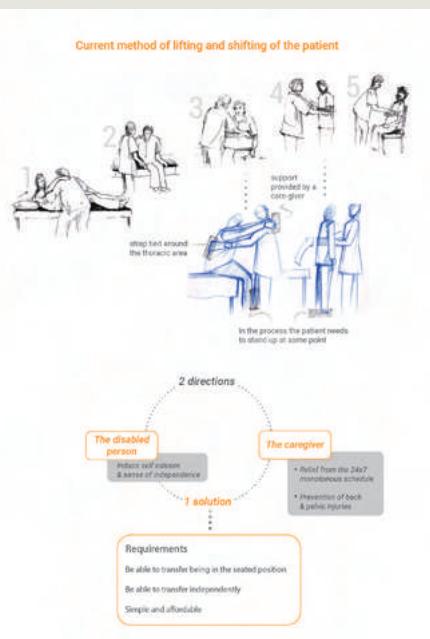
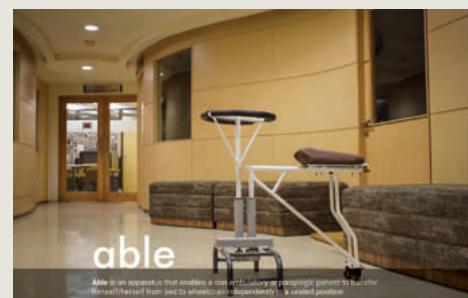
印度

India

學校 School

國立設計學院

National Institute of Design



PROTOTYPE



USER TESTING



作品說明 Project Description

Able 輔具讓身障人士能獨立進行轉位，從床上轉移至輪椅或從輪椅轉移至床上，全程能以坐姿進行，毋需使用腿部支撐，讓身障人士尊嚴生活，並減輕照護者的負擔，避免照護者協助身障人士轉位時發生背部傷害。

Able is an apparatus that enables a non-ambulatory patient to transfer himself/herself from bed to wheelchair and vice versa independently in a seated position, without taking any support from the legs. Hence, inducing self-esteem to the patient and relieving the caregiver from the monotonous schedule and preventing back injuries.





Taiwan  
International  
Student  
Design  
Competition

產品設計類得獎作品  
Winners in Product Design Category

## 產品設計 Product Design | 評審評語 Jury Comments



Päivi Tahkokallio  
芬蘭 Finland



Kate Elton  
澳大利亞 Australia



Antonella Andriani  
義大利 Italy

這個搖椅讓老年人、年輕人、各種年齡層的人都能夠去使用。在這個有嚴重年齡層差距並且缺乏溝通的社會，讓不同年齡層的人能夠以搖椅搖晃的這個概念來產生連結，我認為這是非常呼應我們這次主題，也就是同理心。

The gold prize for the product design with the theme of empathy was given to an entry with the title "Node." Node is basically a furniture solution designed to bring all people from different ages together in a time when social interaction is something that we want to pay attention to. The different ages range from old people, young people to children. Node furniture is basically a walking chair for older people and for children to use. It teaches everyone about communication, interaction, and understanding of each other. It creates a set of furniture to show that the needs for kids and the need for aging people to walk are the same. And this set of furniture that can be used by family will encourage more interaction.

我最喜歡這件作品的地方在於對年長者還有兒童之間表現出了同理心。同時針對年長者還有小朋友的設計嶄起是很重要的，在很多研究顯示老年人、兒童跟青少年在一起相處的時候其實是可以相互扶持、相互學習的，同時都可以為雙方帶來好處。我很高興有這樣子的設計作品可以具體表現出這樣子的概念，並且非常的周到跟體貼。

What I like the most about this one is the empathy that it creates for both elderly people and kids. It's really nice to consider about putting older people and younger people together, because lots of research is starting to show that they can help, support, and learn from each other in that way. So, it's nice to have a physical design that embodies this idea.

這個設計以一種有效且具有詩意的方式來處理同理心的概念，他拉進了不同世代的距離，讓他們分享類似的經驗，建立同理心的感覺，他是個跨文化，能夠感動東方人與西方人的解決方案。

The concept of empathy is effectively and poetically rendered in the design. Node Furniture Series bridge the gap between different generations. By enabling users to share similar experiences, empathy can be established. This is a cross-cultural solution that touches the West and the East.





Junggi Sung  
韓國 Korea



韓世國 Lance Han  
臺灣 Taiwan



王磊 Lei Wang  
中國大陸 China

Node Furniture Series 作品概念與大賽主題契合，是獲獎很大的原因之一。雖然已經有很多這種創造父母與孩子關係的設計，但這件作品能得金獎的最大的原因是它將主旨清楚易懂的呈現出來，我想這是許多評審對此有同感的原因。

The concept of Node Furniture Series is the materialization of the theme this year, which is also the main reason that the piece is recognized with a gold prize. Although design meant for relationship between parent and children are numerous, but Node Furniture Series score the gold prize for it clearly demonstrates the message it is delivering. I believe that's why most jurors root for the work.

Node Furniture Series 是一個比較歡樂的、平和的、同理心的作品，我們覺得應該有更多的正能量，或是更多善念的可能性發揮在產品的設計上，這件作品呈現出來的正是和諧、希望及人跟人之間的關係，所以在這上面，我們看到了更多關於同理心正面的一個希望。

Node Furniture Series is a joyous, peaceful and empathetic design. We believe there should be more positive energy, more compassionate tint to be applied to product design. And this is the sheer presentation of harmony, hope and interpersonal relationships from which we see a hope for positivity and empathy.

這是一個普遍性的解決方案，可以讓小孩跟長輩有很多高品質的相處時間。從設計的角度來看，他使用了很多天然的材料製成，設計上也是一個很簡單、很好的設計，同時也製作了大小兩款的搖椅，相容性來說是非常好的。我覺得在今天這個世代來說，我們大家都公認他適合得到金獎，也值得這個獎項，設計的品質及材料製作都是非常的好。

Node is really an universal solution. It gives solution to the time period that kids have to spend with elderly. It's a very good issue to be discussed. In the design elements, we see natural materials and easy structure. There are one big chair and one small chair. We like it very much. I think today everyone in the group agrees this work would get the gold prize. And we believed it can be produced with its easy structure and wooden material. I think it's a very good choice.



**金獎**  
**Gold Prize**

**Node Furniture Series**

作者 Designer(s)

黃麗蓓  
Winny Widodo

指導老師 Instructor(s)

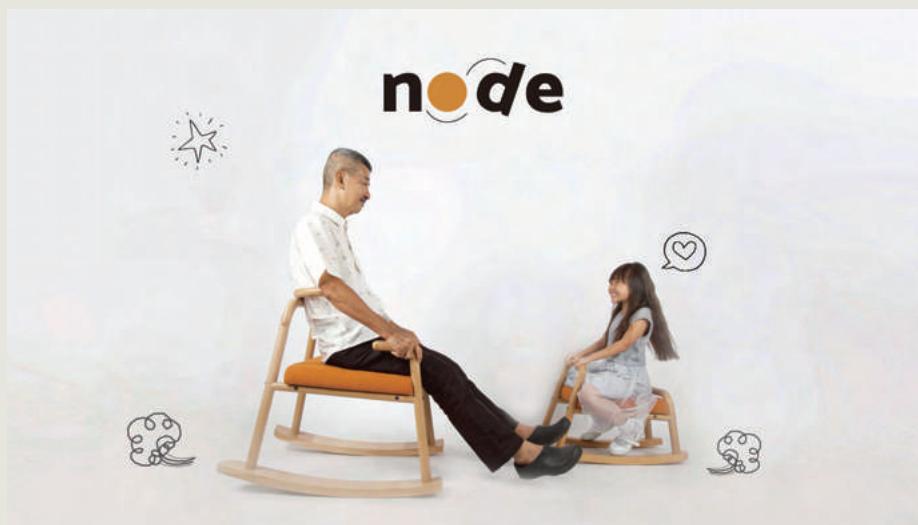
無  
None

學校所在地 Location of School

新加坡  
Singapore

學校 School

南洋藝術學院  
Nanyang Academy of Fine Arts



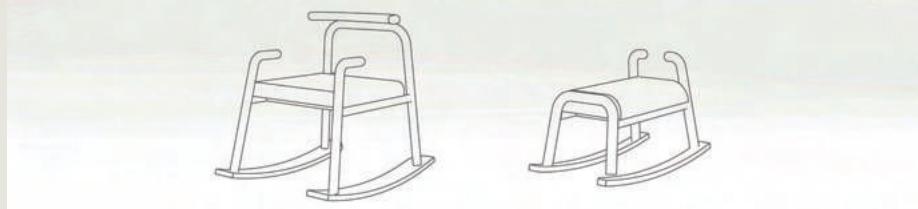
LET'S KNOW MORE ABOUT

**NODE**

When people are raised in different time periods, their values and perceptions of the world can be quite different, and this can lead to difficulties in interacting with each other.

Node is a series of furniture designed to bring people from the opposing stage of life to interact with each other. This series starts with a simple inspiration from the elderly's lifestyle of spending their day sitting on a rocking chair and kid's interest in riding a rocking horse.

By discovering the simplest form of enjoyable activity that both old and young could do together, this series is categorized into a rocking chair and a rocking toy. Besides providing a nesting feature to save space in a home environment, the conceptual aim is to create a sense of togetherness between two generation. The rocking toy could be kept underneath the rocking chair when it is not used.



**ELDERLY**

AGE : 65 YEARS OLD & ABOVE

**YOUNG KIDS**

AGE : 5 - 8 YEARS OLD

作品說明 Project Description

Node 的設計宗旨是結合生活中光譜兩端的人一同互動。年邁的老人整天坐在搖椅上，而孩子們愛在木馬上搖來搖去，這個簡單的畫面是整個系列家具的靈感開端。除了在居家環境中提供一個可以窩著的、不佔去多餘空間家具以外，更要打造出兩代共存的概念目標。

Node is a series of furniture designed to bring people from the opposing stage of life to interact with each other. This series starts with a simple inspiration from the elderly's lifestyle of spending their day sitting on a rocking chair and kid's interest in riding a rocking horse. Besides providing a nesting feature to save space in a home environment, the conceptual aim is to create a sense of togetherness between two generations.

**FEATURES**

**ROCKING CHAIR HANDLE**

**ROCKING TOY HANDLE**

**STACKABLE**

**COMPACT**

**PULL**

**INTERACTION**

**VISUALISATION**

**READING / LEISURE CORNER**

**BALCONY AREA**

**LIVING AREA**



## 銀獎 Silver Prize

## 下水道守護員 Sewer Protector

### 作者 Designer(s)

陳昱仁、張幻柔、黃雷洋  
Yu-Ren Chen, Huan-Jou Chang,  
Lei-Yang Huang

指導老師 Instructor(s)

吳田瑜  
Tian-Yu Wu

學校所在地 Location of School

臺灣

Taiwan

## 學校 School

明志科技大學  
Ming Chi University of Technology

## 作品説明 Project Description

近年來由於下水道工程普及、大量建設政策，造成許多下水道工安意外頻傳。針對下水道意外原因有二：工人未按 sop 程式進行施工導致昏迷、施工時含氧量不足並未察覺為了預防此類工安意外再次發生，我們設計出 SEWER PROTECTOR，先行投放通風管（含偵測有害氣體濃度、抽/送風功能）以視聽覺傳遞是否安全，才得以下去施工。每位工人兼配備空氣檢測儀，以防濃度突然升高能立即做出警示通知工人迅速逃離，避免意外發生

Industrial safety accidents have been frequently reported in recent years and are receiving more and more attention. SEWER PROTECTION is equipped with sewer installation, in order to prevent harmful gas threatening to the labors. We design wearable sensor to monitor the quality of atmosphere. Moreover, we set up 5G data transmission and analysis to make our inspection accurately.

**銅獎**  
**Bronze Prize**

**平衡擔架**  
**Balance the Stretcher**

作者 Designer(s)

俞澳、周治辰、閻石  
Ao Yu, Zhi-Chen Zhou, Shi Yan

指導老師 Instructor(s)

劉琳琳、徐守超  
Lin-Lin Liu, Shou-Chao Xu

學校所在地 Location of School

中國大陸  
China

學校 School

天津科技大學  
Tianjin University of Science and  
Technology

作品說明 Project Description

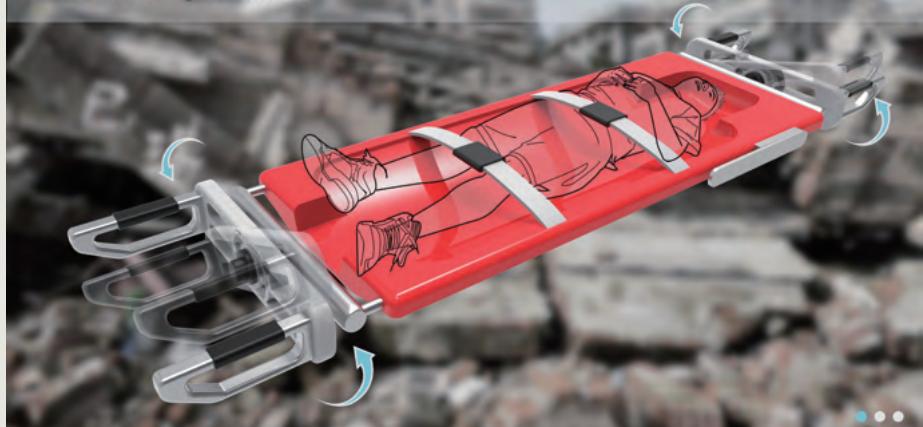
受到災難時，往往需要大量的擔架。一般普通的擔架在運送傷患的過程中往往會有顛簸，會對傷患產生二次傷害。平衡擔架在普通擔架的基礎上增加了水準裝置，確保能夠在運送的過程中能夠保持擔架的平衡，保證了傷患能夠不受到擔架的顛簸所產生的傷害。擔架的側端設計了用於掛吊瓶的地方，可以在運送的過程中對於傷者進行輸液，減少了醫護人員的使用，增加救援更多的機會。

Ordinary stretchers often bump up and down during transport, causing secondary damage to the injured. The balanced stretcher has a horizontal device added to the ordinary stretcher to ensure the balance of the stretcher during the transportation process, so that the wounded can not be hurt by the bump of the stretcher. The side end of the stretcher is designed to hold the bottle, allowing the injured to receive fluids during transport.

**平衡擔架 & BALANCE THE STRETCHER**

設計說明：在受到災難時，往往需要大量的擔架。一般普通的擔架在運送傷員的過程中往往會有顛簸，會對傷員產生二次傷害。平衡擔架在普通擔架的基礎上增加了水平裝置，確保能夠在運送的過程中能夠保持擔架的平衡，保證了傷員能夠不受到擔架的顛簸所產生的傷害。擔架的側端設計了用於掛吊瓶的地方，可以在運送的過程中對於傷者進行輸液，減少了醫護人員的使用，增加救援更多的機會。

Design instructions: In the event of disaster, often need a large number of stretchers. Common stretchers often have bumps in the process of transporting the wounded, which will cause secondary injuries to the wounded. In addition to the ordinary stretcher, a horizontal device is added to ensure that the balance of the stretcher can be maintained in the process of transport, so that the wounded can not be hurt by the turbulence of the stretcher. The side end of the stretcher is designed to be used for hanging bottles, which can be used for infusion of the injured in the process of transportation, reducing the use of medical staff and increasing the chances of rescue.

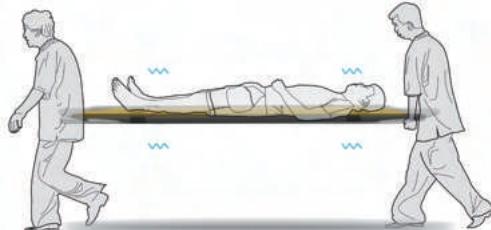


**contrast**

**普通擔架**

一般的擔架搬運時比較費力，往往會在運送過程中的醫護人員會產生一些抖動，造成患者二次傷害。

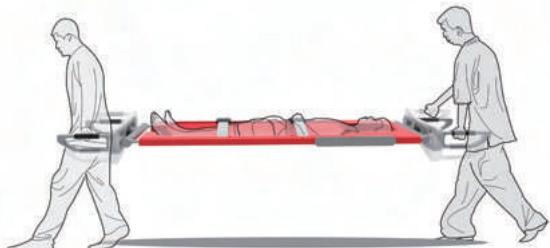
General stretcher handling more laborious. often in the process of transport in the medical staff will produce some shaking, causing secondary injury to patients.



**平衡擔架**

平衡擔架在普通擔架的基礎上增加了平衡裝置，前後把手不會隨着前面運送人員的抖動導致整個擔架隨之抖動，從而減少患者的二次傷害，增加患者的生存時間。

On the basis of the common stretcher, the balancing device is added to the balanced stretcher. The front and rear handles will not shake with the moving personnel in front, resulting in the shaking of the whole stretcher, thus reducing the secondary injury of patients and increasing the survival time of patients.



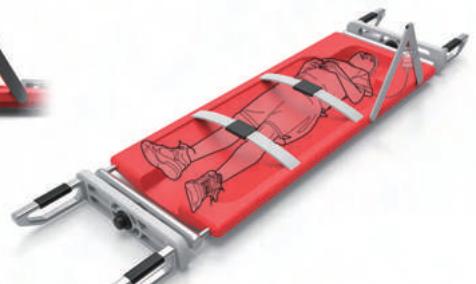
**擔架及其它功能**

**Other functions of stretcher**

The left side of the stretcher is equipped with a device that can be used to hang a bottle, so that patients with serious injuries can receive infusion in time and reduce the use of medical staff.



The middle part of the stretcher will not be affected when the front and rear parts move from side to side.



**Data analysis**

In natural disasters, the rate of fracture is as high as 68%, and the possibility of aggravated injury due to the turbulence of stretcher is as high as 30%-40% in the process of transportation, and the condition of seriously injured patients is as high as 20%-30% due to delayed infusion.



**銅獎**  
**Bronze Prize**

**易清雨水籃**

A Rainwater Grate for Easy Cleaning

作者 Designer(s)

鄧宜樂、謝珊玲  
Yi-Le Deng, Shan-Ling Xie

指導老師 Instructor(s)

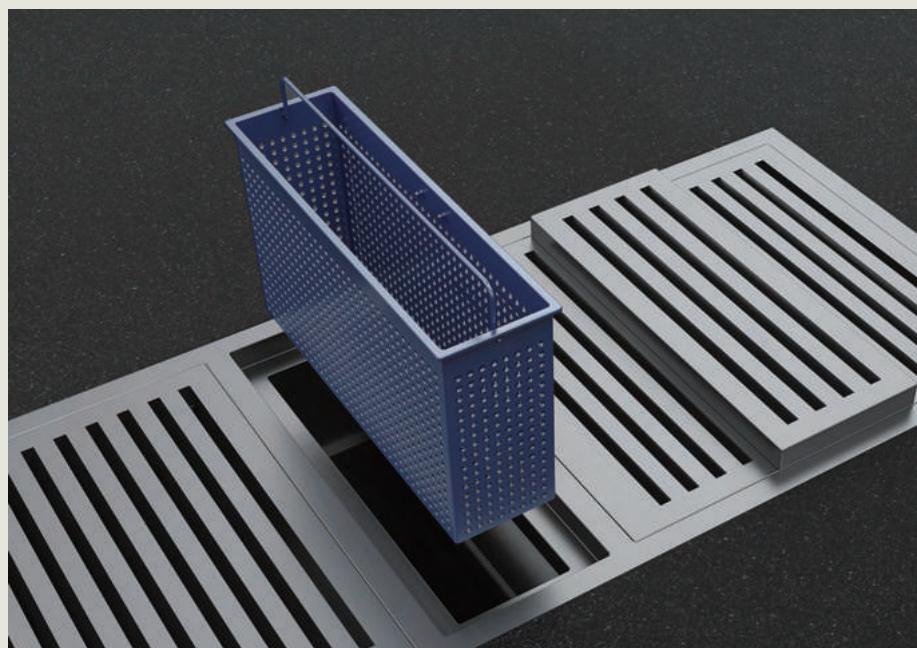
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None

學校所在地 Location of School

中國大陸  
China

學校 School

廣東工業大學  
Guangdong University of  
Technology



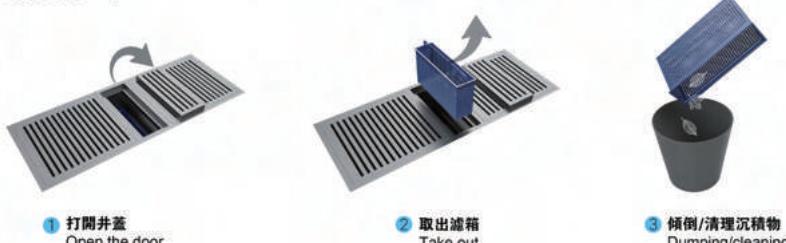
**問題/Problem**

傳統的雨水籃容易沉積城市垃圾且難以清理，需要定期清理的環衛工人對此深有體會，而沉積的垃圾也會造成污染及滋生城市害蟲。

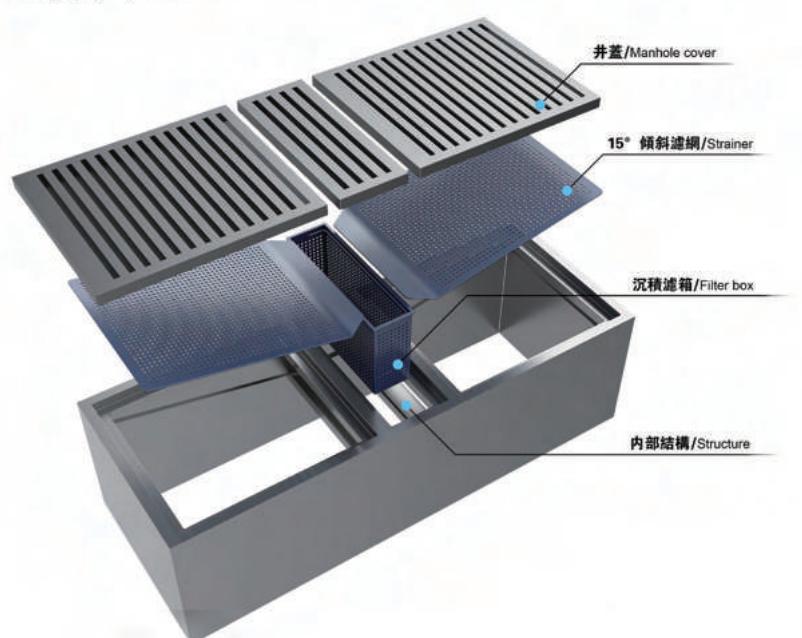
Traditional rainwater rafts tend to deposit urban debris, which will cause pollution and breed urban pests. But sanitation workers who need regular cleaning are difficult to clean.



**清潔步驟/Step**



**爆炸圖/Exploded View**



**作品說明 Project Description**

傳統的雨水籃容易沉積城市垃圾且難以清理，需要定期清理的環衛工人對此深有體會；該設計針對上述問題進行改良設計，優化傳統雨水籃的功能與結構，在排水的同時進行城市垃圾收集，環衛工人只需定期清理雨水籃內的沉積濾箱即可。優點：更人性化的設計降低了環衛工人的清理難度，且有效減少垃圾污染及城市害蟲滋生。

Traditional rainwater rafts are easy to deposit urban waste and difficult to clean. Sanitation workers who need regular cleaning will have a deep understanding of this; This product is designed to improve this problem. It optimizes the function and structure of traditional rainwater rafts. It collects urban garbage while draining, and sanitation workers only need to regularly clean the sedimentary filter tank in the rainwater raft; Advantages: The more user-friendly design reduces the difficulty.

**銅獎**  
**Bronze Prize**

**貧困兒童學習紙箱**  
**Learning Box**

作者 Designer(s)

崔佳琪、王俊陽、趙茜婷、  
佟越、王晨竹  
Jia-Qi Cui, Jun-Yang Wang, Xi-Ting  
Zhao, Yue Tong, Chen-Zhu Wang

指導老師 Instructor(s)

陳峰、王成玥  
Feng Chen, Cheng-Yue Wang

學校所在地 Location of School

中國大陸  
China

學校 School

瀋陽理工大學  
Shenyang Ligong University

**作品說明 Project Description**

但由於經濟發展滯後，師資和教育的短缺，許多貧困地區的識字率仍然較低。世界各救助組織分發給貧困地區的大多數救濟包都裝在通常被扔掉的箱子裡。這會對環境造成影響，也會造成資源浪費。我們可以不要扔掉箱子，而是將箱子加以設計為兒童教學玩具。在世界各地基金會發送的盒子上穿孔簡單的字母（適合4-12歲的兒童）。可通過不同的顏色的字母吸引孩子們。然後，他們將拿出拼圖字母學習語言。Learning box的概念為孩子們提供了學習語言的教具，針對貧困國家兒童的需要對學習、玩耍以及幼兒學習興趣薄弱環節進行了設計，可以學習語言，訓練孩子們的思維。除了推薦的英語，還有其他多種語言，讓孩子們得到更好的關愛和教育。

Most of the relief packages distributed to poor areas by aid organizations around the world are in boxes that are usually thrown away, which wastes resources. We can design boxes as teaching toys for children. Perforate the box with simple letters (for children aged 4-12). Children learn language with puzzle letters. It also trains children in writing and provides them with tools to learn languages in addition to the recommended English.

**Learning bo**

Alphabet puzzles designed for children in poor areas

Box + Puzzle = Learning box

Different colors are available

Material

Problem

Punch simple letters in boxes sent by foundations around the world (for children aged 4-12). Can attract children through different colored letters. Then, they will take out puzzle letters to learn the language. The concept of Learning box provides children with tools to learn language.

Aiming at the needs of children in poor countries and developing countries for learning and playing, as well as the weak links of children's memory training, we can learn languages and train children's thinking. In addition to the recommended English, there are other ways to implement multiple languages so that children can learn more. These models use die-cutting systems to punch holes in the box, reducing production costs.

1. 基金机构向发展中国家提供的Learning Box包装的救援物资。Learning Box aid provided by charities to developing countries.

2. 纸壳被重新分配。救济物资使用完后，受援者可以将包装用于学习文字。为世界上最贫困的儿童们带来了乐趣和自学的机会。Cardboard boxes are being redistributed, relief supplies are running out, and recipients can use the packaging to learn words, providing entertainment and self-learning opportunities for the world's poorest children.

3. 儿童可将字母从纸箱上直接撕下。Children can remove letters directly from the carton.

4. 拆下的字母可进行重复拼组成单词。The separated letters can be repeated to form a word.

世界上的失学儿童

◀ 46million  
Illiterate child

box

Literacy teaching toys designed for children in poor areas

失学儿童超于50%  
More than 50% of the children are out of school

失学儿童超于35%  
More than 35% of the children are out of school

失学儿童超于20%  
More than 20% of the children are out of school

佳作  
Honorable Mention

Roti - Universal Kitchen

作者 Designer(s)

Oliwia Ledzinska

指導老師 Instructor(s)

PhD. Lukasz Stawarski

學校所在地 Location of School

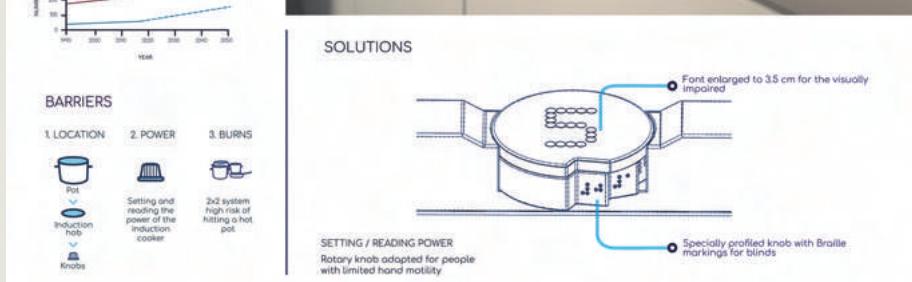
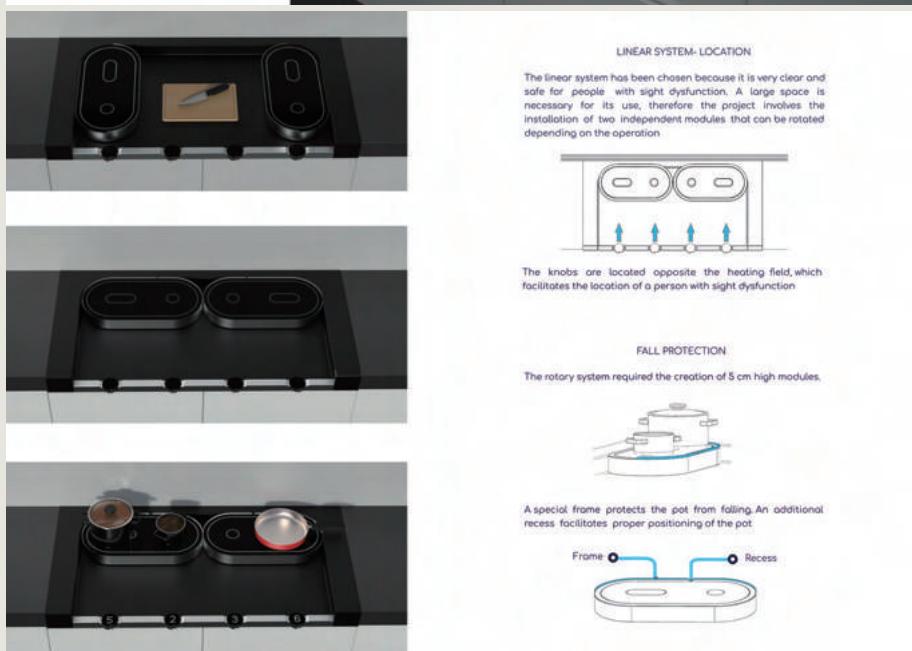
波蘭

Poland

學校 School

波茲納美術學院

University of the Arts Poznan



作品說明 Project Description

沒有受限的身體，只有設計不良的產品。秉持這樣的的理念，我設計了一款視覺障礙人士也能用的電磁爐。此外，我也為非身障人士設計了烤箱，以體現本計劃的通用性質。

Guided by the idea that the body has no limitations only the items are poorly designed, I have created an induction cooker adapted for people with sight dysfunction. The universal character of the project is manifested in addressing the oven also for non-disabled people.

## 佳作 Honorable Mention

### 單手尺 Single Hand Ruler

作者 Designer(s)

吳聯宗、陳雲輝、鐘元  
Lian-Zong Wu, Yun-Hui Chen,  
Yuan Zhong

指導老師 Instructor(s)

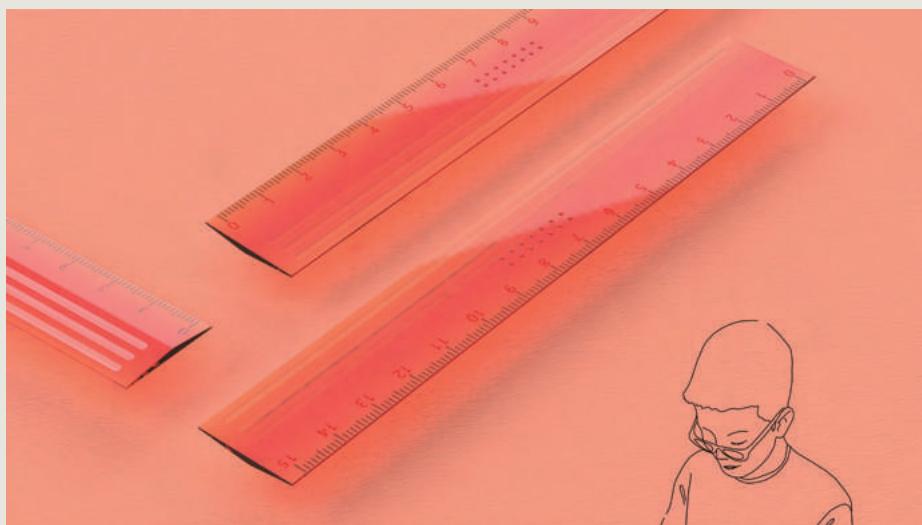
無  
None

學校所在地 Location of School

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China

學校 School

湘潭大學  
Xiangtan University



## SINGLE HAND RULER

The ruler is a convenient and easy-to-use item in daily life, but the one-armed men are distress because drawing lines with a ruler usually requires two hands. For a one-armed man, he can't even draw a straight line with a ruler. We solved this problem by adding a frictionless layer of silicone to the bottom of the ruler. We draw inspiration from the design of the seesaw and refine the triangular cross-section structure, ensuring that the ruler can be switched freely in the fixed mode and the moving mode, so that one-armed men can use the ruler as easily as normal people. We hope to make life more friendly to them through our design.

### USED



### NOW



**PROBLEM:** The ruler surface is smooth and easy to move, which makes it difficult to operate with one hand.

**SOLUTION:** Silicone anti-slip strips are added to the surface of the ruler, so that the ruler is not easy to slide during use, and has achieved the purpose of one-hand operation.

1/3



## SINGLE HAND RULER

One-armed man :  
"I can't draw a straight line!"

Normal person :  
"How simple is it to draw a straight line!"



佳作  
Honorable Mention

可升降輪椅設計  
"RISE&FALL" Wheelchair Design

作者 Designer(s)

侯國龍

Guo-Long Hou

指導老師 Instructor(s)

黃晶晶

Jing-Jing Huang

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China

學校 School

廈門理工學院

Xiamen University of Technology

作品說明 Project Description

「RISE&FALL」輪椅設計打破傳統的輪椅結構，新增了全新的椅面可自由升降結構設計，減少因固定椅面高度對老人及殘疾人上下輪椅造成的跌倒傷害，更方便使用者不再時刻依賴別人的幫助獨自上下輪椅。並且通過人們對輪椅外觀的感性印象研究，設計出的時尚前衛的外觀也更加符合現代人的審美需求，減弱輪椅的弱勢群體符號特性，增強老人及殘疾人的自信心。

"RISE&FALL" wheelchair design breaks through the traditional wheelchair structure, adds a brand-new chair free lifting structure design, reduces the fall injury caused by fixed chair height to the elderly and the disabled, and is more convenient for users to get on and off the wheelchair independently without the help of others at all times. The fashionable appearance is also more in line with the aesthetic needs of modern people and enhances the self-confidence of users.



• 老年人及殘疾人在上下輪椅時，經常因為輪椅坐面的高度差導致身體位移的困難，從輪椅上跌落造成二次傷害。

When the elderly and the disabled get on and off of wheelchairs, they often suffer the difficulty of body displacement due to the height difference of the wheelchair, thus causing secondary injuries when falling from the wheelchairs.



## 佳作

## Honorable Mention

## Little Fawn: A Collapsible Bamboo Bicycle.

作者 Designer(s)

Tirtha Mandal

指導老師 Instructor(s)

無

None

學校所在地 Location of School

印度

India

學校 School

國立設計學院

National Institute of Design

**LITTLE FAWN**

Little Fawn is a DIY lightweight, collapsible bamboo bike made for the urban population living in multi-storyed buildings.

Joints are made of iron pipes in the prototype but can be of carbon fibers - which is even more lighter. Clamp locks are also used in the joints which make folding and detaching super easy. Little Fawn is compact as it has a 16 inch wheel, but the wheel size can be changed to 22 inch max if needed.

Tirtha Mandal | Product Design

**littlefawn**  
physical prototype

Little Fawn is a super light and compact bamboo bike which can be easily carried up the stairs and can be folded in seconds. It is a great alternative to the kids' cycle. It reduces the weight of the bike by 50% and makes it a great investment of any part of the household. It is a great alternative to the regular bicycle as it is folded in seconds and takes up less space.

Project Description

**Little Fawn** is a bamboo bicycle, designed to be compact and easy to store. It features a frame made of bamboo, which is a sustainable and natural material. The bicycle is designed to be folded, making it easy to transport and store. It is a great alternative to a regular bicycle, especially for urban environments where space is limited. The bicycle is designed to be easy to assemble and disassemble, making it a great investment for anyone who needs a reliable and sustainable mode of transport.

**Little Fawn** is a collapsible, environment-friendly and handy bamboo bicycle. It can be folded and carried upstairs easily and kept in minimum space. The natural beauty of bamboo adds its aesthetics, effectiveness and attraction.

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佳作  
Honorable Mention

自動化河川垃圾回收站  
River Cleaner

作者 Designer(s)

陳國強

Tan Kok Keong

指導老師 Instructor(s)

陳文印、謝鼎信

Wen-Yin Chen, Ting-Shin Hsieh

學校所在地 Location of School

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Taiwan

學校 School

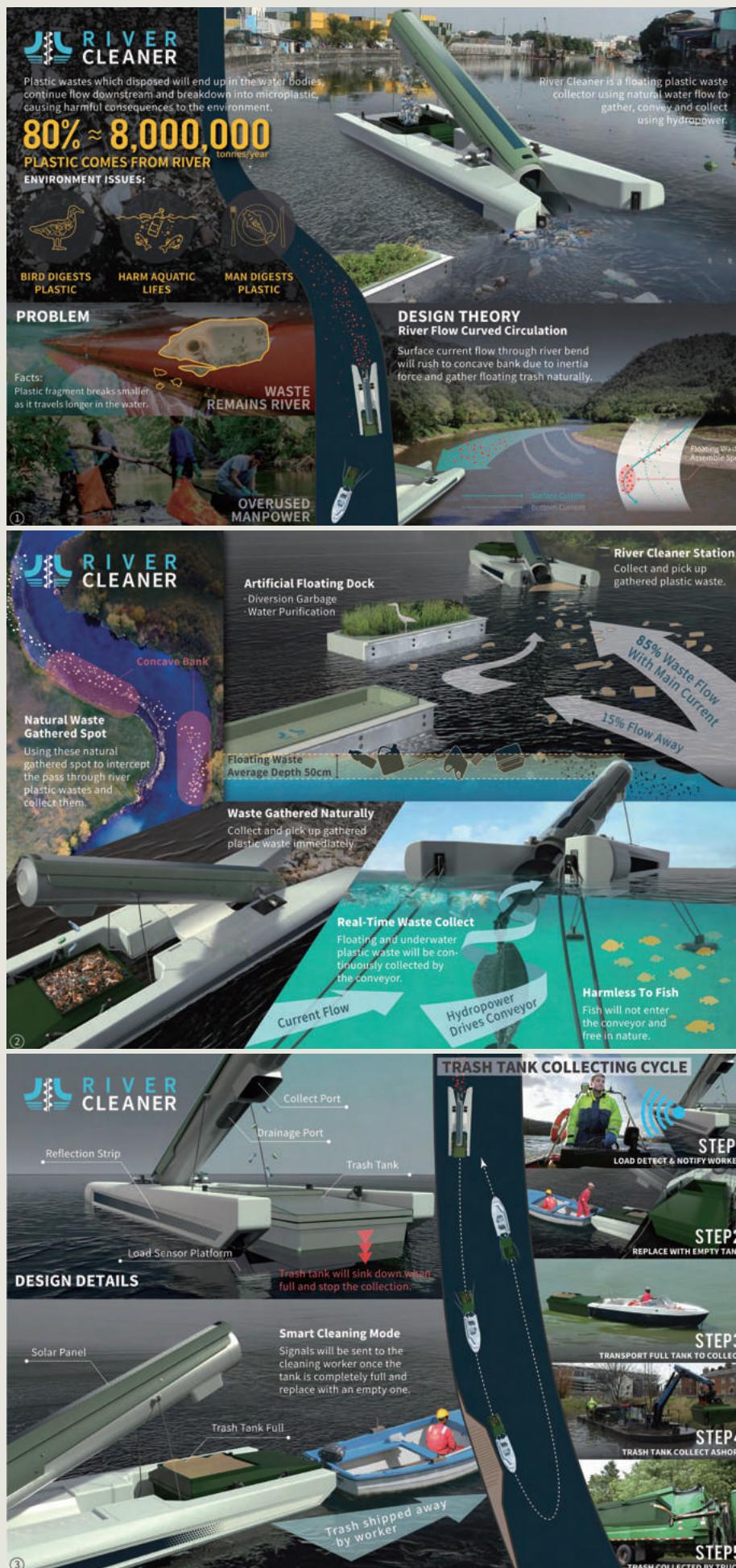
國立臺北科技大學

National Taipei University of Technology

作品說明 Project Description

River Cleaner 自動化河川垃圾回收站，利用水流自然的規律和能量，做到將河川垃圾自然聚集，推動和自動回收的效果。以另一種循環經濟的模式，達到低耗能處理環境議題的設計。根據河流彎道地形，利用水流自然的慣性聚集並收集河川漂浮垃圾。在這些天然的垃圾匯集點，架設 River Cleaner 垃圾回收站，隨著河川的水流推動螺旋扇葉，藉此帶動螺旋輸送桿，將水中塑膠垃圾運送至垃圾槽再由專人統一處理。一切動力以自然力量驅動，達成低耗能淨化環境的功效。

River Cleaner, an automated river recycling station utilizes the natural laws and energy of the water flow to achieve accumulation and automatic recycling of floating river waste. The design of cycle economy and cradle to cradle model using the way of low-energy consumption deal with environmental issues is achieved. The river current will push the turbine blade and drive the screw conveyor to pick up and collect floating waste within the water and make the environment much more cleaner.



## 佳作

### Honorable Mention

#### Shoodi - Product That Facilitates Putting on Shoes

作者 Designer(s)

Maja Slowikowska

指導老師 Instructor(s)

Katarzyna Pełka-Bura

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Poland

學校 School

卡托維茲美術學院  
Academy of Fine Arts in Katowice



#### 作品說明 Project Description

Shoodi 是一種穿鞋輔具，能降低穿鞋時跌倒的風險，本計畫旨在協助行動受限的人，讓日常生活中的各項活動變得更容易。Shoodi 是一個獨特的設計，創新性十足，且生產容易。

Shoodi is a device designed to facilitate putting on shoes and minimise the risk of losing balance. The project stems from a desire to make everyday activities easier for people with limited mobility. Shoodi is unique design that is both innovative and simple to produce.

佳作  
Honorable Mention

VI

作者 Designer(s)

Heesu Choi

指導老師 Instructor(s)

無

None

學校所在地 Location of School

韓國

Korea

學校 School

國民大學

Kookmin University



Braille Label Maker for the Blind  
Attach Braille Label Everywhere you want

作品說明 Project Description

多數盲人皆靠觸覺來感知周遭世界。然而，不是所有東西都可以靠觸覺來感知。若能將這些東西加以標示，便能幫助盲人避免危險。VI 是一個盲文標籤製造機，將現有的點字印表機與智慧型手機輸入鍵盤結合。如同在智慧型手機上輸入，盲人按壓 VI 的六個按鍵，然後按下「enter」，盲文便會印在標籤上。

Most of the Blind rely on touch when recognizing something. But, there are a lot of things that hard to know by touching. If they can label those confusing things, it must be helpful to prevent dangerous situations. VI is a braille label maker for the blind. VI develops an existing braille maker by combining with the typing method of the smartphone keyboard. Like smartphone typing, the blind press 6-buttons of VI and click the "enter" button. And then, embossed braille is printed on the label.

**How to use**

6-pins  
Cutting button  
Dimple Round  
Dimple Round

Two type of Pressing  
Half Press Full Press  
Word spacing embossed print  
\*When you press the button lightly, the user can get a space to write. And you press the button to the end, braille is printed on the label.

**Problem**

Most of the blind rely on touch when they recognize something. But, there are many things that hard to know by touch.  
Like salt and sugar medicine package milk and soy milk  
► They can be dangerous and sometimes critical to them if the one has a health problem.  
► It can be prevented by labeling them.

**Solution**

>> Design the Braille Label Maker which has the way of typing on a smartphone keyboard.

**How to use**

1. Press the button corresponding to the Braille.  
2. Check the Braille by touching 'preview braille pins'.  
3. Press 'Enter' button.  
4. Braille is printed on the label. And then, Attach everywhere you want.

**Categorize**

There are 3 types of tape that help to recognize rough category before touching all braille.  
\* All back sides of the tape are stickers to attach everywhere.

**Category**

Paper	F P
Coated Paper	C
Plastic	TI PL

## 佳作 Honorable Mention

### Ice Patch+

作者 Designer(s)

鍾杰安、張姿嫻、龍靖宇  
Jie-An Chong, Zi-Shan Zhang,  
Ching-Yu Lung

指導老師 Instructor(s)

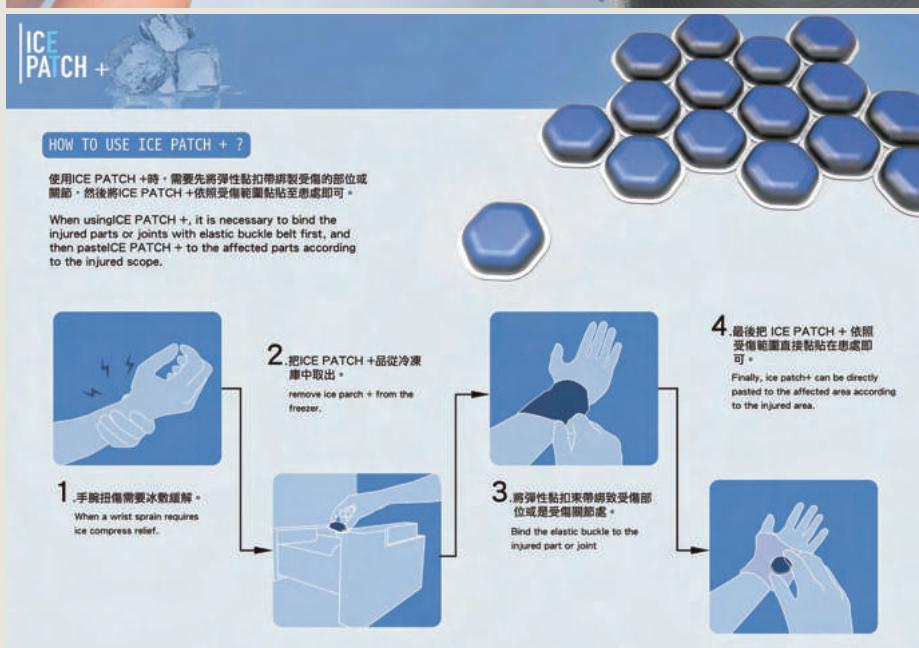
李錨朮  
Kai-Chu Li

學校所在地 Location of School

臺灣  
Taiwan

學校 School

明志科技大學  
Ming Chi University of Technology



作品說明 Project Description

ICE PATCH+ 將普通的冰塊分為多個蜂窩體，使用者可以依照受傷範圍決定冰敷範圍，背後有小細勾可以黏貼在彈性黏扣帶上，透過彈性黏扣帶可以包覆在各個部位或關節，同時隔開皮膚與冰袋，減少正常的皮膚受凍造成凍傷。

Ice patch+ divides ordinary ice cubes into honeycomb bodies, and users can determine ice compress range according to the injury range. Small hooks on the back can be pasted on the elastic buckle belt, which can cover all parts or joints, and separate the skin from the ice bag to reduce frostbite caused by normal skin exposure.



## 便攜肥皂條 Portable Soap Strip

創作者 Designer(s)

廖雯儀、黃志鵬  
Wen-Yi Liao, Zhi-Peng Huang

指導老師 Instructor(s)

蔡霞  
Xia Cai

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中國大陸  
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北京理工大學珠海學院  
Beijing Institute of Technology,  
Zhuhai



## 盲人安全插座 Safety Socket for Blind People

創作者 Designer(s)

俞澳  
Ao Yu

指導老師 Instructor(s)

劉琳琳  
Lin-Lin Liu

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中國大陸  
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學校 School

天津科技大學  
Tianjin University of Science and  
Technology

時間藥片  
Time Tablets

創作者 Designer(s)

俞澳、周治辰、閻石  
Ao Yu, Zhi-Chen Zhou, Yan Shi

指導老師 Instructor(s)

劉琳琳、徐守超、邱麒

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由國大陸

China

## 學校 School

天津科技大学  
Tianjin University of Science and  
Technology



## 盲人便利貼 Blind Post - It

創作者 Designer(s)

杜宇恒

Yu-Heng Du

指導老師 Instructor(s)

張悅群

Yue-Qun Zhang

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China

## 學校 School

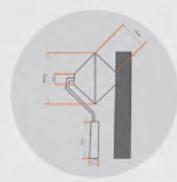
天津理工大學  
Tianjin University of Technology



### 油漆滚筒设计 ——产品改良设计



建模实物



尺寸图

设计说明：市场上尽管有许多种类的油漆桶，但还是以圆柱状为基础，而圆柱状对于墙角刷漆十分不方便。  
针对该问题我设计了棱形油漆滚筒，使该油漆滚筒符合人机工程学，其大小尺寸与市场油漆滚筒大小相同，由于最大作用体现刷墙角，所以如图所示它的角度呈90°。



对比：该图通过和圆柱形油漆滚筒的对比，突出了棱形油漆滚筒墙角的优点，刷墙效率更高，更加证明了该设计存在的必要性。



场景运用



### 創意油漆滾筒 Creative Paint Roller

創作者 Designer(s)  
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Yu-Ping Zhang

指導老師 Instructor(s)  
朱顯達  
Xian-Da Zhu

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中國大陸  
China

學校 School  
福建江夏學院  
Fujian Jiangxia University



# 簡行 JANEROW

## 分离式行李箱

功能定位：

J 收纳便捷：不在为杂乱无章的行李而烦恼，设计物品分隔格，拿取方便，归纳清晰，设有真空功能，厚厚的衣物在合上行李箱后按压手柄，可压缩节约空间。

A 提取方便：设计可拆分行李格，可单独拿取每一格，安装组合便捷，省去行李箱上不了架的烦恼。

可收缩尺寸：可拆分行李格的设计，可以组合成长途或者短途不同需要的尺寸，轻便快捷，针对不同旅途设计。



### 簡行 Janerow

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Qun Li

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Min-Ghao Wang

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天津理工大學  
Tianjin University of Technology

## Minot

創作者 Designer(s)

王智潮  
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孫文濤  
Wen-Tao Sun

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Tianjin University of Technology



## Twist - Fun

創作者 Designer(s)

許禕洋、陳靈、吳睿文  
Yi-Yang Xu, Ting Chen, Rui-Wen Wu

指導老師 Instructor(s)

陳彥廷  
Yan-Ting Chen

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Taiwan

學校 School

國立臺灣科技大學  
National Taiwan University of  
Science and Technology



**Fun with Relics**  
Reconstruction of Fragments in Keelung

**Agenna Shipyard Relics**

**Issue**  
As the center of the history and culture, the issue to inherit has always been: an issue of common concern. Keelung, the northernmost city of Taiwan, with its complex terrain and high-density historical center, Keelung has formed a "three-dimensional city" like San Francisco and Hong Kong, which is a high-density city. There are intertwined and overlapping buildings and infrastructure everywhere. Abundant soil resources and excellent natural environment, rapid development of Keelung. The busy port was pressed, although the port area is small, it is a very important area. It is a prominent & nostalgic image in mind, i.e. "the most unhappy city", facing known as the "periphery" area.

**Site**  
Keelung, the northernmost city of Taiwan, with its complex terrain and high-density historical center, Keelung has formed a "three-dimensional city" like San Francisco and Hong Kong, which is a high-density city. There are intertwined and overlapping buildings and infrastructure everywhere. Abundant soil resources and excellent natural environment, rapid development of Keelung. The busy port was pressed, although the port area is small, it is a very important area. It is a prominent & nostalgic image in mind, i.e. "the most unhappy city", facing known as the "periphery" area.

**Design strategy**  
Focus: People, Life, Fun, History  
Promoting the local lifestyle can be regarded as an opportunity as well as a burden, and be studied and understood with respect and appreciation. It's not just because these lifestyles have been forgotten or about to be forgotten, it is because the local culture is an important starting point for us to change the city and think about "happy space".

## Fun with Relics

創作者 Designer(s)

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Yi-Yang Xu, Li-Sha Chen

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**发光分类垃圾桶**  
Luminous Classifying Garbage Can

**How to use**

1. 将垃圾放入垃圾桶  
2. 按下分类按钮  
3. 垃圾自动分类  
4. 垃圾分类完成

**Inspiration**  
Light + Garbage = Luminous Garbage Can

**Operation**  
垃圾 → 分类 → 垃圾

**发光分类垃圾桶**  
Luminous Classifying Garbage Can

从视觉的角度出发进行设计, 以发光的形式来表现更直观的提醒人们自觉将垃圾进行分类, 同时解决了夜晚看不清垃圾桶的问题, 也达到了装点夜的效果, 美化环境。

It is designed from the visual prospective and represented in the form of light, making it can remind more intuitive manner the people to voluntarily to classify the garbage, and the problem that the night is too dark to see the garbage can is also solved, meanwhile, the garbage can is also used for night decoration and environmental beautifying.

**Inspiration**  
Light + Garbage = Luminous Garbage Can

**Operation**  
垃圾 → 分类 → 垃圾

**1/2**

## 發光分類垃圾桶

Light - Emitting  
Classification Trash Can

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簡易  
Simple & Easy

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**T & E Chalk Box**  
傾易式・粉筆盒



**产品功能 Product features**

Technical background: It is inconvenient for teachers to take chalk from a chalk box when writing. Especially from just opened, full of chalk box to take more time. There are many kinds of chalk boxes, but there is no simple design for teachers to take chalk. The utility model aims at the above problems and provides a powder box with simple structure and more convenient for teachers to take chalk. Will increase a inclined plane, at the bottom of the chalk holder make powder make pen and chalk crisscross easier to remove the chalk in the chalk holder.

**操作图 Action figure**



**细节图 Details of the figure**



Bangle

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**BANGLE**  
Flexible Display Smartwatch

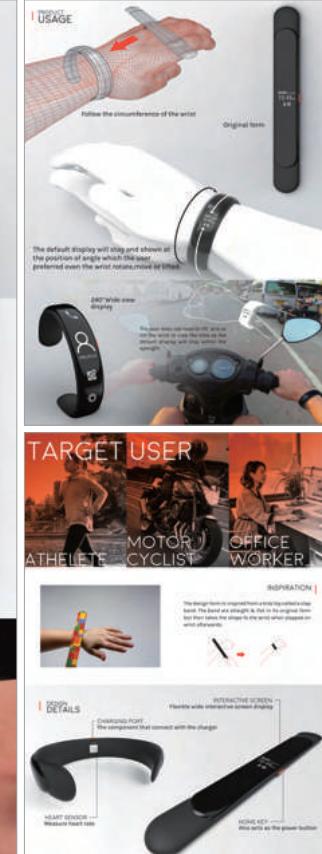


**PRODUCT OBJECTIVE**

To design a new mechanism of smartwatch interaction used by busy working adult.

**PROBLEM IDENTIFICATION**

The problems existing on these smartwatches are they are not changing on how user view their wristwatch since their first invention. The smartwatches on the market have limited viewing angles which makes the user need to lift their hand or adjust the wrist position to view the display. This issue is a concern for people who need to use both hands on doing something. The problem also arises when someone needs to look at the time but their preferred oriented hand are busy at the moment.

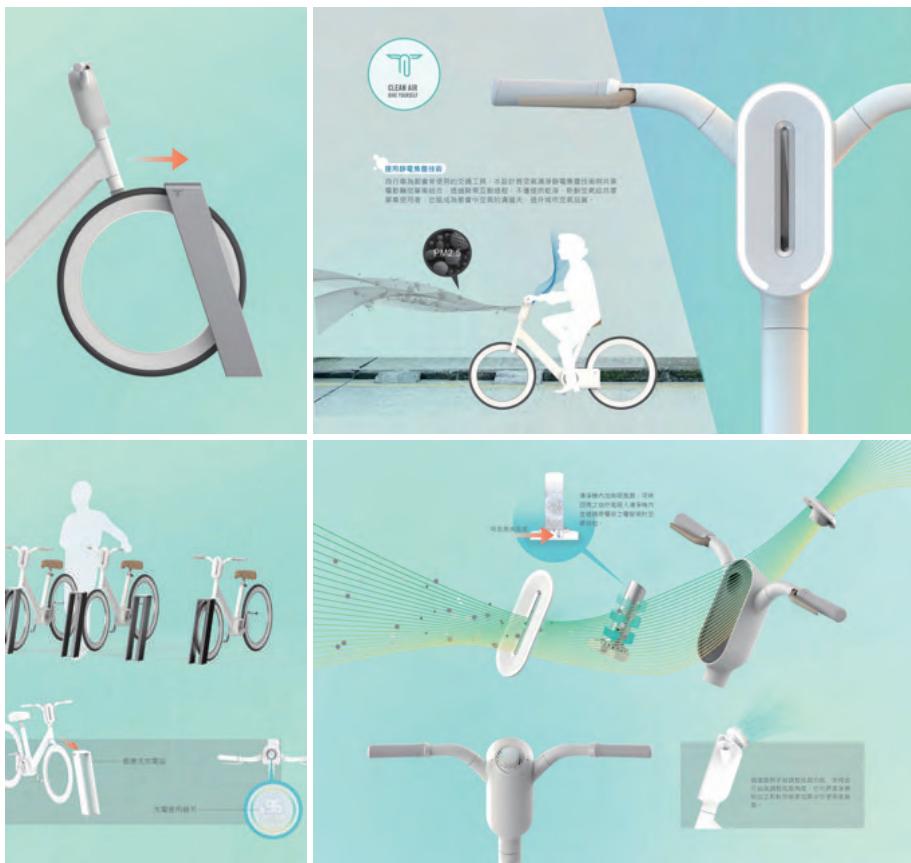


**TARGET USER**

ATHLETE, MOTOR CYCLIST, OFFICE WORKER

**DESIGN DETAILS**

CHARGING POINT: The component that connect with the charger  
HEART SENSOR: Measure Heart Rate  
INTERACTIVE SCREEN DISPLAY: Flexible with interactive screen display  
HOME KEY: Also acts as the power button



### 城市淨化電助共用單車

Clean Air Bike Myself

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### 新型三用戶把手吊環

Three - User Subway/Bus Handle

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保險計時器  
Fresh - Keeping Timer

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石中生花腕表  
Stone Flower Watch

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電池撕拉貼  
Sticker for Battery

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緊急避難屋  
Disaster Emergency Shelter

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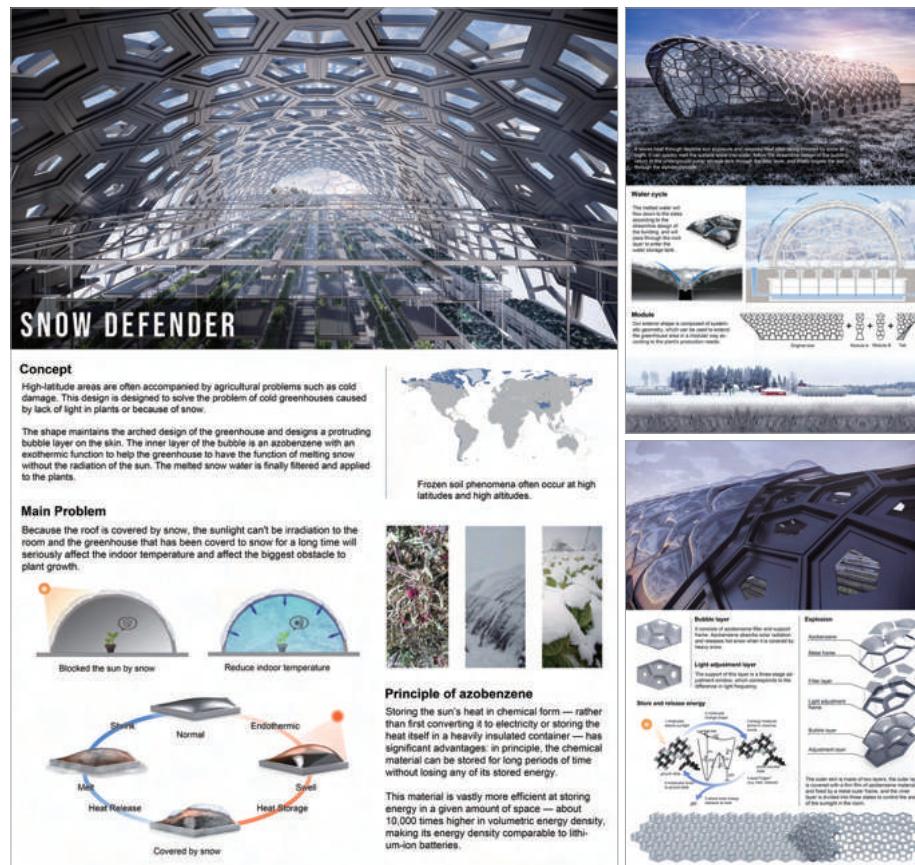
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## 防雪溫室 Snow Defender

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## 快遞易拆 Easy to Open Express

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## Combination Life Buoy

This life buoy can be turned over for two people and used in combination with other life buoys. In the face of large-scale flood or shipwreck, it can be used by multiple people to realize collective self-rescue and reduce the risk of being washed away, effectively improving the safety of escape.

① Single use  
Under normal circumstances, it is intended for single use.

② Double use  
Unlock the safety lock catch and turn it over for two.

③ Combined use  
A combination of many people, organized collective self-rescue.

## Water Drop Magnifier

**principle**  
Water droplets are transparent optical media, they can achieve a magnified text effect when they are combined with an elliptical convex surface.

When you close the book, the part that has already been read will gradually become thicker and heavier.

This makes the part of the bookmark exposed from the book change with the pressure. People can intuitively see the amount of finished reading through the expanding degree of this bookmark.

### 組合式救生圈 Combinatorial Life Buoy

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### 水滴放大鏡 Water Drop Magnifier

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## PLEAT PLATE

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## Please Plate

Origami inspired plate

New way of holding a paper plate.

Take tetrahedron shape when crushed.

Inspired from origami.

once crushed, it never gets open.

No more bad odour in public places.

Converts into conical shape to have soupy food.



Getting new experience of holding. The plate does not have handles instead of using paper and plastic, carrying it holds instead of the plastic supports the flutter with easier (chocolate/frozen wrapped etc).

Following images show how plates once crushed remain closed and doesn't allow flies and insects to breed that make surviving plates unhygienic for kit and versatility. How plates lines follow hand movement to get crushed.



Existing product v/s Please Plate



**Waste Problem**

Primary issue:

India is full of roadside stall food which is major factor for unhygienic, road, false odour, diseases. All stall operators are not aware of the fact that they have many problems.

The major focus was on the collection of the waste at one place. Tea cups, plates, spoons, bowls, plastic containers, plastic and pollute the nature.

Customer often eating outside into the plate on Table or thrice it is in a distance from a distance and hence it fall away from the hand holding, false odour, unhygienic, surrounding.

Plates is open to all the left over food, even if the user smash the plates, it gets open up.



Idea was to combine waste disposal with eating.

Idea was to combine waste disposal with eating.

## Problems

- Unhygienic:
- False odour
- Inorganic waste generation
- Fly breeding
- Spills all over the plate
- Plates are not hygienic
- Food fall from the plates
- No option for carrying, left over food
- Frequent cleaning staff

Secondary issue:

- The source of holding the plates is hand. Food falls if one gets disturbed.
- Difficult to hold nicely and clean the entire surface of the plates.
- Difficult while eating.
- Spills a lot over the plate that change the taste of the food.



Inspiration





## Dokra Lamps

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**BRIDGE: Game Designed to Bridge the Gap between Visually Impaired and Sighted Users**

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**Aranyani - Indoor Gardening**

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## Sustainable Mobility Design

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## GROW+

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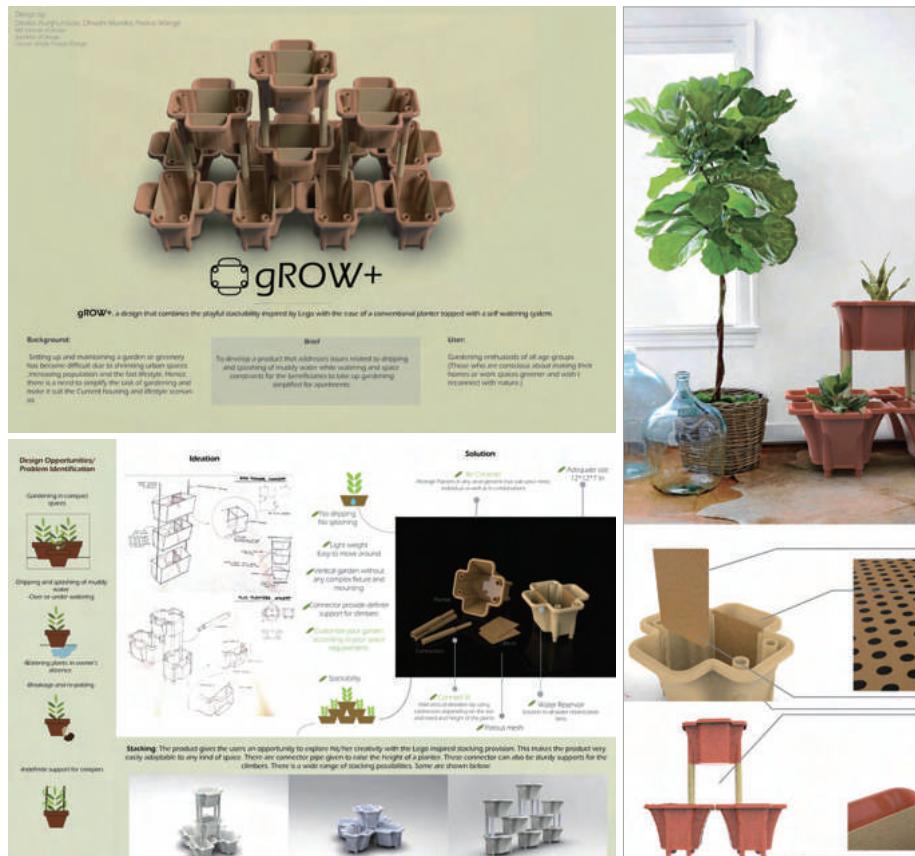
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## Watercycle Glow - Water Purification Aid for Recurrent Flood Situations

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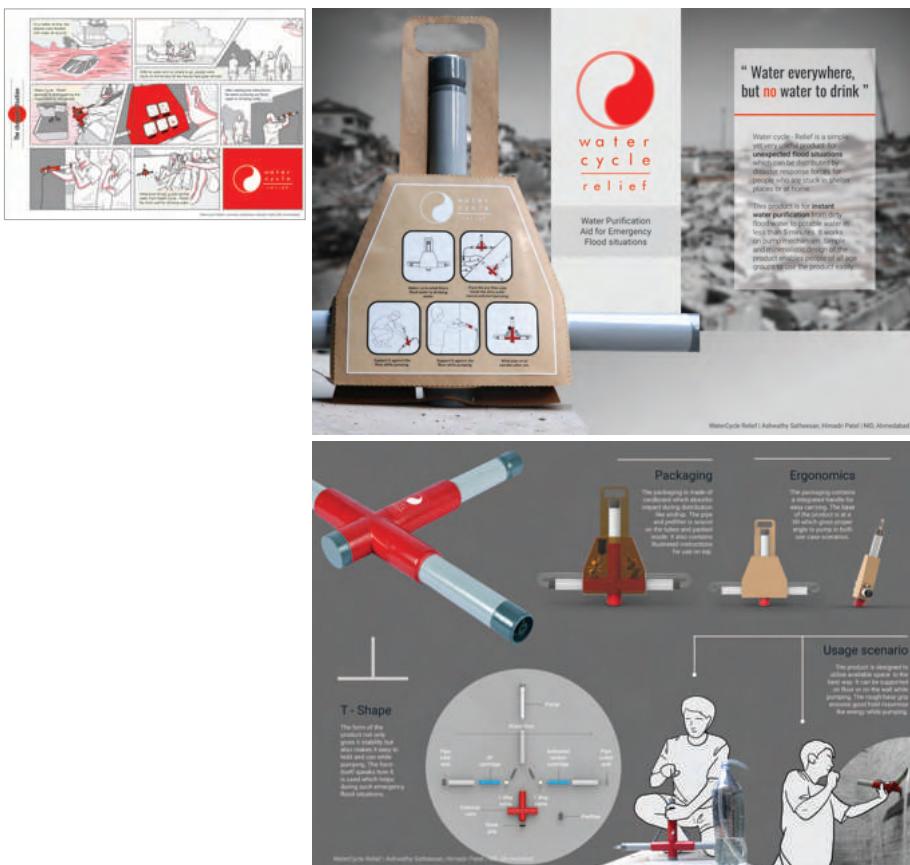
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## Watercycle Relief - Water Purification Aid for Emergency Flood Situation

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### Cloth Stand

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### 三角警示牌

Triangle Warning Sign

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**15° MAGNIFIER**  
Improved design based on magnifying glass for middle-aged and elderly people

**15° MAGNIFIER**  
Design for elderly people

**Before** vs **Now**: The angle bending allows the reader to hold the book in the correct position, making it easier to read and reducing the pain caused by the posture problem.

**15° 角放大鏡**  
**15° Magnifier**

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**IMTIMATE ROPE**  
Design for soaking noodles

**IMTIMATE ROPE**

Put hot water to prepare the foam surface  
Insert a fork There will be gaps.  
Pull the elastic rope. Intimate closure

**親密接觸**  
**Intimate Contact**

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## IRIS: Blind Assistive for Identification of Indian Currency Notes

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**IRIS : Blind Assistive for Identification of Indian Currency notes**

**SCENARIO**

India is home to **12 million** blind people which is **33%** of the World's blind population.

**PROBLEM**

A blind person in a day has to face great deal of problems from walking in crowded places, crossing roads to getting into public transport.

Each of this problem are already been addressed to a certain extent, but one crucial problem is neglected for so long i.e. **Identification of currency notes**, blinds face great difficult in identifying Indian currency notes.

The situation became worse with **demonetization** of 500 & 1000 rupee currency notes & introduction of new notes by Indian Government. Now old and new currency co-exist.

**IRIS : Blind Assistive for Identification of Indian Currency notes**

**EXISTING SOLUTION**

Notes have supposedly raised tactile identifier markings like squares, rectangles and triangles and new notes have lines on their edges.

**WHY EXISTING SOLUTION FAILED?**

"Tactile markings tend to fade out over time due to wear and tear, becomes very difficult to feel it." - Mr. Ankur, Prof. Faculty at Blind Institute, Ahmedabad

"New notes have tactile marks on their sides, they are not easy to make out." - Mr. Rajesh, Principal of Blind School, Ahmedabad

**HOW BLINDS IDENTIFY THE NOTES**

Dimensions of the currency notes are helpful.

- Comparing the size of note with their own palm.
- Comparing size of **folded note** with the size of **finger**.
- Comparing the size of **unknown currency note** with the **known currency note**.

Introduction of new currency notes and co-existence of old notes has made these methods obsolete.

## Satellites- 水上聚落 有機廢棄物再利用系統

Satellites - On Water Biomass Eco-System

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**Problem**

In developing countries, on water slum communities mostly thrive on the fishing industries. However, due to lack of resources and waste system, most of them face the same environmental problems. Residents often discharge organic wastes directly into the water, which affects the water quality, causing water-borne diseases, especially among children. Besides, some water-related diseases and affecting fishing livelihoods also making itself lack of clean domestic water. Besides, some wastes are washed away by the wind, causing damage to the environment.

**Solution**

Combining local industry, geography and culture to create an eco-friendly design to solve local problems.

**How the system works**

The system consists of three main parts: **Collection** (收集), **Transport** (運送), and **Processing** (處理). The process starts with **Collection** of organic waste from the water surface. This waste is then transported to a **Processing** unit, which uses **Black Soldier Fly** larvae to convert the waste into protein. This protein is then used as feed for **Fish Farming**. The system also includes a **bio-degrade treatment** and **biomass usage** for energy generation.

**Functions**

**Satellites**

**Business model**

**Satellites**

**The Light Support**

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**Problem Areas**

- ① Conditioned fat rates and stress observed among the elderly while sitting down or standing up.
- ② Social stigma associated with canes and walkers in India.
- ③ Need a stable and sturdy ground to make them trust the support.

**Solution Requirements**

- Should give them enough time to stand up at their own pace.
- No automated or motorized solutions – must feel relaxed and natural to get up.
- Socially acceptable solution – must not feel like a crutch – which blends in with the environment.

**Additional Notes:**

- In India, the elderly avoid using walking sticks and walkers even when required as they do not want to feel reliant on a crutch for movement.
- While observing them we realized that a lot of them struggle to get up from a seated position, especially from benches and seats.
- Additionally, while motorized solutions were considered, the feedback that we received made us realize that they do not feel safe if they are not able to control the speed and motion directly. As a result, the ideal solution would use their own bodyweight to help them up.

**GRYP**

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**DESIGN CONCEPT**

Smartphones are such an important aspect of our daily lives. However, the ergonomics of the smartphone itself need to be improved. The GRYP attachment holds it provides both physical and emotional stability for users with limited hands without the need for a crutch. This attachment is a device that allows them to capture pictures from a distance and also provide them a sense of control at the height of their own hands. Through this design, this project removes how GRYP can be improved even more.

**Technology can be powerful only if it can empower people. An injury surgery sheet will be provided to the user to help them learn how to use the device. The device is soft, flexible, and light. GRYP is here to move towards inclusive technology for all.**

**1. GRYP Attachment I**  
Material: TPU Rubber and Polypropylene plastic. Not same ergonomic control from the same GRYP.

**2. GRYP Attachment II**  
Material: TPU Rubber and Polypropylene plastic. Not same ergonomic control from the same GRYP.

**3. GRYP Cam App**  
One APP and camera on the most comfortable shoot zone.

**How to attach gryp**

1. Remove silicon string
2. Attached on to smartphone
3. Remove stopper to start using

**Using gryp**

1. Easy rotation
2. Camera interface
3. Anchoring for support
4. Keyboard

**PROBLEM**

With every phone company offering their product to be as thin as possible, it has become a challenge for people with hand tremors. There are three challenges handling smartphones. 1. Handling the most modern smartphone. 2. Ingest motion. 3. Provide proper control that prevent dropping the phone.

**BACKGROUND**

There are estimated more than 15 million people around the world that suffers from hand tremors. Tremors are uncontrollable movements of the body, which are often seen in people with Parkinson's disease, multiple sclerosis, and stroke. Tremors can affect a person's ability to eat, drink, write, and use a computer.

**GRYP IN ACTION**

GRYP is a device that helps people with hand tremors to hold their smartphone. It is a device that provides physical and emotional stability, and also provides a better camera experience.

**EVALUATION**

With GRYP, users' tremors were significantly reduced as it provides physical and emotional stability, and also provides a better camera experience.

**血液單行道**  
Blood One Way Road

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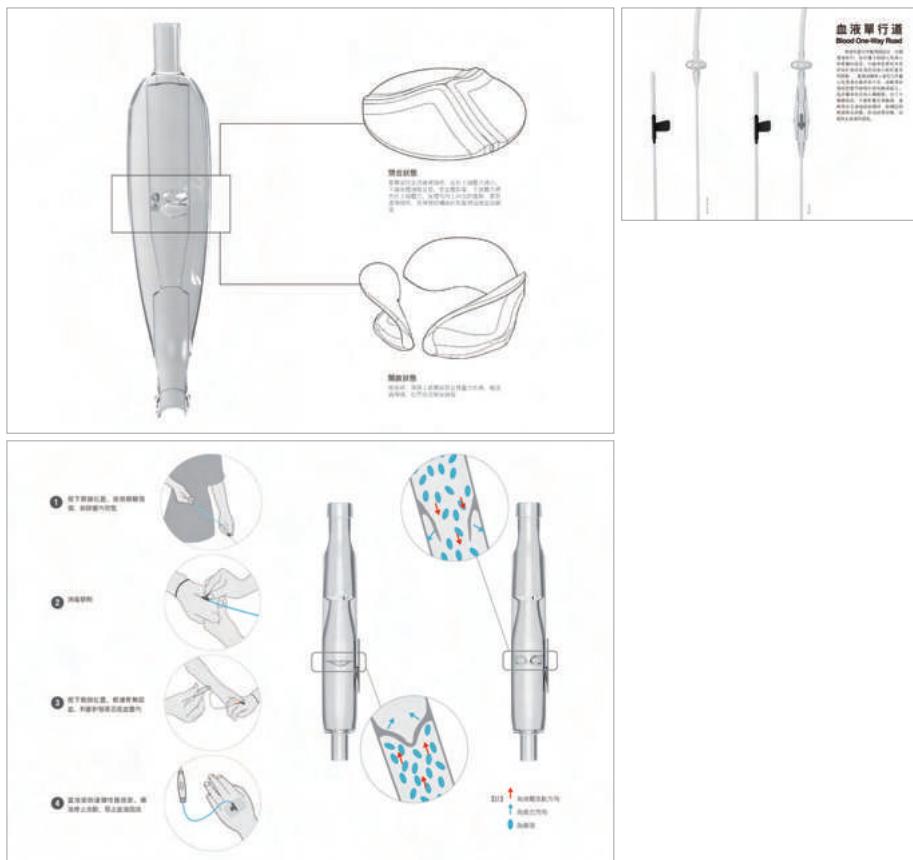
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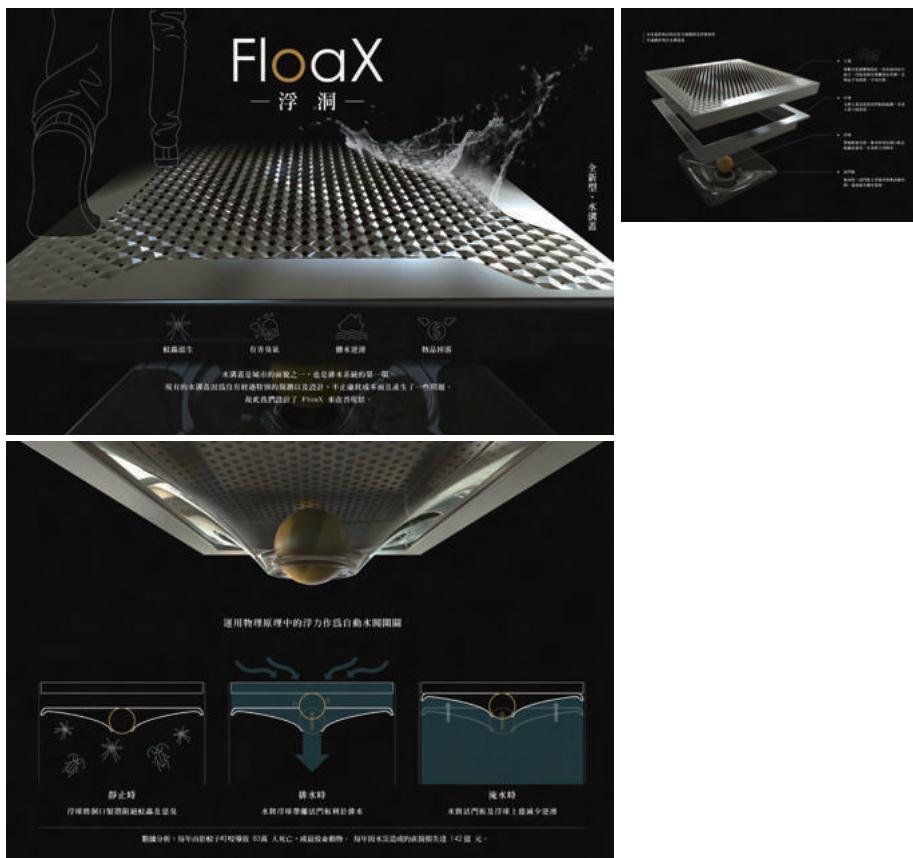
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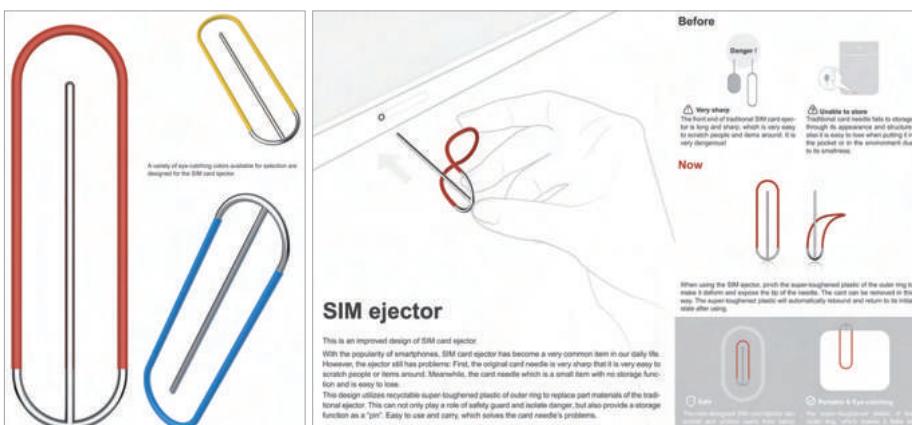


**海廢攔截機**  
Marine Debris Blocker

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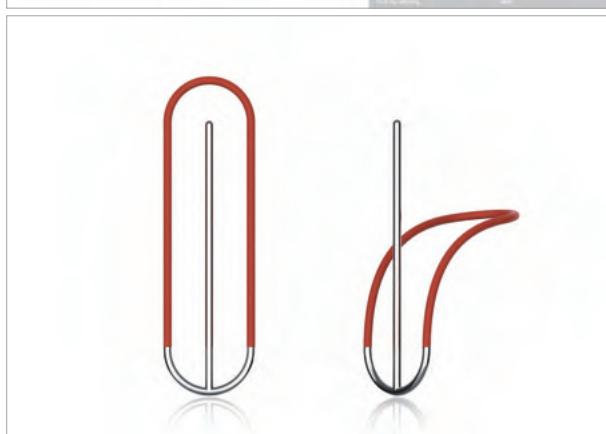
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**手機取卡針**  
SIM Ejector

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## 生命之墨 The Ink of Life

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### The Ink Of Life

design of pencil consumption and conversion

Pencil consumption is a process of slowly fading black, as if the "ink of life" gradually fade. The disappearance of the pencil is actually a process of gradual transformation into the creation of works. When this transformation process is poetic, people will be more looking forward to the creation of things, that is, the transformation of good things, always foreshadowing the birth of good things. Besides, when people use a pencil to indicate, the black end always makes the indication obvious.



1/2



2/2

## 便攜野外防護器 ALVIX

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### ALVIX Outdoor protective products



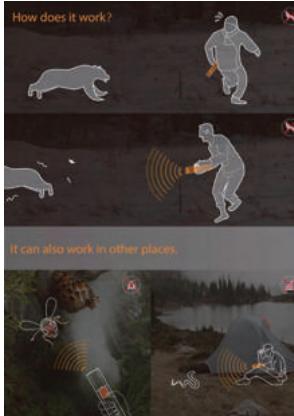
#### Usage mode



#### problem

对于大多数热爱探险、热爱的人来说，经常在外出时会遇到危险生物的袭击，威胁及时保护自己并阻止他们伤害自己。我们设计了一款通过声波驱逐危险动物的便携产品，此产品能检测到危险，进行启动和发出警报。该产品具有一个转化装置，简单地旋转即可切换模式，即的按下声波起动器即可驱逐它们。

For those who like to explore the wild, in order to prevent the harm of animals or insects, most of the time when they go out, they often get attacked by dangerous creatures, threatening their safety and preventing them from being attacked. We have designed a portable product to detect dangerous animals and issue an alarm. This product has a conversion device that can switch modes by simply rotating it, just press the sound wave trigger to drive them away.



#### Product structure diagram



#### Dimensional drawing





**FLEX LAMP**

The flex lamp furniture provides a more concise use for the lamp and a clearer way of thinking for convenience. For the previous furniture, a kind of new form was focused on recycling and design. The sustainable design of the previous individual furniture was improved, and the space inside the table leg was used to accommodate the lamp base. Flex lamp was collected in one table leg, so as not to destroy the overall concise line sense. Will furniture unification, get more fit a space in sufficient space.

## 靈活的燈

### Flex lamp

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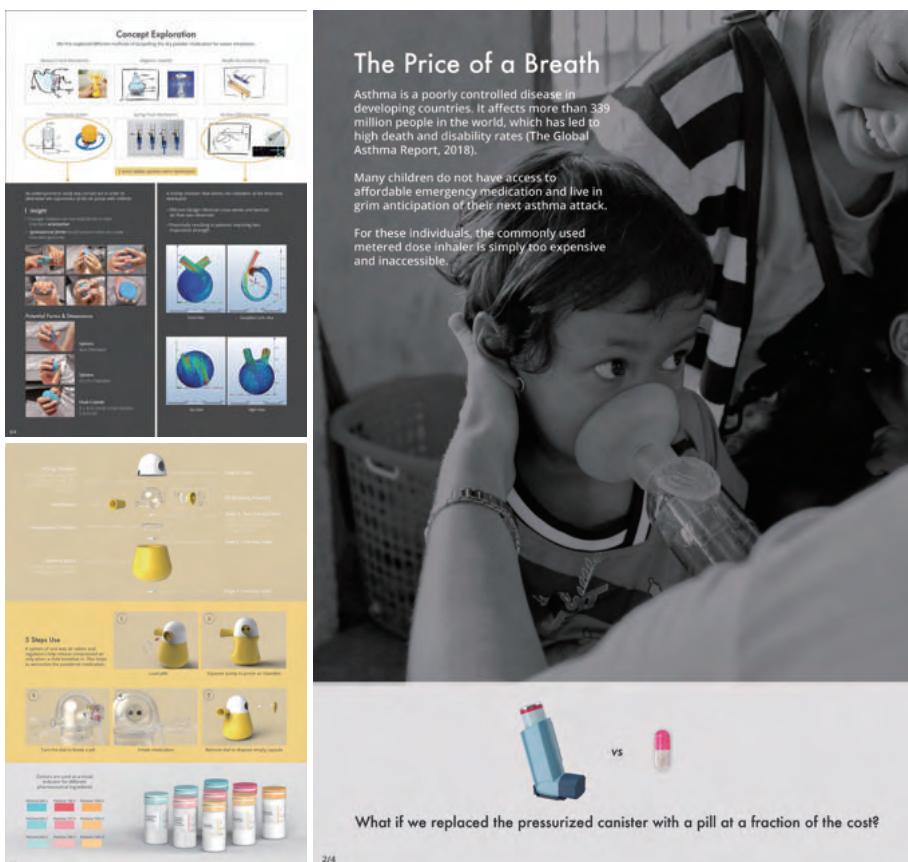
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**The Price of a Breath**

Asthma is a poorly controlled disease in developing countries. It affects more than 339 million people in the world, which has led to high death and disability rates (The Global Asthma Report, 2018).

