



2025 TISDC
DIVERSITY
臺灣國際學生創意設計大賽
Taiwan International Student Design Competition





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序

Preface



序

擁抱多樣性 共創設計新未來

2025 臺灣國際學生創意設計大賽 (Taiwan International Student Design Competition, TISDC) 邁入第十八屆。自創辦以來，教育部始終秉持「培育創意、連結世界」的核心精神，推動多項設計教育政策，包括「藝術與設計菁英海外培訓計畫」以及鼓勵學生參與國際競賽等，期盼協助臺灣年輕設計人才拓展國際視野，並在全球舞臺實現創意與理想。

TISDC 從草創走向成熟，已建立完善制度與高度公信力，並成為國際重要學生設計賽事之一。不僅呈現全球美學與設計教育的累積成果，更作為新世代國際設計人才的孵育平臺，深受全球設計界肯定。

面對全球化與跨域整合的趨勢，TISDC 展現韌性與前瞻格局，透過線上評選、跨國合作，以及虛實整合的推廣方式，讓世界各地的學生突破距離限制，共同參與這場屬於國際新銳設計師的舞台。

本屆大賽共有 73 個國家或地區、1,029 所院校、16,329 件作品參賽，展現驚人的國際動能。入圍作品在美學創新、社會反思與跨域應用上都呈現高度成熟度，而來自不同文化與專業背景的國際評審共同參與評選，也讓 TISDC 成為促進跨文化交流與協作的重要樞紐。

今年的競賽主題「Diversity / 多樣性」，呼應現代社會的核心價值，也是聯合國永續發展目標 (SDGs) 的重要理念。多樣性代表理解差異、尊重他者，也象徵以包容與合作打造共融未來。透過設計，學生得以用更開闊的視角探索世界，激發創意，並以創新回應社會需求。

自 2008 年創辦迄今，TISDC 已成為臺灣最具指標性的國際學生設計競賽之一，培育無數優秀設計新秀。近年更積極深化國際連結，與五大洲共 21 個國際設計組織合作，透過創意對話持續擴大臺灣在全球設計領域的能見度與影響力。本屆成果凝聚全球設計教育團體、國際組織及各國評審的共同投入，使「多樣性」的精神在競賽中完整展現。特別感謝財團法人看見台灣基金會、財團法人電路板環境公益基金會、國立臺灣科技大學，以及所有國內外合作夥伴的支持，使 TISDC 能以更穩健的步伐持續向世界前進。

教育部部長



Embrace Diversity - Co-create the Future of Design

The 2025 Taiwan International Student Design Competition (TISDC) is now in its 18th year. From the beginning, the Ministry of Education (MOE) has upheld the core spirit of "Fostering Creativity, Connecting the World." It has promoted several design education initiatives, such as the "MOE Scholarship Program for Overseas Study in Arts and Design." The MOE also encourages students to participate in international contests. Looking forward to helping young design talents in the Republic of China (the R.O.C., Taiwan) to broaden their global perspective, and realize their creativity and ideals worldwide.

From its humble beginnings, TISDC has evolved and matured. It has built a robust system and strong public trust. This has made it one of the major international student design competitions. TISDC highlights progress in global aesthetics and design education while also serving as a vital incubation platform for the next generation of global design professionals. The competition has earned widespread praise from the international design community.

In light of globalization and cross-disciplinary integration trends, TISDC maintains resilience and foresight. Utilizing online evaluation mechanisms, international collaborations, and integrated virtual-physical promotion, the competition enables students worldwide to transcend distance barriers and participate in this stage dedicated to emerging international designers.

This year's competition showcased remarkable international participation, drawing 16,329 entries from 73 countries and regions, as well as 1,029 institutions. The shortlisted works demonstrated outstanding maturity in aesthetic innovation, social reflection, and cross-disciplinary application. Additionally, the participation of an international jury with diverse cultural and professional backgrounds further reinforces TISDC's position as a pivotal platform for fostering intercultural exchange and collaboration.

This year's theme, "Diversity," echoes a fundamental value of contemporary society and aligns closely with the United Nations Sustainable Development Goals (SDGs). Diversity represents understanding differences and respecting others, and symbolizes the pursuit of an inclusive future structured on tolerance and collaboration. Through design, students are able to explore the world from a broader perspective, spark creativity, and respond to social needs with innovative solutions.

Since its inception in 2008, TISDC has been recognized as a benchmark international student design competition in the R.O.C., Taiwan, nurturing numerous talented young designers. In recent years, it has actively strengthened global ties by partnering with 21 international design organizations across five continents. This creative dialogue has continuously expanded the recognition and impact of the R.O.C., Taiwan within the global design community.

The results of this year's competition bring together the collective contributions of global design education institutions, international organizations, and the international judging panel, fully reflecting the spirit of "Diversity." We extend our sincere gratitude to the iSee Taiwan Foundation, the TPCA Environment Foundation, National Taiwan University of Science and Technology, and all our domestic and international partners for their support, which enables TISDC to steadily advance its global mission.

Minister of Education



前言

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。

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。

競賽概述

由教育部高等教育司、國立臺灣科技大學建築系承辦的「2025 臺灣國際學生創意設計大賽」，已邁入第十八個年頭，為全球最具指標性的大型學生設計競賽之一。今年競賽以「Diversity / 多樣性」為題，與聯合國在 2015 年所倡議在 2030 年達成「SDGs:Sustainable Development Goals / 永續發展目標」做連結，希望新世代設計學子能體悟世界及生活裡不同的多樣面貌，並透過設計的力量創造更多樣美好的未來、更多元包容的社會。

本屆競賽類別除了歷年來皆有的「產品設計類」、「視覺設計類」、「數位動畫類」，更增加了「建築與景觀設計類」與「時尚設計類」兩類，豐富設計舞台的多樣性。

今年，TISDC 向世界各地的學生徵件成果，共吸引了來自 73 個國家 / 地區、1,029 所學校的學生報名參加，徵得共 16,329 件作品的踴躍參與。初選分別選出：產品設計類 142 件、視覺設計類 189 件、數位動畫類 40 件、建築與景觀設計類 77 件、時尚設計類 51 件，共 499 件優秀作品進入決選。並於 10 月 3 日由 35 位國內外專家學者、設計界菁英與國際設計組織等專業評審，最終共同選出一名最終年度大獎、二十一名國際設計組織特別獎、各類組金、銀、銅獎各一名，及各類各六名佳作得主，總計頒發 76 個獎項及高額近新臺幣 400 萬元的總獎金。



2025TISDC 頒獎典禮大合照 Group Photo taken in 2025 Award Ceremony

18th 2025
Diversity

參賽總件數 16329
臺灣 6697 (41%)
海外 9632 (59%)

參加國家數 73
學校數 1029

17th 2024
Equality

參賽總件數 19667
臺灣 5261 (27%)
海外 14406 (73%)

參加國家數 64
學校數 1138

16th 2023
惻隱之心

參賽總件數 18367
臺灣 4944 (27%)
海外 13423 (73%)

參加國家數 56
學校數 1161

15th 2022
One World

參賽總件數 16749
臺灣 6082 (36%)
海外 10667 (64%)

參加國家數 66
學校數 867

14th 2021
Regenerate

參賽總件數 21901
臺灣 5106 (23%)
海外 16795 (77%)

參加國家數 59
學校數 970

13th 2020
Action

參賽總件數 20377
臺灣 5559 (27%)
海外 14818 (73%)

參加國家數 64
學校數 860

12th 2019
Empathy

參賽總件數 21988
臺灣 3981 (18%)
海外 18007 (82%)

參加國家數 66
學校數 810

11th 2018
Breakthrough & Innovation

參賽總件數 20833
臺灣 4931 (24%)
海外 15902 (76%)

參加國家數 66
學校數 895

10th 2017
Opportunity

參賽總件數 18932
臺灣 6966 (37%)
海外 11966 (63%)

參加國家數 71
學校數 910

9th 2016
OPEN

參賽總件數 14864
臺灣 5726 (39%)
海外 9138 (61%)

參加國家數 69
學校數 882

8th 2015
擁抱

參賽總件數 7985
臺灣 3360 (42%)
海外 4625 (58%)

參加國家數 46
學校數 790

7th 2014
生生

參賽總件數 4073
臺灣 1930 (47%)
海外 2143 (53%)

參加國家數 43
學校數 721

6th 2013
聽·見

參賽總件數 3890
臺灣 2179 (56%)
海外 1711 (44%)

參加國家數 37
學校數 553

5th 2012
轉化

參賽總件數 3421
臺灣 2315 (68%)
海外 1106 (32%)

參加國家數 35
學校數 516

4th 2011
之後

參賽總件數 3954
臺灣 2815 (71%)
海外 1139 (29%)

參加國家數 31
學校數 369

3rd 2010
根

參賽總件數 3498
臺灣 2545 (73%)
海外 953 (27%)

參加國家數 24
學校數 249

2nd 2009
復甦

參賽總件數 2459
臺灣 2038 (82%)
海外 421 (18%)

參加國家數 19
學校數 130

1st 2008
出入

參賽總件數 662
臺灣 559 (84%)
海外 103 (16%)

參加國家數 12
學校數 83



FOREWORD

Project History

Since 2003, the Ministry of Education has utilized existing school resources to enhance the talent cultivation environments of university art and design departments. In addition to promoting "The Project of Art and Design Talent Cultivation," the Ministry also launched the "Scholarship Program for Overseas Study in Arts and Design" and the "Encouragement Program for Students to Participate in International Design Competitions" in 2005.

The "Taiwan International Student Design Competition," first held in 2010, originated from the "Student Category Competition" of the "Taiwan International Design Competition" initiated by the Ministry of Education in 2008. Building on the competitive strengths of Taiwan's existing art and design talent cultivation programs, this international student design competition, organized autonomously by Taiwan, aims to encourage students from art and design institutions worldwide to participate. Moreover, through event activities, media, and promotional campaigns, Taiwan effectively enhances its international visibility. By inviting international experts and scholars to serve as judges and by welcoming foreign award-winning students to Taiwan for the award ceremony, the competition also helps promote Taiwan's achievements in design education to the global community.

Purpose of the Project

To inspire creativity and design potential among students worldwide, the Ministry of Education organizes this competition to encourage international exchange in creative design, discover emerging creative talents, showcase Taiwan's international image as a nation that values creativity and design, establish Taiwan's position in the global design community, and strengthen the connection between Taiwanese design talents and the international arena.

About 2025 TISDC

The "2025 Taiwan International Student Design Competition," organized by the Department of Higher Education, Ministry of Education, and the Department of Architecture, National Taiwan University of Science and Technology, has entered its 18th year and is one of the most prestigious large-scale student design competitions in the world. This year's theme, "Diversity" echoes the United Nations' 2015 initiative to achieve the "Sustainable Development Goals" by 2030. The competition aims to encourage the new generation of design students to recognize the diverse aspects of the world and life, and to use the power of design to create a more beautiful and diverse future, as well as a more inclusive society.

In addition to the existing categories of "Product Design," "Visual Design," and "Digital Animation," this year's competition has added two new categories, "Architecture and Landscape Design" and "Fashion Design," further enriching the design platform's diversity.

This year, TISDC received submissions from students around the world, attracting participants from 1,029 schools across 73 countries and regions, with a total of 16,329 entries submitted. In the preliminary selection, 142 entries from Product Design, 189 from Visual Design, 40 from Digital Animation, 77 from Architecture and Landscape Design, and 51 from Fashion Design were shortlisted, totaling 499 outstanding works advancing to the final round. On October 3rd, a panel of 35 professional judges, including domestic and international experts, scholars, design industry elites, and representatives from international design organizations, selected one Top Award winner, twenty-one Special Prizes from international design organizations, one Gold, one Silver, and one Bronze Award in each category, as well as six Honorable Mentions per category. In total, 76 awards were presented, with total prize money amounting to nearly NTD 4 million.



2025TISDC 頒獎典禮大合照 Group Photo taken in 2025 Award Ceremony

18th	2025 Diversity	Total Countries / Regions	73	
		Total Quantity	16329	
		Taiwan	6697	(41%)
		Overseas	9632	(59%)
		Number of Schools	1029	
17th	2024 Equality	Total Countries / Regions	64	
		Total Quantity	19667	
		Taiwan	5261	(27%)
		Overseas	14406	(73%)
		Number of Schools	1138	
16th	2023 Compassion	Total Countries / Regions	56	
		Total Quantity	18367	
		Taiwan	4944	(27%)
		Overseas	13423	(73%)
		Number of Schools	1161	
15th	2022 One World	Total Countries / Regions	66	
		Total Quantity	16749	
		Taiwan	6082	(36%)
		Overseas	10667	(64%)
		Number of Schools	867	
14th	2021 Regenerate	Total Countries / Regions	59	
		Total Quantity	21901	
		Taiwan	5106	(23%)
		Overseas	16795	(77%)
		Number of Schools	970	
13th	2020 Action	Total Countries / Regions	64	
		Total Quantity	20377	
		Taiwan	5559	(27%)
		Overseas	14818	(73%)
		Number of Schools	860	
12th	2019 Empathy	Total Countries / Regions	66	
		Total Quantity	21988	
		Taiwan	3981	(18%)
		Overseas	18007	(82%)
		Number of Schools	810	
11th	2018 Breakthrough & Innovation	Total Countries / Regions	66	
		Total Quantity	20833	
		Taiwan	4931	(24%)
		Overseas	15902	(76%)
		Number of Schools	895	
10th	2017 Opportunity	Total Countries / Regions	71	
		Total Quantity	18932	
		Taiwan	6966	(37%)
		Overseas	11966	(63%)
		Number of Schools	910	
9th	2016 OPEN	Total Countries / Regions	69	
		Total Quantity	14864	
		Taiwan	5726	(39%)
		Overseas	9138	(61%)
		Number of Schools	882	
8th	2015 Embrace	Total Countries / Regions	46	
		Total Quantity	7985	
		Taiwan	3360	(42%)
		Overseas	4625	(58%)
		Number of Schools	790	
7th	2014 Circle of Life	Total Countries / Regions	43	
		Total Quantity	4073	
		Taiwan	1930	(47%)
		Overseas	2143	(53%)
		Number of Schools	721	
6th	2013 Sights & Sounds	Total Countries / Regions	37	
		Total Quantity	3890	
		Taiwan	2179	(56%)
		Overseas	1711	(44%)
		Number of Schools	553	
5th	2012 Transform	Total Countries / Regions	35	
		Total Quantity	3421	
		Taiwan	2315	(68%)
		Overseas	1106	(32%)
		Number of Schools	516	
4th	2011 Next	Total Countries / Regions	31	
		Total Quantity	3954	
		Taiwan	2815	(71%)
		Overseas	1139	(29%)
		Number of Schools	369	
3rd	2010 Fundamental	Total Countries / Regions	24	
		Total Quantity	3498	
		Taiwan	2545	(73%)
		Overseas	953	(27%)
		Number of Schools	249	
2nd	2009 Restore	Total Countries / Regions	19	
		Total Quantity	2459	
		Taiwan	2038	(82%)
		Overseas	421	(18%)
		Number of Schools	130	
1st	2008 IN/OUT	Total Countries / Regions	12	
		Total Quantity	662	
		Taiwan	559	(84%)
		Overseas	103	(16%)
		Number of Schools	83	