Many children do not have access to affordable emergency medication and live in grim anticipation of their next asthma attack.

For these individuals, the commonly used metered dose inhaler is simply too expensive and inaccessible.

**5 Steps Use**

1. Shake 2. Open cap 3. Remove cap 4. Breathe out 5. Breathe in

What if we replaced the pressurized canister with a pill at a fraction of the cost?

## Puffi

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**拼圖藥片**  
Jigsaw Pills

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**Jigsaw pills**

The Jigsaw pills is designed for patients who take multiple kinds of drugs at the same time. This design can connect different kinds of drugs together to achieve a clear and intuitive understanding of the number and type of drugs used and avoid omission or repeated medication.

**Solution**

1. The Jigsaw pills can be easily assembled and disassembled, making it easy to take different kinds of drugs at the same time. 2. The Jigsaw pills can be easily cleaned, making it easy to use. 3. The Jigsaw pills can be easily stored, making it easy to take with you.

**Problem**

Nowadays, patients are faced with the problem of taking various kinds of medicine with high frequency. However, there is no such thing as the order and number of the drug itself to remind patients, so this situation may easily lead to the outcome that patients may have side effects when taking the drugs.

Proportion of patients who need to take different number of kinds of medicine

Number of kinds of medicine	Proportion
1 kind of	78.01%
2 kinds of	13.39%
3 kinds of	8.10%

According to the sample survey of the hospital, we found that 13.39% of the patients were required to take 4-8 drugs at the same time, and surprisingly, even 8.10% of the patients were required to take more than 8 drugs at the same time.



**隱私便盆椅**  
Privacy Potty Chair

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**Privacy Potty Chair**  
隱私便盆椅

在醫院時，時常會有無法自行上廁所的人需要旁人幫忙，但是病人也會有自己的隱私。而目前現有的便盆椅無法保護病人隱私。所以我們設計了一個結合了可以保護病人隱私的便盆椅，利用免治馬桶的清潔技術，不僅省去旁人幫忙擦屁股的動作且讓病人可以有尊的上廁所。

**Privacy Potty Chair**

The Privacy Potty Chair is a specialized toilet chair designed for patients who are unable to use the toilet independently. It features a privacy screen that can be easily folded up or down, and a built-in toilet seat. The chair is designed to be easy to clean and maintain, and can be easily stored when not in use.

**Features**

- Privacy screen: A privacy screen that can be easily folded up or down, providing privacy for the patient.
- Built-in toilet seat: A built-in toilet seat that is easy to clean and maintain.
- Easy to store: The chair is designed to be easy to store when not in use.





### 時尚香水馬桶刷

B+P

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### 除濕馬桶水箱

Sa Flush 2.0

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## 道路動物感測警示標誌

### Animal Sensing Warning Sign

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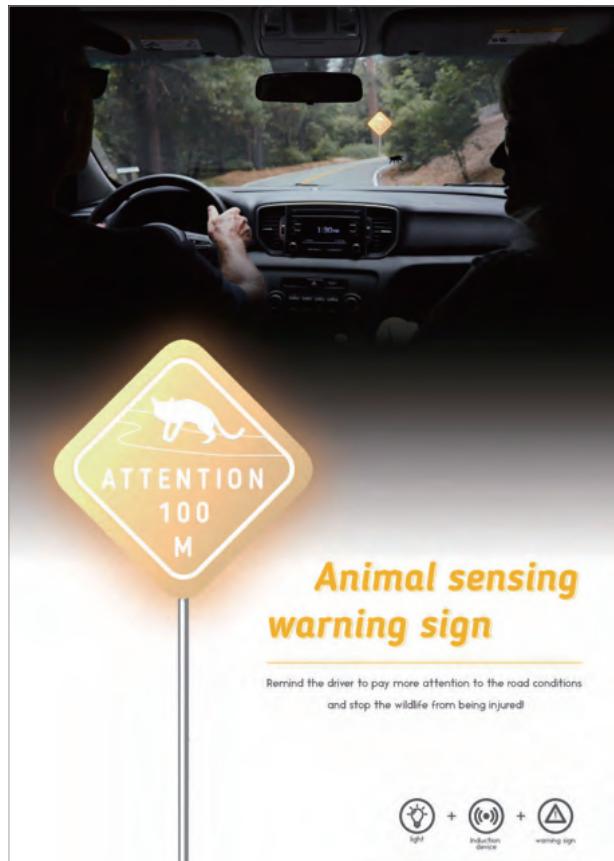
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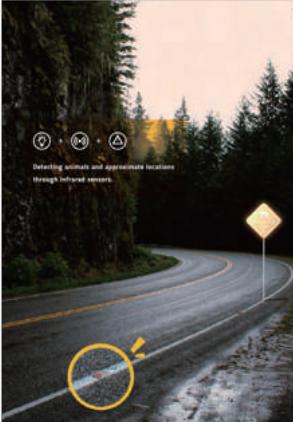
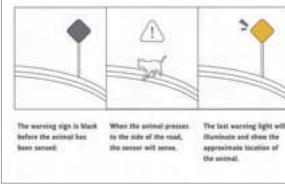
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#### How to use

In the evenings, it is inevitable that wild animals will walk on the road, and when driving sometimes does not any attention, it is easy to hit small animals. Add the sensing system to the side of the road, press the animal to the side, and the warning sign will light up to remind the driver.



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### Rebirth

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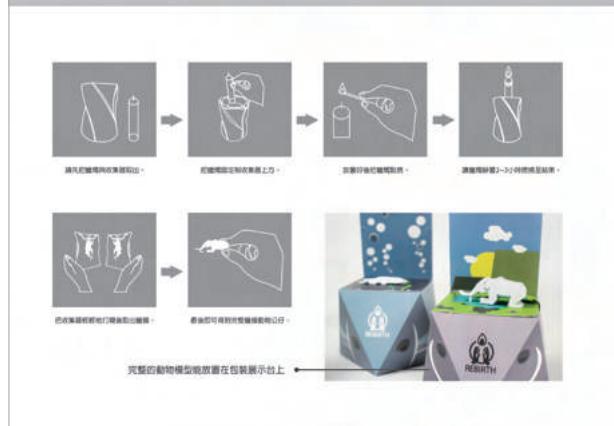
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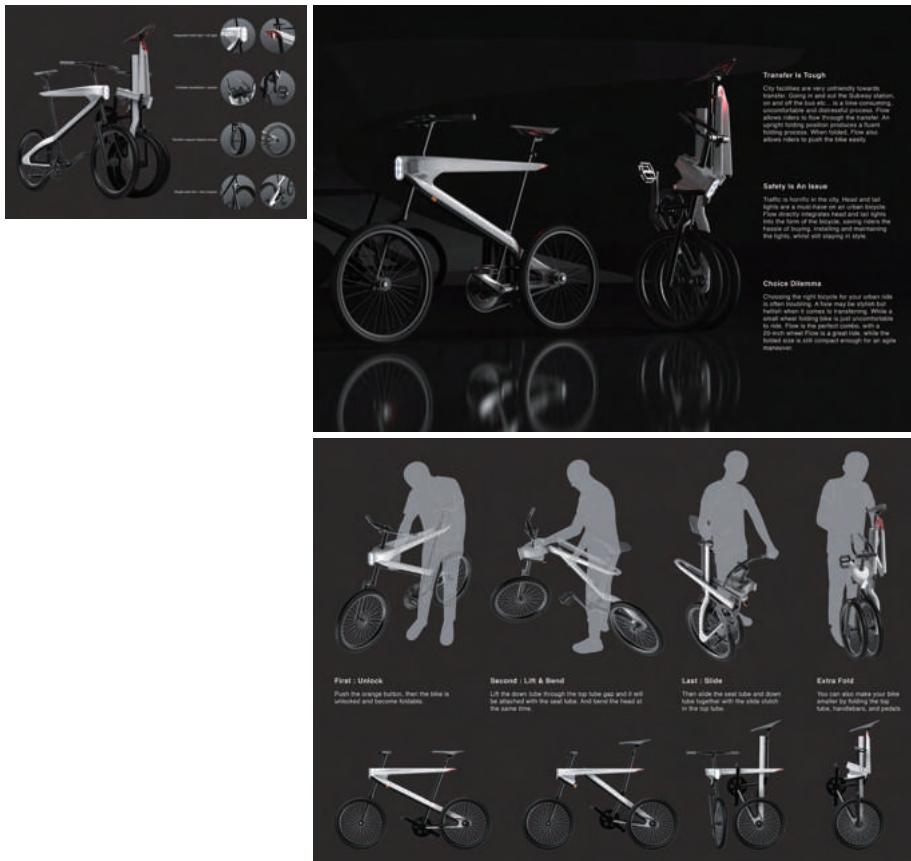
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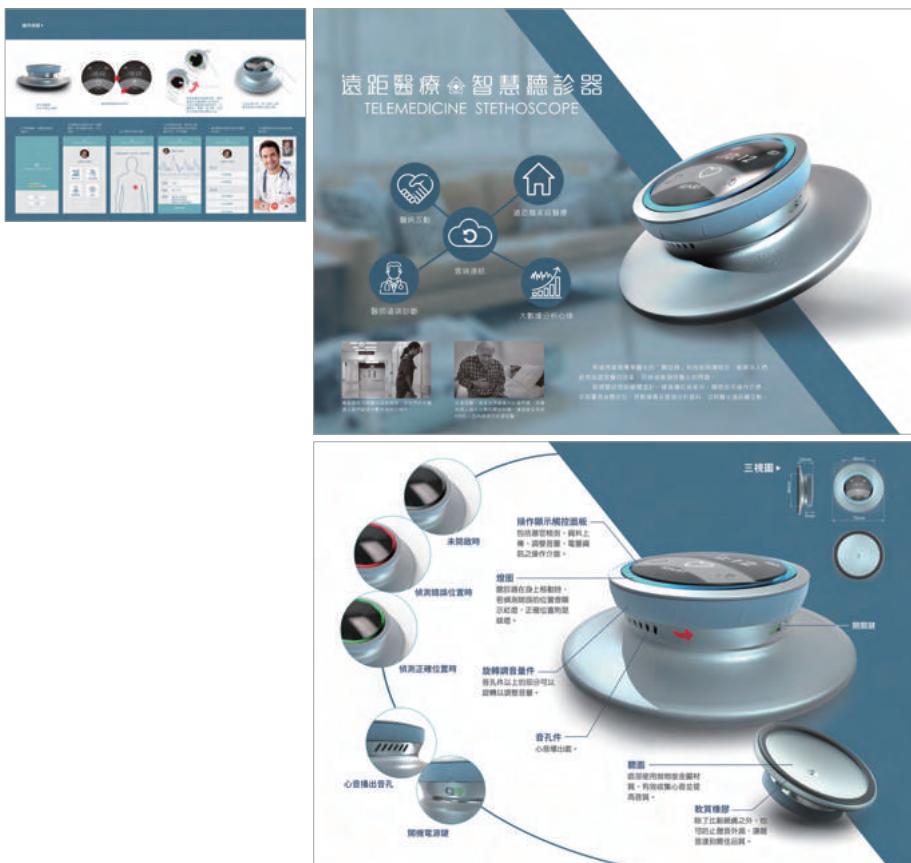
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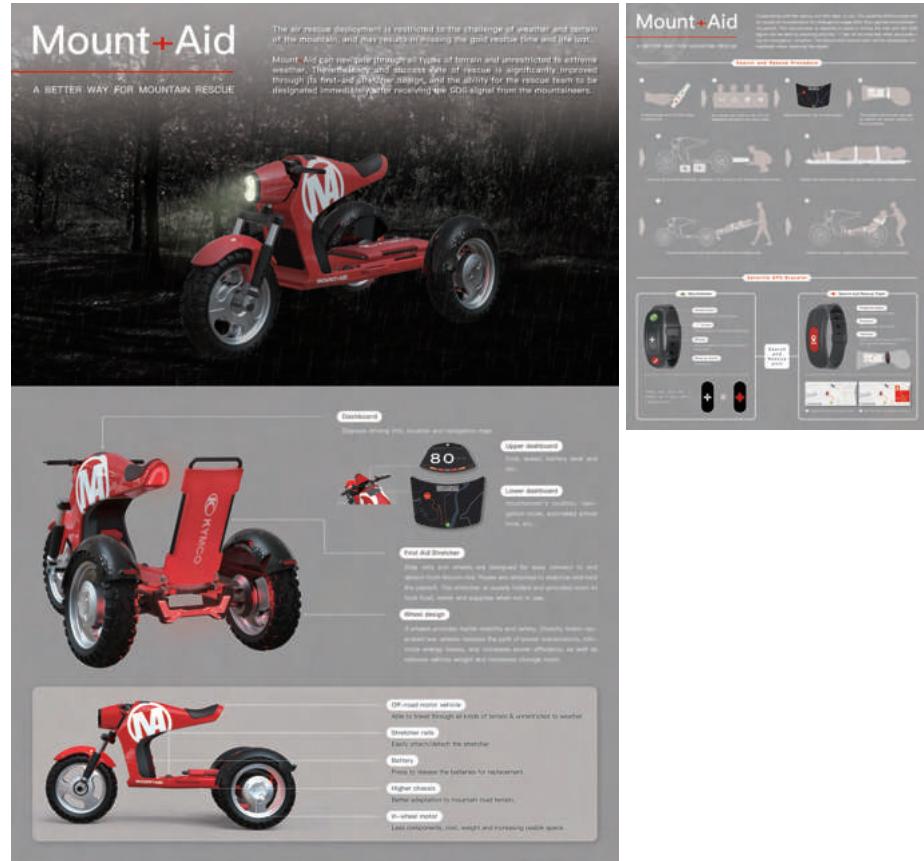
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## 伸縮救難艇

### Flexiboat

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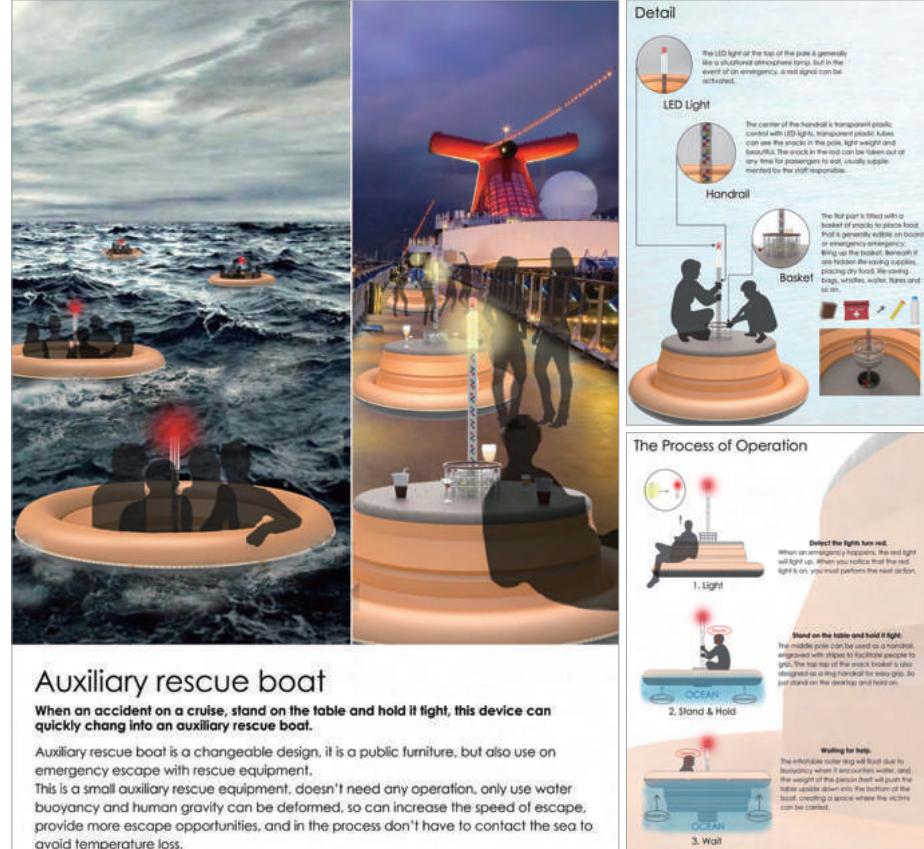
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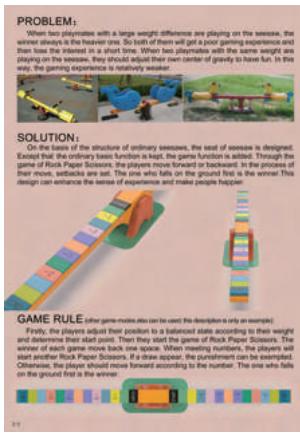
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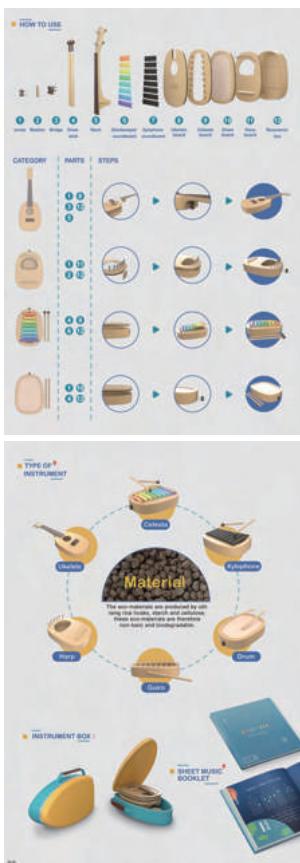
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## GAME SEESAW



## 遊戲蹺蹺板

### Game Seesaw

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## 兒童啟蒙模組化樂器

### Comusic

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Apiece Lab 布料實驗新型時裝

Apiece Lab Ready to Wear

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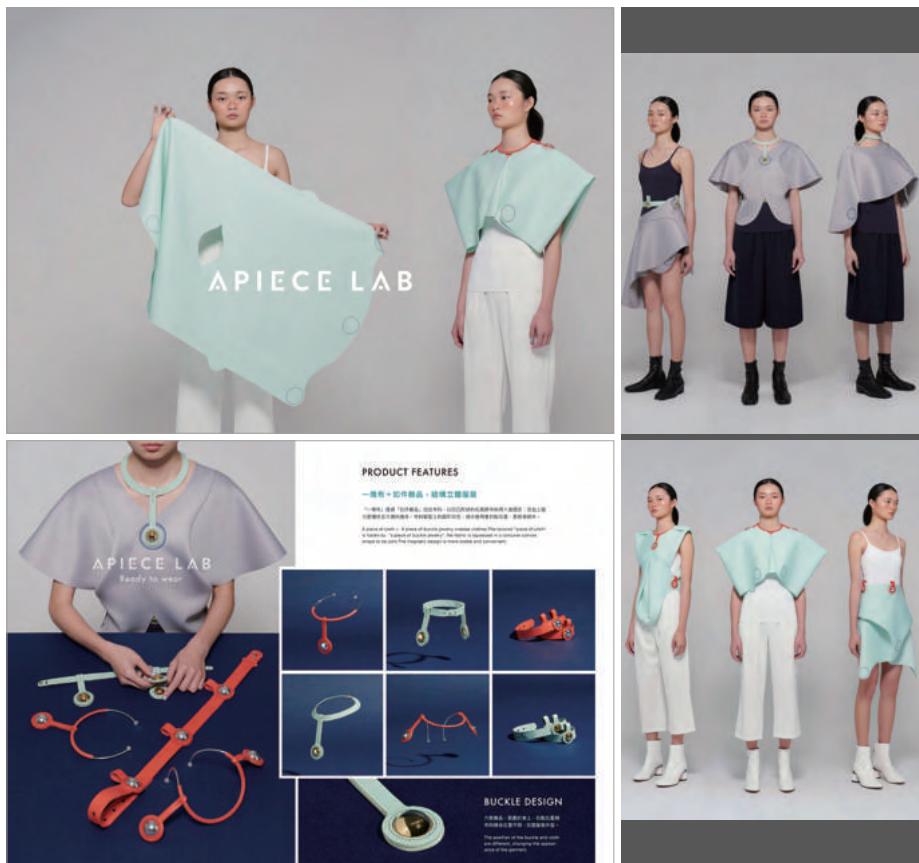
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**Mobile Heating**

**Mobile Heating** 是取自傳統中式菜罩意象與微波爐的創新概念家電。可以一次性加溫多道菜，也可以讓食物更佳保溫。它有一個特殊型態收折的功能，可以讓收納起來更便利。可以在室內或戶外使用。支持無線充電。

可供數位下班回家的家人或朋友，不用花費很多時間加熱放冷的一道道換餐。

可向下壓扁  
方便收納  
易于携带

**Different**

一般微波爐  
只能微溫一道菜  
Mobile Heating  
可以同时微温多道菜!!

**移動加溫罩**  
**Mobile Heating**

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**BALANCER**  
Meditation and Spirituality in One

BALANCER 是一個可以把養身心，冥想與靈性的智慧產品。起源來自用圓石堆疊平衡的古老活動，此活動帶給人類的財心與關注，尤其在疊石頭的過程中可以忘卻煩惱和問題，達到自我平衡與冥想的效果。BALANCER 不僅僅是圓石堆疊，它還融入了AR技術，讓使用者在疊石頭的過程中，別有一番智慧與靈性的產品。使用者不只是可以在家全身心地投入冥想，也可以與朋友、家人之間更好的效果。

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**靈性平衡石**  
**Balancer**

### Rolla 五十肩復健設計

#### Rolla Frozen Shoulder Rehabilitation Design

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### 無限直尺

#### Consistent - Motion Ruler

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**CHILDREN'S SAFETY SCISSORS**

**DESIGN CONCEPT**

Doing handwork is a favorite activity for children. It is not only interesting, but also can cultivate children's handwork ability and imagination. But the safety of handwork is the biggest concern for parents, afraid that their children accidentally scratch their hands or poke themselves and others when they use scissors. SAFETY SCISSORS is an improvement to traditional scissors, its unique design so that parents no longer have to worry about the safety of their children.

**PRINCIPLE DEMONSTRATION** **DIMENSION MAP**

兒童安全剪刀  
Children's Safety Scissors

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**騎行助手**  
Cycling Assistant

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## 衣物公益積木裝置 Charity Blocks

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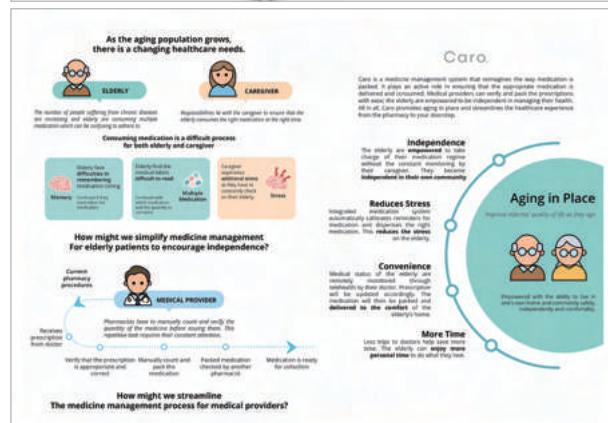
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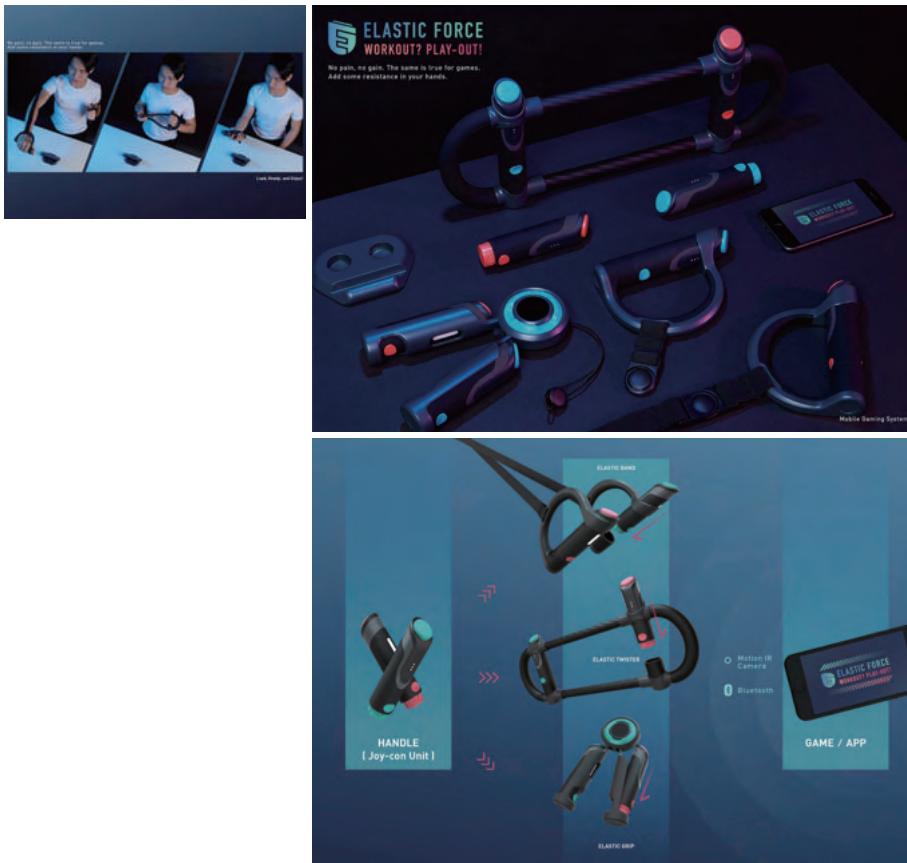
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### Elastic Force- 手機遊戲運動遊樂系統

Elastic Force -  
Mobile Gaming System

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**LINKING STOOL**





**LINKING STOOL**



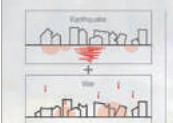
The children in the kindergarten can touch the collective life since childhood, and kindergarten is the happy world of children. Linking Stool is designed according to the daily activities of the kindergarten, and Linking Stool has a round shape, especially the function to Linking Stool the stools with each other. Children can arbitrarily link the stools together, get close to each other, or play games around teacher, which is a process that children want.



**Method**  
The process of forming the stool



**MADE by AIR**  
Natural power / Refugee shelter



**Refugee**  
Displaced people caused by disaster



### 連接寶貝凳

Linking Stool

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### 空氣製造

Made by Air

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## DIY 紙漿積木 Pulp Blocks

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## 旅行小狗 Travel Dog

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**TRAVEL DOG**  
Pet carrier rental transportation service system

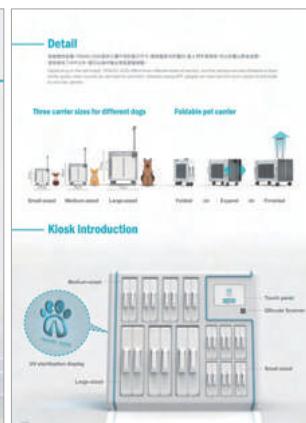
**Solution**

TRAVEL DOG provides a comprehensive service with sharing rental and pet transportation. Pet owners can search for the location of the nearest kiosk via the app and scan the QR code on the kiosk to get the shared pet carrier, which makes people go out with their pets more conveniently on all public transportation. It also keeps your pets safe and comfortable, no longer worried. TRAVEL DOG gives the owner and passengers peace of mind, and pets are also at ease.

**Problem**

According to the survey, the proportion of raising pets has been increased year by year. However, most of the pet owners thought that it is inconvenient to carry out pets in carriers. Moreover, there are still many problems in the current pet carriers. For example, on the basis of the carrier size and of pets kept carefully inside the carriers on public transportation, which all bother the owners.

**APP design**





## 毒蛇咬傷緊急處理包

### Snake Bite Kit

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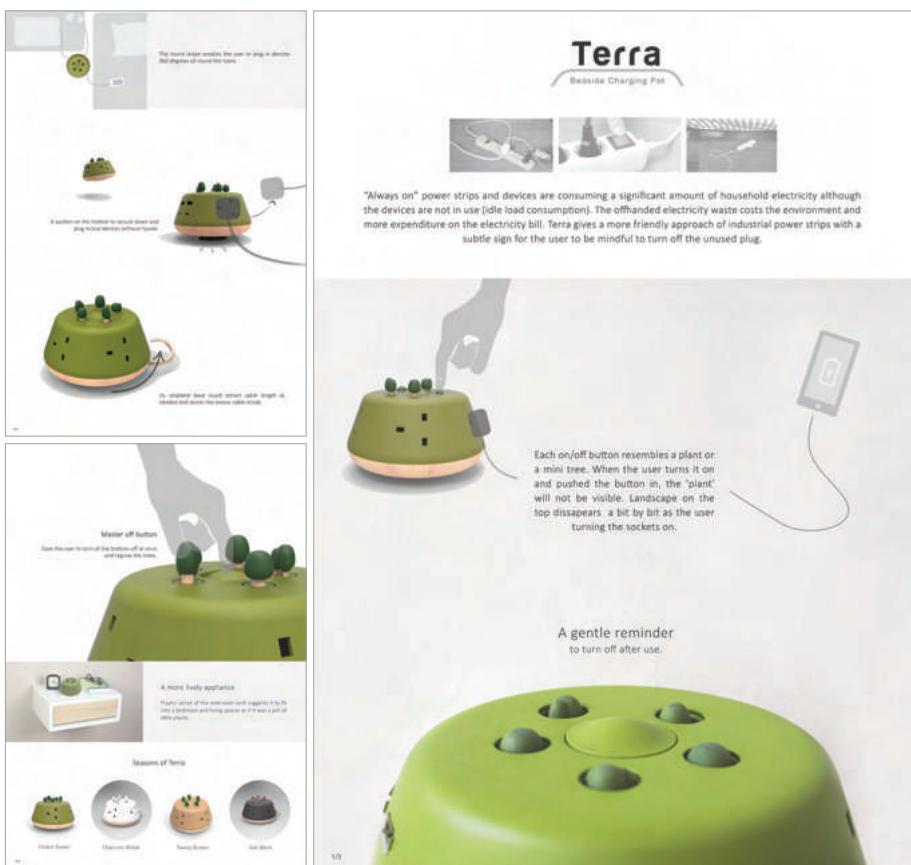
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## Terra - Bedside Charging Pot

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## 逃生應急照明設備

### Escape Emergency Lighting Equipment

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## Glucofast

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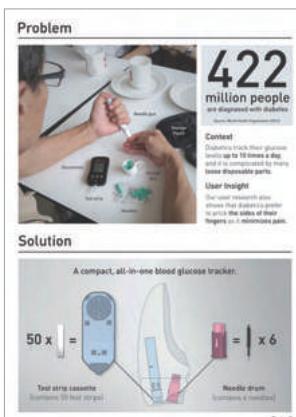
新加坡

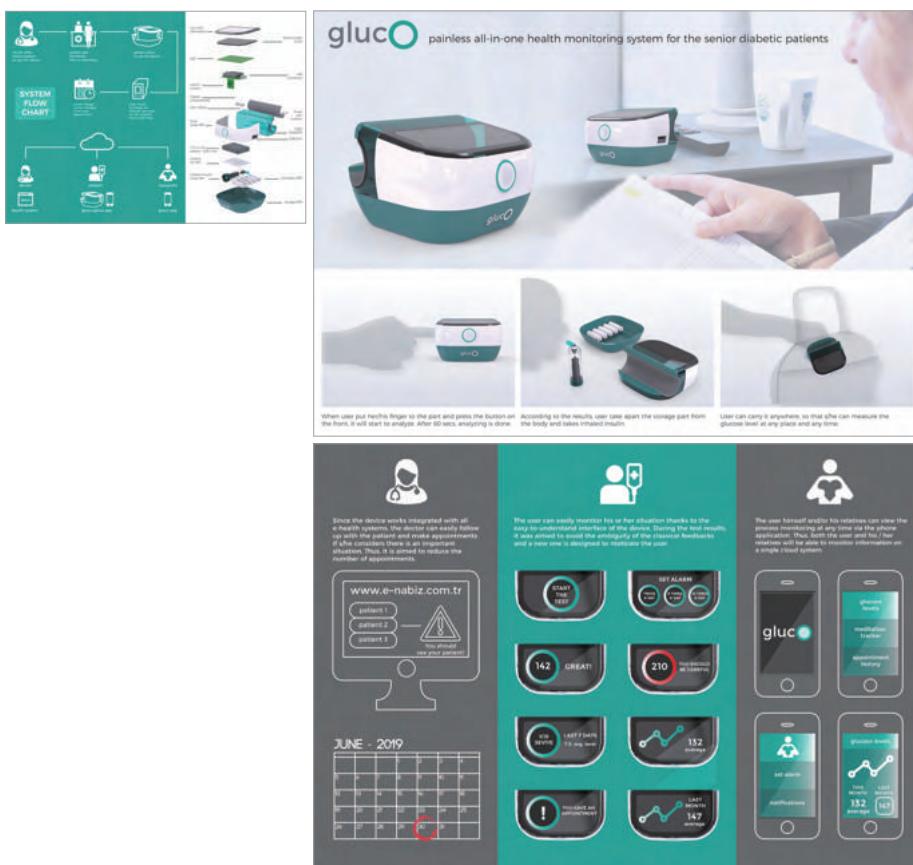
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**血型快篩片**  
RBTT (Rapid Blood Type Test)

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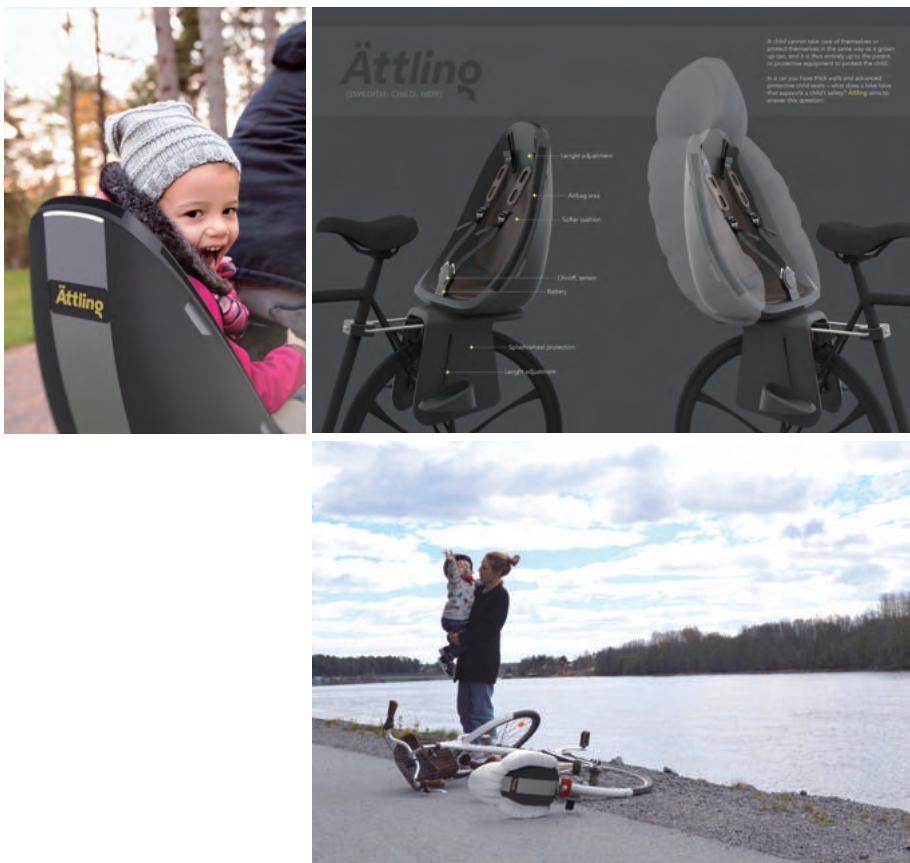


**環保回收餐盒**  
Padcle Waste

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## Attling

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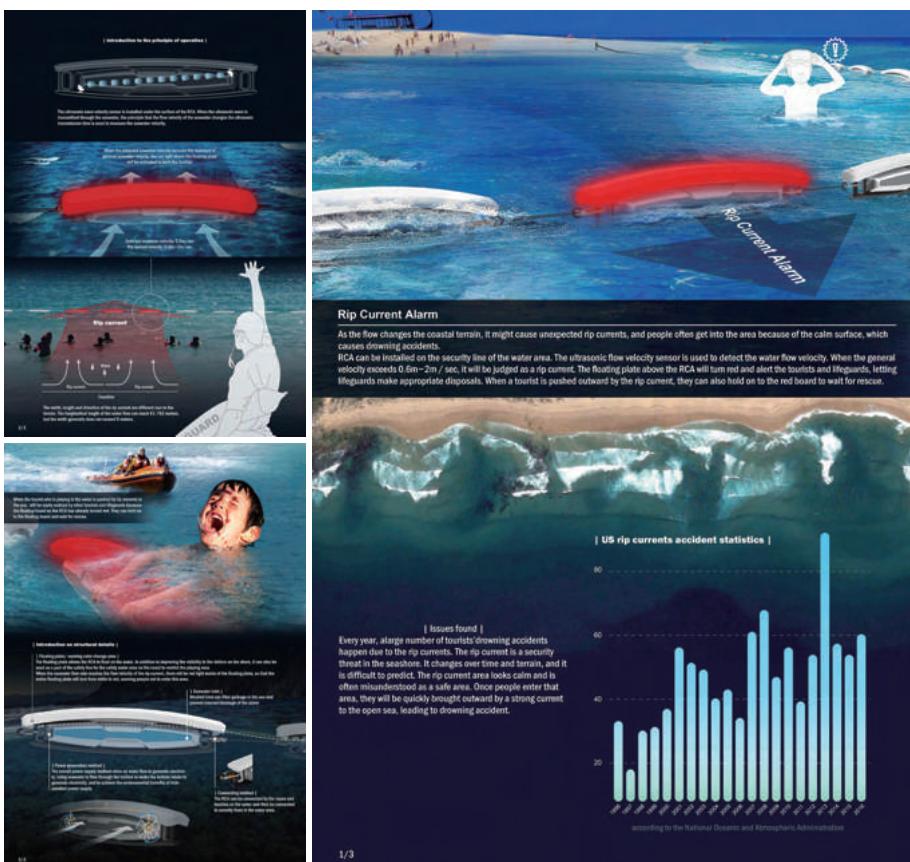
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## 離岸流警報器

### Rip Current Alarm

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## Critter Cuts

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**WHO IS GOING TO DESIGN PRODUCTS THEY NEED ?**

**BASIC CONCEPT**

**FINAL PRODUCT**

**HOW TO USE THE PRODUCT**

**3D PRINTABLE**

**USER TESTED**

**HOW TO GET ONE FOR YOURSELF**

**GRIPPER**  
An Assistive Device for People without Thumbs  
Helps them to WRITE

**\*\*A USER TESTED PRODUCT**

**HELP YOU TO WRITE, DRAW**

**A NON-PROFIT PRODUCT DESIGNED TO KEEP THE COST LOW**

**CAN BE USED BY BOTH LEFTY AND RIGHTY, IRRESPECTIVE OF HAND SIZE**

**3D PRINTABLE**

**DIFFERENT PARTS REQUIRED FOR ASSEMBLY ARE EASILY AVAILABLE IN MARKET**

**EASY TO ASSEMBLE**

**ALTERNATE DIY PRODUCT FOR THOSE WHO CAN NOT AFFORD**

**CAN BE PRESCRIBED BY EXPERTS IN MEDICAL FIELD**

**LIGHTWEIGHT**

**DOWNLOAD FILES (3D PRINT, ASSEMBLY INSTRUCTIONS)**

**GET THE PRODUCT 3D-PRINTED**

**BUY VELCRO AND SCREWS. ASSEMBLE TOGETHER AS INSTRUCTED.**

**YOU ARE READY TO WRITE !**

## Gripper - Assistive Device for Writing, Loss of Thumb

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**How It Works**

**App Function**

**Concept**

**Product Introduction**

**System Integration IoT Device**

**Advantages of Kid's Asthma Defense**

**尖端呼氣流量計 Spirometer**

**平時保養藥物 Maintenance Medicine**

**緊急救護藥物 Emergency Medicine**

**Kid's Asthma Defense**

**Alerts products integrated to IoT system**

**Help integrates children's asthma patients with medical records and treatment plans. It also helps to keep track of the patient's daily activities and allows the doctor to have a better treatment experience through the help of software and hardware.**

## 兒童氣喘保衛戰 Kid's Asthma Defense

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## 小動物通道 Small Animal Tunnel

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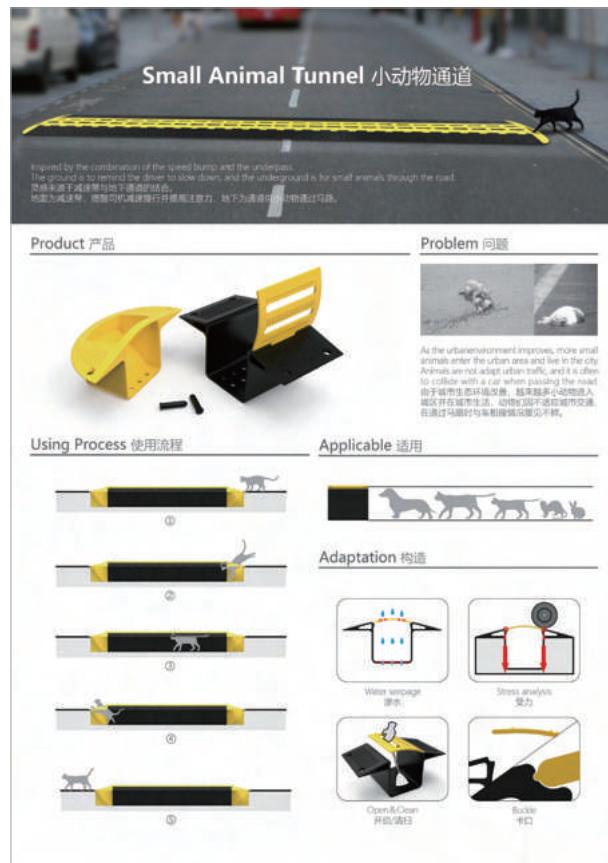
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Small Animal Tunnel 小動物通道



Inspired by the combination of the speed bump and the underpass. The ground is to remind the driver to slow down, and the underground is for small animals through the road. 为避免动物过马路时撞倒，地面上设置减速带提醒驾驶员减速，地下为通过马路的小动物通过马路。 为了避免动物过马路时撞倒，地面上设置减速带提醒驾驶员减速，地下为通过马路的小动物通过马路。

## 不傷桌面·書夾式直尺 Non - Trace

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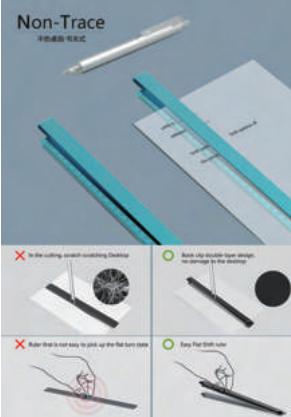
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None

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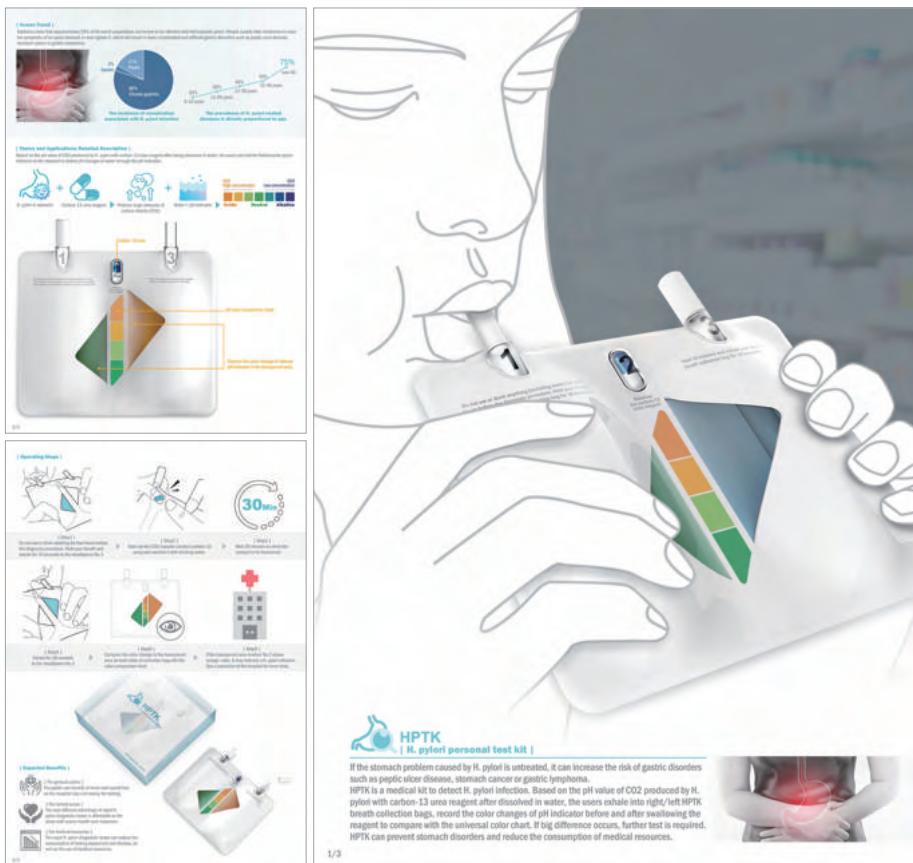
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Hubei Academy of Fine Arts



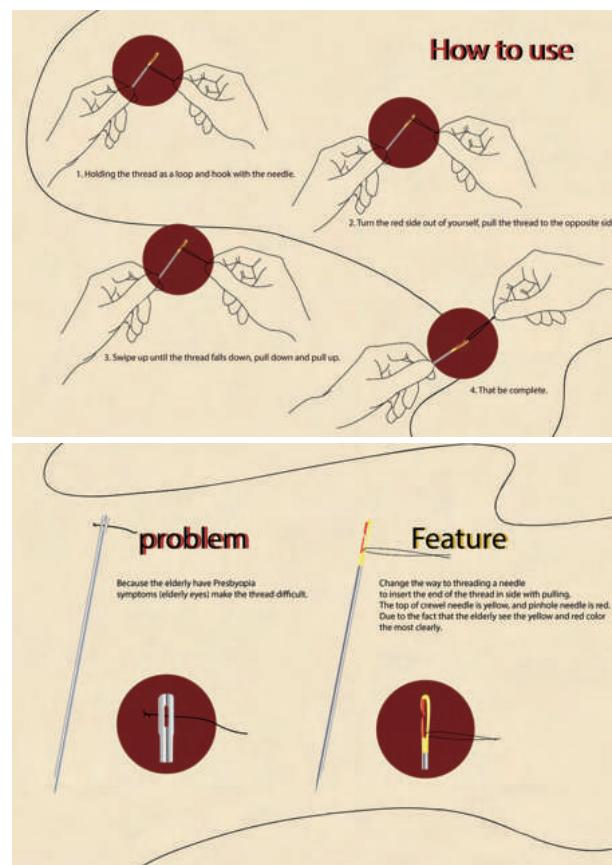
This is a ruler that can avoid cutting the table when cutting things. It uses a book clip design to avoid ugly traces of the desktop when cutting photos or paper. And the book clip design principle ensures that you can pick up quickly when you need a ruler. Metal aluminum material, surface anodic oxidation treatment, scale using laser engraving, lightweight and durable. Tail bending process design, can also be used in the office, to clamp the file information, to achieve the effect of multi-use of a matter.



幽門桿菌個人檢測包  
HPTK (H. Pylori Personal Test Kit)

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## 微觸 - 糖尿病足家用下肢護理產品

### Weichu - Diabetic Foot Home Lower Limb Care Products

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## 醫療共用陪護床

### Sharing Accompanying Bed

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## The Home for Living, Not Only Shelter for Survival

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## 8° 油漆刷 8° - Paint Brush

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## 盲文便利貼 Braille Convenience Paste

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**Problem**

In the world of the blind, they can't recognize things with their eyes. When they live alone, it is very difficult for the blind to live a normal life. Ordinary daily lives, such as learning, going to the bathroom, doing housework, cooking, and using electronic appliances, are difficult for the blind.

**Product introduction**

盲文便利貼

1. Bottom paper  
2. Sticker label  
3. Braille printing  
4. Acrylic printing

This product of the convenience sticker is a small sticker with Braille on it. It is used for the blind to identify the objects they are using most frequently in life, including numbers, actions, actions, interactions and some warning words.

**Use the scene**

**Braille meaning: cold and hot**

Sticker with cold and hot Braille respectively on the water dispenser allow the blind can identify the water temperature and prevent from water from scalding hands.

**Scene 1**

**Braille meaning: 3 doses**

Attach the dosage of the medicine on the bottle with Braille respectively. It is easy to take the medicine. They can clearly know the dosage of the drug.

**Scene 2**

## 紙尺 Paper Ruler

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**Paper Ruler**

Multi-functional measuring stationery for improving learning efficiency and cultivating time management awareness.

Both time and efficiency are valued in both learning and work. The improvement of efficiency comes from the management of time. Most people lack the sense of time management. Therefore, we redesigned the stationery with high usage rate to improve the efficiency of work and study while the tools are more convenient.

**Oh! Problem!**

- The ruler can only measure the length of the plane straight line. Plastic materials are not easily degraded and affect the environment.
- At the same time, it can only be used by one person, and it is not possible to record data while measuring.
- Post-it notes are convenient, but not further improve learning and work efficiency.

**We Address!**

14 cm

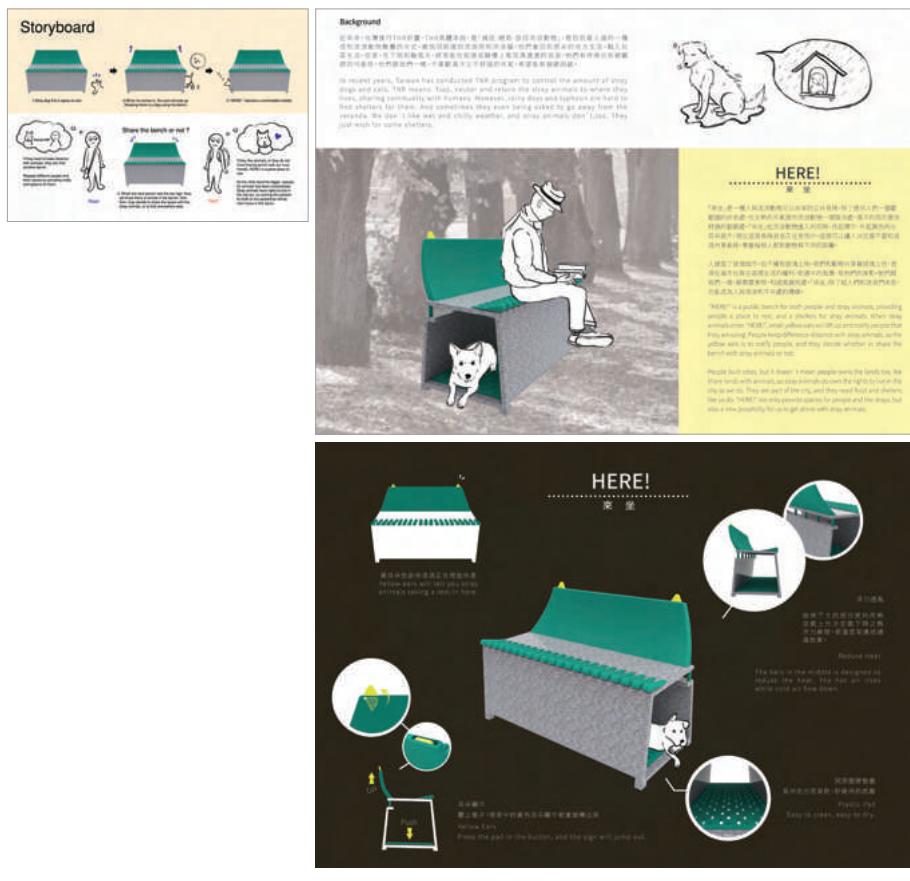
Design the sun and the moon in two styles, the scale corresponds to the time, can adapt to different usage scenarios, and use the sun and moon graphics to imply the passage of time.

Combining the sticky note with the ruler, using the material properties of the paper, the function of the ruler, and the commonality of time, the paper ruler can be bent, folded, and marked, expanding the measurement dimension and function of the ordinary ruler, and facilitating recycling, friendly to the environment.

**紙尺**

紙尺是為了解決學生在學習和生活中遇到的問題而設計的，它具備多種功能，能夠提高學習效率並培養時間管理意識。

紙尺的設計考慮到了時間管理，並結合了便條紙的功能，使其成為一個既方便又高效的多用途測量工具。



## 曲面屏交通燈 Curved Screen Traffic Light

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## Calmly

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**WHAT IS ANXIETY?**

Anxiety is your body's natural response to stress. Everyone feels anxious at times. Rather than feeling anxious in response to actual danger, people can experience the same symptoms in situations they perceive as dangerous. Anxiety disorders are the most common form of emotional disorder and can affect anyone of any age. Anxiety disorders usually occur when anxiety starts to severely impact on a person's life.

**SYMPTOMS OF ANXIETY**

- Increased heart rate
- Hyperventilation
- Sweating
- Shaking
- Restlessness
- Shortness of breath
- Headaches
- Choking
- Diarrhea
- Nausea
- Hot flashes
- Cold sweats
- Shaking
- Waking up at night
- Difficulty falling asleep
- Difficulty staying asleep
- Feeling on edge
- Difficulty concentrating
- Feeling irritable
- Worsening of existing physical symptoms

**PROBLEMS & INSIGHTS**

People often feel panics or anxiety in the external environment. They begin to show symptoms. And then they generally leave the environment to take refuge in comfort. This prevents them having an independent and quality life. They need a physical method rather than a virtual method (some situations in which can be effective) in their anxiety and panic moments.

**DEALING WITH ANXIETY**

**Calm Experience**  
When people are in panic or feel anxious, at that moment is a calm down. There are many effective methods, such as breathing exercises, listening to music, changing their environment, having a comfort object, etc., used for calming them down.

**Touch Experience**  
It is the most important advantage of physical products. There are two types of touch: active touch and passive touch. If the person touches another object by moving its body to make the touch, then it is active touch. If the person is touched without control over the movement then the touch is passive.

**1/7** According to WHO, one in seven people have anxiety problems.

Feel as much as humanly possible.

Helps to feel anxious anywhere, as the product should be portable.

Advantage of a physical product: teaching experience and having.

The product should include at least one of the methods of calming.

The product does not heat people, but supports them.

**CREATION OF FORM**

With the experiments, the form suitable for the ergonomics of the users was determined and this form was combined with the classical spa stone form and product form trials were performed.

**CALM APPLICATION**

Mobile application flow chart:

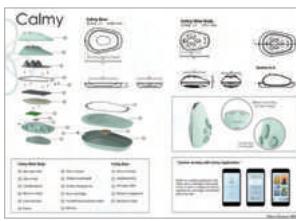
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2. Erdem, S. (2014) Map: 10 Keys to Calm Yourself. Retrieved from: <https://www.universitycounselingcenter.com/10-keys-to-calm-yourself/>

3. Agar, J. (2016) Keys to Your Heart. Retrieved from: <https://www.universitycounselingcenter.com/10-keys-to-calm-yourself/>

**Etkin Cemre YAVUZ**



## 城市救援模組

### City Rescue Module

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**CITY RESCUE MODULE**  
FLOOD | RESCUE | PUBLIC SEAT | LIFE RAFT

**Handle**: Can grip when flood. 把手: 洪水时可抓握

**Hollow hard plastic material**: Can float on the water. 中空硬塑料: 可浮于水面

**Handle**: Can grip when flood. 把手: 洪水时可抓握

**Seat fixing button**: 坐椅固定按钮

**Chair back rotation button**: 坐背旋转按钮

**Seat leg**: Built-in metal chain. 座腿: 内置金属链

**USE STEPS**

STEP 1 PUSH 推压

STEP 2 ROTATE 度转

STEP 3 PUSH 推压

STEP 4 FLOATING 浮漂

**ADAPT TO DIFFERENT WATER LEVEL HEIGHTS**

PAGE: 3/3





## 漸變衣架 The Gradient Hangers

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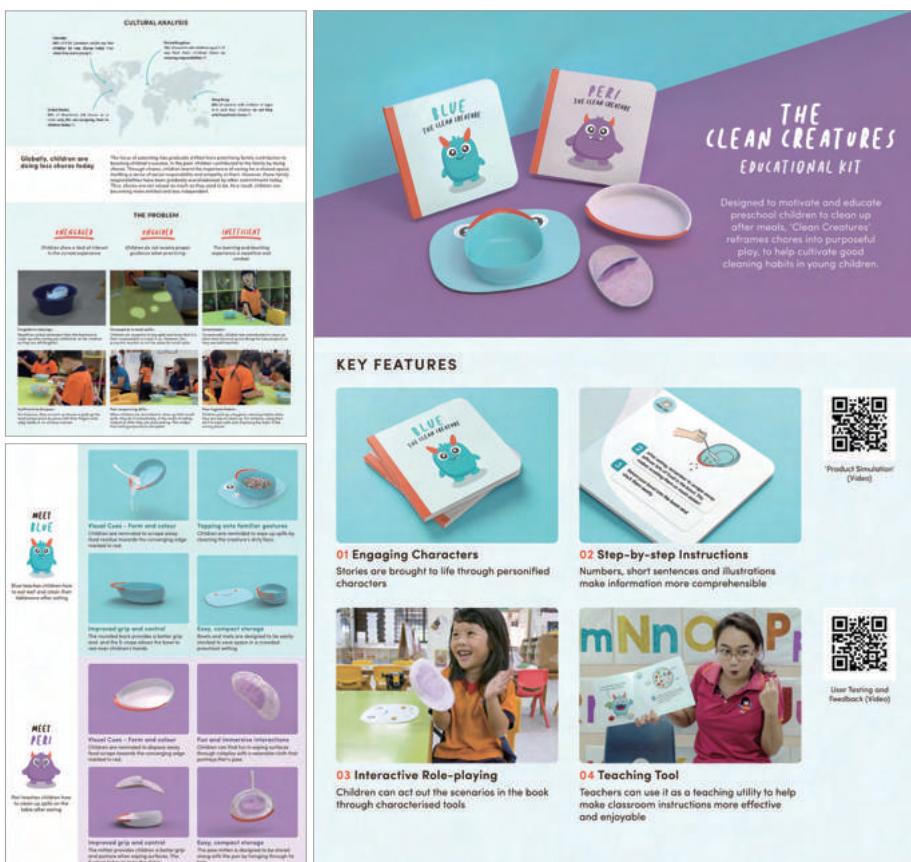
黃偉  
Wei Huang

學校所在地 Location of School

中國大陸  
China

學校 School

韶關學院  
Shaoguan University



## Clean Creatures

創作者 Designer(s)

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學校 School

新 廉 國 立 大 學  
National University of Singapore

記名塑膠杯  
Cup Records Your Name

創作者 Designer(s)

劉勝和  
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多功能嬰兒床  
Multifunctional Crib

創作者 Designer(s)

楊警琛、章飛越  
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倉詩建  
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**ANTIFOULING IODOPHOR BOTTLE**

This design is redesigned from the bottle of iodophor. It is divided into two parts. "Eighty percent of iodophor is water". People can use iodophor can choose the amount of medicine to be poured into the cap according to the size of wound or the frequency of application to reduce the chance of unnecessary bacterium infection caused by stopping its mouth and opening bottle cap.

**ANTIFOULING IODOPHOR BOTTLE**

This design can help individual with minor injuries quickly disinfect and sterilize, while maintaining the sterility of their own medicines and avoiding cross-infection. By dipping the cotton swab in the red potion of the cup cap, instead of directly dipping the red potion in the bottle, we can avoid the accidental introduction of bacteria into the cotton swab. And it can be used with one hand.

● Turn the knob on ● Turn the bottle over ● Turn the knob off ● Turn the bottle over ● Dip in iodophor at the cap

PAGE 2/2

**UNI x CHARM x ARM**

讓獨臂者可以更隨心所欲的打扮，不會因為身體的限制而放棄愛美的權利。

**設計背景**  
許多獨臂人士因為單手的限制無法擔心所欲的妝髮，且由於天氣炎熱以及工作方便性的選擇，即使有買假髮的渴望，往往還是會選擇短髮造型。

**使用者分析**  
團隊對對平時生活可以自理的獨臂人士進行深入談話，了解到大部分長髮獨臂人士幾乎只能擰掉累的短髮或是假髮，必須花費數年的練習時間，且在練習上受到許多限制，而幾乎所有對象都表示希望能在不靠他人協助，將由假是高馬尾或是變換更多造型。我們也針對他們現在的妝髮方式進行動作觀察及分析，作為設計參考。

**問題分析**

**擰髮動作分析**

雙手擰髮過程中左右手動作非常複雜會不勝枚舉，團隊希望讓獨臂者也能夠使用單手髮飾。因此針對兩手擰髮動作進行細部解析，及各種髮飾的使用方式研究，隨後使用時的手部動作，作為設計發想的參考。

**參與式設計**

設計過程中讓團隊自行測試外，同時也找使用者參與設計，實際拜訪獨臂者進行操作試用和動作觀察。除了就用草稿，也參與設計討論，給予意見，讓產品能真正貼近生活，符合使用者的需求。

## 防污染碘伏藥水瓶 Antifouling Iodophor Bottle

創作者 Designer(s)

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Bing Xi

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學校 School

燕山大學  
Yanshan University

氣喘藥劑手環  
Metered Dose Inhalor Bracelet

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學校 School  
醒吾科技大學  
Hsing Wu University



有機智能光線調節窗  
Bioilluminant

創作者 Designer(s)  
陳麒善  
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National Taiwan University of Science and Technology



### Product Details

**5 Segments of Lever Arm**  
Balancing blocks on each position will create different effects of balance.

**Number Bricks**  
These blocks with different multiples of weight make it easier for children to realize the effect of weight on the balance. The blocks are light and the lever arms are quick and instantly due to the slope design of the blocks.

**Balancing Pointers**  
If the blocks on both sides weigh the same, the upper pointer will align with the horizontal line. If the blocks are different, the pointer will move to the side, which allows children to know the effect of weight. This weight easily and gives children a sense of accomplishment.

**Quiz Book**  
The quiz book includes many quizzes with different levels, which enables children to learn in a gradual process.

**How it works**

**Torque = Weight(Force) x Lever Arm.**  

$$8 \times 1 = 8 \times 2 = 8 \times 1 + 4 \times 2 = 8 \times 1 + 3 \times 3 = 15$$

Page 2 of 3

### Quiz Book

There are 3 different ways to play based on children's development stages. This allows children to challenge themselves continually as they grow up.

**Elementary**  
First, arrange the right side blocks according to the instruction. Next, do not move any blocks on the left side and try to balance without any imbalance.

**Intermediate**  
Try to make both sides balance with the same with mixed number and size and all the blocks on the right side.

**Advanced**  
Use the knowledge of how to make both sides balance with the same weight. You can arrange the blocks on the right side to make both sides balance.

Different from traditional learning education, 123 Balance emphasizes children's problem-solving skills and fun as primary rather than just providing a single standard answer.

**Answer Key**

# 123 Balance

123 Balance is an educational toy that inspires children's logical mathematical intelligence. It adds various lever arms and bricks to traditional balance to create various ways which is applicable to kids in different stages of development to play. Combining the lever arms and the bricks with different weight, 123 Balance not only enables children to learn basic mathematical concepts through the relation between weight and length, but also help to cultivate their reasoning abilities and problem-solving skills during the process of hands-on play.

## Design Concept

**01** Various Ways to Play

**02** Suitable for Different Kid's Developmental Stages

**03** Relation between Weight(Number Bricks) and Length(Lever Arms)

Page 1 of 3

## 算術天平

## 123 Balance

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施皇旭、陳彥廷  
Chien-Hsiung Chen, Jin-Dean  
Cheng, Ming-Huang Lin,  
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## 學校 School

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National Taiwan University of  
Science and Technology

## 癌症兒童的造口袋熊 StomaBear for Children with Cancer

### 創作者 Designer(s)

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Xin-Chang Liu

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Technology

## 可分割書簽 Splittable Bookmark

創作者 Designer(s)

廖雯儀、黃志鵬  
Wen-Yi Liao, Zhi-Peng Huang

指導老師 Instructor(s)

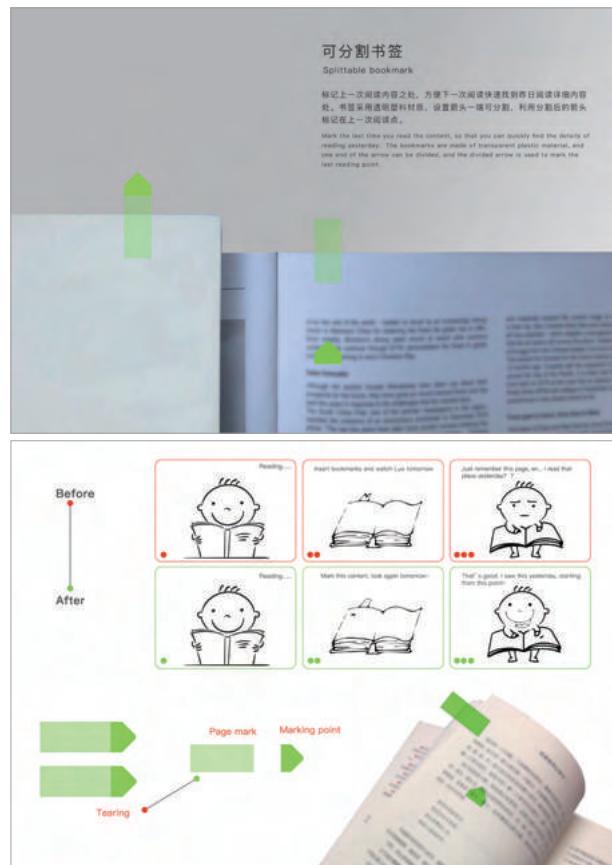
蔡霞  
Xia Cai

學校所在地 Location of School

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China

學校 School

北京理工大學珠海學院  
Beijing Institute of Technology,  
Zhuhai





Taiwan  
International  
Student  
Design  
Competition

視覺設計類得獎作品  
Winners in Visual Design Category

## 視覺設計 Visual Design | 評審評語 Jury Comments



Ekaterina Golotvina  
俄羅斯 Russian Federation



顏伯駿 Po-Chun Yen  
臺灣 Taiwan



Ashwini Deshpande  
印度 India

這是一個很柔和且感性的作品，藉此讓我們看到無法解釋的感受 - 愛，我們有時無法用言語去描述它，但反而出現了新的視覺方式來解釋這個複雜的感受。孩子能夠透過視覺和觸覺來對我們表達他們的感受，去了解孩子是什麼樣的，愛又是什麼樣的，這對於教育和理解都是非常重要的。

The design is soft and sentimental, but it shows us what can't be explained, love. Sometimes we don't have the words to describe love, but the designer created a new visual interpretation for this indefinable feeling. Children express their feelings through the senses of sight and touch. To understand what children and love are like would be the key part to education and understanding.

這件作品最棒的地方是看起來很柔軟很甜美，用這個表現方式讓你去感受愛的存在，但愛一直以來一直是抽象且不好表現的主題，也容易落入一種非常俗套的表現。但他用了一個很設計的語彙，加上他是一個需要透過互動體驗才可以完整的作品，這個參與式的作法對這個作品是非常加分的。

What makes the piece stand up is the softness and sweetness within, and it allows you to feel the existence of love. However, love has long been a topic which is too abstract to be brought to life, and can be easily turned into cliche. But the designer adopts a very design terminology, and presents a design that requires interaction and experience to be completed. This engagement approach constitutes the essence of the design.

每個人對愛的定義都不一樣，有些人能夠用文字表達，有些人則覺得難以言喻，我認為這個作品非常有趣，透過不一樣的表達形式、色彩，跟半透明的展現技法，讓世人開始思考，愛對他們的意義是甚麼，有這麼多的方式跟方法可以讓大家來定義甚麼是愛，每個人的表達方式也都是如此與眾不同，但我們還是可以從中理解，這項作品很好的詮釋並呈現對不同心情以及情緒的同理心，我想這對我們所有人來說都非常important。

I think the word love itself evokes a lot of feelings and emotions. And if somebody wants to try to define what love is, everybody's definition is different. Some people have the words; some people don't even know how to express in words. So I think it is a very interesting project which sort of invites people to define what love means to them through various of forms, shapes, colors, and translucency. It's very heartening to see that there are so many ways and forms that people define love and each one's definition is so different and yet unique and you can identify with it. So it is again a very good example of showing empathy towards to an emotion which is very important to all of us.





Ville Tietäväinen  
芬蘭 Finland



古平正義 Masayoshi Kodaira  
日本 Japan



周小良 Sio-Leong Chao  
澳門 Macau

這件作品用一個非常美麗的方式把愛去做形象化，用各式各樣的形象表達，也呈現出不同的形象如何連結在一起。可以讓小朋友真的去體驗，去試試看到底愛人或是被愛的感受是怎麼樣的。

The work has a really beautiful concept of trying to realize what love feels like and what it can be, how can love be portrayed with abstract forms and how they cling to each other. Children can choose whatever forms they want and combine these things so that children can understand somebody who loves and somebody who is loved.

Forms of Love 是一件非常浪漫具有故事性且優秀的作品，表現了人的行動跟心情，是目前視覺設計道路上是非常有挑戰的設計，這樣的型態是到現在都沒有看過的，作者透過這樣概念性的表現手法結合使用者的體驗，充分表達出情感的豐富。

Forms of Love is a romantic, narrative and remarkable work. It embodies the action and feelings of humans, which is a very challenging approach in the realm of visual design. The form it used to express is unprecedented, such conceptual representation and the combination of user experiences project the abundance of feelings and emotions.

它是對於一個主題或是一個想法的表達，也用一個創作者最專長的設計手法呈現。這件作品表現出來的已經不是單純的視覺傳達，而是加上使用者的用戶體驗，將抽象的感受表現出來。

The design is an expression of a topic or idea, and it is rendered with the approach that the designer is specialised at. The result is no longer simple visual communication, instead, user experiences are incorporated, and put new life into the abstract feelings.



金獎  
Gold Prize

Forms of Love

作者 Designer(s)

梶谷文雄  
Fumio Kajitani

指導老師 Instructor(s)

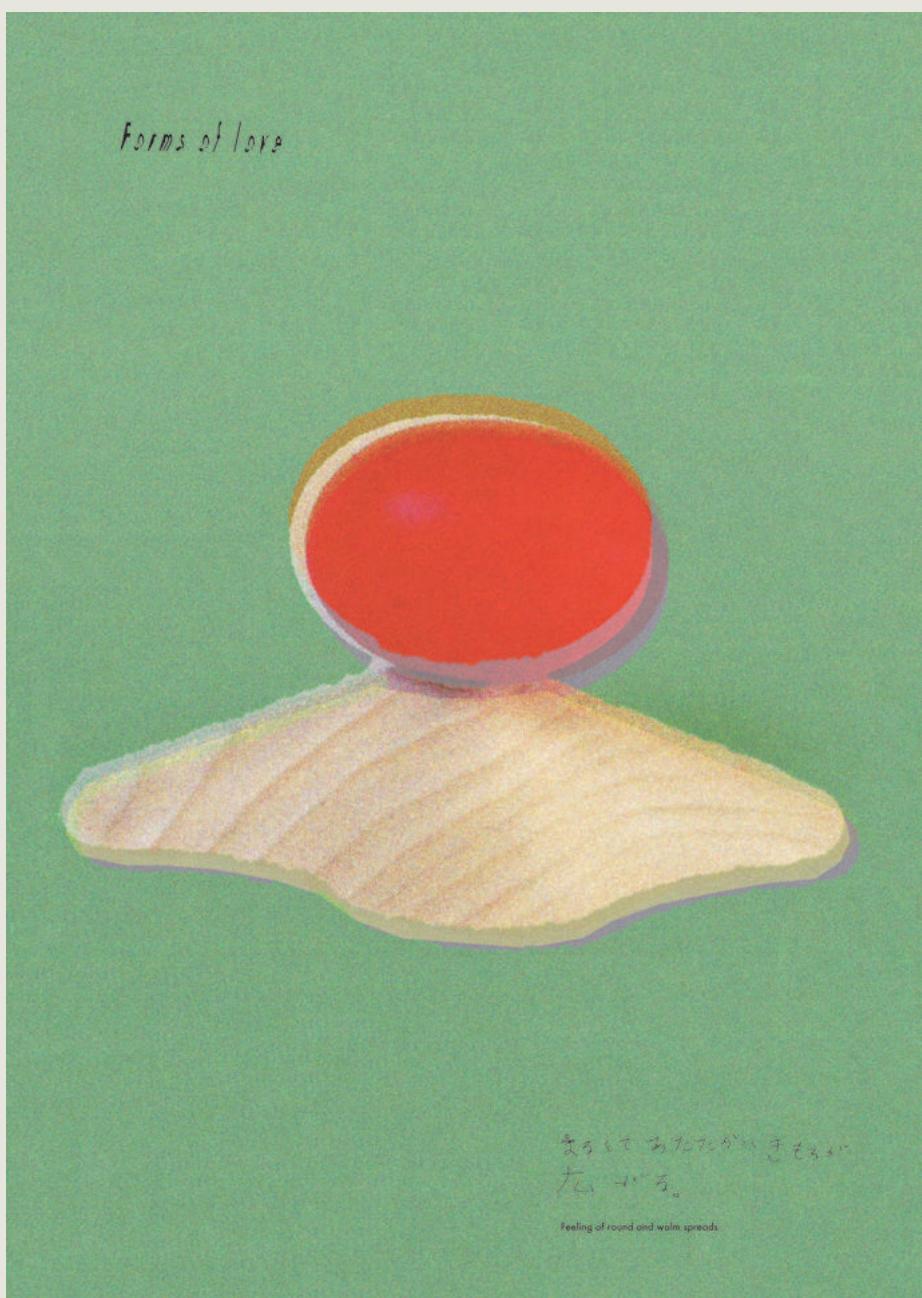
清水泰博、須永剛司  
Yasuhiro Kiyomizu, Takeshi Sunaga

學校所在地 Location of School

日本  
Japan

學校 School

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作品說明 Project Description

Forms of Love「愛的形狀」是一項表述戀愛中感受的體驗式作品。我認為每個人對於愛有不同定義，所以我覺得自己需要一個地方，來讓大家認識愛裡各種感覺。超過兩百名參與者以物件和卡片表達他們的感受，呈現自身所感受到的愛。

"Forms of Love" is an experiential work, with the aim to bring out into presence the feelings one has when falling in love. I believe everyone interprets love differently, and I thought that I needed a place for everyone to learn the various feelings we experience in love. More than 200 people participated in the work where they used objects and cards to manifest the love they feel.



銀獎  
Silver Prize

Nothing Left, No-Waste Cooking

作者 Designer(s)

Soo Bao Rui

指導老師 Instructor(s)

無

None

學校所在地 Location of School

新加坡

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學校 School

淡馬錫理工學院

Temasek Polytechnic



作品說明 Project Description

本作品採用無廚餘烹調的概念來解決食物浪費的問題。一無所剩讓人們深入掌握自己的食材，了解那些部分時常被浪費掉，並學習如何使用與處理這些食材。透過最大化食材使用，我們便能吃得更健康，並減少食材浪費。

Using the concept of no-waste cooking to tackle food waste. Nothing Left helps people to have a deeper understanding of their food, which parts are commonly wasted, how it can be used and prepared. This creates healthier choices through maximizing the use of ingredients, hence wasting less food.

銅獎  
Bronze Prize

Here I Am

作者 Designer(s)

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Natalia Shendrick

學校所在地 Location of School

俄羅斯  
Russia

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國立高等經濟大學藝術與  
設計學院

HSE Art and Design School



作品說明 Project Description

「Here I am」是一場提倡個體性的節慶。每一個體都是獨一無二的，但又以同樣的歡樂來看待這個世界。節慶裡的服裝、裝置藝術與表演皆由國際當代藝術家團體提供。這些藝術家利用材料來創作，並捉弄參觀者的注意力。本計畫想表達的就是要勇於展現出自己奇特的一面，接受他人奇特的一面，並看見衣著底下的本體。

"Here I am" is a festival of individualities, each of which looks different, yet all together share the joyous view of the world. The costumes, installations and performances are supposedly provided by the international group of contemporary artists who work with material, use inventory forms and play with spectators' attention. The message of the project is not to be afraid of showing our weird self, accepting the weirdness of others, and being able to see what's behind one's clothes.



銅獎  
Bronze Prize

方格人生  
Thinking Out of Box

作者 Designer(s)

詹翊慈、廖庭葦、陳思羽、  
許梓寧、羅際承、鄒國明  
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Szu-Yu Chen, Tzu-Ning Hsu,  
Chi-Cheng Lo, Kuo-Ming Tsou

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學校 School

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作品說明 Project Description

在碩大的社會當中，我們被當世代豢養在一小方格裡，在自己的工作區域裏頭流動、生活著。是時候面對自己、打破被他人築起的地域，透過故事的蒐集，找到對於自身的認同。由於台灣現今的教育制度，導致學生們的選擇看似玲琅滿目，但在他們的心裡，對於社會的想像，卻仍舊隔著一層霧的茫然，於是我們決定透過蒐集各類職業的方式，每一期推出不同職業類別的報刊，促使大家開始認識並且接觸自己從未嘗試的職業，以及這些在社會中運作著的每個小小人物他們背後的心路歷程。能夠使讀者透過報刊探索的方式，在他人的體悟中找到自己的影子，進而反思自己在自己心目中應該扮演什麼樣的角色。

"Thinking Out of Box" is a professional newspaper for those who are mentioned above. Through the way of collecting various occupations, we launch newspapers in different categories periodically. We plan to encourage everyone to start to get to be acquainted with the careers they have never tried in order to find their own position in the realization of others.



銅獎  
Bronze Prize

千字文

The Thousand Character  
Classic

作者 Designer(s)

王星都

Xing-Du Wang

指導老師 Instructor(s)

吳王韜

Wang-Tao Wu

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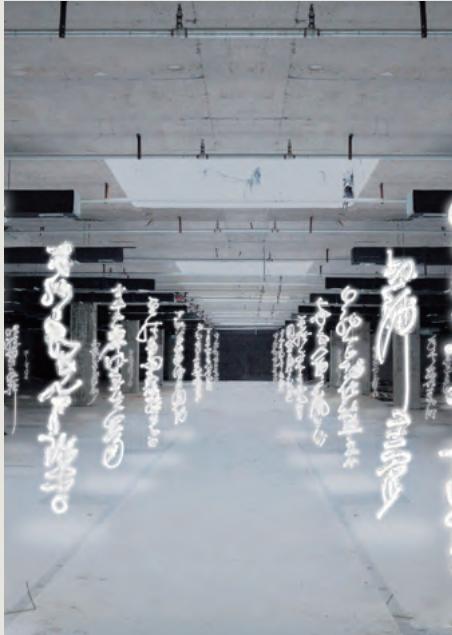
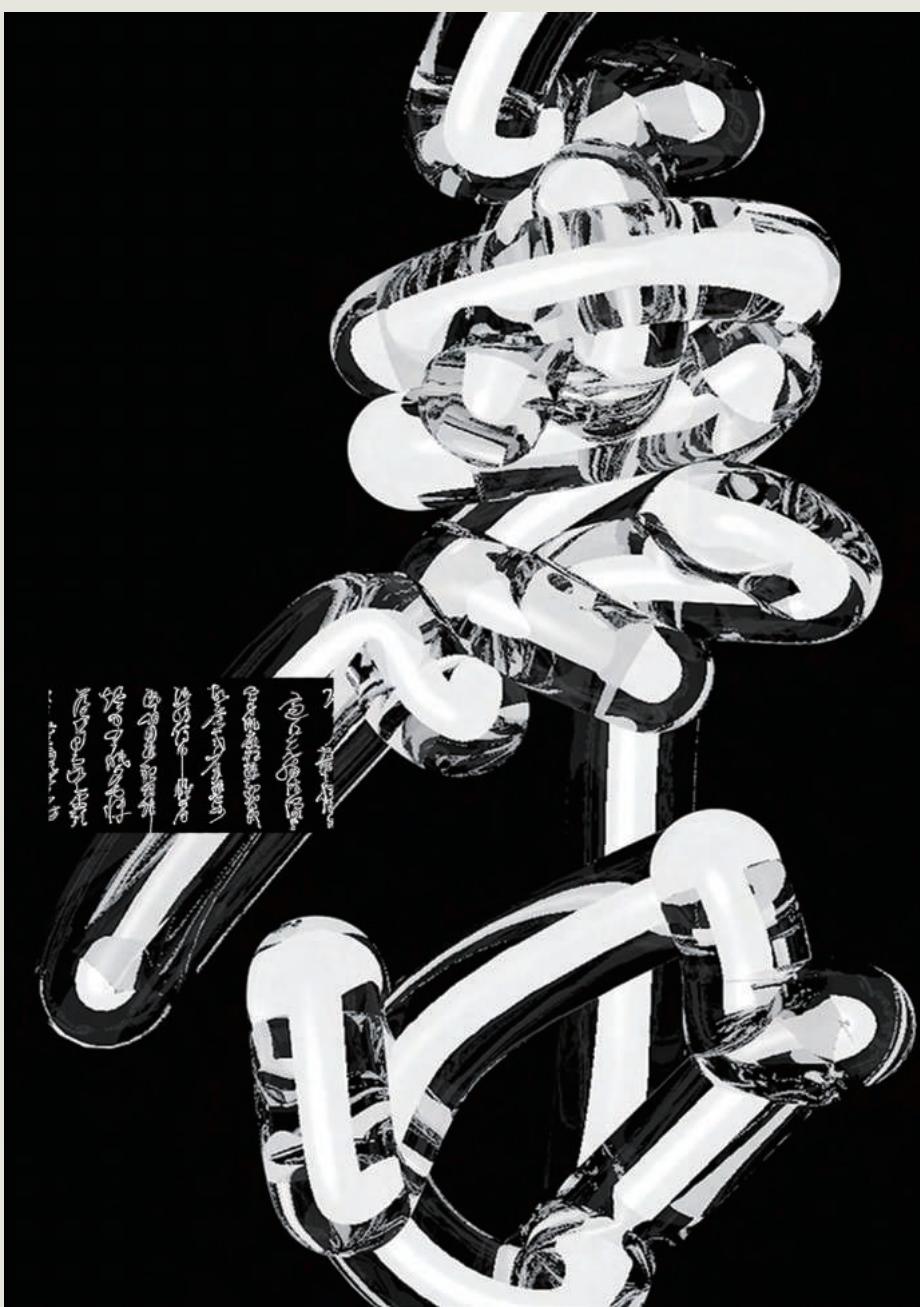
中國大陸

China

學校 School

福建師範大學

Fujian Normal University



作品說明 Project Description

路邊五金店的玻璃燈管有著非常獨特的質感，特別在嘈雜的夜市中鬧中取靜的空靈，這種印象讓我想到書法的美感，作者完整使用 3D 軟體重塑了宋徽宗所寫的草書千字文，並讓其如裝置藝術一樣置身於熟悉的生活場景中。

The hardware shop at the street corner is furnished with fluorescent tubes with a very special texture, creating an ethereal atmosphere amid the clamors of the night market. Those tubes reminded me of the beauty of calligraphy, so I used 3D software to recreate the cursive calligraphy by Emperor Huizong of the Song dynasty in the style of those fluorescent tubes and placed them in an everyday setting.

佳作  
Honorable Mention

毒白  
Monologue of Posion

作者 Designer(s)

張岑、沈婷妮、彭懷澤、  
劉艾綾、張景彤、柯渝芯、  
王妍方、許韶庭  
Cen Zhang, Ting-Ni Shen,  
Huia-Ze Peng, Wen-Ling Liu,  
Ching-Tung Chang, U-Sin Ke,  
Yen-Fang Wang, Shao-Ting Xu

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林蓓菁  
Pei-Jing Lin

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Taiwan

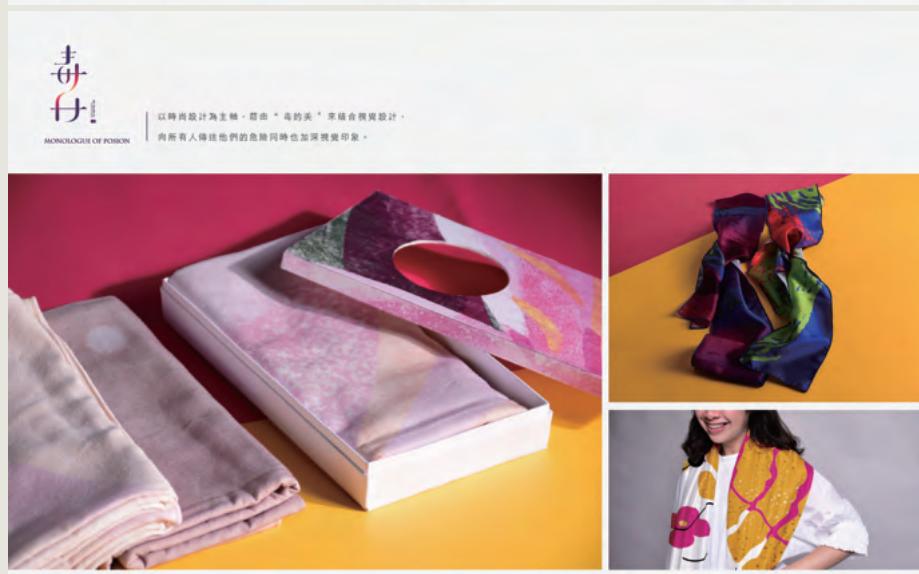
學校 School

復興高級商工職業學校  
Fu-Hsin Trade and Arts School

作品說明 Project Description

我們透過圖案設計呈現毒物種身上的美，將圖案編輯成書刊賀卡等印刷品，同時也運用在絲巾布料等外觀上，透過時尚設計傳達物種們雖然有毒但卻魅力非凡。

Through the design to convey the poison species charm extraordinary appearance. Set the poison color into four color tickets and six design sets, and use bronzing to show the dazzling beauty.



佳作  
Honorable Mention

把山脈  
Mountain Pulses

作者 Designer(s)

劉謙廷、張鈺喬、邱元相、  
鄭伊秀、莊淨雯、王慈宜  
Yi-Ting Liu, Yu-Chiao Chang,  
Yuan-Hsiang Chiu, Yi-Xiu Zheng,  
Ching-Wen Chuang, Ci-Yi Wang

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Wei-Jen Huang, Yuen-Hsiau Yen

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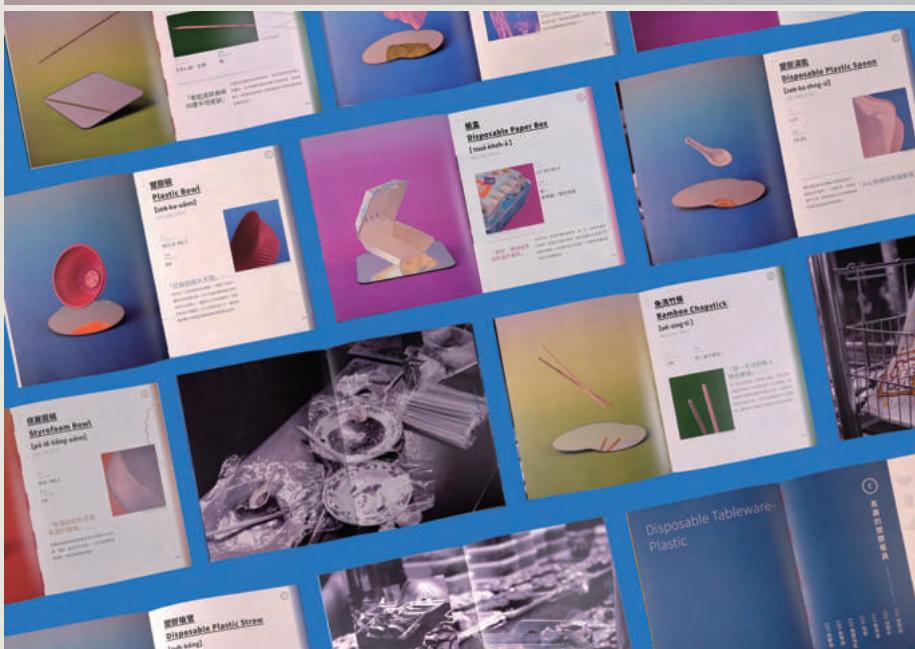


作品說明 Project Description

「地病人也病，診人也診地」將山喻為一人體，透過中醫的診療法，讓大眾更容易聯想人體的病症與土地災害的關連性，將復育山巒的學術研究轉換成日常的生活經驗產生共鳴。

It is known that sick land makes people sick, so land should be taken into consideration when making diagnoses. Here we use the human body as an analogy for mountains and explain the approach of traditional Chinese medicine to show the audiences the association between human illness and land disasters. This way, we turn the academic findings on mountains restoration into everyday experiences encouraging public resonance.





佳作  
Honorable Mention

夜市文物室：  
一次性餐具的未來出版品  
The Artifacts of Night  
Market: Publishing in the  
Future

作者 Designer(s)  
陳悅晴、林鈺馨  
Yueh-Ching Chen, Yu-Xin Lin

指導老師 Instructor(s)  
曹融、黃雅玲  
Rong Cao, Ya-Ling Huang

學校所在地 Location of School  
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Taiwan

學校 School  
國立雲林科技大學  
National Yunlin University of  
Science and Technology

作品說明 Project Description

「從夜市出發，以未來的視角追溯現代，探討一次性餐具的發展與影響。」書中結合歷史與想像，收錄夜市常用一次性餐具文物檔案，藉以省思我們的行為及所用的器物是如何影響生活及環境。如果從未來看這個時代人們過度使用資源的情景會有什麼感觸或想法呢？透過時間的換位思考，能以不同角度觀看一次性餐具與環境之間對於人們生活的使用關係，理解一次性餐具使用歷史之來龍去脈，不是要否定一次性餐具的存在價值，而是引起思考：現在的我們是不是有更好的使用選擇，並且付諸行動、加以落實。

"Starting from night markets, the creation traces the modern world with a future vision to investigate the development and effect of disposable tableware." This book includes the history and artifacts files of disposable tableware. Through the investigation, we can reflect on how our behaviors, the disposable tableware affect our life and the environment. If people could see the situation from the future, using resources excessively in this era, what are their feelings and thoughts?

## 佳作

### Honorable Mention

#### 年結

#### Blend

作者 Designer(s)

鄭禮軒、徐應傑、藍靖淳、  
周旭澤、陳煜凡  
Li-Xuan Zheng, Ying-Jie Xu, Ching-Chun Lan, Xu-Ze Zhou, Yu-Fan Chen

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黃煒仁、楊鼎獻  
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嶺東科技大學  
Ling Tung University

#### 作品說明 Project Description

漢字在中國大陸與臺灣不僅存在簡繁字型之分，其分別所使用的拼讀音法系統也有著一定的差異。選取大陸——羅馬拼音、臺灣——注音作為設計元素，以兩岸共有的中華傳統文化“十二生肖”為字型框架，並融入各個生肖的象形特徵，通過設計再造創意字體，借由漢字串聯拼音與注音，傳遞漢字的包容性、可能性及表意文字的魅力。並將12組創意字體延伸為文教用具，每組用具含有特定的漢字筆劃木塊，搭配說明卡片引導觀者進行互動拼裝，在這個過程中眼/手/腦同時合作進行，不僅明白12組字體的組合邏輯，也能夠從中學會拼音與注音書寫形態，透過設計的力量，讓兩地之間有更加深層的認知與互動，也希望讓更多非漢字地區的人瞭解到中華文化化。

Different Chinese transliteration approaches are used across the Taiwan Strait; one for romanization and the other for bopomofo (Zhuyin Fuhao). For this project, we chose romanization and bopomofo as the design elements and the 12 Chinese zodiac animals to be the carrier. We combined the two systems through ideogram redesign to show the inclusiveness and creativeness of Chinese culture and infuse energy into these ideograms.

## 年結 BLEND —— 透過文字再設計呈現兩岸文化的連接與包容。

#### 設計理念

漢字在中國大陸與臺灣之間不僅存在簡繁字型之分，其分別所使用的拼讀音法系統也有著一定的差異。選取大陸——羅馬拼音、臺灣——注音作為設計元素，以兩岸共有的中華傳統文化“十二生肖”為字型框架，並融入各個生肖的象形特徵，通過設計再造創意字體，借由漢字串聯拼音與注音，傳遞漢字的包容性、可能性及表意文字的魅力。

我們還將12組創意字體延伸為文教用具，每組用具含有特定的漢字筆劃木塊，搭配說明卡片引導觀者進行互動拼裝，在這個過程中眼/手/腦同時合作進行，不僅明白12組字體的組合邏輯，也能夠從中學會拼音與注音書寫形態，透過設計的力量，讓兩地之間有更加深層的認知與互動，也希望讓更多非漢字地區的人瞭解到中華文化。

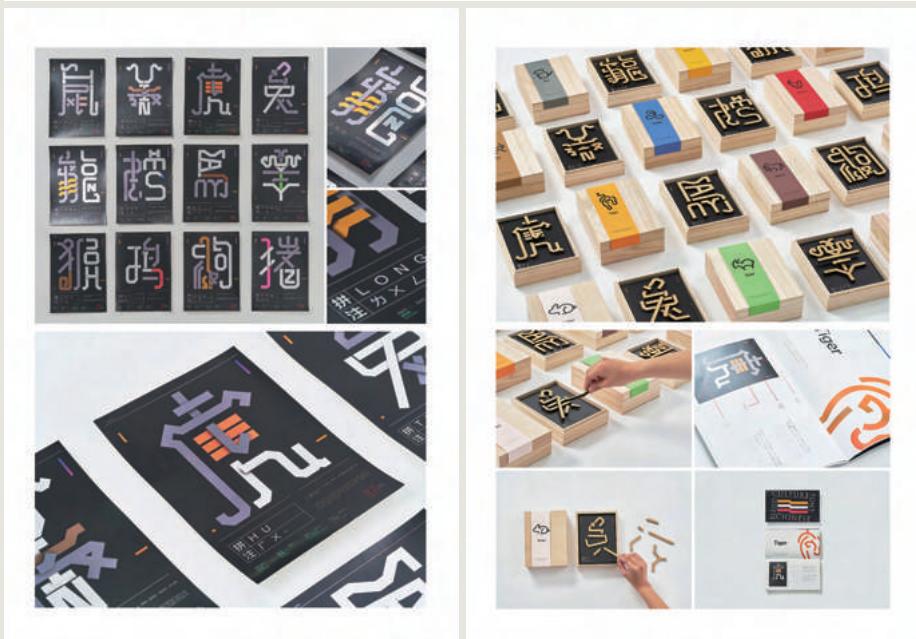
Project:  
Blend

#### Concept:

Chinese characters, used in both China and Taiwan, are transliterated using the Roman alphabet and Mandarin phonetic symbols respectively. Taking the traditional Chinese zodiac, common to both cultures, as a framework, we made creative designs that marry the unique characteristics of each zodiac sign with both alphabet and phonetic symbols to express the inclusivity, possibilities, and charm of Chinese characters.

We then turned these 12 sets of designs into teaching tools. Each set has a block showing stroke order, which, along with the instruction card, helps the viewer to assemble the piece while engaging the eyes, hands, and brain simultaneously. Not only does this help the user understand the logic of how it fits together, but he or she can also learn the Roman spelling and phonetic symbols for that character. Through the power of design, we can help the two sides of the Taiwan Strait have a deeper understanding of and interaction with each other. We also hope more people from non-Chinese speaking areas can come to appreciate Chinese culture.

Summary:  
We show cross-strait cultural connection and inclusiveness through ideogram redesign.



佳作  
Honorable Mention

黑與白  
Black and White

作者 Designer(s)

周柏丞、王毓鈞、賴宥丞  
Bo-Cheng Jhou, Yu-Jyun Wang,  
You-Cheng Lai

指導老師 Instructor(s)

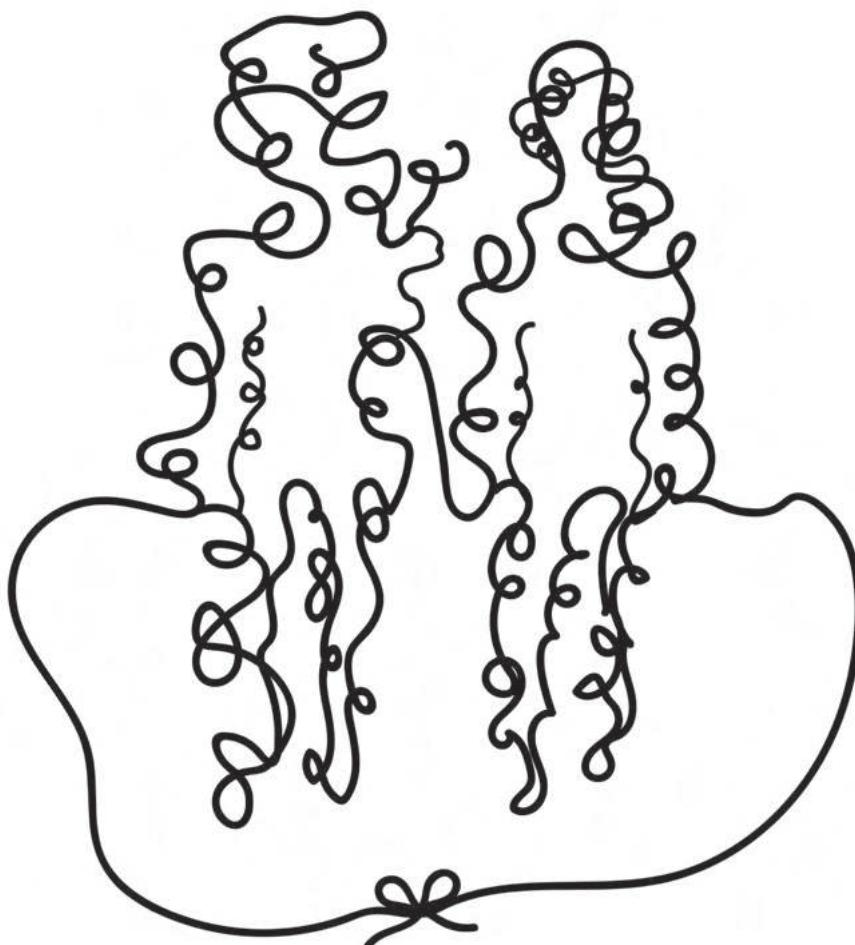
秦安慧  
An-Huei Cin

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嶺東科技大學  
Ling Tung University



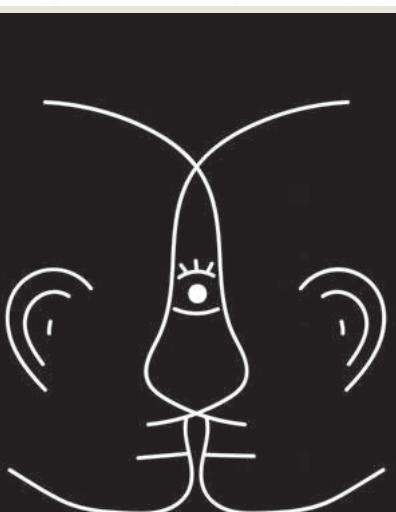
Different individuals, The same emotion.

不 同 個 體 , 相 同 情 感

作品說明 Project Description

黑與白，就像是非，所有事情總是有不同的面向，以自己單方面的立場來說，我們很難去斷定一件事的是非，人雖然是獨立個體，但人與人之間還是有許多情感聯繫的，所以我們都必須去學習用同理心來看待所有人物，藉此我們也能體會到別人的感受，用別人的角度、情感，去感受事物的另外一面，不再以自我為中心。

Black and white, like right and wrong, everything is always different faces, with their unilateral standpoint, it is difficult to conclude one thing wrong, though people are separate individuals, but also between people there are many emotional connection, so we all have to learn to look with empathy for all things, by which we can understand the feelings of others, using other people's point of view, emotion, to feel the other side of things, no longer self-centered.



Different mouth and nose, The same vision field.  
不 同 口 鼻 , 相 同 視 野



Different orientation, The same feeling.  
不 同 面 向 , 相 同 感 受

佳作  
Honorable Mention

關愛抑鬱症患者

Care for Patients with Depression

作者 Designer(s)

范懿平

Yi-Ping Fan

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劉薇

Wei Liu

學校所在地 Location of School

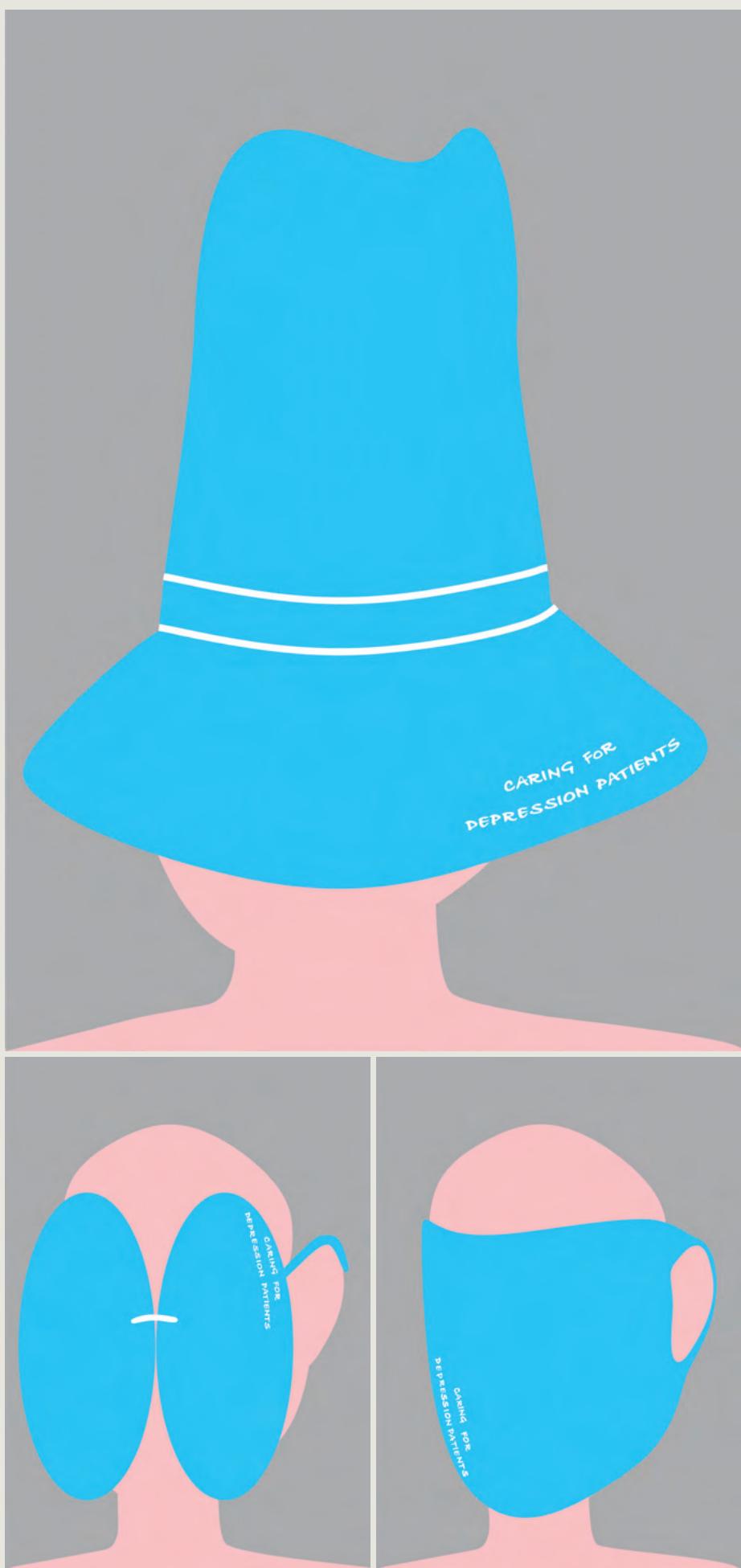
中國大陸

China

學校 School

福建江夏學院

Fujian Jiangxia University



作品說明 Project Description

用誇張的手法吧平常人們的戴在臉上的物件放大遮住他們的臉表現他們的抑鬱，呼籲大家關愛他們。

Use hyperbole. The things people wear on their faces magnify their faces to show their depression and appeal to everyone to love them.

佳作  
Honorable Mention

實驗性甲骨文字書籍  
Experimental Oracle Bone Script Books

作者 Designer(s)

洪良奮  
Liang-Fen Hong

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曹方  
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學校 School

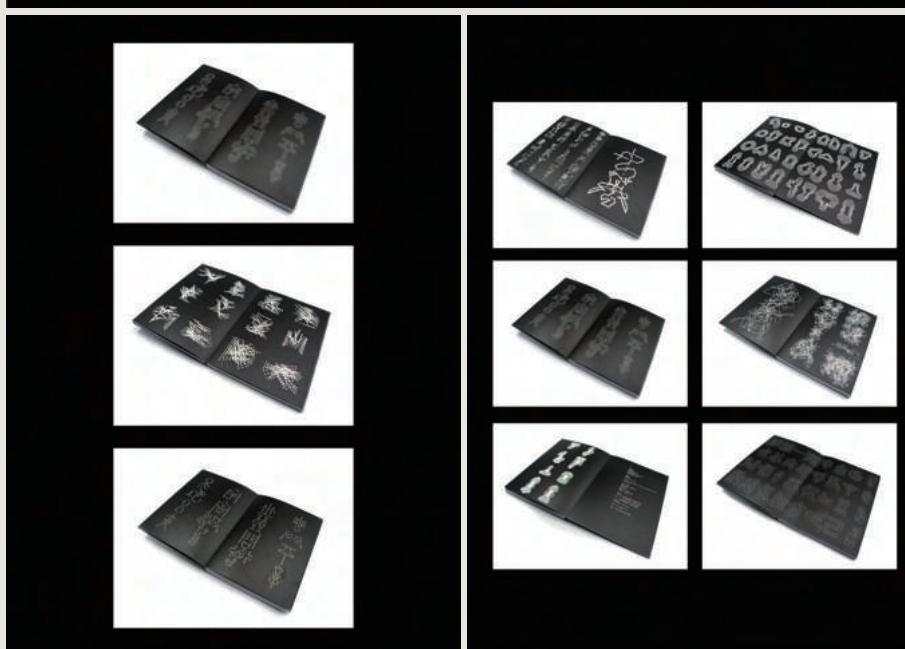
南京藝術學院  
Nanjing University of the Arts



作品說明 Project Description

實驗性甲骨文字書籍是在原有的甲骨文字後再演化的一系列的文字，而後通過課題文字實驗性設計——「感」與「度」的運用中，「度」的數值、尺度調試後產生一不同類別的字元，其目的是創新甲骨文字與現代手法相結合。讓甲骨文字不在只是歷史，它能融于向當代藝術設計。

Experimental oracle-bone script books are a series of characters evolved from the original oracle-bone script, and then through the experimental design of the subject text -- the application of "sense" and "degree", the value and scale of "degree" are adjusted to produce a different type of characters, which aims to innovate the combination of oracle-bone script and modern techniques. Let the oracle bone inscriptions not only be a history, it can be integrated into the contemporary art design.



## 佳作

### Honorable Mention

#### 街擬街擬 Streets Become Human

作者 Designer(s)

楊宇心、葉庭伊、  
顏佑芯、鄺艾可  
Yu-Hsin Yang, Ting-Yi Ye,  
You-Hsin Yan, Ai-Ke Wu

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Taiwan

學校 School

國立臺灣藝術大學  
National Taiwan University of Arts



作品說明 Project Description

「街擬街擬」是將雙北地區二十條具有特色或具有文化、歷史意義與價值的街道進行擬人的企劃，並以女子團體呈現。在自己所成長的土地，卻從不知道她的歷史故事，我們觀察到許多人因此對社區、家鄉越來越陌生。歷史是事件，但人卻是活生生的血肉，所以我們希望透過「擬人」的手法，讓街道特色與歷史的展現更加活潑，藉由角色的性格、能力、喜好讓大眾更輕鬆的認識街區。除了提升居民凝聚力與社區共識外，也希望加深大眾對於街道文化與觀光的認識，進而提升對街區大小事的同理，與街道共存共榮。

Project "Streets Become Human" is a girl group which consists of 20 anthropomorphized streets in Great Taipei City area. It's a pity that we never know the history of our homehomeland, therefore we hope to make the features and histories of the streets more vivid by anthropomorphism. Through the character's personality, ability and hobby, people can know the streets easily. Besides of condensing the community consensus, we also hope to deepen our knowledge of street culture and tourism.



#### 雙北特色街道擬人企劃

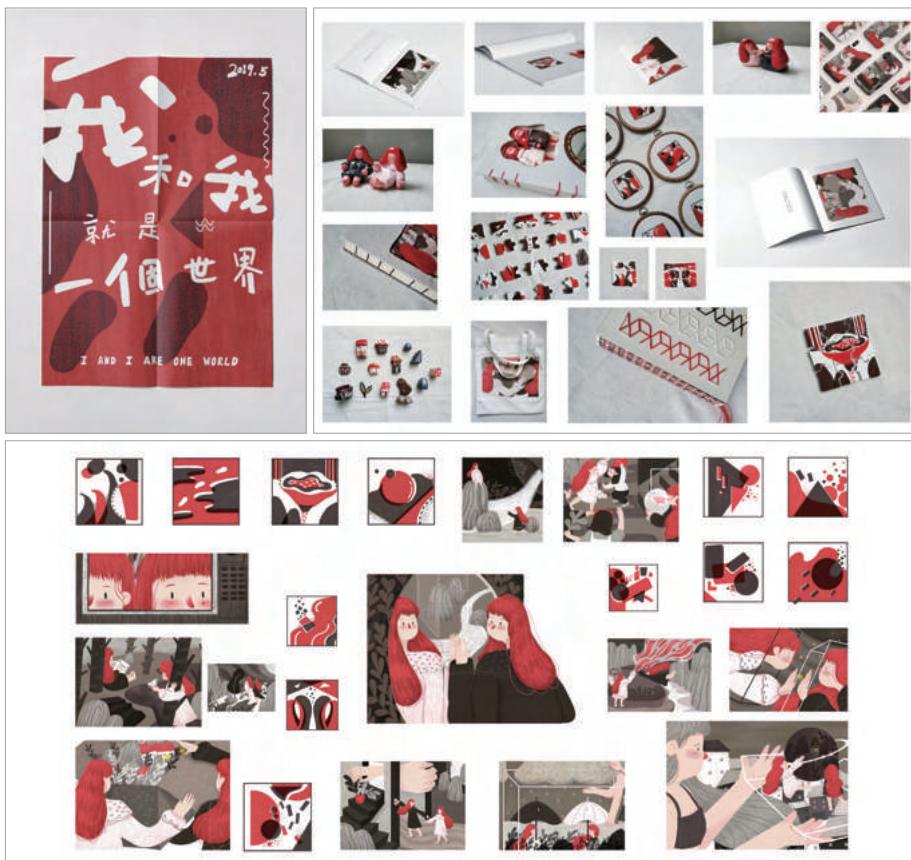
街擬街擬是將雙北地區街道進行擬人的企劃，為二十條街道組成的女子團體。我們希望賦予街道人格，包含能力、個性與喜好等，加深大眾對街道歷史、文化與觀光的認識。

##### 人物細部設定

以人物細部設定的貼圖為例

##### 街區合作企劃模擬

我們希望將設計好的合作企劃模擬，  
讓各街道為各自成為活動的代言人，  
發揮每個角色的特色。



「我和我就是一個世界」  
主題插畫設計

"I And I Are One World"  
Theme Illustration Design

創作者 Designer(s)

蒙何欣

He-Xin Meng

指導老師 Instructor(s)

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學校 School

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人同理心  
Empathy

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Newcoco · Tarot

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侯英園

Yin-Gnan Hou

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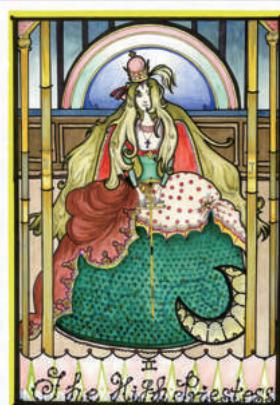
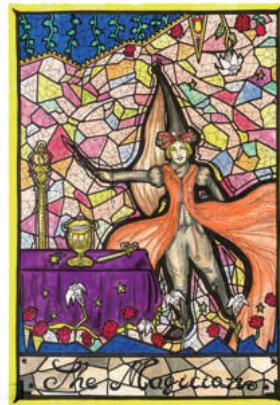
中國大陸

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天津師範大學

Tianjin Normal University





吉圖祥意系列插畫  
Auspicious Meaning

創作者 Designer(s)

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2019 己亥豬年  
Spring Festival 2019

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幻界  
Fantastic World

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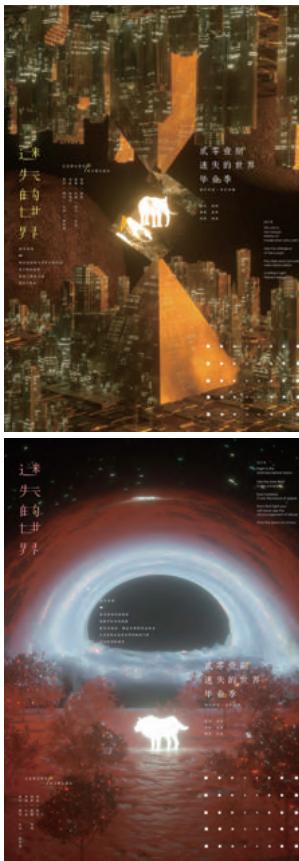
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西安工程大學  
Xian Polytechnic University



虎石古窯文博館視覺形象  
設計

Visual Image Design of  
Hushi Ancient Kiln

創作者 Designer(s)

楊錦、謝秋豔  
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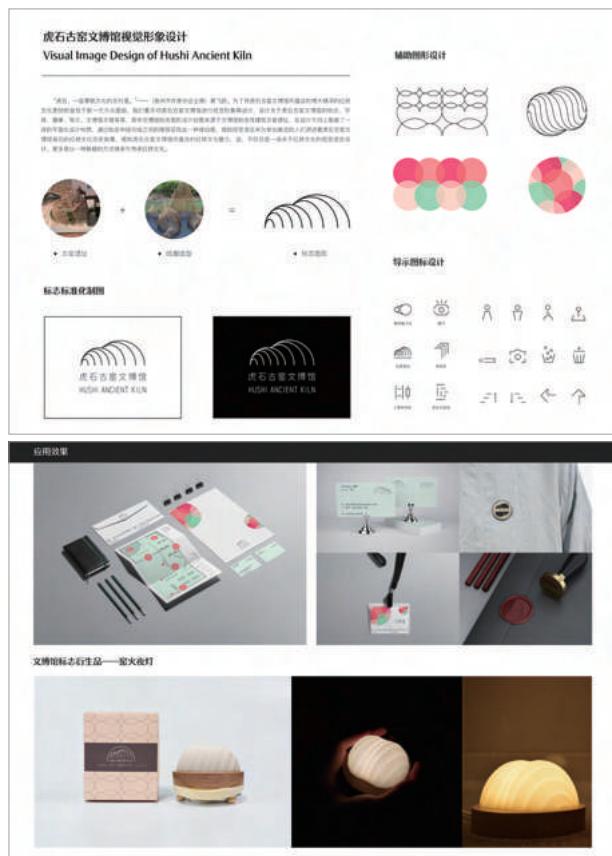
劉薇  
Wei Liu

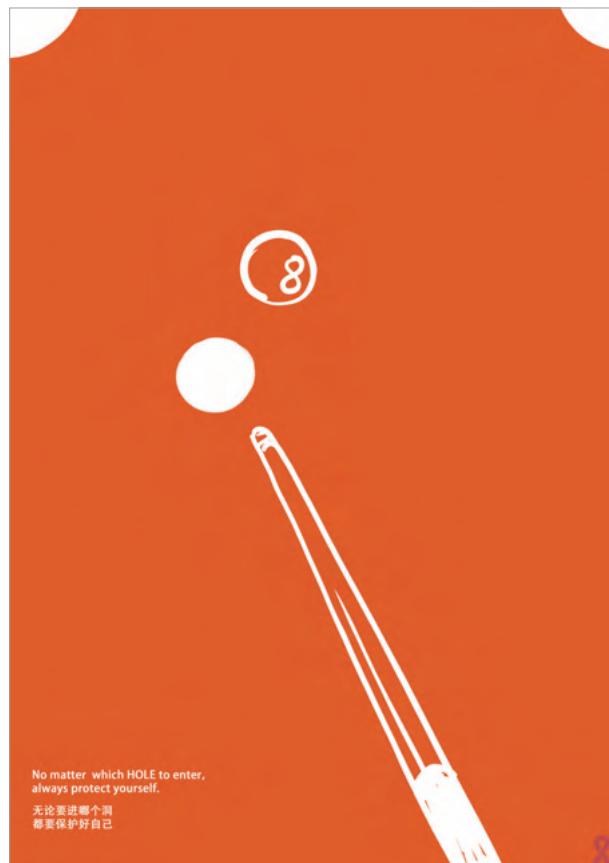
學校所在地 Location of School

中國大陸  
China

學校 School

福建江夏學院  
Fujian Jiangxia University





同樣需求  
Same Needs

創作者 Designer(s)

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Ze-Hao Wei

指導老師 Instructor(s)

楊雙飛

Shuang-Fei Yang

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起源  
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廈門興才職業技術學院

Xiamen Xingcai Vocational & Technical College

你要看的不僅是未來，還有過去

You Have to Look Not Only at the Future But Also at the Past

創作者 Designer(s)

鄭慧霞

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朱顯達

Xian-Da Zhu

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我的角在哪裡

Where Is My Horn

創作者 Designer(s)

陳佳婷

Jia-Ting Chen

指導老師 Instructor(s)

劉薇

Wei Liu

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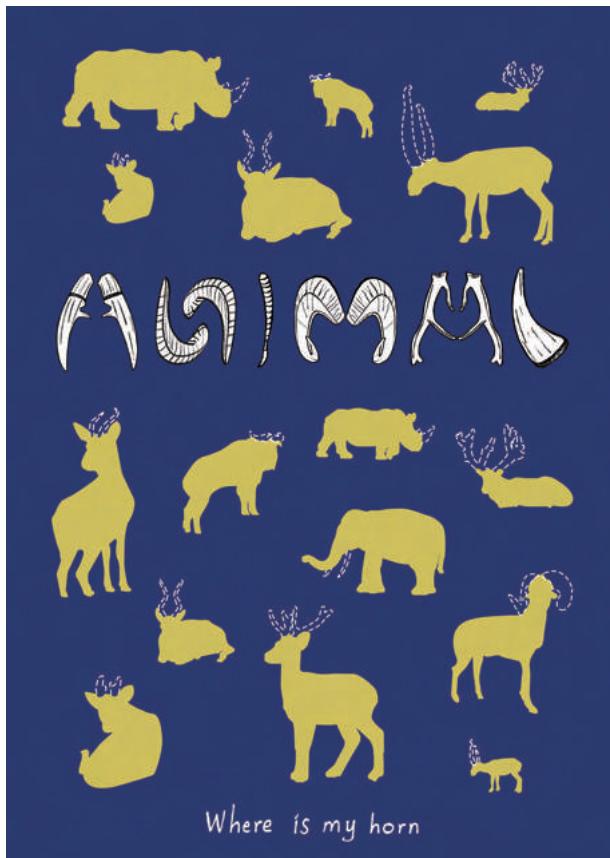
中國大陸

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我有一個朋友

I Have a Friend

創作者 Designer(s)

田雨杭

Yu-Hang Tian

指導老師 Instructor(s)

趙璐、閻明、孫虹霞

Lu Zhao, Ming Yan, Hong-Xia Sun

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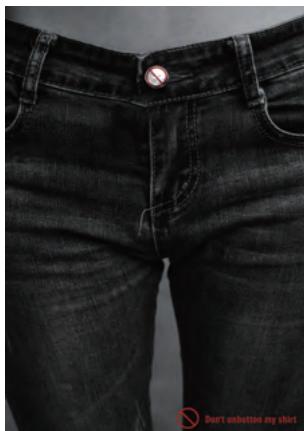
中國大陸

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學校 School

魯迅美術學院

LuXun Academy of Fine Arts



Don't Unbutton My Shirt

創作者 Designer(s)

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Guo-Wei Zhong

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劉薇

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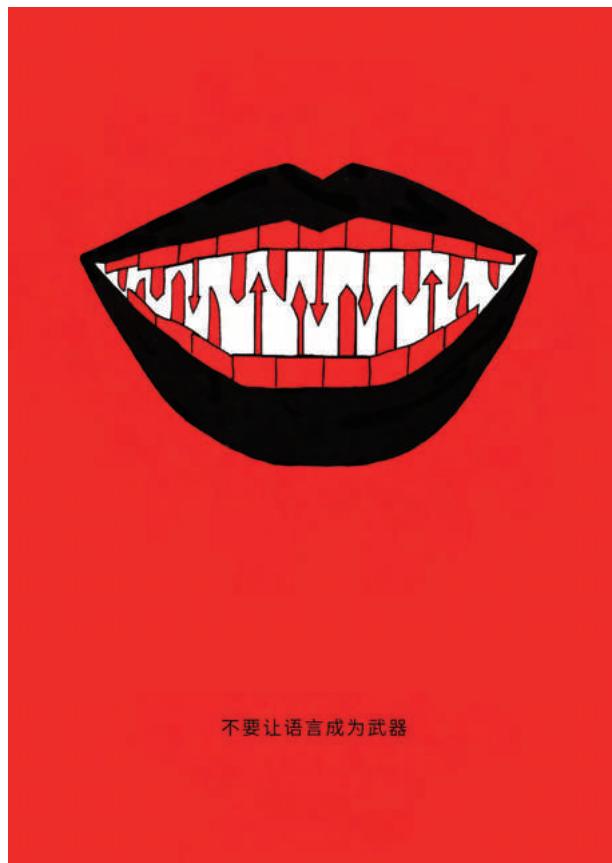
China

學校 School

福建江夏學院

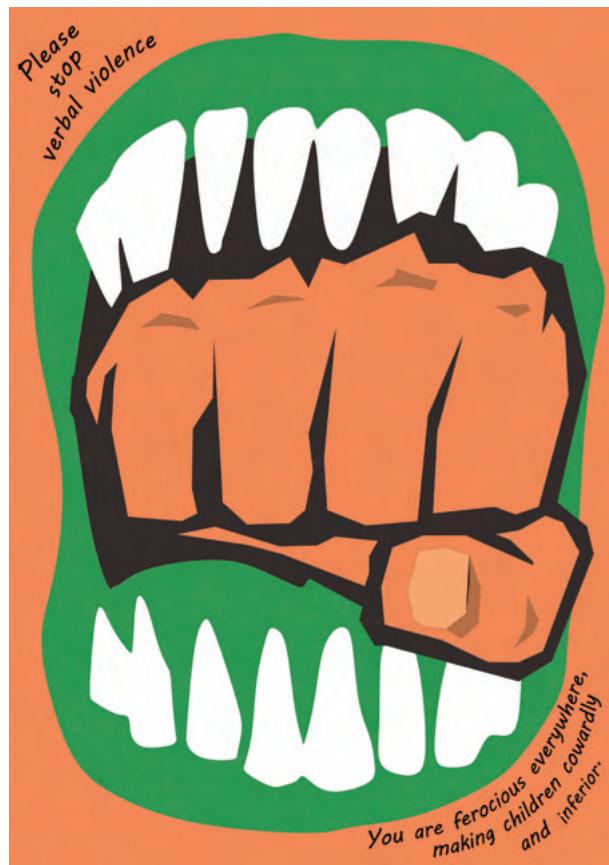
Fujian Jiangxia University

口誅筆伐  
Condemn Both in Speech and Writing  
創作者 Designer(s)  
鍾國璋  
Guo-Wei Zhong  
指導老師 Instructor(s)  
劉薇  
Wei Liu  
學校所在地 Location of School  
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Fujian Jiangxia University



骷體  
Human Skeleton  
創作者 Designer(s)  
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Yu-Zhen Lei  
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Fujian Jiangxia University





語言的力量  
The Power of Language

創作者 Designer(s)

林鋐鋒  
Ting-Feng Lin

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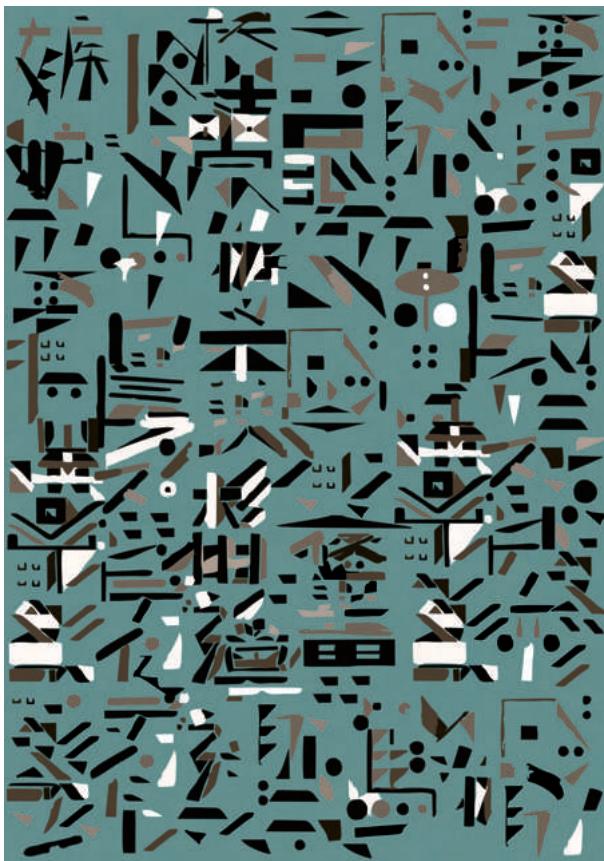
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Wei Liu

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Text

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無  
None

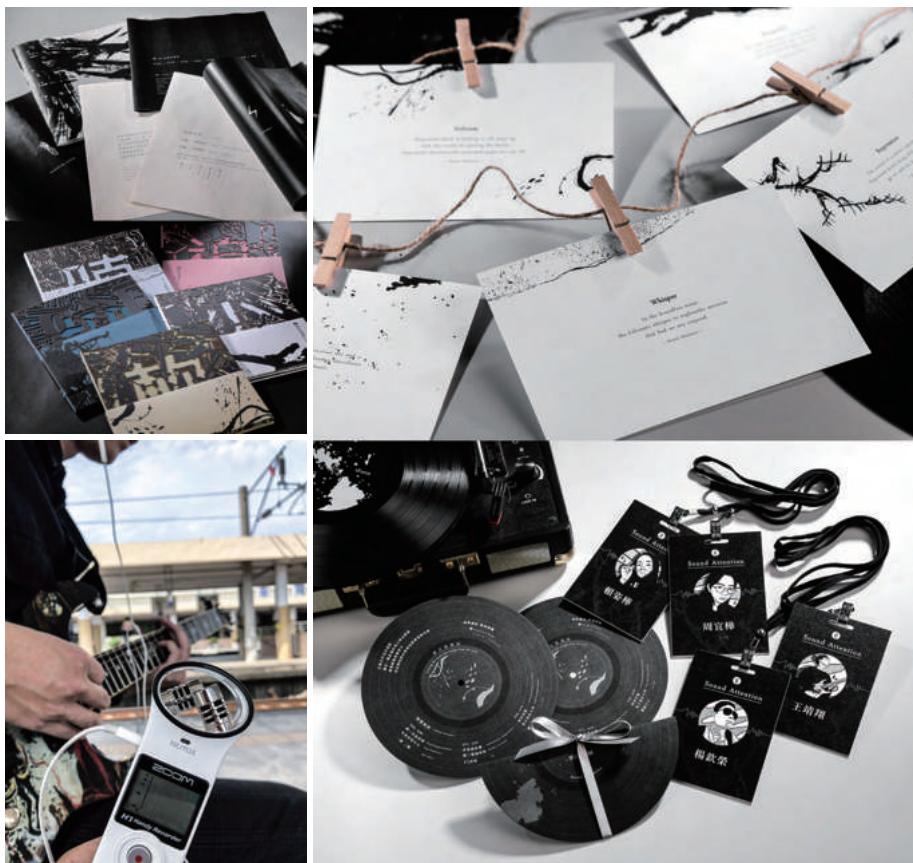
學校所在地 Location of School

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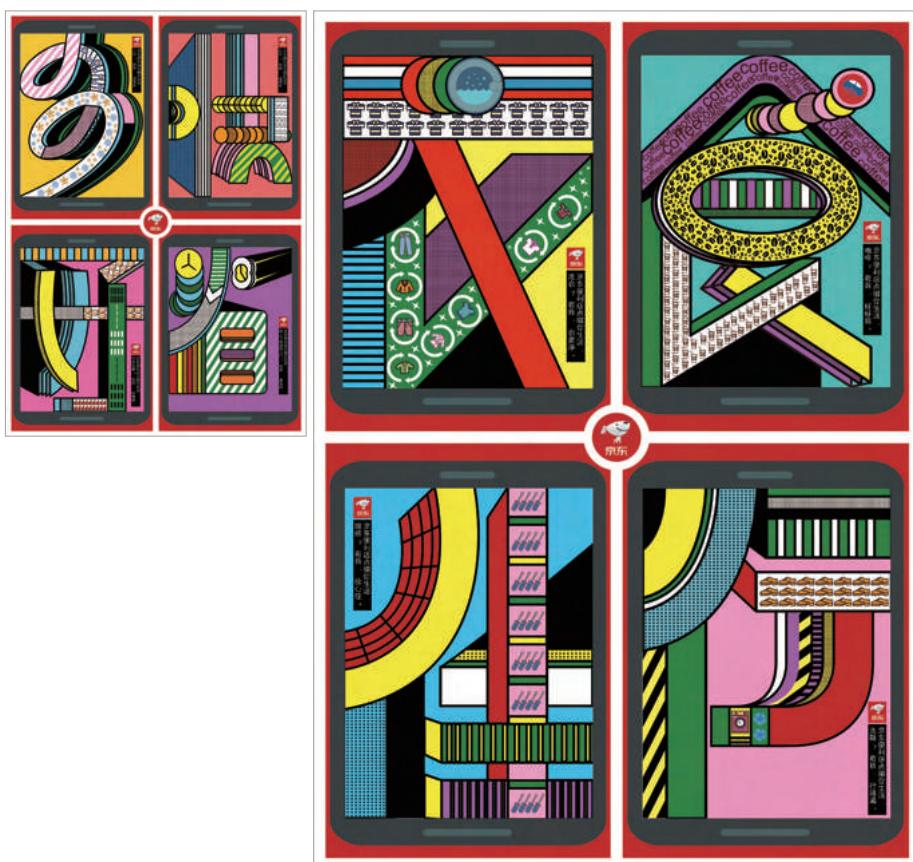


聽！聲音  
Sound Attention

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「娛樂至死」  
資訊圖表設計  
Information Graphic  
Design of "Amusing  
Ourselves to Death"

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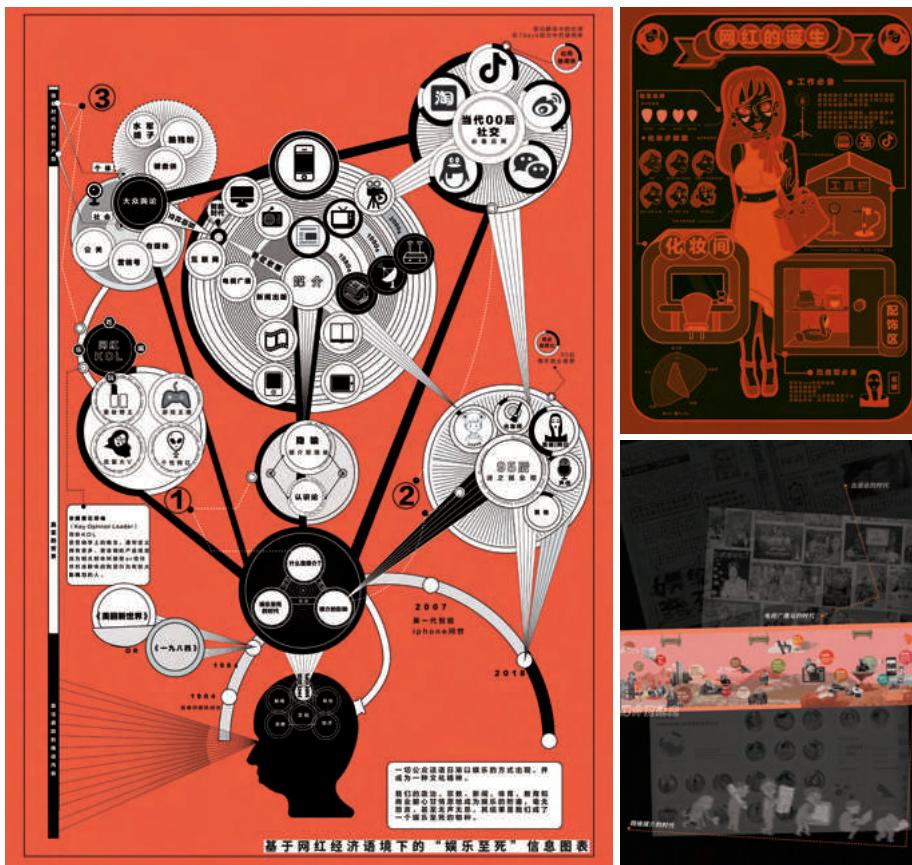
中國大陸

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三和大神—  
這個下九流的烏托邦  
Sanhe Great Gods

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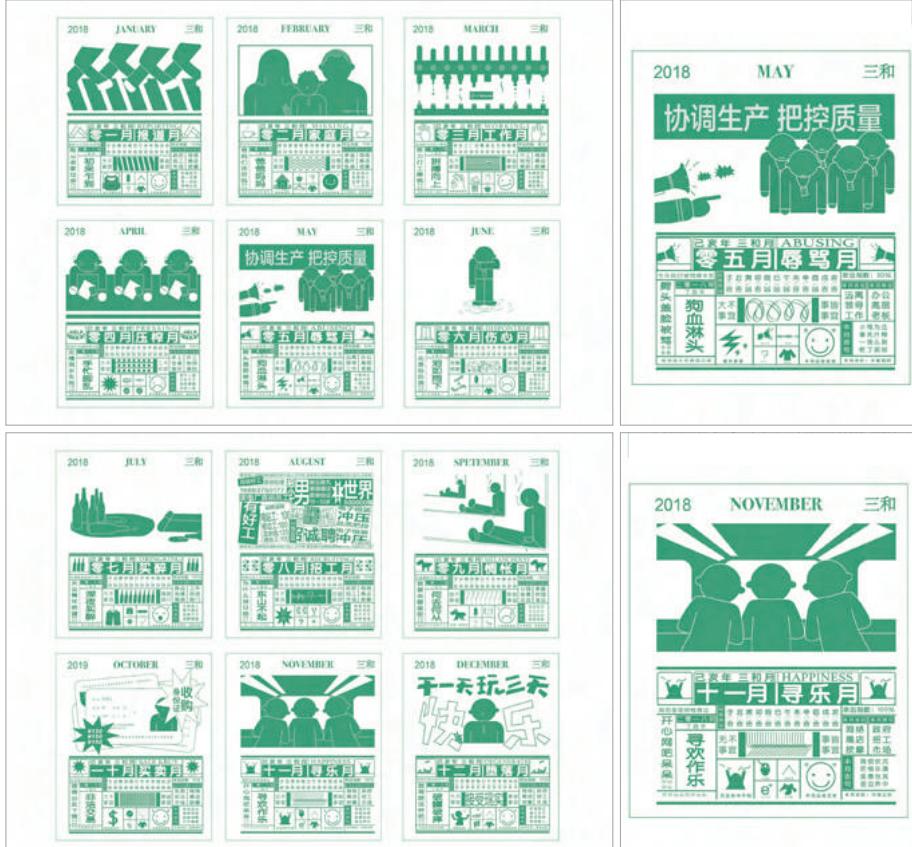
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名人的標籤  
Celebrity Tag

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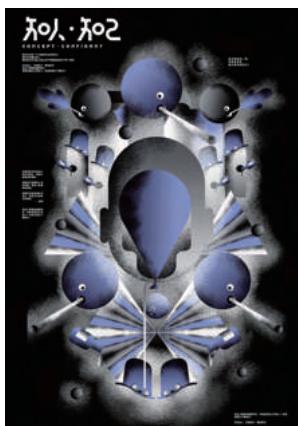
無  
None

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知人·知己  
Concept · Confidant

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時代的跨越  
The Leap of the Times

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《小雨的一天》腦癱兒童  
書籍設計

A Day of Xiaoyu Book  
Design about a Child with  
Cerebral Palsy

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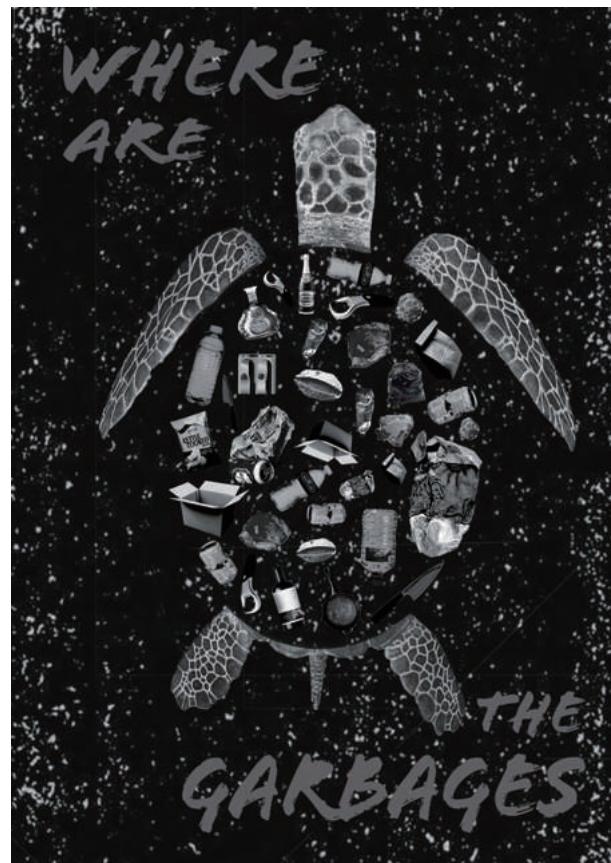
學校所在地 Location of School

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垃圾都在哪  
Where Is the Garbage

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水  
Water

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物種記憶  
Memory of Species

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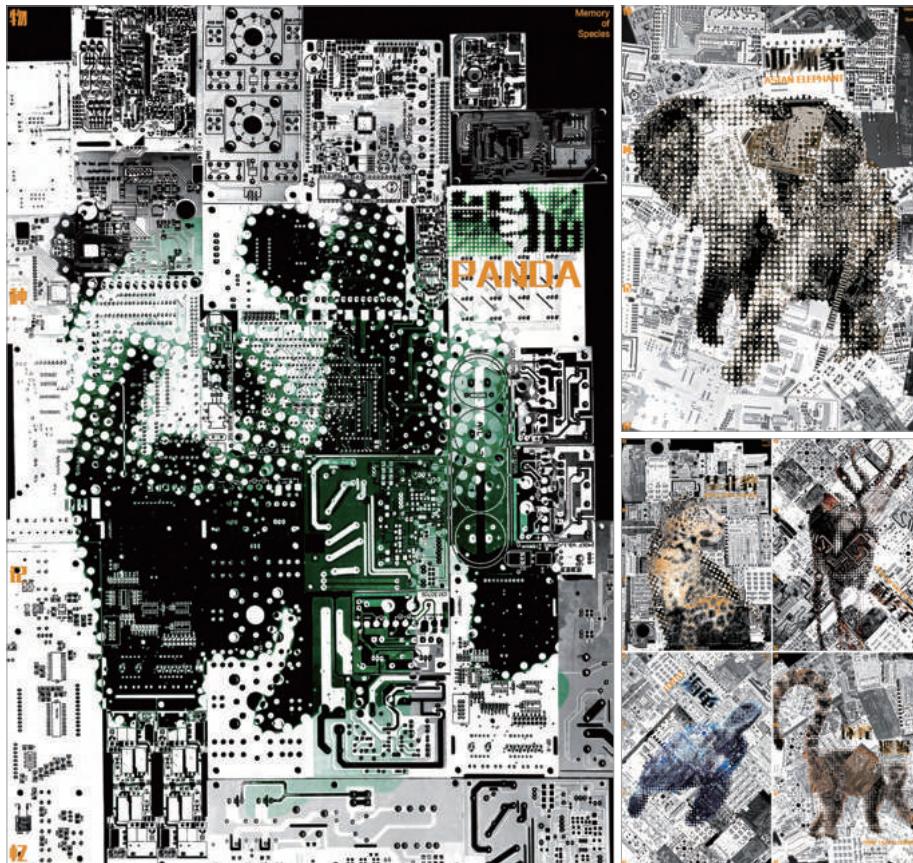
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SKYN (Graphite Pencils Packaging)

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# ADDICTION RECOVERY COMPANION

We support you on your path to long term recovery from substance use disorder and the life you want.

## CONTEXT

**Alcohol Consumption in India**  
India has the second highest alcohol consumption in the country only about 10% is documented and the rest is undocumented.

**42 Million**  
Alcohol Users in India  


**Only 13.7% People**  
Seeked treatment for alcohol use disorder  
According to the National Mental Health Survey 2014, huge investment goes into the field of mental health problems, but the highest frequency group for alcohol use disorders.

## PROCESS



Research  
Identify  
Define  
Design  
Develop  
Test

## CONCEPT

ARC is a preventive system of care that identifies, recovering users, alcohol use disorder, to help them recover, recovery and the therapeutic process, involving care and personal recovery, moving forward.

## RESEARCH METHODOLOGY

**Hypothesis:** Very few people are interested in alcohol use disorder out of which maximum is due to stigma and lack of awareness.

**Design:** Due to lack of difference in methodology.

**User Research Methods:**

- Primary Research**
  - Interviews
  - Surveys
  - Discussions
- Secondary Research**
  - Market Research
  - Case Studies
  - Case Studies
  - Case Studies

## RESEARCH FINDINGS

Research on Alcoholism proved the Hypothesis and also helped to understand the following things in-depth.

1. Nature of the addition
2. Stigma associated with alcoholism
3. Execution of the patient
4. Treatment of the patient
5. Treatment process, challenges and gaps.

For Detailed Project and Design Research, <https://www.usenotes.com/7238arc>

## DESIGN BRIEF

To provide sustainable recovery path for alcohol use disorder patients by

1. Encouraging users to connect with a professional therapist
2. Adding features with their effective therapy prevention programs

## STAKEHOLDER'S PERSONAS



**Patient**  
She is a 30-year-old, a professional, a recovering alcohol user, who is currently undergoing treatment. She is in the process of recovering from her alcohol use disorder.

**Therapist**  
He is a 35-year-old, a professional, a recovering alcohol user, who is currently undergoing treatment. He is in the process of recovering from his alcohol use disorder.

**Care Giver**  
She is a 40-year-old, a professional, a recovering alcohol user, who is currently undergoing treatment. She is in the process of recovering from her alcohol use disorder.

## AUDI TREATMENT JOURNEY AND OPPORTUNITY FRAMEWORK

Stimulus/journey map of all the stakeholders and opportunity mapping evolution on the project life.



Identification  
Learning  
Design  
Develop  
Map opportunities  
2+1  
Identify  
Assess  
Design  
Develop  
Map opportunities

## INFORMATION ARCHITECTURE

**Patient's App**



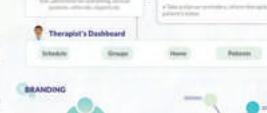
Activities Chat Home Settings Progress

**Hospital Information System**



Therapist's Dashboard Schedule Groups Home Patients

**Caregiver**



A care provider can monitor the progress of a patient and provide feedback to the therapist. A care provider can monitor, inform the patient about their progress, and provide feedback to the therapist's notes

**Therapist's Dashboard**

**BRANDING**



arc  
the gift of the spirit

**Color**



Color  
Red (Emotion, stimulating, provocative)  
Blue (Relaxation, trust, reliability)  
Yellow (Energy, optimism, hope)  
Green (Nature, growth, health)

**Final Logo Concept**

Logo concept for the Addiction Recovery Companion, featuring a stylized brain and the letters 'arc'.

**Typography**

Font: Open Sans  
Font: Roboto  
Font: Arial  
Font: Helvetica  
Font: sans-serif  
Font: serif  
Font: monospace  
Font: script  
Font: display

**Conclusion:** The final logo for the Addiction Recovery Companion is a stylized brain with the letters 'arc' integrated into it, symbolizing the connection between the brain and recovery.

**Marketing:** The marketing strategy for the Addiction Recovery Companion is to highlight its role as a companion for recovery, emphasizing its personal, compassionate, and effective approach to helping users achieve long-term sobriety.

**Design:** The design of the Addiction Recovery Companion app will be clean, modern, and user-friendly, with a focus on intuitive navigation and easy access to resources and support. The app will be available on both iOS and Android platforms.

**Implementation:** The implementation of the Addiction Recovery Companion will involve working closely with mental health professionals and users to ensure the app is effective and meets their needs. The app will be continuously updated and refined based on user feedback and research findings.

Factify

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## ARC - Predictive System of Care for Relapse Prevention

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## 頻危物種 Vulnerable Species

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霧霾 · 热點話題  
Smog · Hot Topic

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蛇尖上的疫苗  
The Vaccine on the Snake's Tip

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反暴  
Anti Violence

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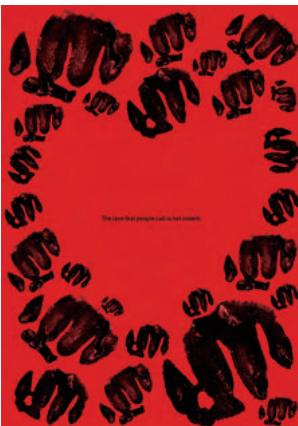
翁永坤  
Yung-Chun Weng

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Listen Through

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**BEHOLD: The Null Island**  
An unconventional path of a board game was taken as a solution to this. The game is based on the game lies in its physicality and the game board. One has to use tactile gestures as a means of communication to solve an assigned challenge.

The Fins' help act as an overlay that solves the previously mentioned challenge. The game play is unique as the players are set in a unique space to enjoy engaging in touch and be encouraged in solving the game.

**DECEPTION | MEMORY | IDENTITY**  
The game improves: Observation Skills - Group Dynamics - Memory - Tactile - Hippo Memory - Deception - Memory - Cognitive Learning - Reduction in Screen time

# Are we out of touch?

## Challenges towards the solution:

The results were phenomenal. Millennials rocked to the game and enjoyed the experience of playing with their peers. The tactile experience was overwhelming and brought about an interesting aspect in the game. The game was a great source of gratification experienced during the game creating a sense that less need for screen time and less need for touch moments that took them back to their childhood.

**It must not intrude one's personal space of comfort.**

**It should be fun, engaging and interesting.**

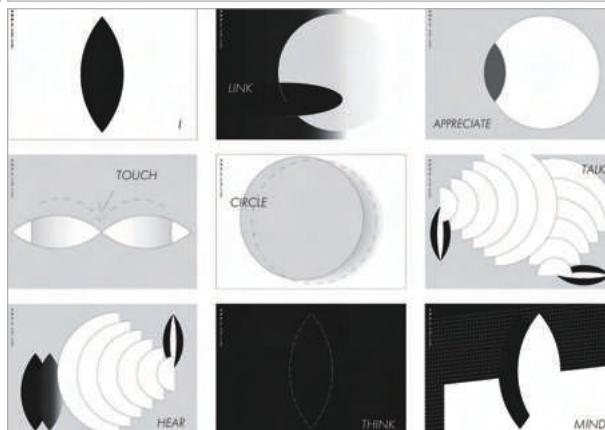
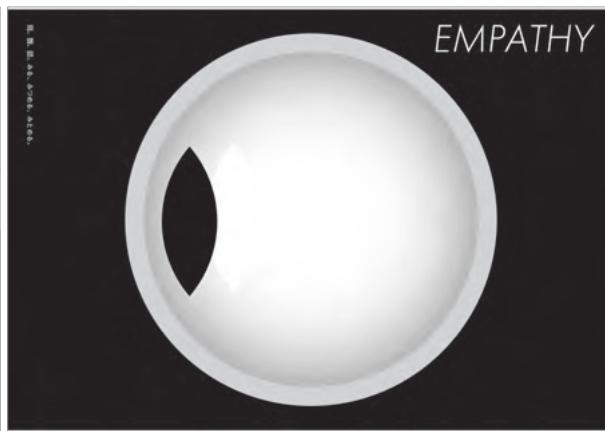
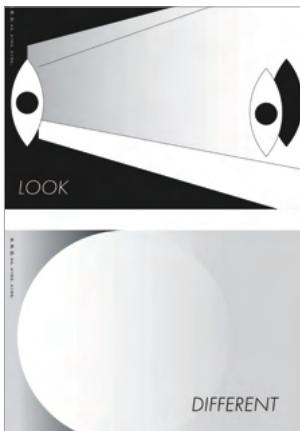
**Are You Out of Touch?**

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## Looking, Gazing, Appreciating

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可愛  
Cute

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不要這樣  
Don't Do It

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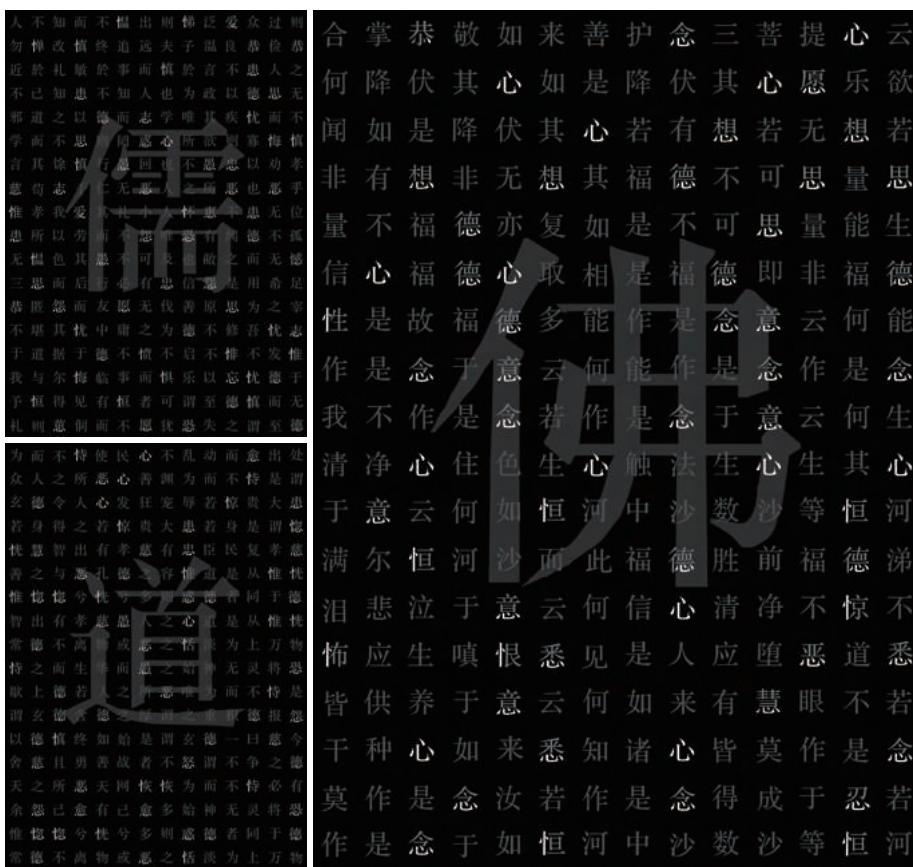
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生態消失  
Ecology Disappears

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百家理  
A Hundred Thought

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衣架  
Hanger

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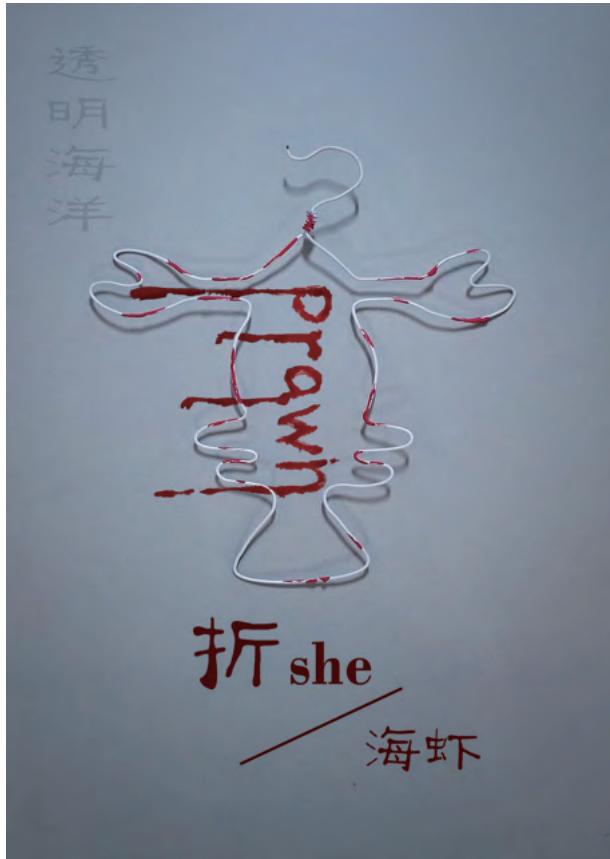
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Singularity

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Mapping the Common Ground - 9th Leadership Symposium

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「UP&UP」輕食概念品牌形象

UP & UP

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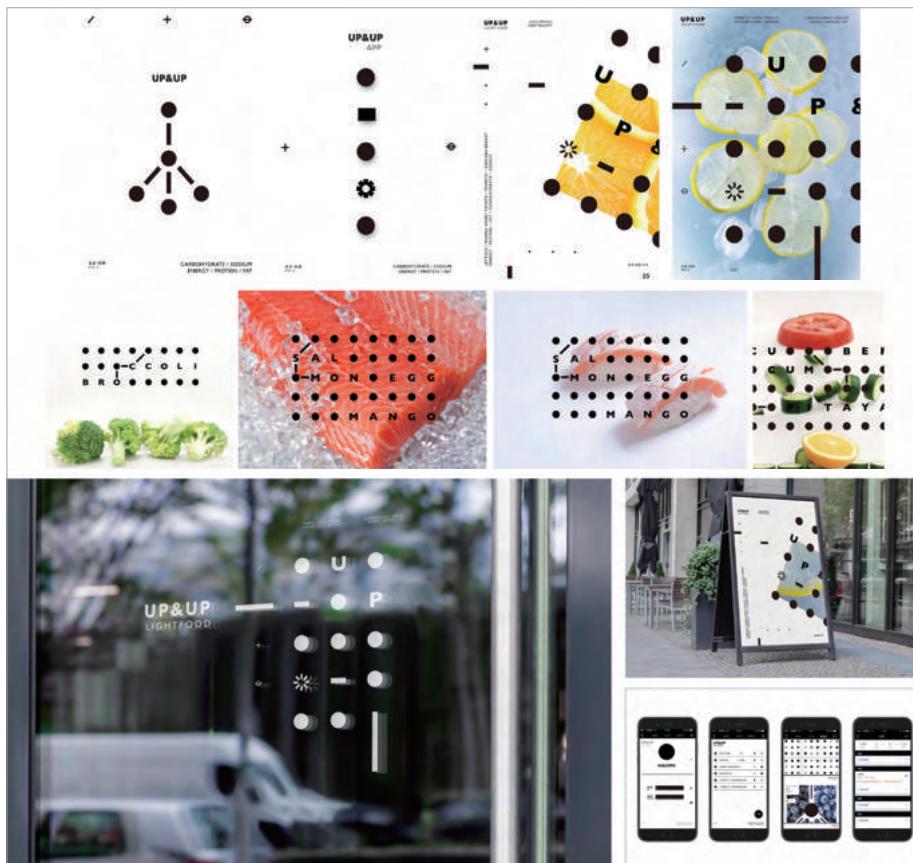
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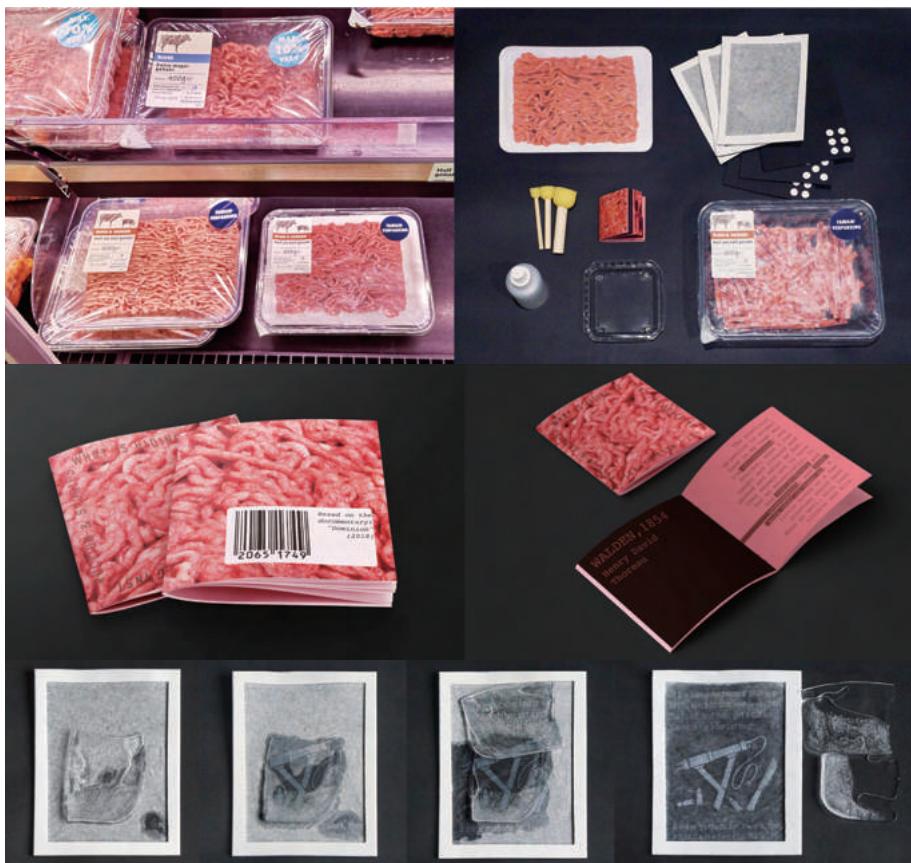
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一盒「真相」  
A Box of "Fresh Truth"

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傳粵  
Spread Cantonese Culture

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Minus Unpackaged Supermarket

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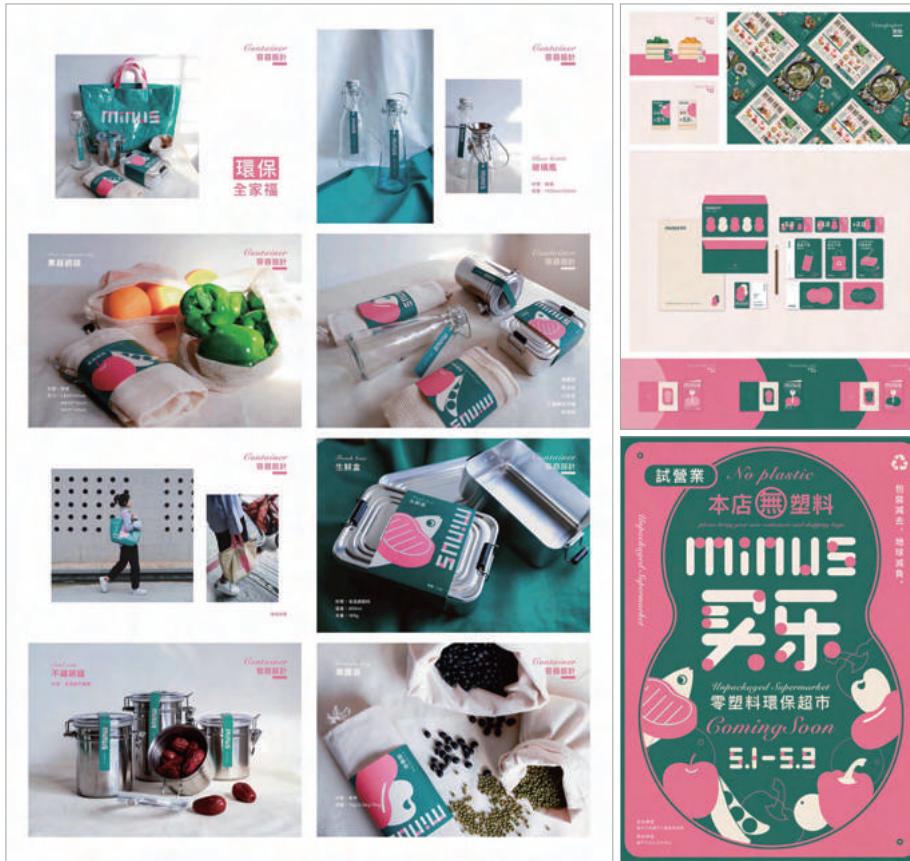
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「胎記公社」  
反刻板影像展

Birthmark Commune -  
Unstereotype Image Exhibition

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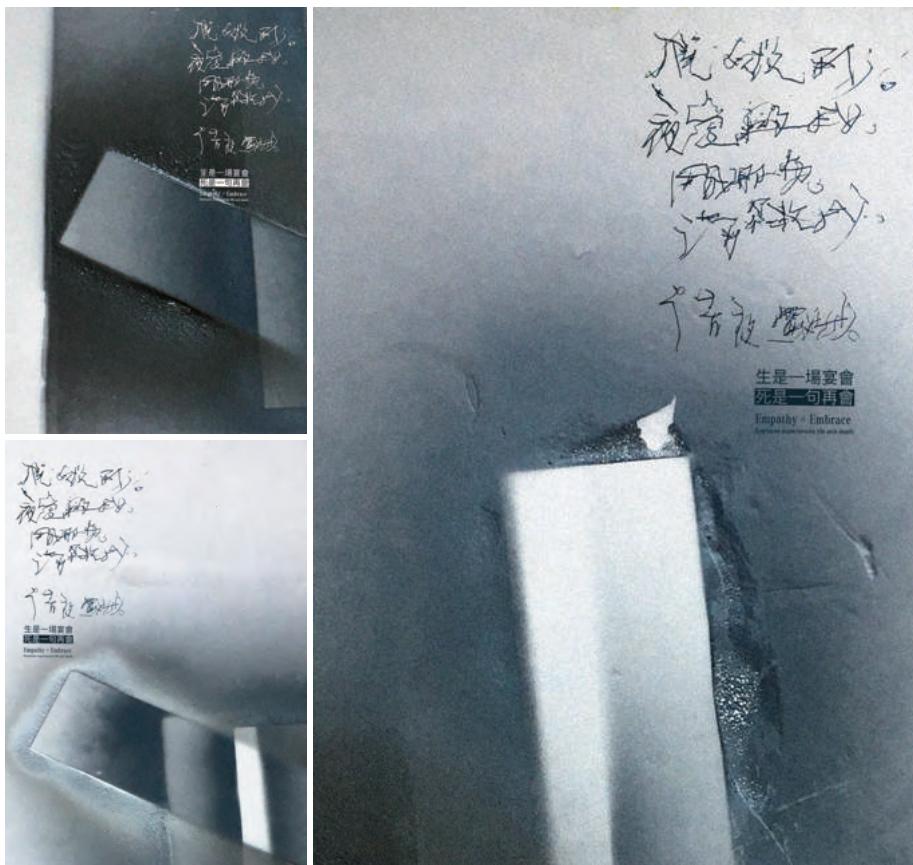
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同理心  
Empathy=Embrace

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步行計畫  
Good Walk Taiwan

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指導老師 Instructor(s)

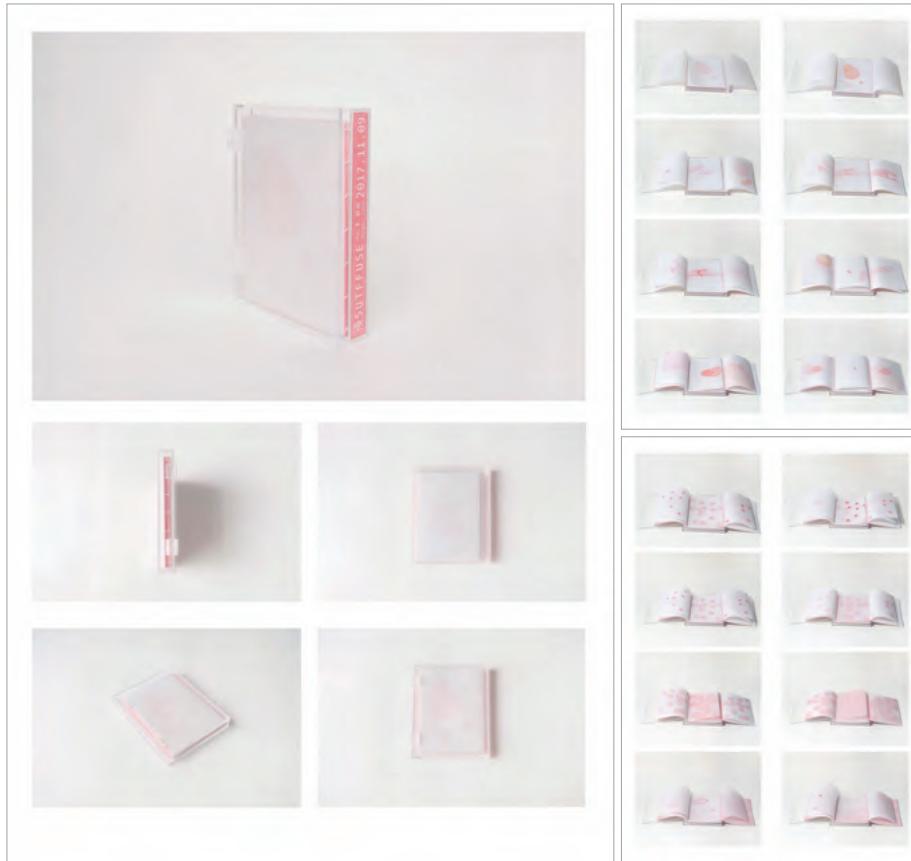
王宏香  
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不回避  
Unchallenged

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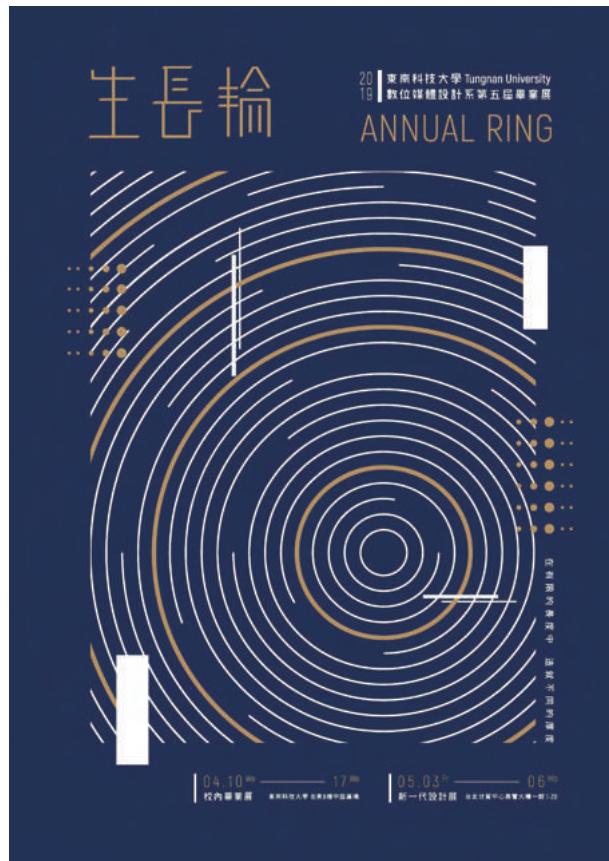
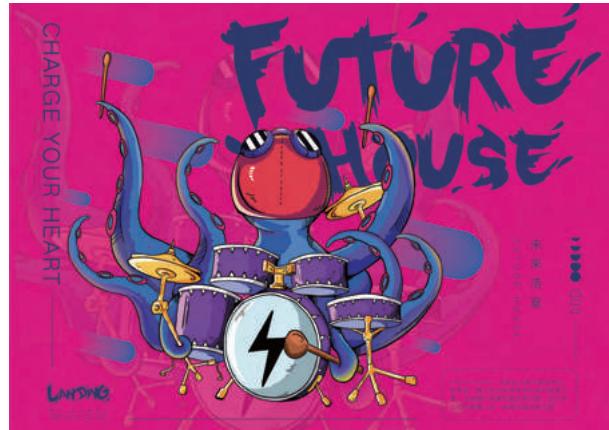
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怪物  
Monster

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生長輪  
Annual Ring

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## 蹦火露 Sulfuric Fire Fishing

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何卉、許巧蓁  
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## 樂傳導 Happy Conduction

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**Status survey**

目前全球至少有 **7102** 種語言。其中最多人使用的是漢語，但最被廣泛使用的並非漢語，語言不通經常使人不方便。

Language	Percentage
Chinese	25.2%
Spanish	22.2%
English	19.4%
Arabic	8.1%
Portuguese	5.3%

2018 全球使用語言人口長幅圖

**Cultural and Creative commodity**

主要是以不同圖卡組合的手札本，其中分為三個圖卡，每張圖卡都用一個符號呈現，可以自由組合成一個句子，利用這些符號組成的句子來進行溝通。

**ICON INTERNATIONAL IMAGE COMMUNICATION TRAVEL**

**文創商品 Cultural and Creative commodity**

教具組 Teaching aids combination  
水瓶 Water bottle  
行李吊牌 Luggage tag

手機殼 Phone case

Journey Packed with Gladness

**Language**

經濟開發各國語言，將基本句子的構成解構成三個組態，其中分別為「動作-目的-符號」，並透過常見句子數量統計後，設計出基本句型並依序分成上述三類，再細分為「魚/鳥/住/行/耳/嘴」。

ACTION	PURPOSE	PUNCTUATION
指向	巴黎鐵塔	？
How can I get in?	The Eiffel Tower	
拿	How to go to the hotel?	?
拿	When is the bus coming?	