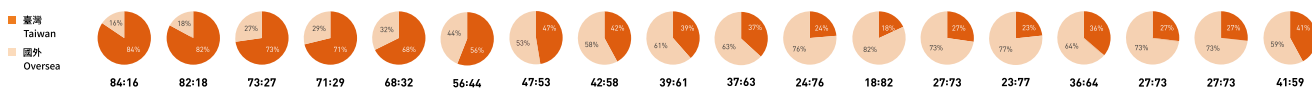


收件結果 Statistics on Entries of 2025 TISDC

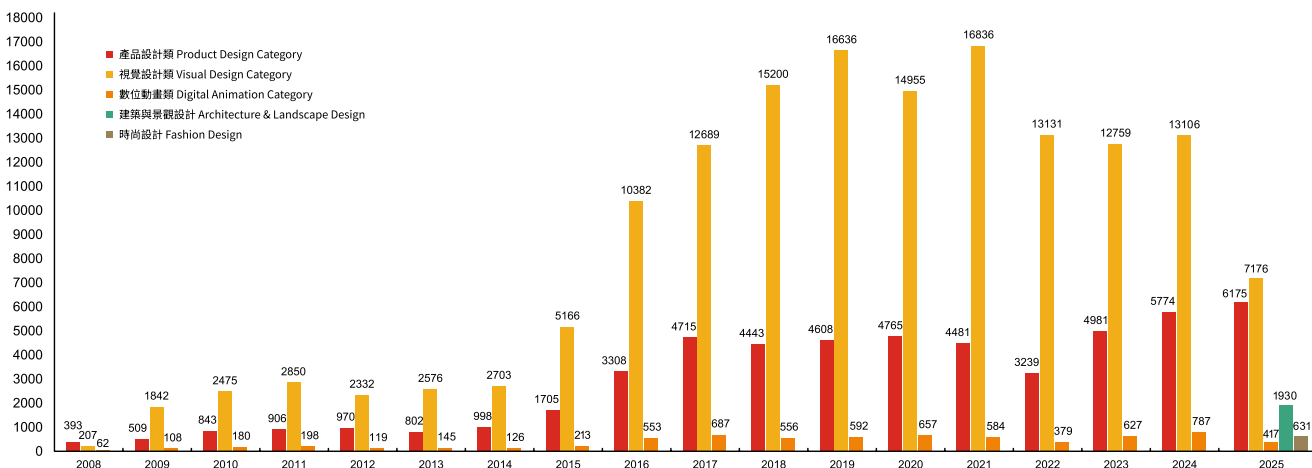
洲別 Continent	國家或地區 Country or Region	報名數 Registration Entries	符合資格 件數 Qualified Entries	產品設計類 Product Design Category	視覺設計類 Visual Design Category	數位動畫類 Digital Animation Category	建築景觀 設計類 Architecture & Landscape Design Category	時尚設計類 Fashion Design Category	入圍作品 總件數 Number of Finalists	得獎 總件數 Number of Winners						
亞洲 Asia	臺灣 Taiwan	1	6697	6195	2553	70	2207	92	104	18	1100	48	231	36	264	42
	中國大陸 Mainland China	2	6610	6494	2674	29	3154	57	69	1	470	8	127	6	101	3
	印度 India	3	590	519	220	17	169	4	17	0	67	8	46	1	30	6
	韓國 Korea	4	399	382	58	8	281	10	8	0	16	1	19	2	21	1
	馬來西亞 Malaysia	5	365	347	27	1	260	10	29	2	15	3	16	1	17	2
	日本 Japan	6	248	243	13	0	179	5	5	1	12	1	34	1	8	2
	印尼 Indonesia	7	242	222	62	2	117	3	9	1	14	0	20	0	6	0
	新加坡 Singapore	8	136	128	36	3	23	1	2	0	44	2	23	0	6	2
	香港 Hong Kong	9	64	52	1	0	37	4	6	1	8	0	0	0	5	0
	伊朗 Iran	10	58	21	3	0	7	0	7	0	1	0	3	0	0	0
	泰國 Thailand	11	51	51	10	0	19	0	1	0	6	0	15	0	0	0
	巴基斯坦 Pakistan	12	27	20	8	0	8	0	1	0	2	0	1	0	0	0
	澳門 Macau	13	20	17	2	0	14	0	1	0	0	0	0	0	0	0
	土耳其 Turkey	14	19	15	3	1	6	0	1	0	5	1	0	0	2	0
	孟加拉 Bangladesh	15	12	12	1	0	3	0	0	0	8	0	0	0	0	0
	以色列 Israel	16	8	6	4	0	0	0	1	0	1	0	0	0	0	0
	白俄羅斯 Belarus	17	7	4	0	0	2	1	0	0	2	0	0	0	1	0
	菲律賓 Philippines	18	6	6	2	0	3	0	0	0	1	0	0	0	0	0
	越南 Vietnam	19	6	6	1	0	2	0	3	1	0	0	0	0	1	1
	斯里蘭卡 Sri Lanka	20	5	5	1	0	0	0	1	0	1	0	2	0	0	0
	烏茲別克 Uzbekistan	21	5	5	0	0	2	0	1	0	1	0	1	0	0	0
	哈薩克 Kazakhstan	22	4	4	0	0	3	0	0	0	0	0	1	0	0	0
	沙烏地阿拉伯 Saudi Arabia	23	3	3	0	0	2	0	0	0	1	0	0	0	0	0
	阿拉伯聯合大公國 United Arab Emirates	24	2	2	0	0	1	0	1	0	0	0	0	0	0	0
	尼泊爾 Nepal	25	2	2	0	0	1	0	0	0	1	1	0	0	1	0
	亞塞拜然 Azerbaijan	26	1	0	0	0	0	0	0	0	0	0	0	0	0	0
	約旦 Jordan	27	1	1	0	0	0	0	1	1	0	0	0	0	1	0
	吉爾吉斯 Kyrgyzstan	28	1	1	0	0	1	0	0	0	0	0	0	0	0	0
	黎巴嫩 Lebanon	29	1	1	0	0	0	0	1	0	0	0	0	0	0	0
	葉門 Yemen	30	1	1	0	0	1	0	0	0	0	0	0	0	0	0
歐洲 Europe	俄羅斯 Russia	31	52	49	6	0	11	0	6	0	26	2	0	0	2	2
	西班牙 Spain	32	41	40	3	0	35	0	0	0	2	0	0	0	0	0
	英國 United Kingdom	33	38	33	14	1	11	0	2	1	6	1	0	0	3	3
	比利時 Belgium	34	36	36	1	0	34	0	0	0	1	0	0	0	0	0
	立陶宛 Lithuania	35	35	35	2	0	31	0	0	0	1	0	1	0	0	0
	丹麥 Denmark	36	34	34	6	0	19	0	0	0	5	0	4	0	0	0
	波蘭 Poland	37	19	14	8	0	6	0	0	1	0	0	0	0	1	0
	阿爾巴尼亞 Albania	38	12	5	4	0	1	0	0	0	0	0	0	0	0	0
	德國 Germany	39	12	12	4	1	2	0	2	1	0	0	4	3	5	5
	烏克蘭 Ukraine	40	12	11	3	0	7	1	1	0	0	0	0	0	1	0
	義大利 Italy	41	11	11	5	0	3	0	0	0	3	0	0	0	0	0
	法國 France	42	4	4	0	0	1	0	3	0	0	0	0	0	0	0
	荷蘭 Netherlands	43	4	4	0	0	0	0	3	1	0	0	1	0	1	0
	斯洛伐克 Slovak	44	3	3	0	0	1	0	0	0	2	0	0	0	0	0
	克羅埃西亞 Croatia	45	2	2	1	0	0	0	1	0	0	0	0	0	0	0
	波士尼亞與赫塞哥維納 Bosnia and Herzegovina	46	1	1	0	0	1	0	0	0	0	0	0	0	0	0
	捷克 Czech	47	1	1	1	1	0	0	0	0	0	0	0	0	1	0
	匈牙利 Hungary	48	1	0	0	0	0	0	0	0	0	0	0	0	0	0
	愛爾蘭 Ireland	49	1	1	1	0	0	0	0	0	0	0	0	0	0	0
	馬其頓 Macedonia	50	1	1	0	0	1	0	0	0	0	0	0	0	0	0
	挪威 Norway	51	1	1	0	0	0	0	0	0	1	0	0	0	0	0
	羅馬尼亞 Romania	52	1	1	0	0	0	0	0	0	1	0	0	0	0	0
	瑞典 Sweden	53	1	1	0	0	0	0	0	0	0	0	1	0	0	0
	瑞士 Switzerland	54	1	1	1	0	0	0	0	0	0	0	0	0	0	0
美洲 America	美國 United States	55	177	154	23	3	32	1	81	10	16	1	2	0	15	7
	墨西哥 Mexico	56	58	54	19	5	21	0	0	0	4	0	10	1	6	0
	加拿大 Canada	57	58	57	2	0	47	0	2	0	1	0	5	0	0	0
	巴西 Brazil	58	36	36	3	0	22	0	1	0	5	0	5	0	0	0
	安圭拉 Anguilla	59	30	30	5	0	17	0	0	0	2	0	6	0	0	0
	阿根廷 Argentina	60	2	2	0	0	2	0	0	0	0	0	0	0	0	0
	智利 Chile	61	1	1	0	0	0	0	1	0	0	0	0	0	0	0
	厄瓜多爾 Ecuador	62	1	0	0	0	0	0	0	0	0	0	0	0	0	0
	秘魯 Peru	63	1	1	0	0	1	0	0	0	0	0	0	0	0	0
大洋洲 Oceania	委內瑞拉 Venezuela	64	1	0	0	0	0	0	0	0	0	0	0	0	0	0
	澳大利亞 Australia	65	5	5	1	0	1	0	1	0	1	0	1	0	0	0
	紐西蘭 New Zealand	66	3	3	1	0	1	0	1	0	0	0	0	0	0	0
非洲 Africa	埃及 Egypt	67	18	12	9	0	0	0	1	0	0	0	2	0	0	0
	肯亞 Kenya	68	17	14	3	0	4	0	1	0	3	0	3	0	0	0
	盧安達 Rwanda	69	2	1	0	0	0	0	0	0	0	0	1	0	0	0
	阿爾及利亞 Algeria	70	1	0	0	0	0	0	0	0	0	0	0	0	0	0
	迦納 Ghana	71	1	1	1	0	0	0	0	0	0	0	0	0	0	0
	南非 South Africa	72	1	0	0	0	0	0	0	0	0	0	0	0	0	0
	突尼西亞 Tunisia	73	1	1	0	0	0	0	1	0	0	0	0	0	0	0
參賽作品總數 Number of Participating Works		16329	15438	5806	142	6814	189	377	40	1856	77	585	51	499	總計 Total 76	
參與國家總數 Number of Registered Countries		73	67	44	13	50	12	37	13	38	12	28	8	58		
參賽校院系所總數 Number of Schools & Departments		1029	982	407	65	574	96	150	24	235	40	123	22	247		

歷屆報名收件數 Entries Statistics Over the Years

年度 Year	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025
主題 Theme	出入 In/Out	復甦 Restore	根 Fundamental	NEXT	轉化 Transform	聽·見 Signs & Sounds	生生 Circles of Life	擁抱 Embrace	OPEN	Opportunity	Breakthrough and Innovation	Empathy	Action	Regenerate	One World	Compassion	Equality	Diversity
參賽總件數 Total Quantity	662	2459	3498	3954	3421	3890	4073	7985	14864	18932	20833	21988	20377	21901	16749	18367	19667	16329
參賽學校系所數 Total School Department	83	130	249	369	516	553	721	790	882	910	895	810	860	981	867	1161	1138	1029
報名國家地區數 Total Country / Region	12	13	24	31	35	37	43	46	69	71	66	66	64	59	66	56	64	73



臺灣件數 Taiwan Quantity	559	2038	2545	2815	2315	2179	1930	3360	5726	6966	4931	3981	5559	5106	6082	4944	5261	6697
國外件數 Oversea Quantity	103	421	953	1139	1106	1711	2143	4625	9138	11966	15902	18007	14818	16795	10667	13423	14406	9632



五類別收件分析 Analysis of Entries in Five Categories

類別 Category	作品總數 Total Quantity	符合參賽資格作品數量 Number of Entries	決選入圍數量 Number of Finalists	決選入圍數量 Number of Finalists	得獎作品數量 Number of Winners	得獎率 Percentage of Winners
產品設計 Product Design Category	6174	5806	142	2.4%	16	0.3%
視覺設計 Visual Design Category	7177	6814	189	2.8%	14	0.2%
數位動畫 Digital Animation Category	417	377	40	10.6%	17	4.5%
建築景觀設計 Architecture & Landscape Design Category	1930	1855	77	4.2%	16	0.9%
時尚設計 Fashion Design Category	631	585	51	8.7%	13	2.2%
合計 Total	16329	15437	499	3.2%	76	0.5%

贊助單位 Sponsors



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，正式確立本會願景為「成為世界認識台灣的重要窗口」，以「文化」、「觀光」、「創新」作為本會三大核心主軸，也訂定使命為「將台灣特色成功行銷到國際」和「讓全球成為台灣服務市場」。秉持著愛惜台灣，讓世界看見台灣美好的精神，持續發掘、整合、行銷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.



贊助單位 - 財團法人看見台灣基金會、合作組織貴賓與 TISDC 主持人合影
Group photo with our sponsor, iSee Taiwan Foundation, esteemed guests from partner design organizations, and the TISDC hosts.



財團法人電路板環境公益基金會 TPCA Environment Foundation

財團法人電路板環境公益基金會，在創會董事長陳正雄先生的號召及電路板產業支持下於 2015 年成立。其秉持著「讓綠色永續使愛心無限」的理念，從推廣環境教育出發，致力於培養綠色種子，以達到企業、環境、社會共生共榮，永續發展為目標與國際接軌。

TPCA Environment Foundation was established in 2015. We hope to sow the seeds for a greener future through educating young people on environmental protection and awareness, creating an environment, society, and economy that is safer, greener, and more sustainable.

國際設計組織 International Design Associations



贊助單位 - 財團法人電路板環境公益基金會與 TISDC 主持人合影
Group photo with our sponsor, TPCA Environment Foundation, and the TISDC hosts.



年度大獎

Grand Prix



評審評語 Jury Comments

柯宏飛 Phil Ko

臺灣 Taiwan



這個作品融合了精湛的逐格動畫技法與視覺音效的完美共鳴，創造出令人屏息的視聽體驗。尤其巧妙地融入了幽遠的東方禪意，讓整體不只停留在技巧層面，更昇華為一種寧靜且引人深思的藝術境界。我對此作品的創意、技藝與深度表示高度讚賞與喜愛。

This work combines exquisite stop-motion animation techniques with a perfect harmony of visual and sound effects, creating a breathtaking audiovisual experience. The subtle infusion of serene Eastern Zen aesthetics elevates it beyond mere technical mastery, transforming it into a tranquil and thought-provoking artistic realm. I deeply admire and appreciate the creativity, craftsmanship, and profound depth embodied in this piece.

李心寧 Shiny Lee

臺灣 Taiwan



年度大獎作品是一部極具詩意與感染力的定格動畫。從材料與音樂的選擇，到動作編排的節奏，每一個細節都展現出非凡的藝術性與深思熟慮的設計。

真正使這部作品脫穎而出的，是它的「普遍性」——它能超越語言的界限，傳遞情感與意涵。觀眾或許會以不同的角度解讀——有人看到成長的故事，有人感受到自然循環的隱喻，也有人讀出屬於自己的情感投射——但無論如何，它都能深深打動人心。

The Grand Prix winner is a remarkably poetic and evocative stop-motion piece. Every element — from the choice of materials and music to the choreography of movement — reflects exceptional artistry and intention. What makes it truly outstanding is its universality: it communicates emotions and meaning beyond the boundaries of language. Viewers may interpret it differently — as a story of personal growth, a reflection on nature's cycles, or something entirely their own — yet it resonates deeply with all.

Min-Hyoung Lee

韓國 Korea



《化》是一部精彩的動畫，透過自然、生命、羽毛與身體的舞動，讓觀者感受到各種情感與心境的流動。

《Essence》is a great animation that allows you to feel various thoughts and minds through the dance of nature with life, feathers and body.

Roberto Iñiguez-Flores

墨西哥 Mexico



《化》是一件製作精美的作品；在人工智慧盛行的時代選擇以定格動畫呈現，顯得相當具有挑戰性與前衛思考。此外，作品展現出極具詩意的美學，傳達了對自然的感悟；角色設計雖然奇特，卻同時自然，喚起人們對多樣性以及對不同生命形態共存於地球上的欣賞與尊重。

《Essence》is a beautifully crafted piece; opting for stop-motion in the age of AI is quite provocative. Furthermore, it boasts a highly poetic aesthetic that speaks to us of nature, and a character design that, while strange, is also natural, evoking diversity and the appreciation we should have for the different ways of inhabiting the planet.

評審評語 Jury Comments

Michael Robinson

美國 United States of America



這部學生的作品展現出驚人的成熟度，彷彿出自一位經驗豐富的藝術家之手。雖然難以明確指出其意涵，但能深刻感受到其中強大的力量。觀眾並不會感到困惑，反而像進入一場美麗的夢境——一切都自然而然地合理存在。全片無需語言，只有聲音、律動、質地與色彩在有機而幻想的空間中交織流動。這正是只有動畫才能達成的藝術形式。

《化》從一開始便脫穎而出，這在抽象動畫中相當罕見。實驗性作品往往難以在競賽中脫穎而出，常被敘事更明確、風格更鮮明的作品掩蓋。然而這部作品兼具高度的藝術性與感染力，毫不妥協地展現其獨特的創作語言。

There is a tremendous amount of maturity to this student's film. It was like the work of a seasoned artist. You can't put your finger on its meaning, but you feel the strength of it. Instead of feeling confused, you feel like you've entered a beautiful dream where everything makes perfect sense. No words are spoken, or needed. Only sounds, movements, textures, colors that flow together in an organic, imaginary setting. This is the type of film that could only be created with animation.

《Essence》 stood out from the very beginning, which is unusual for abstract animation. Experimental works often struggle to hold their own in competitions. They're usually overshadowed by films with clearer stories, styles, and messages. Yet this film had tremendous appeal, without compromising its highly distinctive artistry one bit.

David Appiah

迦納 / 英國 Ghana/United Kingdom



這是我第五次擔任數位動畫類別的評審，而《化》的出現，無疑將整體水準推向新高度。這部作品是一場視覺盛宴，也是決選評審團一致推崇的最愛。它以創意、技術掌握與真誠展現「多樣性」的方式脫穎而出。完美契合的音樂與細膩構築的影像交織，描繪出一隻類似馬與獅鷲混合體的生物，與自然環境共舞的詩意畫面——既富有表現力，又抽象且深具文化底蘊。

儘管評審團成員來自不同背景，我們都一致認為這部作品極為出色。共同評審、動畫專家 Michael Robinson 更是熱情為《化》辯護與爭取，最終讓它實至名歸地奪下年度大獎。許多學生作品往往難以完整詮釋主題，但《化》可謂是「如何完美呼應命題」的典範之作。

This was my fifth time judging the Digital Animation category, and Essence truly raised the bar. A visual feast and unanimous favourite among the final panel, it stood out for its creativity, technical mastery, and authentic expression of diversity. The flawless music perfectly complemented the beautifully crafted story of a horse/griffin-like creature in harmony with its environment — a dance that was expressive, abstract, and deeply cultural.

Despite the panel's diverse backgrounds, we all agreed on its excellence. My fellow judge, Michael Robinson, an animation professor, passionately championed and defended Essence, securing its well-deserved Grand Prix win. Many students' entries struggle to fully convey a theme, but Essence is a masterclass in how to answer a brief.

林家齊 Chia-Chi Lin

臺灣 Taiwan



《化》是一部極具詩意與深度的動畫作品。學生巧妙地運用自然元素與抽象手法，將風、草、葉與生命融入影像中，呈現出一種環境與自我相互呼應的律動感。作品不僅展現了高度成熟的技術與藝術造詣，更在抽象的表現中傳遞出普遍而深刻的情感，使觀者能夠自由詮釋、沉浸其中而被觸動。這部作品提醒我們，動畫可以超越語言，創造出既實驗性又富有感染力的藝術境界，是年度大獎實至名歸的典範。

《Essence》 is an extraordinarily poetic and profound animation. The student masterfully integrates natural elements and abstract techniques, blending wind, grass, leaves, and life into a visual rhythm that reflects an interplay between environment and self. The work demonstrates not only remarkable technical and artistic maturity but also conveys universal and profound emotions through its abstract expression, inviting viewers to freely interpret and be deeply moved. This piece exemplifies how animation can transcend language, creating an experimental yet emotionally compelling artistic realm, making it a well-deserved Grand Prix winner.

年度大獎 Grand Prix

化 Essence

創作者 Designer(s)

洪宛好
Wan-Yu Hong

指導老師 Instructor(s)

王綺穗
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

虛空中拂來一陣細風和四方氣息草葉畢具而成一獸。

草化羽，葉化身，照見自我的同時，環境也相應而生，透過風相互回應著，感受他者的同時，也被他者感受，來來回回，直至一切成為一場律動，所有的邊界將不再清晰……

From emptiness, a gentle breeze stirs, gathering grasses and leaves to form a creature. Grass turns to feathers, leaves to body. As it catches sight of itself, the world echoes into being, stirred by the wind. Feeling others, it is felt in return, in a rhythm where all boundaries blur into a seamless dance of harmony...







產品設計類得獎作品

Winners in Product Design Category



評審評語 Jury Comments

鄭雯瑄 Joy Cheng

臺灣 Taiwan



能看到學生們在設計中展現理想與使命感，十分令人感動。當然，設計最終仍需要面對技術的可行性與執行的務實度。作為評審，我能做的並不是全能地判斷每個方案是否立刻能落地，而是觀察其中的潛力、視角與價值。這些未必成熟的作品，其實更像是一扇窗戶，讓我們看到下一代設計師如何看待世界、如何嘗試用設計推動改變。這份啟發性，正是設計教育與競賽最珍貴的意義。

It is truly moving to see students demonstrate ideals and a sense of mission through their designs. Of course, design ultimately needs to address technical feasibility and practical implementation. As a juror, my role is not to definitively judge whether each proposal can be immediately realized, but to observe its potential, perspective, and value. These not-yet-fully-mature works are more like windows, allowing us to see how the next generation of designers perceives the world and attempts to drive change through design. This kind of inspiration is precisely the most valuable aspect of design education and competitions.

李德俊 De-Jiun Lee

臺灣 Taiwan



很高興看到這屆作品的設計起點源自於對「人」的真誠關懷，他們不僅深入探討了多元族群在真實生活中的需求與挑戰，更對使用情境進行了深刻的剖析。在此基礎上，許多作品巧妙地導入軟硬整合與人工智慧，催生出極具創意的解決方案，不僅回應了核心問題，更展現了設計對於社會包容性的深刻思考與未來潛力。

I'm glad to see this year's works originate from a sincere care for "people". They not only delve into the real-life needs and challenges of diverse communities, but also analyze usage contexts deeply. On this foundation, many pieces cleverly integrate software and hardware with artificial intelligence, giving rise to highly creative solutions that address core issues and showcase design's thoughtful approach to social inclusion and future potential.

Gideon Loewy

丹麥 Denmark



首先，為了提高作品的相關性，參賽者必須針對競賽規範中指定的主題與議題提出探討並尋求解決方案。其次，為了提升創意，參賽者應更深入思考核心問題，並在面對複雜的全球性、環境及社會挑戰時，考慮更廣闊的背景。愛因斯坦曾說：「我們無法用創造問題的同一思維層次來解決問題」，比爾·蓋茲則指出：「解決方案的規模必須與問題的規模相匹配」。

愛因斯坦的洞見鼓勵我們轉換視角、看到更宏觀的全局，而蓋茲則提醒我們，大而複雜的問題需要同樣大規模且有影響力的解決方案。這兩者都提醒學生應擴展思維範疇，分析並解決根本問題，制定以數據支持的問題陳述，並記錄技術上可行的影響。若在全球性、極為複雜的挑戰面前，只去解決隨機、局部或簡單的問題，就像用裝飾性的創可貼去掩蓋嚴重的病灶。

First, to improve relevance, entrants must address and seek solutions to the themes and issues specified in the competition guidelines. Second, to improve creativity, participants should think more deeply about the core issues and consider the broader context when addressing complex, global, environmental and social challenges. Einstein said, "We cannot solve our problems with the same level of thinking that created them" and Bill Gates said that "The scale of the solution must fit the scale of the problem".

Einstein's insight encourages a shift in perspective to see the bigger picture, while Gates's that large, complex problems demand equally large-scale, impactful solutions. Both remind students to expand their scope of thinking; analyse and address root problems; formulate data-supported problem statements; and to document technically feasible impacts. Addressing random, local, tame problems in a world of super-wicked, global challenges is like producing decorative band aids to cover up ugly medical conditions.

評審評語 Jury Comments

Piotr Swiatek

波蘭/英國 Polish/United Kingdom



今年的作品展現了年輕一代如何以富有想像力且常出乎意料的方式詮釋「多樣性」。許多作品探索了包容性與身份議題，同時也超越了人類尺度，思考設計如何支持動物、生態系統與自然環境。我特別欣賞學生們對身邊最常見物品的新鮮觀察，重新思考其功能如何改進，以更好地滿足不同需求。也有若干作品關注健康狀況與自然災害，展現設計在促進韌性與關懷上的角色。整體而言，最令人印象深刻的是作品中強烈的好奇心、同理心與責任感——這些特質預示著設計作為創新與社會善意工具的光明未來。

This year's entries showed how the younger generation interprets DIVERSITY in imaginative and often unexpected ways. Many projects explored inclusion and identity, but also looked beyond the human scale to consider how design can support animals, ecosystems and the natural world. I was especially impressed by the fresh look at the most common items around us, with students rethinking how their functions could be improved to better serve different needs. Several entries also tackled health conditions and natural disasters, showing design's role in fostering resilience and care. What stood out overall was a strong sense of curiosity, empathy and responsibility - qualities that point to a promising future for design as a tool for both innovation and social good.

鈴木元 Gen Suzuki

日本 Japan



設計是一種既有創意又富有樂趣的工作，同時也承擔著社會倫理的力量。我特別欣賞那些能結合這兩者的作品，它們展現了設計的責任與價值，也讓人看到下一代設計師的潛力。

Design is a joyful and creative act, yet also an ethical force in societies often shaped by excess. I was impressed by entries that united these two dimensions. They show that design brings responsibility as well as delight, and that the next generation is ready to take on this role.

易瑋勝 Wei-Shen Yi

臺灣 Taiwan



學生的參賽作品展現出對社會關懷、環境保護與醫療照護等議題的高度敏銳與深刻思考。許多作品不僅關注當下問題，更以長遠的未來願景為出發點，體現出年輕世代對全球議題的責任感。特別是在永續環保的應用上，不再侷限於材料替代，而是延伸至技術整合與系統性思維，展現出創新與前瞻性的設計實力，令人印象深刻。

The students' entries demonstrate a high level of sensitivity and profound reflection on issues such as social care, environmental protection, and medical services. Many works not only address current problems but also take long-term future visions as their starting point, reflecting the young generation's strong sense of responsibility toward global challenges. Particularly in the field of sustainable design, their efforts go beyond material substitution to encompass technological integration and systemic thinking, showcasing impressive innovation and forward-looking design capabilities.

Cita Tahir

印尼 Indonesia



今年的產品設計作品展現出非凡的同理心、創意與前瞻性思維。學生們以敏銳的眼光應對現實生活中的挑戰，探索多元使用者需求、社會包容性與環境議題。有些作品巧妙地整合了科技、智慧系統或永續材料，創造出兼具實用性與啟發性的解決方案。最令人印象深刻的是作品中流露出的好奇心、責任感以及以人為本的設計思維，預示著設計作為促進社會善意的工具將有光明的未來。

This year's Product Design entries demonstrated remarkable empathy, creativity, and forward-thinking. Students tackled real-world challenges with sensitivity, exploring diverse user needs, social inclusion, and environmental considerations. Several works cleverly integrated technology, smart systems, or sustainable materials, creating solutions that are both practical and inspiring. What stood out most was the curiosity, responsibility, and human-centered approach reflected in the designs, suggesting a bright future for design as a tool for social good.

金獎
Gold Prize

珊瑚復育磚模組

Reefine

創作者 Designer(s)

林仲威
Zhong-Wei Lin

指導老師 Instructor(s)

Spyros Bofylatos

學校所在地 Location of School

英國
United Kingdom

學校 School

Royal College of Art

作品說明 Project Description

Reefine 是一款模組化、環保的人工礁石，專為優化台灣海域的珊瑚苗圃復育方式並提升存活率而設計。其結構採用 Schwarz Minimal Surface 作為形態基礎，確保水流順暢通過，減少泥沙沉積對珊瑚苗的覆蓋風險。此外，Reefine 運用回收自當地海域的牡蠣殼、海藻酸鈉與低碳水泥作為主要材料，提供一種永續且生物相容的復育方案。這項設計不僅優化珊瑚和藻類附著條件，提高復育人員的工作效率，還考慮到海洋生物的棲息需求，為珊瑚礁生態建立一個可持續發展的支持系統。

Reefine is a modular, eco-friendly artificial reef designed to optimize coral restoration in Taiwan's waters. Its form is inspired by Schwarz Minimal Surface, enabling smooth water flow and reducing sediment accumulation that may harm coral growth. Made from recycled oyster shells, sodium alginate, and low-carbon cement, it provides a sustainable and biocompatible solution. Reefine improves coral and algae attachment, boosts restoration efficiency, and offers shelter for marine species.



Reefine

Reefine is a modular and eco-friendly artificial reef designed to improve coral restoration in Taiwan's waters and enhance coral survival rates. Its structure is based on the Schwarz Minimal Surface, which allows smooth water flow, reducing sediment buildup and minimizing the risk of coral seedlings being buried. Reefine is made from locally sourced recycled oyster shells, sodium alginate and eco-friendly cement, providing a sustainable and biocompatible solution. This design not only optimizes coral attachment but also enhances restoration efficiency for conservation teams while creating additional habitats for marine life, fostering a self-sustaining reef ecosystem.

Taiwan has a large oyster farming industry, generating a significant amount of discarded oyster shells each year. These shells are often treated as waste, accumulating along coastal areas or being buried as landfill. However, oyster shells are primarily composed of calcium carbonate (CaCO₃), the same material found in natural coral reefs, making them an ideal substrate for coral restoration. By locally collecting and repurposing these shells, we can not only reduce marine waste and its environmental impact but also transform them into a valuable resource that supports ecological restoration.



Issues

Coral reefs around the world are facing severe bleaching and degradation, primarily due to climate change, marine pollution, and human activities. These stressors have led to the collapse of ecosystems and pose serious threats to marine life that depend on coral reefs for survival.

This project focuses on optimizing a coral restoration technique "coral gardening", which is currently used in northern Taiwan. Although this method has shown certain levels of effectiveness, it still faces many challenges. These include low adaptability of restoration structures, fixation methods that negatively impact coral survival rates, and a lack of modular designs that enhance ecological benefits.

Moreover, existing artificial reef structures often overlook the dynamics of water flow and ecological interactions, which are crucial for coral larvae attachment and growth. As a result, these shortcomings can hinder restoration success.



Therefore, the goal of this project is to improve current restoration practices by integrating biomimicry and advanced material technologies. The aim is to design coral restoration structures that better meet the needs of marine ecosystems, thereby increasing coral survival and restoration efficiency, while also safeguarding the broader oceanic ecological network.

Expert Interview & Design Needs Analysis

To gain deeper insights into the current state and challenges of coral restoration in Taiwan, I conducted an interview with Mr. Chang Yang-Chieh, Executive Director of the Delta Electronics Foundation. Delta has been actively engaged in coral restoration along Taiwan's northern coast, operating a high-tech indoor conservation center and continuously experimenting with innovative methods to improve restoration outcomes.



Mr. Chang outlined the coral restoration process in three main stages:

- 1. Indoor Conservation Center**
Corals are asexually fragmented and attached to restoration bricks to create stable growth bases in a controlled environment.
- 2. Underwater Nursery**
Once stabilized, the coral fragments are moved underwater and fixed onto metal frames using wires, allowing them to grow in natural marine conditions.
- 3. Permanent Site**
When corals reach a size of over 7cm, they are transplanted to permanent reef areas. However, current practices rely on simply adhering restoration bricks to reef surfaces, without specialized anchoring structures.

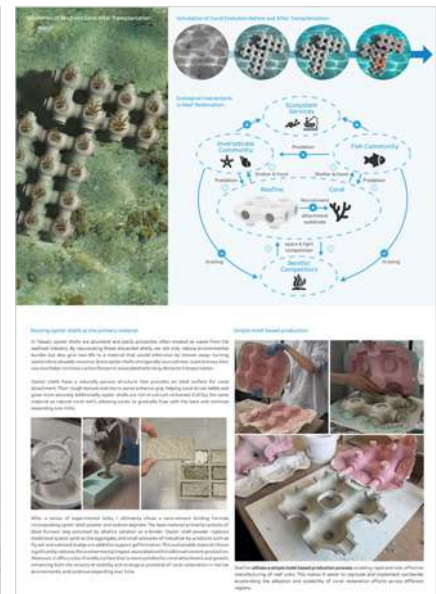
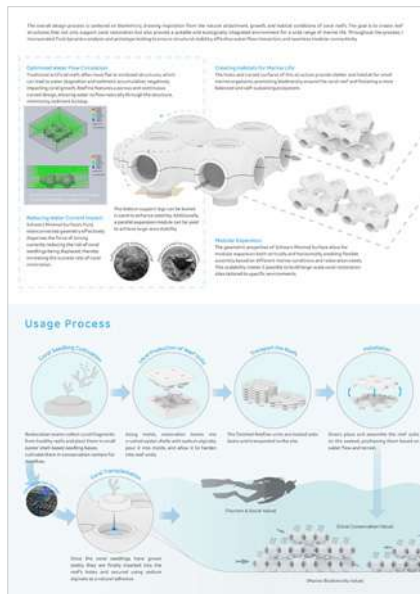
Observations & Design Insights

This interview highlighted several key issues in the current restoration system, informing the design direction of this project:

- 1. Lack of long-term structural stability and ecological integration**
Existing restoration bricks provide short-term support but are vulnerable to water currents and ecological shifts. Without secure long-term anchoring, coral survival rates may be compromised.
- 2. Material sustainability & concerns**
Metal components are prone to corrosion in seawater and may release harmful substances. Using biodegradable or naturally derived materials—such as oyster shells or sodium alginate—could better support coral attachment and long-term ecological compatibility.



The stems of coral being cultivated indoors, awaiting transplantation into the ocean.



銀獎
Silver Prize

Braille Beads

創作者 Designer(s)
Aayush Bhogle, Pranay Saksena

指導老師 Instructor(s)
無
none

學校所在地 Location of School

印度
India

學校 School

Narsee Monjee Institute of
Management Studies

作品說明 Project Description

Braille Bead 是一款互動式觸覺遊戲，幫助初學者輕鬆學習點字。遊戲中以 2x3 的線性致動器格點上下運作，形成不斷變化的點字排列，每一組圖案都代表一個點字母。

學習點字也可以很有趣！玩家可以透過辨識字母、組成單字，從「在珠子上讀取點字字母」到「點擊正確的字母」，一步步熟悉點字的構造。觀察字母如何結合成詞彙，並持續挑戰更高關卡，鍛鍊你的觸覺辨識力與反應力！

Braille Beads is an interactive tactile game to help beginners learn Braille. Linear actuators in a 2x3 grid move up and down to create dynamic patterns, each one representing a Braille letter. Learning Braille can be fun! Learn to form words. Read the alphabets on a bead, and click on the correct alphabet. Observe how alphabets come together to create words. Keep playing to become fluent at Braille, and climb up levels to challenge your tactile skills!

Key Research Insights

- 41% of blind people struggle to learn Braille
- 94% of blind people struggle to learn Braille
- 1% of blind people struggle to learn Braille

Primary Research

- Found a percentage of blind people struggle to learn Braille
- Blind people struggle to learn Braille
- Blind people struggle to learn Braille

Secondary Research

- Blind people struggle to learn Braille
- Blind people struggle to learn Braille
- Blind people struggle to learn Braille

Braille Beads

Braille Beads is an interaction design project that helps beginners learn Braille through enjoyable multi-sensory interactions, addressing Braille literacy challenges in India and empowering visually impaired individuals.

Team: Aayush Bhogle & Pranay Saksena
Category: Product Design, Industrial Design & Interaction Design
Project Duration: 1 month

Process

- Research: Research, Interview, User Research, User Journey, User Persona
- Conceptualization: Concept #1, Concept #2, Concept #3, Concept #4
- Prototyping: Prototype, Prototype, Prototype, Prototype
- Design Validation: Design Validation, Design Validation, Design Validation

Touch is the new sight, texture is the new light.

MUTED EVIDENT NOISY

Problem Statement
Children aged 8-15 years, who lost their vision totally in the past one to three months, struggle to learn Braille, and take excess amounts of time to develop proficiency in reading, writing, and understanding it.

How our users feel
Helpless, Disoriented, Inadequate, Lonely, Frustrated

How we want our users to feel
Empowered, Opportunistic, Content, Capable, Acknowledged

Conceptualization

Concept #1: A light emitting diode (LED) strip with 20 LEDs which are arranged in a circle, connected to a microcontroller.

Concept #2: An educational toy inspired from a Rudraksha Mala with actuators on each bead.

Bill Verplank Model

Idea	Metaphor	Model	Display
To help learn the Braille letters on the keypad.	Rudraksha Mala (Chained Object)	Projections on each of the face from the Rudraksha beads.	Buttons in the keypad.
Scenario	Task	Control	Error
Braille has been struggling to learn the Braille letters for a long time. He is frustrated and unable to grasp the concepts.	1. Touch on the device with your finger. 2. Listen to the sound. 3. Click on the correct alphabet from the keypad. 4. Check the correct letter in the keypad. 5. Repeat the process for each letter.	1. Voice activation (optional). 2. Click on the correct alphabet (Beats). 3. Long Pressed to switch off (Beats).	Wrongful understanding may occur. Rudraksha from other religions may be used. Hard to learn.

The Tech Inside the Bead

User Testing and Form Iterations

Iteration	What Worked	What Didn't Work	Fixes
Iteration 1	A great starting point. The user found it easy to use and the buttons to be used.	The "Beats" sound was not clear. The user found it hard to hear the sound.	The "Beats" sound was not clear. The user found it hard to hear the sound.
Iteration 2	All the buttons worked. The user found it easy to use and the buttons to be used.	The "Beats" sound was not clear. The user found it hard to hear the sound.	The "Beats" sound was not clear. The user found it hard to hear the sound.
Iteration 3	The Beads were organized. The user found it easy to use and the buttons to be used.	The "Beats" sound was not clear. The user found it hard to hear the sound.	The "Beats" sound was not clear. The user found it hard to hear the sound.
Iteration 4	A 2D grid was added. The user found it easy to use and the buttons to be used.	The "Beats" sound was not clear. The user found it hard to hear the sound.	The "Beats" sound was not clear. The user found it hard to hear the sound.
Iteration 5	The user found it easy to use and the buttons to be used.	The "Beats" sound was not clear. The user found it hard to hear the sound.	The "Beats" sound was not clear. The user found it hard to hear the sound.

The Metaphor
Rudraksha Mala
Chained Object

The texture of a Rudraksha Mala is felt using the thumb and index finger and moved for playing. Similarly, the same fingers can be used to read Braille letters of the beads.

Focused Practice | Self-Sufficiency | Therapy | Memorization

Introducing **Braille Beads**

Voice Command Activation

Touch Sensitivity Enhancer

Say Hello to Independence

Designed for accessibility, our **wireless charger** provides a seamless experience, allowing tactile and auditory cues for added convenience and ultra fast charging.

Learning meets Gaming

Learning Braille has never been this exciting with our **dynamic 3-level challenge system**. Come on levels to challenge your tactile skills!

Level 1 | Level 2 | Level 3

Designed for Accuracy

The device has been designed in accordance with actual Braille standards.

Check out the complete product tutorial here:
<https://youtu.be/7-VWmLx8cNQ>

銅獎

Bronze Prize

"NEST" – Redesign of CPAP Interface for neonates in NICUs

創作者 Designer(s)

Pankhuri Wanjari

指導老師 Instructor(s)

無
none

學校所在地 Location of School

印度
India

學校 School

School of Planning and Architecture

作品說明 Project Description

NEST 是一項針對新生兒加護病房 (NICU) 所使用的 CPAP 呼吸輔助介面的重新設計。現有的介面因設計僵硬、缺乏適應性，常造成新生兒臉部受傷、貼合不良與不適感。

此作品以包容性的設計思維出發，能夠適應不同的新生兒臉部結構與敏感度，在確保舒適與穩定性的同時，也回應了醫療資源不足環境下的醫療平權與新生兒存活支持議題。

"NEST" is a redesign of the CPAP interface for neonates in NICUs. Current interfaces often cause facial injuries, poor fit, and discomfort due to rigid, non-adaptive designs. This inclusive solution accommodates diverse facial anatomies and sensitivities, ensuring comfort and adaptability. It addresses medical inequality and supports newborn survival in under-resourced healthcare environments.



NEST

This project reimagines CPAP (Continuous Positive Airway Pressure) interfaces in NICUs to ease application for caregivers and improve infant comfort—offering a skin-sensitive solution that enhances care, efficiency, and overall experience.