遇到語言不通時，利用經濟手札本，或是其他應用產品進行溝通，我們不再害怕語言，能夠改善語言及文字的問題。

圖解圖 Image communication Appointment book  
杯套 Cap rotation sleeves  
背包 Backpack

How much is the bread?

**文創商品 Cultural and Creative commodity**

圖解圖 Image communication Appointment book  
杯套 Cap rotation sleeves  
背包 Backpack

JourneyPacked with Gladness



## 翻轉世界 Flip the World

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An-Chi Chen, Ming-Jun Chen, Yi-Xuan Huang, Li-Ting Lin, Yu-Hsien Tsai, Yi-Shan Chu, Ya-Wen Luo, Tong-En Lin, Sheng-Wei Wang

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## 戰爭 The War

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未來的地圖

Future Map

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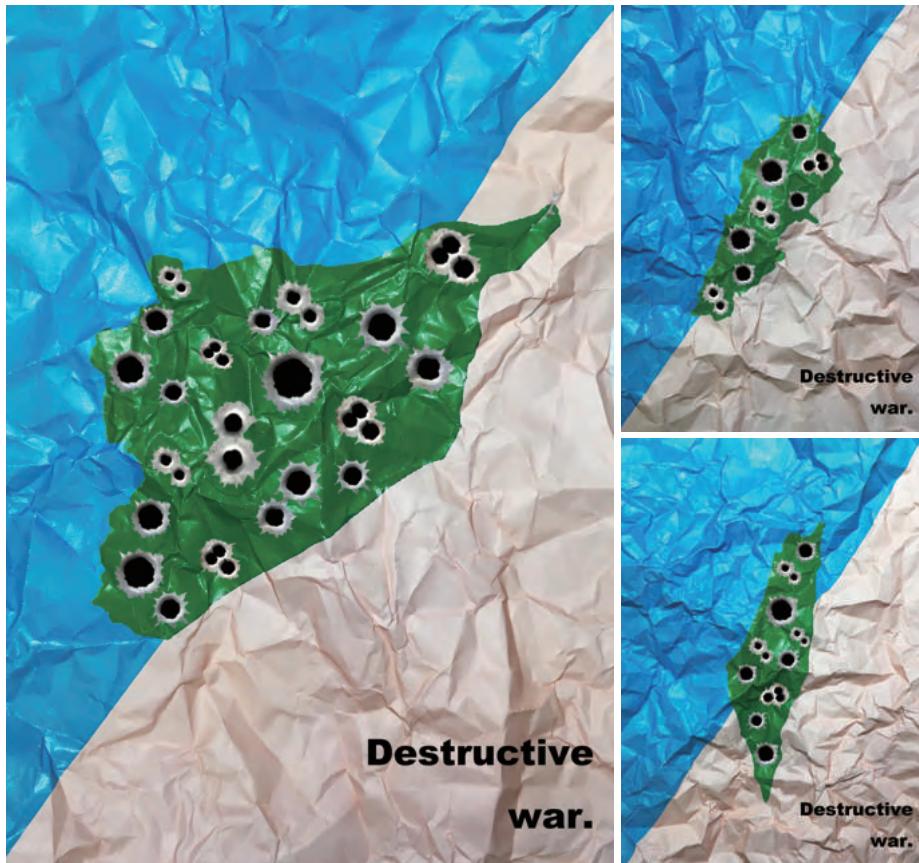
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福建江夏學院

Fujian Jiangxia University



Mess'age | 2019 國立雲林科技大學視覺傳達設計系畢業製作形象設計提案

Mess'age | 2019 YunTech Graduation Exhibition Visual Communication and Design Proposal

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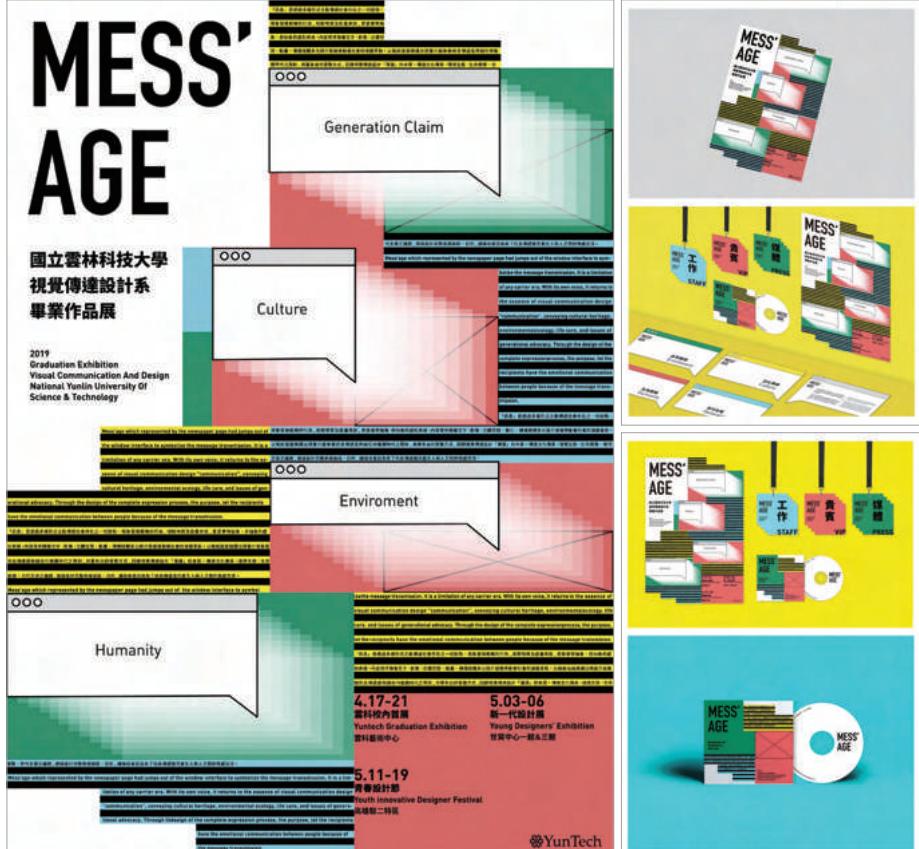
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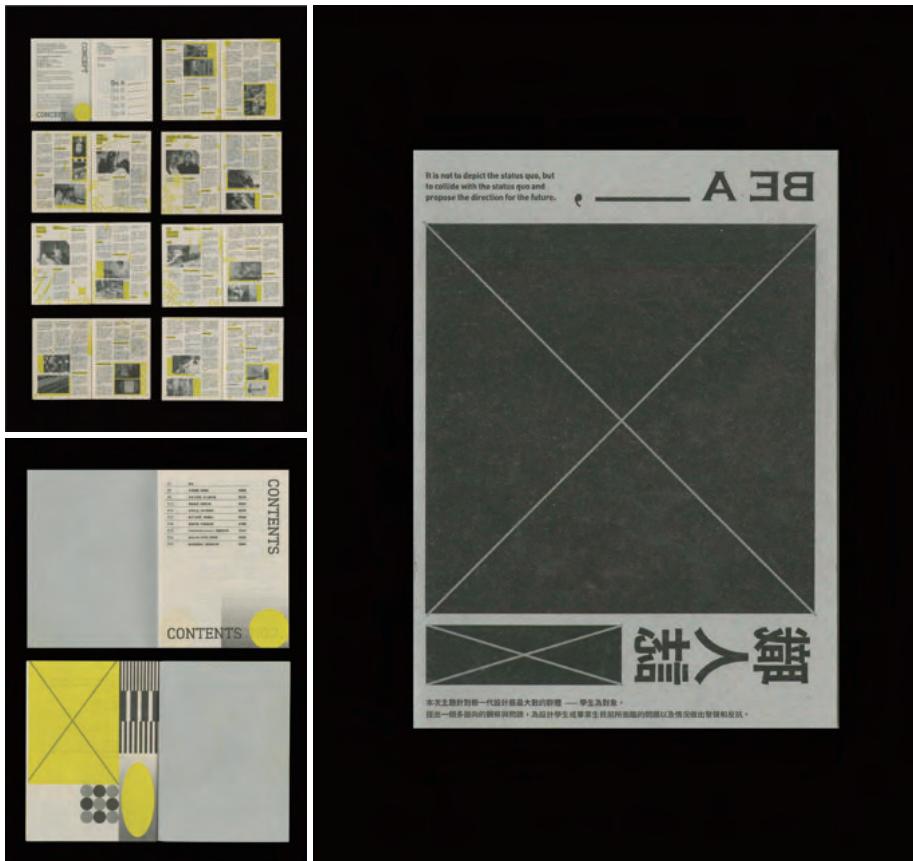
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Be A \_\_\_ | 職人刊物  
Be A \_\_\_ | Zine

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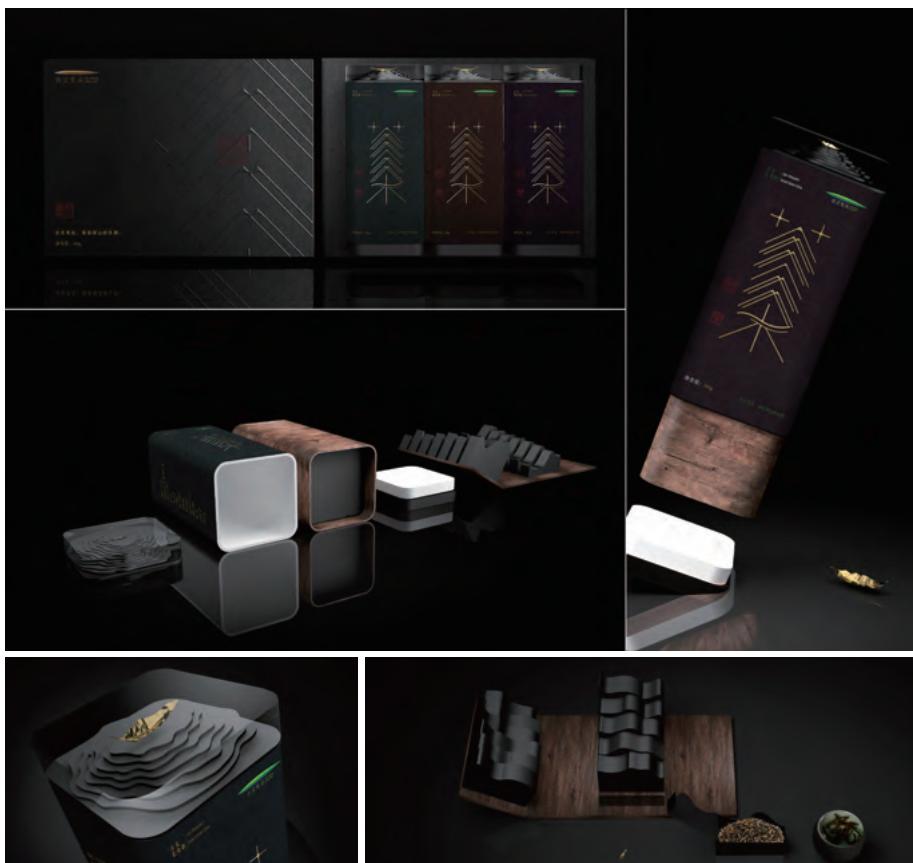
無  
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字菊古樹茶 -  
高山普洱生茶包裝設計  
Ziju Ancient Tree Tea-  
Packaging Design of Alpine  
Pu'er Raw Tea

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我想說我想說的  
I Want to Say What I Want to Say

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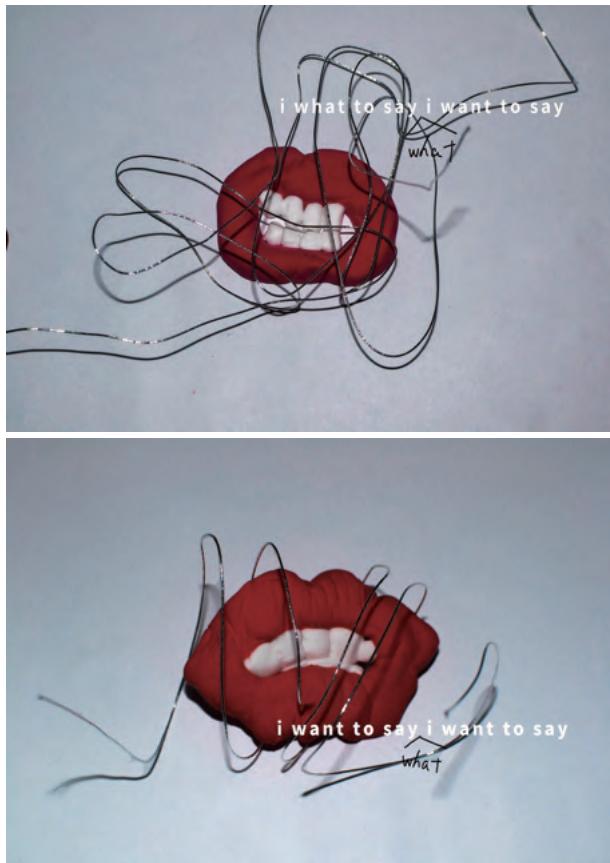
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按呢供

An Ne Kong

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按呢供  
án - ne - kóng

按呢供

鍾佳穎 王芃麻 陳思璇 劉政瑤

台語是一種十分豐富且細膩的語言。「按呢供」希望藉透過設計破除一般大眾對台語的刻板印象，並指出其與眾不同且有趣的一面，進而推廣台語文化。-安伯祖再度受取重視-



No More War the Poison of Rose

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Arsalan Aboomohsenpour

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Islamic Azad University Central  
Tehran Branch



下一餐  
Next Meal

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無盡之夏  
Endless Sumer

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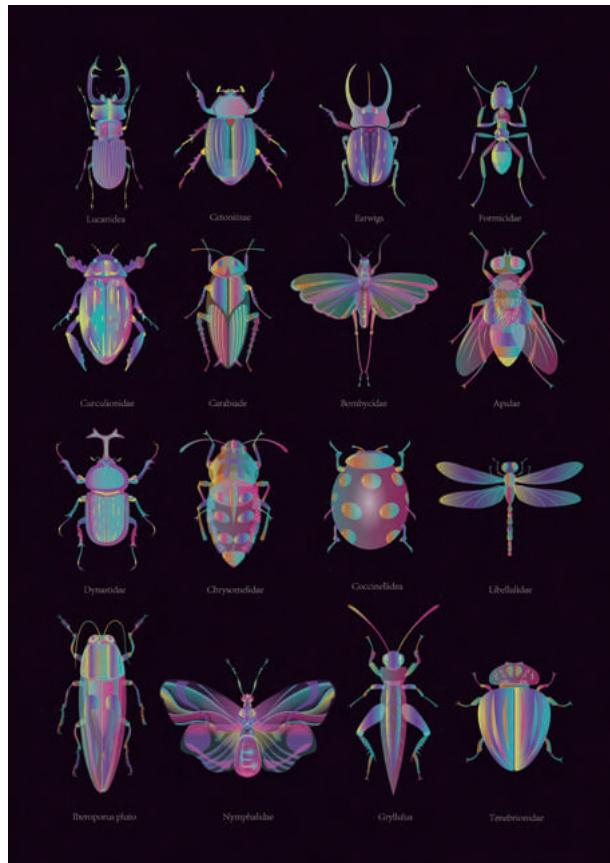
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I Can - Empowering the Visually Challenged

創作者 Designer(s)

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National Institute of Design

**Empathy**

Anecdotal interviews with Kalkey employees  
Roleplaying to understand pain points  
Wireframes  
Information architecture

Habeb C  
Vice President, Kerala Bird Association

Personal Interviews

Read more about the research

<http://tiny.cc/ican-d>

Watch the case study and interviews

<http://tiny.cc/icanR>



**油棕浩劫**  
Oil Palm Catastrophe

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**台日有好站**  
The Friendships Station -  
Between Taiwan & Japan

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窯想日曆  
Yao Xiang Calendar

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油  
Oil

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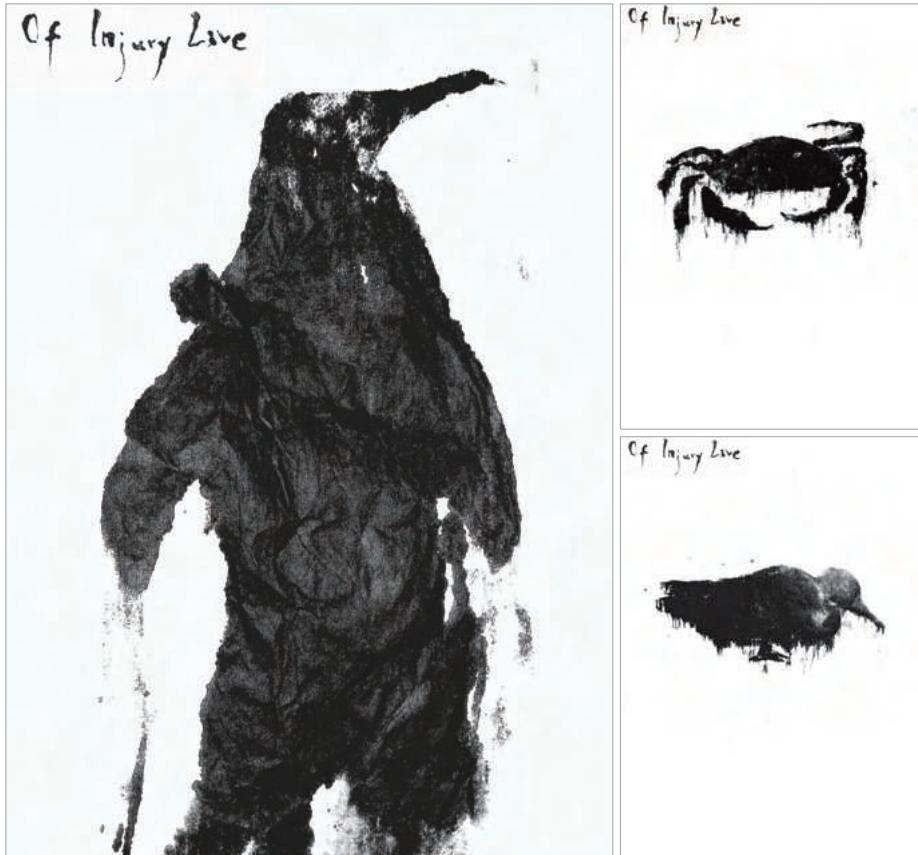
陳進隆  
Chin-Lung Chen

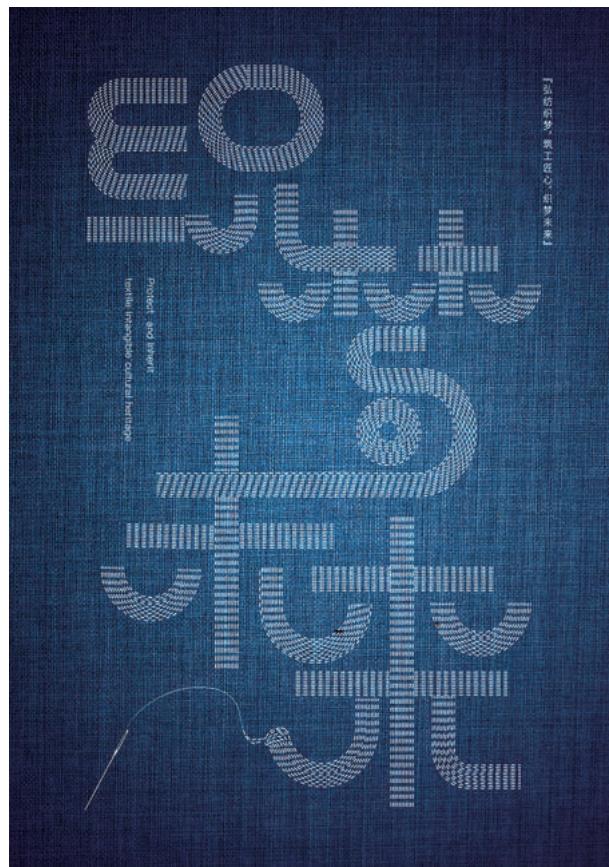
學校所在地 Location of School

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夢  
Dream

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**嵐汀 - 平潭文創品牌視覺形象設計**  
Lanting - Visual Image Design of Pingtan Cultural Creative Brand

**设计说明**

**• LOGO**

该标志取平潭海字精髓，结合传统人文精神特征，通过标志的重新组合，得到“嵐”字为基调，和平海浪的组合以一派古朴娴静的景象诠释，展现出平安的寓意。品牌名称取自平潭的海字，寓意平安、祥和。字母设计上，字母“L”巧妙地利用海浪的流动性和波纹的流动与标志的线条形成呼应，整体字形饱满且具层次感。

**• 辅助图形**

该辅助图形主要围绕海字，海洋物种为背景元素，展现出平潭的自然风光，具有广泛的应用前景。

**• 实物应用**

嵐汀 - 平潭文創品牌視覺形象設計

Lanting - Visual Image Design of Pingtan Cultural Creative Brand

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我的生活圈只有你的衣櫃  
大

My Circle of Life as Big as  
Your Wardrobe

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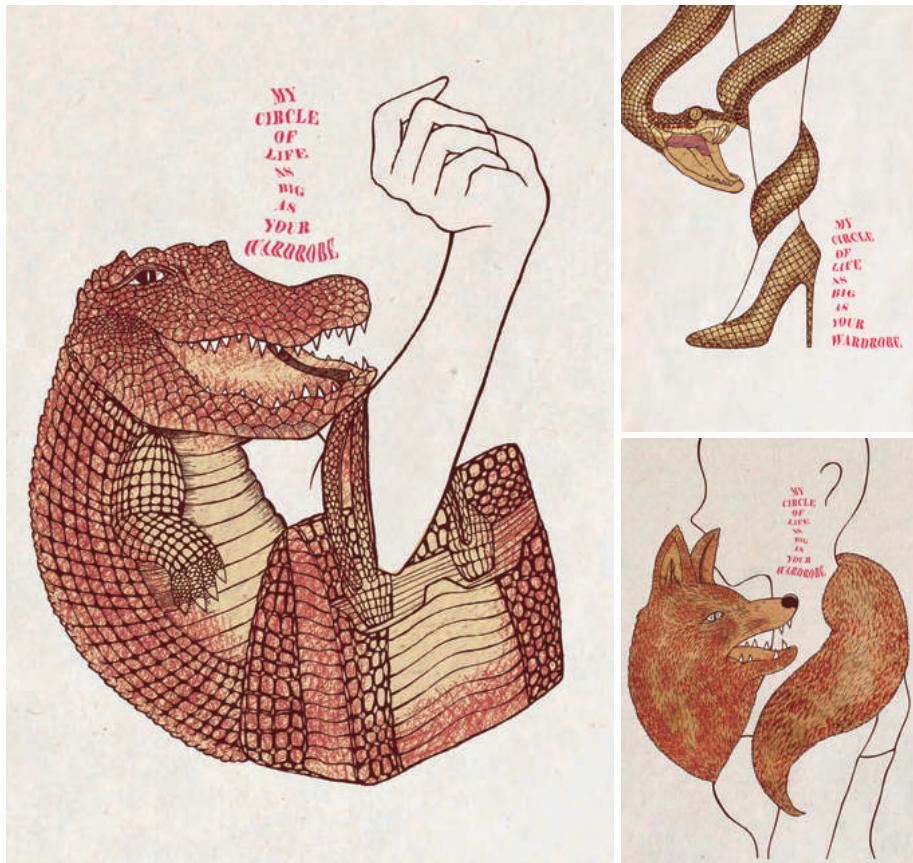
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Plan Bee

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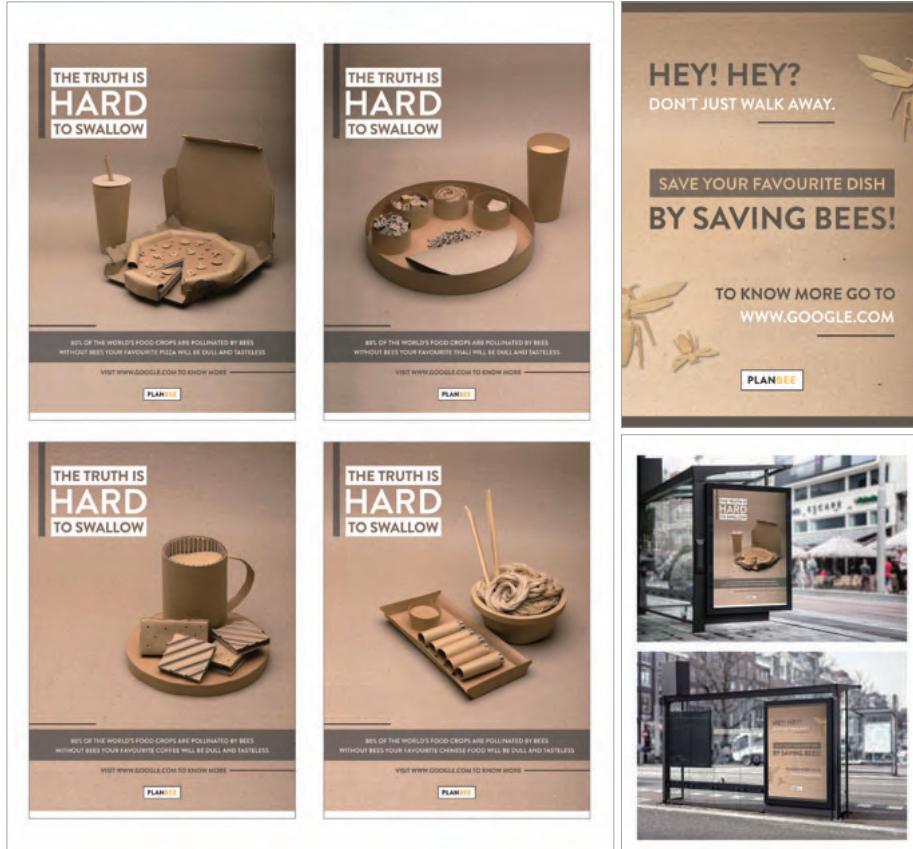
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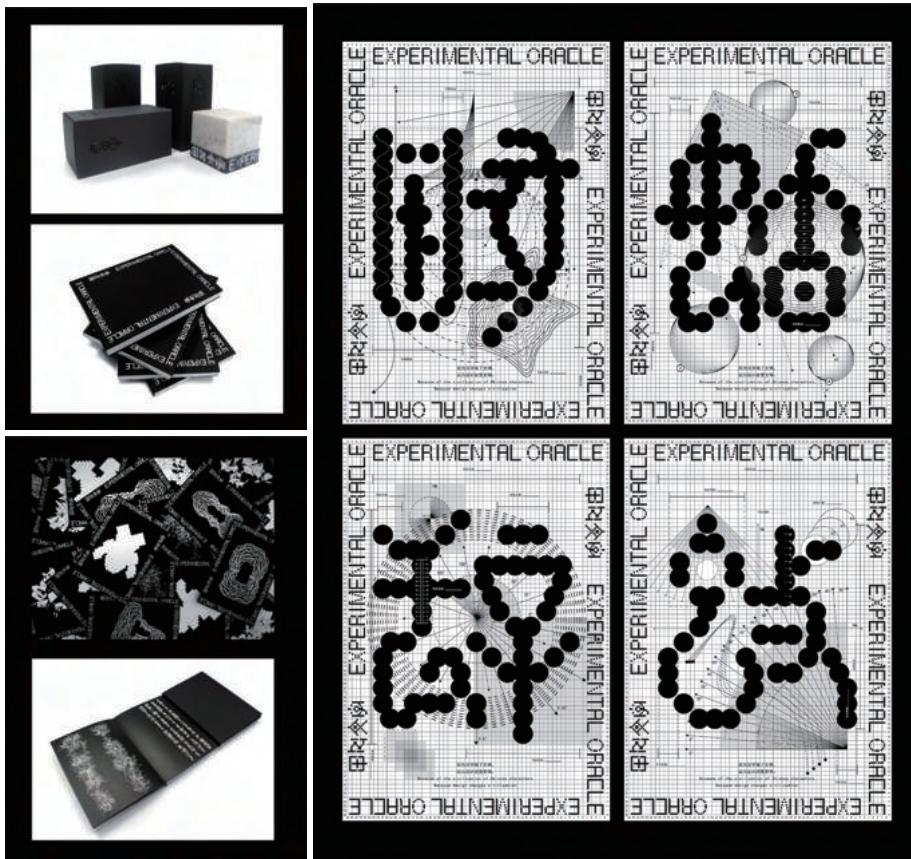
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實驗性甲骨文字  
Experimental Oracle Script

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海洋系列  
Ocean Series

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沉默海洋  
Silence Ocean

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沉默速遞  
Soka Express

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### Brush the Fxxk Up

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### 保護野生動物

Protection of Wild Animals

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魚人進化史  
The Evolution of Fish Man

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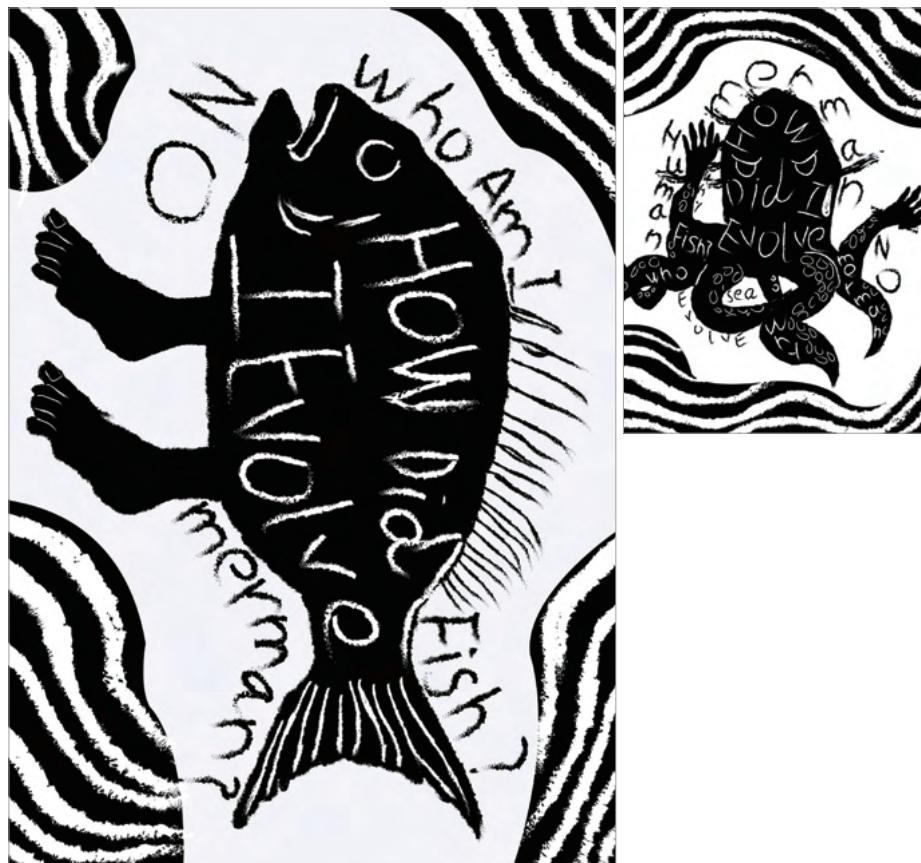
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壓力  
Pressure

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諷刺與謔罵

Satirize and Revile

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愛 & 憎  
Love & Hate

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Fuzhou University of International  
Studies and Trade



皮紋  
Skin Pattern

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Meng-Yue Zheng

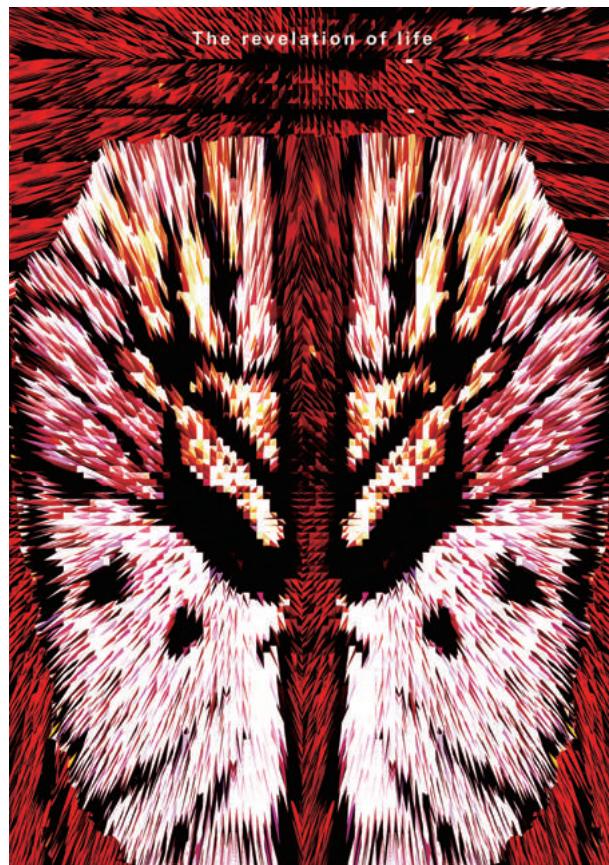
學校所在地 Location of School

中國大陸  
China

學校 School

廈門興才職業技術學院  
Xiamen Xingcai Vocational &  
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生命的啟示  
The Revelation of Life.

創作者 Designer(s)

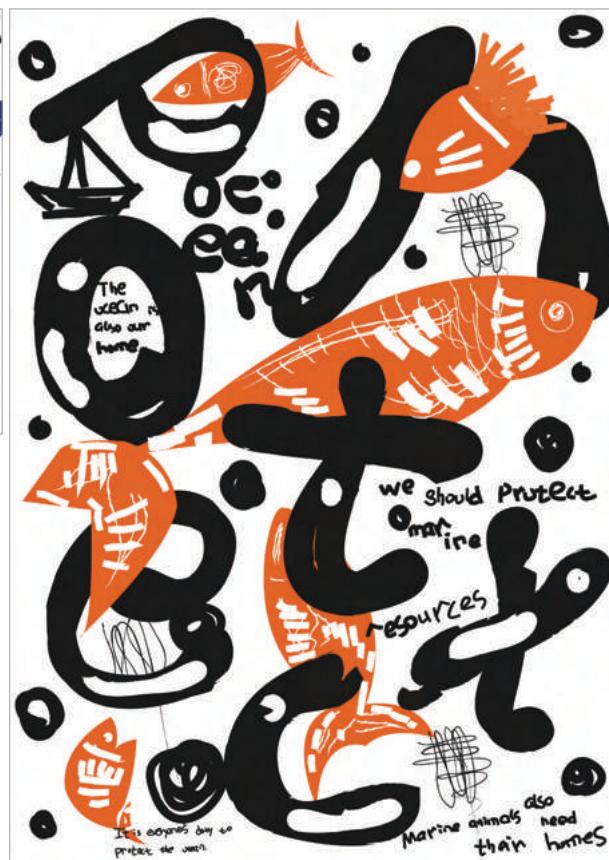
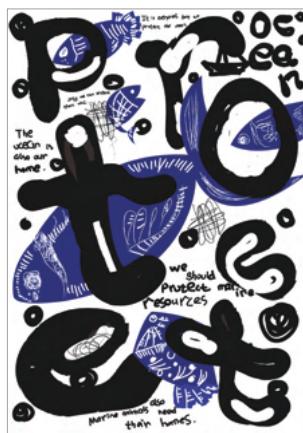
楊玉鳳  
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學校所在地 Location of School

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海洋生態保護  
Marine Ecological Protection

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同理心  
Empathy

創作者 Designer(s)

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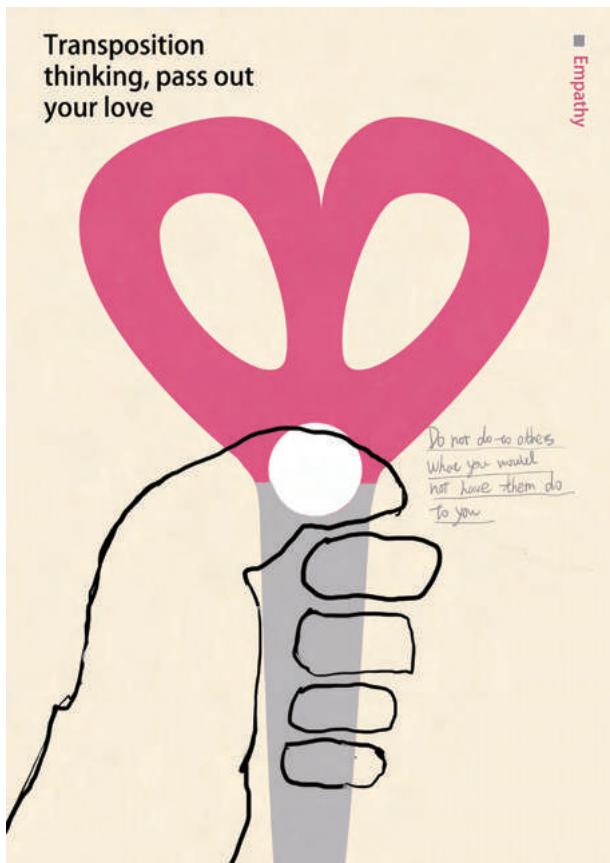
無  
None

學校所在地 Location of School

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心  
Heart

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沒有自由  
No Freedom

創作者 Designer(s)

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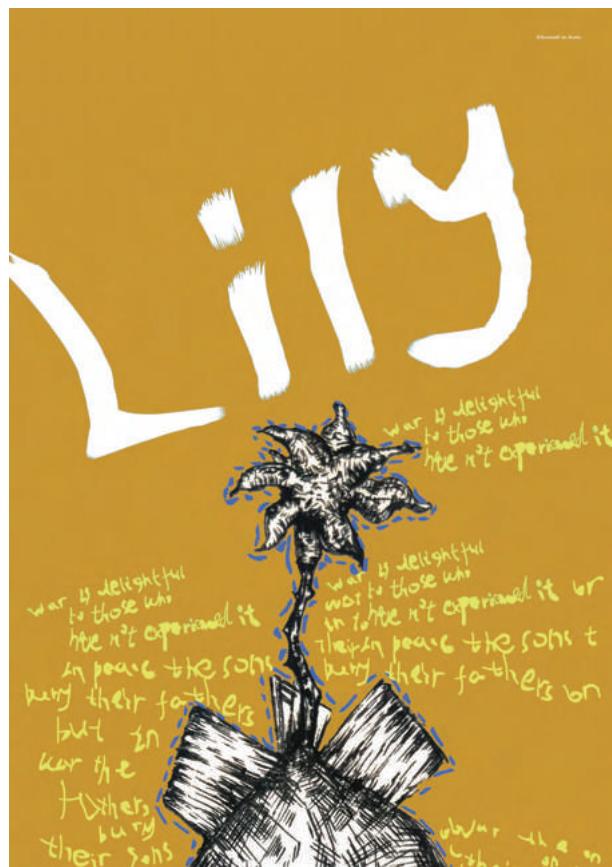
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None

學校所在地 Location of School

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百合  
Lily

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消失  
Disappear

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這不是你想的  
That's Not What You Think.

創作者 Designer(s)

高古月、張正澤  
Gu-Yue Gao, Zheng-Ze Zhang

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None

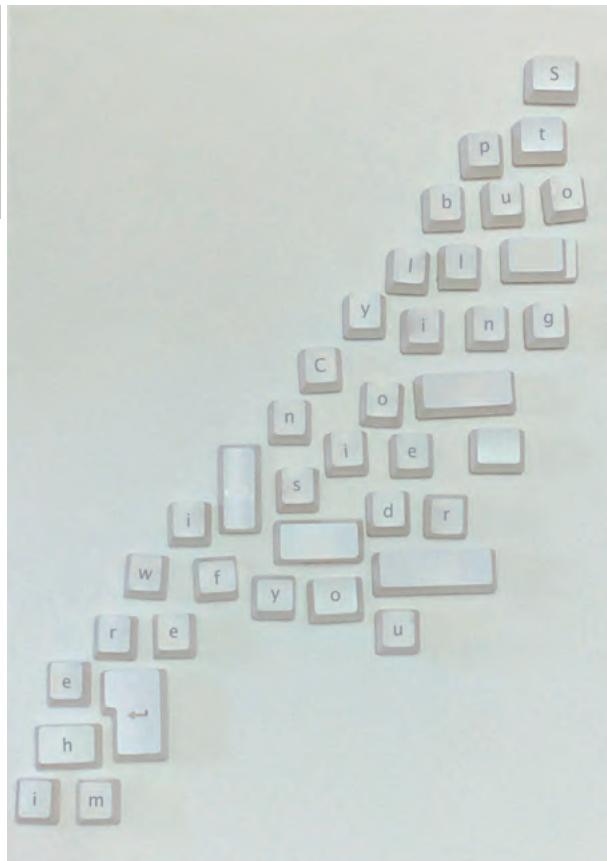
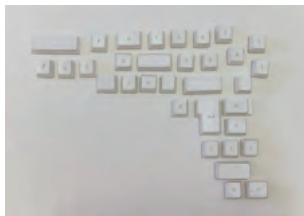
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中國大陸  
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福州大學廈門工藝美術學院  
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停止霸凌  
Stop Bullying

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None

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不要為你的生命提前默哀  
Don't Mourn for Your Life in Advance

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Can-Yao Lin

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李雙  
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一點點傷害  
Just A Little Hurt

創作者 Designer(s)

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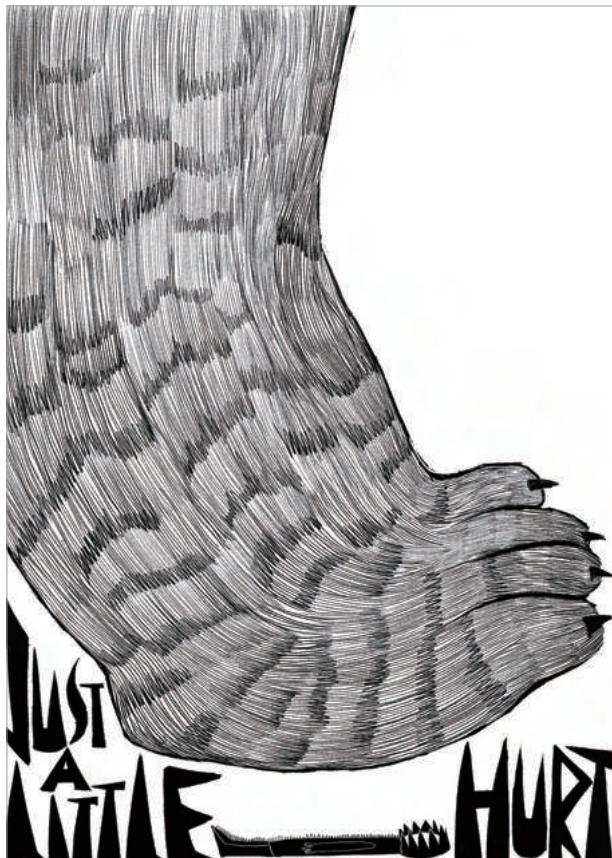
蔡志強  
Zhi-Qiang Cai

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福州大學廈門工藝美術學院  
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交換嗎？  
Exchange?

創作者 Designer(s)

黃潤敏  
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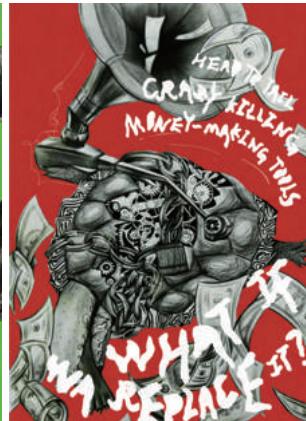
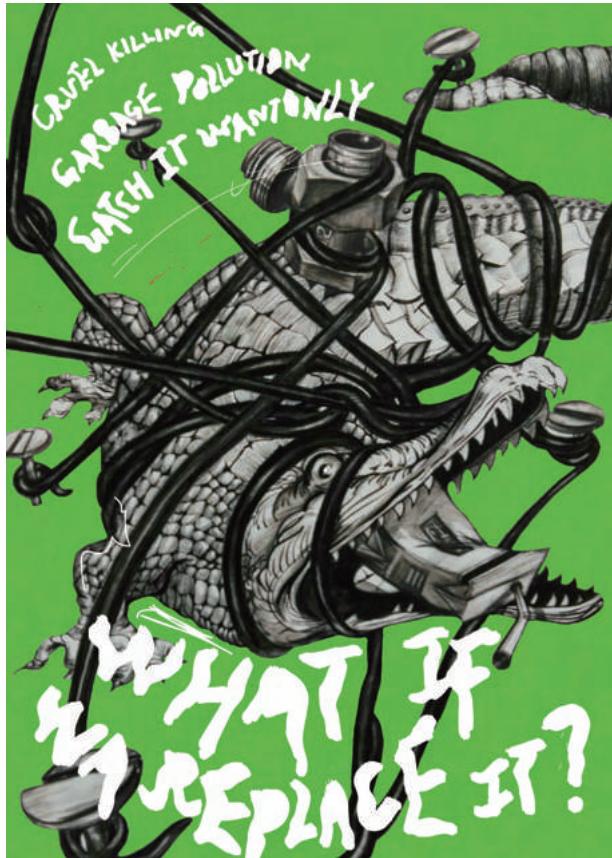
無  
None

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**進步還是倒退**  
Progress or Recession

創作者 Designer(s)

崔祺然

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**微笑的背後**  
Behind the Smile

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擰  
Twist

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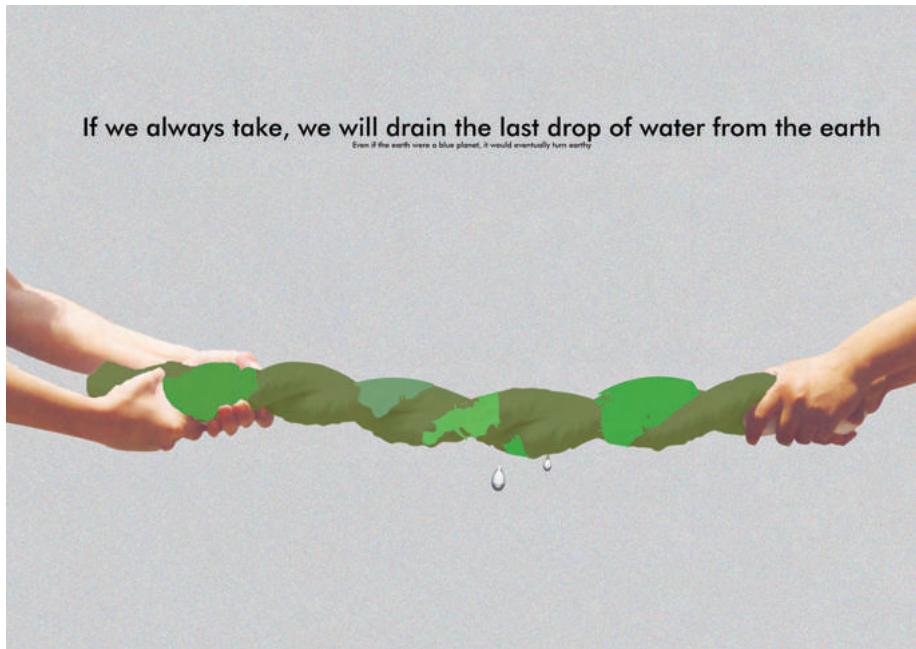
學校所在地 Location of School

中國大陸

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聽見後 - 庶民講堂  
After Listening - Folk Lecture

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莊斌凱

Pin-Kai Chuang

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張聰賢、鄭中義

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空氣污染  
Air Pollution

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維護女性權益  
Protecting Women's Rights  
and Interests

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手機的危害  
Hazard of Mobile Phone

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保護動物  
Watch for Animals

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絕非虛構  
Inveracious AD.

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Pin-Chen Yen

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顏承澧

Cheng-Li Yen

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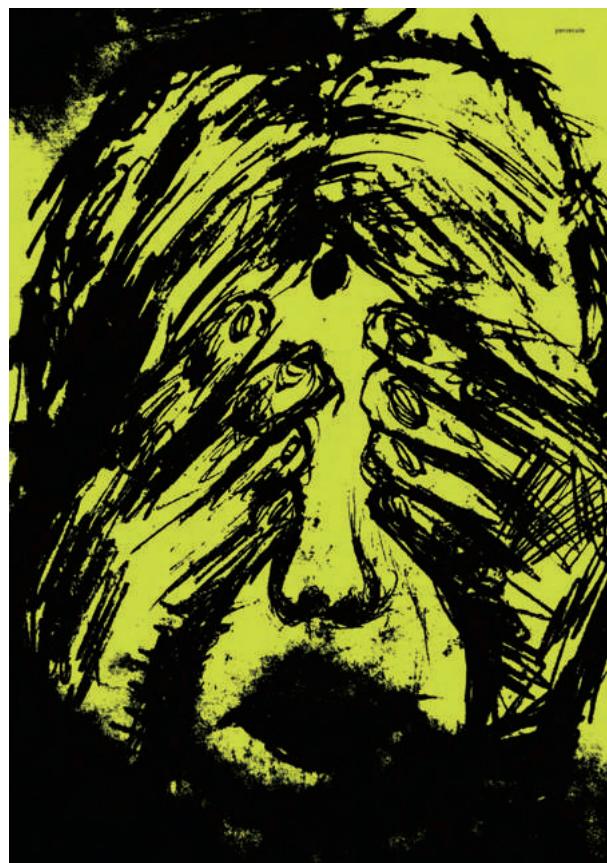
臺灣

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逢甲大學

Feng Chia University



不想去看  
I Don't Want to See It.

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### 融合

### The Fusion

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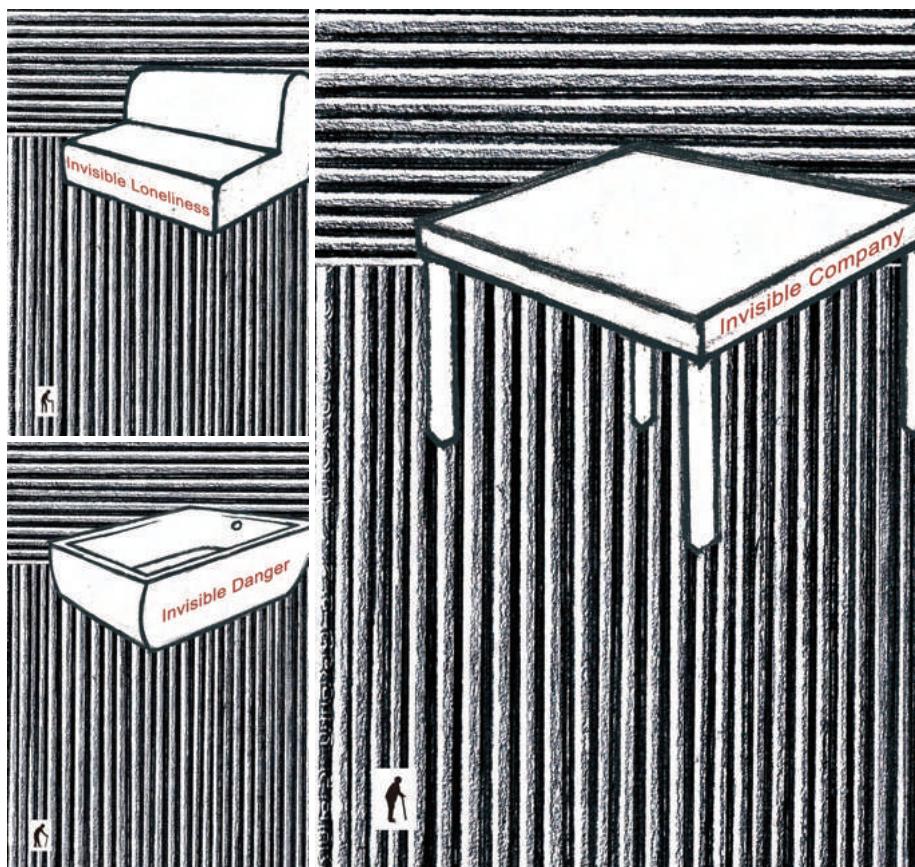
China

學校 School

廣西藝術學院

Guangxi Arts Institute



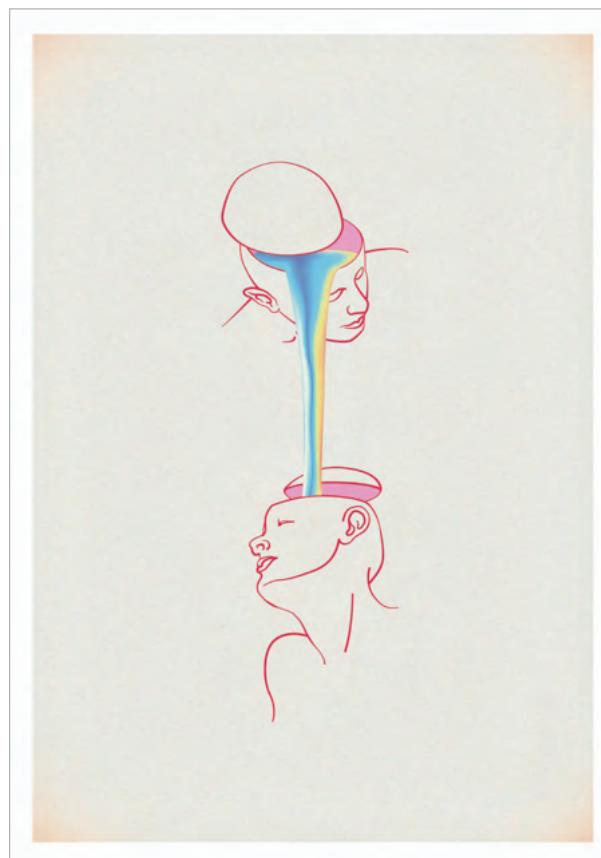


看不見的孤獨  
Invisible Loneliness

創作者 Designer(s)  
陳心蓮、陳巧情  
Xin-Lian Chen, Qiao-Qing Chen

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福州外語外貿學院  
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知  
Know

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南臺科技大學  
Southern Taiwan University of  
Science and Technology

即使外表強悍，他仍然有  
需要。

Even if He Looks Strong, He  
Still Needs It.

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鄭國章

Guo-Zhang Zheng

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國立高雄師範大學

National Kaohsiung Normal

University



眼淚

Tears

創作者 Designer(s)

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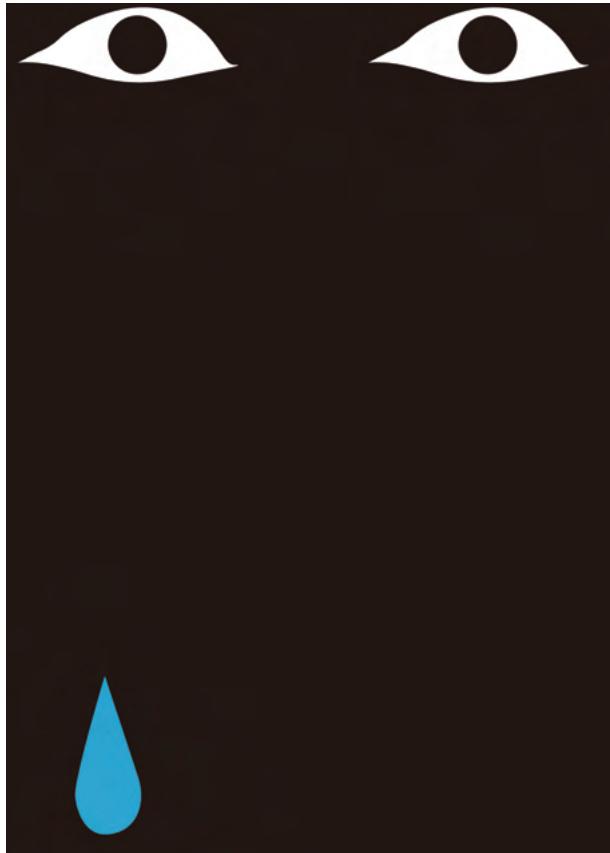
中國大陸

China

學校 School

廈門大學

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有趣的馬戲  
Funny Circus

創作者 Designer(s)

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FURGIVE ME

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Ming-Lung Yu

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悲慘生活

Tragic Life

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Ming-Lung Yu

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亞洲大學  
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浙江中醫藥大學 60 周年  
校慶主視覺設計

Main Visual Design for  
the 60th Anniversary of  
Zhejiang Chinese Medical  
University

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Zhejiang Gongshang University





浙江工商大學 2019 屆畢業展主視覺設計

Zhejiang Gongshang University 2019 Graduation Exhibition Master Visual Design

創作者 Designer(s)

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伊拉克·傷痛

Iraq·Pain

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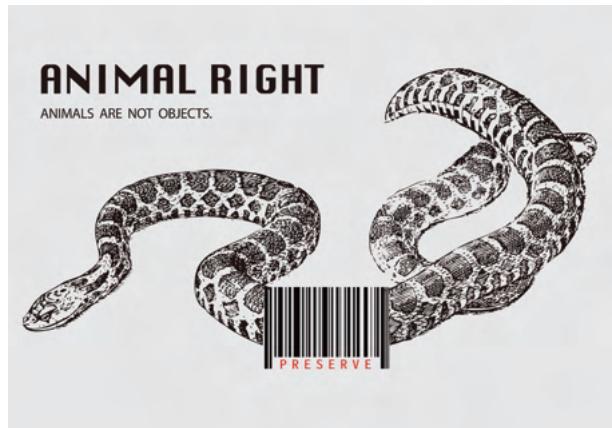
Xiamen University

血時尚  
Blood Fashion

創作者 Designer(s)  
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大同大學  
Tatung University



我們是相等的  
We Are the Same

創作者 Designer(s)  
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Asia University





### Be a Stoic

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Szu-Wei Cheng

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### 童年

Childhood

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語言暴力  
Power of Words

創作者 Designer(s)

呂許潔  
Xu-Jie Lv

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同理心  
Empathy

創作者 Designer(s)

呂許潔  
Xu-Jie Lv

指導老師 Instructor(s)

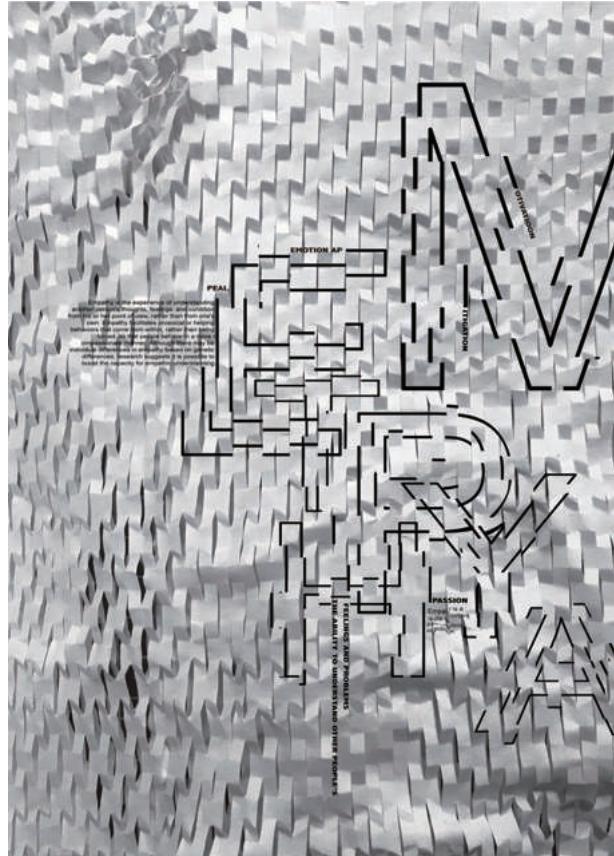
張文化  
Wen-Hua Zhang

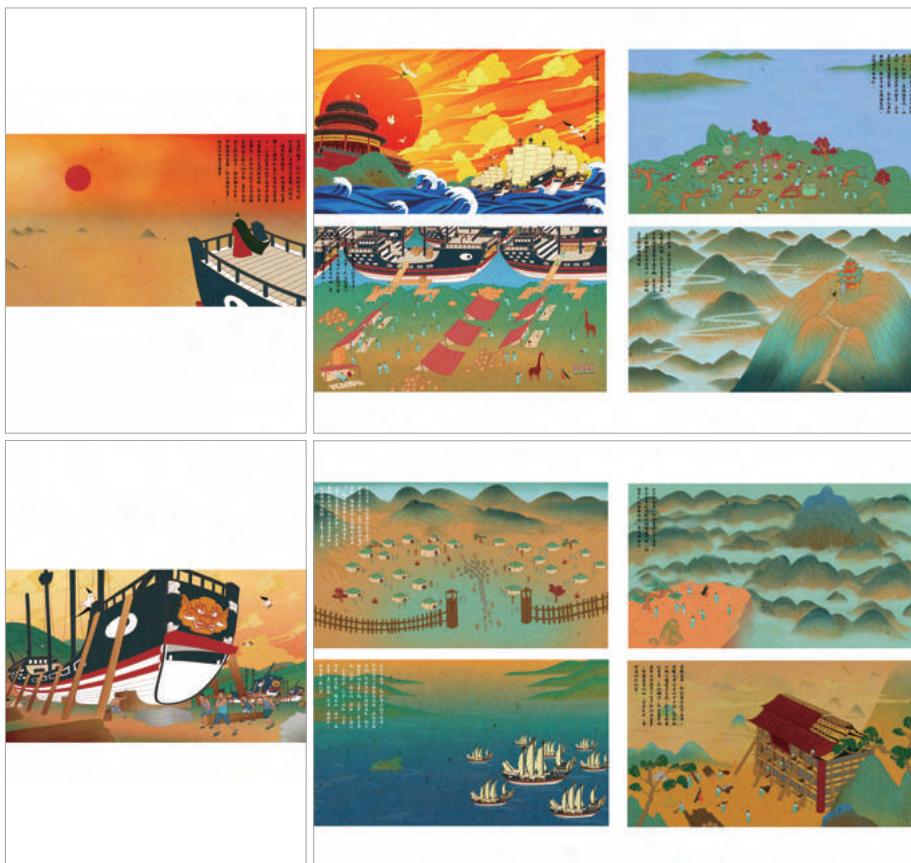
學校所在地 Location of School

中國大陸  
China

學校 School

廈門大學  
Xiamen University



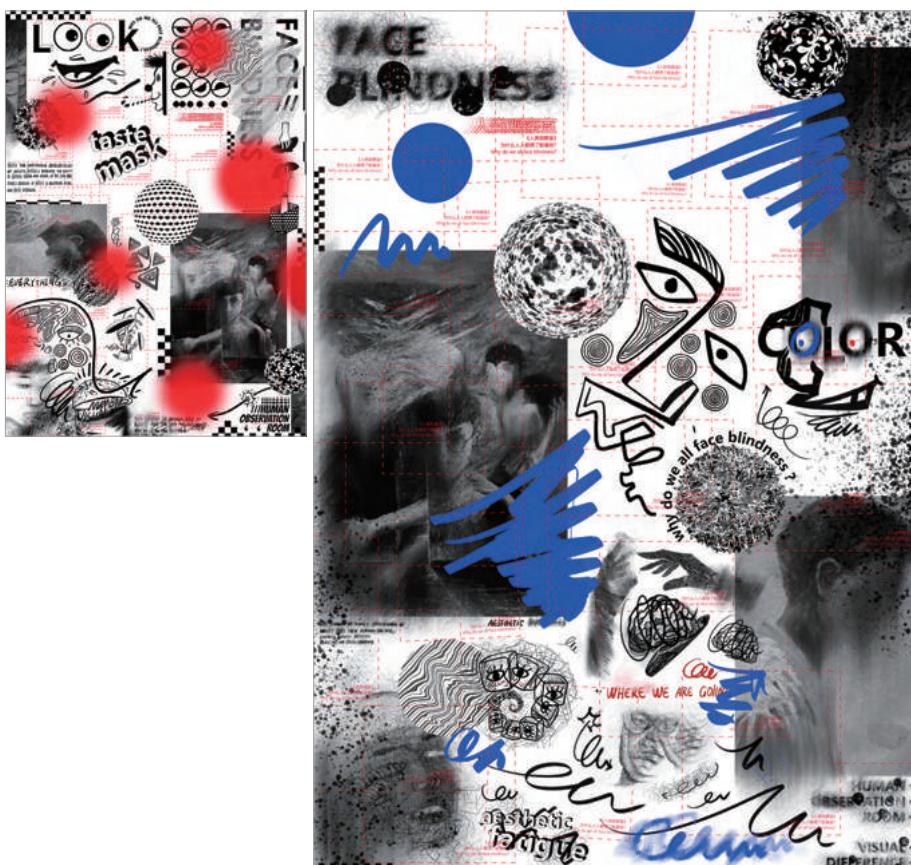


鄭和下西洋  
Zheng He Xia Xi Yang

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王浩、黃晶晶、杜雨濤、田書強  
Hao Wang, Jing-Jing Huang,  
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Chao He

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三江學院  
Sanjiang University



人類觀察室, 為什麼人人都得了臉盲症

Why do We All Face  
Blindness

創作者 Designer(s)  
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失聰  
Deaf

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SOS

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### 和平得來不易

Peace is Not Easy to Come by

創作者 Designer(s)

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無

None

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### 痛通

Pain

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Huaqiao University

承諾  
Promise

創作者 Designer(s)

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指導老師 Instructor(s)

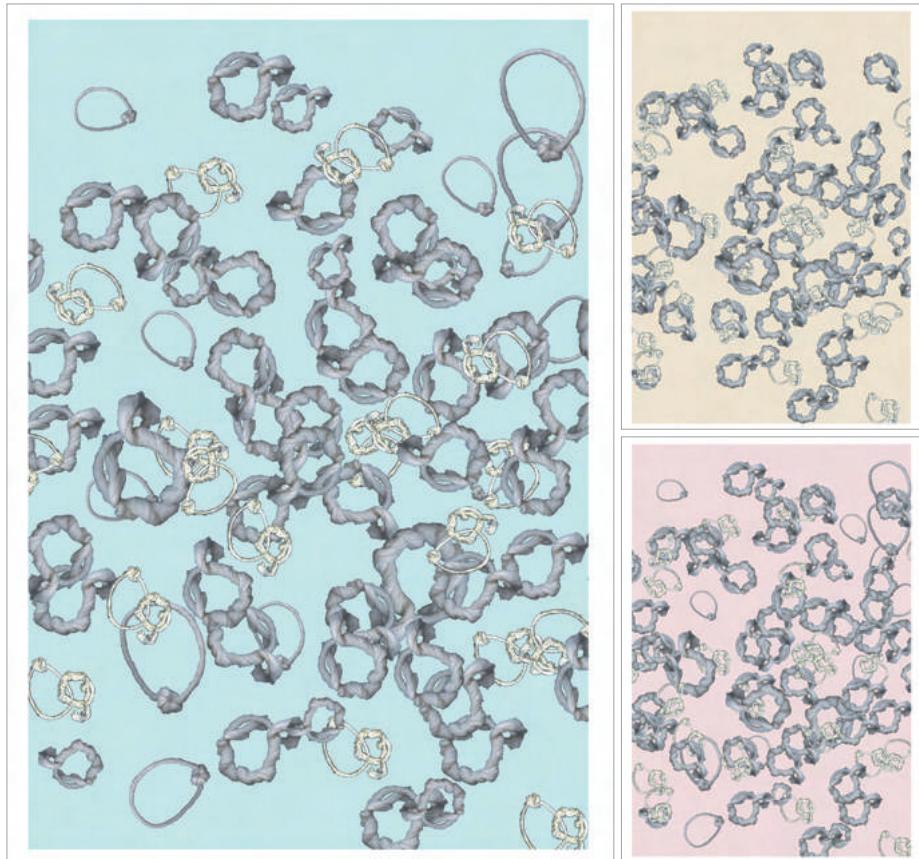
張天一  
Tian-Yi Zhang

學校所在地 Location of School

韓國  
Korea

學校 School

慶一大學  
Kyungil University



Route for Root

創作者 Designer(s)

Ju-Yeon Park, Se-Eun Park,  
Soo-Min Im

指導老師 Instructor(s)

無  
None

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韓國  
Korea

學校 School

仁德大學  
Induk University





Cyberbully

創作者 Designer(s)

李素真

Su-Zhen Li

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翁漢騰

Han-Teng Wong

學校所在地 Location of School

臺灣

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國立臺東大學

National Taitung University



圍創

Creative Surrounding

創作者 Designer(s)

吳怡馨、曾芊瑜

I-Hsin Wu, Chien-Yu Tseng

指導老師 Instructor(s)

陳江富、吳守哲

Chiang-Fu Chen, Shou-Che Wu

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Taiwan

學校 School

正修科技大學

Cheng Shiu University



列印食物  
Printing Food

創作者 Designer(s)

謝永晴

Yong-Qing Xie

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Klause Hesse

學校所在地 Location of School

中國大陸

China

學校 School

南京藝術學院

Nanjing University of the Arts



污染  
Pollution

創作者 Designer(s)

劉常露

Chang-Lu Liu

指導老師 Instructor(s)

張文化

Wen-Hua Zhang

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China

學校 School

廈門大學

Xiamen University





保護海豚  
Protecting Dolphins

創作者 Designer(s)

鄧佳龍  
Jia-Long Deng

指導老師 Instructor(s)

鄭夢月  
Meng-Yue Zheng

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China

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廈門興才職業技術學院  
Xiamen Xingcai Vocational & Technical College



染  
Dye

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水是生命

Keng

創作者 Designer(s)

鄧佳龍

Jia-Long Deng

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鄭夢月

Meng-Yue Zheng

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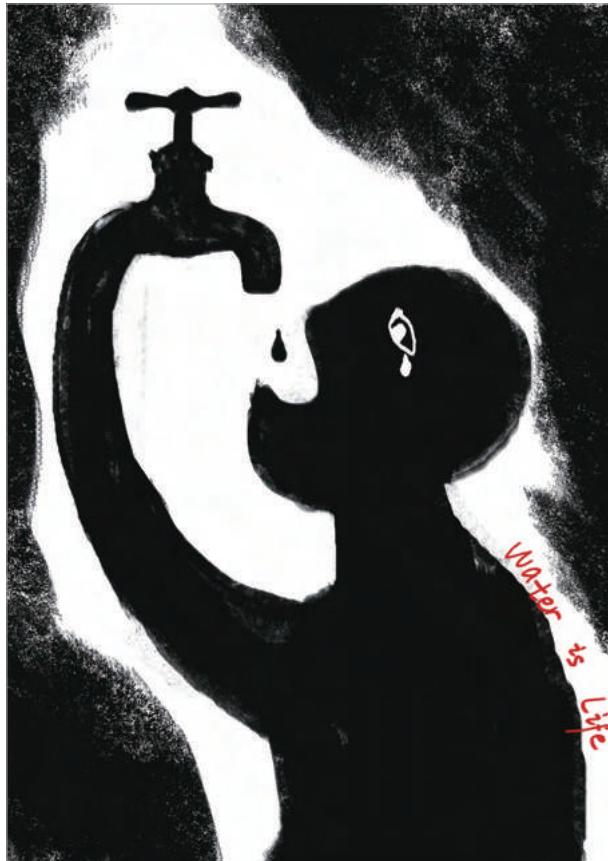
中國大陸

China

學校 School

廈門興才職業技術學院

Xiamen Xingcai Vocational & Technical College



塑膠污染

Plastic Pollution

創作者 Designer(s)

鄧佳龍

Jia-Long Deng

指導老師 Instructor(s)

鄭夢月

Meng-Yue Zheng

學校所在地 Location of School

中國大陸

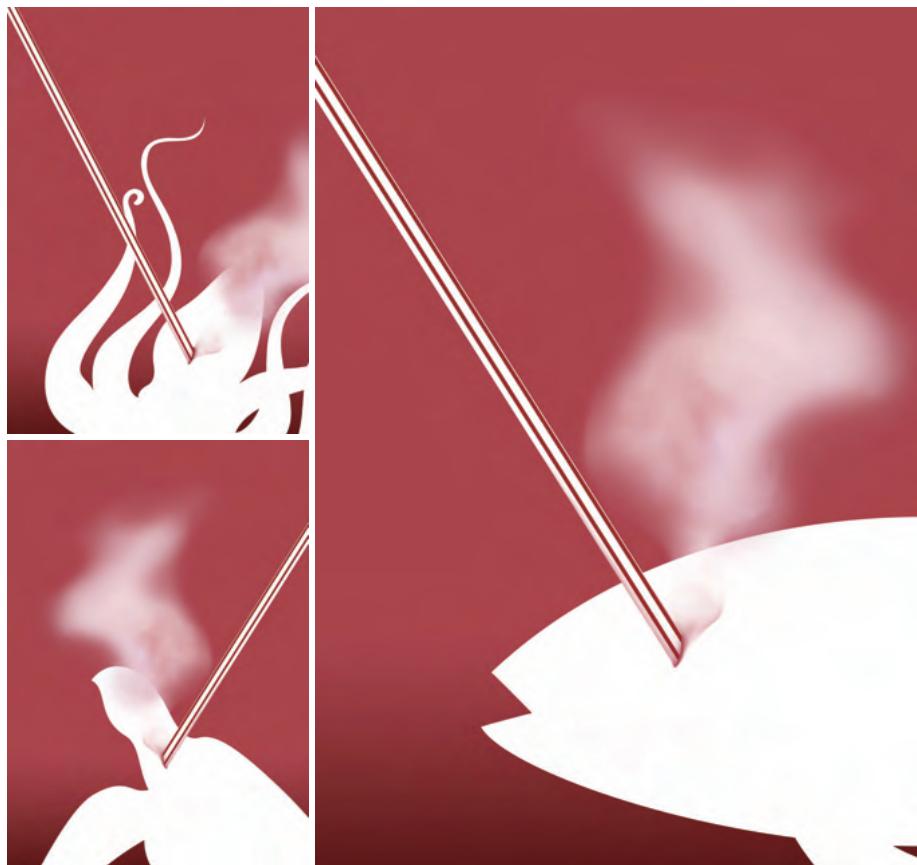
China

學校 School

廈門興才職業技術學院

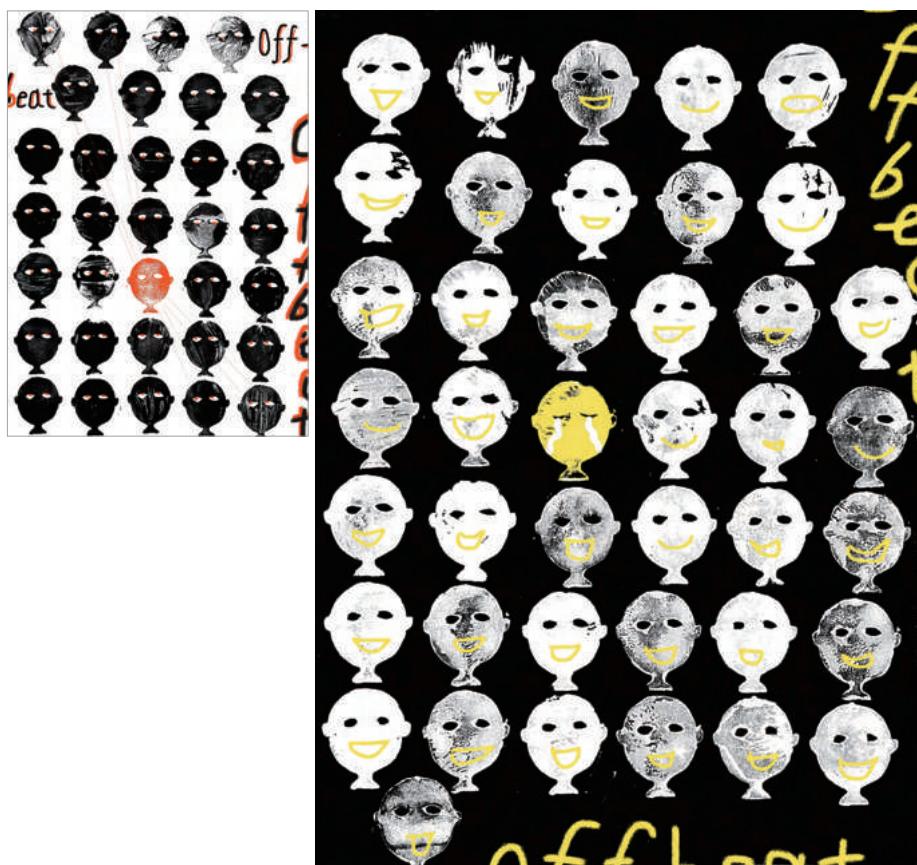
Xiamen Xingcai Vocational & Technical College





**獵**  
Hunt in No Sense

創作者 Designer(s)  
江瑜琳  
Yu-Lin Chiang  
指導老師 Instructor(s)  
翁漢騰  
Han-Teng Weng  
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臺灣  
Taiwan  
學校 School  
國立臺東大學  
National Taitung University



**另類**  
Alternative

創作者 Designer(s)  
李夢詩  
Meng-Shi Li  
指導老師 Instructor(s)  
蔡志強  
Zhi-Qiang Cai  
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中國大陸  
China  
學校 School  
福州大學  
Fuzhou University

奧拉維爾·埃利亞松作品  
展視覺設計

Visual Design of Olafur  
Eliasson's Works  
Exhibition

創作者 Designer(s)

馬明萱

Ming-Xuan Ma

指導老師 Instructor(s)

姚翔宇

Xiang-Yu Yao

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China

學校 School

南京藝術學院

Nanjing University of the Arts



保持乾淨

Keep Clean

創作者 Designer(s)

何旭

Xu He

指導老師 Instructor(s)

無

None

學校所在地 Location of School

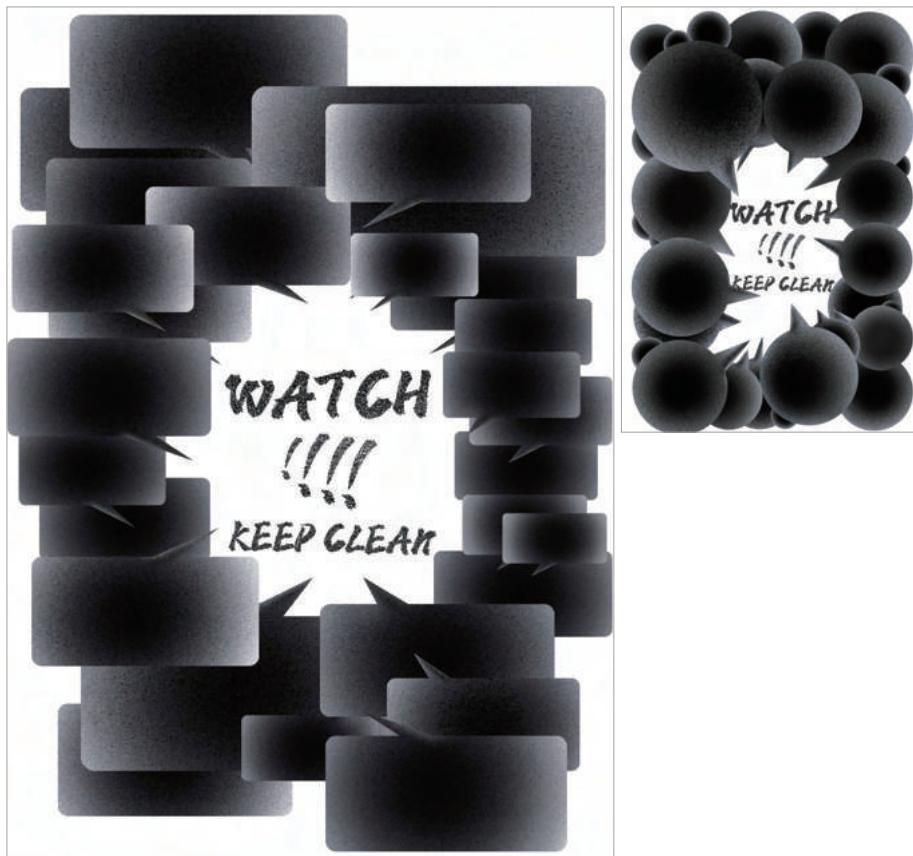
中國大陸

China

學校 School

福州大學廈門工藝美術學院

Xiamen Academy of Arts and  
Design, Fuzhou University





猜拳  
Mora

創作者 Designer(s)

吳旻澂  
Min-Cheng Wu

指導老師 Instructor(s)

無  
None

學校所在地 Location of School

臺灣  
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學校 School

亞洲大學  
Asia University



拖延症研究所  
Procrastination Institute

創作者 Designer(s)

譚穎琪  
Weng-Kei Tam

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李澄暉  
Cheng-Cheong Lei

學校所在地 Location of School

澳門  
Macau

學校 School

澳門理工學院  
Macau Polytechnic Institute

拒絕毒品  
Say No to Drugs

創作者 Designer(s)

肖藝暉  
Yi-Hui Xiao

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張文化  
Wen-Hua Zhang

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進化與淨化  
Evolution and Purification

創作者 Designer(s)

郭昊  
Hao Guo

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吳紅梅  
Hong-Mei Wu

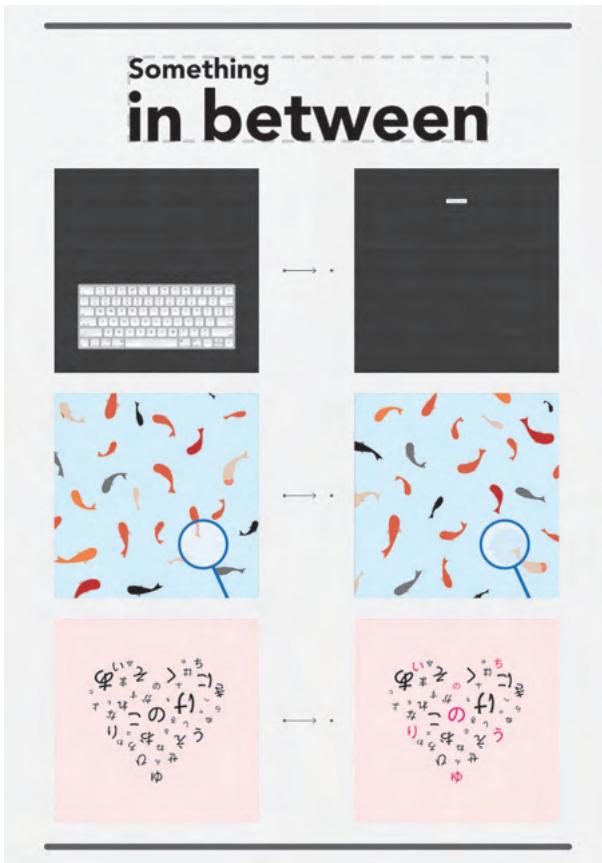
學校所在地 Location of School

中國大陸  
China

學校 School

廣西藝術學院  
Guangxi Arts Institute





**兩者之間**  
Something in Between

創作者 Designer(s)

曾品耘  
Pin-Yun Tseng

指導老師 Instructor(s)

佐藤博一  
Hirokazu Sato

學校所在地 Location of School

日本  
Japan

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京都造形藝術大學  
Kyoto University of Art and Design



**無家可歸**  
Be Homeless

創作者 Designer(s)

張紫微  
Zi-Wei Zhang

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張文化  
Wen-Hua Zhang

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學校 School

廈門大學  
Xiamen University

求救信號  
SOS

創作者 Designer(s)

林澤瑩  
Ze-Ying Lin

指導老師 Instructor(s)

戚躍春、張文化  
Yue-Chun Qing, Wen-Hua Zhang

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China

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廈門大學  
Xiamen University



鏽時  
The Rust of Time

創作者 Designer(s)

林宜頤、張立薇  
Yi-Hsieh Lin, Li-Wei Chang

指導老師 Instructor(s)