PROBLEMS WITH CURRENT CPAP INTERFACE

CONCEPTS

USER FLOW

1. Measure head size
2. Place selected interface under head
3. Position mask on nose
4. Fix the mask to interface
5. Lock the CPAP tube with forehead support
6. Loop the mask side support
7. Adjust the upper head strap
8. Check final fit

DIMENSIONS

PRODUCT DETAILS

佳作

Honorable Mention

CardiAED 醫療服務系統 CardiAED Medical System

創作者 Designer(s)

洪平彥、曾筱慈

Ping-Yan Hung, Hsiao-Tzu Tseng

指導老師 Instructor(s)

董正勇、李胤愷、邱彥凱、范政揆

Cheng-Yung Tung, Yin-Kai Lee,
Yen-Kai Chiu, Cheng-Kuei Fan

學校所在地 Location of School

臺灣

Taiwan

學校 School

國立臺北科技大學

National Taipei University of Technology

作品說明 Project Description

CardiAED 的設計核心是「人人可用、快速反應」。

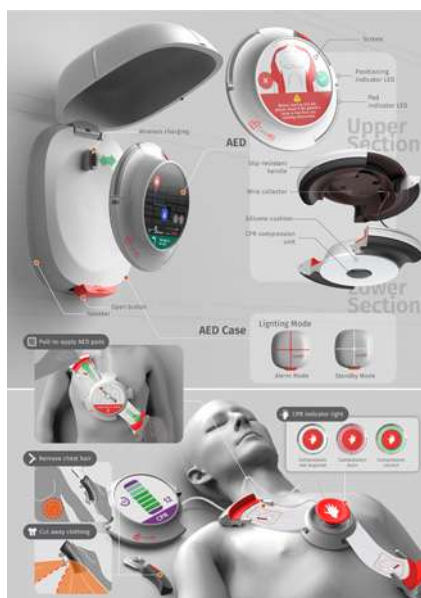
它具備即時啟動與智慧導航功能，並搭配三方語音通訊，協助使用者迅速抵達現場。

使用介面提供逐步的語音與圖像引導，而創新的「一拉即貼」電擊貼片設計，降低了使用門檻。

內建的 CPR 輔助工具可即時回饋按壓深度與節奏，有效提升救援成效。

CardiAED is designed around the core concept of "accessible for all, rapid response." It features real-time activation and smart navigation, along with three-way voice communication to help users quickly reach the scene.

The user interface provides step-by-step voice and visual guidance, while the innovative "pull-to-apply" electrode pad design lowers the barrier to use. An integrated CPR assist tool offers real-time feedback on compression depth and rhythm, improving rescue effectiveness.



佳作

Honorable Mention

DRAFT 道路標記自走車

DRAFT — Smart Road Marking Robots

創作者 Designer(s)

呂蕙妤
Hui-Yu Lu

指導老師 Instructor(s)

李慧倫、莊子玄
Huei-Lun Li, Tzu-Hsuan Chuang

學校所在地 Location of School

臺灣
Taiwan

學校 School

中原大學
Chung Yuan Christian University

作品說明 Project Description

DRAFT 針對道路標線作業中的效率與安全性問題，特別關注於提升作業效率與減少工人勞動強度，提出改善方案。

傳統標記流程繁瑣，需要人工做測量與放樣，且工人長時間彎腰作業，已成為造成職業傷害的主要因素。

隨著大型活動及空間管理需求增加，標線應用從道路施工延伸至臨時場佈與短期標線，對工具的準確性、靈活性與效率提出更高要求。

DRAFT 採用三段式車體設計，車頭有 35 度的旋轉空間，能夠縮小轉彎半徑，達到靈活調整行進方向，突破傳統標記設備的限制，適應不同場域需求。

基於此，我們提出 DRAFT 猶如行走於地面的印表機，透過智慧化操作與預覽，大幅縮短作業時間，為道路標線及相關應用場域帶來全新作業模式。

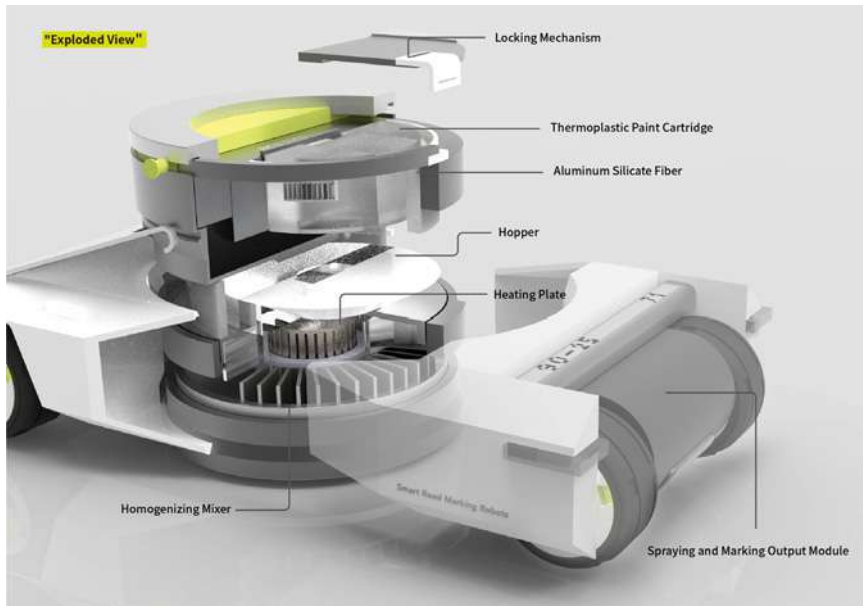
DRAFT is a road marking robot that improves efficiency and reduces labor strain.

Traditional methods rely on manual layout and long hours of bending, often causing injuries. DRAFT features a three-part chassis with a 35° rotating front for agile turns and smooth navigation.

It uses a removable spray agent for temporary markings that fade naturally or wash off easily. Like a ground printer, DRAFT combines smart control and real-time previews to streamline marking and adapt to various environment.

"Core Design Features" – Redefining the Future of Marking

Imagine a world where marking in construction sites, industrial parks, or large event venues is no longer a tedious, time-consuming task that demands extreme precision. The DRAFT autonomous marking vehicle makes the process faster, more accurate, and effortless.



PF-TEST 寄生蟲驗便衛生紙

Tissue Paper for Parasite Fecal Testing

隨時檢測 **簡單操作** **30s 2min** **快速判讀**

[核心創意說明]
 PF-TEST是一種能快速且簡單檢測腸道寄生蟲造成便隱血的衛生紙，熱帶、亞熱帶地區的發展中國家，常因飲用或接觸受汙染水源而造成水源性腸道寄生蟲感染。PF-TEST衛生紙及包裝皆採用愈創木環保紙材，衛生紙使用愈創木做為試紙，Trichrome作為顯色劑。使用PF-TEST擦拭後，當有糞便隱血時反應區將於2分鐘內呈藍綠色表陽性；無色表陰性，若試紙失效也可透過標記判讀。PF-TEST置於居家、學校、醫院可隨時檢測，幫助寄生蟲慢性感染期患者，在初期能反覆多次實檢及時就醫診斷。

[議題背景]
 腸道寄生蟲是世界上最主要的健康問題之一。在全世界範圍內，每年約有**35億人**受腸道寄生蟲感染。每年約有**20萬人**死亡。在熱帶和亞熱帶地區，感染率可高達**30-60%**。

[精確寄生蟲的特點]
 寄生蟲種類 寄生蟲種類 寄生蟲種類
 蛔蟲 蛔蟲 蛔蟲
 蟯蟲 蟯蟲 蟯蟲
 阿米巴原蟲 阿米巴原蟲 阿米巴原蟲
 隱孢子蟲 隱孢子蟲 隱孢子蟲
 鉤蟲 鉤蟲 鉤蟲
 球蟲 球蟲 球蟲

[使用步驟]
 1. 取出衛生紙
 2. 使用衛生紙擦拭大便
 3. 將衛生紙放入收集袋
 4. 密封收集袋
 5. 將收集袋放入PF-TEST
 6. 等待30秒至2分鐘
 7. 觀察反應區顏色
 8. 判讀結果

[服務關係]
 寄生蟲慢性感染患者 -> 發現隱血症狀或無症狀 -> 居家/學校/醫院 -> PF-TEST -> 判讀結果 -> 醫生/醫院 -> 診斷治療、健康保健、早期治療提升存活率

佳作
Honorable Mention

寄生蟲驗便衛生紙
PF-TEST

創作者 Designer(s)

莊筑安、李旨昀、吳宜蕓、陳姿妤、林子禾
 Chu-An Chuang, Chih-Yun Li, Yi-Chen Wu, Zih-Jin Chen, Yu-He Lin

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 National Taipei University of Education

作品說明 Project Description

PF-TEST是一個能快速且簡單檢測腸道寄生蟲造成便隱血的衛生紙。熱帶、亞熱帶地區的發展中國家，常因飲用或接觸受汙染水源而造成水源性腸道寄生蟲感染。PF-TEST衛生紙及包裝皆採用愈創木環保紙材，衛生紙使用愈創木做為試紙，Trichrome作為顯色劑，使用PF-TEST擦拭後，當有糞便隱血時反應區將於2分鐘內呈藍綠色表陽性；無色表陰性，若試紙失效也可透過標記判讀。PF-TEST置於居家、學校、醫院可隨時檢測，幫助寄生蟲慢性感染期患者，在初期能反覆多次實檢及時就醫診斷。

PF-TEST is a tissue paper for rapid, simple detection of waterborne intestinal parasitic infections in developing countries causing occult blood in feces. After wiping with PF-TEST, the reaction area turns blue-green within 2 minutes if occult blood is present, indicating a positive result; no color change indicates a negative result. PF-TEST enables on-the-spot testing at home, schools, and hospitals, facilitating early, repeated stool examinations and timely medical diagnosis.

產品感知的體驗
 根據世界衛生組織2020年調查報告，超過30億人感染腸道寄生蟲，但多數無症狀。

目標族群
 沒有症狀症狀
 初期感染症狀
 寄生蟲慢性感染患者

目標市場
 新南向政策發展中國家
 亞洲、拉丁美洲、非洲、歐洲、北美洲、大洋洲、南美洲

服務關係
 寄生蟲慢性感染患者 -> 發現隱血症狀或無症狀 -> 居家/學校/醫院 -> PF-TEST -> 判讀結果 -> 醫生/醫院 -> 診斷治療、健康保健、早期治療提升存活率

服務關係
 寄生蟲慢性感染患者 -> 發現隱血症狀或無症狀 -> 居家/學校/醫院 -> PF-TEST -> 判讀結果 -> 醫生/醫院 -> 診斷治療、健康保健、早期治療提升存活率

[使用步驟]
 STEP 1 取出衛生紙
 STEP 2 使用衛生紙擦拭大便
 STEP 3 將衛生紙放入收集袋
 STEP 4 密封收集袋
 STEP 5 將收集袋放入PF-TEST
 STEP 6 等待30秒至2分鐘
 觀察反應區顏色
 判讀結果

[結果判讀]
 判讀成功：試紙反應區呈藍綠色
 判讀失敗：試紙反應區呈白色
 試紙失效：試紙反應區呈黃色

[市場規模]
 35億人 受到腸道寄生蟲感染的影響
 30億人 感染腸道寄生蟲但無症狀
 世界各國對寄生蟲感染與高毒性的治療活動，以保護人類衛生健康，因此對寄生蟲感染與高毒性的治療活動，將成為全球衛生與經濟發展的重要動力。

[服務關係]
 寄生蟲慢性感染患者 -> 發現隱血症狀或無症狀 -> 居家/學校/醫院 -> PF-TEST -> 判讀結果 -> 醫生/醫院 -> 診斷治療、健康保健、早期治療提升存活率

佳作

Honorable Mention

Bloombrella

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作品說明 Project Description

本作品以傘這件兼具低調優雅與實用性的日常物件為出發點，試圖捕捉「動態中的張力」。

靈感來自石竹花綻放的姿態，設計者運用摺紙結構將旋轉的張力轉化為機械運動。在參考衛星展板設計並經過多次實驗與原型測試後，最終作品以傘面展開與扭轉的流暢動態，為這個日常器具帶來全新視角，同時喚起觀者童心般的驚奇與愉悅。

The aim was to capture tension in motion through the umbrella, an object of understated elegance and functionality. Drawing inspiration from the blooming of the Dianthus flower, I turned to origami to capture the swirling tension into a mechanism. Based on the design of satellite panels and after much experimentation and prototyping, the final design brings a fresh perspective to this everyday contraption through its mesmerising unfolding and twisting motion, igniting a childlike wonder and joy.



Nature and Space tech collide, transforming an everyday object into a mesmerising contraption.

BLOOMBRELLA

2024 - NABA Milan Individual Project

Drawing inspiration from the unfolding of the **Dianthus flower**, I turned to origami to capture this motion into a mechanism.

The final design brings a fresh perspective to this everyday contraption through its mesmerising unfolding and twisting motion, igniting a childlike wonder and joy when opened by the user.



Art Meets Science

The first full-scale prototype revealed a critical issue - aligning the canopy rotation with the locking mechanism while sliding the runner.

Put together from scraps of bamboo, wood, paper and wires, the model was the litmus test for ergonomics and mechanism feasibility.



Fun With Folding

Lock And Lead

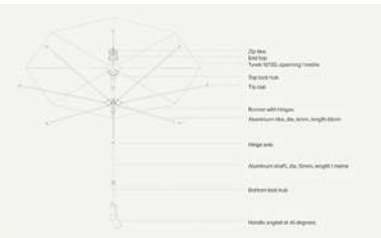
Ensuring the canopy rotation and locking mechanism were perfectly aligned was a challenge. The final design features a unique locking mechanism that allows the canopy to rotate smoothly while maintaining its shape.



Drawn for this fascinating contraption that has a unique look for an umbrella, I used the geometric principles to create a mechanism that is both functional and aesthetically pleasing.



Elegant Functional Understated





佳作

Honorable Mention

風之構器 -
循環材料多功能磚設計Wind Vessel-Circular Material
Multi-function Brick Design

創作者 Designer(s)

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作品說明 Project Description

現代主義的影響下建築立面趨於單一與冷漠，逐漸失去與地方環境的對話。相較之下，過去因地域條件與工法限制，建築常展現材料的獨特語彙。隨著人本設計與環境意識興起，這些建築語彙是否能以新的形式重新引入當代脈絡？

我們因此開發了以循環材料製成的空心磚——Wind Vessel。其折構式的內壁設計創造出豐富的光影變化，且能引導外部熱空氣進入磚體，通過狹窄的洞口流動，進而降溫並轉化為涼爽氣流，調節建築微氣候，提升空間舒適性。

模組化設計讓 Wind Vessel 除了作為建材也使其具備多元應用的可能，不僅可作為建材的堆砌單元，更可延伸應用為花器、座椅與燈具等形式，未來亦有更多開發的可能性，讓設計融入日常生活，實踐循環再利用與美學並重的永續理念。

Wind Vessel is a modular, hollow brick made from recycled materials. Its folded inner wall creates layered light and shadow while guiding hot air through narrow channels, cooling it into a gentle breeze. This improves microclimate comfort and supports passive ventilation.

Beyond construction, Wind Vessel adapts as planters, seating, or lighting. Its modularity supports diverse future uses, merging reuse and beauty in everyday life.

佳作

Honorable Mention

ResQ 大量傷患救援檢傷分級系統
ResQ Triage System

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作品說明 Project Description

災害發生時，須透過檢傷分類讓傷重者優先得到救治。ResQ 大量傷患救援檢傷分級系統可以輔助檢傷官判斷，大幅縮短檢傷時間，同時透過光學感測器提升檢傷準確率。傷票可依患者狀態改變而更正顏色。系統配有定位讓後續醫療團隊可以更快找到傷重者，雲端系統中簡易的病歷紀錄傷患相關資訊，強化前後端醫療資訊聯繫，提高救援效率，目的就是希望可以透過我們的設計，在有限的時間和醫療量下，搶救最多人的生命。

During disasters, triage ensures the most severely injured get treatment first. The ResQ Triage System helps officers make faster decisions by using optical sensors to reduce triage time and improve accuracy. Color-changing tags reflect patient condition, while built-in location tracking helps medical teams find critical patients quickly. Patient data is stored in a cloud system, enabling better info sharing between responders and hospitals. Our goal is to save more lives in limited time.



入圍 Finalist

易踏門 Step Ease

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模塊化海草復育機器 Green Wave

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U-MOVE

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文物修復全色與紀錄套組 FIXIE

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入圍 Finalist

TILDIE

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掌廚助手 Kitchen Assistant

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產學合作核心商品 Core products of industry-university collaboration

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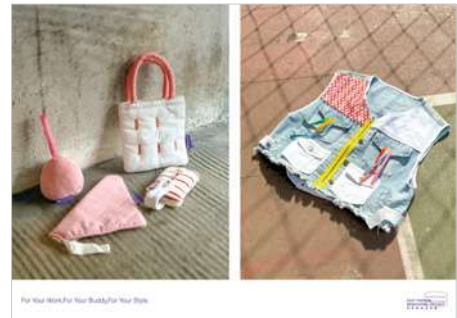
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寵樂騎行 FURRY GO

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入圍 Finalist

循光 Flow of light

創作者 Designer(s)

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新生芽 NEW BUDS

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Papiro

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入圍 Finalist

Cocoon

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電動獨輪推動載具

UNICAR

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家用投影機與 Japandi 融合：家居藝術化再設計

Home Projector and Japandi Fusion: Home Art Redesign

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WingSaver 鳥類窗殺預警系統

WingSaver Bird-Window Collision Warning System

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入圍 Finalist

濾水帳篷 Water Tent Transformed

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一體式度量尺 Integrated Measuring Ruler

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情緒怪獸 Emo Monster

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MigRelieve

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入圍 Finalist

可拆握把相機 TwinAxis Cam

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戶外暢享全能箱 Outdoor all-rounder

創作者 Designer(s)

張亭亭
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學校所在地 Location of School

中國大陸
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指導老師 Instructor(s)

無
none

學校 School

華北理工大學
North China University of Science
and Technology



日益花箱 Ever Bloom Planter

創作者 Designer(s)

林奕箴、江紘宇
Yi-Chen Lin, Hung-Yu Chiang

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劉玗均、韓世國
Peng-Jyun Liu, Shih-Kuo Han

學校 School

亞洲大學
Asia University



漂浮警示三角錐 AlerFloat

創作者 Designer(s)

鄧宸侑、許綠殷
Chen-Yu Teng, Lu-Yin Hsu

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柯雅娟
Ya-Chuan Ko

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亞洲大學
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入圍 Finalist

基於口腔力學的無障礙書寫工具

Orapen

創作者 Designer(s)

羅琳、張喆、卓薇
Lin Luo, Zhe Zhang, Wei Zhuo

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無
none

學校 School

福建理工大學
Fujian University of Technology



兒童兩用蹺蹺椅

Tippy

創作者 Designer(s)

葉芯妤
Xin-Yu Ye

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何信坤
Hsin-Kun Ho

學校 School

實踐大學
Shih Chien University



TinyWins：為神經多樣性學生連接家長、教師和治療師

TinyWins: Connecting Parents, Teachers & Therapists for Neurodivergent Students

創作者 Designer(s)

Navdha Sharma

學校所在地 Location of School

印度
India

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無
none

學校 School

National Institute of Design



增強新生兒重症監護室 (NICU) 照護工作流程

NeoCare: Enhancing NICU Workflows, NeoCare

創作者 Designer(s)

Kartik Kumawat

學校所在地 Location of School

印度
India

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無
none

學校 School

Avantika University



入圍 Finalist

為發展障礙學生設計的全包容性餐盤 Inclusive meal trays for disabled students

創作者 Designer(s)

Seung-Hoon Yoo, Jae-Ryong Lee

學校所在地 Location of School

韓國
Korea

指導老師 Instructor(s)

無
none

學校 School

Hongik University



兒童藥片積木包裝設計 Building blocks packaging design for pills

創作者 Designer(s)

劉鑫陽、吳耿銘、張凱城、沈佳泳
Xin-Yang Liu, Geng-Ming Wu, Kai-Cheng Zhang,
Jia-Yong Shen

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Cheng-Chung Wu

學校 School

福建工程學院
Fujian University of
Technology (FJUT)



Bright Bond- 盲人智能領跑繩 Intelligent Guiding Rope for the Blind

創作者 Designer(s)

劉鑫陽、余挺泓
Xin-Yang Liu, Ting-Hong Yu

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兒童伴成長行李箱設計 Flip Box

創作者 Designer(s)

張雋敏
Jun-Min Zhang

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Fujian University of
Technology (FJUT)



入圍 Finalist

VibeSense - 震動導向盲杖

VibeSense-Vibration-Guided Cane for the Blind

創作者 Designer(s)

黃玟倩、王辰禎、蘇柏安、王清松
Wen-Chian Huang, Chen-Chen Wang,
Po-An Su, Ching-Song Wang

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吳細顏
Shi-Yan Wu

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國立臺中教育大學
National Taichung University
of Education



AIRFLOW 空氣奶瓶——針對新生兒的防嗆奶瓶設計

AIRFLOW – an anti-choking bottle design for newborns

創作者 Designer(s)

喻顯媛、唐甜甜、姚世平、
黃芸、曹世昊
Xian-Yuan Yu, Tian-Tian Tang,
Shi-Ping Yao, Yun Huang, Shi-Hao Cao

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朱兆華
Zhao-Hua Zhu

學校 School

中國礦業大學
China University of Mining
and Technology



BITCOIN——基於女性安全駕駛的智慧鞋類設計

BITCOIN – SMART FOOTWEAR DESIGN BASED ON SAFE DRIVING FOR WOMEN

創作者 Designer(s)

喻顯媛、唐甜甜
Xian-Yuan Yu, Tian-Tian Tang

學校所在地 Location of School

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中國礦業大學
China University of Mining
and Technology



碳足跡記錄房卡與服務平臺

EnviroTrack Card

創作者 Designer(s)

陳姿妤、李旨昀、吳宜蓁、林于禾、莊筑安
Zih-Jin Chen, Chih-Yun Li, Yi-Chen Wu,
Yu-He Lin, Chu-An Chuang

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李鐸朮
Kai-Chu Li

學校 School

明志科技大學
Ming Chi University of Technology



入圍 Finalist

脆脆袋

Fried Fresh Bag

創作者 Designer(s)

蕭舒妃、張柏翎、賴彥丞、黃柏勳

Yu-Fei Hsiao, Po-Ling Chang, Yen-Cheng Lai,
Po-Hsun Huang

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Shi-Yeng Wu

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National Taichung University
of Education



排卵針施打教學對位夾

Easily Ovulation injection

創作者 Designer(s)

黃紫淇

Tzu-Chi Huang

學校所在地 Location of School

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指導老師 Instructor(s)

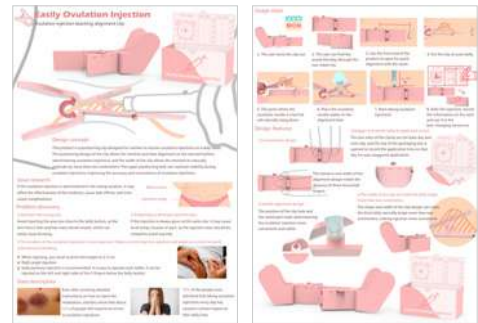
李鑑朮

Kai-Chu Li

學校 School

明志科技大學

Ming Chi University of Technology



齊癒記 - 樂齡台灣懷舊沙遊

Ci-Yu-Ji Senior Taiwan Nostalgia Sandplay

創作者 Designer(s)

劉舒瑋、鄧喬翎

Su-Wei Liu, Chiao-Ling Teng

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黃孟帆

Meng-Fan Huang

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National Taipei University
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TARA - Your gentle guide supporting Autism Care at Home

創作者 Designer(s)

Reefah Alvi

學校所在地 Location of School

印度

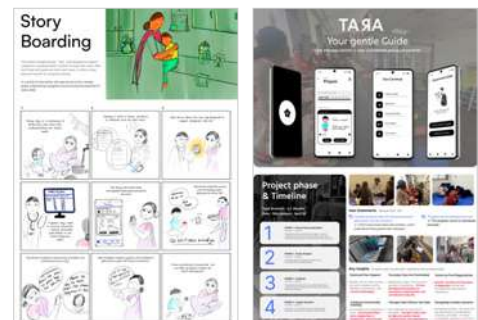
India

指導老師 Instructor(s)

Devanuj Balakrishnan

學校 School

JK Lakshmiapat University



入圍

Finalist

安心餵 - 安心哺乳服務

Mobile BreastFeeding Pack

創作者 Designer(s)

黃莉芸、張玉婷、張明鈺、張銘哲、賴沛羽
Li-Yun Huang, Yu-Ting Chang, Ming-Yu Chang,
Ming-Zhe Zhang, Pei-Yu Lai

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葉儷茶、陳亞麟
Li-Fen Ye, Ya-Lin Chen

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Southern Taiwan University of
Science and Technology



Dream

創作者 Designer(s)

曾慶晞
Emanuel Chen

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Nanyang Academy of Fine Arts



浮標生物支架

ReSpira Reef

創作者 Designer(s)

潘沛臻
Pei-Chen Pan

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Yu-Ting Hsiao

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亞洲大學
Asia University



TBIBS 臨時燒燙傷病床系統

TBIBS-Temporary Burn Injury Bed System

創作者 Designer(s)

林子禾、李旨昀、吳宜蓁、陳姿妤、莊筑安
Yu-He Lin, Chih-Yun Li, Yi-Chen Wu,
Zih-Jin Chen, Chu-An Chuang

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Kai-Chu Li

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Ming Chi University of Technology



入圍 Finalist

索羅卷 SolScroll

創作者 Designer(s)

謝智宸
Chih-Chen Hsieh

學校所在地 Location of School

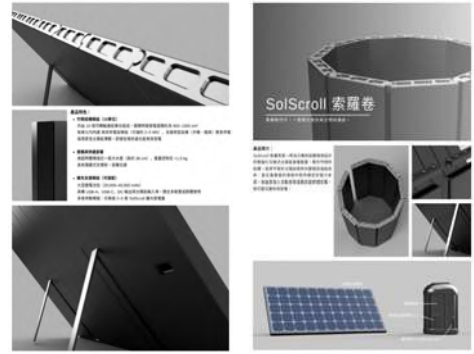
臺灣
Taiwan

指導老師 Instructor(s)

呂佳珍、李俐慧、張俊元
Chia-Chen Lu, Li-Hui Lee, Cyun-Ywan Chang

學校 School

東海大學
Tunghai University



小布物語 Tiny Fabric Stories

創作者 Designer(s)

羅鬱璇、張芷芸
Yu-Hsuan Luo, Chih-Yun Chang

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洪健翔、鄭仕弘
Shaung Hung, Shih-Hung Cheng

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



GUARDIAN 聾啞人安全頭盔 GUARDIAN Deaf-mute Safety Helmet

創作者 Designer(s)

丁鼎、李夢晗、蔡開悅
Ding Ding, Meng-Han Li, Kai-Yue Cai

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金小能
Xiao-Neng Jin

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浙江工業大學
Zhejiang University of Technology



生活化的化學教育產品 Chemix

創作者 Designer(s)

王軒
Xuan Wang

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中國大陸
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Chun-Mao Wu

學校 School

東華大學 (上海)
Donghua University



入圍 Finalist

HaHo - 專為肌肉萎縮症兒童設計的呼吸訓練裝置

HaHo - Respiratory Training Device for Children with Muscular Dystrophy

創作者 Designer(s)

李品儀、許郁婕

Pin-Yi Li, Yu-Chieh Hsu

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馬永川

Yung-Chuan Ma

學校 School

國立雲林科技大學

National Yunlin University of
Science and Technology



包容性視角下老年人助行產品情感化設計

Emotional design of elderly mobility aids from an inclusive perspective

創作者 Designer(s)

李國植

Tuan-Zhi Li

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中國大陸

Mainland China

指導老師 Instructor(s)

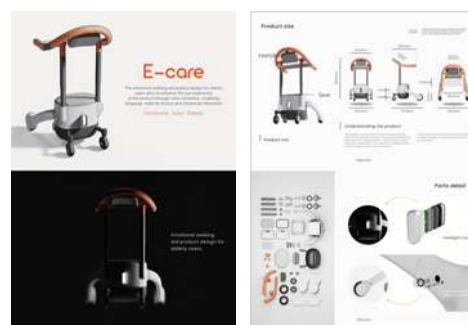
無

none

學校 School

深圳大學

Shenzhen University



HydroVision - 體驗無法看見的世界，精準游泳。

HydroVision - Experience the Unseen, Swim with Precision.

創作者 Designer(s)

馮筱芸、劉陶樺、陳宣怡、林瑞苓

Xiao-Yun Feng, Tao-Hua Liu, Hsuan-Yi Chen,
Ruei-Ling Lin

學校所在地 Location of School

臺灣

Taiwan

指導老師 Instructor(s)

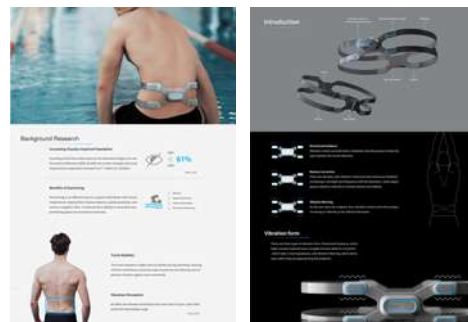
陳靜儀

Ching-I Chen

學校 School

國立臺北科技大學

National Taipei University
of Technology



兒童教學浮具

Crabee

創作者 Designer(s)

李旨昀、吳宜蓁、陳姿妤、林子禾、莊筑安

Chih-Yun Li, Yi-Chen Wu, Zih-Jin Chen,
Yu-He Lin, Chu-An Chuang

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李鐸朮

Kai-Chu Li

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國立臺北教育大學

National Taipei University
of Education



入圍 Finalist

緊急彩繪修護套件

Retrad_Emergency Paint Restoration Kit

創作者 Designer(s)

林佩綺、呂宜蓁

Pei-Chi Lin, Yi-Chen Lu

學校所在地 Location of School

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Taiwan

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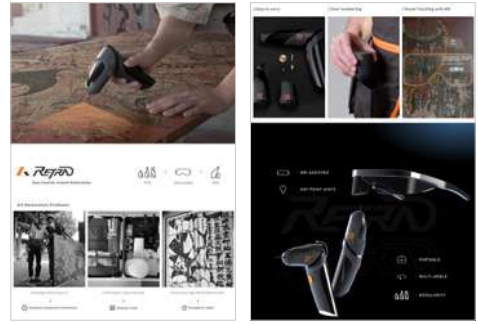
鄭洪

Hung Cheng

學校 School

國立臺灣科技大學

National Taiwan University of
Science and Technology



子宮收縮異常監測攜帶型裝置

U-Con Monitor

創作者 Designer(s)

李真語、陳妍蓁

Jen-Yu Lee, Yan-Zhen Chen

學校所在地 Location of School

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無

none

學校 School

國立高雄科技大學

National Kaohsiung University of
Science and Technology



方便定位及避免鼻胃黏膜受損鼻胃管及包裝套組

Ease NGT Kit

創作者 Designer(s)

莊筑安、李旨昀、吳宜蓁、陳姿妤、林子禾
Chu-An Chuang, Chih-Yun Li, Yi-Chen Wu,
Zih-Jin Chen, Yu-He Lin

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Kai-Chu Li

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國立臺北教育大學

National Taipei University of
Education



AIRY - 寵物飛航照護器

AIRY - Smart Pet Flight Care Device

創作者 Designer(s)

毛冠喬、周均瑩

Guan-Qiao Mao, Jun-Ying Zhou

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Taiwan

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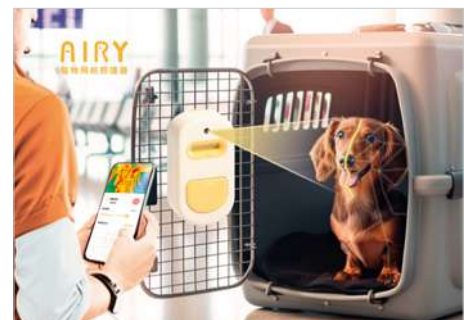
郭若妤、蔡佳玟

Jo-Yu Kuo, Chia-Wen Tsai

學校 School

國立臺北科技大學

National Taipei University of
Technology



入圍 Finalist

智能 AI 爬索車

Opti Wave

創作者 Designer(s)

金秀穎、賴淑燕、鄭宇量、鍾子涵
Siou-Ying Jin, Shu-Yan Lai, Yee Liang Tee,
Zih-Han Chung

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Shaio-Chung Chan

學校 School

銘傳大學
Ming Chuan University



守護膝蓋健康的天才管家

GeKneeUs

創作者 Designer(s)

鍾晴、顏嘉琪
Ching Chung, Jia-Qi Yan

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Cyun-Ywan Chang, Chia-Chen Lu, Li-Hui Lee

學校 School

東海大學
Tunghai University



搖搖攀爬床

Rocking climbing frame

創作者 Designer(s)

郭凱伊
Kai-Yi Kuo

學校所在地 Location of School

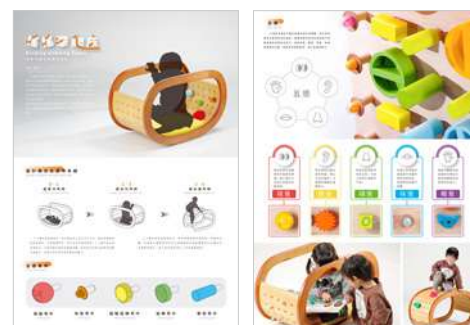
臺灣
Taiwan

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張欣雯
Hsin-Wen Chang

學校 School

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



Mopti-Fi 車輛故障光纖警示裝置

Mopti-Fi Fiber Optic Warning Device for Vehicle Breakdowns

創作者 Designer(s)

袁旭東、林勤皓、羅坤辰、張哲誠、林蕙瑀、
陳瑋涵
Hsu-Tung Yuan, Chin-Hao Lin, Kun-Chen Lo,
Zhe-Cheng Chang, Yi-Yu Lin, Ching-Han Chen

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無
none

學校 School

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National Taiwan University of
Science and Technology



入圍 Finalist

Moma: For the moments that matter.

創作者 Designer(s)
Priyanka Kolluru

學校所在地 Location of School
印度
India

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Mayukhini Pande

學校 School
National Institute of Design



舒適巢 Cozy Nest

創作者 Designer(s)
把陽
Yang Ba

學校所在地 Location of School
中國大陸
Mainland China

指導老師 Instructor(s)
陳哲
Zhe Chen

學校 School
華南農業大學
South China Agricultural
University



Interactive Math Learning Toy for Visually Impaired Children

創作者 Designer(s)
Mochamad Haikal Maghriza

學校所在地 Location of School
印尼
Indonesia

指導老師 Instructor(s)
無
none

學校 School
Sepuluh Nopember Institute
of Technology



Streamline

創作者 Designer(s)
Divyansh Tripathi

學校所在地 Location of School
印度
India

指導老師 Instructor(s)
無
none

學校 School
哈裡亞納邦國家設計學院
National Institute of Design,
Haryana (NID)



入圍 Finalist

NIVU 好鼻眠 NIVU

創作者 Designer(s)

高瑞琪、黃偉宸、黃友琪
Jui-Chi Kao, Wei-Chen Huang, Yu-Chi Huang

學校所在地 Location of School

臺灣
Taiwan

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林銘松
Ming-Sung Lin

學校 School

大同大學
Tatung University



老年人雪地探路拐杖 Snow Pathfinding Cane for the Elderly

創作者 Designer(s)

謝航、韋漢莎、丁昱菲、潘欲曉、吳旖思
Hang Xie, Han-Sha Wei, Yu-Fei Din, Yu-Xiao Pan, Yi-Si Wu

學校所在地 Location of School

中國大陸
Mainland China

指導老師 Instructor(s)

吳艷麗、韓吉安
Yan-Li Wu, Ji-An Han

學校 School

江西師範大學
Jiangxi Normal University



My pingka

創作者 Designer(s)

Ga-Yeon Lee

學校所在地 Location of School

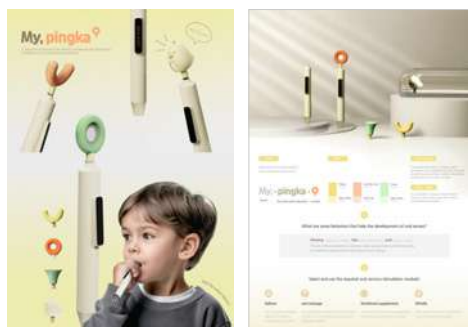
韓國
Korea

指導老師 Instructor(s)

無
none

學校 School

Hanyang Women's University



IN THE EAR

創作者 Designer(s)

Ga-Yeon Lee

學校所在地 Location of School

韓國
Korea

指導老師 Instructor(s)

無
none

學校 School

Hanyang Women's University



入圍

Finalist

HOLOPOD 陪伴型投影智能音箱

HOLOPOD Companion holographic smart speaker

創作者 Designer(s)

陳信宇、林勤皓、羅坤辰、袁旭東
Hsin-Yu Chen, Chin-Hao Lin, Kun-Chen Lo,
Hsu-Tung Yuan

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施皇旭
Huang-Hsu Shih

學校 School

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



PCare 震動香氛吸引吸吮奶嘴

PCare

創作者 Designer(s)

林欣妤
Sin-Yu Lin

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

李錯朮
Kai-Chu Li

學校 School

國立臺北教育大學
National Taipei University
of Education



SpiceFlip: One flip, From raw to aromatic

創作者 Designer(s)

Aditi Shah

學校所在地 Location of School

印度
India

指導老師 Instructor(s)

無
none

學校 School

CEPT University



分體式 AR 智顯設備

Split-type AR Display Device

創作者 Designer(s)

彭紫龍、希柏依
Zi-Long Peng, Bai-Yi Xi

學校所在地 Location of School

中國大陸
Mainland China

指導老師 Instructor(s)

方如意、利江
Ru-Yi Fang, Jiang Li

學校 School

廣西藝術學院
Guangxi Arts University



入圍 Finalist

baro

創作者 Designer(s)

Ji-Woo Yang, Min-Gun Kim, Min-Sun Kim,
Hee-Jin Kang, Woo-Hyun Roh

學校所在地 Location of School

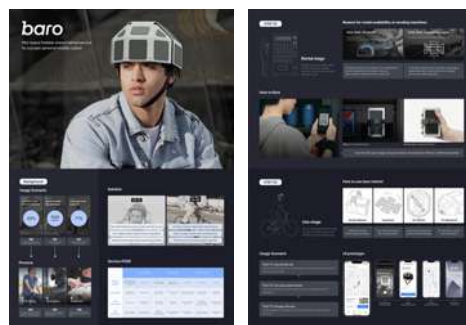
韓國
Korea

指導老師 Instructor(s)

Seong-Hyeon An

學校 School

Hongik University



大雨大雨一直下

Raining Raining All Day Long

創作者 Designer(s)

李旨昀、吳宜霖、陳姿妤、林子禾、莊筑安
Chih-Yun Li, Yi-Chen Wu, Zih-Jin Chen,
Yu-He Lin, Chu-An Chuang

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

李鑑朮
Kai-Chu Li

學校 School

國立臺北教育大學
National Taipei University
of Education



精確用藥的瓶子

The Bottles for precise medication

創作者 Designer(s)