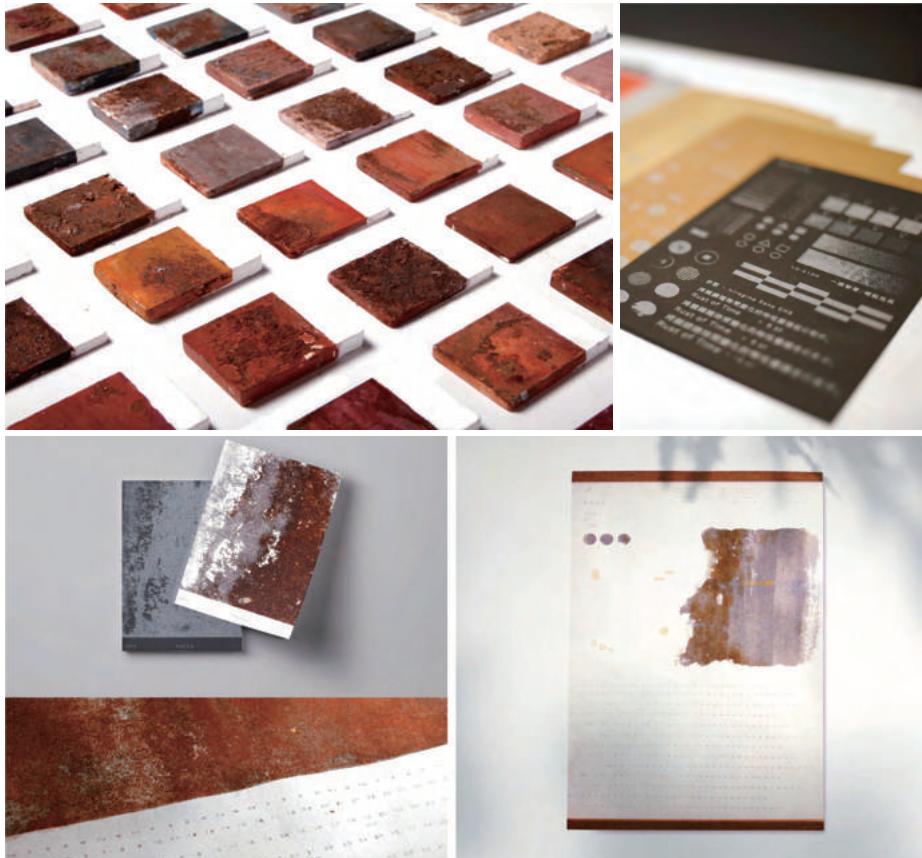
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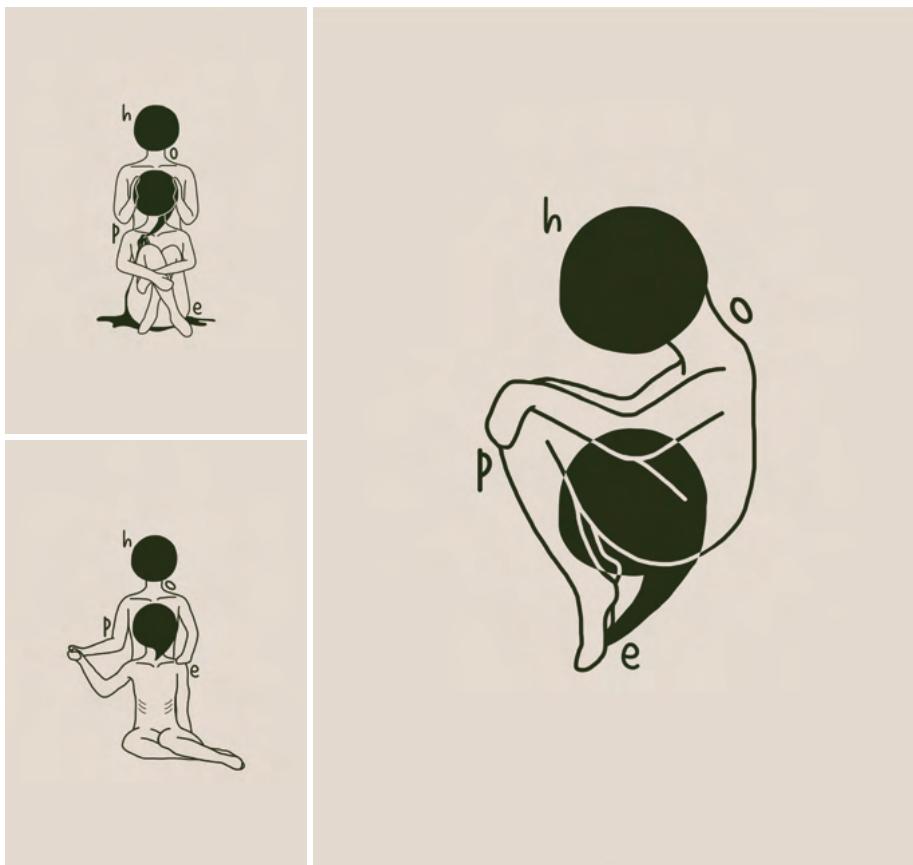
學校所在地 Location of School

臺灣  
Taiwan

學校 School

國立臺灣師範大學  
National Taiwan Normal University





### Semicolon

創作者 Designer(s)

Marlena

指導老師 Instructor(s)

無  
None

學校所在地 Location of School

印尼  
Indonesia

學校 School

塔魯瑪納加拉大學  
Tarumanagara University



### 痛

#### Wounds

創作者 Designer(s)

曾雅湘  
Ya-Hsiang Tseng

指導老師 Instructor(s)

林俊傑  
Chun-Chieh Lin

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國立臺灣藝術大學  
National Taiwan University of Arts

扭  
Distorted

創作者 Designer(s)

林澤瑩  
Ze-Ying Lin

指導老師 Instructor(s)

戚躍春  
Yue-Chun Qi

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China

學校 School

廈門大學  
Xiamen University



摩登視聽說  
Modern - See, Visual, Speaking

創作者 Designer(s)

張彧  
Yu Zhang

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張文化、李新富、蔡仕偉  
Wen-Hua Zhang, Shin-Fu Lee, Shi-Wei Cai

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廈門大學  
Xiamen University





自由  
Freedom

創作者 Designer(s)

肖藝暉

Yi-Hui Xiao

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張文化

Wen-Hua Zhang

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消耗品  
Consumables

創作者 Designer(s)

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Yu Zhang

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張文化、蔡仕偉

Wen-Hua Zhang, Shi-Wei Cai

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廈門大學

Xiamen University

善道  
The Path to Kindness

創作者 Designer(s)

洪嘉祺  
Jia-Qi Hong

指導老師 Instructor(s)

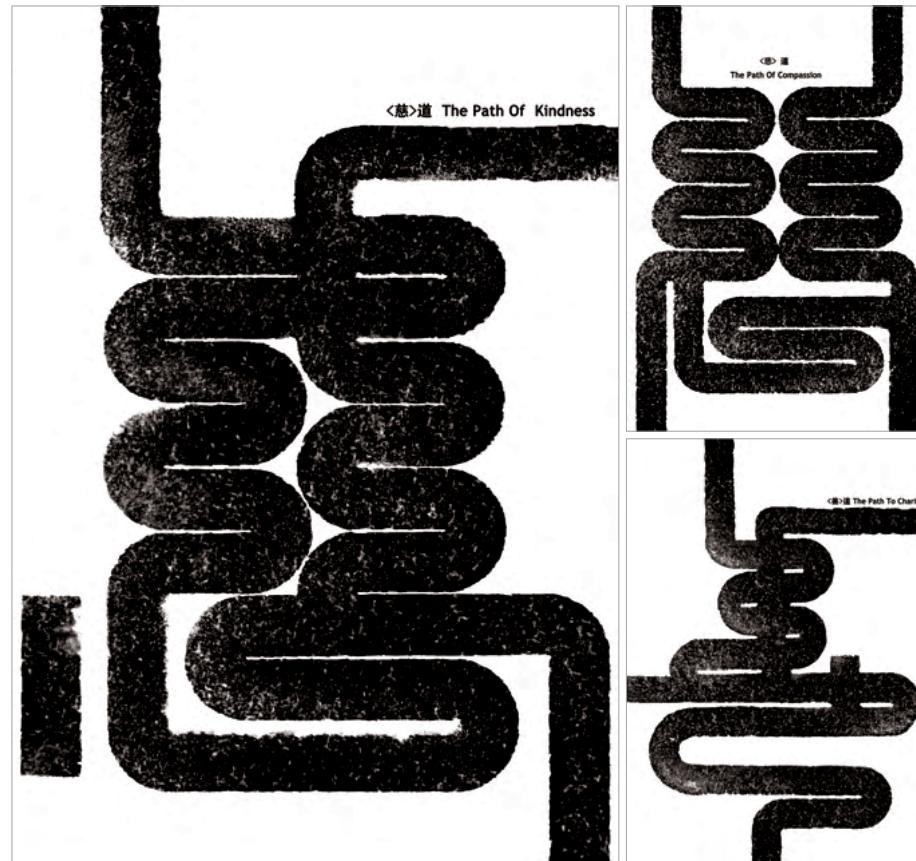
程曇  
Xi Cheng

學校所在地 Location of School

中國大陸  
China

學校 School

福州外語外貿學院  
Fuzhou University of International  
Studies and Trade



骨瘦如柴  
Scrawny

創作者 Designer(s)

王荻雅、蘇涵  
Di-Ya Wang, Han Su

指導老師 Instructor(s)

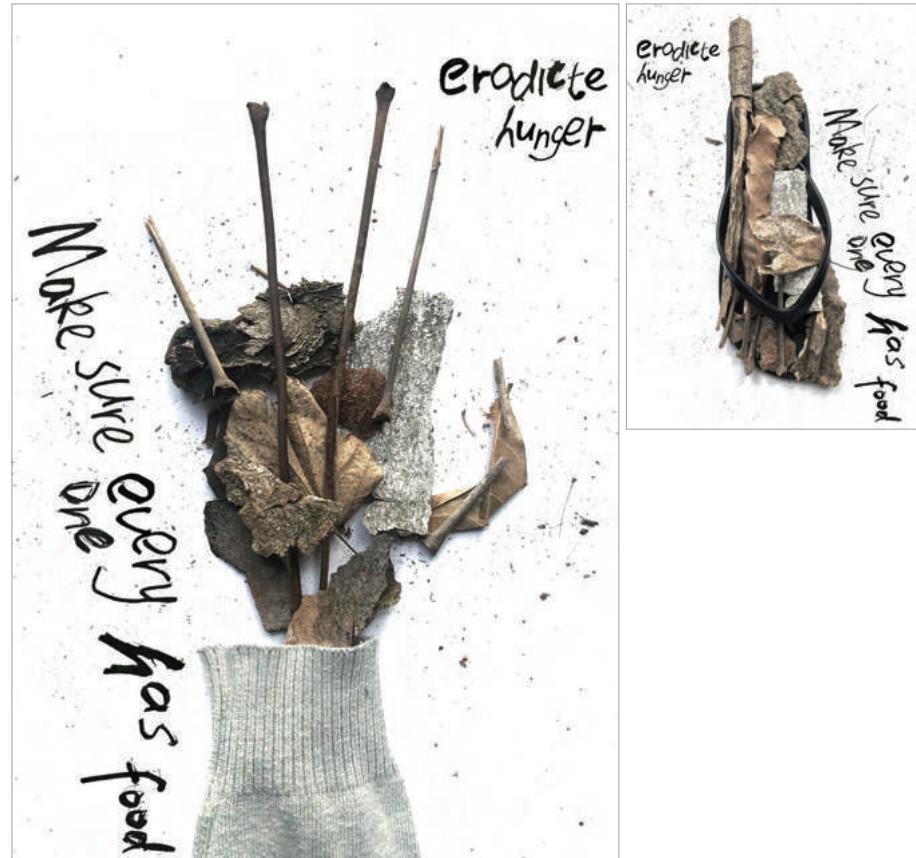
黃志雄  
Zhi-Xiong Huang

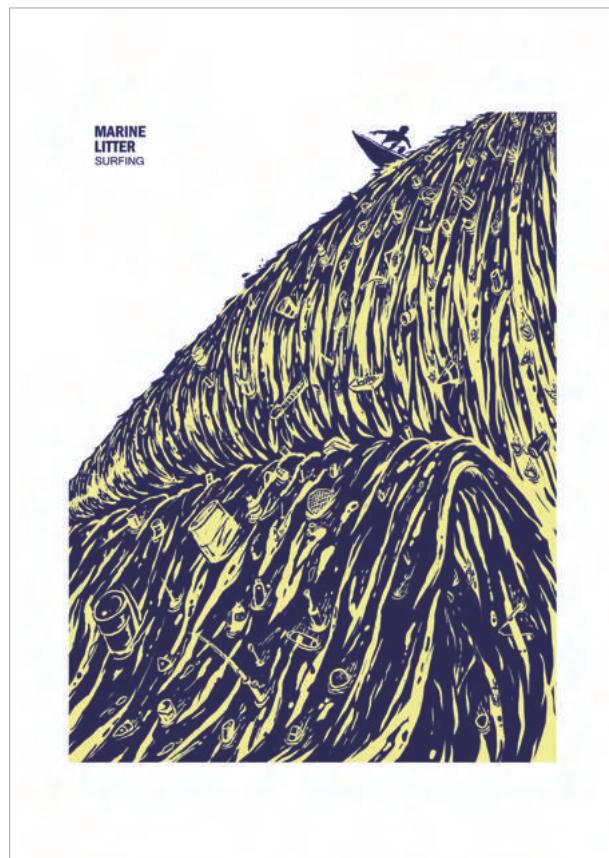
學校所在地 Location of School

中國大陸  
China

學校 School

福州大學廈門工藝美術學院  
Xiamen Academy of Arts and  
Design, Fuzhou University





衝浪  
Surfing

創作者 Designer(s)

楊哲  
Zhe Yang

指導老師 Instructor(s)

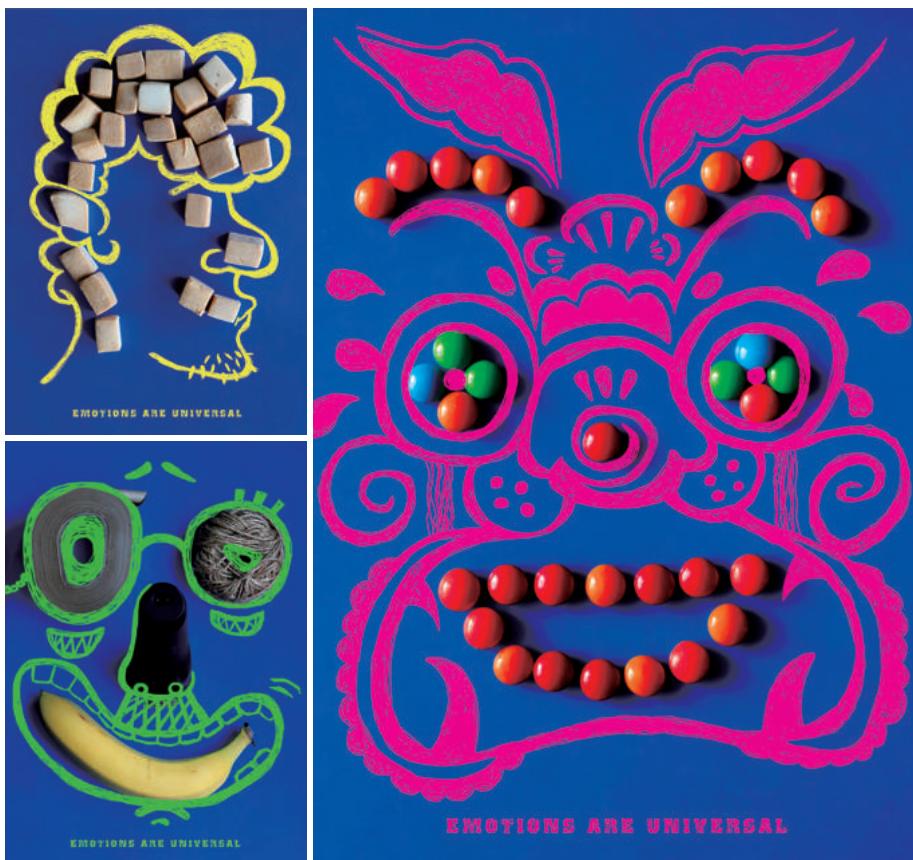
王萌  
Meng Wang

學校所在地 Location of School

中國大陸  
China

學校 School

南京工程學院  
Nanjing Institute of Technology



情緒是世界性的  
Emotions Are Universal

創作者 Designer(s)

胡峻然  
Jun-Ran Hu

指導老師 Instructor(s)

Edmund Mathews

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湖北工業大學  
Hubei University of Technology

詩經  
The Book of Songs

創作者 Designer(s)

張青雯  
Qing-Wen Zhang

指導老師 Instructor(s)

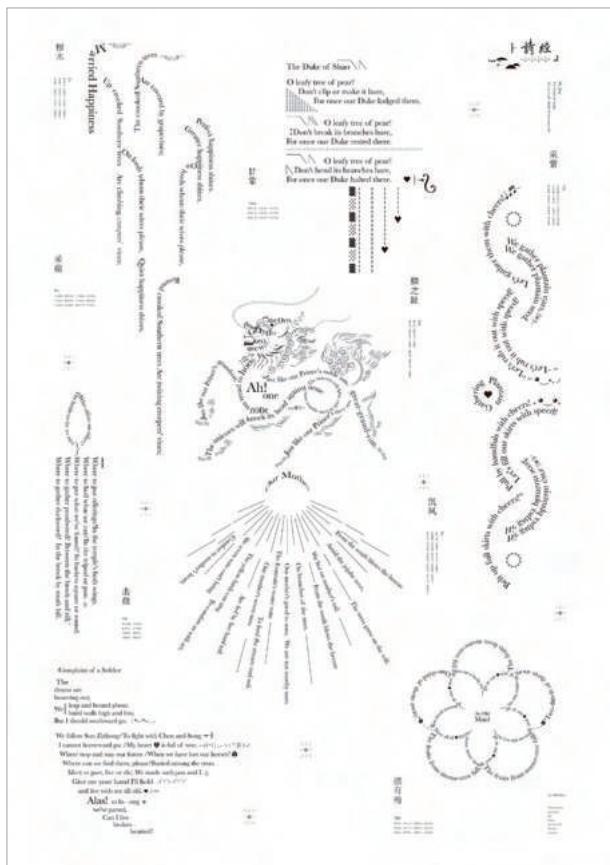
趙清  
Qing Zhao

學校所在地 Location of School

中國大陸  
China

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南京藝術學院  
Nanjing University of the Arts



枯魚之肆  
Hopeless Situation

創作者 Designer(s)

袁珍珍  
Zhen-Zhen Yuan

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李威  
Wei Li

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學校 School

廣西民族大學  
GuangXi University for Nationalities





「綠色」海洋

Green Sea

創作者 Designer(s)

彭祖濤  
Zu-Tao Peng

指導老師 Instructor(s)

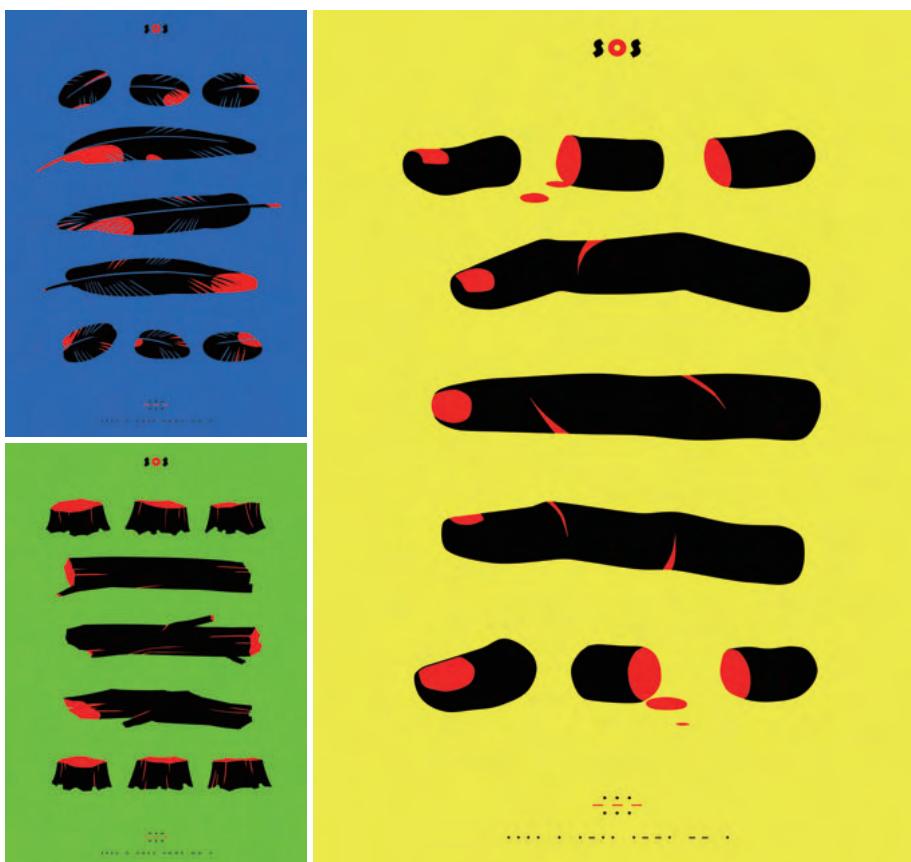
羅金泉  
Jin-Quan Luo

學校所在地 Location of School

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China

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廣西民族大學  
GuangXi University for Nationalities



求救信號

SOS

創作者 Designer(s)

閔一  
Yi Ming

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張文化、林磐聳  
Wen-Hua Zhang, Pang-Soong Lin

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中國大陸  
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Xiamen University

曙光

Hope

創作者 Designer(s)

Jia-Yee Lim

指導老師 Instructor(s)

Wong Shan Li, Jason Ong Jit Sim

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馬來西亞

Malaysia

學校 School

萊佛士高等教育學院吉隆坡分校  
Raffles College of Higher Education  
Kuala Lumpur



同理心 · 觀念

Empathy · Perspective

創作者 Designer(s)

陳昕寧

Xin-Ning Ding

指導老師 Instructor(s)

月樂、謝佩雯

Yue Yue, Pei-Wen Cheah

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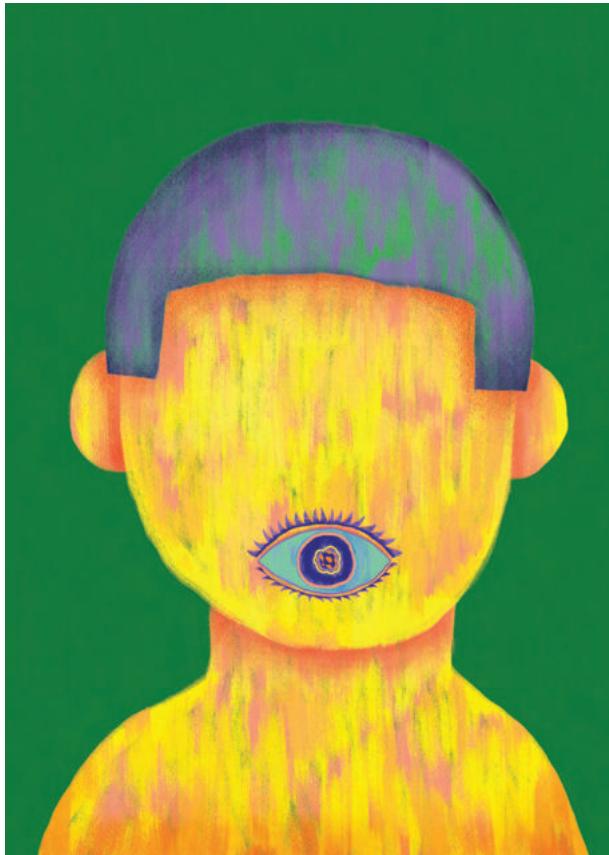
馬來西亞

Malaysia

學校 School

達爾尚藝術學院

Dasein Academy of Art





反獵殺遊戲  
Anti - Hunting Game

創作者 Designer(s)

林婉婷  
Wan-Ting Lin

指導老師 Instructor(s)

游明龍  
Ming-Lung Yu

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臺灣  
Taiwan

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亞洲大學  
Asia University

**BreastFeeding - Friendly Singapore**

創作者 Designer(s)

Tan Le Rong Ashley

指導老師 Instructor(s)

Jun Jek Low

學校所在地 Location of School

新加坡  
Singapore

學校 School

淡馬錫理工學院  
Temasek Polytechnic

同理心  
Ignorant

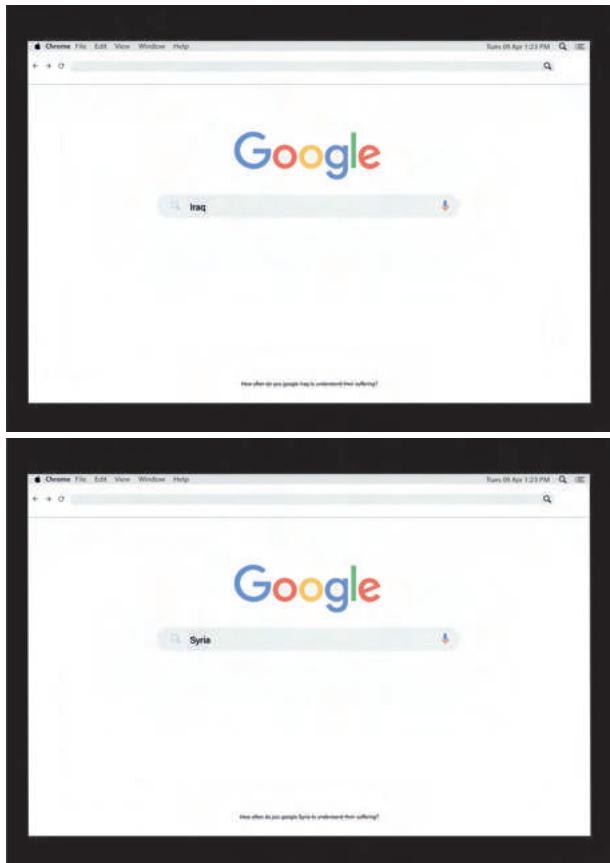
創作者 Designer(s)  
Yap Qian Hui

指導老師 Instructor(s)  
Lew Tau Fei

學校所在地 Location of School

馬來西亞  
Malaysia

學校 School  
達爾尚藝術學院  
Dasein Academy of Art



磐小諾老廈門伴手禮包裝  
設計

Panxiaonuo Packaging  
Design

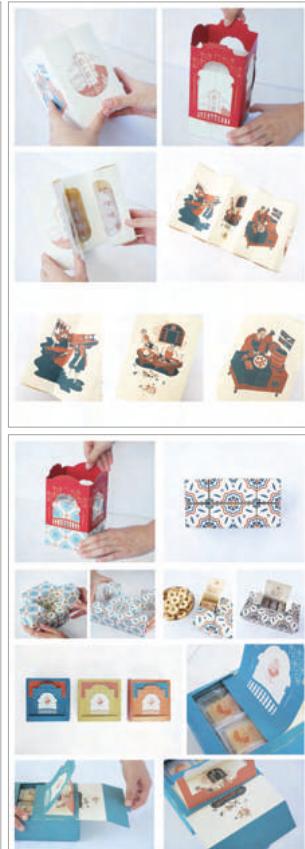
創作者 Designer(s)  
梁詩琴、林雁虹、廖良琰、徐慧、  
林衍豐、孫敬鈺  
Shi-Qin Liang, Yen-Hong Lim, Liang-  
Yan Liao, Hui Xu, Yan-Feng Lin,  
Jing-Yu Sun

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吳鑫  
Xin Wu

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中國大陸  
China

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廈門大學  
Xiamen University





憶江湖  
Memories of Martial Arts

創作者 Designer(s)  
張朗  
Lang Zhang  
指導老師 Instructor(s)  
孫亞軍  
Ya-Jun Sun  
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China  
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江蘇師範大學  
Jiangsu Normal University



尋味馨香  
Savor Fragrance

創作者 Designer(s)  
馬遠志、唐巍東、黃晉豪  
Yuan-Zhi Ma, Wei-Dong Tang,  
Jin-Hao Huang  
指導老師 Instructor(s)  
郭湘黔  
Xiang-Qian Guo  
學校所在地 Location of School  
中國大陸  
China  
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廣州美術學院  
Guangzhou Academy of Fine Arts

## Depressed Community

創作者 Designer(s)

Maria Kuranova

指導老師 Instructor(s)

Ivan Yakushev, Stefan Lashko

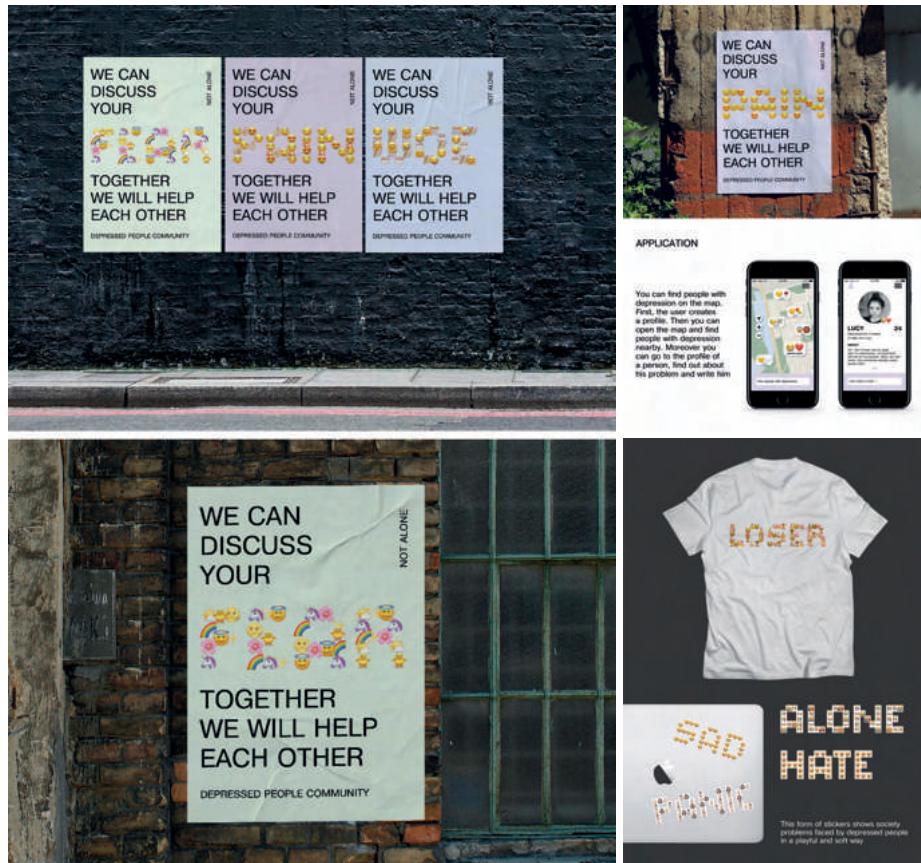
學校所在地 Location of School

俄羅斯

Russia

## 學校 School

國立高等經濟學院  
National Research University  
Higher School of Economics



融

Melt

創作者 Designer(s)

## 詹旻霏

Min-Fei Jhan

指導老師 Instructor(s)

翁漢騰

Han-Teng Wong

學校所在地 Location of School

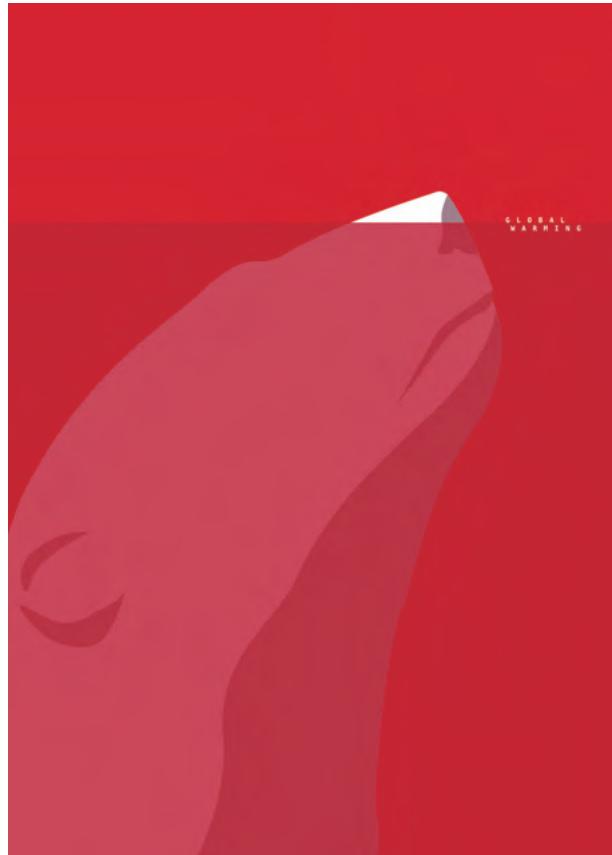
臺灣

Taiwan

## 學校 School

國立臺東大學

National Taitung University





拆解與重構—鳥蟲篆

Disassemble and  
Reconstruct-Bird Worm  
Seal

創作者 Designer(s)

徐惠平  
Hui-Ping Xu

指導老師 Instructor(s)

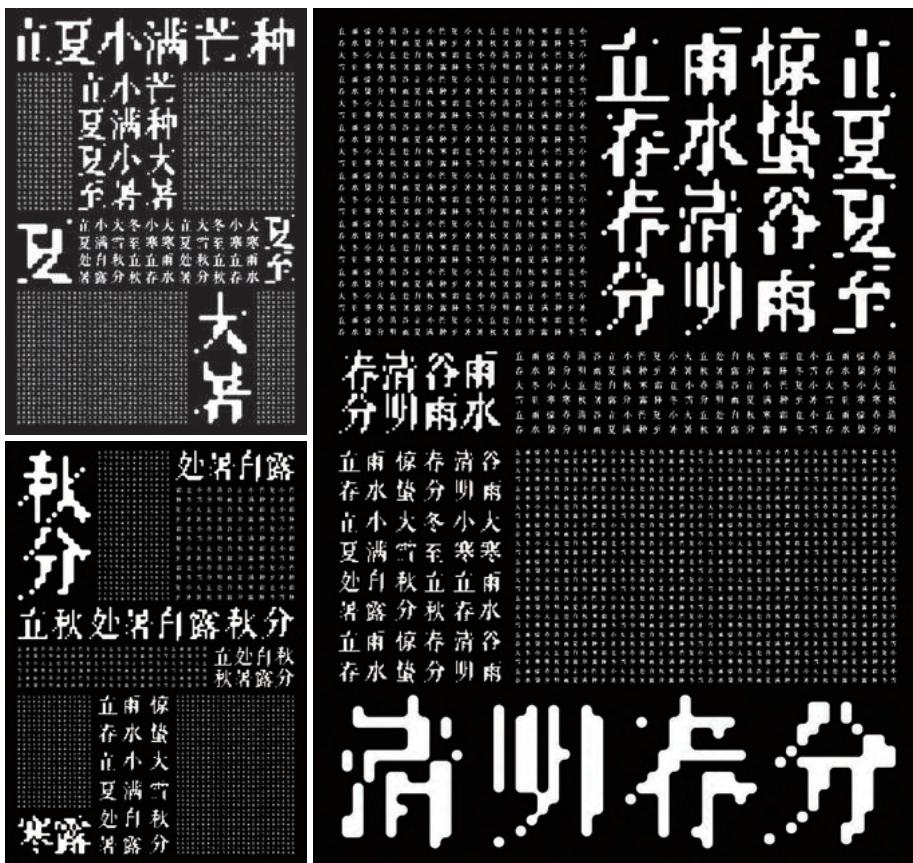
曹方  
Fang Cao

學校所在地 Location of School

中國大陸  
China

學校 School

南京藝術學院  
Nanjing University of the Arts



《消逝體》二十四節氣系列字體設計

Twenty Four Solar Terms  
Series Design

創作者 Designer(s)

周成寶、張彬  
Cheng-Bao Zhou, Bin Zhang

指導老師 Instructor(s)

馬泉  
Quan Ma

學校所在地 Location of School

中國大陸  
China

學校 School

中國藝術研究院、北京服裝學院  
Chinese National Academy of  
Arts, Beijing Institute of Fashion  
Technology

痛  
They Hurt

創作者 Designer(s)

謝曼

Man Xie

指導老師 Instructor(s)

念凡

Fan Nian

學校所在地 Location of School

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China

學校 School

福州大學廈門工藝美術學院  
Xiamen Academy of Arts and  
Design, Fuzhou University



不平則鳴  
Injustice Provokes Outcry

創作者 Designer(s)

劉學蘭

Xue-Lan Liu

指導老師 Instructor(s)

念凡

Fan Nian

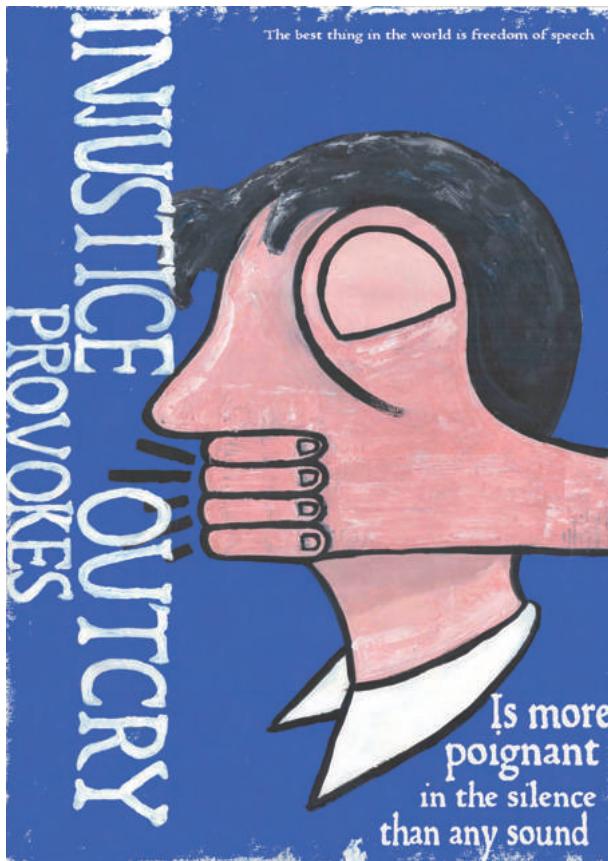
學校所在地 Location of School

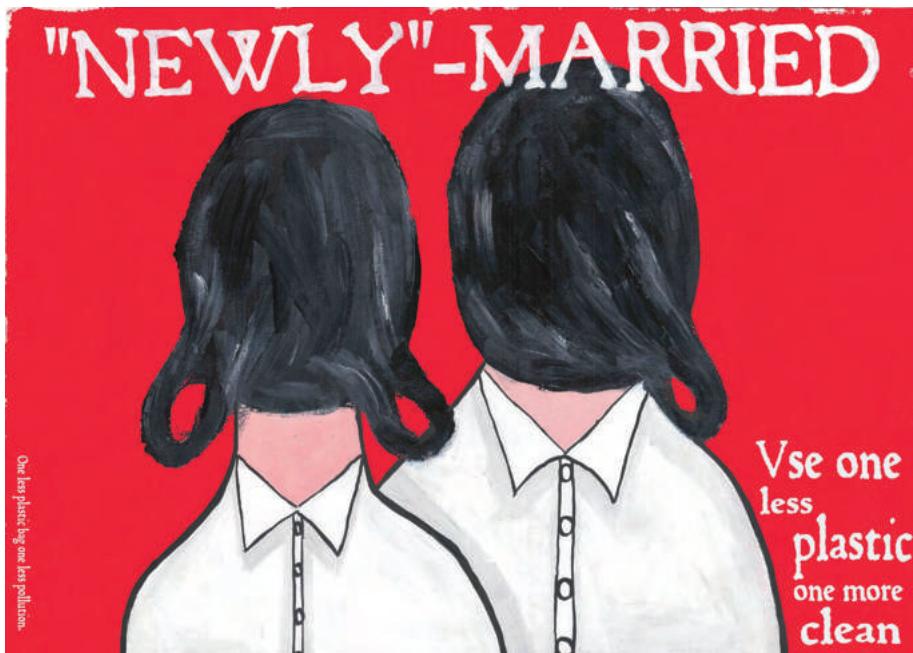
中國大陸

China

學校 School

福州大學廈門工藝美術學院  
Xiamen Academy of Arts and  
Design, Fuzhou University





## 「新」婚 "Newly" Mrried

創作者 Designer(s)

劉學蘭  
Xue-Lan Liu

指導老師 Instructor(s)

念凡  
Fan Nian

學校所在地 Location of School

中國大陸

China

## 學校 School

福州大學廈門工藝美術學院  
Xiamen Academy of Arts and  
Design, Fuzhou University



## 2019 之江國際青年藝術週 視覺形象設計

## Zhijiang International Youth Art Festival 2019

創作者 Designer(s)

陳沛濤、文皓宇  
Pei-Tao Chen, Hao-Yu Wen

指導老師 Instructor(s)

畢學鋒  
Xue-Feng Bi

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中國大陸  
China

## 學校 School

中國美術學院  
China Academy

### 兒童塗鴉面料設計

Design of Printed Fabric for Children

創作者 Designer(s)

馬明萱

Ming-Xuan Ma

指導老師 Instructor(s)

姚翔宇

Xiang-Yu Yao

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中國大陸

China

學校 School

南京藝術學院

Nanjing University of the Arts



### 有餘

Leave More

創作者 Designer(s)

韓阜霏

Zhou-Fei Han

指導老師 Instructor(s)

孫一男

Yi-Nan Sun

學校所在地 Location of School

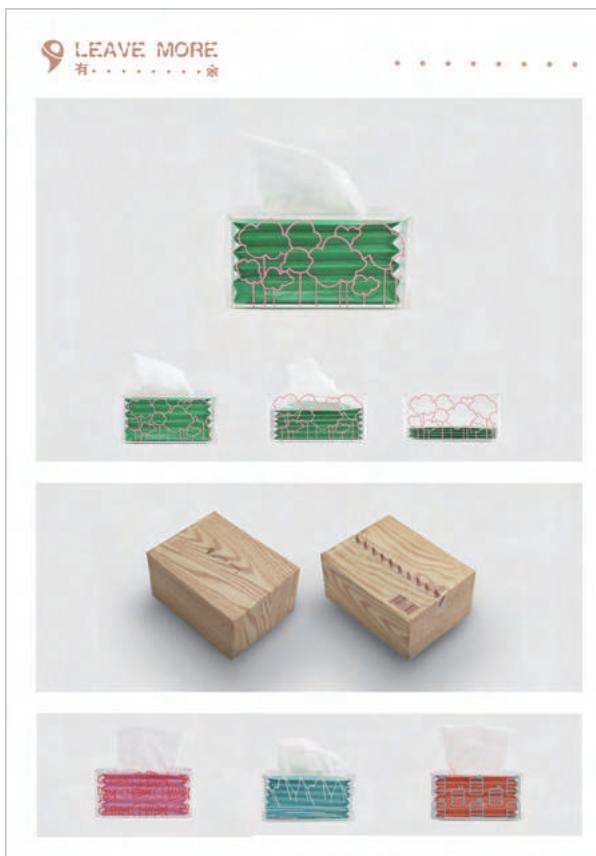
中國大陸

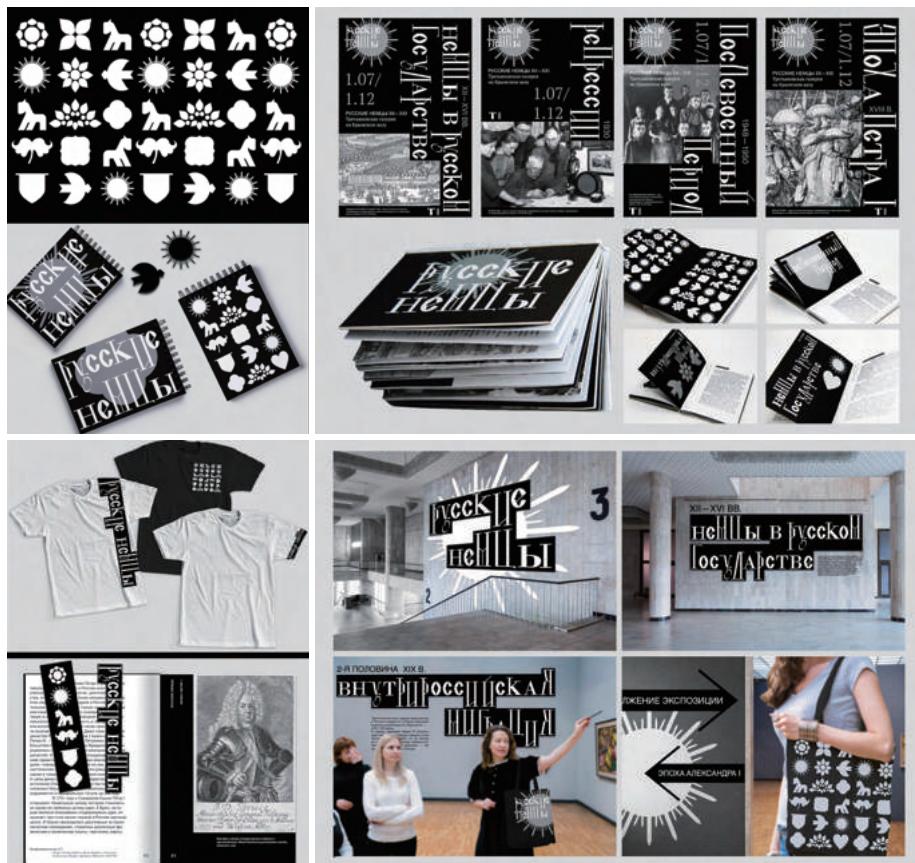
China

學校 School

魯迅美術學院

LuXun Academy of Fine Arts





### Russian Germans

創作者 Designer(s)

Daria Danilycheva

指導老師 Instructor(s)

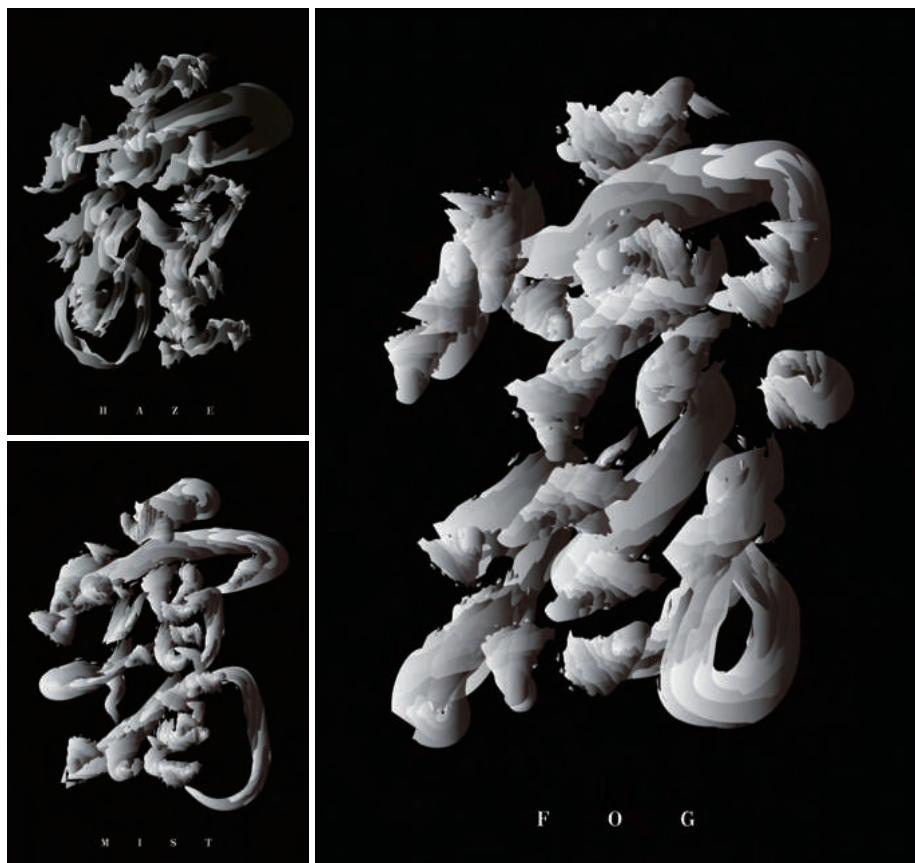
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None

學校所在地 Location of School

俄羅斯  
Russia

學校 School

國立高等經濟大學 - 藝術與設計學院  
HSE Art and Design School



### 文字

#### Character

創作者 Designer(s)

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Yu Chen

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無  
None

學校所在地 Location of School

中國大陸  
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學校 School

湖北工業大學  
Hubei University of Technology

熊貓煙盒  
Panda Cigarette

創作者 Designer(s)

陳昱  
Yu Chen

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吳崇翔  
Chong-Xiang Wu

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世界和平  
World Peace

創作者 Designer(s)

謝寧茹  
Ning-Ru Xie

指導老師 Instructor(s)

鄭夢月、劉英君  
Meng-Yue Zheng, Ying-Jun Liu

學校所在地 Location of School

中國大陸  
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學校 School

廈門興才職業技術學院  
Xiamen Xingcai Vocational & Technical College





存在

Exist

創作者 Designer(s)

楊湜然

Hao-Ran Yang

指導老師 Instructor(s)

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Jingdezhen Ceramic Institute



Unconditional Love

創作者 Designer(s)

Madison Harper

指導老師 Instructor(s)

Maria Gerasimchuk-Djordjevic

學校所在地 Location of School

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United States of America

學校 School

密蘇里州立大學

Missouri State University

## #UnshamePeriod

創作者 Designer(s)

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Regina Kua Siok Mei

指導老師 Instructor(s)  
Terrence Chong

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萊佛士高等教育學院新加坡分校  
Raffles College of Higher Education  
Singapore

#UnshamePeriod Campaign

# Is Period DIRTY? SHAMEFUL?

**PROBLEM**  
Period is considered "dirty" in societies and a taboo in some cultures. Insights have shown that girls are influenced by parents and peers to "keep it low". To them, talking about period is shameful and awkward. Growing in such atmosphere, women are ashamed of their own bodies.

**#UnshamePeriod Campaign**  
Through **EMPATHY**, the campaign aims to tackle the **STIGMA** about period and to **EMPOWER** daughters, sisters, wives, and mothers to feel confident and proud of being themselves.



#UnshamePeriod Campaign

**CONCEPT**  
Period is not shameful, talking is not.

**APPLICATION**

- 1 Social Media Sharing
- 2 Hold Period Terms
- 3 Manage your Period Cycle
- 4 Educational Tips & Advice



## 臺灣花磚

### Tiled Flora

創作者 Designer(s)

陳彥杰  
Yen-Chieh Chen

指導老師 Instructor(s)

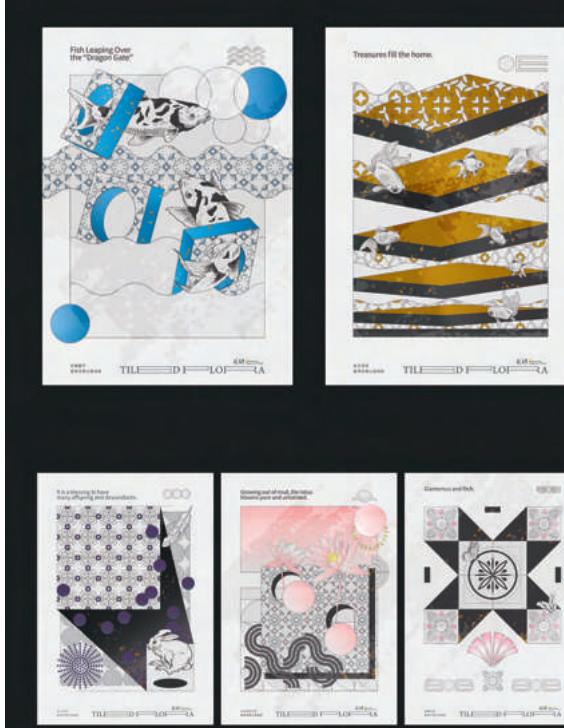
蘇文清  
Wen-Ching Su

學校所在地 Location of School

臺灣  
Taiwan

學校 School

國立臺灣師範大學  
National Taiwan Normal University







### Your Pain - My Pain

創作者 Designer(s)

Sabina Quizon

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無  
None

學校所在地 Location of School

菲律賓  
Philippines  
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聖貝尼爾德設計與藝術學院  
School of Design and Arts College  
of St. Benilde



### 南京白局 Nanjing Baiju

創作者 Designer(s)

王璐琦  
Lu-Qi Wang

指導老師 Instructor(s)

王濱  
Bin Wang

學校所在地 Location of School

中國大陸  
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Nanjing University of the Arts

一花一世界  
Yi Hua Yi Shi Jie

創作者 Designer(s)

馬浩軒  
Hao-Xuan Ma

指導老師 Instructor(s)

倪建林  
Jian-Lin Ni

學校所在地 Location of School

中國大陸  
China

學校 School

南京師範大學  
Nanjing Normal University



我的家在哪裡  
Where Is My Home

創作者 Designer(s)

馬浩軒  
Hao-Xuan Ma

指導老師 Instructor(s)

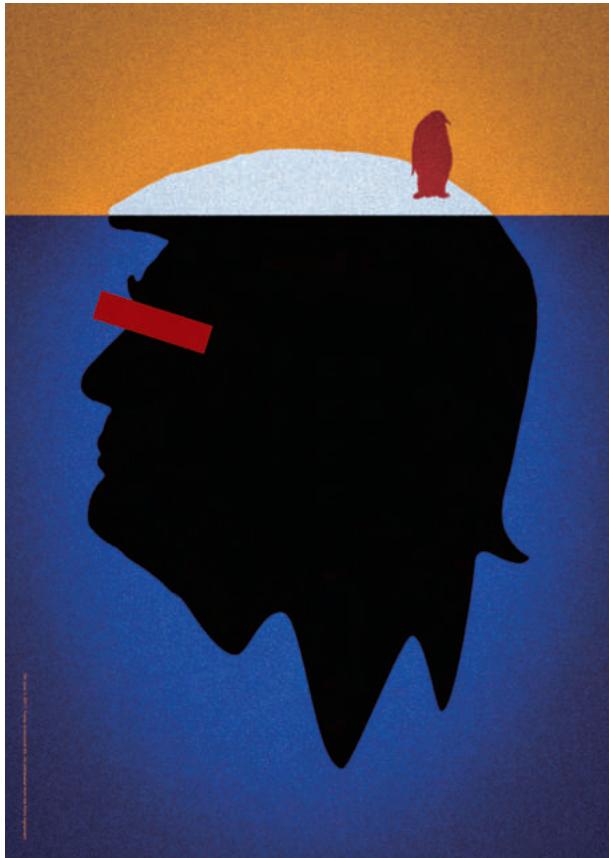
倪建林  
Jian-Lin Ni

學校所在地 Location of School

中國大陸  
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學校 School

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黃景風講座海報

Huang Jingfeng Lecture Poster

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Nanjing Normal University



安全 & 性 & 派對  
Love & Sex & Party

創作者 Designer(s)

王少嶸  
Shao-Rong Wang

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宋永勝、謝瀟楠、孫雪梅  
Yong-Sheng Song, Xiao-Nan Xie, Xue-Mei Sun

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China

學校 School

大連工業大學  
Dalian Polytechnic University

塑 · 海  
Plastic · Sea

創作者 Designer(s)

林子祺  
Zi-Qi Lin

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郭玉川  
Yu-Chuan Guo

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學校 School

景德鎮陶瓷大學  
Jingdezhen Ceramic Institute



謝馥春化妝品包裝設計  
Packaging Design of Xie Fuchun Cosmetics

創作者 Designer(s)

許凱楠  
Kai-Nan Xu

指導老師 Instructor(s)

趙炎龍  
Yan-Long Zhao

學校所在地 Location of School

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學校 School

華僑大學  
Huaqiao University





In - human

創作者 Designer(s)

Felisha Iskandar

指導老師 Instructor(s)

Erick Imanuel

學校所在地 Location of School

印尼

Indonesia

學校 School

塔魯瑪納加拉大學

Tarumanagara University



東西方文化

Eastern and Western Culture

創作者 Designer(s)

湯新于

Xin-Yu Tang

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**Kuhaku Ikebana Kit**

創作者 Designer(s)

Simone Sng

指導老師 Instructor(s)

無

None

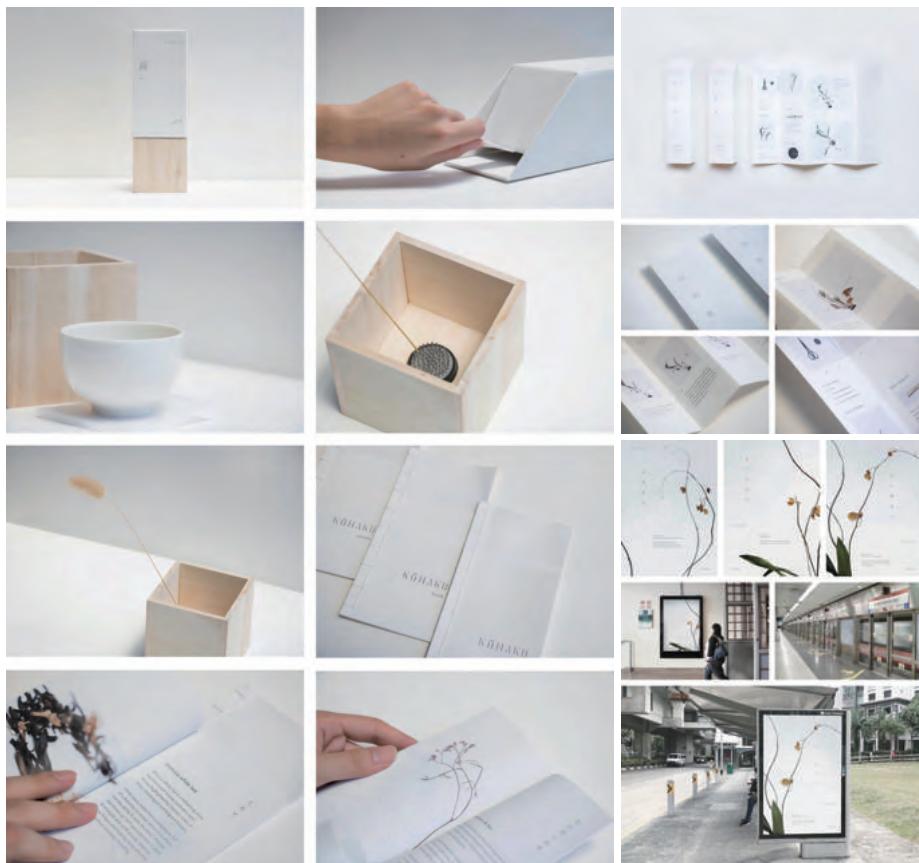
學校所在地 Location of School

新加坡

Singapore

學校 School

淡馬錫理工學院  
Temasek Polytechnic



**零度以上的風景**

**The Scenery above Zero  
Degree Celsius**

創作者 Designer(s)

吳楠

Nan Wu

指導老師 Instructor(s)

張文化

Wen-Hua Zhang

學校所在地 Location of School

中國大陸

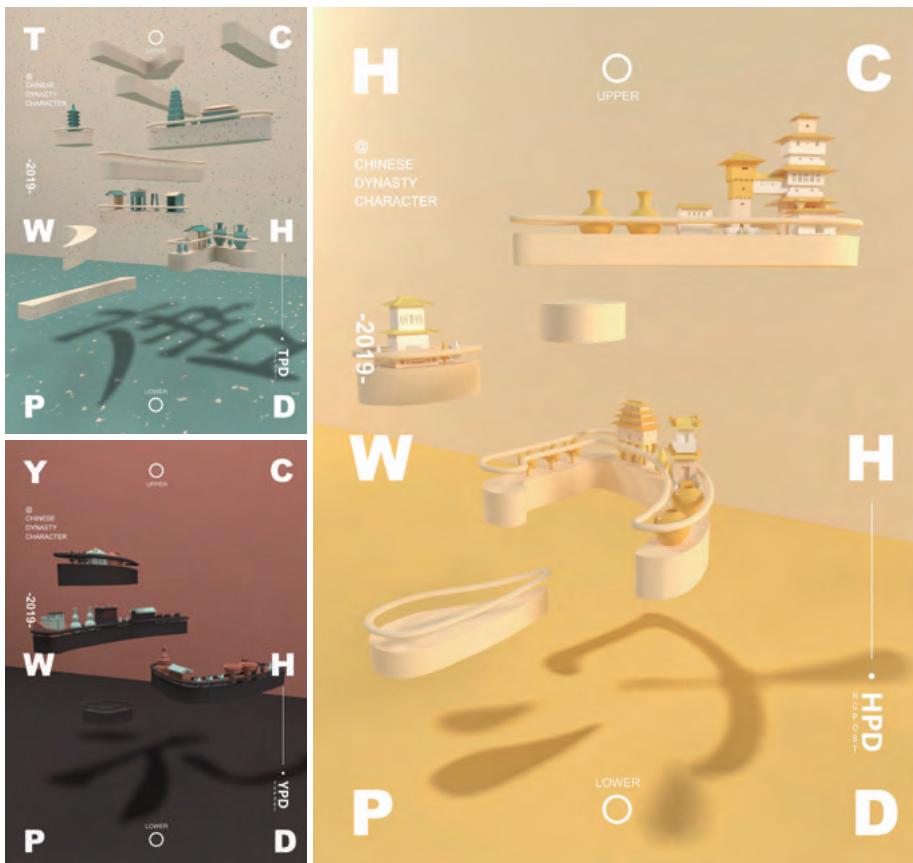
China

學校 School

廈門大學

Xiamen University





### 漢字的三維表現探索

The 3D Representation of Chinese Characters

創作者 Designer(s)

李怡

Yi Li

指導老師 Instructor(s)

鐘華勇

Hua-Yong Zhong

學校所在地 Location of School

中國大陸

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學校 School

上海師範大學天華學院

Shanghai Normal University

Tianhua Collage



### 請不要找到我們

Please Don't Find Us

創作者 Designer(s)

郝允暘

Yun-Yang Hao

指導老師 Instructor(s)

王穎

Ying Wang

學校所在地 Location of School

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China

學校 School

南寧師範大學

Nanning Normal University

印痕  
Impression

創作者 Designer(s)

周若馨  
Ruo-Shin Chou

指導老師 Instructor(s)

游明龍  
Ming-Lung Yu

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臺灣  
Taiwan

學校 School

亞洲大學  
Asia University



澳門回歸  
Handover of Macao

創作者 Designer(s)

郭夢楠  
Meng-Nan Guo

指導老師 Instructor(s)

無  
None

學校所在地 Location of School

中國大陸  
China

學校 School

廣西藝術學院  
Guangxi Arts Institute





龍之節  
Dragon Festival

創作者 Designer(s)

郭夢楠  
Meng-Nan Guo

指導老師 Instructor(s)

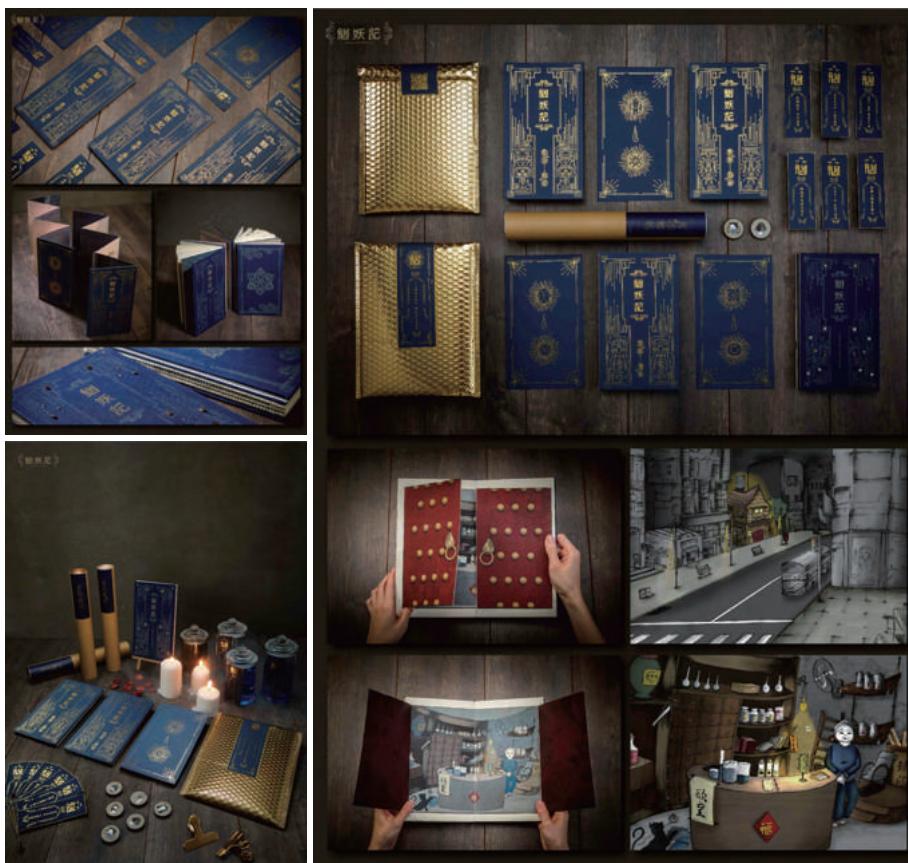
尹紅  
Hong Yin

學校所在地 Location of School

中國大陸  
China

學校 School

廣西藝術學院  
Guangxi Arts Institute



魍魎記  
The Legend of the Demons

創作者 Designer(s)

陳怡璇、曾嬿羽、張欣怡、  
楊東凱、吳品蓁、劉守仁  
Yi-Hsuan Chen, Yan-Yu Zeng,  
Sin-Yi Jhang, Dong-Kail Yang,  
Pin-Chen Wu, Shou-Jen Liu

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學校所在地 Location of School

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Taiwan

學校 School

正修科技大學  
Cheng Shiu University

城市良行  
Urban Goodies

創作者 Designer(s)  
施昕沂、吳偉光、廖翊如、  
呂盈萱  
Hsin-Yi Shih, Wei-Guang Wu,  
Yi-Ju Liao, Ying-Syuan Lu

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Yao-Hua Lee, Dang-Ming Lin

學校所在地 Location of School  
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學校 School  
朝陽科技大學  
Chaoyang University of Technology



Khong Gian Am -  
Vietnamese Typography  
Project

創作者 Designer(s)  
Nguyen Minh Tuan

指導老師 Instructor(s)  
Le Trieu Hoang Anh

學校所在地 Location of School  
越南  
Vietnam  
學校 School  
孫德勝大學  
Ton Duc Thang University



ÁU DÂM  
Pedophile



Áu dâm - Pedophile

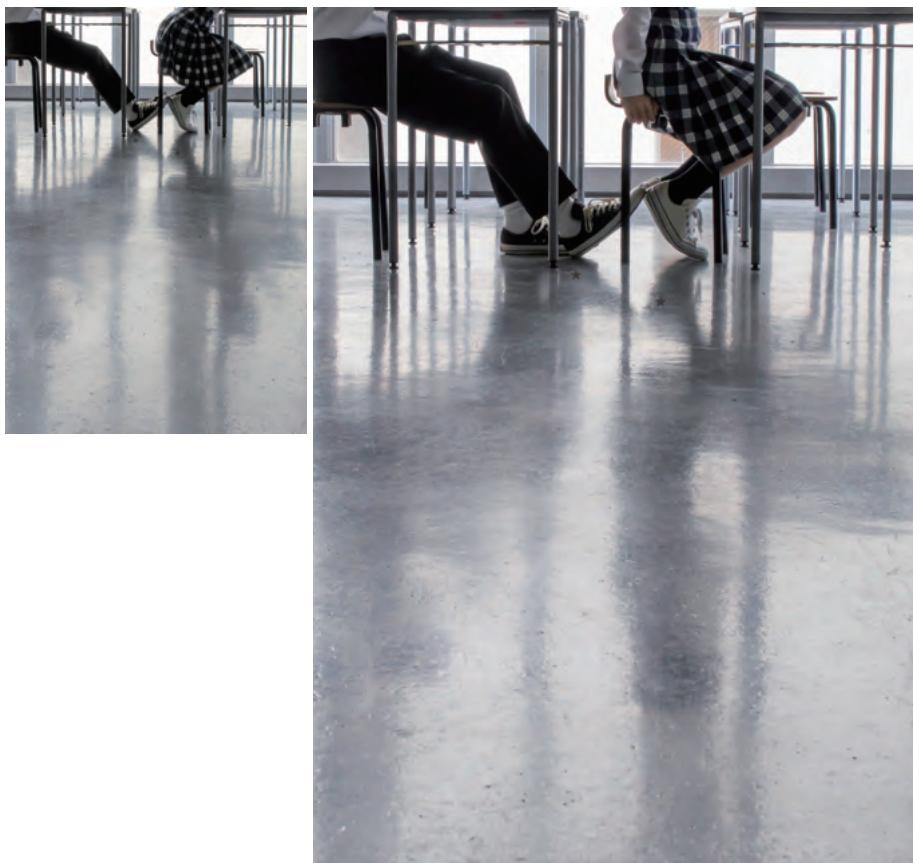
Homosexuals & pedophiles are not basic in Vietnam. Pedophiles can be anywhere. They can be your neighbors, your relatives or your family members. With toys and sweets, they will attack your children when you are not of sight.

ĐỘC ĐOÁN  
Arbitrary



Độc đoán - Arbitrary

This shop cap is about people who always want to be the most important. With the orbits and stare around, they are hungry for attention. The woman in the white cap is a Miss Universe wannabe.



Shinobu Koi

創作者 Designer(s)

永裡夏美  
Natsumi Nagasato

指導老師 Instructor(s)

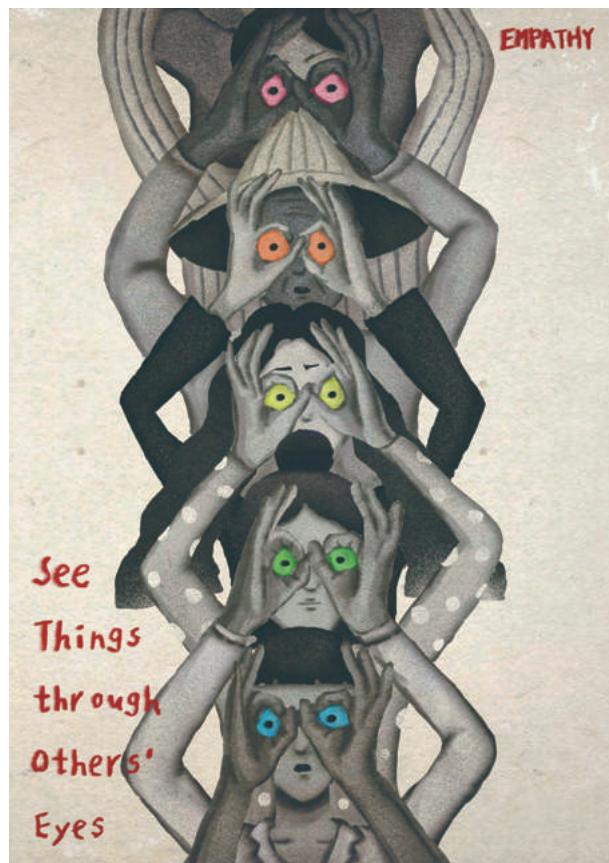
無  
None

學校所在地 Location of School

日本  
Japan

學校 School

桑澤設計學校  
Kuwasawa Design School



主觀鏡頭  
Point of View

創作者 Designer(s)

謝尚斌  
Shang-Bin Xie

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無  
None

學校所在地 Location of School

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學校 School

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Chaoyang University of Technology

媒體垃圾  
Media Garbage

創作者 Designer(s)

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Jia-Min Wang

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鄒家豪  
Jia-Hao Tzou

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Taiwan

學校 School

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Hsing Wu University



好運商店  
Good Luck With You

創作者 Designer(s)

朱月佳  
Yue-Jia Zhu

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王慶、郭雅冬  
Qing Wang, Ya-Dong Guo

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China

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大連工業大學  
Dalian Polytechnic University





文字實驗 - 字蟲基因編輯書籍

Word Experiment - Word Worm Gene Editing Book

創作者 Designer(s)

洪良奮

Liang-Fen Hong

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曹方

Fang Cao

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China

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Nanjing University of the Arts



自食其果

Reap What One Has Sown

創作者 Designer(s)

邱鏗華

Keng-Hua Qiu

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陳彥霏

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Jingdezhen Ceramic Institute

## We're All Different

創作者 Designer(s)

鄭素雅  
Su-Ya Tay

指導老師 Instructor(s)

Terence Yeung, Wil Kolen

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新加坡  
Singapore

學校 School

南洋藝術學院  
Nanyang Academy of Fine Arts



## 童心無限展覽視覺設計 Childlike Infinite Exhibition Visual Design

創作者 Designer(s)

黃嘉琳  
Jia-Lin Huang

指導老師 Instructor(s)

姚翔宇  
Xiang-Yu Yao

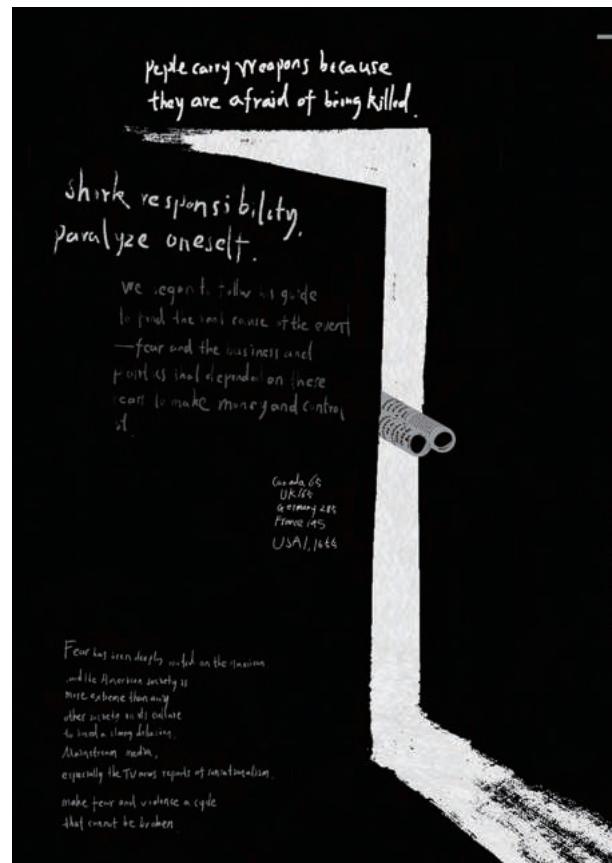
學校所在地 Location of School

中國大陸  
China

學校 School

南京藝術學院  
Nanjing University of the Arts





### 恐懼循環

Fear cycle

創作者 Designer(s)

程浩洋  
Hao-Yang Cheng

指導老師 Instructor(s)

楊雙飛  
Shuang-Fei Yang

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中國大陸  
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學校 School

廈門大學  
Xiamen University



### 白色邂逅

The White Encounter

創作者 Designer(s)

郭雨  
Hugo Guo

指導老師 Instructor(s)

無  
None

學校所在地 Location of School

中國大陸  
China

學校 School

中國藝術研究院  
Chinese National Academy of Arts

浮躁  
Impetuous

創作者 Designer(s)

李孝陽  
Xiao-Yang Li

指導老師 Instructor(s)

賀沁洋  
Qin-Yang He

學校所在地 Location of School

中國大陸  
China

學校 School

深圳大學  
Shenzhen University



放馬過來！—深圳大學  
2019屆研究生畢業設計展  
視覺海報

Bring It On

創作者 Designer(s)

李孝陽  
Xiao-Yang Li

指導老師 Instructor(s)

賀沁洋  
Qin-Yang He

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China

學校 School

深圳大學  
Shenzhen University





遇  
Meet

創作者 Designer(s)

張琪  
Qi Zhang

指導老師 Instructor(s)

黃宗湖  
Zhong-Hu Huang

學校所在地 Location of School

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Guangxi Arts Institute



Kyoukan

創作者 Designer(s)

胡海

指導老師 Instructor(s)

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學校所在地 Location of School

捷克  
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學校 School

布拉格藝術建築與設計學院  
Academy of Arts, Architecture and Design in Prague

「金典」中國十二生肖旅遊特色產品包裝組

"Jin Dian" Packaging Group of Tourism Products of the Chinese Zodiac

創作者 Designer(s)

宋一弘

Yi-Hong Song

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Lei Zhao

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China

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Shanghai Academy of Fine Arts,

Shanghai University



與夢前行

Walk Straight on with Dream

創作者 Designer(s)

馮玉婷

Yu-Ting Feng

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桂宇暉

Yu-Hui Gui

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China

學校 School

中國地質大學

China University of Geosciences





空  
Empty

創作者 Designer(s)

李輝  
Hui Li

指導老師 Instructor(s)

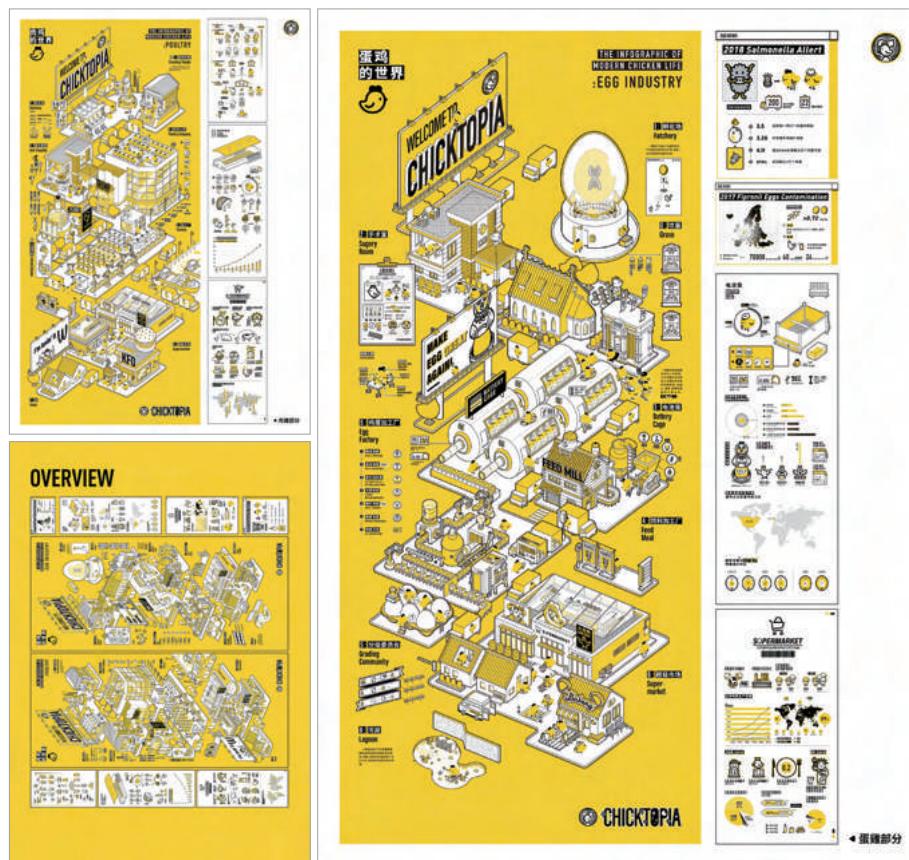
趙炎龍  
Yan-Long Zhao

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China

學校 School

華僑大學  
Huajiao University



咕噠烏托邦  
Chicktopia

創作者 Designer(s)

吳元傑  
Yuan-Jie Wu

指導老師 Instructor(s)

單筱秋、陳皓、師悅、厲勉  
Xiao-Qiu Shan, Hao Chen,  
Yue Shi, Mian Li

學校所在地 Location of School

中國大陸  
China

學校 School

南京藝術學院  
Nanjing University of the Arts

先民的創想 -  
彩陶展示設計  
The Creation of the  
Ancients - Pottery Display  
Design

創作者 Designer(s)

沈寅秋、徐千惠、肖瑤、徐雅蓮  
Yin-Qiu Shen, Qian-Hui Xu,  
Yao Xiao, Ya-Lian Xu

指導老師 Instructor(s)

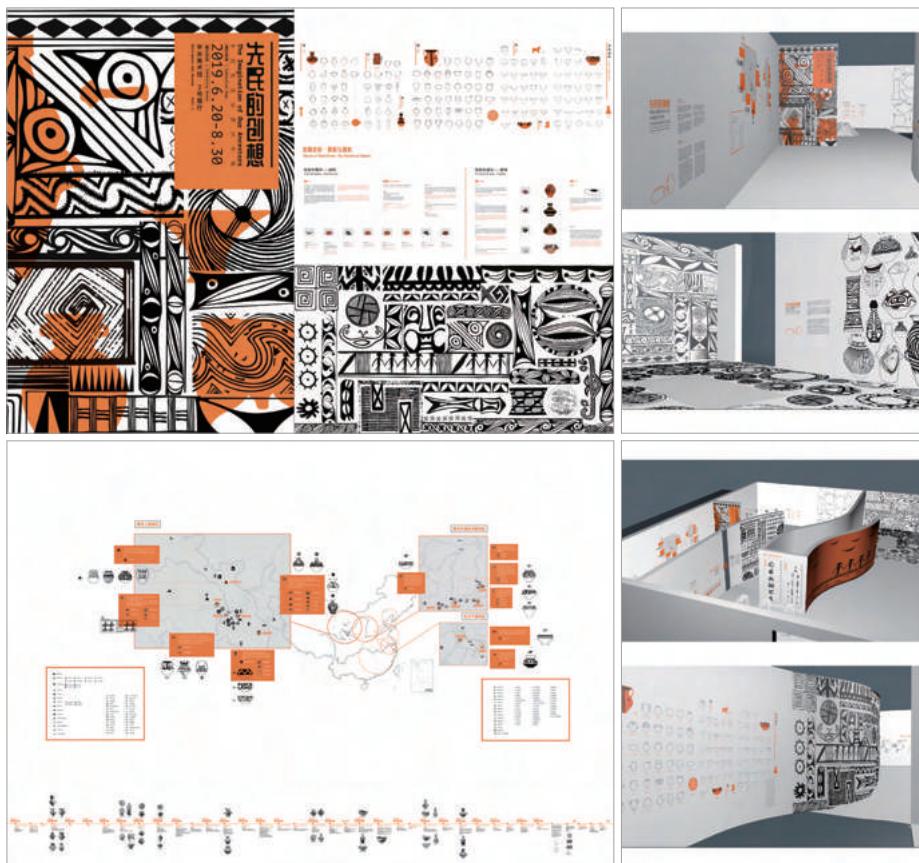
陳皓  
Hao Chen

學校所在地 Location of School

中國大陸  
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學校 School

南京藝術學院  
Nanjing University of the Arts



DESIGN POWER 2019  
視覺形象設計  
DESIGN POWER 2019

創作者 Designer(s)

陳沛濤  
Pei-Tao Chen

指導老師 Instructor(s)

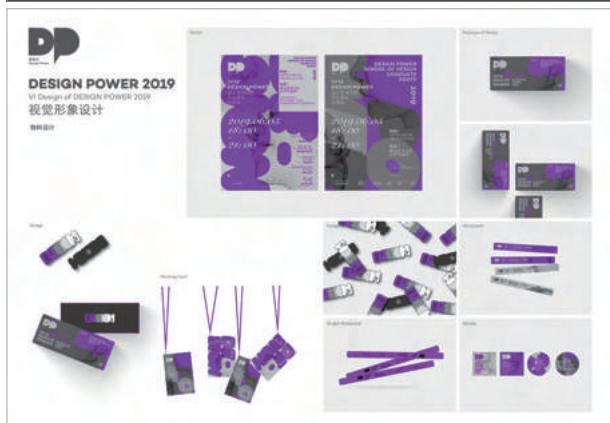
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None

學校所在地 Location of School

中國大陸  
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中國美術學院  
China Academy of Art





營老爺

None

創作者 Designer(s)

林曆豪

Li-Hao Lin

指導老師 Instructor(s)

張瀟

Xiao Zhang

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廣東輕工職業技術學院  
Guangdong Industry Technical  
College



藝術實驗室

Art Lab

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黃婷煊

Ting-Xuan Huang

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Shi-Yu Ma

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遼寧師範大學

Liaoning Normal University

我們是誰  
Who Are We

創作者 Designer(s)

焦佳慧  
Jia-Hui Jiao

指導老師 Instructor(s)

崔生國  
Sheng-Guo Cui

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上海師範大學  
Shanghai Normal University



紙作坊  
Paper Workshop

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賴虹竹  
Hong-Zhu Lai

指導老師 Instructor(s)

汪泳  
Yong Wang

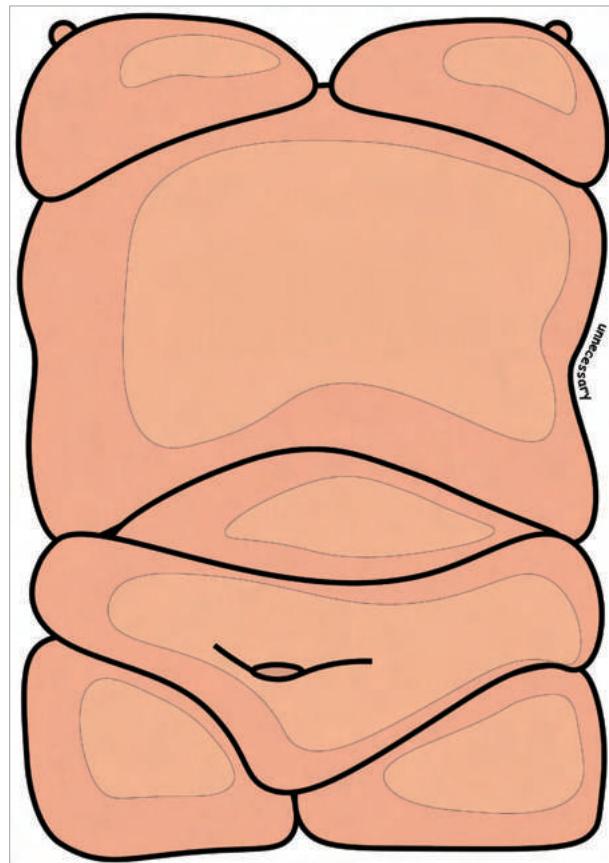
學校所在地 Location of School

中國大陸  
China

學校 School

四川美術學院  
Sichuan Fine Arts Institute





女性  
Women

創作者 Designer(s)