崔潤豐、楊岳霖、王東霖、黃楚涵
Run-Feng Cui, Yue-Lin Yang, Dong-Ling Wang,
Chu-Han Huang

學校所在地 Location of School

中國大陸
Mainland China

指導老師 Instructor(s)

邱麒
Qi Qiu

學校 School

北京城市學院
Beijing City University



Osol

創作者 Designer(s)

Jeong-Hwan Kim, Seo-Young Choi, Yun-Ji Yun

學校所在地 Location of School

韓國
Korea

指導老師 Instructor(s)

無
none

學校 School

Hongik University



入圍 Finalist

Vyuha-Practical Solution for Flood

創作者 Designer(s)

Naorem Singh, Vivek Mahajan, Arjun P.V

學校所在地 Location of School

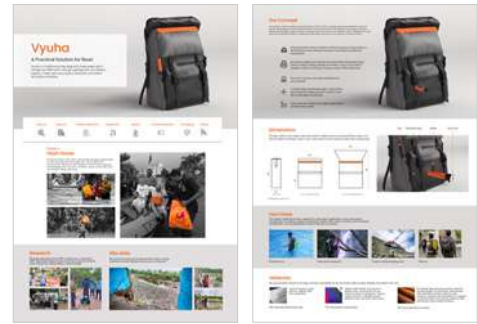
印度
India

指導老師 Instructor(s)

Shikha Agarwal, Alpi Jain

學校 School

National Institute of Design



Tripple

創作者 Designer(s)

Viraj Gapchoop, Ananya Srinivasan, Xuyu Cai,
Tielin Ding

學校所在地 Location of School

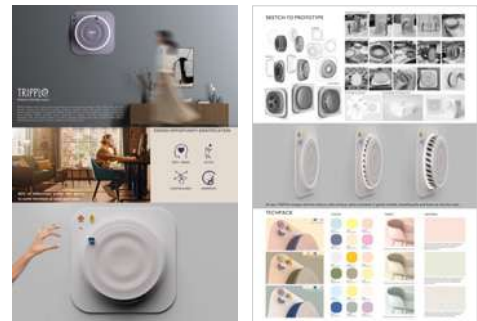
印度
India

指導老師 Instructor(s)

Paul McGroary

學校 School

薩凡納藝術設計學院
Savannah College of Arts and Design



Cadomi_ 高齡犬長照助行推車 Cadomi_Mobility Aid Stroller for Senior Dogs

創作者 Designer(s)

張心妍
Xin-Yan Zhang

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

黃孟帆
Meng-Fan Huang

學校 School

國立臺北科技大學
National Taipei University
of Technology



適老化上收洗手台 Age-Friendly Fold-Up Sink

創作者 Designer(s)

劉佳宜、陳彥均
Chia-Yi Liu, Yen-Chun Chen

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

李鑑術
Kai-Chu Li

學校 School

國立臺北教育大學
National Taipei University
of Education



入圍 Finalist

Gardening tools

創作者 Designer(s)
Adéla Koudelková

學校所在地 Location of School
捷克
Czech Republic

指導老師 Instructor(s)
Jan Jaroš, Henrieta Nezpěváková

學校 School
布拉格捷克理工大學
Czech Technical University in Prague



白內障術後修復系統 Cataract Surgery Aftercare

創作者 Designer(s)
劉佳宜、陳彥均
Chia-Yi Liu, Yen-Chun Chen

學校所在地 Location of School
臺灣
Taiwan

指導老師 Instructor(s)
李鑑朮
Kai-Chu Li

學校 School
國立臺北教育大學
National Taipei University
of Education



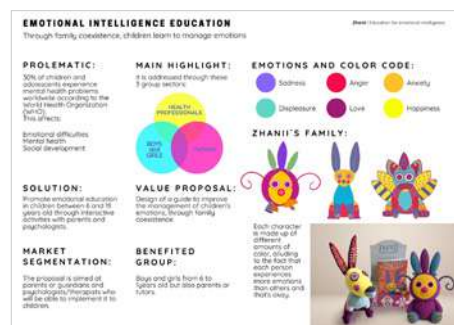
Zhanii

創作者 Designer(s)
Fatima Franco Lugo

學校所在地 Location of School
墨西哥
Mexico

指導老師 Instructor(s)
Lilian González

學校 School
Universidad Anahuac Mexico,
Norte



聽障人士舞蹈體驗設備 Dansync

創作者 Designer(s)
周均瑩、洪蘊柔
Cleodora Chow, Yun-Jou Hung

學校所在地 Location of School
臺灣
Taiwan

指導老師 Instructor(s)
郭若妤、蔡佳玟
Jo-Yu Kuo, Chia-Wen Tsai

學校 School
國立臺北科技大學
National Taipei University
of Technology



入圍 Finalist

蘑菇小屋 Mushroom House

創作者 Designer(s)
劉雨婷、熊禮佳
Yu-Ting Liu, Li-Jia Xiong

學校所在地 Location of School
中國大陸
Mainland China

指導老師 Instructor(s)
韓吉安
Ji-An Han

學校 School
江西師範大學
Jiangxi Normal University



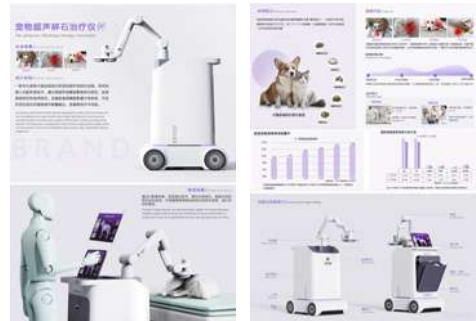
寵物超聲碎石治療儀 Pet ultrasonic lithotripsy therapy device

創作者 Designer(s)
劉雨婷
Yu-Ting Liu

學校所在地 Location of School
中國大陸
Mainland China

指導老師 Instructor(s)
吳豔麗
Yan-Li Wu

學校 School
江西師範大學
Jiangxi Normal University



防白蟻育苗袋 Termite-proof seedling bags

創作者 Designer(s)
劉雨婷
Yu-Ting Liu

學校所在地 Location of School
中國大陸
Mainland China

指導老師 Instructor(s)
無
none

學校 School
江西師範大學
Jiangxi Normal University



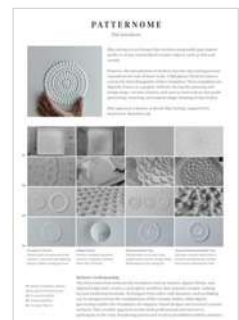
Patternome

創作者 Designer(s)
Jared Lim

學校所在地 Location of School
新加坡
Singapore

指導老師 Instructor(s)
Clement Zheng

學校 School
National University of Singapore



入圍 Finalist

皮與骨 Skin and Bone

創作者 Designer(s)
陳胤羽
Yin-Yu Chen

學校所在地 Location of School
臺灣
Taiwan

指導老師 Instructor(s)
曾熙凱
Shi-Kai Tseng

學校 School
實踐大學
Shih Chien University



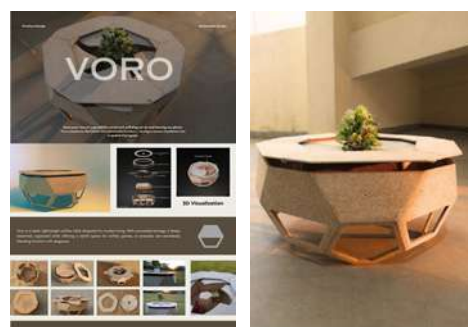
VORO

創作者 Designer(s)
Deepesh Kumar Bhandari, Isha Wekhande,
Anchal Punia, Jaisnavi Gupta, Sajal Goud

學校所在地 Location of School
印度
India

指導老師 Instructor(s)
Anil kumar Bhaskar

學校 School
National Institute of Design,
Madhya Pradesh



BMB 智能噴塗裝置 BMB Smart Spray Painting Device

創作者 Designer(s)
陳子雲、陳宥韜、劉星佑
Tzu-Yun Chen, You-Jui Chen, Hsing-Yu Liu

學校所在地 Location of School
臺灣
Taiwan

指導老師 Instructor(s)
鄭孟淙、鄭創元
Meng-Cong Zheng, Chuang-Yuan Cheng

學校 School
國立臺北科技大學
National Taipei University
of Technology



暖心陪伴，喵趣生活——基於年輕養貓用戶的情感化體驗設計 Warm Companion, Feline Fun Life: An Emotional Experience Design for Young Cat Owners

創作者 Designer(s)
陳業榕、謝昊成、陳泓銘、洪海容
Ye-Rong Chen, Hao-Cheng Xie, Hong-Ming
Chen, Hai-Rong Hong

學校所在地 Location of School
中國大陸
Mainland China

指導老師 Instructor(s)
石彭
Peng Shi

學校 School
北京交通大學
Beijing Jiaotong University



入圍 Finalist

Handy

創作者 Designer(s)

Min-Chae Kim, Ji-Min Park, Yeo-Jun Yun

學校所在地 Location of School

韓國
Korea

指導老師 Instructor(s)

無
none

學校 School

梨花女子大學
Ewha Womans University



Ho Se! Ho Se! 到府沐浴服務組 Ho Se! Ho Se! Bathing Home Service Kit

創作者 Designer(s)

余沛堯、張德煥
Pei-Chen Yu, Te-Yun Chang

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

劉奕伯
Yi-Po Liu

學校 School

國立臺北教育大學
National Taipei University
of Education



Inilixir- Topical spray on fabric technology for people suffering from Psoriasis.

創作者 Designer(s)

Ishita Verma

學校所在地 Location of School

印度
India

指導老師 Instructor(s)

Ketan Vadodaria

學校 School

National Institute of Design



可拆式導航手把 Guidy

創作者 Designer(s)

鄒歆潔、沈詠慈
Xin-Jie Zou, Yong-Cih Shen

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

李昊哲、蔡佳玫
Hao-Che Li, Chia-Wen Tsai

學校 School

國立臺北科技大學
National Taipei University
of Technology



入圍 Finalist

Braille Mate 000000+

創作者 Designer(s)

陳奕廷、曾若家、陳詳錡、李悅誠、謝征右
Yi-Ting Chen, Jo-Chia Tseng, Xiang-Qi Chen,
Yueh-Cheng Li, Cheng-Yu Hsieh

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

程筑鈺
Chu-Yu Cheng

學校 School

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



身障者情趣輔具

seala

創作者 Designer(s)

謝育晴、林民斌
Yu-Ching Hsieh, Min-Bin Lin

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

黃孟帆
Meng-Fan Huang

學校 School

國立臺北科技大學
National Taipei University
of Technology



HEALING CLOUDS

創作者 Designer(s)

王志超
Zhi-Chao Wang

學校所在地 Location of School

中國大陸
Mainland China

指導老師 Instructor(s)

無
none

學校 School

江西師範大學
Jiangxi Normal University



形織

XingZhi

創作者 Designer(s)

林品儀、賴俊霖
Pin-Yi Lin, Chun-Lin Lai

學校所在地 Location of School

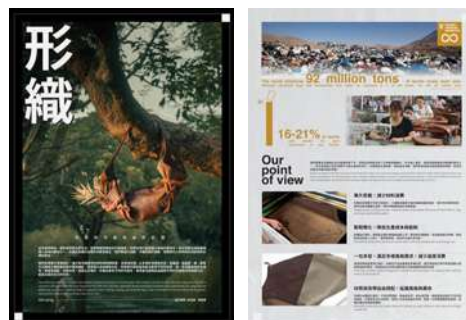
臺灣
Taiwan

指導老師 Instructor(s)

陳璽任
Hsi-Jen Chen

學校 School

國立成功大學
National Cheng Kung University



入圍 Finalist

WIJI

創作者 Designer(s)
Maria Cristina Castro Baños

學校所在地 Location of School
墨西哥
Mexico

指導老師 Instructor(s)
無
none

學校 School
Universidad Autonoma de
San Luis Potosi



RE:Face 遺體面部修復機 RE:Face Facial Restoration Device

創作者 Designer(s)
陳有叡、曾家凌、劉星佑、李愷臨
You-Rui Chen, Chia-Ling Zeng, Hsing-Yu Liu,
Kai-Lin Lee

學校所在地 Location of School
臺灣
Taiwan

指導老師 Instructor(s)
鄭孟淙
Meng-Cong Zheng

學校 School
國立臺北科技大學
National Taipei University
of Technology



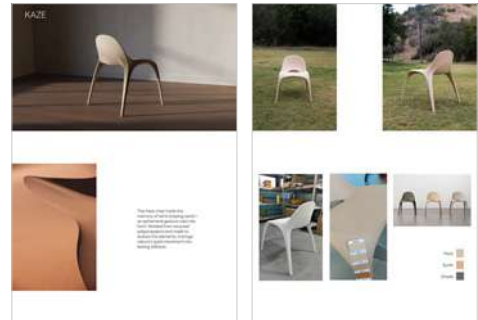
風 Kaze Chair

創作者 Designer(s)
常皓天
Oscar Chang

學校所在地 Location of School
美國
United States of America

指導老師 Instructor(s)
大衛·摩卡斯基
David MocarSKI

學校 School
Art Center College of Design



SiTURE 沐浴支撐系統 SiTURE -Bathing Support System

創作者 Designer(s)
陳曄涵
Ching-Han Chen

學校所在地 Location of School
臺灣
Taiwan

指導老師 Instructor(s)
無
none

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



入圍 Finalist

探索 11 號

Explo.11

創作者 Designer(s)

周智閔、徐曉光

Chih-Hung Chou, Hsiao-Kuang Hsu

學校所在地 Location of School

臺灣

Taiwan

指導老師 Instructor(s)

鄧建國

Chien-Kuo Teng

學校 School

國立臺灣師範大學

National Taiwan Normal University



飛白

Ink Stool

創作者 Designer(s)

常皓天

Oscar Chang

學校所在地 Location of School

美國

United States of America

指導老師 Instructor(s)

大衛·摩卡斯基

David MocarSKI

學校 School

Art Center College of Design



RESCUE-ACE

創作者 Designer(s)

易柏勛、鄭俊彥、蔡蕎安、姜子鴻

Bo-Shiun Yi, Chun-Yen Cheng,
Chiao-An Tsai, Zih-Hong Jiang

學校所在地 Location of School

臺灣

Taiwan

指導老師 Instructor(s)

張俊元

Chun-Ywan Chang

學校 School

東海大學

Tunghai University



疊

Stratum

創作者 Designer(s)

常皓天

Oscar Chang

學校所在地 Location of School

美國

United States of America

指導老師 Instructor(s)

大衛·摩卡斯基

David MocarSKI

學校 School

Art Center College of Design



入圍 Finalist

HOPE DESK

創作者 Designer(s)

易柏勛、鄭俊彥、蔡蕎安、姜子鴻
Bo-Shiun Yi, Chun-Yen Cheng,
Chiao-An Tsai, Zih-Hong Jiang

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

張俊元
Chun-Ywan Chang

學校 School

東海大學
Tunghai University



火安

FIREE

創作者 Designer(s)

申惠奎
Hye-Gyu Shin

學校所在地 Location of School

韓國
Korea

指導老師 Instructor(s)

無
none

學校 School

Seoul Women's University



Forword

創作者 Designer(s)

Min-Chae Kim

學校所在地 Location of School

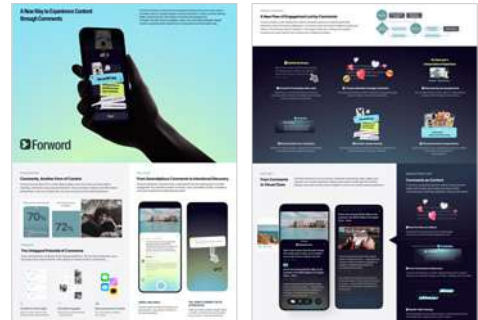
韓國
Korea

指導老師 Instructor(s)

無
none

學校 School

梨花女子大學
Ewha Womans University



SELENE - 適性化探勘載具

SELENE

創作者 Designer(s)

黃薰穎、林瑋霖
Hsun-Ying Huang, Wei-Lin Lin

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

林楷潔、胡哲嚴、簡銘彥
Kai-Chieh Lin, Che-Yen Hu, Ming-Yen Chien

學校 School

大同大學
Tatung University



入圍 Finalist

AutoMorphosis : Embracing Diversity Through Reclaimed Glass

創作者 Designer(s)
Anjala SS

學校所在地 Location of School
印度
India

指導老師 Instructor(s)
Neelima Hasija

學校 School
National Institute of Design



Tujha - Bamboo Headgear

創作者 Designer(s)
Nithin Gopal V S

學校所在地 Location of School
印度
India

指導老師 Instructor(s)
無
none

學校 School
National Institute of Design



綠意輪迴 - 筴白筍殼再生育苗袋

Green Cycle — Water Bamboo Husk Regeneration Project

創作者 Designer(s)
江逸葦、劉晉嘉、潘明利、黃惠怡
Yi-Ting Jiang, Jin-Jia Liu,
Ming-Li Pan, Hui-Yi Huang

學校所在地 Location of School
臺灣
Taiwan

指導老師 Instructor(s)
邱璋晨
Wei-Chen Chiu

學校 School
嶺東科技大學
Ling Tung University



WRNAG

創作者 Designer(s)
Dev Chaudhari

學校所在地 Location of School
印度
India

指導老師 Instructor(s)
無
none

學校 School
Gujarat Law Society University (GLS)



入圍

Finalist

幼稚園空氣淨化器

Kindergarten air purifier

創作者 Designer(s)

楊榮玉、鐘諾妍、譚靈鑫

Rong-Yu Yang, Nuo-Yan Zhong, Ling-Xin Tan

學校所在地 Location of School

中國大陸

Mainland China

指導老師 Instructor(s)

吳豔麗、韓吉安

Yan-Li Wu, Ji-An Han

學校 School

江西師範大學

Jiangxi Normal University



MultiBreeze —— “雲享枕” 針對人機工程學多模式濕發烘乾枕設計

MultiBreeze

創作者 Designer(s)

李珂瑩、吳欣雨

Ke-Ying Li, Xin-Yu Wu

學校所在地 Location of School

中國大陸

Mainland China

指導老師 Instructor(s)

苗廣娜

Guang-Nan Miao

學校 School

河南工業大學

Henan University of Technology



GF360-T

創作者 Designer(s)

範頌恩

Song-En Fan

學校所在地 Location of School

臺灣

Taiwan

指導老師 Instructor(s)

丑宛茹

Wan-Ru Chou

學校 School

實踐大學

Shih Chien University



KIN

創作者 Designer(s)

Reynard Seah, Bing Jun Goh, Bing Jun Lin

學校所在地 Location of School

新加坡

Singapore

指導老師 Instructor(s)

Kee Hong Song

學校 School

National University of Singapore



入圍 Finalist

智力障礙兒童感統訓練玩具 Pipe Racing Park

創作者 Designer(s)
熊禮佳
Li-Jia Xiong

學校所在地 Location of School
中國大陸
Mainland China

指導老師 Instructor(s)
吳豔麗、韓吉安
Yan-Li Wu, Ji-An Han

學校 School
江西師範大學
Jiangxi Normal University



Emo: Emo-Speaker, Emo-Sensor, Emo-Diffuser

創作者 Designer(s)
文唯聿
Wei-Yu Wen

學校所在地 Location of School
臺灣
Taiwan

指導老師 Instructor(s)
梁桂嘉
Kuei-Chia Liang

學校 School
國立臺灣師範大學
National Taiwan Normal University



絲瓜絡塑型實驗 Loopa - Luffa Plasticity Experiment

創作者 Designer(s)
蔡宜靜
Yi-Ching Tsai

學校所在地 Location of School
臺灣
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指導老師 Instructor(s)
徐景亭
Gina Hsu

學校 School
實踐大學
Shih Chien University



重鍵未來 Heavy tendon future

創作者 Designer(s)
簡琪雯
Qi-Wen Jian

學校所在地 Location of School
中國大陸
Mainland China

指導老師 Instructor(s)
吳豔麗
Yan-Li Wu

學校 School
江西師範大學
Jiangxi Normal University



入圍

Finalist

偏癱患者按壓輸液裝置設計

Design of infusion device for hemiplegic patients

創作者 Designer(s)

簡琪雯

Qi-Wen Jian

學校所在地 Location of School

中國大陸

Mainland China

指導老師 Instructor(s)

吳豔麗

Yan-Li Wu

學校 School

江西師範大學

Jiangxi Normal University



流浪寵物庇護所

Stray Shelter

創作者 Designer(s)

張俊昭

Jun-Zhao Zhang

學校所在地 Location of School

中國大陸

Mainland China

指導老師 Instructor(s)

無

none

學校 School

南京師範大學

Nanjing Normal University



視覺設計類得獎作品

Winners in Visual Design Category



評審評語 Jury Comments

陳信宇 Hsin-Yu Chen

臺灣 Taiwan



學生們以多元視角詮釋「多樣性」，展現對文化、性別與身分議題的敏銳觀察與創意表達，體現新生代追求共融的設計態度，讓設計成為連結彼此、促進理解的有力媒介。

The students interpreted "DIVERSITY" from multiple perspectives, demonstrating keen observation and creative expression on issues of culture, gender, and identity. Their work embodies the new generation's commitment to inclusive design, showing how design can serve as a powerful medium to connect people and foster understanding.