龐棋勻  
Qi-Yun Bang

指導老師 Instructor(s)

曾平  
Ping Ceng

學校所在地 Location of School

中國大陸  
China

學校 School

汕頭大學  
Shantou University



圖解面相  
The Secret of the Face

創作者 Designer(s)

張禮勉  
Li-Mian Zhang

指導老師 Instructor(s)

張軍  
Jun Zhang

學校所在地 Location of School

中國大陸  
China

學校 School

西安美術學院  
Xian Academy of Fine Arts

出口成刀 · 出口成槍  
Stop

創作者 Designer(s)

李冰麗  
Bing-Li Li

指導老師 Instructor(s)

丘卓然  
Zhuo-Ran Qiu

學校所在地 Location of School

中國大陸  
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## 學校 School

廣西藝術學院  
Guangxi Arts Institute



# 思維的禁網

## Network of Thinking

創作者 Designer(s)

杜文錦

Wen-Jin Du

指導老師 Instructor(s)

無

None

學校所在地 Location of School

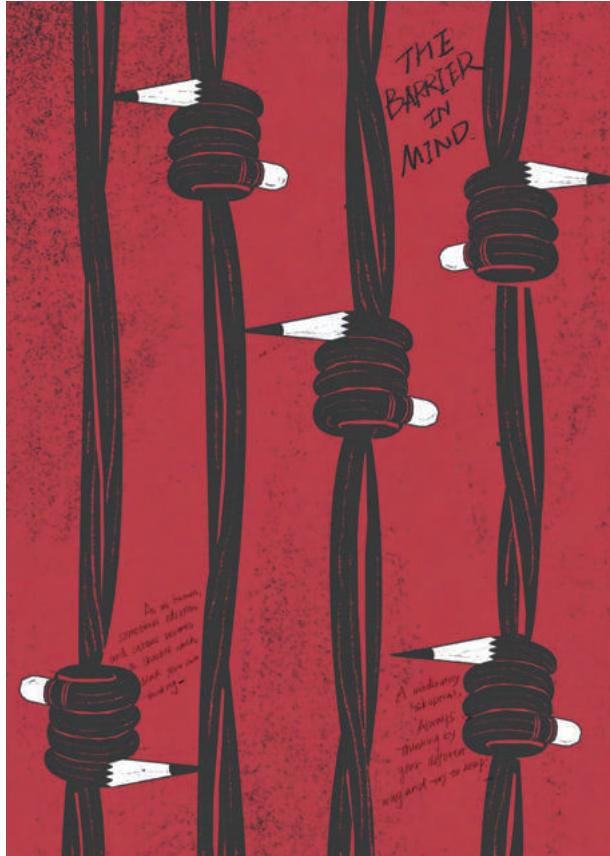
由國大陸

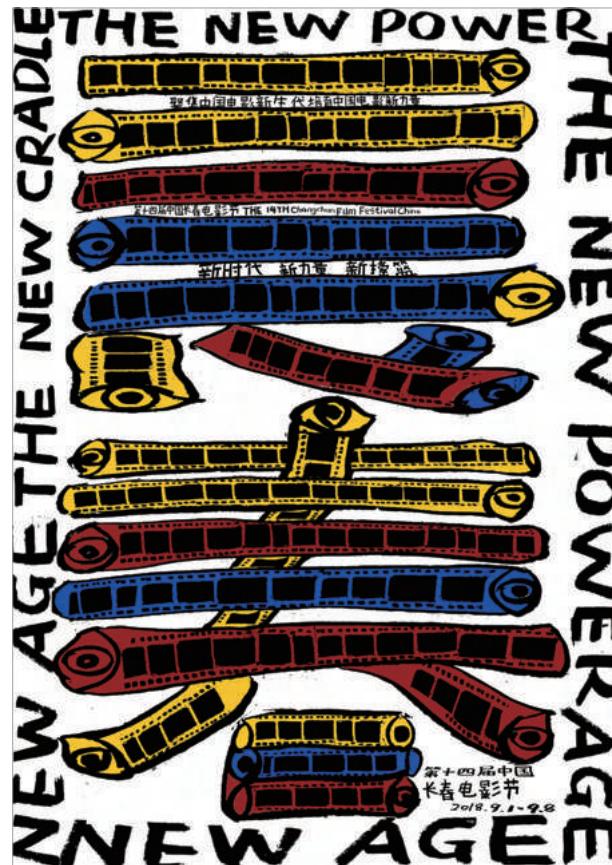
China

## 學校 School

廈門大學

Xiamen University





長春海報節 -1

Changchun Poster Festival

- 1

創作者 Designer(s)

蔣蓓亭

Bei-Ting Jiang

指導老師 Instructor(s)

無

None

學校所在地 Location of School

中國大陸

China

學校 School

廣西藝術學院

Guangxi Arts Institute



動物也臉盲

Animals Also Face  
Blindness

創作者 Designer(s)

吳慧玲

Hui-Ling Wu

指導老師 Instructor(s)

李冠林

Guan-Lin Li

學校所在地 Location of School

中國大陸

China

學校 School

西安美術學院

Xian Academy of Fine Arts

泡沫海洋  
Foamy Ocean

創作者 Designer(s)

劉曉彤  
Xiao-Tong Liu

指導老師 Instructor(s)

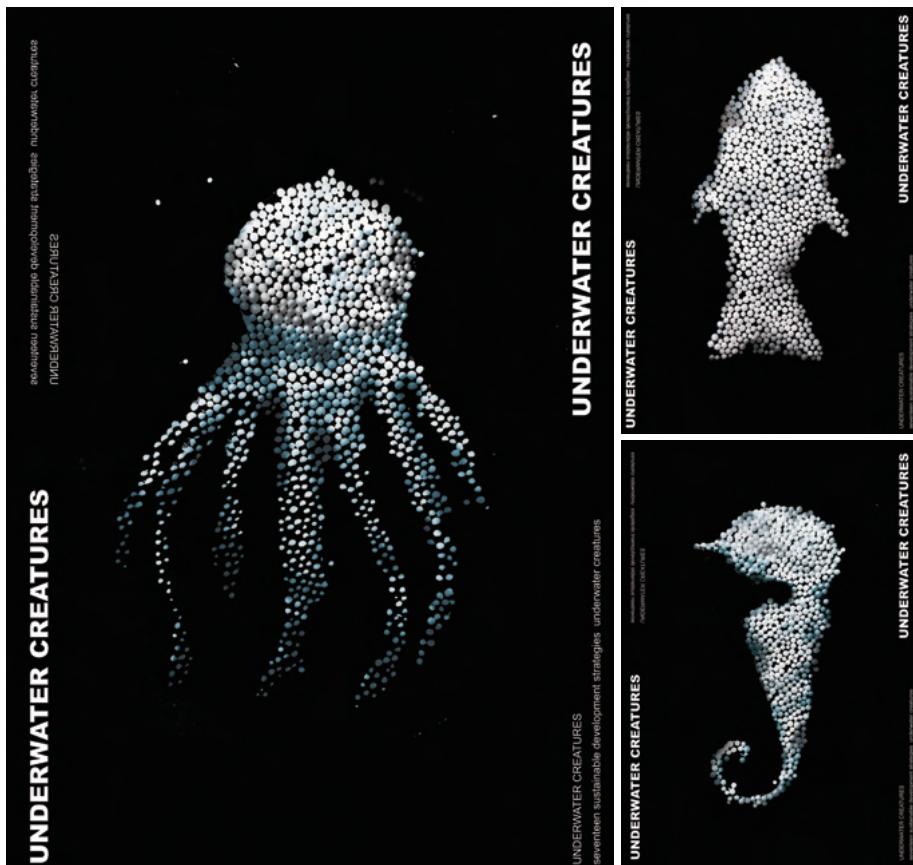
于吉震  
Ji-Zhen Yu

學校所在地 Location of School

中國大陸  
China

學校 School

大連工業大學  
Dalian Polytechnic University



《異托邦 - 傳統版畫展》  
視覺形象設計

《Hétérotopies - Chinese Traditional Printmaking Exhibition》 Visual Image Design

創作者 Designer(s)

毛嘉明、謝夢琪  
Jia-Ming Mao, Meng-Qi Xie

指導老師 Instructor(s)

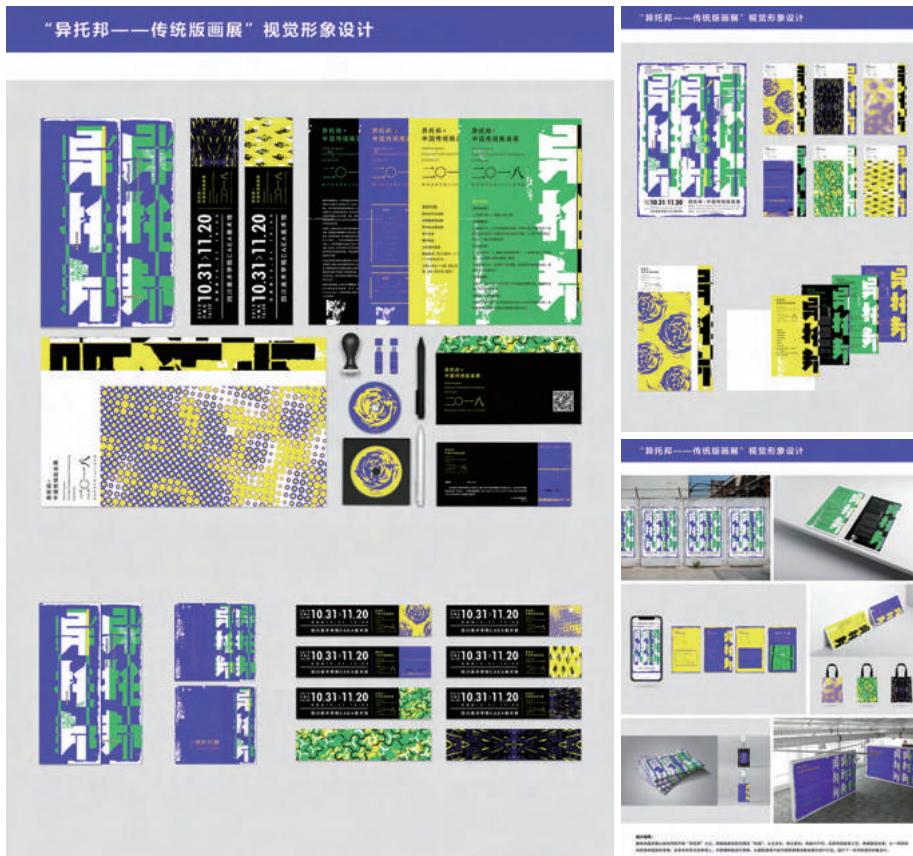
陳瀅竹  
Ying-Zhu Chen

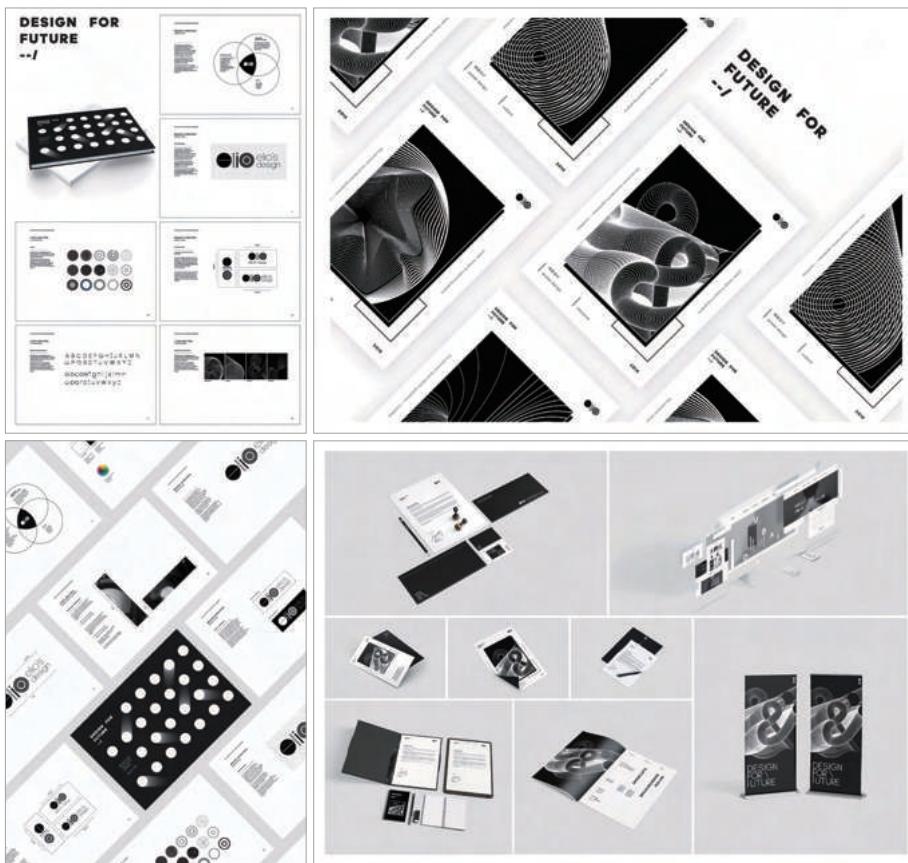
學校所在地 Location of School

中國大陸  
China

學校 School

四川美術學院  
Sichuan Fine Arts Institute





未來  
Design for Future

創作者 Designer(s)

劉子輝  
Zi-Hui Liu

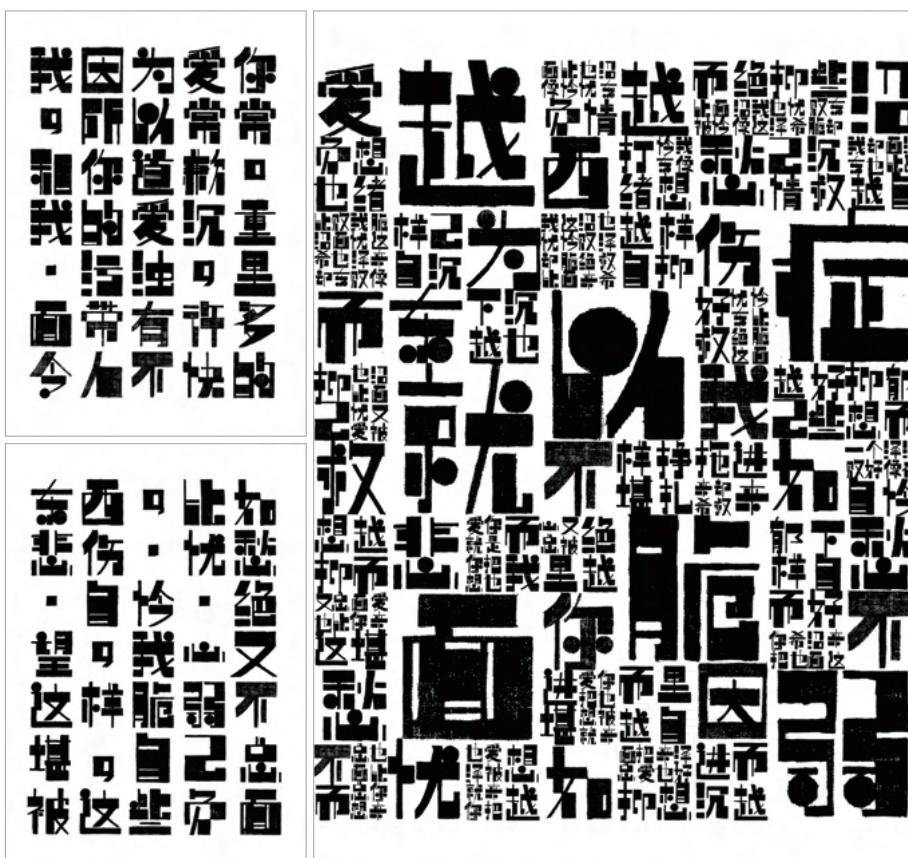
指導老師 Instructor(s)

無  
None

學校所在地 Location of School

中國大陸  
China

學校 School  
上海師範大學  
Shanghai Normal University



抑鬱症  
Depression

創作者 Designer(s)

何語嫣  
Yu-Yan He

指導老師 Instructor(s)  
譚陽  
Yang Tan

學校所在地 Location of School

中國大陸  
China

學校 School  
魯迅美術學院  
LuXun Academy of Fine Arts

民國招貼體

Advertising Fonts in the Republic of China

創作者 Designer(s)

錢可

Ke Qian

指導老師 Instructor(s)

林國勝

Guo-Sheng Lin

學校所在地 Location of School

中國大陸

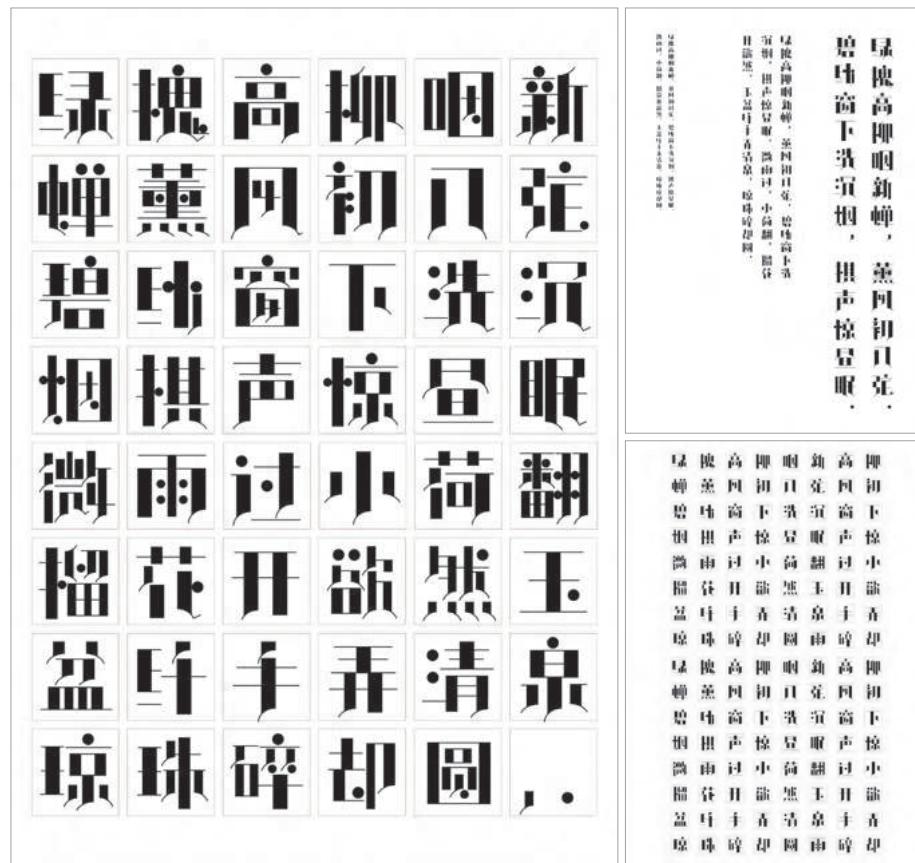
China

學校 School

杭州師範大學美術學院

Fine Arts Department of Hangzhou

Normal University



閱讀

Reading

創作者 Designer(s)

袁冠冬

Guan-Dong Yuan

指導老師 Instructor(s)

孟剛、王娜娜

Gang Men, Na-Na Wang

學校所在地 Location of School

中國大陸

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學校 School

南京工業大學

Nanjing Tech University





### 銅錢與線的結合

The Combination of Copper Coins and Lines

創作者 Designer(s)

朱林森  
Lin-Sen Zhu

指導老師 Instructor(s)

李斯  
Si Li

學校所在地 Location of School

中國大陸  
China

學校 School

廣州商學院  
Guangzhou College of Commerce



### 落雨體

Rainy

創作者 Designer(s)

韓思雨  
Si-Yu Han

指導老師 Instructor(s)

林國勝  
Guo-Sheng Lin

學校所在地 Location of School

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China

學校 School

杭州師範大學  
Hangzhou Normal University

舶來 · 故宮 - 西學東漸  
之塔鐘視覺資訊設計及視  
覺化推廣

Imported and the Forbidden  
City

創作者 Designer(s)

沈丹妮

Dan-Ni Shen

指導老師 Instructor(s)

朱雪俊

Xue-Jun Zhu

學校所在地 Location of School

中國大陸

China

學校 School

上海杉達學院

Shanghai Sanda University



光之瞬息 116° E, 40° N  
The Twinkling of  
Lighting 116° E, 40° N

創作者 Designer(s)

王一才、張玉姣

Yi-Cai Wang, Yu-Jiao Zhang

指導老師 Instructor(s)

謝成開、汪泳

Cheng-Kai Xie, Yong Wang

學校所在地 Location of School

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China

學校 School

四川美術學院

Sichuan Fine Arts Institute





社會食物  
Social Food

創作者 Designer(s)

陳潔  
Jie Chen

指導老師 Instructor(s)

何方、王帆、陶霏霏  
Fang He, Fan Wang, Fei-Fei Tao

學校所在地 Location of School

中國大陸  
China

學校 School

南京藝術學院  
Nanjing University of the Arts



百年煙標  
Centennial Smoke Label

創作者 Designer(s)

徐文潔  
Wen-Jie Xu

指導老師 Instructor(s)

王璽  
Xi Wang

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China

學校 School

四川美術學院  
Sichuan Fine Arts Institute

## 東尋西覓 - 東西方醫學文化對比

Seeking from the East and Exploring from the West

創作者 Designer(s)

馬遠寧、張婧

Yuan-Ning Ma, Jing Zhang

指導老師 Instructor(s)

李潔

Jie Li

學校所在地 Location of School

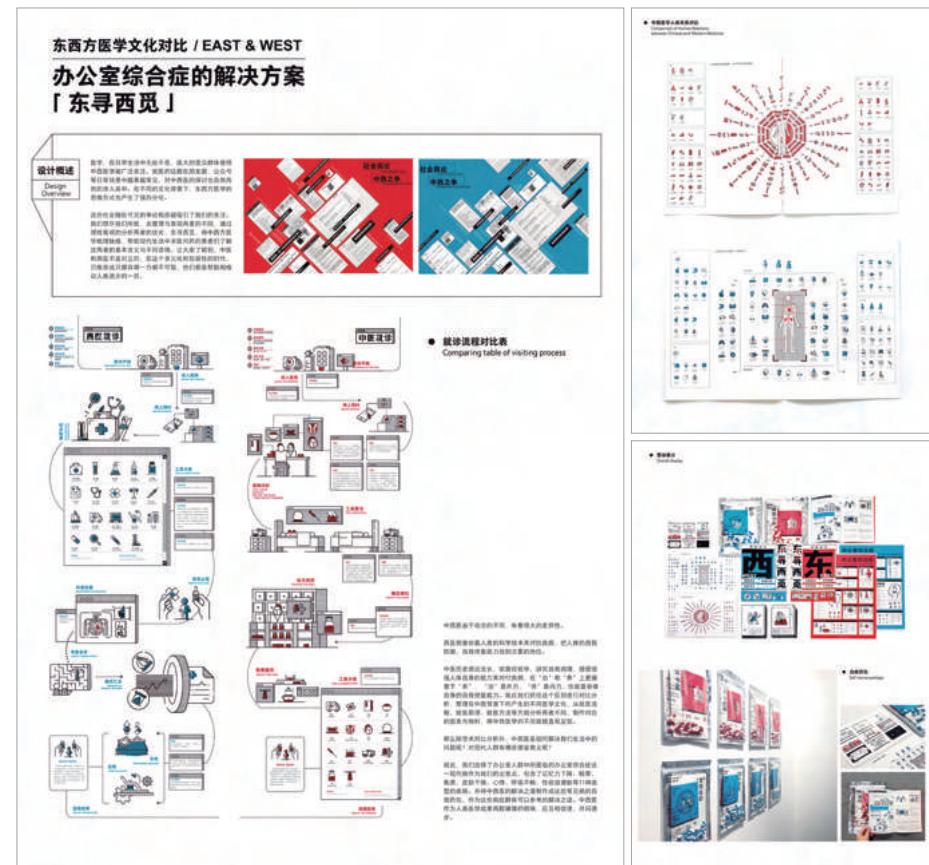
中國大陸

China

學校 School

中國美術學院

China Academy of Art



## 吾佛書籍設計

My Buddha Book Design

創作者 Designer(s)

楊得祺

De-Qi Yang

指導老師 Instructor(s)

張大魯

Da-Lu Zhang

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中國大陸

China

學校 School

蘇州大學

Soochow University





### QMINI 巧克力包裝設計

QMINI Chocolate  
Packaging Design

創作者 Designer(s)

肖琪媛  
Qi-Yuan Xiao

指導老師 Instructor(s)

無  
None

學校所在地 Location of School

中國大陸  
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學校 School

四川美術學院  
Sichuan Fine Arts Institute



### Lover Chocolate

創作者 Designer(s)

張思園  
Si-Yuan Zhang

指導老師 Instructor(s)

蔡仕偉  
Shi-Wei Cai

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學校 School

汕頭大學  
Shantou University



## No War

### 創作者 Designer(s)

高盛輝、孔思辰、張緒立  
Sheng-Hui Gao, Si-Chen Kong, Xu-  
Li Zhang

指導老師 Instructor(s)

蘇傑  
Jie Su

### 學校所在地 Location of School

中國大陸  
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## 學校 School

湖南文理學院  
Hunan University of Arts And  
Science



## 香隨線香組合竹簡式包裝 Packaging of Incense Combination Bamboo Slip

### 創作者 Designer(s)

劉珍妙

Zhen-Miao Liu

指導老師 Instructor(s)

張健、張儒赫  
Jian Zhang, Ru-He Zhang

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## 中國大陸

China

## 學校 School

# 魯迅美術學院 LuXun Academy of Fine Arts



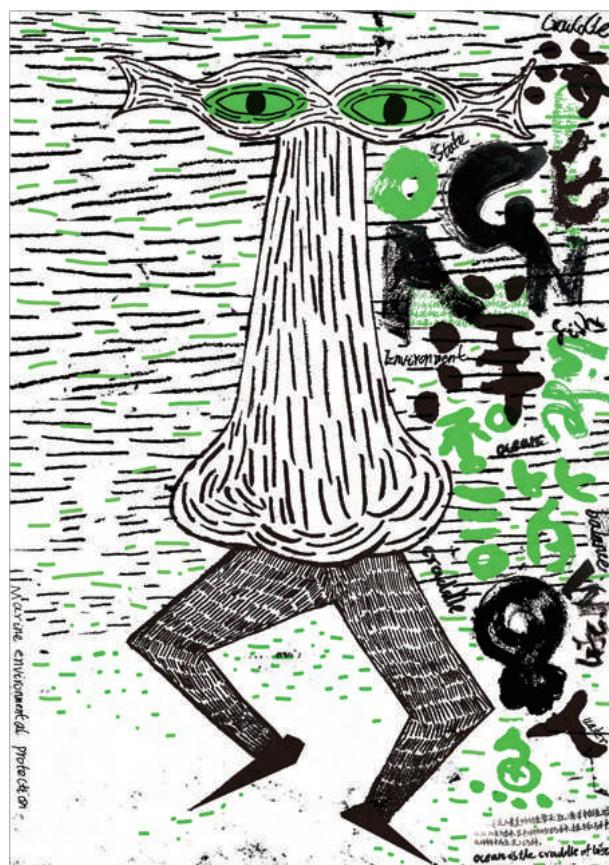


北京尋墟  
Beijing Seeks Ruin

創作者 Designer(s)  
符尹藍、廖宇萍、張舒婷  
Yin-Lan Fu, Yu-Ping Liao,  
Shu-Ting Zhang

指導老師 Instructor(s)  
夏輝璘  
Hui-Lin Xia

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異形  
Heteromorphism

創作者 Designer(s)  
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China  
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廣西藝術學院  
Guangxi Arts Institute

被遺忘的時光  
Forgotten Time

創作者 Designer(s)

劉芳伶  
Fang-Ling Liu

指導老師 Instructor(s)

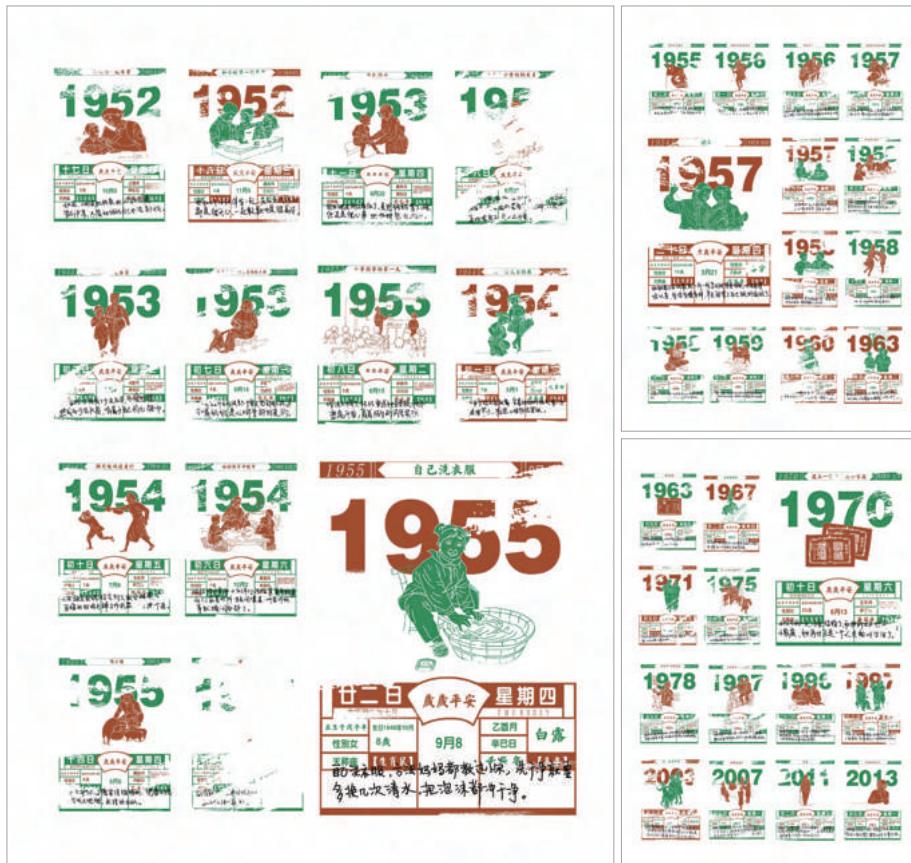
何彤  
Tong He

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四川美術學院  
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爺·孫  
Ye Sun

創作者 Designer(s)

廖瓦  
Wa Liao

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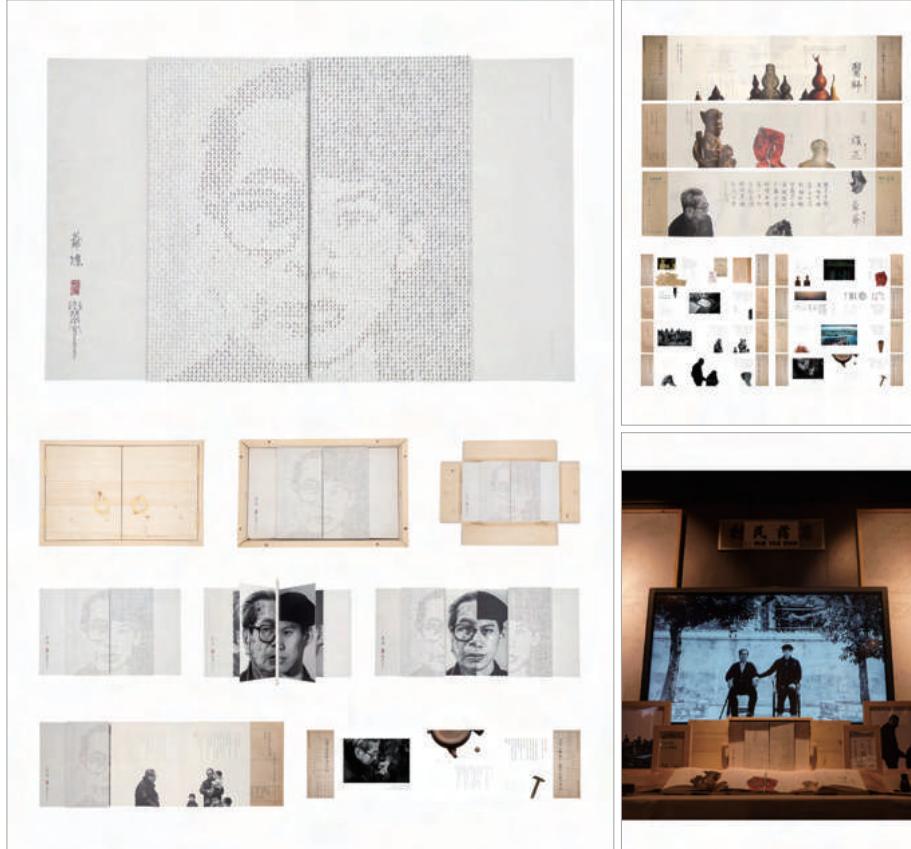
張峰美  
Feng-Mei Chang

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中國大陸  
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廣東技術師範大學  
Guangdong Polytechnic Normal University





58472.8

創作者 Designer(s)

羅夕掇  
Xi-Duo Luo

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Shi-Wei Cai

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中國大陸  
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學校 School

汕頭大學  
Shantou University



### 抗震救災創可貼 Earthquake Relief Bandage

創作者 Designer(s)

洪良奮  
Liang-Fen Hong

指導老師 Instructor(s)

陶霏霏  
Fei-Fei Tao

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中國大陸  
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學校 School

南京藝術學院  
Nanjing University of the Arts

神奇雜貨鋪  
Magic Grocery Store

創作者 Designer(s)

曹馨予  
Xin-Yu Cao

指導老師 Instructor(s)

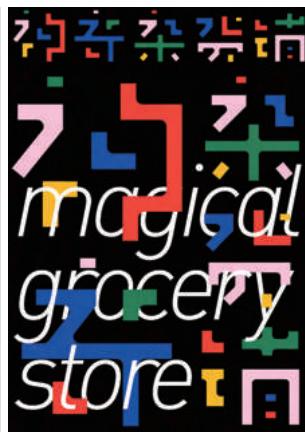
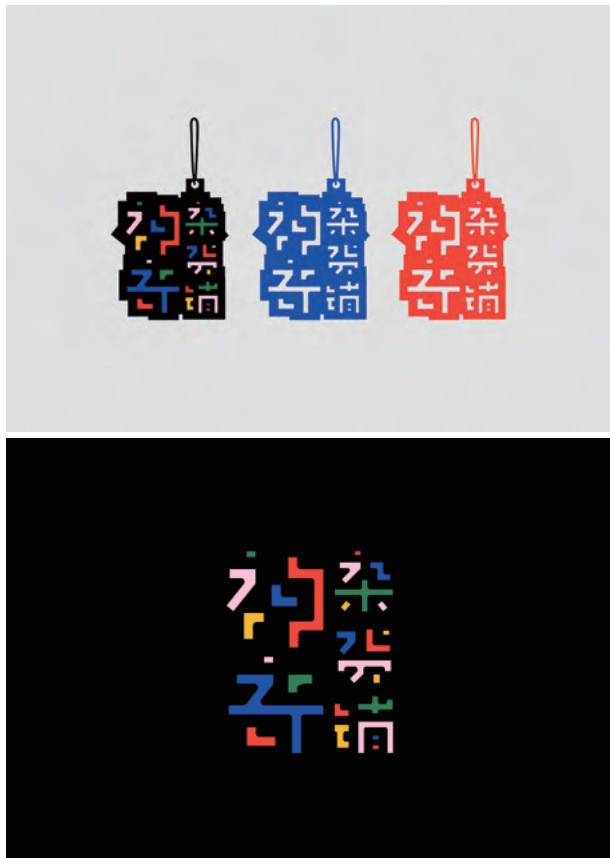
汪泓  
Hong Wang

學校所在地 Location of School

中國大陸  
China

學校 School

四川美術學院  
Sichuan Fine Arts Institute



無傷害不買賣  
No Harm, No Trade

創作者 Designer(s)

謝富來  
Fu-Lai Zhang

指導老師 Instructor(s)

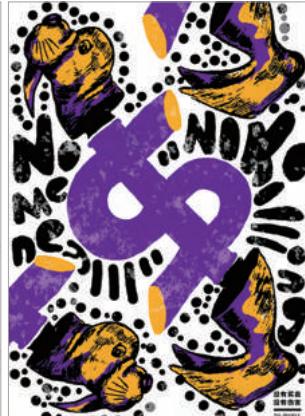
李威  
Wei Li

學校所在地 Location of School

中國大陸  
China

學校 School

廣西藝術學院  
Guangxi Arts Institute





### Litter Prince

創作者 Designer(s)

鄭惠文  
Hui-Wen Zheng

指導老師 Instructor(s)

馬詩雨  
Shi-Yu Ma

學校所在地 Location of School

韓國  
Korea

學校 School

東明大學  
Tongmyong University



### 心緒 Mood

創作者 Designer(s)

陶幼熙  
You-Xi Tao

指導老師 Instructor(s)

趙璐、張超  
Lu Zhao, Chao Zhang

學校所在地 Location of School

中國大陸  
China

學校 School

魯迅美術學院  
LuXun Academy of Fine Arts

金錢的誘惑  
The Temptation of Money

創作者 Designer(s)

段岩松  
Yan-Song Duan

指導老師 Instructor(s)

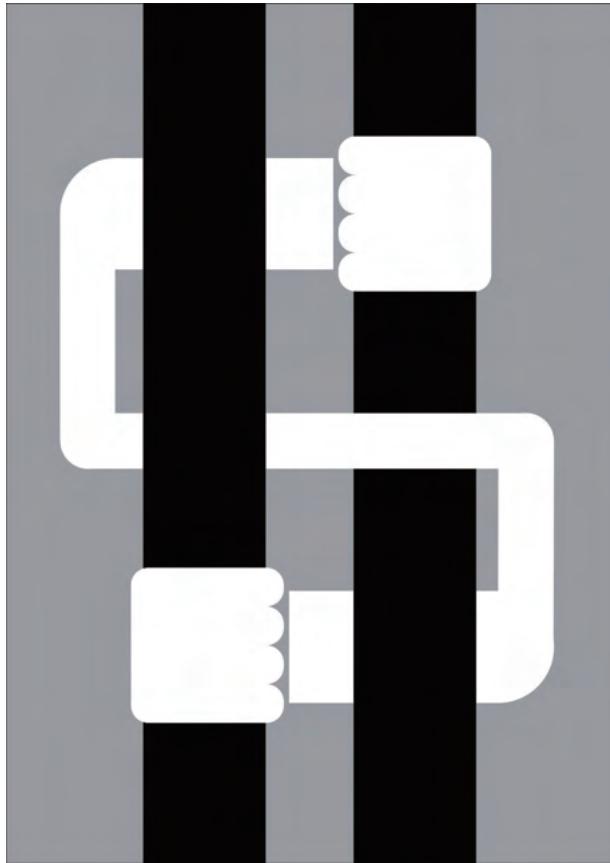
王宏民、吳中昊  
Hong-Min Wang, Zhong-Hao Wu

學校所在地 Location of School

中國大陸  
China

學校 School

鄭州輕工業大學  
Zhengzhou University of Light  
Industry





Taiwan  
International  
Student  
Design  
Competition

數位動畫類得獎作品  
Winners in Digital Animation Category

數位動畫 Digital Animation | 評審評語 Jury Comments



Jenz Großhans  
德國 Germany



Praveen Nahar  
印度 India



Johnathon Strebly  
加拿大 Canada

我們這些評審的背景都非常不一樣，我覺得這部動畫獲獎最大的原因是它的主題，它其實是在講一件非常重要、嚴肅的事情，動畫裡面的美感、創意也都有達到一定的水準，所以它才是我們的金獎。

I think it is interesting to see that the first place was unanimously with one vote. It's interesting to see that all people from so different backgrounds had the same idea about the first prize without any discussion. The first prize addresses a very important topic. Also, it's an esthetic movie with a lot of creativity.

在這部作品裡，他們以性侵害受害者的心理層面來檢視，用獨特的角度來讓觀眾也能產生共鳴，這部片的角色塑造的相當好，整個故事非常的簡單明瞭，但是又非常具有情緒上的張力，我認為這就是為甚麼這部作品會脫穎而出的原因。

This is a very very interesting and emotional story which very well fits into the theme of empathy. This is about understanding the mental state of the rape victim. Instead of ignoring the victim, how you emphasize the fact of victim actually gives a very good message. And the character shown is very very strong in the film. And it's a very simple film with very powerful message showing in a very simple but very emotional way.

這是一個非常大膽非常勇敢的一份作品，它的表現方式讓一個非常困難的主題變的比較能夠被觸及、比較能夠被探討，甚至變得比較不那麼禁忌，能夠讓觀眾去自我挑戰，去思考究竟這樣子的事情發生在自己的身上，會是怎樣的情況，這個作品能夠促成相關的討論，而不是讓這樣的對話被掩藏起來，沒有辦法進行。

The gold prize winner from the digital animation category was a very bold and brave piece. You are taking on a very challenging subject with sexual abuse, rape, victimization and what that trauma can be lived with for a time afterwards, which never goes away. What I really appreciate about this piece is its format and the media. It allows a very difficult subject to be attended to and makes it a little more approachable, a little more appreciated, and maybe even less taboo that you are able to take on and challenge yourself for the difficult thoughts of what it's like to have been victimized or to know someone who has been victimized. So this particular piece allows for the conversation to actually happen as to oppose the conversation potentially being hidden and not being brought to light.





章琦玲 Chi-Mei Chang  
臺灣 Taiwan



Panop Koonwat  
泰國 Thailand



王宗欣 Tsung-Hsin Wang  
臺灣 Taiwan

這是一件充分傳達及感受本屆主題「同理心」的作品。設計者以緩慢的節奏娓娓道出性侵發生時的凍僵反應，使觀者如同進入當事人感受般無法喘息與反抗的無力狀態，影片處理方式平緩，卻十分打動人心。

"The Sea Within the Room" communicates the theme of the competition "empathy" thoroughly. The designer slowly paces the story of the petrified reaction the protagonist had when sexual assault was committed. The viewers enter the victim's state of mind, feel the helplessness of not being able to breathe and fight back. The rhythm is slow, but the resonance is striking.

關於金獎他有很強的故事性，這是一個關於性侵受害者的故，他符合此次競賽的主題—同理心，並且讓觀眾對於受害者產生了一個共鳴，另外他動畫製作的技巧非常的好，而且有高品質的視覺效果。

For the gold prize, it has a strong story telling. It's about the victim of sexual abuse which matches the theme of the competition "empathy". It makes audience to feel empathy for the victim. The techniques for the animation are really good and its visual is with quite high quality as well.

這件作品其實我們在觀看的時候覺得非常的震撼，尤其是他很細膩的在描寫那種被傷害過的心境，它輕輕淡淡的，卻又非常的沉重，其實評審在觀看的過程中都有被它的情緒所感染，所以我們一致認同這個作品是我們今年覺得最棒的作品。

We were utterly astounded when watching the clip, especially how the designer elaborated the state of a wounded mind. The touch was very light, but the reflection was overwhelming. Jurors were being touched by the sentiments of the work, and concluded this to be the best work of the year.



金獎  
Gold Prize

房裡的海  
The Sea Within the Room

作者 Designer(s)

何昀蓁、劉雅晴、薛芳沂  
Yun-Zhen Ho, Ya-Ching Liu,  
Fang-Yi Hsueh

指導老師 Instructor(s)

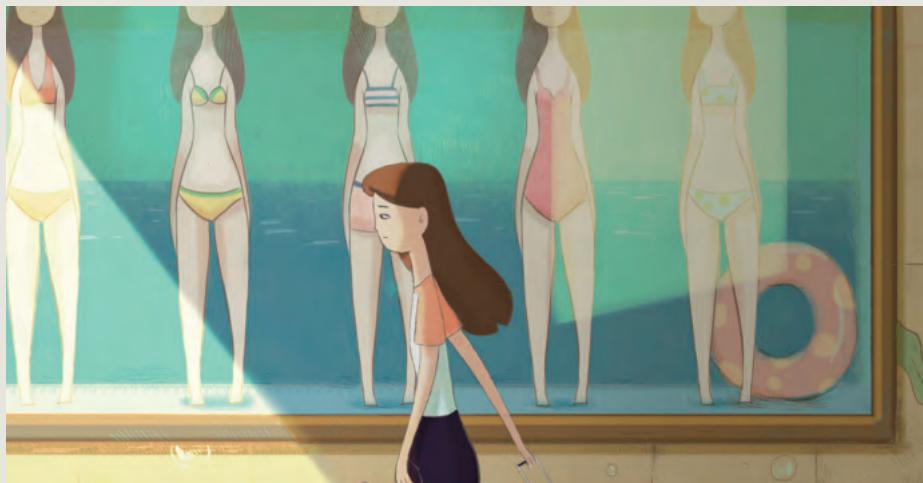
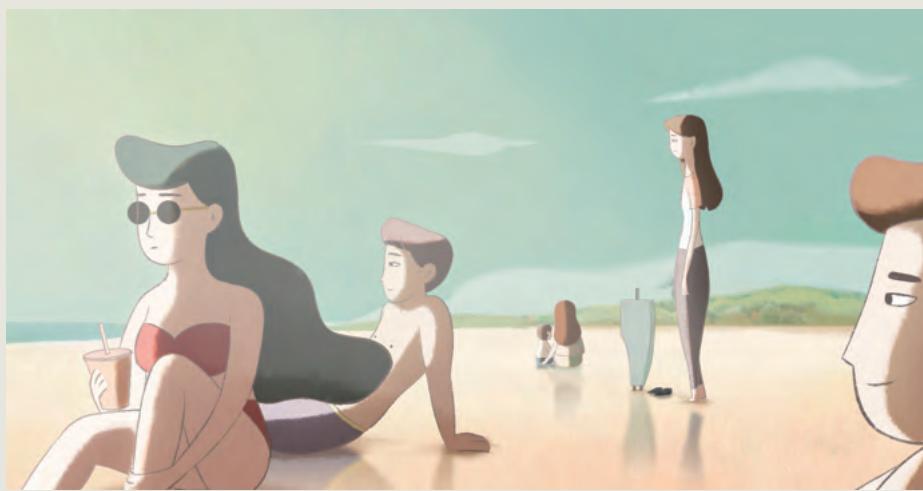
吳至正、劉家伶、陳建宏  
Zhi-Zheng Wu, Cha-Lin Liu,  
Chieh-Hung Chen

學校所在地 Location of School

臺灣  
Taiwan

學校 School

國立臺灣藝術大學  
National Taiwan University of Arts



作品說明 Project Description

性侵事件的受害者在受害當下有時會出現「凍僵反應」，這使他像是靈魂出竅般目睹事件的發生，卻無法控制自己的身體做出反抗。希望藉由影片傳達出受害者無力反抗的狀態，讓觀者能試著去思考與理解受害者，不要因為不瞭解而造成二度傷害。

Rape victims sometimes have "Freezing behavior" at the moment, it let them feel emotionally detached and unable to control their body to resist. We hope we can convey that the victims are inability to resist of sexual assault through this film. Let the public try to understand the mental state of victims instead of blaming the victims.

銀獎  
Silver Prize

透過她的眼  
Seeing Through Her Eyes

作者 Designer(s)

林宗良  
Chung-Leong Lim

指導老師 Instructor(s)

無  
None

學校所在地 Location of School

馬來西亞  
Malaysia

學校 School

立萬國際美術學院  
The One Academy

作品說明 Project Description

動畫裡的男孩是個時常以悲觀的角度去看待每件事情。他很好奇為什麼他的女伴可以時常樂觀地看待每件事情。於是女伴決定帶他去見識她的視角世界。這趟旅程改變了男孩的視野，發現世間與身邊的美好，甚至還意識了自己時常因悲觀而忽略了身邊親愛的人給予的愛。現在的人時常以悲觀或者自己的角度去看待每件事，從不嘗試用別人的角度來開拓新視野。以他人的角度來觀察，也許能發現世間的美好，甚至是自己。

The boy in the animation always treat everything negatively. He is curious about why his companion can treat everything positively. So, she decided to bring him into her perspective world. This journey totally changed his point of view, he has discovered the beauty of the world and realised that he often ignores love that given by his dearest. Some people in these days will treat anything negatively. Try to see things through other's eyes, you may find the beauty of the world, even yourself.



銅獎  
Bronze Prize

Indoor Days

作者 Designer(s)

西野朝來  
Asaki Nishino

指導老師 Instructor(s)

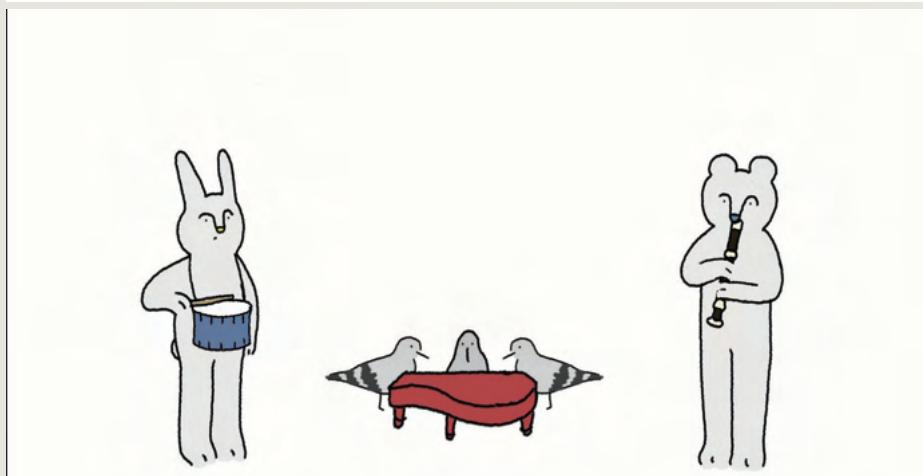
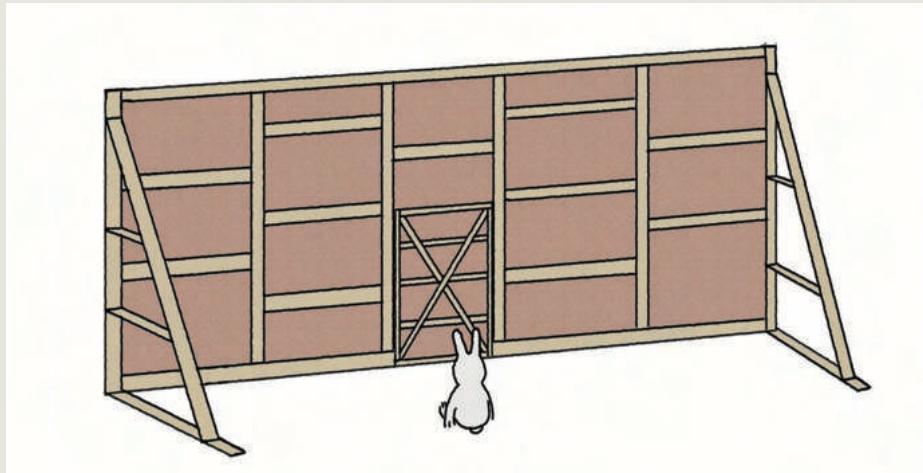
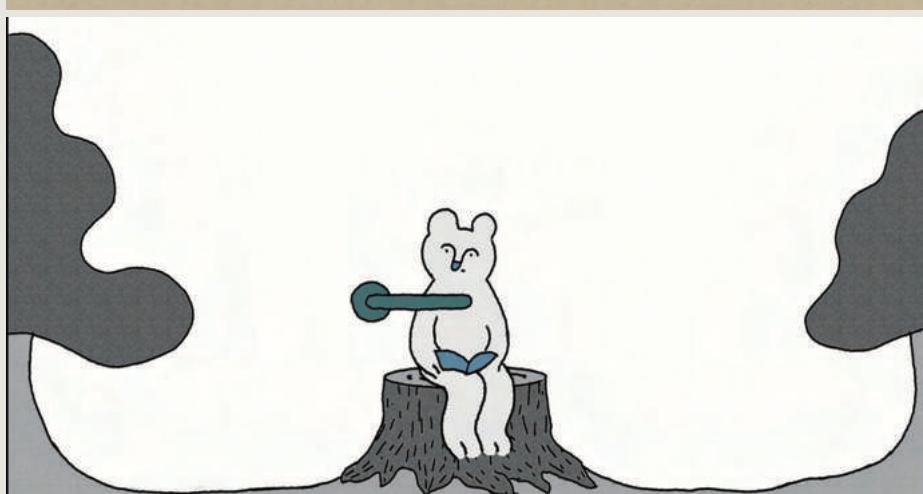
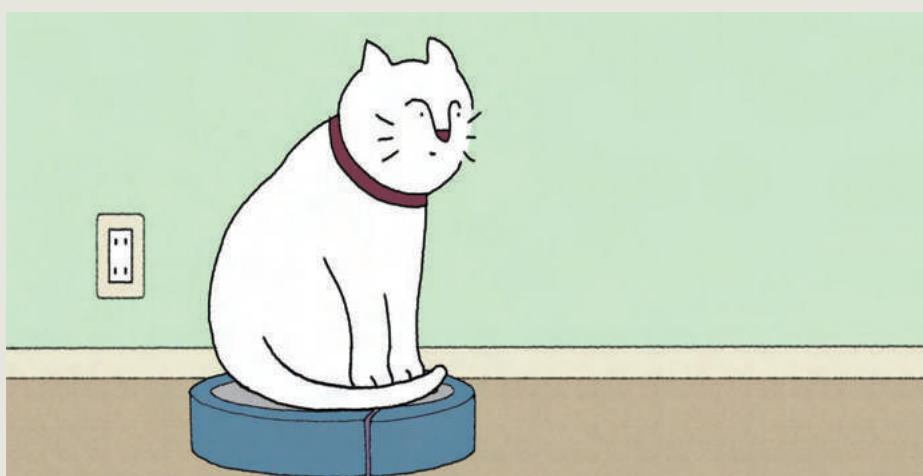
Taruto Fuyama

學校所在地 Location of School

日本  
Japan

學校 School

東京藝術大學  
Tokyo University of the Arts



作品說明 Project Description

不想出門的時候，我喜歡在家看電視，並用手機看影片。其實，在家的時候，我的意識透過螢幕走出家門，而我的家與我的身體則變得模糊。

On a day I do not want to go outside, I enjoy watching TV and watching videos on smartphone at home. In reality, while staying in the house, consciousness goes through the screen, my place, my body becomes ambiguous.

銅獎  
Bronze Prize

溝溝  
Cipher

作者 Designer(s)

蔡香蘭、周依汝  
Hsiang-Lan Tsai, Yi-Ju Chou

指導老師 Instructor(s)

吳至正、張晴雯、陳建宏、  
劉家伶、王尉修  
Zhi-Zheng Wu, Ching-Wen Chang,  
Chieh-Hung Chen, Cha-Lin Liu,  
Wei-Xiu Wang

學校所在地 Location of School

臺灣  
Taiwan

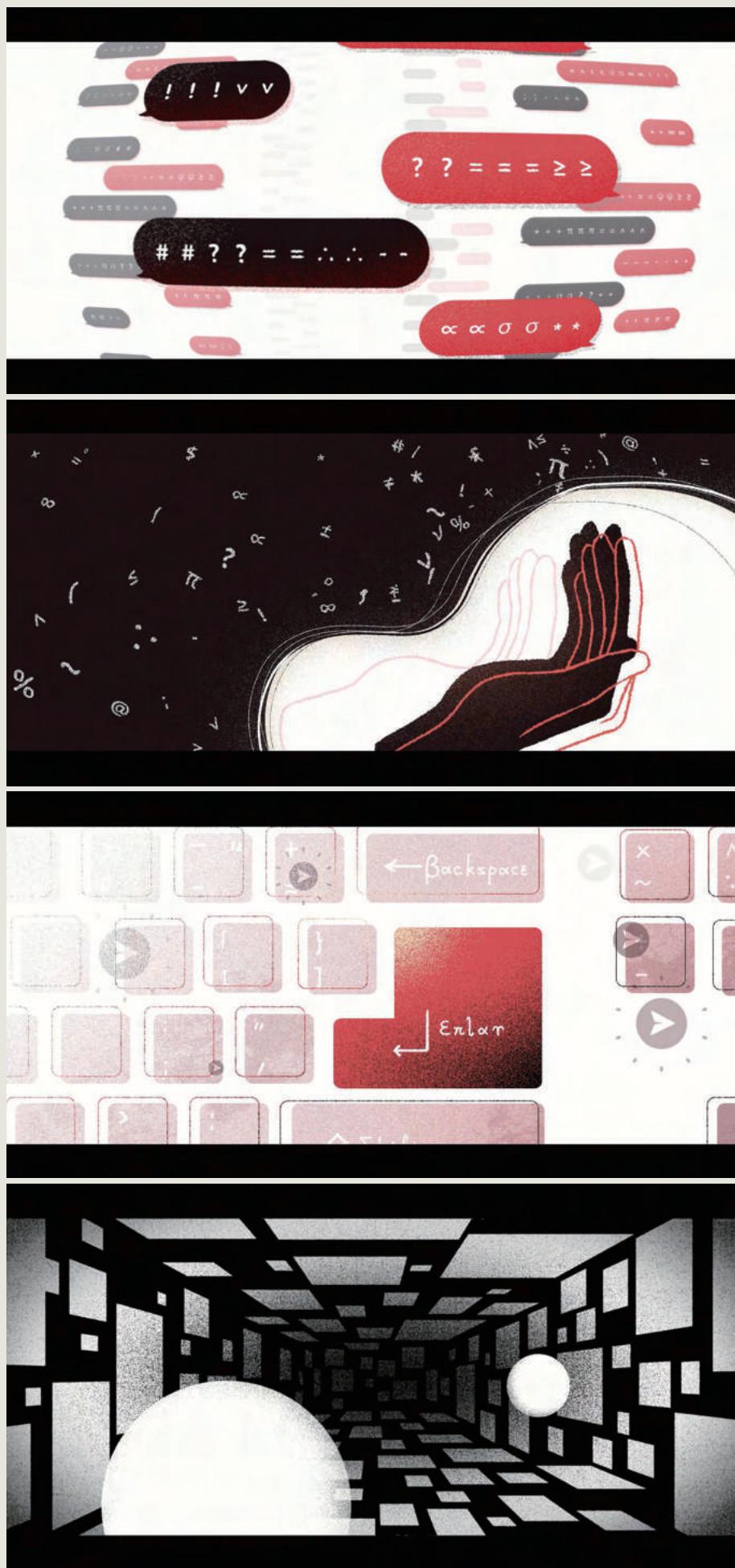
學校 School

國立臺灣藝術大學  
National Taiwan University of Arts

作品說明 Project Description

本片以視覺的方式呈現焦慮的溝通過程。當想法產生分歧，想達成共識的焦慮截然而生。伴隨著激動的措辭，一次次的嘗試，換來努力過後的失敗與無法被理解的無力感。解決的方式也許是沉澱，也許是時間，也許是思考，也許是讓步，我們希望大家能夠運用同理心找到適合彼此的答案。

This clip presents anxious communication in a visual and vivid way. When our thoughts became different, anxiety of reaching a consensus arises. With emotional words, we tried to communicate again and again; however, we still failed. All we got is hopelessness that nobody could understand. The way to reach agreement maybe is to put our minds at ease, take some time, collect our thoughts, or make concessions. We hope that we can find out the suitable ways to communicate via filled with empathy.



銅獎  
Bronze Prize

The Anthurium

作者 Designer(s)

Sasi Tanyanurak

指導老師 Instructor(s)

無  
None

學校所在地 Location of School

泰國  
Thailand

學校 School

朱拉隆功大學  
Chulalongkorn University



作品說明 Project Description

花燭是一個定格動畫，讓觀眾感覺到思覺失調症患者經歷幻覺時的感受。

"The Anthurium" is a frame-by-frame animation that allows the audiences to feel what it's like having schizophrenia hallucination.

佳作  
Honorable Mention

深邊  
Stand by You

作者 Designer(s)

許筱傑、田媛瑄、王湘晴  
Hsiao-Chieh Hsu, Yuan-Hsuan Tien,  
Siang-Cing Wang

指導老師 Instructor(s)

吳至正、陳建宏、劉家伶、  
王尉修  
Zhi-Zheng Wu, Chieh-Hung Chen,  
Cha-Lin Liu, Wei-Xiu Wang

學校所在地 Location of School

臺灣

Taiwan

學校 School

國立臺灣藝術大學

National Taiwan University of Arts

作品說明 Project Description

女孩在幻夢中醒來，面對前方未知的黑暗和恐懼，感到不安與絕望，但最後她明白，是家人給予的愛與關懷，帶給她力量，讓她有勇氣去面對這一切。

The girl woke up from her dream. Facing the uncertainty of darkness and fearsome ahead, she felt worried and despaired. Finally, she realized the reason she had courage to confront her illness was the love from her family.



佳作

Honorable Mention

皮皮與爆米花

Pipi and Popcorn

作者 Designer(s)

鄭雅元、林佑、陳俊璣  
Ya-Yuan Cheng, Yu Lin,  
Chun-Wei Chen

指導老師 Instructor(s)

劉家伶、陳建宏、吳至正、楊薈  
Cha-Lin Liu, Chieh-Hung Chen,  
Zhi-Zheng Wu, Lea Yang

學校所在地 Location of School

臺灣  
Taiwan

學校 School

國立臺灣藝術大學  
National Taiwan University of Arts



作品說明 Project Description

有一天火山爆發，噴出了一個神祕機器，皮皮好奇地撿起來，發現機器可以把物品全都變成紙片，於是開始用機器在村莊裡作亂，但卻發生了一連串的悲劇。整部作品以輕鬆有趣的小故事，加上可愛的角色，呈現出歡樂的氛圍。

One day, a mysterious machine spouted out from a volcano. Pipi picked the machine up with curiosity, finding that the machine can turn things into papers. Therefore, Pipi started to destroy a village by using the mysterious machine. However, a series of tragedies happened. This animation via an interesting story and adorable characters to present a pleasant vibe.

佳作  
Honorable Mention

魚生  
Selfish

作者 Designer(s)

陳柏謙  
Po-Chien Chen

指導老師 Instructor(s)

Kristian Howald, Noel Hooper

學校所在地 Location of School

加拿大  
Canada

學校 School

謝里丹學院  
Sheridan College

作品說明 Project Description

這部影片講述著海洋垃圾反映出人的貪婪與自私：當人類享用著美味的海鮮時，同一時間，許多的海洋生物卻因誤食人類塑膠和垃圾而死亡。人類消費其他的海洋生命之餘，更污染、破壞、給予了牠們悲慘的生存空間。諷刺的是，這些塑膠最後隨著食物鏈回到了人類的體內。

The film is about human beings are consuming delicious seafood, but sea animals are suffering from the trash we made. Not only do we eat them but also make their living environment poisonous and miserable.



佳作  
Honorable Mention

圍欄  
Fence

作者 Designer(s)

宣文婷  
Wen-Ting Xuan

指導老師 Instructor(s)

吳立行  
Li-Xing Wu

學校所在地 Location of School

中國大陸  
China

學校 School

南開大學  
Nankai University



作品說明 Project Description

我的作品用圍欄作為意象，表達人類因自己的欲望而擴張和建造的東西，並最終侵佔了地球上其他物種的生存環境。不僅羚羊的生存環境，地球上其他物種的生存環境同樣也非常糟糕。最後，人類也作繭自縛，被自己建造的圍欄束縛。

My works uses fences as images to express what humans have expanded and built because of their own desires, and ultimately encroached on the living environment of other species on the planet. Not only the living environment of the antelope, but also the living environment of other species on the earth is very bad. Finally, human beings are also bound by the cities they build.

佳作  
Honorable Mention

Sweet Dreams

作者 Designer(s)

Yuan-Ting Chao, Lei Tu

指導老師 Instructor(s)

Terrence Masson

學校所在地 Location of School

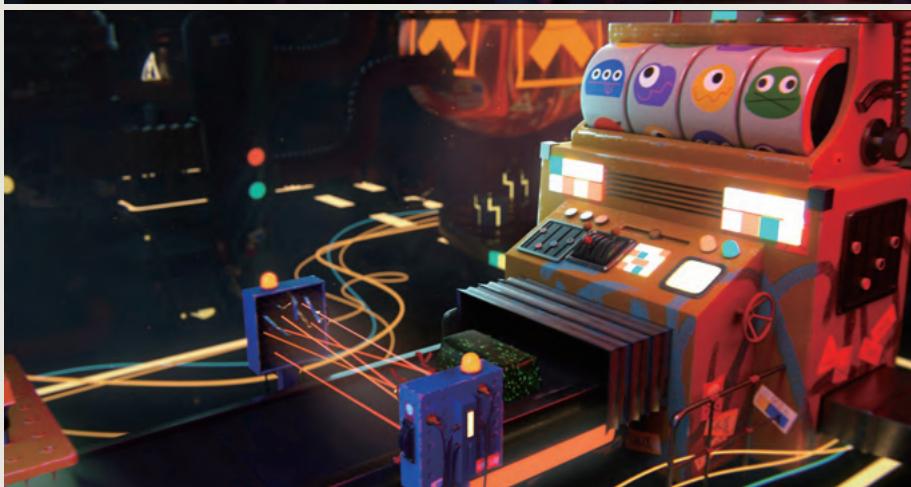
美國

United States of America

學校 School

視覺藝術學院

School of Visual Arts



作品說明 Project Description

《甜美的夢》是一部 3D 動畫短片，講述失眠怪獸的故事。在動畫的世界裡，每一個人都患有嚴重失眠，我們的主角 Blue 也是如此。

Sweet Dreams is a short 3D animation about a monster who cannot sleep at night. The story takes place in the monster's world, where the citizens all have serious cases of insomnia, including our main character, Blue.

佳作  
Honorable Mention

馮索  
Fonso

作者 Designer(s)  
陳美齡、鄭宇翰  
Mei-Ling Chen, Yu-Han Cheng

指導老師 Instructor(s)  
劉家伶、吳至正、陳建宏  
Cha-Lin Liu, Zhi-Zheng Wu,  
Chieh-Hung Chen

學校所在地 Location of School

臺灣  
Taiwan

學校 School  
國立臺灣藝術大學  
National Taiwan University of Arts



作品說明 Project Description

生命的痛苦伴隨著擴張。在這部作品裡我們想對「人類在宇宙中究竟扮演什麼樣的角色」重新作出提問，並且對於「人類行為」做更寬廣的解讀和想望。

The pain in lives will not only be entirely avoided but also released into the unlimited space. What we want to discuss in our work is the roles human play in this great universe. And we also hope to come up with a more comprehensive explanation to crack the code.

佳作  
Honorable Mention

The Blue Curtain

作者 Designer(s)

Yoltida Ronnakitti

指導老師 Instructor(s)

Patara Nimmol

學校所在地 Location of School

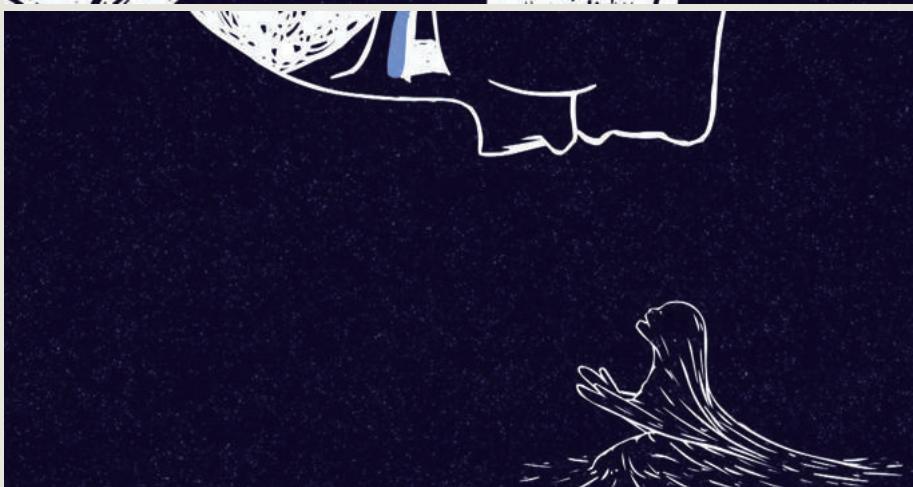
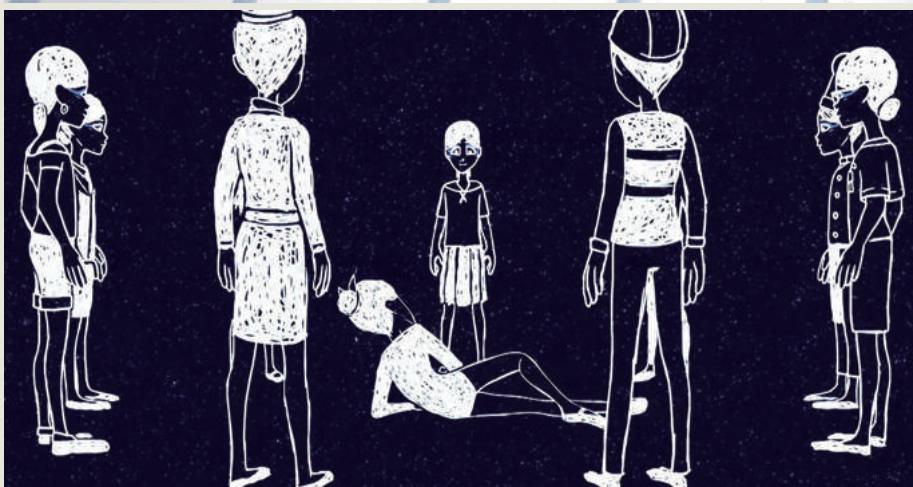
泰國

Thailand

學校 School

蘭實大學

Rangsit University



作品說明 Project Description

這是一個關於失去自我的女孩對抗憂鬱的故事。

The story of a girl who has lost herself and it is only her can deal with this BLUE.

佳作  
Honorable Mention

山雞  
Suann Ke

作者 Designer(s)

周子羣  
Tzu-Chun Chou

指導老師 Instructor(s)

史明輝  
Ming-Huei Shih

學校所在地 Location of School

臺灣  
Taiwan

學校 School

國立臺北藝術大學  
Taipei National University of  
the Arts



作品說明 Project Description

我們國中時候其實蠻好的，但不知道為什麼，後來好像慢慢走遠了。

We used to be close. But somehow we lost contact afterwards.

佳作  
Honorable Mention

醜妮瑪  
Ugly Girl

作者 Designer(s)

許博惟  
Po-Wei Hsu

指導老師 Instructor(s)

周玟慧、陳世昌  
Wen-Hui Chou, Shi-Chang Chen

學校所在地 Location of School

臺灣  
Taiwan

學校 School

國立雲林科技大學  
National Yunlin University of  
Science and Technology

作品說明 Project Description

醜妮瑪，是主角的名字，念快一點便會唸成「醜女」，顧名思義「醜妮瑪」是在闡述一位醜女的故事，以醜女為主角帶入主題：「以貌取人」，並諷刺現代社會審美觀。其實這是一部值得大家思考並審視自己的動畫，當你笑的同時你的心態何嘗不是跟動畫中的酸民一樣，當作這是茶餘飯後的玩笑，但其實這些玩笑背後都是有著一顆受傷的心。誰在挑對象的時候不是像醜妮瑪一樣地以貌取人，真的有人不是外貌協會嗎？真的有人只看對方的內在嗎？

The ugly girl is the leading role in the story because I want to satirize lookism. It's a funny and a little bit dirty animation. It will let you notice lookism and laugh.



### 風「掙」

Kite

創作者 Designer(s)

鄭豔茹

Yan-Ru Zheng

指導老師 Instructor(s)

賈昆

Kun Jia

學校所在地 Location of School

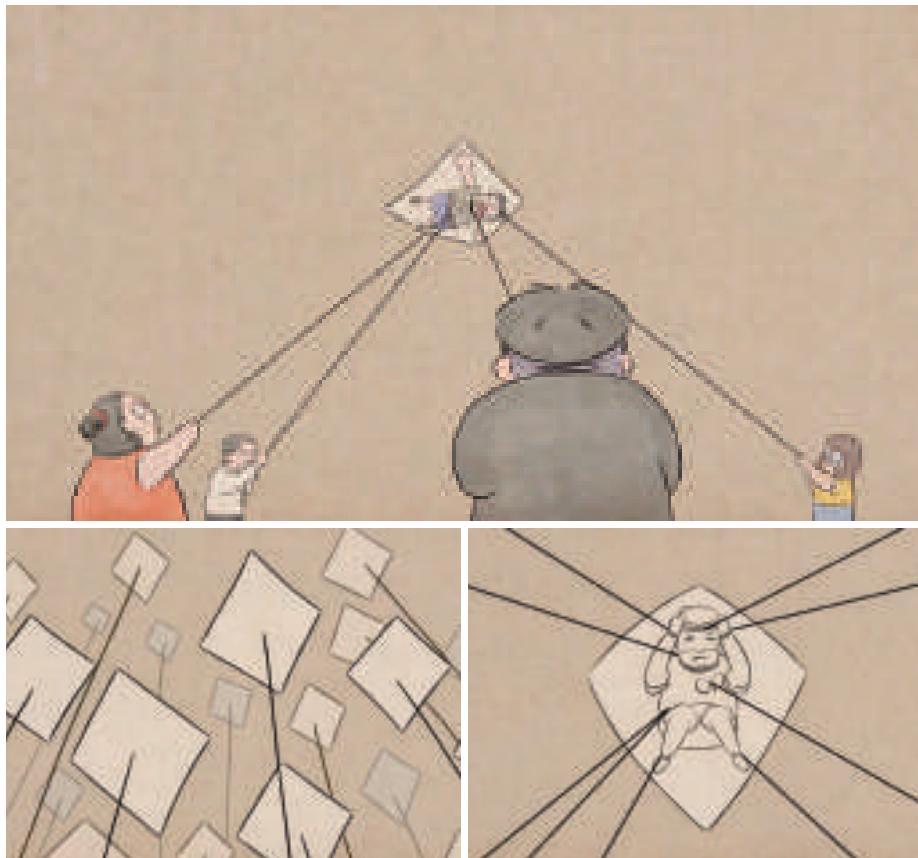
中國大陸

China

學校 School

吉林藝術學院

Jilin University of the Arts



### 爛果子

Rotten Fruit

創作者 Designer(s)

李宇濤、劉紅福、王玉亭

Yu-Tao Li, Hong-Fu Liu,

Yu-Ting Wang

指導老師 Instructor(s)

孫悅

Yue Sun

學校所在地 Location of School

中國大陸

China

學校 School

中南民族大學

South Central University for Nationalities





Olive

創作者 Designer(s)

Dou-Dou Liu

指導老師 Instructor(s)

Terrence Masson

學校所在地 Location of School

美國

United States of America

學校 School

視覺藝術學院

School of Visual Arts



Latteship

創作者 Designer(s)

Hsing-Fang Tsai, Daishi Takishima

指導老師 Instructor(s)

Terrence Masson

學校所在地 Location of School

美國

United States of America

學校 School

視覺藝術學院

School of Visual Arts



春困  
Spring Fever

創作者 Designer(s)

王子鈺  
Zi-Yu Wang

指導老師 Instructor(s)

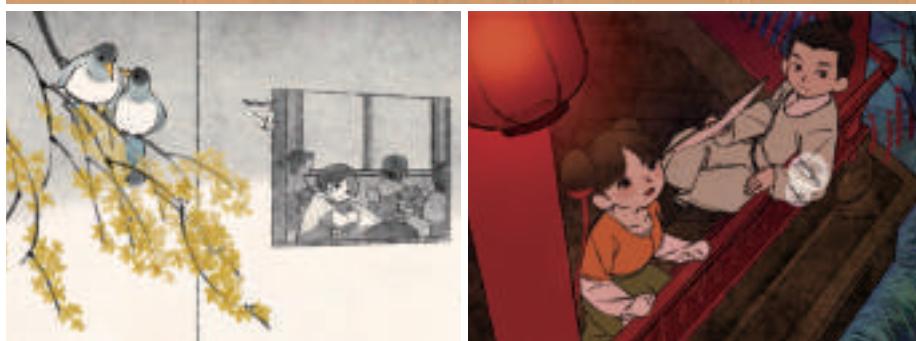
艾勝英、王雅平  
Sheng-Ying Ai, Ya-Ping Wang

學校所在地 Location of School

中國大陸  
China

學校 School

中國傳媒大學  
Communication University of China



紅幕之下  
Muleta

創作者 Designer(s)

李彥頤、張明祺、張明潔、  
簡廷仔  
Yen-Yi Li, Ming-Chi Chang,  
Ming-Chieh Chang, Ting-Yu Chien

指導老師 Instructor(s)

王尉修、劉家伶、吳至正、  
陳建宏  
Wei-Xiu Wang, Cha-Lin Liu,  
Zhi-Zheng Wu, Chieh-Hung Chen

學校所在地 Location of School

臺灣  
Taiwan

學校 School

國立臺灣藝術大學  
National Taiwan University of Arts





Renata

創作者 Designer(s)

莊仁祥  
Ren-Xiang Zhuang

指導老師 Instructor(s)

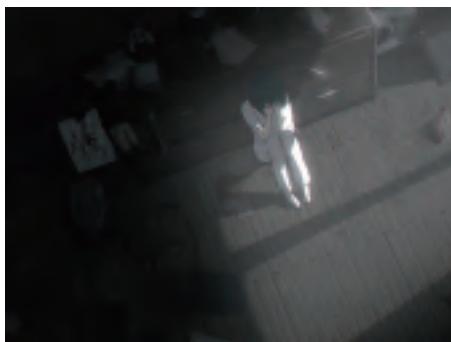
黃富堅、王致堯、吳宏翔、  
陳嘉暉、蔡旭晟  
Fu-Jian Huang, Zi-Yao Wang,  
Hung-Hsiang Wu, Chia-Wei Chen,  
Shiu-Cheng Tsai

學校所在地 Location of School

臺灣  
Taiwan

學校 School

長榮大學  
Chang Jung Christian University



送王船

The Burning of the King Boat

創作者 Designer(s)

高凱  
Kai Gao

指導老師 Instructor(s)

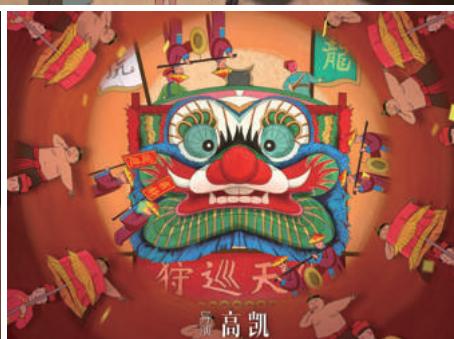
何俊、黃曉瑜  
Jun He, Xiao-Yu Huang

學校所在地 Location of School

中國大陸  
China

學校 School

福州大學廈門工藝美術學院  
Xiamen Academy of Arts and  
Design, Fuzhou University



瓶蓋  
Bottle Cap

創作者 Designer(s)

陳智  
Zhi Chen

指導老師 Instructor(s)

尚婕  
Jie Shang

學校所在地 Location of School

中國大陸  
China

學校 School

華僑大學  
Huaqiao University



The Lost Key

創作者 Designer(s)

Thinnakron Deewong,  
Prapabhorn Poomsiri,  
Thitiphong Khwanthong,  
Sirapat Sittidechdechakul

指導老師 Instructor(s)

Phisut Laohaphitakworn,  
Chinatip Tangsiripat

學校所在地 Location of School

泰國  
Thailand

學校 School

蘭實大學  
Rangsit University





渡廈  
Living in Xiamen

創作者 Designer(s)

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Min-Xin Liu

指導老師 Instructor(s)

黃曉瑜

Xiao-Yu Huang

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Planet

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孫德勝大學

Ton Duc Thang University

The 3D Short Animated Film: Bitter

創作者 Designer(s)

Intouch Songsermsakul,  
Sudarat Pongpaiboon,  
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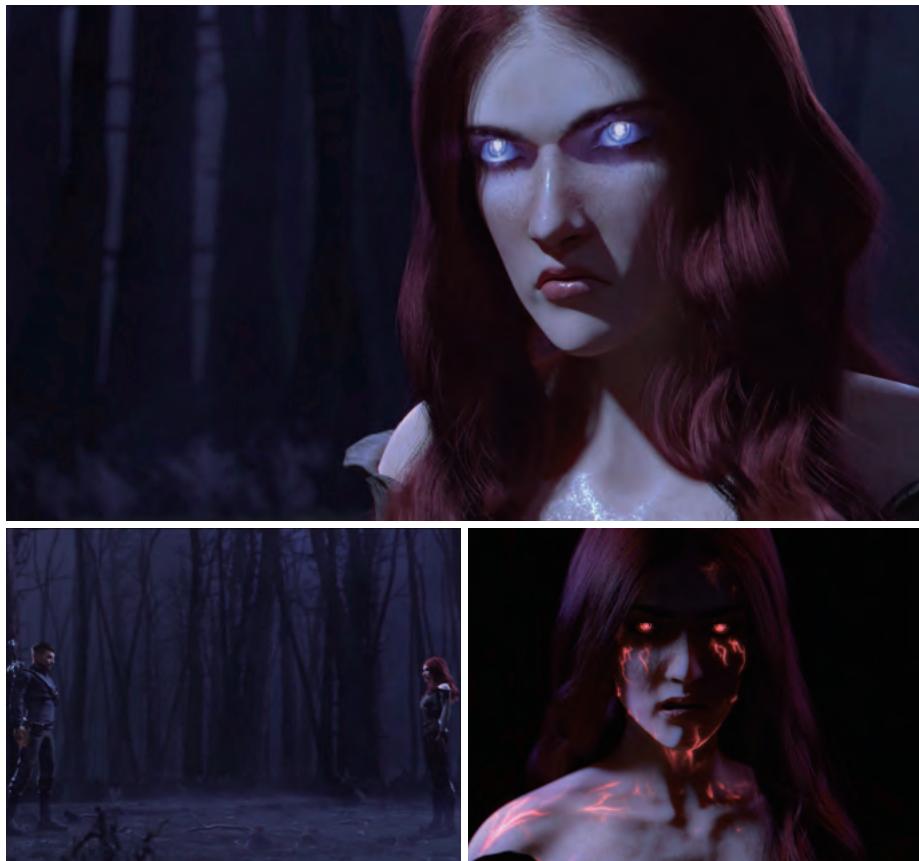
Pasin Thanasin,  
Anupong Charoenmitr

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Thailand

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蘭實大學  
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Dreamlike

創作者 Designer(s)

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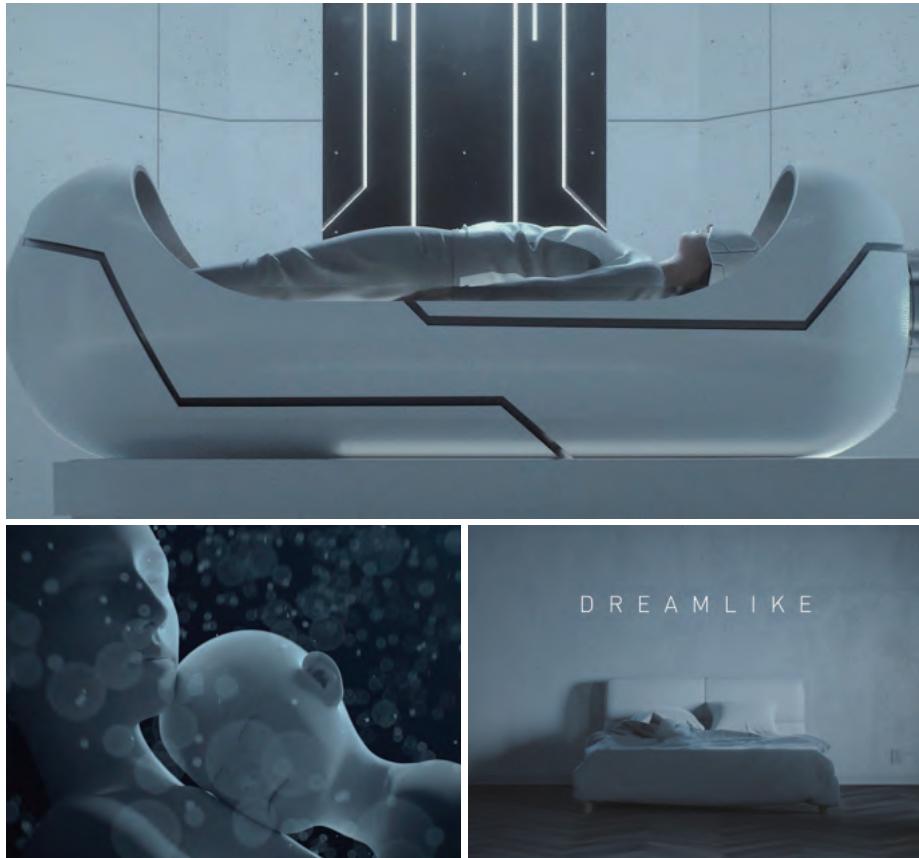
楊佳璋  
Chia-Chang Yang

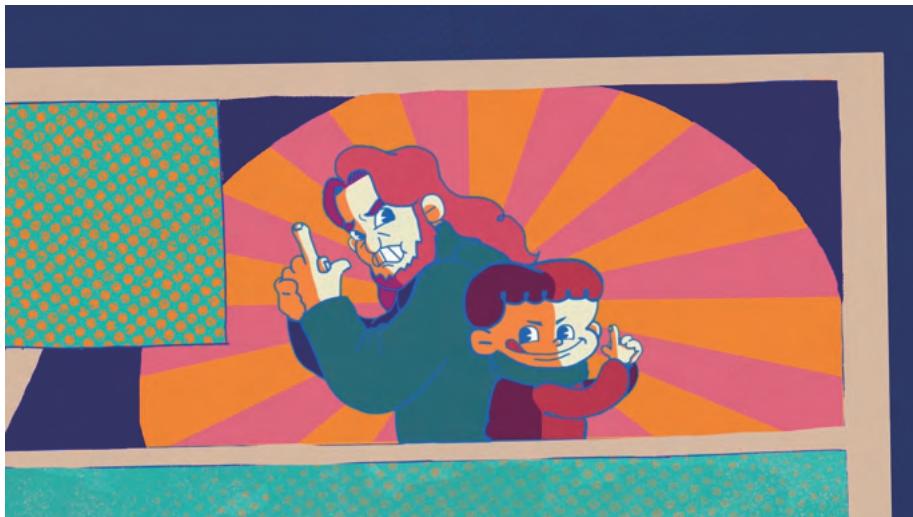
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奇想夜  
The Light of the Night

創作者 Designer(s)  
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Yen-Yu Lai, Jing-Rong Lin

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Taiwan

學校 School  
銘傳大學  
Ming Chuan University





Taiwan  
International  
Student  
Design  
Competition

廠商指定類得獎作品  
Winners in Brand Specified Category

## 贊助廠商 Sponsor



**工業技術研究院**  
Industrial Technology  
Research Institute

**工業技術研究院**  
Industrial Technology Research Institute

工業技術研究院成立於 1973 年，是國際級的應用科技研發機構，擁有近 6 千位科技研發尖兵，以科技研發，帶動產業發展，創造經濟價值，增進社會福祉為任務。成立四十年來，累積超過 2 萬件專利，並新創及育成 260 家公司，包括台積電、聯電、台灣光罩、晶元光電、盟立自動化等上市櫃公司。

Industrial Technology Research Institute (ITRI) is a world-leading R&D organization engaging in applied research and technical services. Founded in 1973, ITRI has played a vital role in transforming Taiwan's economy from a labor-intensive industry to an innovation-driven one. Many well-known high-tech companies in Taiwan, such as TSMC and UMC, can trace their origins to ITRI.