葉修潔 Hsiu-Chieh Yeh

臺灣 Taiwan



在評選過程中觀察到新一代學生作品展現出題材多元和豐富視覺變化性，善用多樣手法和挑戰不同工藝材質去帶出「多樣性」主題故事理念，並突破框架顯現差異化，賦予設計持續性價值。評比過程也啟發我：設計不僅是創新思維的實踐，更需直觀清晰傳達概念，精準解決問題，聚焦視覺亮點並突顯特色，才能讓人產生共鳴。

During the evaluation process, I observed that the next generation of students presented works with diverse themes and rich visual variation. They skillfully employed a variety of techniques and experimented with different materials to convey the concept of "DIVERSITY," breaking conventional boundaries to highlight differentiation and endow their designs with lasting value. The judging process also reminded me that design is not only the practice of innovative thinking, but must also communicate concepts intuitively and clearly, solve problems precisely, emphasize visual highlights, and showcase distinctive features in order to resonate with the audience.

Kevin Swanepoel

美國 United States of America



我被這些年輕視覺設計師的細膩用心所啟發。今年的作品展現出強烈的同理心與關懷。鼓舞人心的是，我們看到新一代不僅將設計用於美學表現，更將其作為連結他人、傳遞關懷並產生影響的方式。

I was inspired by the thoughtfulness of the young visual designers. The work this year carried a strong sense of empathy and compassion. It's encouraging to see how this new generation is using design not just for aesthetics, but as a way to connect, care, and make an impact.

評審評語 Jury Comments

林威 Lin Wei

新加坡 Singapore



看到今年以「多樣性」為主題的作品，不僅在概念上有所探索，也透過材質與工藝呈現，我深受啟發。作品涵蓋了廣泛的議題——從包容性、生態、社會正義，到對文化、身份等更深層次的探討。學生運用了同樣多元的視覺語言，將傳統工藝與文化元素與數位媒材交織融合。這樣多元的聲音與表現，拼湊出他們眼中鮮活的世界畫面。對我而言，這提醒了我們：設計不僅是多元現實的映照，更是塑造更具包容性的共同未來的強大工具。

I was inspired to see this year's theme of DIVERSITY explored not only in concept, but also through materiality and craft. The works spanned a wide range of concerns — from inclusivity, ecology, and social justice, to deeper explorations of culture, identity, and more. Students drew upon an equally wide spectrum of visual languages, weaving together traditional crafts and cultural motifs with cutting-edge digital media. This diversity of voices and expressions formed a vivid montage of the world as they see it. For me, it was a reminder that design is not just a mirror of our plurality, but also a powerful tool for shaping a more inclusive collective future.

Paula Bermúdez Covarrubias

墨西哥 Mexico



我很欣賞這些作品都非常著重於對原本事物的回歸，無論是物種、圖像技法、飲食、傳統，甚至更多面向。在這個人工智慧充斥的世界中，不能忘記我們的根源是非常重要的。希望未來能持續產生各種倡議，讓「回歸那些被用心打造的事物」成為一種宣言。

I really liked that the projects are very much oriented toward recovering original things, whether species, graphic techniques, foods, traditions, or more. It is important not to forget our roots in this world of artificial intelligence. Let's continue generating initiatives where recovering what has been well made becomes a manifesto.

清水千春 Chiharu Shimizu

日本 Japan



令我印象深刻的是，作品中有許多聚焦於臺灣獨特文化的設計。有一個新造詞叫做「Glocal」（意指「全球思考，本地行動」），讓我思考到，尊重少數族群的語言與文化，或許才是真正意義上的多樣性。

What impressed me most was that many of the entries focused on Taiwan's unique culture. There is a coined term, "Glocal" (meaning "think globally, act locally"), which made me reflect that truly respecting the languages and cultures of minority groups may be the real essence of DIVERSITY.

羅梓綺 Gigi Lo

臺灣 Taiwan



本屆展現學生們對不同議題的敏銳洞察，從生活細節到全球趨勢，創意也延伸至生態、文化、族群等多元面向，呈現出開放且深刻的設計思考。很高興能看到學生們用創意打開公共性、以共融跨越界限，展現出新世代的美學視角，也體現對社會責任與永續未來的積極回應。

This year's entries demonstrated students' keen insight into a wide range of issues, extending from everyday details to global trends. Their creativity encompassed diverse areas such as ecology, culture, and communities, reflecting open and profound design thinking. It was truly gratifying to see students use creativity to open up public engagement and transcend boundaries through inclusivity, showcasing the new generation's aesthetic perspective while actively responding to social responsibility and a sustainable future.

金獎

Gold Prize

青吱調

CICADA'S TUNE

創作者 Designer(s)

林侑彥、劉琬君、賴詠其、何宜靜、
賴卉婕、陳若瑄

You-Zhen Lin, Wan-Chun Liu, Yong-Qi Lai,
Yi-Ching Ho, Hui-Chieh Lai, Ruo-Xuan Chen

指導老師 Instructor(s)

藍偉憲

Wei-Hsien Lan

學校所在地 Location of School

臺灣

Taiwan

學校 School

嶺東科技大學

Ling Tung University

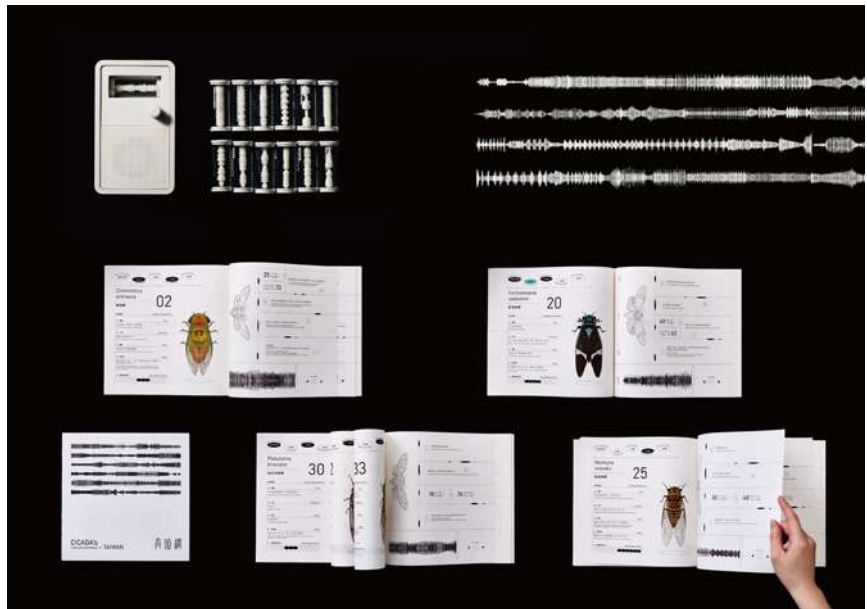
作品說明 Project Description

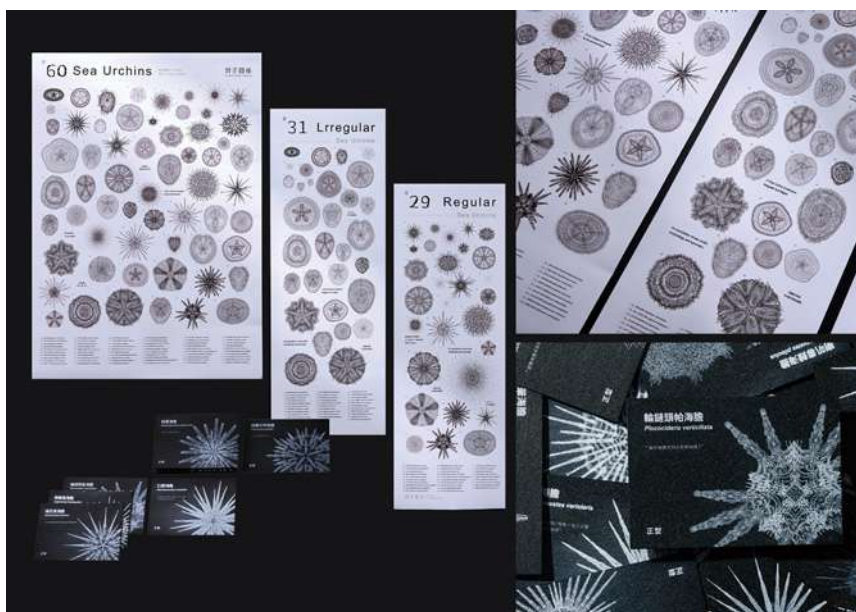
蟬鳴是夏天熟悉的聲音，卻少有人認識它們。

我們收集 47 種台灣蟬鳴聲，設計並製作了一組聲音播放裝置，透過 3D 列印將聲音轉化為實體的形狀，讓人們「看見」每一隻蟬的聲音，只要將聲波管置入裝置，就可以即時播放該種蟬的鳴叫聲，並搭配圖鑑與資訊小卡以精緻的插畫與簡潔文字介紹台灣蟬的基本特徵。

相較於近年來大多仰賴網路影音的環境生態教育方式，我們希望透過這組更具互動性與體驗感的教育工具，讓人們親手探索、聆聽台灣蟬鳴，在輕鬆有趣的過程中拉近人與自然的距離。

Cicada songs are a familiar sound of summer, yet few truly know these insects. CICADA'S TUNE captures the calls of 47 cicada species in Taiwan through custom soundwave tubes and a playback device, paired with illustrated materials that convey essential ecological knowledge. By combining sound and visuals, the project invites the public to experience the unique beauty of Taiwan's cicadas.





銀獎

Silver Prize

棘手關係

Tricky Relationship

創作者 Designer(s)

唐英綺、蘇琪茵、王彥雯、邱婉婷、蔡茗聿
Ying-Chi Tang, Ci-Yin Su, Yan-Wen Wang,
Wan-Ting Chiu, Ming-Yu Tasi

指導老師 Instructor(s)

藍偉憲
Wei-Hsien Lan

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

當人們提到海膽時，往往會想到“美味的食物”或“帶刺的生物”，卻忽略了它們對環境的影響，當海膽數量失去平衡時，就會導致海底沙漠化或生態過度生長。由於台灣在海洋保護方面的措施相對有限，導致漁業資源枯竭、海洋生態衰退，以及遊憩品質下降。於是，我們用設計介入，用書本說話，試著讓這個複雜但真實的問題，變得能被翻閱、視覺化，甚至感受。探索「平衡」的可見性與被理解的方式。

透過資訊設計、書本裝幀，我們邀請觀者，站在潮間帶，理解「一顆小海膽」如何牽動整片海洋。這不只是一本書，不是一堆圖表，而是一場「與平衡搏鬥」的視覺敘事。也運用「龍鱗裝」雙向閱讀設計概念，層層鱗頁，如翻動小琉球與澎湖海岸線。並結合永續發展目標 SDGs14，讓更多人認識海膽的生態價值，讓人理解海膽不只是食材，而是維持海洋生命韻律的關鍵。

Sea urchins are more than just spiky sea creatures or delicacies—they are vital to ocean ecosystems. Imbalances in their populations can cause seabed desertification or overgrowth, disrupting marine life. Using "dragon-scale binding" in our visual storytelling, we reveal regional population shifts and highlight ecological impacts. Tied to SDG 14, our design raises awareness of sea urchins' crucial environmental role, transforming public perception and inspiring ocean conservation.

銅獎

Bronze Prize

Worth Losing Our Ocean?

創作者 Designer(s)

李浩勤
Ho-Kan Lee

指導老師 Instructor(s)

林家華
Chia-Hua Lin

學校所在地 Location of School

臺灣
Taiwan

學校 School

大同大學
Tatung University

作品說明 Project Description

塑膠微粒無聲滲透海洋，在海洋生態中編織無形威脅。平面海報演化為公共空間的互動 LED 裝置，將隱形危機帶入日常社區。隨著民眾互動，散落的塑膠顆粒逐漸匯聚成海洋生物形態——從人工螢光場景轉變為純白有毒污染畫面。這場公共空間的視覺對話喚起集體意識覺醒，啟發社區重新審視與塑膠的關係，一齊共同守護海洋。

Microplastics silently infiltrate oceans, threatening marine life. This interactive LED installation transforms the hidden crisis into community experience. As people engage, plastic particles merge into marine creatures, shifting from vibrant fluorescent to stark white contamination scenes. This public art creates collective awareness, challenging viewers to confront plastic pollution and inspire ocean protection.



佳作

Honorable Mention

逝百蝶

The Fading Butterfly

創作者 Designer(s)

林宇珽、鄭哲享、陳君柔
Yu-Chueh Lin, Jhe-Siang Zheng, Jun-Rou Chen

指導老師 Instructor(s)

黃庭超
Ting-Chao Hung

學校所在地 Location of School

臺灣
Taiwan

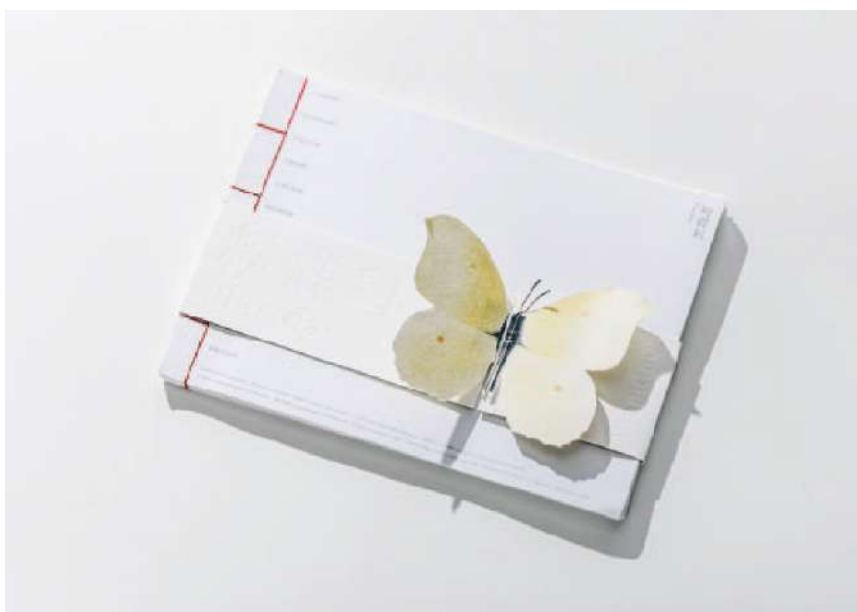
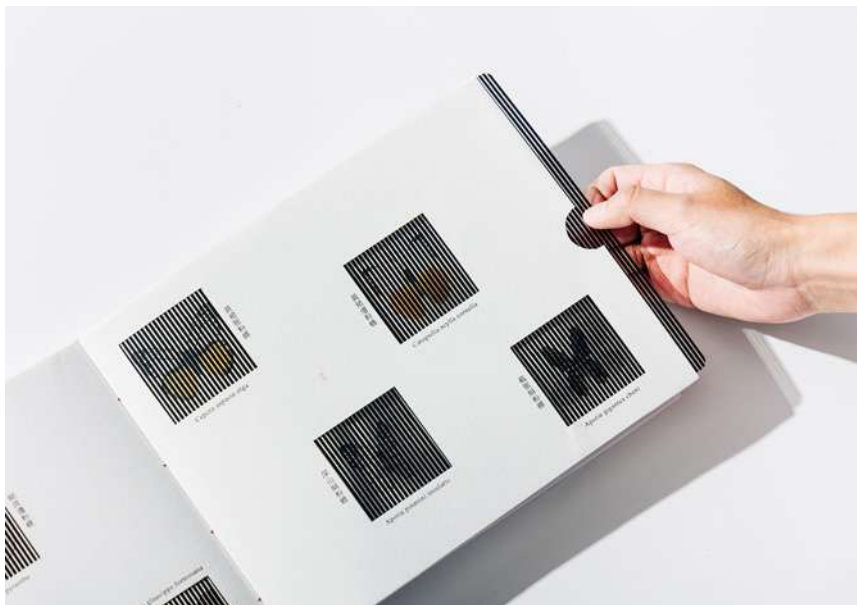
學校 School

嶺東科技大學
Ling Tung University

作品說明 Project Description

因自然災害、過度開發和外來種入侵而造成蝴蝶的棲息地縮減。希望透過此議題讓大眾重新認識蝴蝶，並瞭解自身如何幫助蝴蝶及其自然環境，喚起公眾對蝴蝶數量減少的關注，促使每個人成為生態健康的守護者。

The butterfly's habitat has been reduced due to natural disasters, over-development, and invasive alien species. We hope that through this issue, the public can better understand butterflies and understand how they can help butterflies and their natural environment, raise awareness of the decline in butterfly numbers, and encourage everyone to become the guardians of ecological health.



佳作

Honorable Mention

觸觸俱到

GO n TOUCH

創作者 Designer(s)

陳品安、陳思婷、黃秉祥、陳達億、
張任璋、林依萱

Pin-An Chen, Szu-Ting Chen, Ping-Hsiang Huang,
Da-Yi Chen, Ren-Wei Zhang, Yi-Hsuan Lin

指導老師 Instructor(s)

吳育倫

Yu-Lun Wu

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

通過設計一套易辨識的觸讀符號系統，廣泛應用於公共空間形成統一標準，針對後天盲及視障學童，希望藉由學習的方式，幫助他們在日常生活中，提升他們行動與資訊讀取的效能。

根據視障者的觸覺特性，設計簡單、直覺的幾何符號，並透過：特殊性、幾何變化、系列性等調整外觀，使辨識更明確，提升觸覺識別體驗。

符號設計的主軸上，分為三類：場域引導、可運用資源、危險告示，目前，也陸續與視障者測試、收集回饋，並與相關團體合作，確保系統能真正融入視障者的學習與生活，讓視障者在外行動時，能迅速辨識安全區域與逃生路線，提升生活便利與安全性。

Through the design of a set of easy-to-recognize touch symbol system, widely used in public space to form a unified standard for the acquired blind and visually impaired students, hoping to help them in their daily lives by learning to enhance their mobility and information reading performance, and through the specificity, geometric changes, series of adjustments to the appearance of the recognition of the more clear, to enhance the tactile recognition experience.