廠商指定 Brand Specified | 評審評語 Jury Comments



黃天佑 Tien-Yu Huang  
臺灣 Taiwan



陳培琳 Mia Chen  
臺灣 Taiwan



林維林 Wei-Lin Lin  
臺灣 Taiwan

作品呼應違章工廠火災倒塌而造成消防人員身亡的時事，透過科技維護消防人員安危。看出參賽者對於科技的想像力，並能結合對於消防情境的需求。

The work reflects the current news of an illegally structured factory collapsing due to fire and caused the death of firefighters. It proposes to guarantee the safety of firefighters with the help of technology. The contestant's imagination over technology is well noted, as well as the way he combined the design and the actual needs for fire safety.

此作品藉由 AR 面罩與裝備整合，解決消防人員在火場資訊不對稱、濃煙中視線不清與安全警示的問題。在火場這個分秒必爭的場合，此發想透過科技去克服火場中的變數，展現對科技的應用想像。

The work incorporates AR helmet with the fire fighting gear, and solves the issues such as inconsistent information of the scene of fire, unclear sight amid thick smoke, and the safety signal for firemen. At the scene of fire where every second counts, the designer demonstrated his imagination for technology application through conquering odds at the fire scene.

作品設計導入科技救災應用，思考 5G 邊緣運算、人工智慧及 MR 影像指引，與 ITRI 的研發技術呼應，可引導朝更科技化與智慧化的救災方案發展。

The design integrates the application of technology in disaster relief, 5G edge computing, AI and MR imaging guidance, echoing the technology developed by ITRI. It can be adopted into the disaster relief solutions for a more technological and smart development.



## 金獎 Gold Prize

### AI 智慧型消防面罩

AI Oculur

作者 Designer(s)

陳致帆、胡惠屏、張瑋中  
Zhi-Fan Chen, Hui-Ping Hu,  
Wei-Chung Chang

指導老師 Instructor(s)

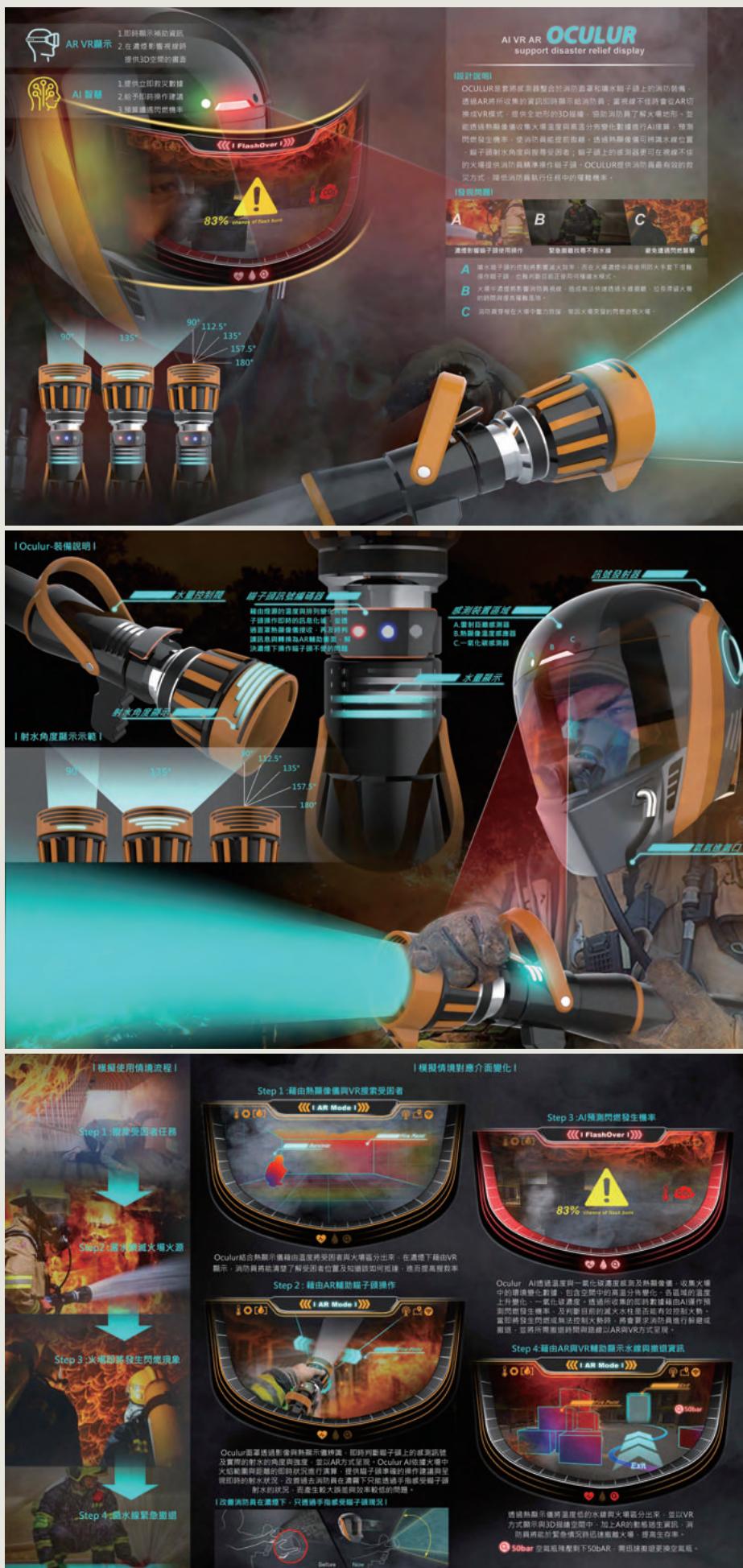
李錨朮、陳建雄  
Kai-Chu Li, Chien-Hsiung Chen

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明志科技大學  
National Taiwan University of  
Science and Technology,  
Ming Chi University of Technology



### 作品說明 Project Description

Oculur 是套將感測器整合於消防面罩和噴水瞄子頭上的消防裝備，透過 AR 將所收集的資訊即時顯示給消防員；當視線不佳時會從 AR 切換成 VR 模式，提供全地形的 3D 繪繪，協助消防員瞭解火場地形。Oculur 並能透過熱顯像儀收集火場溫度與高溫分佈變化數據進行 AI 運算，預測閃燃發生機率，使消防員能提前撤離。透過熱顯像儀可辨識水線位置、瞄子頭射水角度與搜尋受困者；瞄子頭上的感測器更可在視線不佳的火場提供消防員精準操作瞄子頭。Oculur 提供消防員最有效的救災方式，降低消防員執行任務中的罹難機率。

Oculur is a fire-fighting equipment that integrates the sensor into the mask and the water jet nozzle. The collected data is displayed by AR, and the mode will switch from AR to VR when the visibility is poor, providing all-terrain 3D depiction. It can also do AI calculations by collecting the temperature and high temperature distribution data to predict flashover. The thermal imager can recognize the position of the waterline, the angle of the water jet nozzle and the trapped people.

銀獎  
Silver Prize

Breastfeeding Massage Bralette

作者 Designer(s)

林植雯

Lam Chek Man

指導老師 Instructor(s)

無

None

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美國

United States of America

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北卡羅來納州立大學

North Carolina State University



Background

According to UNICEF, breastfeeding gives all children the healthiest start in life. Breastmilk acts as a baby's first vaccine, stimulates brain development, and protects a woman's health. When mothers breastfeed, everyone benefits.

Research

The World Health Organization (WHO) recommends exclusively breastfeeding up to 6 months of age with continued breastfeeding along with appropriate complementary foods up to 2 years of age or beyond. UNICEF calls to raise the global rate of exclusive breastfeeding to at least 50 percent by 2025.

Category	Percentage
Early initiation in <1 hour	42%
Exclusive at 0-5 months	41%
Continued at 1 year	71%
Continued at 2 years	45%

However, women with mastitis\* are at high risk for stopping breastfeeding. The American Congress of Obstetricians and Gynecologists (ACOG) and WHO estimate the incidence of lactation mastitis at 10-30%. Consequently, as more women breastfeed, more mastitis will be seen.

Problem

Some of the lactation consultant's suggestions for adjusting breastfeeding techniques which help ease mastitis might include:

What about a breastfeeding bra with massage pads around the breast which help ease mastitis and are controlled by apps?

作品說明 Project Description

哺餵母乳讓嬰兒的人生有個健康的開始。母親哺乳的益處甚多，然而根據美國婦產科醫師學會與世界衛生組織的估計，哺乳期乳腺炎的發生率約為 10% 至 30%，而乳腺炎有可能造成哺乳中斷。本哺乳按摩胸罩內設按摩墊，能用手機應用程操控，讓媽媽能夠減輕哺乳期間乳腺炎的症狀，尤其是工作沒有時間擠母乳職業婦女。

Breastfeeding gives all children the healthiest start in life. When mothers breastfeed, everyone benefits. However, ACOG and WHO estimate the incidence of lactation mastitis at 10-30% which is at high risk for discontinue breastfeeding. This breastfeeding massage bralette helps mothers to relieve mastitis during lactation by the massage pads inside the bralette through controlling the app. Especially working mothers who do not always have enough time to empty the breastmilk during working.

325

銅獎  
Bronze Prize

醫療病床移動車  
Medical MA

作者 Designer(s)

黃雅筠、陳乃瑄  
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Science and Technology,  
Ming Chi University of Technology



| 問題發現 |

當醫療機構內發生災害時，常因醫護人力不足導致救援疏散緩慢且混亂，尤其臥病在床的病患更是疏散困難，這威脅了病患與醫護人員的安全。

| 設計說明 |

Medical MA能在災害發生時，及時出動進行拖拉病床，並透過熱感應與煙霧感測技術在火場中以人工智慧演算規劃出最佳逃生路線，搭配影像及光達系統可即時回避障礙物，最後安全快速的將病床上的病患帶離災害現場，提高疏散效率也降低醫護人員與病患遇難機率。Medical MA平時更可作為醫護人員在院內移動代步及執行醫療用品配送任務。

作品說明 Project Description

當醫療機構內發生災害時，常因醫護人力不足導致救援疏散緩慢且混亂，尤其臥病在床的病患更是疏散困難，這威脅了病患與醫護人員的安全。Medical MA 能在災害發生時，及時出動進行拖拉病床，並透過熱感應與煙霧感測技術在火場中以人工智慧演算規劃出最佳逃生路線，搭配影像及光達系統可即時回避障礙物，最後安全快速的將病床上的病患帶離災害現場，提高疏散效率也降低醫護人員與病患遇難機率。Medical MA 平時更可作為醫護人員在院內移動代步及執行醫療用品配送任務。

Medical MA can promptly dispatch the towed bed when a disaster occurs, and use the thermal induction and smoke sensing technology to plan the best escape route in the fire field with artificial intelligence calculation. The image and light system can instantly avoid obstacles. Finally, safely and quickly take the patients on the hospital bed away from the disaster site, improve evacuation efficiency and reduce the chance of medical personnel and patients.



銅獎  
Bronze Prize

城市保衛者  
City Protector

作者 Designer(s)

劉曜瑋、徐蕙雯、于紹軒、  
戴有伶

Yao-Wei Liu, Yi-Wen Hsu,  
Shao-Hsuan Yu, Yu-Ling Tai

指導老師 Instructor(s)

鄭孟淙  
Meng-Cong Zheng

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National Taipei University of  
Technology

作品說明 Project Description

城市保衛者是一款能有效記錄車禍情況的共用無人機，平時安置於路燈桿上端，可以作為路口的監視器使用。每當交通事故發生時，民眾可以藉由手機進行租借使用，透過城市保衛者的標準化記錄程式，可以幫助釐清肇責和警方事後偵辦，減少事故中的人為錯誤，同時更可以迅速解決道路擁堵問題。

City protector is a sharing machine that can effectively record the condition of the car, which is placed on the top of the lantern at regular times and can be used as a monitor for intersections. Whenever a traffic accident occurs, the public can use it on loan by the phone. Through the standardized recording of City protector, they can help clear up the responsibility and subsequent detection by the police, reduce the human errors in accidents, and solve road congestion problems quickly.



## 銅獎

### Bronze Prize

#### 泌尿感染偵測儀

#### UTI Detector

作者 Designer(s)

曾鈺婷、鄭巧琪、李郁欣  
Yu-Ting Zeng, Chiao-Chi Cheng,  
Yu-Hsin Li

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Education

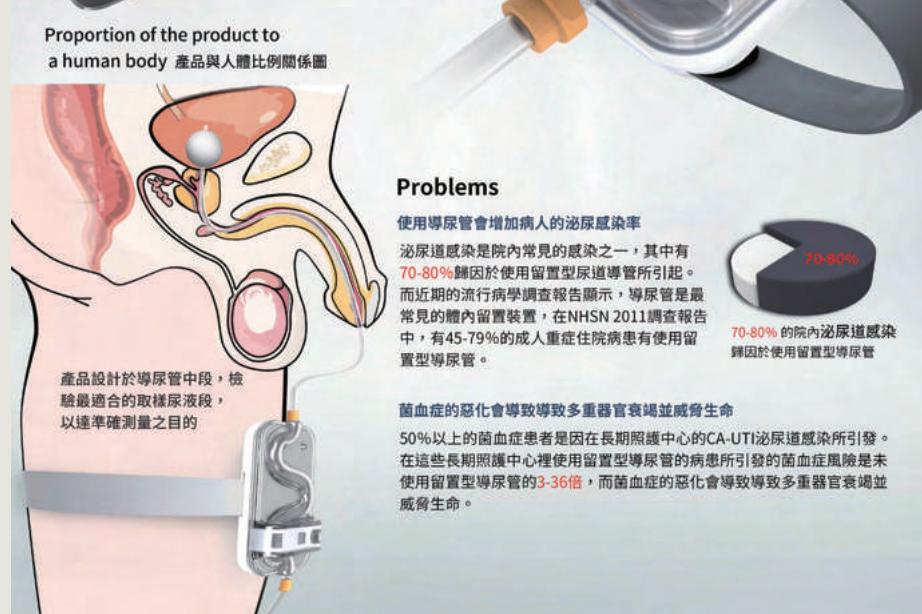


**UTI DETECTOR**

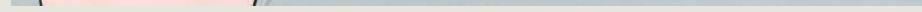
一款安裝於導尿管上的即時尿液含菌量檢測儀

**Abstract**

國內外均有研究顯示，導尿管的使用會導致泌尿感染率大幅增加，倘若忽視也將增加併發症的罹患率與死亡率，然而現行的醫療流程中，需醫生診斷病患有症狀時才會安排抽尿檢驗，無法即時追蹤。UTI Detecor為一款即時尿液含菌量檢測儀，安裝於導尿管上，以顯微攝像技術觀察尿液中的細菌成像，並將影像透過統計與AI分析，用以檢測泌尿感染的狀況。分析結果可透過App記錄，瞭解病患的尿液含菌量變化及平時護理狀況，達到早期發現，降低病人罹患風險，也能減輕醫護人員的工作負擔。



**Proportion of the product to a human body** 產品與人體比例關係圖

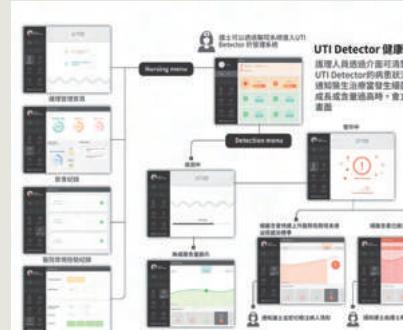


產品設計於導尿管中段，檢驗最適合的取樣尿液段，以達準確測量之目的

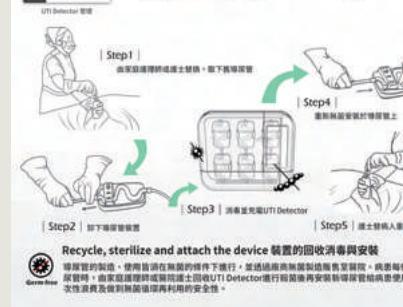
**Problems**

使用導尿管會增加病人的泌尿感染率  
泌尿道感染是院內常見的感染之一，其中有70-80%歸因於使用留置型尿道導管所引起。而近期的流行病學調查報告顯示，導尿管是最常見的體內留置裝置，在NHSN 2011調查報告中，有45-79%的成人重症住院病患有使用留置型導尿管。

菌血症的惡化會導致導致多重器官衰竭並威脅生命  
50%以上的菌血症患者是因在長期照護中心的CA-UTI泌尿道感染所引發。在這些長期照護中心裡使用留置型導尿管的病患所引發的菌血症風險是未使用留置型導尿管的3-36倍，而菌血症的惡化會導致導致多重器官衰竭並威脅生命。



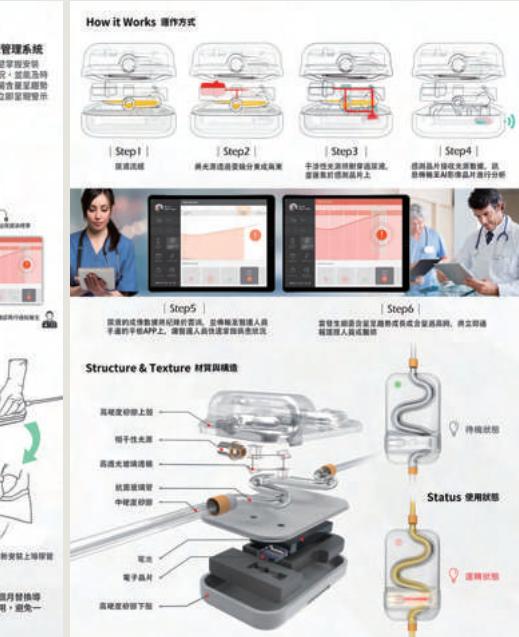
**How it Works** 操作方式



Step 1 | 由家庭護理師或護士替換。取下導尿管  
Step 2 | 低下導尿管  
Step 3 | 淚尿並充電UTI Detector  
Step 4 | 並將尿液裝置於導尿管上  
Step 5 | 藥士替換人重新安裝上導尿管

Recycle, sterilize and attach the device 裝置的回收消毒與安裝

請依說明的製造、使用指訖在無菌的條件下進行，並通過高溫滅菌器或低溫滅菌器至滅菌。病患每兩周替換導尿管時，由家庭護理師或藥師進行回收UTI Detector進行前後兩次的消毒與滅菌，避免一次性廢棄及做到無菌後再利用的安全性。



**Structure & Texture** 材質與構造

高精度導管上端  
耐子性外層  
高透光導管  
抗壓導管  
中空移管  
電池  
電子晶片  
高精度導管下端

待機狀態  
Status 使用狀態  
導管狀態

佳作  
Honorable Mention

快速展開布幕式緊急停車標示

Scroll-X

作者 Designer(s)

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Zhi-Fan Chen, Hui-Ping Hu,  
Wei-Chung Chang

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National Taiwan University of  
Science and Technology,  
Ming Chi University of Technology

作品說明 Project Description

Scroll-X 結合軟性導光板、電子紙顯示、雷射投影技術，改善晝夜車輛故障時，放置緊急停車標示的危險。可安裝於後車廂內的卷軸設計，讓使用者打開後車廂後可快速展開 Scroll-X，並自動啟動車輛拋錨的加大訊息；結合投射雷射動態車道偏移指示於車輛後方數公尺的地面上，讓後方來車可從遠處清楚辨識，改善夜間視線不清時發生高速碰撞的機率。Scroll-X 可搭配行動裝置 APP 與各式掛勾、腳架等配件，廣泛用於公車與救護車停靠、警車巡檢、道路施工與清潔等；搭配行車鏡頭可將大型車輛前方畫面顯示於後方，讓後方車輛了解前車狀況。

SCROLL-X can reduce the risk of placing an emergency stop sign when a vehicle breaks down during daytime or night time. The reel design can be installed in the trunk, allowing users to quickly open the Scroll-X after opening the trunk, and it automatically activates the enlarged vehicle breakdown message. The approaching cars can clearly identify the warning from a distance to improve the chance of high-speed collision when the night visibility is poor.



佳作  
Honorable Mention

氣·癒  
Aircure

作者 Designer(s)

陳韻如、鄭珮毓、王敏安  
Yun-Ru Chen, Pei-Yu Cheng,  
Min-An Wang

指導老師 Instructor(s)

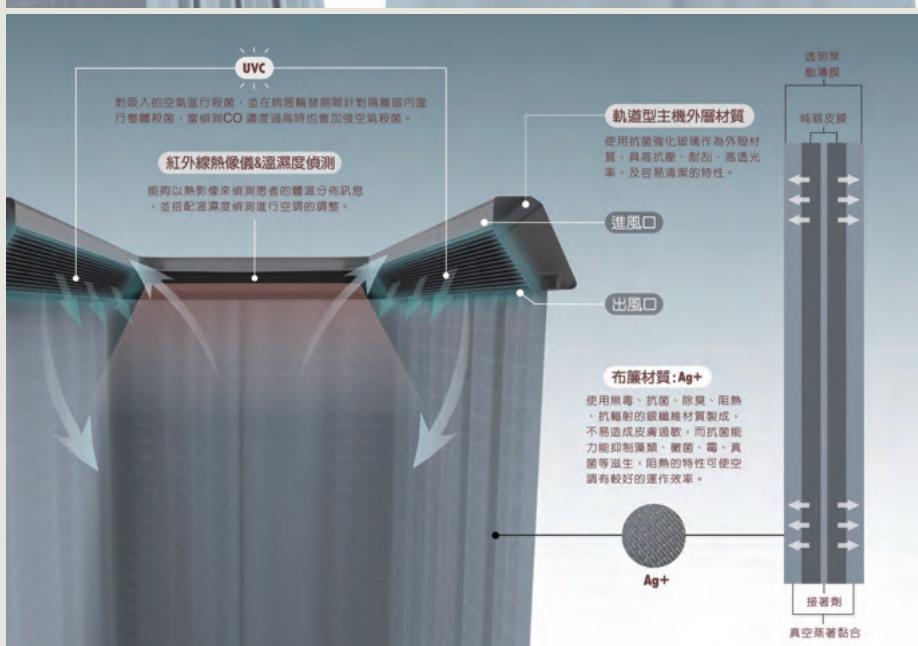
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學校 School

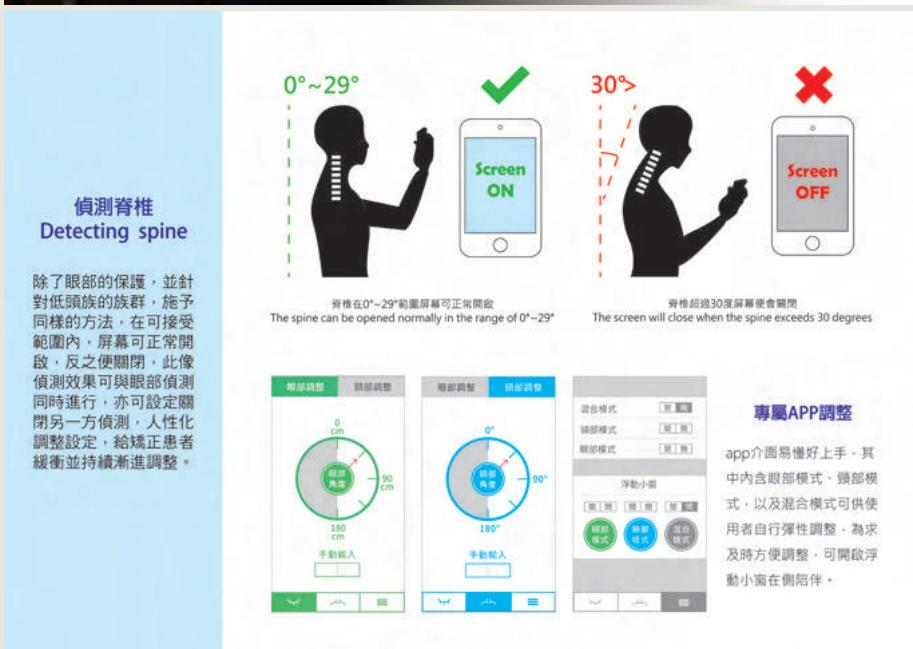
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Education



作品說明 Project Description

Aircure 是一套可分割大型病房成數個隔離區的空調系統，用於當發生集體高傳染性疾病而專業隔離病房不足時。Aircure 以軌道型主機與垂掛於下方的布簾組成，布簾採抗菌、除臭、抗輻射的銀纖維材質製成，搭配氣流控制可創造簡易隔離區。軌道型主機為內有UVC殺菌的空調系統，可為病患提供無菌且適宜的溫濕度環境；在病床輪替期間也能運用 UVC 對隔離區內進行全面殺菌。Aircure 上可變色的電子紙資訊系統，讓醫護人員快速知曉病房內各病患的狀況與空氣品質。Aircure 為病患與家屬創造了一個舒適安全的住院空間。

Aircure is an air conditioning system containing curtains made up of antibacterial, anti-radiation silver fiber material. It is capable of dividing large wards into several isolated zones with the control of its airflow. It's very useful when highly collectively infectious diseases occur. The Electronic paper information system of Aircure let medical staffs learn about the patients' conditions and air quality.



佳作  
Honorable Mention

姿勢偵測  
Posture Detection

作者 Designer(s)  
林郁軒、謝佩均  
Yu-Xuan Lin, Pei-Jun Xie

指導老師 Instructor(s)  
翁永圳  
Yung-Chun Weng

學校所在地 Location of School  
臺灣  
Taiwan  
學校 School  
醒吾科技大學  
Hsing Wu University

作品說明 Project Description

兒童近視是一個嚴重的問題。除了缺乏眼睛發育，長期使用眼睛疏忽，藍光刺激，眼睛之間的距離是所有年齡段最重要的目標，並在前鏡片中感知到合適的鏡片。範圍，螢幕可以正常打開，反之亦然，螢幕可以在短時間內返回到範圍後再次調用。除眼睛保護外，對於低頭民族，採用相同的方法。在可接受的範圍內，螢幕可以正常打開，反之亦然。可以與眼睛檢測同時執行圖像檢測效果。設置為關閉對方檢測，用戶調整設置，緩衝矯正患者並繼續逐漸調整。

Myopia in children is a serious problem. In addition to the lack of eye development, long-term use of eye oversight, blue light stimulation, the distance between the eyes is the most important target in all ages, in Range, the screen can be opened normally, and vice versa, and the screen can be recalled again after returning to the range within a short time.

佳作  
Honorable Mention

Reaew's 永續布料銀行  
Reaew's Fabric Sustainable Banking

作者 Designer(s)

黃雅筠、陳乃瑄

Ya-Yun Huang, Nai-Xuan Chen

指導老師 Instructor(s)

李鍇甫

Kai-Chu Li

學校所在地 Location of School

臺灣

Taiwan

學校 School

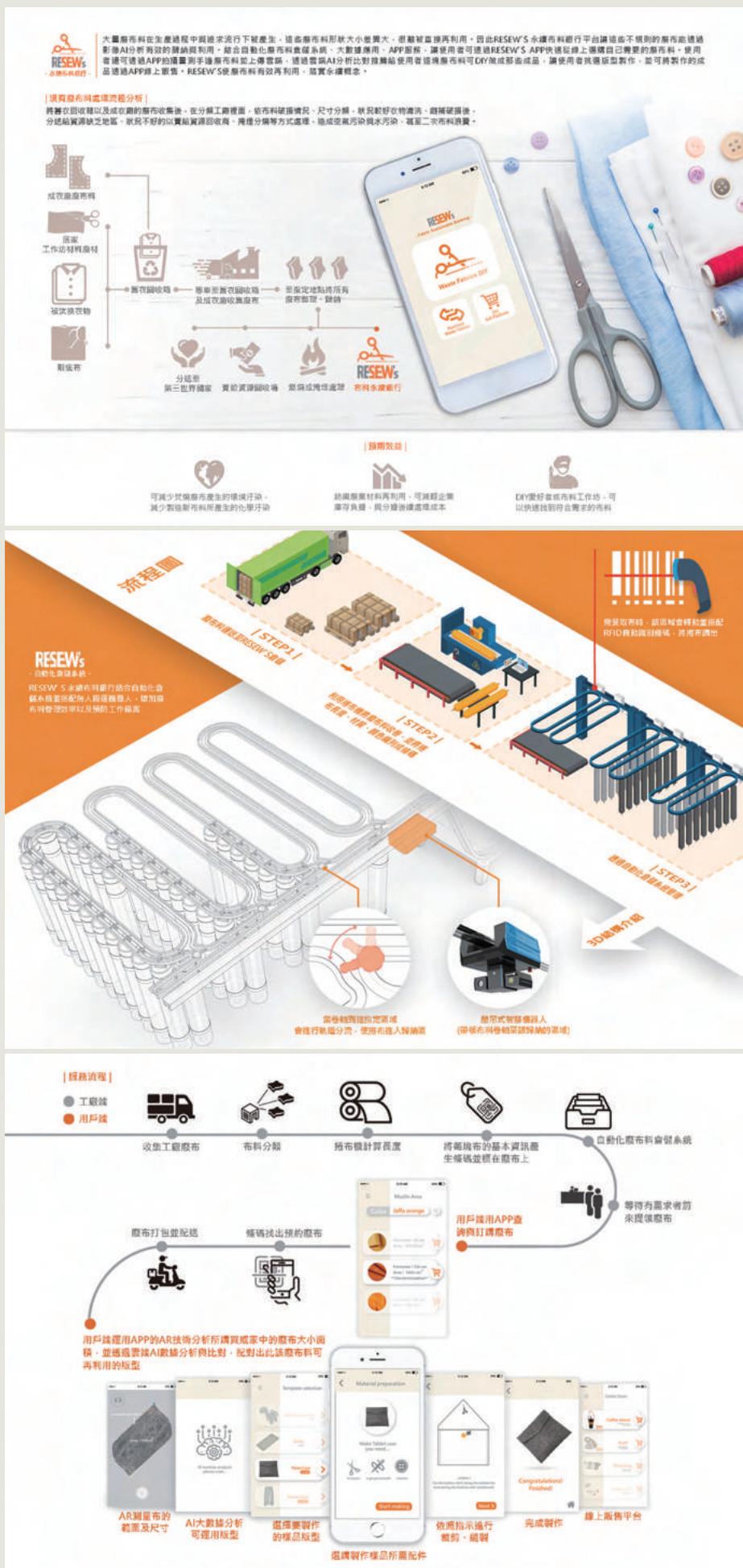
國立臺灣科技大學、

明志科技大學

National Taiwan University of

Science and Technology,

Ming Chi University of Technology



作品說明 Project Description

大量廢布料在生產過程中與追求流行下被產生，這些廢布料形狀大小差異大，很難被直接再利用。因此 RESEW'S 布料永續銀行平臺讓這些不規則的廢布能透過影像 AI 分析有效的歸納與利用。結合自動化廢布料倉儲系統、大數據應用、APP 服務，讓使用者可透過 RESEW'S APP 快速從線上選購自己需要的廢布料。使用者還可透過 APP 拍攝量測手邊廢布料並上傳雲端，透過雲端 AI 分析比對推薦給使用者這塊廢布料可 DIY 做成那些成品，讓使用者挑選版型製作，並可將製作的成品透過 APP 線上販售。RESEW'S 使廢布料有效再利用，落實永續概念。

RESEW'S fabric sustainable banking platform allows these fabrics to be organized and utilized via image AI analysis. Combined with automated waste fabric storage system, big data application and APP service, users can purchase the waste fabrics, measure the waste fabrics on hand and turn them into DIY products after the APP conducts cloud AI analysis and comparison and gives recommendation, letting users select the silhouette of production, and sell the product.

佳作  
Honorable Mention

街遊  
Local Game

作者 Designer(s)

曾鈺婷、鄭巧琪、李郁欣  
Yu-Ting Zeng, Chiao-Chi Cheng,  
Yu-Hsin Li

指導老師 Instructor(s)

李錯朮  
Kai-Chu Li

學校所在地 Location of School

臺灣  
Taiwan

學校 School

國立臺北教育大學  
National Taipei University of  
Education



作品說明 Project Description

Local game 是款可進行在地旅遊文化互動遊戲的 MR 實境代步車，旅行者透過 MR 遊戲進行觀光活動，認識與體驗在地文化。Local game 透過雲端平臺讓旅行者及時獲得在地旅遊資訊；並可互相連線進行團體遊戲任務，透過遊戲中與當地文化、景點、店家等的互動爭奪旅遊積分，為旅行者創造獨特難忘的旅遊體驗。

Local Game is a MR scooter for exploring the local culture, with which can the travelers experience local culture. It provides local tourist information through cloud and can be used for group activity. During the games, travelers win points by interact with the culture, attraction and stores.

## 佳作 Honorable Mention

### 盈盈一水 Osuszacz

作者 Designer(s)

鄭珮毓、王敏安、陳韻如  
Pei-Yu Cheng, Min-An Wang,  
Yun-Ru Chen

指導老師 Instructor(s)

李錨尤  
Kai-Chu Li

學校所在地 Location of School

臺灣  
Taiwan

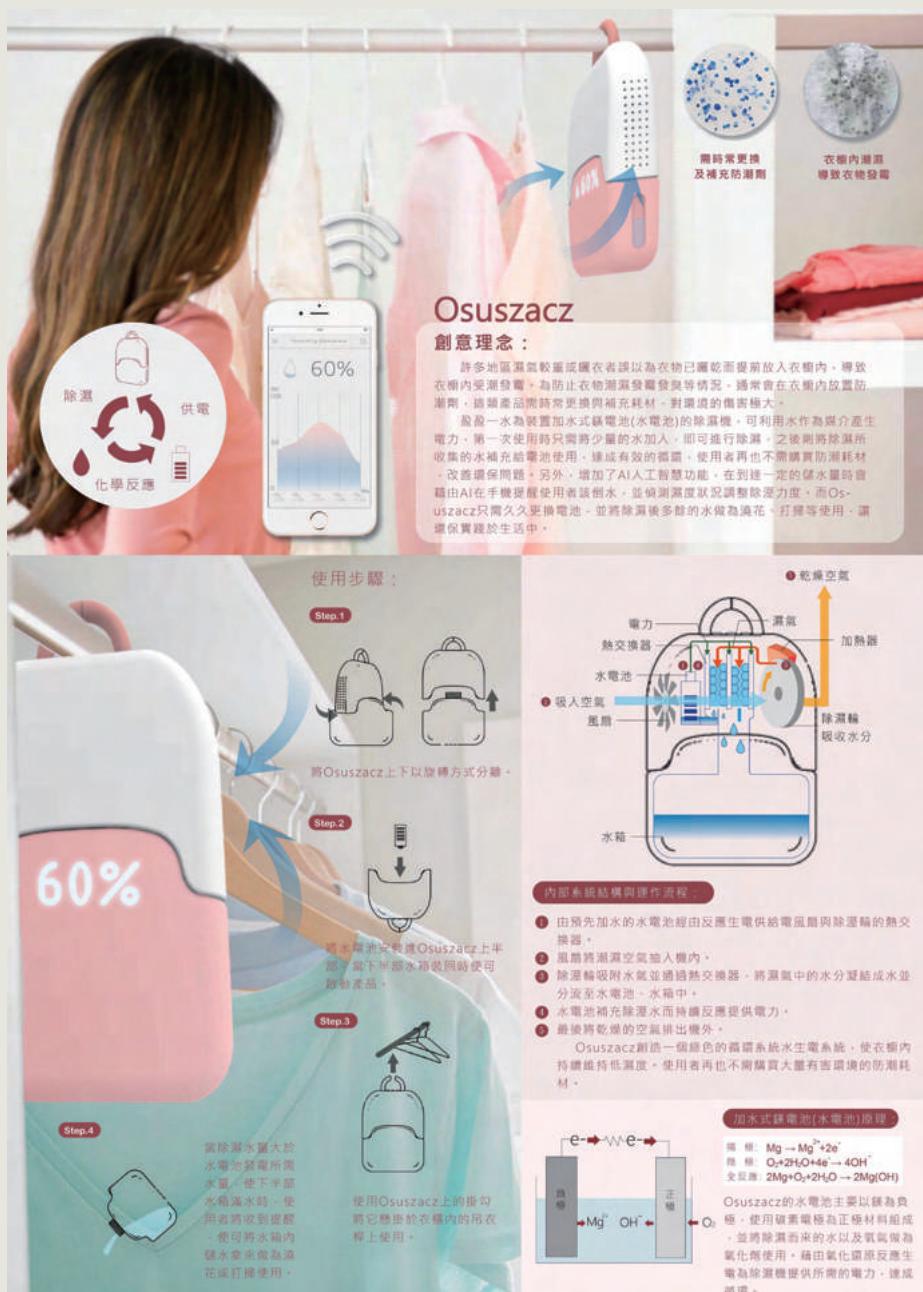
學校 School

國立臺北教育大學  
National Taipei University of  
Education

#### 作品說明 Project Description

許多地區濕氣較重或曬衣者誤以為衣物已曬乾而提前放入衣櫥內，導致衣櫥內受潮發霉。為防止衣物潮濕發霉發臭等情況，通常會在衣櫥內放置防潮劑，這類產品需時常更換與補充耗材，對環境的傷害極大。盈盈一水為裝置加水式鎂電池（水電池）的除濕機，可利用水作為媒介產生電力，第一次使用時只需將少量的水加入，即可進行除濕，之後則將除濕所收集的水補充給電池使用，達成有效的循環，使用者再也不需購買防潮耗材，改善環保問題。而盈盈一水只需久久更換電池，並將除濕後多餘的水做為澆花、打掃等使用，讓環保實踐於生活中。

To improve the situation of damp and mildewed clothes, the disposable moisture-proof products are often used, which is harmful to the environment. Osuszacz, a dehumidifier contains a water-filled magnesium battery, uses water as a medium to generate electricity. First, only a small amount of water needs to be added to dehumidify, and the water collected therefrom is replenished to the battery for a circulation.



**日常 Daily**

創作者 Designer(s)  
蕭如妘、廖育萱、劉詩婷  
Ju-Yun Hsiao, Yu-Xuan Liao, Shih-Ting Liou

指導老師 Instructor(s)  
翁永圳  
Yung-Chun Weng

學校所在地 Location of School  
臺灣 Taiwan

學校 School  
醒吾科技大學  
Hsing Wu University

**智能顯示電焊面罩 SPW (Screen Welder)**

創作者 Designer(s)  
黃雅筠、陳乃瑄  
Ya-Yun Huang, Nai-Xuan Chen

指導老師 Instructor(s)  
李錨尤  
Kai-Chu Li

學校所在地 Location of School  
臺灣 Taiwan

學校 School  
國立臺灣科技大學、明志科技大學  
National Taiwan University of Science and Technology, Ming Chi University of Technology

## 工地用水霧空間 Worker Space

創作者 Designer(s)

陳致帆、胡惠屏、張瑋中  
Zhi-Fan Chen, Hui-Ping Hu,  
Wei-Chung Chang

指導老師 Instructor(s)

李錨尤、陳建雄  
Kai-Chu Li, Chien-Hsiung Chen

學校所在地 Location of School

臺灣

Taiwan

學校 School

國立臺灣科技大學、  
明志科技大學  
National Taiwan University of  
Science and Technology,  
Ming Chi University of Technology



## 海上智能汲油艇 ST\_OIL (Smart Tanker)

創作者 Designer(s)

黃雅筠、陳乃瑄  
Ya-Yun Huang, Nai-Xuan Chen

指導老師 Instructor(s)

李錨尤  
Kai-Chu Li

學校所在地 Location of School

臺灣

Taiwan

學校 School

國立臺灣科技大學、明志科技大學  
National Taiwan University of  
Science and Technology, Ming Chi  
University of Technology





## 喝・水

Drimid

創作者 Designer(s)

王敏安、鄭珮毓、陳韻如  
Min-An Wang, Pei-Yu Cheng,  
Yun-Ru Chen

指導老師 Instructor(s)

李鍇尤  
Kai-Chu Li

學校所在地 Location of School

臺灣  
Taiwan

學校 School

國立臺北教育大學  
National Taipei University of  
Education



## Oasis

創作者 Designer(s)

Sahil Sharma

指導老師 Instructor(s)

無  
None

學校所在地 Location of School

印度  
India

學校 School

國立設計學院古魯格舍德拉分校  
National Institute of Design  
Kurukshetra





Taiwan  
International  
Student  
Design  
Competition

評審簡介  
Jury Introduction

## 產品設計 Product Design



總召集人  
The Convener of Judging Panel  
韓世國 Lance Han  
臺灣 Taiwan

- 點睛設計創辦人暨設計總監
- 榮獲 2018 金點設計獎 - 產品設計類
- 榮獲 2018 OTOP 設計獎 - 產品設計類
- 榮獲 2017 德國紅點設計獎 - 產品設計類
- 榮獲 2017 金點設計年度最佳設計獎 - 包裝設計類
- Founder and Design Director of DOT Design Co., Ltd.
- Winner of 2018 Golden Pin Design Award-Product Design
- Winner of 2018 Taiwan OTOP Product Design Award
- Winner of 2017 Red Dot Award: Product Design
- Winner of 2017 Golden Pin Best Design Award- Package Design



副召集人  
The Vice-Convener of Judging Panel  
陳俊翰 Hank Chen  
臺灣 Taiwan

- 工業技術研究院設計創新與加值組專案經理
- (2017 年) 荷商派立有限公司臺灣分公司總經理 (執行介面與產品開發專案於消費性電子、專業 / 工業、健康 / 醫療設備、Kiosk、POS 產品、機器人與醫療機器人等領域)
- (2017 年) 中華民國工業設計協會理事
- (2007 年) 榮獲德國紅點概念設計獎
- (2004 年) 臺灣國際創意大賽入圍
- Project Manager of Industrial Technology Research Institute IDD
- (2017) Managing Director of Pilotfish Taipei Branch (Running UI and product design/ development projects for 3C, professional, industrial, health care, medical, Kiosk, POS, robotics markets)
- (2017) Board Member of Chinese Industrial Designers Association
- (2007) Winner of Red Dot Award: Design Concept
- (2004) Selected by Taiwan International Design Competition



決選評審  
Juror of Final Selection  
Antonella Andriani  
義大利 Italy

- 義大利工業設計協會指導委員會成員，代表該協會的設計師部門
- 義大利工業設計協會倫巴底分會副會長
- 義大利工業設計協會年度設計作品索引遴選之常駐觀察委員
- 策略暨產品設計師
- 米蘭理工大學設計學院兼任教授
- Steering Committee Member of ADI (Association for the Industrial Design) representing the ADI Designer Department
- Vice President of ADI Lombardy
- ADI Design Permanent Observatory Member for the ADI Design Index Selections
- Strategic and Product Designer
- Adjunct Professor of the School of Design of the Politecnico di Milano

## 產品設計 Product Design



決選評審  
Juror of Final Selection  
**Juliana Buso**  
巴西 Brazil

- 擔任巴西中央設計協會國際事務及專案經理
- 德國 iF 設計獎巴西代表
- 產品設計師暨產品行銷
- 相信設計的力量
- Davi 和 Pedro 的媽媽
- Work as International Affairs and Project Manager at Centro Brasil Design
- Representative of the iF DESIGN AWARD in Brazil
- Product Designer and Marketing
- Believe in the Design Power
- Davi and Pedro's Mommy



決選評審  
Juror of Final Selection  
**Kate Elton**  
澳大利亞 Australia

- 雪梨科技大學設計創新研究中心策略暨社會設計師
- 雪梨科技大學（UTS）設計學科導師
- Abuzz Solutions 工業設計師
- 曾以作品《臼齒凳》於 2012 年 Workshopped 澳洲家居展榮獲觀眾票選獎
- 雪梨科技大學工業設計系一等榮譽設計學士；澳洲設計協會年度最佳畢業生獎入圍
- Strategic and Social Design Practitioner of UTS Design Innovation Research Centre
- Academic Tutor in Design Studies of University of Technology Sydney (UTS)
- Industrial Designer of Abuzz Solutions
- Winner of the People's Choice Award for Molar Stool in Workshopped 2012 Exhibition
- First Class Honours in the Bachelor of Design in Industrial Design at UTS; Runner Up for Design Institute of Australia Graduate Of The Year Award



決選評審  
Juror of Final Selection  
**Thomas Bef Flygenring**  
丹麥 Denmark

- 丹麥樂高集團設計師
- thomas bef studio 創辦人暨設計師
- 曾擔任無國界設計師組織烏干達分部首席設計師及烏干達馬凱雷雷大學客座講師
- 曾擔任挪威設計公司 Frost Produkt 設計師
- 於丹麥奧爾堡大學工業設計系取得工學碩士學位
- Designer of The LEGO Group, Denmark
- Founder and Designer of thomas bef studio
- Former Lead Designer at Design without Borders Uganda & Guest Lecturer at Makerere University, Uganda
- Former Designer at Frost Produkt, Norway
- MSc. Eng. Industrial Design from Aalborg University, Denmark

## 產品設計 Product Design



決選評審  
Juror of Final Selection

加藤公敬 Kimitaka Kato  
日本 Japan

- 日本設計振興會常務理事暨 CDO
- 九州大學管理委員會暨外部顧問
- 曾服務於富士通有限公司，擔任行銷策略單位旗下策略規劃處（設計策略）資深副總裁
- 曾服務於富士通設計有限公司，擔任總裁一職
- 於九州大學教授設計課程
- Executive Director & CDO of Japan Institute of Design Promotion
- Management Council & External Advisor of KYUSHU UNIVERSITY
- Worked in FUJITSU LIMITED, Marketing Strategy Unit, Strategy Planning Division (Design Strategy) as Senior Vice President
- Worked in FUJITSU DESIGN LIMITED as President
- Faculty of Design of KYUSHU UNIVERSITY



決選評審  
Juror of Final Selection

Srinivasan  
美國 United States of America

- 世界設計組織會長暨美國工業設計師協會成員
- 設計公司 LUMIUM DESIGN Inc. 董事長暨執行長
- 印度孟買韋林卡爾管理發展與研究學院顧問委員會成員
- 印度印德斯大學設計學院顧問委員會成員
- President of World Design Organization (WDO) and IDSA Member
- Chairman & CEO of LUMIUM DESIGN Inc.
- Advisory Board Member of Wellingkar Institute of Management Development & Research, Mumbai, India
- Advisory Board Member of Design School of Indus University, India



決選評審  
Juror of Final Selection

Junggi Sung  
韓國 Korea

- 設計公司 Daylight 創意總監
- 2019 德國 iF 設計獎評審委員
- 設計公司 IDEO 及 LUNAR 工業設計師
- 曾榮獲保時捷設計獎全場大獎
- Creative Director of Daylight
- Juror for iF Design Award 2019
- Industrial Designer of IDEO & LUNAR
- Winner of Porsche Design Award-Grand Award

## 產品設計 Product Design



決選評審  
Juror of Final Selection

Päivi Tahkokallio

芬蘭 Finland

- 歐洲設計協會會長
- Tahkokallio Design+ 創辦人暨執行長
- 芬蘭設計師協會副會長
- 芬蘭拉普蘭區商會設計委員會主席
- 獲選為英國皇家文藝製造商業學會成員
- President of BEDA (The Bureau of European Design Associations)
- Founder and CEO of Tahkokallio Design+
- Vice President of Ornamo Art and Design Finland
- Chair of Design Committee of Lapland Chamber of Commerce
- Fellow of Royal Society of Arts in the UK



決選評審  
Juror of Final Selection

王磊 Lei Wang

中國大陸 China

- 德國設計委員會中國、香港、臺灣區首席代表
- 曾於 Franz Kaldewei GmbH & Co. KG 公司擔任亞洲區總經理
- 擔任德國國家設計獎 2020 評審團
- 擔任許多國際品牌公司的顧問
- 於德國曼海姆大學取得碩士學位
- Chief Representative China, Hong Kong and Taiwan of German Design Council
- Worked in Franz Kaldewei GmbH & Co. KG as General Manager Asia
- Worked in jury team of German Design Award 2020
- Consultant for international brand companies
- Master, The University of Mannheim, Germany



新加坡初選評審  
Juror of Preliminary Selection in Singapore

Wai-Lim Chan

新加坡 Singapore

- (2015 年 5 月迄今) 設計公司 Trigger Design Pte. Ltd. 創辦人暨總監
- (2012 及 2013 年) 榮獲新加坡總統設計獎之年度最佳設計：戴爾電腦 All-In-One PC Inspiron 23 和戴爾電腦 All-In-One PC Design Family XPS 2710
- (2005 年至 2015 年) 擔任戴爾電腦體驗設計小組首席工業設計師
- (2002 年至 2005 年) 擔任 GE/Fitch Pte. Ltd. 公司工業設計師
- (1999 年) 以優異成績取得淡馬錫理工學院工業設計學位
- (May 2015-Current) Founder and Director of Trigger Design Pte. Ltd.
- (2012 & 2013) Winner of Singapore President's Design Award, Design of The Year for Dell All-In-One PC Inspiron 23, and Design of The Year for Dell All-In-One PC Design Family XPS 2710
- (2005-2015) Worked in Dell, Experience Design Group, Principal Industrial Designer
- (2002-2005) Worked in GE/Fitch Pte. Ltd., Industrial Designer
- (1999) Diploma with Merit in Industrial Design, Temasek Polytechnic

## 產品設計 Product Design



新加坡初選評審  
Juror of Preliminary Selection in Singapore  
**Lyndon Craig**  
紐西蘭 New Zealand

- 伊萊克斯公司亞太與中東非洲區設計長
- 領導一支多元、跨領域的設計師團隊，成員遍及新加坡、雪梨和開羅
- 相信設計是一道合力協作、迭代漸進的過程
- 曾數次榮獲澳洲優良設計獎與新加坡優良設計標誌獎
- 從事學術協作，現為南洋理工學院設計諮詢委員會成員，並曾擔任英國文化協會設計大使
- Electrolux Design-Head of Design APAC & MEA
- Leads a diverse, multidisciplinary team of designers in Singapore, Sydney and Cairo
- Believes in design as a collaborative and iterative process
- Recognized with multiple Australia Good Design and SG Mark awards over many years
- Academic Collaborator, Member of the Nanyang Polytechnic Design Advisory Committee, and Former British Council Design Ambassador



新加坡初選評審  
Juror of Preliminary Selection in Singapore  
**Jarrod Lim**  
澳大利亞 Australia

- Jarrod Lim Design 創辦人暨設計總監
- 曾榮獲 A&D 亞洲建築 + 設計大獎、Pinnacle 設計獎、中國設計獎以及新加坡傢俱設計獎
- 澳洲墨爾本皇家理工大學與斯威本大學設計講師
- 曾服務於義大利米蘭的帕奇希雅·烏吉歐拉工作室
- 曾於澳洲墨爾本皇家理工大學修讀設計
- Founder and Design Director of Jarrod Lim Design
- Awarded the A&D (Architecture and Design) Trophy Award, Pinnacle Design Award, Design for China Award, and Singapore Furniture Design Award
- Lecturer in Design at RMIT University and Swinburne University, Melbourne, Australia
- Worked for Patricia Urquiola Studio, Milan, Italy
- Studied Design at RMIT University, Melbourne, Australia



新加坡初選評審  
Juror of Preliminary Selection in Singapore  
**Donn Koh**  
新加坡 Singapore

- 設計公司 STUCK Design Pte. Ltd. 共同創辦人暨首席設計師
- 新加坡國立大學工業設計系高級講師
- 曾榮獲新加坡總統設計獎、美國傑出工業設計金獎、紅點至尊設計獎、優良設計獎以及德國百靈國際設計獎
- 曾多次榮獲新加坡國立大學院級、校級教學傑出獎
- 曾服務於舊金山設計公司 One & Co、荷蘭埃因霍芬設計公司 GRO design、美國 HTC 以及 BMW DesignworksUSA 新加坡工作室
- Co-founder and Design Principal of STUCK Design Pte. Ltd.
- Senior Lecturer in National University of Singapore, Division of Industrial Design
- Winner of President's Design Award, International Design Excellence Award Gold, Red Dot Best of the Best, Good Design Award, and Braunprize
- Winner of multiple faculty-level and university-level teaching excellence awards at National University of Singapore
- Worked at One & Co Design Inc. (San Francisco), GRO design (Eindhoven), HTC United State, and BMW DesignworksUSA Singapore Studio

## 產品設計 Product Design



臺灣初選評審  
Juror of Preliminary Selection in Taiwan  
張漢寧 Jimmy Chang  
臺灣 Taiwan

- (2019年)臺灣燈會三十週年 總策展人
- (2018年)第58屆亞太影展策展人
- 2017世界大學運動會火炬、母火燈、駐火台設計製作總設計師
- 中華民國工業設計協會理事長
- 臺灣文化部 - 臺灣文博會審議委員
- Chief Curator of 2019 Taiwan Lantern Festival
- Curator of 2018 Asia-Pacific Film Festival
- Chief Designer of 2017 Summer Universiade's torch, safety lantern, lamp table design and production
- Chairman of Chinese Industrial Designers Association
- Member of Review Committee of Ministry of Culture (Taiwan)-Creative Expo Taiwan



臺灣初選評審  
Juror of Preliminary Selection in Taiwan  
李浩強 Bob Lei  
澳門 Macau

- 同點設計創辦人
- ULTRAWORKS 及 FAITH& FEARLESS 品牌創辦人
- 澳門海報設計協會理事長
- Asia Designer Communication Platform 資深會員
- 曾榮獲日本優良設計獎、義大利 A'DESIGN 鉑金獎及韓國 K-Design Award 最高榮譽
- Founder of TODOT DESIGN
- Founder of ULTRAWORKS and FAITH& FEARLESS
- Chairman of MACAU POSTER DESIGN ASSOCIATION
- Senior Member of Asia Designer Communication Platform
- Awarded by Good Design Award (Japan), A'DESIGN Platinum Award (Italy), and K-Design Platinum Award (Korea)



臺灣初選評審  
Juror of Preliminary Selection in Taiwan  
Edwin Low  
新加坡 Singapore

- 新加坡 Supermama Store Pte. Ltd. 公司共同創辦人暨總監
- 新加坡 Super&Co. Pte. Ltd. 公司創辦人暨總監
- (2018年)榮獲新加坡共和國總統頒發技能前程專才獎
- (2013年)榮獲新加坡總統設計獎年度設計師
- (2008年)榮獲新加坡總統研究生獎學金；(2004年)榮獲李光耀學業優異金牌獎
- Co-founder and Director of Supermama Store Pte. Ltd. in Singapore
- Founder and Director of Super&Co. Pte. Ltd. in Singapore
- (2018) The SkillsFuture Fellowship presented by the President of the Republic of Singapore
- (2013) President's Design Award, Design of the Year, Singapore
- (2008) The President's Graduate Fellowship; (2004) The Lee Kuan Yew Gold Medal for Academic Excellence

## 產品設計 Product Design



臺灣初選評審  
Juror of Preliminary Selection in Taiwan  
楊宙航 Michael Yang  
臺灣 Taiwan

- 明基友達集團摯拓創新股份有限公司總經理
- 明基友達集團隆達電子設計總監
- 明基友達集團威力盟電子設計總監
- 中華民國工業設計協會第 24 屆常務理事、第 21/22/23 屆理事
- 曾榮獲德國 iF 設計獎、德國紅點設計獎、德國國家設計獎、日本優良設計獎、美國傑出工業設計獎、義大利 A' 設計獎及臺灣金點設計獎
- Founder and CEO of BenQ-AUO Group: Vogito Innovation Co., Ltd.
- Design Chief of BenQ-AUO Group: Lextar Electronics Corporation
- Design Chief of BenQ-AUO Group: Wellypower Optronics Co., Ltd.
- Executive Board Director of Chinese Industrial Designers Association
- Winner of the iF Design Award (Germany), Red Dot Design Award (Germany), German Design Award (Germany), Good Design Award (Japan), International Design Excellence Awards (the USA), A'Design Award (Italy), Golden Pin Design Award (Taiwan), etc.



臺灣初選評審  
Juror of Preliminary Selection in Taiwan  
Anand Suresh Palsodkar  
印度 India

- 設計公司 Elephant Design Pvt. Ltd. 設計總監，領導產品創新部門
- 領導的計畫曾榮獲許多獎項，包括美國星火設計獎、印度 Lexus 設計獎和印度工業總會設計卓越獎，其團隊所設計的五項產品也曾榮獲印度優良設計標章
- 印度浦納大學儀器科學系與共生設計學院訪問教師
- 曾擔任多場設計論壇講者，主辦單位包括印度設計委員會、印度理工學院孟買校區和印度工業總會；曾受邀於 2018 年、2019 年智慧印度黑客松活動擔任新創公司導師
- 曾於 2018 年 TiE 浦納健康醫療高峰會、2019 年西門子設計馬拉松發表專題演講
- Design Director at Elephant Design Pvt. Ltd., heading product innovation vertical
- Has led projects that have won several awards including Spark (USA), Lexus Design Awards India, CII-Design Excellence and 5 products designed by his team have received the India Design Mark
- Visiting Faculty at Symbiosis Institute of Design and at Department of Instrumentation Science, Pune University
- Spoke at design forums organized by IDC, IIT Bombay and CII; Was invited to mentor start-ups during Smart India Hackathon 2018 & 2019
- Delivered a talk at the TiE Pune Healthcare Summit 2018, and Siemens Designathon 2019

## 視覺設計 Visual Design



總召集人

The Convenor of Judging Panel

楊佳璋 Chia-Chang Yang

臺灣 Taiwan

- 樂致形象設計有限公司創意總監
- 台灣設計聯盟理事
- 德國 iF 設計獎 Concept Design Award 評審委員
- 第 29 屆金曲獎專輯裝幀設計類評審團召集人
- 『2019 台灣燈會在屏東』觀光局設計規劃 PCM 團隊
- Creative Director of HWAT'S Graphic Design Co., Ltd.
- Director of Taiwan Design Alliance
- Juror for iF Design Award-Concept Design Award
- Juror for The 29th Golden Melody Awards
- Professional Construction Management of 2019 Taiwan Lantern Festival



副召集人

The Vice-Convenor of Judging Panel

顏伯駿 Po-Chun Yen

臺灣 Taiwan

- (2019 年) 擔任文化部第 30 屆金曲獎視覺策劃
- (2018 年) 擔任文化部第 29 屆金曲獎視覺策劃
- (2018 年) 南迴藝術計劃 - 南方以南
- (2018 年) 新北市教育局美感品德教育聯絡簿
- (2017 年) 擔任文化部第 28 屆金曲獎視覺策劃
- (2019) Graphic & Creative Director of The 30th Gold Melody Awards, Ministry of Culture
- (2018) Graphic & Creative Director of The 29th Gold Melody Awards, Ministry of Culture
- (2018) The Hidden South: The South Link Art Project
- (2018) Aesthetic Education Communication Book, Education Department, New Taipei City Government
- (2017) Graphic & Creative Director of The 28th Gold Melody Awards, Ministry of Culture



決選評審

Juror of Final Selection

周小良 Sio-Leong Chao

澳門 Macau

- Mo- 設計有限公司創辦人暨設計總監
- 澳門設計師協會理事長
- MOD 設計店創辦人暨總監
- 澳門理工學院客座專家
- 曾榮獲東京字體指導協會、紐約藝術指導協會、香港設計師協會等大獎
- Founder and Design Director of MO-Design Ltd.
- Director of Macau Designers Association
- Founder and Director of MOD Design Store
- Visiting Instructor of Macau Polytechnic Institute
- Awarded by Tokyo TDC, New York ADC, HKDA Award

## 視覺設計 Visual Design



決選評審  
Juror of Final Selection

**Ekaterina Golotvina**

俄羅斯 Russia

- 於金蜂學院教授設計課程
- 於俄羅斯聯邦國家經濟與公共行政總統學院（ Ranepa ）之設計學院教授設計課程
- 於莫斯科商業與設計學院教授設計課程
- 於獨立出版社 Red Swallow 擔任平面設計師
- 於赫爾辛基經濟學院之藝術與設計學院取得設計學碩士學位
- Teaching design at Golden Bee Academy
- Teaching design at School of Design Ranepa
- Teaching design at B&D, Moscow
- Work at an independent publisher "Red Swallow" as a graphic designer
- Master of Design, HSE ART AND DESIGN SCHOOL



決選評審  
Juror of Final Selection

**Ashwini Deshpande**

印度 India

- 設計顧問公司 Elephant Design 總監，該公司獲選為印度《經濟時報》最佳設計公司榜首；The Collective 倡議共同發起人
- 評審經歷：坎城廣告節（法國）、全球百大最佳品牌再造獎（美國）、The One Club – Young Guns 國際青年設計大獎（美國）及設計與藝術指導協會獎（英國）
- 印德斯企業家全球網絡導師，印度維蒂卡女性學者計畫導師；印度珀爾時尚學校設計學院顧問
- 亞洲設計連執行委員會成員
- 獲獎經歷：全球百大最佳品牌再造獎（美國）、世界之星包裝獎（德國）、亞洲之星包裝獎（新加坡）、亞洲最具影響力設計獎（香港）、A' 設計大獎（義大利）及印度工業總會設計卓越獎全場大獎
- Co-founder and Director of Elephant Design Pvt. Ltd., ranking No. 1 by The Economic Times Agency Reckoner, India; Co-founder of The Collective
- Juror for Cannes Lions (France), Global ReBrand 100 (USA), The One Club – Young Guns (USA), and D&AD (UK)
- Mentor of The Indus Entrepreneurs Global Network & Vedica Scholars Programme; Advisory Board of School of Design, Pearl Academy
- Executive Committee Member of The Design Alliance Asia
- Award-winning Designer of Global ReBrand 100 (USA), Worldstar (Germany), Asiastar (Singapore), Design for Asia (Hong Kong), A'Design Awards (Italy), and Best of the Best at CII Design Excellence



決選評審  
Juror of Final Selection

Anthony Gulisano

美國 United States of America

- (2015 年迄今) 非營利設計組織 The One Club for Creativity 全球首席成長主管
- (2013 年至 2014 年) 韓國釜山國際廣告節 AD STARS 全球顧問
- (2009 年至 2012 年) 英國倫敦國際獎全球理事會成員
- (1993 年至 2008 年) 擔任克里奧國際廣告獎董事總經理
- (1982 年) 擔任克里奧國際廣告獎電影 / 影片剪輯師
- (2015-Present) Global Chief Growth Officer of The One Club for Creativity
- (2013-2014) Global Advisor of AD STARS South Korea
- (2009-2012) Global Council of LIA
- (1993-2008) Managing Director of Clio Awards
- (1982) Film/Video Editor of Clio Awards



決選評審  
Juror of Final Selection

Khai-Seng Hong

新加坡 Singapore

- Studio Dojo 工作室總監
- 專業認證萬有整合學教練
- 新加坡理工學院媒體、藝術與設計學院諮詢委員會成員
- 曾擔任設計公司 Foolproof 新加坡主管
- 曾擔任新加坡共和理工學院設計互動領域教職員
- Director of Studio Dojo
- Certified Integral Coach
- Advisory Committee Member of Media, Art & Design School, Singapore Polytechnic
- Former Head of Singapore at Foolproof
- Former Academic Staff of Design for Interactivity, Republic Polytechnic



決選評審  
Juror of Final Selection

Masayoshi Kodaira

日本 Japan

- FLAME inc. 公司藝術總監暨設計師
- 大阪藝術大學客座教授
- 曾榮獲多項國際肯定，包括紐約 ONE SHOW、英國設計與藝術指導協會、深圳國際海報節、香港設計師協會、東京 ADC 賞等獎項
- 評審經歷：英國設計與藝術指導協會獎，東京、札幌與富山藝術指導俱樂部，以及香港國際海報三年展
- 曾服務於秋田寬設計公司
- Art Director and Designer of FLAME inc.
- Visiting Professor of Osaka University of Arts
- With several global recognitions, such as ONE SHOW, D&AD, Shenzhen International Poster Festival, HKDA, Tokyo ADC Award, etc.
- Juror for D&AD Award, Tokyo, Sapporo and Toyama Art Directors Club, and Hong Kong International Poster Triennial
- Worked in Akita Design Kan Inc.

## 視覺設計 Visual Design



決選評審  
Juror of Final Selection

**Sarah Melrose**

紐西蘭 New Zealand

- Milk Design 創意總監
- 曾榮獲多個獎項，包括紐西蘭最佳設計獎、Dieline 全球包裝設計獎、優良設計獎、Pentawards 全球包裝設計大獎等
- (2018年) 擔任紐西蘭最佳設計獎評審
- 曾擔任 Designworks (紐澳地區最大規模多領域創意公司) 設計暨風格總監
- 曾擔任 DNA (品牌 / 體驗公司) 設計師
- Creative Director of Milk Design
- Awarded New Zealand Best Design Awards, Dieline Awards, Good Design Awards, Pentawards, etc.
- (2018) Judge of New Zealand Best Design Awards
- Former Design & Style Director at Designworks (Australasia's largest multi-disciplinary creative practice)
- Former Designer at DNA (Branding / Experiential)



決選評審  
Juror of Final Selection

**Sergio Vega**

玻利維亞 Bolivia

- 平面設計研究 svegadesign graphic study 總監
- 聖帕布羅玻利維亞天主教大學教授
- 研究工作坊 Shelter 總監
- (2010年) 擔任墨西哥國際海報雙年展評審
- (2009年迄今) 擔任玻利維亞國際海報雙年展預選委員會成員
- Director of svegadesign graphic study
- Professor of San Pablo Bolivian Catholic University
- Director of Shelter, a study-workshop
- (2010) Jury at the IPBM
- (2009-present) Preselection Committee of BICeBé



決選評審  
Juror of Final Selection

**Ville Tietäväinen**

芬蘭 Finland

- (1998年迄今) Studio Tietäväinen Ltd. 執行長暨設計總監
- 曾榮獲國內外多個獎項，包括芬蘭藝評協會、芬蘭文化基金會、芬蘭視覺傳達設計師協會、紅點設計獎、插畫師協會、新設計協會等
- 為多本非文學類書籍 (例如：《Narrative Picture》)、圖像小說 (例如：《Invisible Hands》) 以及圖畫書 (例如：《Only Bad Dream》) 的作者、插畫家及設計師
- 其作品已翻譯成六種語言 (阿拉伯語、丹麥語、德語、英語、法語和瑞典語)
- 目前正著手創作圖像小說《Thinning》，內容探討失樂園故事與大洪水傳說之相關性
- (1998-present) CEO and Design Director of Studio Tietäväinen Ltd.
- Awarded nationally and internationally by The Finnish Critics' Association, The Finnish Cultural Foundation, Grafia, The Red Dot Award, Society of Illustrators, Society for News Design, etc.
- Author, Illustrator and Designer of several non-fiction books (e.g. "Narrative Picture"), graphic novels (e.g. "Invisible Hands"), and picture books (e.g. "Only Bad Dream")
- Translated in six languages (Arabic, Danish, German, English, French and Swedish)
- Currently making a graphic novel "Thinning" about the lost original story and relevance of the Great Flood

## 視覺設計 Visual Design



新加坡初選評審  
Juror of Preliminary Selection in Singapore  
Edo van Dijk  
荷蘭 Netherlands

- Edenspiekermann 公司共同創辦人暨新加坡執行長
- 品牌與數位體驗創意總監
- 曾榮獲紅點設計大獎、國際設計及傳訊獎、歐洲設計獎及荷蘭設計獎
- 新加坡國立大學、新加坡管理學院及澳洲墨爾本皇家理工大學客座講師
- 於荷蘭埃因霍芬設計學院取得學士學位
- Co-founder and CEO Singapore of Edenspiekermann
- Creative Director Brands & Digital Experiences
- Awarded by Red Dot Design Awards, IDCA Awards, European Design Awards, and Dutch Design Awards
- Guest Lecturer at National University Singapore, Singapore Institute of Management, and RMIT University
- Design Academy, Eindhoven the Netherlands, Bachelor of Arts



新加坡初選評審  
Juror of Preliminary Selection in Singapore  
Pann Lim  
新加坡 Singapore

- 曾榮獲英國設計與藝術指導協會黃鉛筆獎、石墨鉛筆獎與木鉛筆獎
- 曾榮獲紐約 One Show 金鉛筆獎、銀鉛筆獎與銅鉛筆獎
- 曾榮獲新加坡總統設計獎之年度最佳設計師與年度最佳設計
- 曾榮獲 2012 年新加坡最具影響力創意總監
- (2001 年迄今) 服務於 Kinetic Singapore 公司
- Awarded D&AD Yellow Pencil, Graphite Pencils, and Wooden Pencils
- Awarded New York One Show Gold Pencils, Silver Pencils, Bronze Pencils
- Awarded Singapore President's Design Awards 'Designer of the Year' and 'Design of the Year'
- Awarded Singapore's Most Influential Creative Director 2012
- (2001-present) Kinetic Singapore



新加坡初選評審  
Juror of Preliminary Selection in Singapore  
Yanda Tan  
新加坡 Singapore

- Do Not Design 創辦人暨創意總監
- Dear 雜誌創辦人、主編暨策展人
- 設計組織 The Design Society 執行委員及設計刊物 The Design Society Journal 共同編輯
- 曾榮獲獎項包括英國設計與藝術指導協會、東京字體指導俱樂部、紐約藝術指導協會、紐約 One Show、香港設計師協會以及新加坡創意圈大獎等
- 策展經歷：#ihavearoomwiththeeverything #kpluscolorplan #postersinsingapore
- Founder and Creative Director of Do Not Design
- Founder, Chief-editor, and Curator of Dear
- Exco of The Design Society and Co-editor of The Design Society Journal
- Awarded by British D&AD Awards, Tokyo TDC, New York ADC, New York One Show, HKDA, Singapore Creative Circle Award, etc.
- Curator of #ihavearoomwiththeeverything #kpluscolorplan #postersinsingapore

## 視覺設計 Visual Design



新加坡初選評審  
Juror of Preliminary Selection in Singapore

Yah-Leng Yu

新加坡 Singapore

- 國際平面設計聯盟成員
- 設計組織 The Design Society 會長
- 曾擔任英國設計與藝術指導協會獎評審
- 《尚流 Tatler》雜誌新加坡三百大影響力人物及女性平面設計師輔導計畫 WOMENTOR 導師
- 曾榮獲獎項包括英國設計與藝術指導協會、東京字體指導俱樂部、紐約藝術指導協會、紐約 One Show、香港設計師協會以及新加坡創意圈大獎等
- Member of Alliance Graphique Internationale (AGI)
- President of The Design Society
- Juror for D&AD Award
- The Tatler 300; WOMENTOR Mentor
- Awarded by British D&AD Awards, Tokyo TDC, New York ADC, New York One Show, HKDA, Singapore Creative Circle Award, etc.



臺灣初選評審  
Juror of Preliminary Selection in Taiwan

張俊傑 Chun-Chieh Chang

臺灣 Taiwan

- 西伯里品牌形象設計有限公司創辦人暨創意總監
- (2008年) 創立西伯里品牌形象設計有限公司
- (2019年) 榮獲德國 German Design Award 特別獎及義大利 A'Design Award 鉑金獎
- (2018年) 榮獲 Pentawards 銀獎
- (2015年) 榮獲動腦雜誌年度最佳設計公司金獎
- Founder and Creative Director of Sparkly Identity Design
- (2008) Founded Sparkly Identity Design in Taipei, Taiwan
- (2019) Winner of German Design Award Special Mention and A'Design Award for Graphics and Visual Communication Design Category Platinum
- (2018) Winner of Pentawards of Sustainable Design Silver
- (2015) Sparkly Identity Design was honored as The Best Design Company of The Year Gold Award by Brain Magazine.



臺灣初選評審  
Juror of Preliminary Selection in Taiwan

陳青琳 Cing-Lin Chen

臺灣 Taiwan

- (2019年) 臺灣金曲獎三十周年《I SEE MUISC》主視覺及形象片導演
- (2019年) 《臺灣誠品三十周年計畫 - 夢與想像之境》展覽藝術家
- (2019年) 榮獲 3x3 International Illustration Awards
- (2018年) 榮獲臺灣金點設計獎 - 傳達設計類
- (2017年) 榮獲 Vega Digital Awards Audio Canopus, Music Video
- (2019) The 30th Golden Melody Awards in Taiwan "I SEE MUISC": Chief Visual Artist & Image Video Director
- (2019) The 30th Anniversary of Eslite Bookstore in Taiwan-the Land of Dreams and Imagination: Exhibition Artist
- (2019) 3x3 International Illustration Awards
- (2018) Golden Pin Design Award-Communication Design Category
- (2017) Vega Digital Awards Audio Canopus, Music Video

## 視覺設計 Visual Design



臺灣初選評審  
Juror of Preliminary Selection in Taiwan  
James Chu  
澳門 Macau

- (2018 年至 2020 年) 澳門設計師協會會長
- 澳門設計中心創辦人暨董事
- 澳門十度藝術顧問總監及零度傳播有限公司董事
- 於澳門及北京舉辦七次個人展覽，參與世界各地聯展超過百個
- 曾榮獲獎項包括 (2011 年) 「第五十四屆威尼斯雙年展（澳門展區）」參展藝術家、澳門及國際設計及藝術獎項四十餘項
- (2018-2020) Chairman of Macau Designers Association
- Founder and Director of Macau Design Centre
- Director of Shidu Art Consultants and Director of Zero Communication
- Has held 7 solo exhibitions in Macau and Beijing and has participated in more than hundred group exhibitions over the world
- Has won more than 40 design and art awards in Macau and all over the world, including (2011) The 54th International Art Exhibition La Biennale di Venezia – Macau Represent Artist



臺灣初選評審  
Juror of Preliminary Selection in Taiwan  
洪家樂 Lok Hong  
澳門 Macau

- LOKSOPHY DESIGN 創辦人暨設計總監
- 澳門設計師協會副理事長
- 澳門設計大獎 2019 簡委會主席
- 澳門理工學院平面設計學士課程兼職教師
- 畢業於倫敦藝術大學品牌設計碩士
- Founder and Design Director of LOKSOPHY DESIGN
- Vice Director of Macau Designers Association
- Committee Chairman of Macau Design Award 2019
- Part-time Lecturer of BA Graphic Design, Macau Polytechnic Institute
- Master of Branding Design, University of Arts London LCC



臺灣初選評審  
Juror of Preliminary Selection in Taiwan  
謝方鈞 Fang-Chun Hsieh  
臺灣 Taiwan

- (2019 年) 騰訊 FCC 用戶體驗設計部設計經理
- (2019 年) 騰訊 QQ 瀏覽器視覺設計負責人
- (2018 年) 騰訊 DOV 用戶體驗設計負責人
- (2017 年) 騰訊 QQ 與 QUI 視覺設計負責人
- (2014 年) 華碩 ZenUI 2.0 視覺設計負責人
- (2019) Design Manager of Tencent FCC User Experience Design
- (2019) Chief Visual Designer of Tencent QQ Browser
- (2018) Chief UX Designer of Tencent DOV
- (2017) Chief Visual Designer of Tencent QQ and QQ UI component
- (2014) Chief Visual Designer of ASUS ZenUI 2.0

## 視覺設計 Visual Design



臺灣初選評審  
Juror of Preliminary Selection in Taiwan  
Jaemin Lee  
韓國 Korea

- Studio Fnt 創辦人、藝術總監暨平面設計師
- 曾榮獲 / 入選蘇格蘭平面設計節、CORE77 設計獎、YCN 獎等獎項
- 評審經歷包括 Topawards Asia 包裝設計獎、蘇格蘭平面設計節、法國肖蒙平面設計雙年展：國際海報競賽等
- 2015 年第四屆 Typojanchi 韓國國際字體藝術雙年展首席策展人
- (2016 年迄今) 國際平面設計聯盟成員
- Founder, Art Director, and Graphic Designer of Studio Fnt
- Awarded/Selected by Graphic Design Festival Scotland, CORE77 Design Awards, YCN Awards, etc.
- Jury of Topawards Asia, Graphic Design Festival Scotland, Graphic Design Biennal of Chaumont: International Poster Competition, etc.
- Chief Curator of Typojanchi 2015: The 4th International Typography Biennale
- (2016-present) Member of Alliance Graphique Internationale (AGI)



臺灣初選評審  
Juror of Preliminary Selection in Taiwan  
盧永強 David Lo  
香港 Hong Kong

- LOMATTERS 創意總監
- 設計教育家暨作家
- 香港設計中心董事會副主席
- (2012 至 2014 年) 香港設計師協會主席
- 曾榮獲紐約 ONE SHOW、紐約藝術指導協會、美國傳達藝術年度設計及廣告、日本字體年度競賽以及亞洲最具影響力設計等獎項
- Creative Director of LOMATTERS
- Design Educator and Writer
- Vice-chairman of Hong Kong Design Centre
- (2012-2014) Chairman of Hong Kong Designer Association
- Awarded by ONE SHOW, Art Directors' Club, Communication Arts, Japan Typography Annual, Design for Asia Awards, etc.



臺灣初選評審  
Juror of Preliminary Selection in Taiwan  
吳宏淼 Hung-Miao Wu  
臺灣 Taiwan

- 譜記品牌規劃顧問公司總經理
- 中華企業形象發展協會理事長
- 曾任中原大學文化創意研究所助理教授
- General Manager of SINOBRANDS Branding Strategy & Consultant
- Chairman of Chinese Corporate Image Development Association
- Served as the Assistant Professor of Master Program in Cultural and Creative Design, Chung Yuan Christian University

## 數位動畫 Digital Animation



總召集人  
The Convener of Judging Panel  
陳奕仁 Muh Chen  
臺灣 Taiwan

- Grass Jelly Studio 仙草影像創辦人
- 作品榮獲眾多國內外獎項肯定，包括 SIGGRAPH、德國紅點、德國 iF、金曲獎、日本優良設計獎、LIA 倫敦國際設計獎、美國泰利獎等等
- (2019 年) <十七>、<怪美的> 入圍第 30 屆金曲獎最佳音樂錄影帶獎
- (2018 年) 金點新秀設計獎數位多媒體設計類評審團召集人
- (2017 年) 第 52 屆廣播金鐘獎頒獎典禮視覺總監
- Founder of Grass Jelly Studio
- Won numerous international visual awards, including SIGGRAPH, Red Dot Design Award (Germany), iF Design Award (Germany), Golden Melody Awards (Taiwan), Good Design Award (Japan), London International Awards, The Telly Awards (the USA), etc.
- (2019) <17> and <Ugly Beauty> were nominated as the Best Music Video of 30th Golden Melody Awards.
- (2018) Jury Convener of the Digital Multimedia Design Category for Young Pin Design Award, Taiwan
- (2017) Visual Supervisor of 52nd Golden Bell Awards Ceremony, Taiwan



副召集人  
The Vice-Convener of Judging Panel  
王宗欣 Tsung-Hsin Wang  
臺灣 Taiwan

- (2008 年迄今) dosomething studio 創辦人暨總監
- (2019 年迄今) 現擔任騰訊 CDC 設計顧問
- 曾擔任臺北世界大學運動會品牌顧問
- 曾擔任金點新秀獎數位多媒體類評審召集人
- (2018 年) 榮獲日本優良設計獎；(2017 年及 2018 年) 入圍臺灣金點設計獎；(2017 年) 榮獲 PromaxBDA Asia-Best Sting 金獎；(2016 年及 2017 年) 榮獲德國紅點設計獎
- (2008-present) Founder and Art director of dosomething studio
- (2019-present) Design Consultant for Tencent CDC
- Brand Consultant for Taipei 2017 Universiade
- Juror of numerous multimedia design competitions including Golden Pin Design Award
- (2018) Winner of Good Design Award; (2017 & 2018) Nominated by Golden Pin Design Award; (2017) Winner of PromaxBDA Asia-Best Sting Gold; (2016 & 2017) Winner of Red Dot Design Award



決選評審  
Juror of Final Selection  
章琦玲 Chi-Mei Chang  
臺灣 Taiwan

- 十分視覺整合設計有限公司創意指導
- 社團法人中華平面設計協會 輔導理事長
- 德國 2019 iF Design Award 國際評審委員
- 日本設計振興會 (JPD) Good Design Award 國際評審委員
- 經濟部工業局「金點設計獎」評審委員
- Creative Director of Optima Integrated Design
- Honorary President of Taiwan Graphic Design Association
- Judge of 2019 iF Design Award
- Judge of 2019 Good Design Award
- Judge of 2019 Golden Pin Design Award

## 數位動畫 Digital Animation



決選評審  
Juror of Final Selection

Jenz Großhans

德國 Germany

- 德國科隆國際設計學院（KISD）設計概念教授
- 學士課程「整合式設計」負責人
- 曾於中國、日本、臺灣和巴西的大學指導設計工作坊
- 設計工作室 Großhans Und Arsad 共同創辦人
- 感興趣領域：跨文化連結、交通系統、未來場景、人類需求與滿足方法
- Professor for Design Concepts at KISD Köln International School of Design
- Head of BA Course-Integrated Design
- Design Workshops at Universities in China, Japan, Taiwan and Brazil
- Co-Founder of Design Studio-Großhans Und Arsad
- Areas of Interest: Intercultural Connections, Transportation Systems, Future Scenarios, Human Needs and Satisfier



決選評審  
Juror of Final Selection

Troy Innocent

澳大利亞 Australia

- 墨爾本城市探索遊戲應用程式 64 Ways of Being 藝術總監
- 墨爾本皇家理工大學校長特聘高級研究員
- 墨爾本知識見聞研究員獎（遊戲城市）
- 藝術家、學術人員、設計師、程式設計師及教育家
- Urban Play Lab 創辦人暨總監
- Artistic Director of 64 Ways of Being
- Vice-Chancellor's Senior Research Fellow of RMIT University
- Melbourne Knowledge Fellow (Playable Cities)
- Artist, Academic, Designer, Coder and Educator
- Founder and Director of Urban Play Lab



決選評審  
Juror of Final Selection

Panop Koonwat

泰國 Thailand

- 曼谷 FUUM 動畫工作室創辦人
- 紐約 Brand New School 工作室設計師暨動畫師
- 泰國 TBWA 廣告公司藝術指導
- 紐約視覺藝術學院電腦媒體藝術榮譽碩士
- 曾榮獲獎項包括紐約藝術指導年度獎、紐約都會學院電腦動畫藝術獎、Vimeo 工作人員指定獎、Adobe 奖及安錫國際動畫影展獎
- Owner of FUUM Studio, Bangkok
- Designer and Animator of Brand New School, New York City
- Art Director of TBWA Thailand
- First Class Honors in Master Degree in Computer Art, School of Visual Arts, New York City
- Awarded by Art Director Club Awards, MetroCAF Awards, Vimeo Staff Pick, Adobe Awards, and Annecy International Animated Film Festival

數位動畫 Digital Animation



決選評審  
Juror of Final Selection

盧子英 Che-Ying Lo

香港 Hong Kong

- 香港動畫業及文化協會秘書長
- (2019年) 擔任第56屆金馬獎評審
- 自1995年起擔任香港IFVA獨立短片及影像媒體比賽評審
- 日本TBS電視台亞洲數位電影及動畫競賽大獎國際評審
- 香港公開大學顧問團隊成員
- Secretary General of Hong Kong Animation Association
- (2019) Jury of 56th Golden Horse Awards
- Jury of Hong Kong IFVA Award since 1995
- International Judge of TBS Digicon6 Asia Awards
- APG Member of Open University of Hong Kong



決選評審  
Juror of Final Selection

Johnathon Strebly

加拿大 Canada

- 國際設計社團協會(ico-D)會長
- 曾擔任加拿大平面設計師協會(GDC)會長
- 建築與設計公司HCMA Architecture + Design創意服務總監
- 設計工作室The Notice Group創辦人暨總監
- 加拿大專業影像創作者協會獎卓越貢獻人士
- President of International Council of Design (ico-D)
- Past-President of Graphic Designers of Canada (GDC)
- Director of Creative Services of HCMA Architecture + Design
- Founder and Director of The Notice Group Design Studio
- Outstanding Contribution to CAPIC Award



決選評審  
Juror of Final Selection

Praveen Nahar

印度 India

- 印度艾哈邁達巴德國立設計學院(NID)院長，該院另有兩座延伸校區位於印度甘地訥格爾與班加羅爾
- (2002年迄今)擔任國立設計學院產品設計領域教職員
- 學士學位修讀生產工程；於印度理工學院(IIT)德里校區取得工業設計碩士，並於荷蘭台夫特理工大學修習永續設計領域的研究所課程
- 擁有超過23年設計教學、顧問及研究的經驗
- 曾擔任印度理工學院孟買校區工業設計講師，並曾擔任印度理工學院德里校區交通運輸副研究員
- Director of National Institute of Design (NID) Ahmedabad with its extension campuses in Gandhinagar and Bengaluru in India
- (2002-present) Faculty Member in the Product Design Discipline at NID
- Studied Production Engineering at the undergraduate level; did his Master's in Industrial Design from the Indian Institute of Technology (IIT) Delhi, and a postgraduate course in Sustainable Design from Delft University of Technology, Netherlands
- With over 23 years of experience in design teaching, consultancy, and research
- Former Lecturer in Industrial Design at IIT Bombay and Worked as a Research Associate in Transportation Research at IIT Delhi

## 數位動畫 Digital Animation



決選評審  
Juror of Final Selection

Carlene Tan

新加坡 Singapore

- 華特迪士尼公司（東南亞）動畫發展資深經理
- 新加坡動畫公司 One Animation Pte. Ltd. 工作室主管
- 國際艾美獎入圍作品 The Oddbods Show 製作人
- Cloudpic 新加坡分公司董事總經理
- 新加坡媒體發展管理局產業發展（動畫）資深經理
- Senior Manager of Animation Development at The Walt Disney Company (Southeast Asia)
- Studio Head of One Animation Pte. Ltd. (Singapore)
- Producer of International Emmy Nominated, The Oddbods Show
- Managing Director of Cloudpic Singapore
- Senior Manager of Industry Development (Animation) at Media Development Authority of Singapore



決選評審  
Juror of Final Selection

Pichit Virankabutra

泰國 Thailand

- (2019年) 泰國創意經濟局創意城市發展部之創意城市發展主任
- (2017年迄今) 泰國平面設計師協會會長
- (2005年至2018年) 泰國創意設計中心展覽活動部之展覽活動主任
- (2002年) 泰國獨立唱片公司 Bakery Music 設計總監
- (2001年至2005年) B/U/G Studio 創意暨展覽設計師
- (2019) Director of Creative City Development in Creative City Development Department of Creative Economy Agency (CEA)
- (2017-Present) President of Thai Graphic Designers Association (ThaiGa)
- (2005-2018) Exhibition & Event Director in the Exhibition & Event Department of Thailand Creative & Design Center (TCDC)
- (2002) Design Director of Bakery Music
- (2001-2005) Creative & Exhibition Designer of B/U/G Studio



新加坡和臺灣初選評審  
Juror of Preliminary Selection in Singapore & Taiwan

Saksiri Koshpasharin

泰國 Thailand

- 紀念泰皇八十八歲大壽動畫短片「流浪狗」編劇暨導演
- 於泰國五所大學動畫科系擔任諮詢顧問暨委員會成員
- 動畫公司 Imagimax Co., Ltd. 執行長暨董事總經理
- 於美國加州舊金山藝術取得藝術創作碩士學位
- 於叻甲挽先皇技術學院建築系取得學士學位
- Writer and Director of Short Animate Film "Street Dog" for commemorating the King's 88th Birthday
- Advisory and Committee Board in Animation Department for 5 Universities in Thailand
- CEO & MD of Imagimax Co., Ltd.
- Master of Fine Arts, Academy of Arts University, San Francisco, CA, USA
- Bachelor Degree in Architecture, King Mongkut Institute of Technology, Ladkrabang

數位動畫 Digital Animation



新加坡初選評審  
Juror of Preliminary Selection in Singapore  
**William Chan**  
新加坡 Singapore

- TMRRW 工作室創辦人暨創意總監
- 新加坡當代藝術及設計組合 PHUNK 共同創辦人
- 曾榮獲新加坡總統設計獎之年度最佳設計師
- 曾榮獲字體指導俱樂部獎、PromaxBDA 推廣設計行銷全球卓越獎、PromaxBDA 推廣設計行銷世界金獎、PromaxBDA 推廣設計行銷亞洲與創意圈獎等獎項
- 於中央聖馬丁藝術與設計學院取得學士學位
- Founder and Creative Director at TMRRW
- Co-founder of PHUNK
- Awarded Singapore President's Design Awards 'Designer of the Year'
- Awarded by Type Directors Club, PromaxBDA Global Excellence Awards, PromaxBDA World Gold Awards, PromaxBDA Asia and Creative Circle Awards, etc.
- Bachelor of Arts, Central Saint Martins



新加坡初選評審  
Juror of Preliminary Selection in Singapore  
**Tariq Mansor**  
新加坡 Singapore

- 畢業於淡馬錫理工學院設計學院
- 廣告編劇及導演
- 電影編劇及導演
- Cutscene 共同創辦人
- School of Design, Temasek Polytechnic
- Commercial Writer and Director
- Film Writer and Director
- Co-founder of Cutscene



新加坡初選評審  
Juror of Preliminary Selection in Singapore  
**Sebastian Tan**  
新加坡 Singapore

- 製作公司 Shooting Gallery Asia 攝影師、電影導演暨集團董事總經理
- 於新加坡電影委員會、淡馬錫理工學院設計系以及新加坡媒體學院擔任諮詢顧問
- 新加坡工藝教育學院 DMAAC 主席
- 新加坡國際電影節主席暨董事會成員
- 專業攝影師協會（新加坡）名譽主席
- Photographer, Film Director and Group Managing Director of Shooting Gallery Asia
- Advisory Committee Member of Singapore Film Commission, SAC of School of Design, Temasek Polytechnic and Academic Advisory Board of Singapore Media Academy
- Chairman of DMAAC, Institute of Technical Education
- Chairperson, Board of Directors of Singapore International Film Festival
- President Emeritus of Professional Photographers Association (Singapore)



臺灣初選評審  
Juror of Preliminary Selection in Taiwan  
**Vaibhav Kumaresh**  
印度 India

- 動畫電影編劇、導演及製作人
- 印度孟買 Vaibhav Studios 創辦人暨總監
- 卡通頻道全球知名數位卡通集 Lamput 創作者暨共同導演
- 擔任印度各設計學院訪問教師，包括印度國立設計學院艾哈邁達巴德校區
- 印度動畫協會（TASI）名譽秘書
- Animation Film Writer, Director and Producer
- Founder and Director at Vaibhav Studios, Mumbai, India
- Creator and Co-director of Lamput - the globally acclaimed digital cartoon series for Cartoon Network
- Visiting Faculty at Design Institutes across India, including the National Institute of Design, Ahmedabad
- Honorary Secretary of The Animation Society of India (TASI)

## 數位動畫 Digital Animation



臺灣初選評審  
Juror of Preliminary Selection in Taiwan  
李孟栩 TuBo Lee  
臺灣 Taiwan

- MixCode studio 共同創辦人暨導演
- (2019 年) 榮獲 Promax Awards-Global Excellence 「Art Direction & Design Multimedia Channel Image」金獎
- (2015 年) 榮獲坎城青年導演獎 -Second Prize
- 曾參與 Disney 頻道包裝、N 屆金曲獎、職棒富邦悍將 - 動態視覺、2019 臺北燈節、2015 雪梨燈光藝術節、驚豔是高雄等，各式品牌、展演、廣告之視覺 / 動畫驚奇表現
- Co-founder and Director of MixCode studio
- (2019) Winner of Promax Awards-Global Excellence "Art Direction & Design Multimedia Channel Image"-Gold
- (2015) Winner of YDA-Second Prize
- Cooperation: Disney Ident, Golden Melody Award, Fubon Guardians Baseball Team, 2019 Taipei Lantern Festival, 2015 Vivid Sydney, Amazing Kaohsiung, etc. brands, performances, advertising visual/animation surprise performance



臺灣初選評審  
Juror of Preliminary Selection in Taiwan  
曾為民 Mandy Tsang  
香港 Hong Kong

- eMotionLAB 創辦人及總監
- 曾榮獲臺灣金點年度最佳設計獎、德國紅點設計獎、中國成功設計獎、香港亞洲最具影響力設計獎等獎項
- (2018 至 2019 年) 擔任香港設計中心設計創業培育計劃評審小組成員
- (2010 至 2018 年) 擔任香港理工大學設計學院客席講師 - 數碼動態設計
- (2016 年) 擔任第 22 屆香港獨立短片及錄像獎評委
- Founder and Director of eMotionLAB
- Winner of Best of Golden Pin Design Award, Red Dot Design Award, China Successful Design Award, Design for Asia Award, etc.
- (2018-2019) Panel Member of the Design Incubation Program by Hong Kong Design Centre
- (2010-2018) Visiting Lecturer at the School of Design, Hong Kong Polytechnic University
- (2016) Judge of The 22nd Hong Kong Independent Short Film and Video Awards (IFVA)



臺灣初選評審  
Juror of Preliminary Selection in Taiwan  
王尉修 Wei-Xiu Wang  
臺灣 Taiwan

- 大貓工作室創辦人、導演及監製
- (2013 至 2018 年) 擔任國立臺灣藝術大學兼任講師
- (2016 年) 榮獲台灣國際兒童影展 - 台灣獎
- (2016 年) 金鐘獎動畫節目獎入圍
- (2015 年) 美國 SIGGRAPH 電腦動畫影展觀摩片
- Founder, Director, and Producer of Bigcat Studio
- (2013-2018) Lecturer of National Taiwan University of Arts
- (2016) Winner of Taiwan International Children's Film Festival-Taiwan Award
- (2016) Nominee for Golden Bell Awards
- (2015) Screening of SIGGRAPH Computer Animation Festival

廠商指定 Brand Specified



總召集人  
The Convenor of Judging Panel  
黃天佑 Tien-Yu Huang  
臺灣 Taiwan

- 工業技術研究院產業服務中心設計創新組組長
- 經濟部設計創新科技專案計畫總主持人
- 臺灣設計聯盟副理事長
- 中華民國工業設計協會副理事長
- 促成兩家衍生新創公司：德芙生醫、意集設計
- Division Director of Commercialization and Industry Service Center, Industrial Technology Research Institute (ITRI)
- Project Director of Government Technology Development Program (TDP)
- Vice President of Taiwan Design Alliance (TdA)
- Vice President of Chinese Industrial Designers Association (CIDA)
- Facilitated the creation of two spin-offs: DreamVok and DFON BioTech



初決選評審  
Juror of Preliminary Selection in Taiwan & Final Selection  
陳培琳 Mia Chen  
臺灣 Taiwan

- 工業技術研究院設計創新組未來需求探索設計部經理
- 經濟部設計創新科技專案計畫分項主持人
- 開發 Dechnology 技術創新策略設計方法
- 台北設計之都設計教育扎根計畫講師
- 引導上百場設計工作坊，並受邀科普節目 [生活中的科學] 拍攝工作坊流程
- Manager at the Department of Exploration and Design for Future Needs, Design and Innovation Group, Industrial Technology Research Institute (Taiwan)
- Section Director of the Program for Design and Innovative Technology, Ministry of Economic Affairs (Taiwan)
- Developer of "Dechnology," a strategic design methodology for technological innovation
- Instructor of the "Design Education Takes Root" program, World Design Capital Taipei
- Has guided hundreds of design workshops and has been invited by the pop-science TV program "Science Around Us" to let the workshop process be filmed



初決選評審  
Juror of Preliminary Selection in Taiwan & Final Selection  
林維林 Wei-Lin Lin  
臺灣 Taiwan

- 工業技術研究院商機開發與業務組經理
- (2019 年迄今) 參與工研院事業開發策略團隊 BEST (Business Exaptation Strategy Team)
- (2017 年至 2019 年) 亞洲 · 硅谷計畫辦公室副總監
- (2008 年至 2010 年) 產業分析師
- (2003 年至 2008 年) 友訊科技 (D-Link) 集團歐洲業務部經理
- Manager at the Business Opportunities and Sales Group of Industrial Technology Research Institute (Taiwan)
- (2019-Present) In the Business Exaptation Strategy Team (BEST) of Industrial Technology Research Institute (Taiwan)
- (2017-2019) Vice Director of the Asia Silicon Valley Development Program Office
- (2008-2010) Industry Analyst
- (2003-2008) Manager at the European Business Department of D-Link Corporation





Taiwan  
International  
Student  
Design  
Competition

活動紀實  
On the Spot

## 初選活動紀實 Preliminary Selection

### 新加坡初選 Preliminary Selection in Singapore

臺灣國際學生創意設計大賽今年持續將初選評審作業區分為臺北及新加坡兩個場次辦理，新加坡初選亦維持與本大賽之合作夥伴 - 新加坡設計業總商會 (DBCS) 合作，由其擔任協辦新加坡場評選作業之角色。今年新加坡初選活動已於 2019 年 8 月 24 日在 PIXEL Labs 順利完成，主要審查的作品來自東南亞、南亞、澳洲、紐西蘭等 13 個國家地區，審查結果共有 70 件來自南向國家的作品晉級決選，並集結來自臺灣、新加坡、澳洲、紐西蘭、荷蘭、泰國等 15 位設計專業人士組成新加坡初選評審團，陣容堅強。

評選當天駐新加坡臺北代表處副代表戴輝源先生、新聞組組長蔡芝苑小姐蒞臨現場，並於評審開幕時致詞肯定本項大賽為全球青年學生提供交流的平台，並且感謝來自國際的設計專家擔任評審，為本項設計大賽建立公正、公平的評審結果。

This year, TISDC has two preliminary selections as it did last year. One is held in Singapore; the other, in Taiwan. Design Business Chamber Singapore (DBCS) again gave TISDC great support, co-organizing the Preliminary Selection in Singapore for TISDC. The Preliminary Selection in Singapore was rounded off on 24<sup>th</sup> August, 2019 at PIXEL Labs. TISDC collected the participating entries from Australia, New Zealand, and 11 countries/regions of Southeast Asia and South Asia and invited 15 professional designers from Taiwan, Singapore, Australia, New Zealand, Netherlands, and Thailand to form the panel of jurors for the Preliminary Selection in Singapore. After strict screening, 70 entries from the Southbound Policy countries entered the Final Selection.

On the first day of the Preliminary Selection in Singapore, Mr. Steven Tai, deputy representative of The Taipei Representative Office in Singapore, and Ms. Chi Yuan Tsai, director of Information Division, Taipei Representative Office in Singapore gave welcome remarks to all the jurors, expressing their gratitude to all the professional designers for serving as jurors for TISDC. Mr. Tai and Ms. Tsai also showed their recognition to TISDC for the achievements the competition had made.



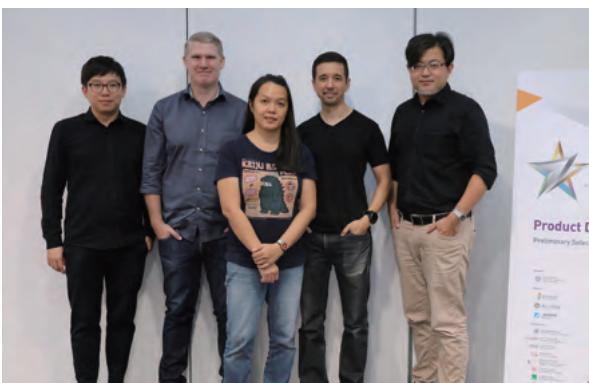
新加坡初選大合影 Group Photo Taken in the Preliminary Selection in Singapore



計畫主持人林磐聳講座教授與新加坡設計業總商會 (DBCS) 副會長 Su-Eing Chee 女士合影  
Prof. Apex Lin, Project Director of TISDC, Took a Picture with Ms. Su-Eing Chee, Vice-President of Design Business Chamber Singapore



駐新加坡台北代表處副代表戴輝源先生致詞  
Address by Mr. Steven Tai, Deputy Representative of the Taipei Representative Office in Singapore



產品設計類評審合影 Jury of Product Design Category



視覺設計類評審合影 Jury of Visual Design Category



數位動畫類評審合影 Jury of Digital Animation Category



新加坡初選評審實況 Preliminary Selection in Singapore



新加坡初選評審實況 Preliminary Selection in Singapore

## 初選活動紀實 Preliminary Selection

### 臺灣初選 Preliminary Selection in Taiwan

2019 臺灣國際學生創意設計大賽於 2019 年 8 月 31 日 – 9 月 1 日在台北文創大樓舉辦臺灣初選活動。評選類別分為產品設計、視覺設計及數位動畫三類進行，並集結 24 名來自臺灣、澳門、香港、新加坡、韓國、印度、泰國等國家的專業設計人士組成評審團，陣容堅強。由於今年收件數再創新高，因此臺灣初選經過兩日的評選、各類別至少兩輪的投票評選後，最終由專業評審團挑選出 542 件作品入圍，分別來自臺灣、中國大陸、香港、澳門、日本、韓國、美國、加拿大、土耳其、伊朗、英國、波蘭、芬蘭、瑞典、烏克蘭、捷克、荷蘭及俄羅斯等國家，這些作品獲得進入決選資格，繼續角逐獎金高達 40 萬元的年度大獎及各類獎項。

The Preliminary Selection in Taiwan of 2019 TISDC took place on August 31<sup>st</sup> and September 1<sup>st</sup> at Taiwan New Horizon. 14 domestic and 10 international design experts from Macau, Hong Kong, Singapore, Thailand, India, and Korea were invited to form the panel of jurors for Product Design Category, Visual Design Category and Digital Animation Category. Owing to the great number of entries the competition received, it took the jurors two days to finish screening all the entries. After rounds of strict and enthusiastic screening and discussion, 542 outstanding entries were nominated as the finalists, which included works from Taiwan, China, Hong Kong, Macau, Japan, Korea, the USA, Canada, Turkey, Iran, United Kingdom, Poland, Finland, Sweden, Ukraine, Czech Republic, Netherlands, and Russia. These finalists will pursue the Grand Prix, which is worth NT\$400,000, and the other awards in each category in the Final Selection.



贊助單位《財團法人看見台灣基金會》執行長陳文堂先生致詞  
Address by Mr. Don Chen, CEO of iSee Taiwan Foundation



臺灣國際學生創意設計大賽計畫主持人林磐聳講座教授致詞與介紹競賽  
Prof. Apex Lin, Pang-Soong, Project Director of TISDC, Gave a Welcome Remark and Introduced the Competition



產品設計類評審合影 Jury of Product Design Category



數位動畫類評審合影 Jury of Digital Animation Category



臺灣初選評審實況 Preliminary Selection in Taiwan



視覺設計類評審合影 Jury of Visual Design Category

## 決選活動紀實 Final Selection

臺灣國際學生創意設計大賽從 2008 年耕耘至今，已邁入第十二個年頭，為全球最具指標性的大型學生設計競賽之一。今年競賽以「Empathy」為主題，期望學生能夠秉持人同此心，心同此理的理念，透過設計體現換位思考並傳達 Empathy 的概念。分別有「產品設計」、「視覺設計」、「數位動畫」及「廠商指定」等四大競賽類別。獎項包括年度大獎 1 名、「產品設計」、「視覺設計」、「數位動畫」三類組金獎各 1 名、銀獎各 1 名、銅獎各 3 名、佳作共 25 名；以及國際設計組織特別獎 22 名（包括紐約藝術指導協會年度獎 The One Club for Creativity / ADC Awards (ADC)、義大利工業設計協會 Association for Industrial Design (ADI)、歐洲設計協會總局 The Bureau of European Design Associations (BEDA)、巴西中央設計協會 Brazil Design Center (CBD)、泰國創意經濟局 Creative Economy Agency (CEA)、國際藝術設計院校聯盟 International Association of Universities and Colleges of Art, Design and Media (Cumulus)、新加坡設計業總商會 Design Business Chamber Singapore (DBCS)、紐西蘭設計師協會 The Designers Institute of New Zealand (DINZ)、香港設計總會 Hong Kong Federation of Design Associations (FHKDA)、澳大利亞優秀設計協會 Good Design Australia (GDA)、德國國家設計委員會 German Design Council (GDC)、莫斯科國際平面設

計雙年展金鋒獎 Moscow Global Biennale of Graphic Design Golden Bee (Golden Bee)、國際設計社團協會 International Council of Design (ico-D)、印度設計委員會 India Design Council (IDC)、墨西哥國際海報雙年展協會 International Poster Biennial in Mexico (IPBM)、日本設計振興會 Japan Institute of Design Promotion (JDP)、韓國設計振興會 Korea Institute of Design Promotion (KIDP)、芬蘭拉赫第國際海報三年展 Lahti International Poster Triennial (Lahti)、澳門設計師協會 Macau Designers Association (MDA)、台灣設計聯盟 Taiwan Design Alliance (TdA)、亞洲設計連 The Design Alliance Asia (tDA Asia)、世界設計組織 World Design Organization (WDO)）；另外由工業技術研究院增設的「廠商指定類－技術創新應用獎」，從中選出了金獎 1 名、銀獎 1 名、銅獎 3 名及佳作 6 名。

決選評審們普遍認為今年的入圍作品能從眾多參賽作品中脫穎而出，是因為作品具高水平且風格多元、作品也相當國際化。根據執行小組統計，今年總共有來自全球 66 個國家地區、810 所設計院校，總計 21,988 件作品報名參賽，由來自國內外 36 位不同設計領域的專家評審，經過熱烈討論，最終從 612 件入圍作品中，選出了 74 件得獎作品，年度大獎得主，將可獲頒新臺幣 40 萬元獎金。



決選開幕式 Opening Ceremony of the Final Selection

Taiwan International Student Design Competition has entered its twelfth year. The theme of this year's competition is "Empathy," aiming to encourage students to put themselves in other people's shoes and convey the relevant concept of "Empathy" through design works. The competition is composed of 4 categories, "Product Design," "Visual Design," "Digital Animation," and "Brand Specified." The awards of this year include 1 grand prix; 1 gold prize, 1 silver prize, 3 bronze prizes for the three categories of "Product Design," "Visual Design," and "Digital Animation" respectively and 25 honorable mentions for these three categories altogether. The awards in the category of "Brand Specified" are sponsored by Industrial Technology Research Institute (ITRI), including 1 gold prize, 1 silver prize, 3 bronze prizes, and 6 honorable mentions. This year, TISDC is honored to have 22 international design associations endorsing special prizes in this year's competition. The 22 international design associations include The One Club for Creativity / ADC Awards (ADC), Industrial Design Association (ADI), The Bureau of European Design Association (BEDA), Brazil Design Center (CBD), Creative Economy Agency (CEA), International Association of Universities and Colleges of Art, Design and Media (Cumulus), Design Business Chamber Singapore (DBCS), The Designers Institute of New Zealand (DINZ), Hong Kong Federation of Design Associations (FHKDA), Good Design Australia (GDA), German Design Council (GDC), Moscow Global Biennale of Graphic Design Golden Bee

(Golden Bee), International Council of Design (ico-D), India Design Council (IDC), International Poster Biennial in Mexico (IPBM), Japan Institute of Design Promotion (JDP), Korea Institute of Design Promotion (KIDP), Lahti International Poster Triennial (Lahti), Macau Designers Association (MDA), Taiwan Design Associations (TDA), The Design Alliance Asia (tDA Asia), and World Design Organization (WDO).

The panel of judges of the Final Selection generally agreed that the quality standard of this year's finalists was quite high and internationalized. Many works were inspired by current issues in the society and were very thought provoking. According to the statistics done by the execution team, a total of 21,988 entries, coming from 66 countries/regions and 810 design schools, participated in this year's competition. After the fervent discussion among the 36 domestic and international jurors from different design disciplines, 74 pieces of works were selected as the winning works out of 612 pieces of nominated works. The winner of the grand prix will be awarded NT\$ 400,000.



決選場地 Venue for Final Selection



## 決選活動紀實 Final Selection



產品設計類評審進行評選及投票實況 Jurors of Product Design Category are Selecting and Voting for the Winners



視覺設計類評審進行評選及投票實況 Jurors of Visual Design Category are Selecting and Voting for the Winners



數位動畫類評審進行評選及投票實況 Jurors of Digital Animation Category are Selecting and Voting for the Winners



廠商指定類評審進行評選及投票實況 Jurors of Brand Specified Category are Selecting and Voting for the Winners

## 新亞洲設計工作坊 New Asia Design Workshop

於 2019 年 5 月 18 日至 5 月 19 日在亞洲大學舉辦的第三屆「新亞洲設計工作坊」，邀集三位來自新南向國家極具領導地位的國際級設計師—印度的 Nachiket Thakur、新加坡的 Junyao Lin 及印尼的 Agatha Maisie Tjandra 擔任本次工作坊的講師。新亞洲設計工作坊主要以今年度臺灣國際學生創意設計大賽的競賽主題「Empathy」為核心，講師們帶領學員們透過創意的發想與演繹，提供不同設計領域各種面向的觀察與思考，並將同理心的概念融入設計作品中。這兩天的設計工作坊，三位講師們帶給學生自身豐富的設計歷程與創新的設計思維，透過分享自身經驗傳授不同的設計方法，累積更多設計能量。

2019 Taiwan International Student Design Competition held the 3<sup>rd</sup> New Asia Design Workshop at Asia University on 18<sup>th</sup> and 19<sup>th</sup> May, 2019. Three prestigious international designers from New Southbound Policy countries, including Mr. Nachiket Thakur from India, Mr. Junyao Lin from Singapore, and Ms. Agatha Maisie Tjandra from Indonesia, were invited to be the lecturers in the workshop. The New Asia Design Workshop targeted at the theme, "Empathy," of 2019 Taiwan International Student Design Competition. The international lecturers led the students to think, observe and experience what empathy is in our daily life and how to use different techniques to integrate the concept of empathy into designs. After the two-day workshop, the students got inspired, came out with new thoughts, and generated new design energy from the design experiences that the lecturers shared with them.



新亞洲設計工作坊大合照 Group Photo Taken in the New Asia Design Workshop



視覺設計類組學員與設計師 Junyao Lin 合影  
Participants of Visual Design Category Took a Picture with Designer Junyao Lin



數位動畫類組學員與設計師 Agatha Maisie Tjandra 合影  
Participants of Digital Animation Category Took a Picture with Designer Agatha Maisie Tjandra



產品設計類組學員與設計師 Nachiket Thakur 合影  
Participants of Product Design Category Took a Picture with Designer Nachiket Thakur



數位動畫類組邀請來自印尼的設計師 Agatha Maisie Tjandra 擔任工作坊指導老師  
Ms. Agatha Maisie Tjandra from Indonesia was Invited to be an Instructor in the Workshop for Digital Animation Category



產品設計類組邀請來自印度的設計師 Nachiket Thakur 擔任工作坊指導老師  
Mr. Nachiket Thakur from India was Invited to be an Instructor in the Workshop for Product Design Category

## 設計講座 Design Seminar

在國際評審評選期間，主辦單位於臺北的台北文創大樓、臺中的國立公共資訊圖書館及北中南 9 間設計院校展開舉辦了「國際設計大師系列講座」，邀請設計名家分享對設計的體會與觀察，不僅促進國際交流，更讓喜愛設計的民眾與學子一飽耳福。系列講座總計吸引了超過 1,500 人前來聆聽。講座主題主要圍繞在同理心與設計的關係及如何將發想帶入實際設計中，提供了不同設計領域裡的各種面向的觀察與思考，場場精采，現場聽眾也熱情回應，把握機會與國際大師們交流。

During international jurors' participation in the selection, the organizer held the "International Design Masters Lecture Series," at Taipei New Horizon in Taipei, National Library of Public Information in Taichung, and 9 design high schools and universities in Northern, Central, and Southern Taiwan. The organizer invited these design masters to share their views and experiences in design with the audience, which not only promoted international exchange but also benefited the public and students who are passionate about design. A total number of more than 1,500 people were attracted to the events. The topics of the lectures ranged from how empathy relates to design to how to put thoughts into practice in design. The lectures provided different design disciplines with various aspects of observation and thoughts. Every session was remarkable and insightful, and the audience all responded with enthusiasm, taking the golden opportunity to interact with the international design masters.

### 臺北 Taipei

這次「國際設計大師系列講座」臺北場於台北文創大樓舉辦，邀請到包括日本知名富士通設計有限公司前總裁、現任日本設計振興會常務理事加藤公敬（Kimitaka Kato）、丹麥樂高集團設計師 Thomas Bef Flygenring、澳洲墨爾本城市探索遊戲應用程式 64 Ways of Being 藝術總監 Troy Innocent 及德國科隆國際設計學院（KISD）設計概念教授 Jenz Großhans 等重磅講者。

講者們以今年設計大賽的競賽主題「同理心」為演講主軸，分享了好的設計如何把同理心的概念融入其中以改善人們的日常生活及學習經驗，透過講者個人經驗的分享及分析進而激發聽眾的思考，希望引起觀眾們對於具有同理心的設計有更多的關注與共鳴。

In the International Design Masters Lecture Series in Taipei, TISDC invited design masters from Japan, Denmark, Australia, and Germany to be the speakers, including Mr. Kimitaka Kato, executive director & CDO of Japan Institute of Design Promotion (JDP), Designer Thomas Bef Flygenring, designer of The LEGO Group, Denmark, Prof. Troy Innocent, founder and director of Urban Play Lab, and Mr. Jenz Großhans, co-founder of Design Studio-Großhans Und Arsad.

The speakers focused on sharing how the concept of empathy is integrated into designs. This kind of designs could not only improve people's daily lives in various perspectives but also let students have better learning experiences. Through the experience and examples shared, the speakers hoped to inspire the audience to pay more attention to why it is important to include the concept of empathy into design.



國際設計大師系列講座：臺北場 - 臺北文創  
International Design Masters Lecture Series at Taipei New Horizon in Taipei

## 臺中 Taichung

「國際設計大師系列講座」臺中場於臺中國立公共資訊圖書館舉行，吸引了約 280 人次參與，國立公共資訊圖書館館長劉仲成先生更到場給予支持與鼓勵。本場演講的嘉賓分別為國際設計社團協會 (ico-D) 會長 Johnathon Strebly、FLAME inc. 公司藝術總監暨設計師古平正義及澳門設計師協會理事長周小良，透過講者的分享，讓喜愛設計的民眾和學子一飽耳福，也提供了不同設計領域及各種面向的觀察與思考，藉此激發不同文化間的創意火花 !!

來自加拿大的 Johnathon Strebly 帶領聽眾從歷史角度切入探討設計的起源，透過不同面向的分析討論進而激發出另一層面的思考；日本的古平正義透過幽默風趣的演講方式與聽眾分享設計的海報作品，透過各種特殊加工方式產出的海報作品不僅讓觀賞的人耳目一新，也為海報設計帶來更多無限的可能性；來自澳門的周小良透過分享自身的設計作品，傳遞將在地文化結合商品的經驗，提高商品本身的附加價值，同時也透過這樣的方式讓更多人了解澳門本身的在地文化故事。

The International Design Masters Lecture Series in Taichung was held at the National Library of Public Information, which attracted more than 280 attendees. The director of National Library of Public Information, Mr. Zhong-Cheng Liu, also attended the lecture series to support this event. This session, Taiwan International Student Design Competition invited president of International Council of Design (ico-D), Mr. Johnathon Strebly from Canada, art director and designer of FLAME inc., Designer Masayoshi Kodaira from Japan, and director of Macau Designers Association (MDA), Designer Sio-Leong Chao from Macau, to be the speakers.

Mr. Johnathon Strebly focused his speech on how globalization influences design and on what designers should equip themselves with in the era of globalization. Designer Masayoshi Kodaira directly brought the posters he designed to the spot to show the audience. In his lecture, he also shared the stories of how he came out with some specific posters with the audience in a humorous way. Designer Sio-Leong Chao shared how he integrated Macau's traditions, characteristics, and snacks into his design products to introduce and promote Macau.



國際設計大師系列講座：臺中場 - 國立公共資訊圖書館  
International Design Masters Lecture Series at National Library of Public Information in Taichung

## 設計講座 Design Seminar

### 校園場 Design Schools

「國際設計大師系列講座」校園場於臺灣北中南共計九所大專院校舉行，共吸引了近 1,080 人次參與，九場演講分別於北部的醒吾科技大學、臺北市立士林高級商業職業學校、新北市私立復興高級工商職業學校、台北市私立泰北高中，中部的東海大學和嶺東科技大學，以及南部的南臺科技大學、東方設計大學和正修科技大學舉行，並邀請到 17 位國際設計組織推派的代表與 1 位來自泰國的設計師，共計 18 位國際設計師進到校園演講，在此感謝這九間學校作為本次系列演講的協辦單位，也謝謝各校主任、老師們及財團法人看見台灣基金會與財團法人溫世仁文教基金會的代表到場給予支持與鼓勵，透過講者們的分享，讓喜愛設計的民眾和學子可以一飽耳福，藉此激發不同文化間的創意火花！

The International Design Masters Lecture Series took place at 9 campuses in Northern, Central and Southern Taiwan on October 25 as well, which attracted more than 1,080 attendees. The 9 campuses include Hsing Wu University, Shilin High School, Fu-Hsin Trade & Arts School, Taipei High School, Tunghai University, Ling Tung University, Southern Taiwan University of Science and Technology, Tungfang Design University, and Cheng Shiu University. 17 representatives from the International Design Associations that Taiwan International Student Design Competition (TISDC) is collaborating with and 1 designer from Thailand gave a lecture. Special thanks were given to the directors and teachers of these design schools for co-executing the lecture series for TISDC. The representatives from iSee Taiwan Foundation and Saylin Wen Cultural & Educational Foundation also attended the lecture series to support this event. With the lecture series, TISDC hoped to encourage more students to think what design is, how it relates to our daily life, and most importantly, how design could improve our life.



國際設計大師系列講座：校園場  
International Design Masters Lecture Series in Design Schools



國際設計大師系列講座：校園場  
International Design Masters Lecture Series in Design Schools

## 頒獎典禮 Award Ceremony

由教育部主辦，亞洲大學承辦，財團法人看見台灣基金會、財團法人溫世仁文教基金會及工業技術研究院贊助的「2019 臺灣國際學生創意設計大賽」，12 月 6 日下午於松山文創園區誠品表演廳舉行頒獎典禮。今年共徵得 21,988 件作品，吸引來自 66 個國家 / 地區、810 個校院系所的學生參與，經過嚴謹的初、決選程序，選出年度大獎、國際設計組織特別獎、各類金、銀、銅獎及佳作，以及工業技術研究院設置的技術創新應用獎，共計 74 件作品脫穎而出。其中，臺灣學生作品占 32 件，四大類別的金獎分別來自新加坡、日本及臺灣，充分展現參賽作品的國際化程度。

「臺灣國際學生創意設計大賽」邁入第 12 年，參賽作品件數眾多，已成為全球規模最大的國際學生設計競賽。面對全球快速變遷、重視整體性發展的浪潮，人際與環境合宜相待相形重要，今年以「同理心」（Empathy）為主題，拋出以同理心的概念去詮釋及設計人與人、人與環境間關係的議題，也是歷來創作時的重要課題；得獎者們將其中重要信念精準傳達，作品展現對於同理心議題的反思與傾聽，彰顯出設計師的社會責任與專業。出席頒獎典禮的教育部政務次長劉孟奇期許同學們，能持續保有對世界的敏感度與創新的力量，設計出更多能為社會帶來正面力量的作品。

獲得年度大獎殊榮的新加坡國立大學（National University of Singapore）楊子鳳與黃愛伶同學，其作品「閱讀障礙」（The Dyslexperience）反映出社會大眾對閱讀障礙者的漠視，藉由強化拼貼於實體書面上的投射作用，透過一場感官體驗，傳達閱讀障礙者每天所面對的考驗，讓讀者透過他們的眼睛看世界，同理和理解閱讀障礙者的感受。作品極具同理心

的設計，贏得多數評審的青睞與共鳴，勇奪獎金新臺幣 40 萬元。

產品設計類金獎由新加坡南洋藝術學院（Nanyang Academy of Fine Arts）黃麗蓓獲得，其作品「NODE 系列傢俱」（NODE Furniture Series），靈感源自於孩子喜愛的搖搖木馬及年長者喜歡的搖椅，是一款有別於傳統、節省居家空間，又能夠讓孩子與年長者一起使用的精緻傢俱，深得評審一致好評。

視覺設計類金獎由日本東京藝術大學（Tokyo University of the Arts）梶谷文雄（Fumio Kajitani）獲得，其作品「愛的形式」（Forms of Love）創作概念源自每個人對於愛的不同體驗與詮釋，並將愛的輪廓及寫照融入設計中，作品超過 200 人共同參與，是一項體驗式作品，創作概念與呈現手法深獲評審肯定。

數位動畫類金獎由臺灣藝術大學何昀蓁、劉雅晴及薛芳沂等同學獲得，其作品「房裡的海」以性侵事件的受害者為主題，描述受害者在事件發生時出現的「凍僵反應」，故事中主角目睹事件的發生，卻因害怕、呆滯而無法控制自己的身體做出反抗，整體故事鋪陳手法與風格十分內斂，深受評審青睞。

廠商指定類金獎由國立臺灣科技大學陳致帆、明志科技大學胡惠屏及張瑋中等同學獲得，其作品「AI 智慧型消防面罩」是一款將感測器整合於消防面罩和噴水瞄子頭上的消防裝備，提供消防員最有效的救災方式，大大降低執行任務中的風險，因此獲得工業技術研究院之廠商指定類金獎肯定。



頒獎典禮現場 Award Ceremony of 2019TISDC

The 2019 Taiwan International Student Design Competition (TISDC), now celebrating its 12th year, is one of the largest-scale international student design contests in the world. It is organized by the Ministry of Education, executed by Asia University, and sponsored by iSee Taiwan Foundation, the Sayling Wen Cultural & Educational Foundation, and the Industrial Technology Research Institute (ITRI). This year's competition attracted 21,988 works by students at 810 design schools, located in 66 different countries or regions. After the exhaustive preliminary rounds, the final judging panel with members from 20 countries or regions selected the 74 award-winning entries among which 32 are entries by Taiwanese students.

The theme of this year's competition is Empathy, in response to the increasing importance of people being in harmony with each other and the environment, especially as we face a rapidly changing world, with an increasing focus on holistic development. Young designers are encouraged to call on their hearts and empathy, as they interpret the relationships between people, and between people and the environment, which have become among a most critical issue in recent years. Many of this year's winners have clearly conveyed related messages, demonstrating their understanding of and reflections on empathy as well as the social responsibilities that being a professional designer entails.

The award ceremony for the 2019 Taiwan International Student Design Competition, together with an exhibition of the winning works, were held on December 6 in the Eslite Performance Hall at Songshan Cultural and Creative Park in Taipei City. The public was warmly invited to attend.

The 2019 Grand Prix went to The Dyslexperience, by Zi-Fong Yong and Ai-Ling Ng from National University of Singapore. Their winning entry sheds light on the general indifference of the public towards the daily challenges faced by people who have dyslexia. They projected enhanced images onto real books to convey and make viewers realize the kind of sensory experiences dyslexics face, and thereby empathize with them. Their entry fully expresses empathy. It received acclaim from the judges and won its creators the grand prix prize of NTD\$ 400,000.

The Gold Prize winners in the four categories are from Singapore, Japan, and Taiwan. The Gold Prize winner in the Product Design category is Winny

Widodo from Nanyang Academy of Fine Arts in Singapore. Her work, NODE Furniture Series, is a furniture—inspired by children's love of rocking horses and elderly people's love of rocking chairs—is designed for different generations to enjoy using. Winny has created outstanding, space-saving furniture that is quite different from conventional designs.

The Gold Prize winner in the Visual Design category is Fumio Kajitani from Tokyo University of the Arts, for the entry titled Forms of Love. This expresses the concept that different people each have their own different experiences and interpretations of love. More than 200 people participated in the creating of this experiential work, and both its creative concept and the techniques used drew praise from the judges.

The Gold Prize in the Digital Animation category went to The Sea Within the Room, a work by Yun-Zhen Ho, Ya-Ching Liu, and Fang-Yi Hsueh from National Taiwan University of Arts. Their work depicts the story of a sexual assault victim's "freeze responses." The victim of an assault was so scared that she went blank and could not react or fight back. The calm, highly restrained, and unexaggerated storytelling style and techniques impressed the judges.

The Gold Prize in the Brand Specified category went to Zhi-Fan Chen from National Taiwan University of Science and Technology, and Hui-Ping Hu and Wei-Chun Chang from Ming Chi University of Technology. Their entry, AI Oculur, is a form of firefighting equipment that integrates sensors into firefighters' masks and fire hose nozzles. It enhances firefighting efficiency and at the same time reduces the risks that firefighters face at work. These highly practical features won the designers the gold prize in the ITRI Innovation Award.



得獎獎杯 Trophies of 2019TISDC

## 頒獎典禮 Award Ceremony



臺灣國際學生創意設計大賽計畫主持人林磐聳講座教授致詞與介紹競賽  
Prof. Apex Lin, Pang-Soong, Project Director of TISDC, Gave a Welcome Remark and Introduced the Competition



教育部劉孟奇政務次長致詞  
Address by Mr. Mon-Chi Lio, Political Deputy Minister of Ministry of Education



贊助單位《財團法人看見台灣基金會》執行長陳文堂先生致詞  
Address by Mr. Don Chen, CEO of iSee Taiwan Foundation



贊助單位《財團法人溫世仁文教基金會》執行長林雅莉女士致詞  
Address by Ms. Teresa Lin, CEO of Sayling Wen Cultural & Educational Foundation



立法委員吳思瑤致詞  
Address by Ms. Szu-Yao Wu, Member of the Legislative Yuan



工業技術研究院執行長黃新鉗先生致詞  
Address by Mr. Stanley Huang, Acting General Director of Industrial Technology Research Institute



超過百名同學與貴賓一同參與頒獎典禮之盛況  
More Than One Hundred Students and Guests Attended the Award Ceremony



各類別召集人 / 評審代表簡評今年得獎作品  
Jurors Gave Comments on This Year's Winning Works



超過百名同學與貴賓一同參與頒獎典禮之盛況  
More Than One Hundred Students and Guests Attended the Award Ceremony

## 頒獎典禮 Award Ceremony



教育部劉孟奇政務次長頒發年度大獎給得主楊子鳳同學、黃愛伶同學  
The Grand Prix Winners, Zi-Fong Yong and Ai-Ling Ng, were Awarded by Mr. Mon-Chi Lio, Political Deputy Minister of Education



教育部劉孟奇政務次長頒獎給產品設計類金獎得主黃麗蓓同學、視覺設計類金獎得主梶谷文雄同學、數位動畫類金獎得主何鈞蓁同學（為該組代表人）  
Gold Prize Winner of Product Design Category, Winny Widodo, Gold Prize Winner of Visual Design Category, Fumio Kajitani, and Gold Prize Winner of Digital Animation Category, Yun-Zhen Ho (Representative of the Team), were Awarded by Mr. Mon-Chi Lio, Political Deputy Minister of Ministry of Education



立法委員吳思瑤頒獎給產品設計類銀獎得主陳昱仁同學及黃雷洋同學（為該組代表）、視覺設計類銀獎得主Soo Bao Rui同學（由同學代替領獎）、數位動畫類銀獎得主林宗良同學  
Silver Prize Winners of Product Design Category, Yu-Ren Chen and Lei-Yang Huang (Representatives of the Team), Silver Prize Winner of Visual Design Category, Soo Bao Rui (Received by a Delegate), and Silver Prize Winner of Digital Animation Category, Chung-Leong Lim, were Awarded by Ms. Szu-Yao Wu, Member of the Legislative Yuan



教育部高等教育司梁學政副司長頒發產品設計類銅獎給得主俞澳同學、周治辰同學、閻石同學、鄧宜樂同學、謝珊玲同學、崔佳琪同學、王俊陽同學、趙茜婷同學、佟越同學、王晨竹同學（三組得獎者皆由同學代替領獎）

The Bronze Prize Winners of Product Design Category, Ao Yu, Zhi-Chen Zhou, Shi Yan, Yi-Le Deng, Shan-Ling Xie, Jia-Qi Cui, Jun-Yang Wang, Xi-Ting Zhao, Yue Tong, and Chen-Zhu Wang, were Awarded by Dr. James H. C. Liang, Deputy Director General of Department of Higher Education, Ministry of Education (All Received by Delegates)



教育部高等教育司梁學政副司長頒發視覺設計類銅獎給得主 Anna Degoeva 同學、許梓寧同學、詹翊慈同學、廖庭葦同學、王星都同學（由同學代替領獎）  
The Bronze Prize Winners of Visual Design Category, Anna Degoeva, Tzu-Ning Hsu, Yi-Tzu Chan, Ting-Wei Liao, and Xing-Du Wang (Received by a Delegate), were Awarded by Dr. James H. C. Liang, Deputy Director General of Department of Higher Education, Ministry of Education



教育部高等教育司梁學政副司長頒發數位動畫類銅獎給得主西野朝來同學、周依汝同學、蔡香蘭同學、Sasi Tanyanurak 同學  
The Bronze Prize Winners of Digital Animation Category, Asaki Nishino, Yi-Ju Chou, Hsiang-Lan Tsai, and Sasi Tanyanurak, were Awarded by Dr. James H. C. Liang, Deputy Director General of Department of Higher Education, Ministry of Education

## 頒獎典禮 Award Ceremony



教育部高等教育司梁學政副司長頒發產品設計類佳作給得主 Tirtha Mandal 同學、陳國強同學、Maja Slowikowska 同學、Oliwia Ledzinska 同學、龍靖宇同學  
The Honorable Mention Winners of Product Design Category, Tirtha Mandal, Tan Kok Keong, Maja Slowikowska, Oliwia Ledzinska, and Ching-Yu Lung, were Awarded by Dr. James H. C. Liang, Deputy Director General of Department of Higher Education, Ministry of Education



教育部高等教育司梁學政副司長頒發視覺設計類佳作給得主邱元相同學、徐應傑同學、鄭禮軒同學、周柏丞同學、王毓鈞同學、鄒艾可同學、葉庭伊同學  
The Honorable Mention Winners of Visual Design Category, Yuan-Hsiang Chiu, Ying-Jie Xu, Li-Xuan Zheng, Bo-Cheng Jhou, Yu-Jyun Wang, Ai-Ke Wu, and Ting-Yi Ye, were Awarded by Dr. James H. C. Liang, Deputy Director General of Department of Higher Education, Ministry of Education



教育部高等教育司梁學政副司長頒發視覺設計類佳作給得主彭懷澤同學、王妍方同學、柯渝芯同學、沈婷妮同學、劉艾綉同學、張景彤同學、許韶庭同學、張岑同學  
The Honorable Mention Winners of Visual Design Category, Huia-Ze Peng, Yen-Fang Wang, U-Sin Ke, Ting-Ni Shen, Wen-Ling Liu, Ching-Tung Chang, Shao-Ting Xu, and Cen Zhang, were Awarded by Dr. James H. C. Liang, Deputy Director General of Department of Higher Education, Ministry of Education



教育部高等教育司梁學政副司長頒發數位動畫類佳作給得主陳美齡同學、Yoltida Ronnakitti 同學、許博惟同學  
The Honorable Mention Winners of Digital Animation Category, Mei-Ling Chen, Yoltida Ronnakitti, and Po-Wei Hsu, were Awarded by Dr. James H. C. Liang, Deputy Director General of Department of Higher Education, Ministry of Education



工業技術研究院執行長黃新鉗先生頒發廠商指定類金獎給得主陳致帆同學、胡惠屏同學  
The Gold Prize Winners of Brand Specified Category, Zhi-Fan Chen and Hui-Ping Hu, were Awarded by Mr. Stanley Huang, Acting General Director of ITRI



工業技術研究院執行長黃新鉗先生頒發廠商指定類金獎給得主林植雯同學（由同學代替領獎）  
The Silver Prize Winner of Brand Specified Category, Chek-Man Lam, was Awarded by Mr. Stanley Huang, Acting General Director of ITRI (Received by a Delegate)

## 頒獎典禮 Award Ceremony



工業技術研究院黃新鉗執行長頒發廠商指定類銅獎給得主黃雅筠同學、陳乃瑄同學、徐蕙雯同學、劉曜璋同學、戴有伶同學、李郁欣同學、曾鈺婷同學  
The Bronze Prize Winners of Brand Specified Category, Ya-Yun Huang, Nai-Xuan Chen, Yi-Wen Hsu, Yao-Wei Liu, Yu-Ling Tai, Yu-Hsin Li, and Yu-Ting Zeng, were Awarded by Mr. Stanley Huang, Acting General Director of ITRI



工業技術研究院黃新鉗執行長頒發廠商指定類佳作給得主陳致帆同學、胡惠屏同學、王敏安同學、林郁軒同學、謝佩均同學  
The Honorable Mention Winners of Brand Specified Category, Zhi-Fan Chen, Hui-Ping Hu, Min-An Wang, Yu-Xuan Lin, and Pei-Jun Xie, were Awarded by Mr. Stanley Huang, Acting General Director of ITRI



工業技術研究院黃新鉗執行長頒發廠商指定類佳作給得主黃雅筠同學、陳乃瑄同學、李郁欣同學、曾鈺婷同學、王敏安同學  
The Honorable Mention Winners of Brand Specified Category, Ya-Yun Huang, Nai-Xuan Chen, Yu-Hsin Li, Yu-Ting Zeng, and Min-An Wang, were Awarded by Mr. Stanley Huang, Acting General Director of ITRI



紐約藝術指導協會年度獎代表 Kevin Swanepoel 先生頒發紐約藝術指導協會特別獎給得主蘇韻柔同學

The Winner of One Club for Creativity / ADC Special Award, Yin-Rou Saw, was Awarded by Mr. Kevin Swanepoel, Representative of The One Club for Creativity / ADC Awards



歐洲設計協會總局代表 Steinar Valade-Ameland 先生頒發歐洲設計協會總局特別獎給得主王鈞同學（由同學代替領獎）

The Winner of Bureau of European Design Associations Special Award, Jun Wang, was Awarded by Mr. Steinar Valade-Ameland, Representative of The Bureau of European Design Associations (Received by a Delegate)



泰國創意經濟局代表 Pichit Virankabutra 先生頒發泰國創意經濟局特別獎給得主陳炳坤同學、黃海標同學（由同學代替領獎）

The Winners of Creative Economy Agency Special Award, Bing-Kun Chen, and Hai-Biao Huang, were Awarded by Mr. Pichit Virankabutra, Representative of Creative Economy Agency (Received by a Delegate)



義大利工業設計協會代表 Alex Terzariol 先生頒發義大利工業設計協會特別獎給得主 Siddharth UR 同學

The Winner of Association for the Industrial Design Special Award, Siddharth UR, was Awarded by Mr. Alex Terzariol, Representative of Association for the Industrial Design



巴西中央設計協會代表 Maria Jose Pontoni 女士頒發巴西中央設計協會特別獎給得主張新宇同學

The Winner of Brazil Design Center Special Award, Xin-Yu Zhang, was Awarded by Ms. Maria Jose Pontoni, Representative of Brazil Design Center



國際設計藝術院校聯盟代表 Mariana Amatullo 女士頒發國際藝術設計院校聯盟特別獎給得主陳郁宜同學（由同學代替領獎）

The Winner of International Association of Universities and Colleges of Art, Design and Media Special Award, Yu-I Chen, was Awarded by Ms. Mariana Amatullo, Representative of International Association of Universities and Colleges of Art, Design and Media (Received by a Delegate)

## 頒獎典禮 Award Ceremony



新加坡設計業總商會代表 Andrew Pang 先生頒發新加坡設計業總商會特別獎給得主王佩詩同學、王振昌同學、秦依琳同學、彭琥茜同學、黃慎雅同學、邱筱真同學  
The Winners of Design Business Chamber Singapore Special Award, Pei-Shi Ong, Ching-Chang Ong, Yee-Ling Chin, Hu-Qian Peng, Jen-Ya Huang, and Xiao-Zhen Qiu, were Awarded by Mr. Andrew Pang, Representative of Design Business Chamber Singapore



紐西蘭設計師協會代表 Cathy Veninga 女士頒發紐西蘭設計師協會特別獎給得主符薇淇同學  
The Winner of Designers Institute of New Zealand Special Award, Vanissa Foo, was Awarded by Ms. Cathy Veninga, Representative of The Designers Institute of New Zealand



香港設計總會代表盧子英先生頒發香港設計總會特別獎給得主陳宥仁同學（由同學代替領獎）  
The Winner of Hong Kong Federation of Design Associations Special Award, Yu-Jen Chen, was Awarded by Mr. Che-Ying Lo, Representative of Hong Kong Federation of Design Associations (Received by a Delegate)



澳大利亞優秀設計協會代表 Brandon Gien 先生頒發澳大利亞優秀設計協會特別獎給得主 Sian Hosking Berge 同學（由同學代替領獎）  
The Winner of Good Design Australia Special Award, Sian Hosking Berge, was Awarded by Mr. Brandon Gien, Representative of Good Design Australia (Received by a Delegate)



德國國家設計委員會代表 Janine Wunder 女士頒發德國國家設計委員會特別獎給得主 Stephen Ow 同學  
The Winner of German Design Council Special Award, Stephen Ow, was Awarded by Ms. Janine Wunder, Representative of German Design Council



莫斯科國際平面設計雙年展金蜂獎代表 Sergei Serov 先生頒發莫斯科國際平面設計雙年展金蜂獎特別獎給得主 Svetlana Sergeeva 同學  
The Winner of Moscow Global Biennale of Graphic Design Golden Bee Special Award, Svetlana Sergeeva, was Awarded by Mr. Sergei Serov, Representative of Moscow Global Biennale of Graphic Design Golden Bee



國際設計社團協會代表 Johnathon Strebly 先生頒發國際設計社團協會特別獎給得主 Xuchen Aurora Wang 同學（由同學代替領獎）  
The Winner of International Council of Design Excellence Award, Xuchen Aurora Wang, was Awarded by Mr. Johnathon Strebly, Representative of International Council of Design (Received by a Delegate)



印度設計委員會代表 Praveen Nahar 先生頒獎印度設計委員會特別獎給得主 Phatdanai Jeedaeng 同學  
The Winner of India Design Council Special Award, Phatdanai Jeedaeng, was Awarded by Mr. Praveen Nahar, Representative of India Design Council



墨西哥國際海報雙年展協會代表 Xavier Bermudez Banuelos 先生頒發墨西哥國際海報雙年展協會特別獎給得主劉承翰同學、閔意庭同學  
The Winners of International Poster Biennial in Mexico Special Award, Cheng-Han Liu and Yi-Ting Min, were Awarded by Mr. Xavier Bermudez Banuelos, Representative of International Poster Biennial in Mexico



日本設計振興會代表加藤公敬先生頒獎日本設計振興會特別獎給得主 Sima Demir 同學  
The Winner of Japan Institute of Design Promotion Special Award, Sima Demir, was Awarded by Mr. Kimitaka Kato, Representative of Japan Institute of Design Promotion



韓國設計振興會代表 Juhyun Eune 女士頒發韓國設計振興會特別獎給得主陳築芸同學  
The Winner of Korea Institute of Design Promotion Special Award, Chu-Hsuan Chen, was Awarded by Ms. Juhyun Eune, Representative of Korea Institute of Design Promotion



芬蘭拉赫第國際海報三年展代表 Pekka Loiri 先生頒發芬蘭拉赫第國際海報三年展特別獎給得主崔思雨同學（由同學代替領獎）  
The Winner of Lahti International Poster Triennial Special Award, Si-Yu Cui, was Awarded by Mr. Pekka Loiri, Representative of Lahti International Poster Triennial (Received by a Delegate)

## 頒獎典禮 Award Ceremony



澳門設計師協會代表朱焯信先生頒發澳門設計師協會特別獎給得主李鐸同學、干慶青同學（由同學代替領獎）

The Winners of Macau Designers Association Special Award, Duo Li and Qing-Qing Gan, were Awarded by Mr. James Chu, Representative of Macau Designers Association (Received by a Delegate)



台灣設計聯盟代表章玲玲女士頒發台灣設計聯盟特別獎給得主余慶婷同學（由同學代替領獎）

The Winner of Taiwan Design Alliance Special Award, Ting-Ting Yu, was Awarded by Ms. Chi-Mei Chang, Representative of Taiwan Design Associations (Received by a Delegate)



亞洲設計連代表 William Harald-Wong 先生頒發亞洲設計連特別獎給得主劉育如同學、吳志豪同學、張譽瀚同學、劉芸瑄同學

The Winners of Design Alliance Asia Special Award, Yu-Ru Liu, Chih-Hao Wu, Yu-Han Chang, and Yun-Xuan Liu, were Awarded by Mr. William Harald-Wong, Representative of The Design Alliance Asia



世界設計組織代表 Mugendi K. M'Rithaa 先生頒發世界設計組織特別獎給得主 Binayak Mondal 同學

The Winner of World Design Organization Special Award, Binayak Mondal, was Awarded by Mr. Mugendi K. M'Rithaa, Representative of World Design Organization



超過百名同學與貴賓一同參與頒獎典禮之盛況  
More Than One Hundred Students and Guests Attended the Award Ceremony

## 展覽紀實 Exhibition

本屆獲獎作品在 2019 年 12 月 6 日展覽於松山文化創意園區內的誠品表演廳外，展出自 21,988 件參賽作品中脫穎而出的 74 件獲獎作品，作品涵蓋產品設計類、視覺設計類、數位動畫類及廠商指定類，以海報掛軸方式呈現，開放一般民眾參觀。本次展出作品不僅充分展現參賽學生對今年度設計大賽主題「Empathy」的詮釋，更反映了新生代對當代社會的多面向思考。頒獎典禮後，還可看見來自國內外的獲獎者、指導老師、與會設計師及國際設計組織代表們於展覽會場交流及欣賞作品，期待能藉此開啟設計界更多國際間、產學間的合作機會。為了讓更多民眾能欣賞本屆的得獎作品，獲獎作品展覽也於 2019 年 12 月 3 日至 12 月 15 日移師至臺中國立公共資訊圖書館舉行。

Winning works of this year's competition were exhibited outside the Eslite Performance Hall at Songshan Cultural and Creative Park on December 6, 2019, which is open to the public. The 74 winning works standing out from a total number of 21,988 entries in the Product Design Category, Visual Design Category, Digital Animation Category, and Brand Specified Category were exhibited. The winning works not only demonstrated the students' interpretation of the theme of the competition "Empathy," they also reflected the younger generation's contemplation of our modern society. After the Award Ceremony on December 6, award winners from Taiwan and abroad gathered together with instructors, jurors and representatives of international design associations at the exhibition to discuss and appreciate the winning works with the hopes of initiating collaborative opportunities for design projects between different countries, and between the academia and the industry. In order to promote the winning works and let more people have the opportunity to appreciate them, the exhibition was held at the National Library of Public Information in Taichung from December 3rd to 15th as well.



松山文化創意園區誠品表演廳展覽現場  
Exhibition at the Eslite Performance Hall in the Songshan Cultural and Creative Park

## 海內外歷屆作品展 Domestic and International Exhibitions

本年度臺灣國際學生創意設計大賽於國內外舉辦了歷屆作品展覽，國內展覽分別於國立臺北商業大學、正修科技大學、明志科技大學、東海大學、銘傳大學、醒吾科技大學展出歷屆得獎作品；海外展覽分別於印尼雅加達的 Kopi Kalyan、泰國曼谷設計週、墨西哥聖路易斯波托西自治大學 (UASLP) 的 Casa Cartel 展出歷屆得獎作品，藉此向國人及國際展現臺灣年輕設計競爭力。

This year, the execution team of Taiwan International Student Design Competition held several exhibitions of past years' winning works both in Taiwan and abroad. Exhibitions in Taiwan were hosted in National Taipei University of Business, Cheng Shiu University, Ming Chi Institute of Technology, Tunghai University, Ming Chuan University, and Hsing Wu University; exhibitions abroad were held at Kopi Kalyan in Indonesia, Bangkok Design Week 2019 in Thailand, and Casa Cartel of Autonomous University of San Luis Potosí (UASLP) in Mexico. Through these exhibitions, TISDC would like to show people in Taiwan and around the world the competitiveness of Taiwan's young designers.



海內外歷屆作品展 Domestic and International Exhibitions



Taiwan  
International  
Student  
Design  
Competition

附錄－競賽簡介  
Appendix - Competition Regulations

## 活動目的

鼓勵國際間學生創意設計交流，發掘新生代創意設計人才。

## 主題說明

### Empathy

See Things through Others' Eyes; Put Yourself in Their Shoes.  
人同此心，心同此理，換位思考，人同理心

## 活動特色

- 全球學生設計大賽總獎金高達新臺幣 480 萬元
- 全球最大規模的國際學生設計大賽
- 國際設計組織授權合作設置獎項
- 免報名費及參展費

## 參賽資格

限定國內外高級中等以上學校在校學生（以網路截止報名時間為準，須為西元 1989 年 4 月 28 日之後出生，年齡 30 歲以內。女性申請人於申請年限之前曾有生育事實者，每胎得延長年限兩年）

\* 應屆畢業生（2019 年 6 月畢業）及新生（2019 年 9 月入學）皆可報名參加。

## 徵件需求

能表達競賽主題「Empathy」之創意設計。

## 參賽類別

產品設計、視覺設計、數位動畫、廠商指定，共四類。

## 報名費用

免繳報名費

## 參賽時間表

### 線上報名及參賽作品送件截止

2019 年 5 月 1 日至 2019 年 6 月 30 日，臺北時間 24:00(GMT+08:00)

### 初選

2019 年 9 月上旬

### 入圍名單公告並通知第二階段文件

2019 年 9 月中旬

### 入圍者第二階段繳件截止日

相關訊息將與入圍名單一併公告

### 決選

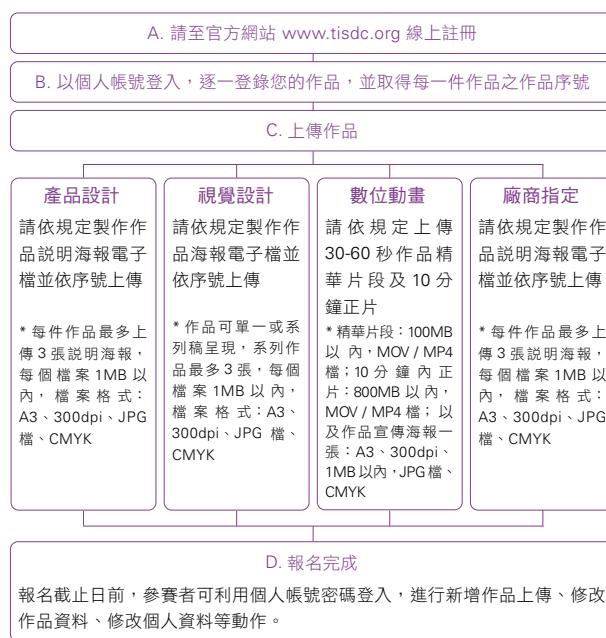
2019 年 10 月下旬

### 頒獎典禮暨獲獎作品展覽

2019 年 12 月上旬



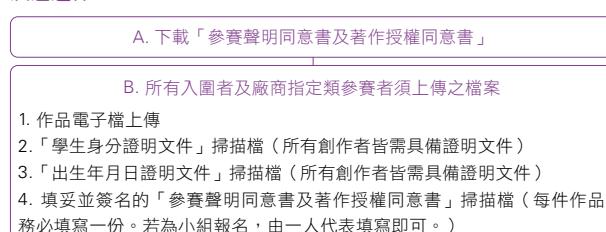
## 報名流程



※ 請注意：

- 為保障參賽者權益，報名時請填入經常使用的 E-mail 信箱，執行單位將會以此信箱傳送比賽重要訊息，包含入圍與得獎通知。
- 主辦單位將寄發年度專刊與證書給所有得獎及入圍者，請務必於報名時填寫正確之可收件地址。
- 報名截止後，將無法再修改作品名稱及參賽者姓名，請務必填寫正確。

## 決選送件



### 產品設計類入圍者請繳交以下項目

**作品輸出：**請輸出實體說明海報，每張 A2 大小 (42X59.4cm)，每件作品至多 3 張，不需裱裝於襯卡或裱板上。海報內容說明文字必須以英文為主。

**作品電子檔上傳：**包括作品說明海報與產品照數位檔案 (JPG 檔，300dpi，印刷品質，CMYK 模式)、所有設計者之清晰半身照片 (2MB 以上，JPG 檔，300dpi)

### 視覺設計類入圍者請繳交以下項目

**作品輸出：**每張 A2 大小 (42X59.4cm)。每件作品至多 3 張，不需裱裝於襯卡或裱板上。

**作品電子檔上傳：**包含原寸作品檔案 (JPG 檔，300dpi，印刷品質，CMYK 模式)、所有設計者之清晰半身照片 (2MB 以上，JPG 檔，300dpi)

### 數位動畫類入圍者請繳交以下項目

**作品電子檔上傳：**包括作品正片 (10 分鐘以內，800MB 以內，MOV/MP4 檔)、作品宣傳圖 5 張以內 (JPG 檔，300dpi)、所有設計者之清晰半身照片 (2MB 以上，JPG 檔，300dpi)

### 廠商指定類參賽者請繳交以下項目

**作品輸出：**請輸出實體說明海報，每張 A2 大小 (42X59.4 cm)，每件作品至多 3 張，不需裱貼於襯卡或裱板上。海報內容說明文字必須以英文為主。

作品電子檔上傳：包括作品說明海報與作品圖數位檔案（JPG 檔，300dpi，印刷品質，CMYK 模式）、所有設計者之清晰半身照片（2MB 以上，JPG 檔，300dpi）。

#### 作品寄送地址 / Mailing Address

2019 臺灣國際學生創意設計大賽執行小組

亞洲大學視覺傳達設計學系 A412 計畫辦公室收

41354 臺中市霧峰區柳豐路 500 號

Recipient: 2019 Taiwan International Student Design Competition

Address: Office A412, No.500, Lioufeng Rd., Wufeng District, Taichung

41354, Taiwan (Department of Visual Communication Design, Asia University)

Phone number: +886-4-23310066

#### 作品上傳網址

[www.tisdc.org](http://www.tisdc.org)

※ 請注意：作品請妥善包裝後寄出，運送過程中若對作品造成損傷而影響評審觀感，主辦單位恕不負責。

#### 評選作業

初選 | 依照參賽者所提供之作品電子檔為依據，由評選委員會選出晉級決選的作品。

決選 | 產品設計類、視覺設計類及廠商指定類均以入圍者自行輸出之說明海報進行評選；數位動畫類以作品數位檔案進行評選。

#### 評審標準

以創意出發，力求突破，切合主題並能表達主題概念與美感的設計。執行單位將邀請國內外不同領域專家組成初、決選評審團進行評選。

產品設計類 | 創意 50%，切題性 30%，圖面表達 20%

視覺設計類 | 創意 50%，切題性 30%，構圖與美感 20%

數位動畫類 | 創意 50%，美感 30%，切題性 20%

廠商指定類 | 創意 40%，切題性與技術符合性 50%，圖面表達 10%

#### 頒發獎項

##### 產品設計、視覺設計與數位動畫類

###### 年度大獎（1名）：

獎金新臺幣四十萬元，獎盃一座，獎狀一紙

###### 金獎（產品、視覺、動畫各1名）：

獎金新臺幣二十五萬元，獎盃一座，獎狀一紙

###### 銀獎（產品、視覺、動畫各1名）：

獎金新臺幣十五萬元，獎盃一座，獎狀一紙

###### 銅獎（產品、視覺、動畫各3名）：

獎金新臺幣六萬元，獎盃一座，獎狀一紙

###### 佳作（若干名）：

獎金新臺幣一萬元，獎狀一紙

###### 國際設計組織特別獎（若干名）：

獎金新臺幣十萬元，獎盃一座，獎狀一紙

##### 廠商指定類－技術創新應用獎（由工業技術研究院贊助）

金獎（1名）：獎金新臺幣十萬元，獎盃一座，獎狀一紙

銀獎（1名）：獎金新臺幣五萬元，獎盃一座，獎狀一紙

銅獎（3名）：獎金新臺幣三萬元，獎盃一座，獎狀一紙

佳作（若干名）：獎金新臺幣一萬元，獎狀一紙

※ 除前述獎項獎金外，獲頒獎項之參賽者，經贊助單位選定具進一步應用與商品化潛力的創新創意構想提案，另可接續參與原型品 (working prototype) 打造補助與後續商品化輔導機制。

※ 以上各獎項經決選評審小組決議，得從缺或調整；同一作品於同一年度曾在政府中央部會主辦之相關競賽或教育部「鼓勵學生參加藝術與設計類國際競賽」之表列競賽項目中獲獎者，由決選評審小組擇優核定獎勵金額，不受前項獎金額度限制。獎盃與獎狀以教育部部長名義頒發，並於今年年底舉行頒獎典禮。所有得獎者將公布於官方網站及國內外媒體，以提供廠商進行設計合作案之相關洽詢。

#### 注意事項

##### 關於參賽作品

- 所有參賽作品均不予以退件。
- 參賽者可以個人或組隊參賽，參賽件數不限。
- 同一件作品不得跨類別重複投遞。
- 作品須為參賽者自行創作且具原創性。
- 所有概念、文字、圖案、表格、照片、影片、語音、音樂、動畫等各種內容及所使用之程式無仿冒、抄襲或其他侵害他人智慧財產權及著作權之情事。

##### 關於參賽者

- 同意接受並遵守本活動注意事項及規範，如有違反本活動注意事項及規範之行為，經查證屬實，活動單位得取消其參賽或得獎資格，並對於任何破壞本活動之行為保留相關權利。
- 尊重本獎評審小組之決議。
- 報名參賽時，同一作品已發表、曾在其他比賽獲獎或正在評審中，應於參賽聲明同意書註明，並主動告知教育部及本賽執行單位，作為政府頒發獎金之參考依據。
- 不得有請託、關說、利誘、威脅或其他干擾評審委員及評審程序之情事。
- 參賽者須配合提供其創作之詳細資料，作為日後公開報導與展示之用。
- 前三名得獎者請親至頒獎典禮受獎，需自付參加頒獎典禮之旅費及來臺簽證相關手續費用。

##### 關於得獎者

- 提供得獎作品之詳細資料，作為公開報導及展示之用。
- 在公告得獎三年內，得獎者與其得獎作品應配合由教育部所舉辦之相關展示與宣導活動，並保留作品原始檔案及資料，供教育部備查。
- 得獎獎金應依規定課稅。
- 得獎作品應同意無償、非專屬性授權教育部及本賽執行單位，使用參賽獲選作品圖片與說明文字等相關資料，製作成視聽著作（影片）與數位形式檔案，提供教學、研究與公共服務用途之公開上映、公開播送與網路線上閱覽。若因教學研究之需求，教育部得重製該作品。本件授權不影響著作人對原著作之著作權及衍生著作權，並得為其他之專屬授權。
- 得獎作品其後續商品化及行銷行為，不得損害本獎之形象或精神。

##### 關於獲獎資格取消

參賽者及其作品有下列情事之一，經查證屬實者，取消得獎資格，並追回已領之獎盃、獎狀及獎金：

- 未符合參賽資格。
- 得獎作品經人檢舉涉及抄襲或違反著作權等相關法令，經法院判決確定者。
- 得獎作品經人檢舉或告發為非自行創作或冒用他人作品且有具體事實，經查證、審議，裁決應取消獲獎資格者。
- 得獎作品其後續商品化及行銷行為，有損害本獎之形象或精神者。
- 得獎者有請託、關說、利誘、威脅或其他干擾評審委員或評審程序，經初選評審小組審議後認情節嚴重者。

※ 主辦單位保留活動變動之權利，本活動未竟事宜，依教育部函示規定及網站公布為準。有關爭議，經活動評審小組審議後，報教育部決定之。

#### 聯絡方式

2019 臺灣國際學生創意設計大賽執行小組

亞洲大學視覺傳達設計學系

地址：41354 臺中市霧峰區柳豐路 500 號

TEL：+886-4-2331-0066 & 2331-0099

FAX：+886-4-2331-0099

E-mail：[tisdc.tw@gmail.com](mailto:tisdc.tw@gmail.com)

Website：[www.tisdc.org](http://www.tisdc.org)

Facebook：臺灣國際學生創意設計大賽

## Purpose

Encourage international creative design exchange, develop creative design talents, express the international image of Taiwan attaching great importance to creative design, and establish the international design status of Taiwan.

## Theme

### Empathy

See Things through Others' Eyes; Put Yourself in Their Shoes.

- Total Prize Money is Up to US\$160,000
- The Largest Student Design Competition in the World
- International Design Associations Endorsed Special Awards
- No Registration or Presentation Fee

## Qualification

Students who currently enroll at senior high schools or above (Based on the internet registration deadline, participants must be born after April 28, 1989 and younger than 30 years of age. Female participants who have given birth before 30 years of age, are entitled to a 2-year extension per birth).

\*Fresh graduates (graduate in June 2019) and new students (enroll school in September, 2019) are also eligible.

## Participating Works

The competition theme "**Empathy**" must be expressed in the participating pieces.

## Category

Product Design, Visual Design, Digital Animation, and Brand Specified

## Registration Fee

Free

## Timetable

### Online Registration and Online Work Submission

May 1, 2019 to June 30, 2019, 24:00 (Taipei GMT+08:00)

### Preliminary Selection

early-September, 2019

### Finalists Announcement

mid-September, 2019

### Delivery Deadline of Final Selection Submission

Finalists should submit printouts and upload works for the Final Selection. Related information and the deadline will be noticed in the finalist announcement.

### Final Selection

late-October, 2019

### Award Ceremony and Exhibition

early-December, 2019

## Participation Procedure

A. Register online at [www.tisdc.org](http://www.tisdc.org)

B. Login to your account, enter the project information and you will receive a registration code for each entry.

C. Upload works

**Product Design**  
Please follow the instructions to upload your presentation boards.

\*You may upload up to 3 files per entry. Each file must be under 1MB, A3, 300dpi, JPG format, CMYK.

**Visual Design**  
Please follow the instructions and sample board to upload your work

\*The work can be presented a single or series design. You may upload up to 3 files per entry. Each file must be under 1MB, A3, 300dpi, JPG format, CMYK.

**Digital Animation**  
Please upload a 30-60 seconds trailer of the film.

\*The file must be under 100MB, MOV /MP4 format, a full length film which must be under 10 minutes. (The file must be under 800MB, MOV /MP4 format.) And a film poster, A3, 300dpi, under 1MB in JPG and CMYK format.

**Brand Specified**  
Please follow the instructions to upload your presentation boards.

\*You may upload up to 3 files per entry. Each file must be under 1MB, A3, 300dpi, JPG format, CMYK.

D. Registration Completed

After the registration is completed, participants can login to the website using their personal account and password to upload new works and modify works or personal data until the deadline of submission.

Please note:

- Please provide the most frequently used E-mail, to which the executive will send important information regarding the competition, including the finalist and winner announcements.
- The organizer will send the annual portfolio and certificate to every finalist. Please make sure to fill in the valid mailing address when registering.
- After the deadline of online registration, all information about the entry cannot be modified, so please fill in the information carefully.

## Final Selection Submission Procedure

A. Download the Affidavit

B. All the finalists and participants of Brand Specified Category should upload the following required documents

1. Upload works
2. Scanned file of Student ID card or school enrollment certificate (the document of each member in the design team is essential)
3. Scanned file of the proof of date of birth (the document of each member in the design team is essential)
4. Scanned file of signed Affidavit (one copy for each entry)

## Product Design Category

**Printout(s):** Please submit at most 3 printouts of your presentation boards, each piece on A2 size (42 X 59.4cm). The printouts need not be mounted on cardboards/paperboards. The descriptions on the boards should be in English.

**Upload works:** Electronic documents should include:

Digital archives of the posters and product photos (JPG/300dpi/press quality/CMYK)

Clear half-length photos of all designers (above 2MB/JPG/300dpi)

## Visual Design Category

**Printout(s):** Please submit a maximum of 3 posters describing each piece on A2 size (42 X 59.4cm) paper. The printouts need not be mounted on cardboards/paperboards.

**Upload works:** Electronic documents should include:

The electronic file of the work(s), in original size (JPG/300dpi/press quality/CMYK)

Clear half-length photos of all designers (above 2MB/JPG/300dpi)

## Digital Animation Category

**Upload works:** Electronic documents should include:

A full length film which must within 10 minutes. (The file must be under 800MB, MOV/MP4 format.)

At most 5 stills/promotion images of the film (JPG/300dpi)

Clear half-length photos of all designers (above 2MB/JPG/300dpi)

## Brand Specified Category

**Printout(s):**

Please submit at most 3 printouts of your presentation boards, each piece on A2 size (42X59.4 cm). The printouts need not be mounted on cardboards/paperboards. The descriptions on the boards should be in English.

**Upload works:** Electronic documents should include:

Digital files of the posters and design principles (JPG/300dpi/press quality/CMYK)

Clear half-length photos of all designers (above 2MB/JPG/300dpi)

## Mailing Address

2019 Taiwan International Student Design Competition

Office A412, No.500, Liufeng Rd., Wufeng District, Taichung 41354, Taiwan (Department of Visual Communication Design, Asia University)

Phone number: +886-4-23310066

## Upload Link

[www.tisdc.org](http://www.tisdc.org)

\*Please note: The printouts should be packed properly before delivery. The organizer is not responsible for any damage of art works during the delivery process.

## Evaluation Operation

### Preliminary Selection:

The evaluation will be based on the digital files provided by the participants. The evaluation committee will select finalists for the final selection.

#### Final Selection:

Finalists in Product Design, Visual Design category and Brand Specified category will be judged according to the printout works submitted by the participants. In Digital Animation category, the nominated films will be evaluated according to the digital files.

#### Evaluation Criteria

The design works will be judged on their creativity, interpretation of the theme, expression of concept, and aesthetic approach. Domestic and international experts in different fields will be invited to organize the preliminary and final selection committee to process the evaluation.

#### Product Design Category

Creativity: 50%; Thematic: 30%; Design Presentation: 20%

#### Visual Design Category

Creativity: 50%; Thematic: 30%; Composition and Aesthetics: 20%

#### Digital Animation Category

Creativity: 50%; Aesthetics: 30%; Thematic: 20%

#### Brand Specified Category

Creativity: 40%; Pertinency and Technical Compliance: 50%; Design Presentation: 10%

#### Awards

##### Product Design, Visual Design, and Digital Animation Categories

###### **Grand Prix (1 winner)**

NT\$400,000 (approx. US\$13,000), an awarding cup and a certificate

###### **Gold Prize (1 winner for each category)**

NT\$250,000 (approx. US\$8,000), an awarding cup and a certificate

###### **Silver Prize (1 winner for each category)**

NT\$150,000 (approx. US\$5,000), an awarding cup and a certificate

###### **Bronze Prize (3 winners for each category)**

NT\$60,000 (approx. US\$2,000), an awarding cup and a certificate

###### **Honorable Mention (several winners for each category)**

NT\$10,000 (approx. US\$330) and a certificate

##### International Design Association Special Prize (several winners for each category)

NT\$100,000 (approx. US\$3,300), an awarding cup and a certificate

##### Brand Specified Category-ITRI Innovation Award (Sponsored by Industrial Technology Research Institute (ITRI))

###### **Gold Prize (1 winner)**

NT\$100,000 (approx. US\$3,300), an awarding cup and a certificate

###### **Silver Prize (1 winner)**

NT\$50,000 (approx. US\$1,700), an awarding cup and a certificate

###### **Bronze Prize (3 winners)**

NT\$30,000 (approx. US\$1,000), an awarding cup and a certificate

###### **Honorable Mention (several winners)**

NT\$10,000 (approx. US\$330) and a certificate

\*Note: In addition to the aforementioned awards, the winners of the awards with innovative ideas for further application and commercialization may also be selected by the sponsors to apply for the working prototype subsidy as well as the subsequent guiding mechanism for product commercialization.

※The prizes will be adjusted according to the quality and quantity of participating works.

※The awarding cup and the certificate will be conferred by the Minister of Education and the Award Ceremony will take place in December.

※The winners will be announced on our official website and other media in Taiwan and abroad, to allow suppliers to seek for design cooperation opportunities.

#### Terms & Conditions

##### For the entries

- All entries will not be returned.
- Entrants can participate in the competition as individuals or in teams. Multiple submissions of different works are acceptable.
- Multiple submissions of the same work in two or more categories are not allowed.
- The entries must be original and created by the participants themselves.
- All the concepts, text, icons, sheets, pictures, videos, audios, music, animation contents and program of the work shall not be involved in any plagiarism or infringement of copyrights or other laws.

##### For the entrants

- All entrants shall accept the regulations of TISDC. Participating qualifications or prizes will be cancelled if the violation is proved and the organizer shall have the rights to take actions.
- The entrants shall respect the evaluation and decisions made by the committee.
- If the participating work has been published, awarded or is under evaluation process in other competitions, the entrant shall clearly indicate the fact in the Affidavit and inform the organizer.
- Requests, lobbies, threats, bribes or other actions interfering in the evaluation are not allowed.
- The entrants shall agree to provide the detail information of the entries for future media coverage and exhibitions.
- The top three prize winners of each category shall be present at the award ceremony. All travel expenses related to the award ceremony will be borne by the participants.

##### For the winners

- The winners shall agree to provide the detail information of the works for future media coverage and exhibitions.
- The winners shall cooperate with the organizer in promotion and education activities for 3 years since the proclaiming of awarding.
- All monetary prizes will be taxed according to the regulations of Taiwan government. (The winners from abroad will be taxed at the rate of 20%).
- For promotion purposes, the organizer shall have the rights to utilize (including but not limited to reproduce, public recitation, public broadcast, public presentation, public transmission, distribution, public display, publication, public release) the awarded works in different formats, including but not limited to Video/CD recordings, catalogues, photos, publications, and exhibitions.
- The commercialization and marketing activities of the awarded works shall not contravene the spirit of the competition.

##### In any of the following conditions, the organizer shall have the rights to disqualify the awarded winners and revoke the prizes, awarding cups and certificates:

- In the event that the participant does not meet the qualification.
- In the event that the awarded work is involved in plagiarism or infringement of copyrights or other laws.
- In the event that the awarded work is proven to be unoriginal design, or to have fraudulently copied ideas from other person's work.
- In the event that the commercialization and marketing activities of the awarded work contravene the spirit of this competition.
- In the event that the entrant is involved in request, lobby, threat, bribe or other actions which interfere the evaluation.

※The organizer reserves the right to make alterations, which will be announced on the official website. If there should be any controversial issue, it will be deliberated and judged by the committee before reporting to the organizer the Ministry of Education for the final resolution.

#### Contact

2019 Taiwan International Student Design Competition Executive Department of Visual Communication Design, Asia University

ADD: No.500, Liufeng Rd., Wufeng Dist., Taichung City 41354, Taiwan

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FAX: +886-4-2331-0099

E-mail: tisdc.tw@gmail.com

Website: www.tisdc.org

Facebook: Taiwan International Student Design Competition

## 2019 執行團隊 Executive Team of 2019TISDC



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**林磐聳 Apex Lin, Pang-Soong**

- 整體統籌、策略規劃
- General planning and coordination



計畫協同主持人 Associate Project Director

**陳俊宏 Jun-Hong Chen**

- 國內設計院校推廣及宣傳輔導
- Outreach to domestic design institutes



計畫協同主持人 Associate Project Director

**李新富 Shin-Fu Lee**

- 中港澳設計院校推廣及宣傳輔導
- Outreach to design institutes in Mainland China, Hong Kong, and Macau



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**游明龍 Ming-Lung Yu**

- 廠商贊助獎項之相關事務
- Coordinating works on Brand Specified Category



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**廖偉民 Wei-Ming Liao**

- 國際設計院校推廣及宣傳接洽
- Outreach to foreign design institutes



計畫協同主持人 Associate Project Director

**林孟潔 Miira Lin**

- 洽談贊助、國際之相關事務
- Fundraising and international engagement



專案經理 Project Manager

**楊安琪 Angel Yang**

- 國內外設計院校宣傳及展覽策劃
- Coordinating promotion campaigns in domestic and foreign design institutes; curating exhibitions



專案經理 Project Manager

**陳恩儒 Luby Chen**

- 評選徵件及整件相關事務
- Receiving and compiling entries



專案經理 Project Manager

**黃維萱 Wendy Huang**

- 專案設計物相關事務
- Designing event posters, backdrops, and publications



專案經理 Project Manager

**李宛真 Winnie Li**

- 國際設計組織、國際宣傳接洽連繫
- Liaison with international design organizations; international promotion campaigns



專案經理 Project Manager

**黃郁璇 Jenny Huang**

- 處理專案行政庶務、經費核銷、專案各類活動規劃與統籌
- Administrative affairs, reimbursement, planning and coordination of events



專案經理 Project Manager

**莊家懿 Mandy Chuang**

- 國際設計組織、贊助廠商相關業務
- Affairs regarding international design associations and sponsors



2019  
Empathy

## 臺灣國際學生創意設計大賽 Taiwan International Student Design Competition

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