佳作

Honorable Mention

日日縫

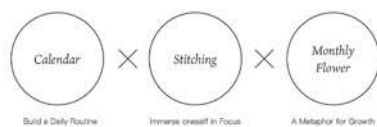
Threaddays



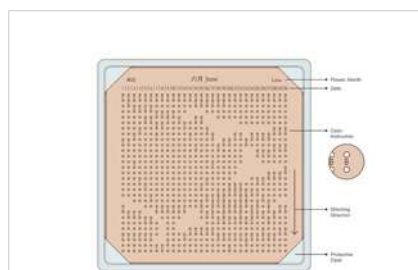
日日縫

THREADDAYS

As attention spans continue to decline in today's world, Threaddays offers an alternative solution by combining simplified embroidery with a daily calendar.



After completing the embroidery, each monthly piece can be regarded as a souvenir, enhancing both its everyday usability and long-term value for consumers.



By re-embroidering a line each day following the color guide, users gradually complete a full floral pattern over the course of a month.



創作者 Designer(s)

胡海芳、歐謹瑄、陳奕愷

Hai-Fang Hu, Chin-Hsuan Ou, Yi-Kai Chen

指導老師 Instructor(s)

鄭司維

Szu-Wei Cheng

學校所在地 Location of School

臺灣

Taiwan

學校 School

國立臺灣科技大學

National Taiwan University of Science and Technology

作品說明 Project Description

日日縫透過簡化刺繡結合日曆形式，讓使用者得以在一針一線中記錄時間。視覺的靈感來自佛教思想：「一花一世界」，因此，我們以十二種在地花卉作為每個月的代表。在使用者的每日實踐中，刺繡的動作隱喻著花綻放的過程，也象徵人們在日復一日的參與中逐漸成長。

Threaddays offers an alternative solution by combining simplified embroidery with a daily calendar. Inspired by a Buddhist belief: "A single flower holds a universe", we selected twelve local seasonal flowers as our visual theme, each representing a different month. Through daily practice, the act of embroidery becomes a metaphor for blooming, symbolizing personal growth through steady and consistent participation.

佳作

Honorable Mention

草療計畫

Planting Project

創作者 Designer(s)

趙芷儀、胡辰瑀

Chih-Yi Chao, Chen-Yu Hu

指導老師 Instructor(s)

無

none

學校所在地 Location of School

臺灣

Taiwan

學校 School

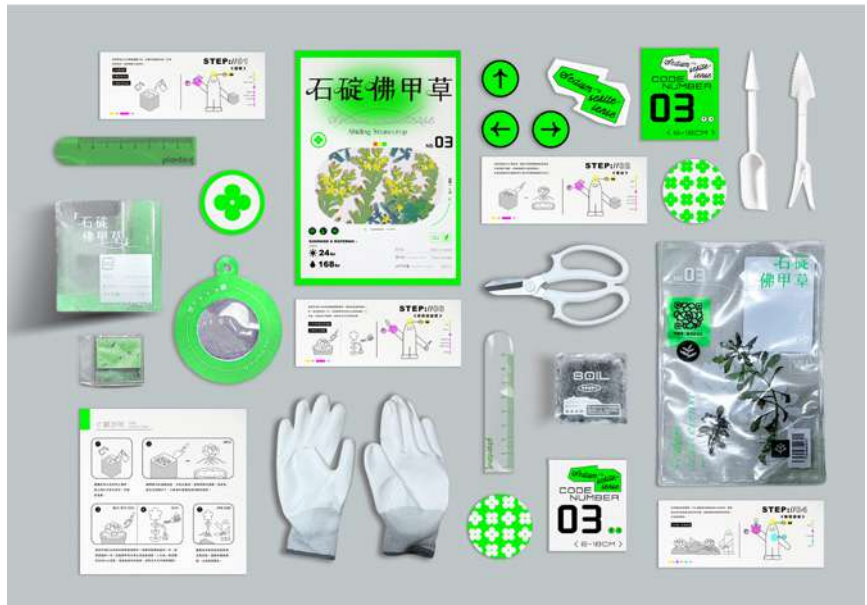
國立臺中教育大學

National Taichung University of Education

作品說明 Project Description

臺灣原草本植物豐富，甚至適合園藝種植，卻因人為幹擾與認知不足，面臨滅絕危機。林業試驗所推動「方舟計畫」，成功復育 88% 瀕危植物，並倡導「保種於民」。我們攜手林試所李俊緯研究員，結合「方舟計畫」與「園藝治療」三大層面，設計具識別系統與插圖的種植套組，選出計畫中 11 種植物分類為陸生、水生與藤蔓，並且其中 5 種可種植，內含育苗盆、土壤、種子、工具、標本資訊包與種植小卡。使用者依卡片步驟播種、修剪與澆水，並透過真空標本觀察特徵、引導五感互動與療癒實踐。圖鑑記錄植物分佈、復育故事與插畫，鼓勵大眾瞭解植物、記錄種植歷程與感受。我們希望透過此設計，讓大家能將保育落實於日常生活中，同時獲得身心療癒。

Partnering with the Ark Project (TFRI), which restored 88% of endangered plants, we integrated plant conservation with horticultural therapy. Many rare native plants thrive at home and support well-being. We designed a VI system and kit featuring 11 species, with pots, soil, seeds, tools, guide cards, and vacuum info packs. Users follow care steps while learning through sensory and therapeutic guides. Our design links self-care with everyday conservation.



佳作

Honorable Mention

食蟲隱事

Hidden Lives of Carnivores

創作者 Designer(s)

魏以嫻、王儀盈、吳權瑄、歐子菁、白芷瑄
Yi-Rou Wei, Yi-Ying Wang, Chin-Hsuan Wu,
Zi-Jing Ou, Zhi-Xuan Bai

指導老師 Instructor(s)

張盛權、陳建勳
Sheng-Chuan Chang, 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

本設計透過插畫創作傳遞食蟲植物獨特生態之美，旨在呼應現代社會追求可持續發展和保育的價值。在插畫創作中，多樣性的植物，代表食蟲植物的多元捕捉方式。每項植物本身、花朵、捕捉方式，強調食蟲植物獨特的生態秘辛。食蟲植物演化出特殊生存機制，代表生存環境的破壞，同時強調環境保護與植物保育價值。描繪了食蟲植物獨特生態美學，彰顯了食蟲植物的萬花世界，強調植物保育及環境永續。整體插畫以營造出食蟲植物獨特的色彩和萬花世界的感覺，希望透過這些圖像，能夠激發人們對食蟲植物的知識和保育永續的關注。

This design uses illustration to convey the unique ecological beauty of carnivorous plants, echoing modern values of sustainability and conservation. The diverse plants represent various trapping methods, highlighting their ecological secrets. Their evolved survival mechanisms reflect environmental degradation, emphasizing the need for protection. The illustrations create a vibrant world of carnivorous plants, aiming to inspire awareness of their uniqueness and the importance of conservation.



佳作

Honorable Mention

大地美術館

OUTDOOR BOTANICAL ART GALLERY

創作者 Designer(s)

柯欣儒、韓沐晨、陳妍伶、陳家葳、吳芳萱
Sin-Ru Ke, Mu-Chen Han, Yen-Ling Chen,
Chia-Wei Chen, Fang-Xuan Wu

指導老師 Instructor(s)

郭中元、涂以仁
Chung-Yuan Kuo, Yi-Jen Tu



透過藝術鼓勵人們親近森林，
從阿里山出發，探索台灣山林的獨特紋理。
Encouraging people to connect with forests through art,
starting from Alishan to explore the unique textures of Taiwan's mountains.



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

大地美術館是一間無邊界場域的非官方旅遊局，融合藝術、自然、生活與設計，以不破壞環境的方式紀錄自然植物，賦予植物全新的美學視角，將其珍藏於大地美術館，觀者能探索自然的細微之處，享受自然與藝術建立環境連結，提升視覺美感，讓創作成為旅行的一部分。

An unofficial tourism bureau without boundaries, merging art, nature, and life. It documents plants in an environmentally respectful way, offering a new aesthetic perspective. By exploring the details of nature and enjoying the connection between art and the natural world, it turns creation into a part of the journey.



參與者透過體驗攝影，將每一項探索與發現匯集於此，
用雙手記錄大自然的印記。
Participants use the Experience Passport to collect and document each exploration and discovery,
recording the imprints of nature with their own hands.

入圍 Finalist

啤牌食光

Taste & Tactics Time

創作者 Designer(s)

張子凌
Tsz-Ling Cheung

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

王桂沍
Kuei-To Wang

學校 School

朝陽科技大學
Chaoyang University of Technology



Acts of Rebellion

創作者 Designer(s)

Beverly Gonzalez

學校所在地 Location of School

美國
United States of America

指導老師 Instructor(s)

Theron Moore

學校 School

California State University, Fullerton



家在哪兒？

Where's home?

創作者 Designer(s)

羅威力
Wei-Li Luo

學校所在地 Location of School

中國大陸
Mainland China

指導老師 Instructor(s)

無
none

學校 School

中南民族大學
South-Central Minzu University



似書非書

NOT BOOK

創作者 Designer(s)

張允宣、吳柔萱、吳柔儀、陳心妤、林嫻
Yun-Hsuan Chang, Rou-Xuan Wu, Rou-Yi Wu,
Hsin-Yu Chen, Shan Lin

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

吳宜真
Yi-Chen Wu

學校 School

嶺東科技大學
Ling Tung University



入圍

Finalist

SEWTAG

創作者 Designer(s)

張睿恩、閔殷庭、黃思穎
Jui-En Chang, Yin-Ting Min, Szu-Ying Huang

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無
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學校 School

嶺東科技大學
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認號

Common Mark

創作者 Designer(s)

許辰瑜
Chen-Yu Hsu

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嚴月秀
Tue-Siou Yan

學校 School

嶺東科技大學
Ling Tung University

芳魂

創作者 Designer(s)

林語柔、林靖芸、李柏毅、許奕揚、蔡沛妍、
林慧銓、陳侑希、陳宥希
Yu-Jou Lin, Jing-Yun Lin, Po-Yee Lee,
Yi-Yang Hsu, Pei-Yen Tasi, Hui-Quan Lin,
Yu-Hsi Chen, You-Xi Chen

學校所在地 Location of School

臺灣
Taiwan

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無
none

學校 School

復興高級工商職業學校
Fu-Hsin Trade & Arts School

三拾湯

30 Hot Spring

創作者 Designer(s)

蔡佩珊、江亭儀、李卉楹、江閔楨、陳珽沁、
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Min-Chen Chiang, Chueh-Chin Chen,
Yu-Chen Chang

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Wei-Hsien Lan

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Ling Tung University

入圍 Finalist

浣花 NI HUA

創作者 Designer(s)

謝麗玲、羅瑜楷、楊梓妤、徐玉玲、廖心佑
Li-Ling Xie, Yu-Kai Luo, Zi-Yu Yang,
Yu-Ling Xu, Shin-Yu Liao

指導老師 Instructor(s)

莊國民
Kuo-Min Chuang

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朝陽科技大學
Chaoyang University of Technology



24 節氣海報 Posters of the 24 solar Terms

創作者 Designer(s)

羅威力
Wei-Li Luo

指導老師 Instructor(s)

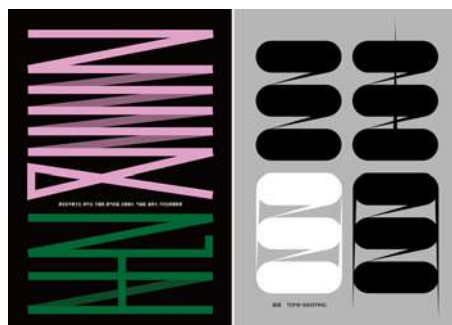
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none

學校所在地 Location of School

中國大陸
Mainland China

學校 School

中南民族大學
South-Central Minzu University



未來造物 MUSEUM OF CREATURES

創作者 Designer(s)

鄭涵馨、許銘娥、葉駿霖、黃詩喻、
黃紫綦、楊語庭
Han-Sin Jheng, Min-Ngor Khor, Jun-Lin Ye,
Shirley Huang, Tzu-Chi Huang, Yu-Ting Yang

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郭中元、秦安慧
Chung-Yuan Kuo, An-Hui Ching

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嶺東科技大學
Ling Tung University



KNOT

創作者 Designer(s)

史芳竹、錢芊憶、李筱雯、張純榛、
廖玟晴、邱鈺芸
Fang-Chu Shih, Chien-Yi Chien, Hsiao-Wen Lee,
Chun-Chen Chang, Yi-Cing Liao, Yu-Yun Qiu

指導老師 Instructor(s)

秦安慧、黃煒仁、簡瑞勳
An-Hui Ching, Wei-Jen Huang, Jui-Hsun Chien

學校所在地 Location of School

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嶺東科技大學
Ling Tung University



入圍

Finalist

NO RUST :

創作者 Designer(s)

陳歆、林雅僊、江書慧
Xing Chen, Ya-Si Lin, Shu-Hui Chiang

學校所在地 Location of School

臺灣
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黃庭超、郭中元
Tyng-Chau Hwang, Chung-Yuan Kuo

學校 School

嶺東科技大學
Ling Tung University



日食青棗

JUJUBE

創作者 Designer(s)

王詩佳、林昊萱、張育慈、林毓穎、陳昱臻
Shi-Jia Wang, Hao-Xuan Lin, Yu-Tzu Chang,
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新生芽

NEW BUDS

創作者 Designer(s)

彭德芬、曾雨涵、張軒璋
Der-Fen Perng, Yu-Han Tseng, Xuan-Wei Zhang

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吳宜真
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Ling Tung University



2024 愁緒三部曲詩歌展

2024 Sorrow Trilogy Poetry Show

創作者 Designer(s)

韓育峰
Yu-Feng Han

學校所在地 Location of School

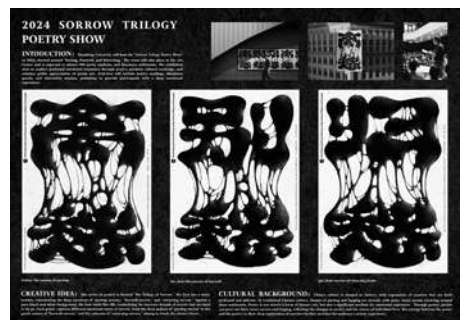
中國大陸
Mainland China

指導老師 Instructor(s)

無
none

學校 School

山東大學
Shandong University



入圍

Finalist

當爺爺忘記我們以後

When Grandpa forgot about us

創作者 Designer(s)

韓育峰
Yu-Feng Han

學校所在地 Location of School

中國大陸
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無
none

學校 School

山東大學
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錯・是藝術

Illusion art

創作者 Designer(s)

陳蕙婷、陳欣琳、林資鈺、高戴予晨、羅宣喻、
李宜璿、陳瑋彤、洪心祿
I-Ting Chen, Hsin-Lin Chen, Zi-Yu Lin,
Yu-Chen Gao Dai, Xuan-Yu Luo, Yi-Syuan Li,
Wei-Tung Chen, Sin-Lu Hung

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許得輝
Te-Huei Hsu

學校 School

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

罪德其樂

Sin is a pleasure

創作者 Designer(s)

梁善茹、林辰嘉、蔡昀庭
Shan-Ru Liang, Chen-Jia Lin, Yun-Ting Tsai

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Hsun-Yi Tseng

學校 School

崑山科技大學
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衣歸

Circular Tale

創作者 Designer(s)

陳盈秀、林欣樺、蕭又寧、戴珮羽、楊絮羽
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林侃生、王曉今
Kan-Sheng Lin, Hsiao-Chin Wang

學校 School

中國科技大學
China University of Technology

入圍 Finalist

條通新映象

DIAOTONG NEWIMPRESSION

創作者 Designer(s)

林衿妤、鄭安倫、劉芷妤、陳幸嫻
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神將祭

Shenjiang Festival

創作者 Designer(s)

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Chun-Ning Chu, Li-Ying Wang,
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構書

Fading Edifices

創作者 Designer(s)

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崑山科技大學
Kun Shan University



愛

love

創作者 Designer(s)

王婷立
Ting-Li Wang

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Jui-Che Tu, Shyh-Bao Chiang

學校 School

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



入圍

Finalist

諸式生活

Sweet Potato Way of Life

創作者 Designer(s)

莊佳穎、甘蕙語、張雅棻、陳宜萱、廖友華
Jia-Ying Zhuang, Hui-Yu Kan, Ya-Fen Chang,
Yi-Hsuan Chen, Yu-Hua Liao

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Sheng-Chuan Chang, Chien-Hsun Chen

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學校 School

中國科技大學
China University of Technology



Water Map

創作者 Designer(s)

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Arleen Nathalia, Yui-Ting Ma

指導老師 Instructor(s)

Yu-Lung Yang

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學校 School

樹德科技大學
Shu-Te University



金鹽映射

Reflection of Kinmen Salt

創作者 Designer(s)

孫瑀、陳妍晴、黃羿軒、王廷叡、曾采婕、曾文毅
Yu Sun, Yan-Cing Chen, Yi-Syuan Huang,
Ting-Rui Wang, Tsai-Chieh Tseng, Wen-Yi Zang

指導老師 Instructor(s)

林宏澤
Horng-Jer Lin

學校所在地 Location of School

臺灣
Taiwan

學校 School

臺南應用科技大學
Tainan University of Technology



被拋棄的人

The abandoned person

創作者 Designer(s)

劉偉
Wei Liu

指導老師 Instructor(s)

伊藤豐嗣
Toyotsugu Itoh

學校所在地 Location of School

日本
Japan

學校 School

Nagoya Zokei University



入圍 Finalist

蚊學家 - 蚊蟲教具設計 The Mosquito Researcher

創作者 Designer(s)

唐薇、曾靖玟、粘高鳳
Wei Tang, Jing-Wen Zeng, Gao-Fong Nian

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

賴岳興、黃郁升、吳守哲
Yueh-Hsing Lai, Yu-Sheng Huang, Shou-Che Wu

學校 School

正修科技大學
Cheng Shiu University



Pin 形字語 Pin-shaped typography

創作者 Designer(s)

宋婧瑄、黃菲菲
Mary Song, Callie Huang

學校所在地 Location of School

中國大陸
Mainland China

指導老師 Instructor(s)

蔡飛
Fei Cai

學校 School

合肥工業大學
Hefei University of Technology



束縛的愛 bound love

創作者 Designer(s)

韓育峰
Yu-Feng Han

學校所在地 Location of School

中國大陸
Mainland China

指導老師 Instructor(s)

無
none

學校 School

山東大學
Shandong University



牆 wall

創作者 Designer(s)

韓育峰
Yu-Feng Han

學校所在地 Location of School

中國大陸
Mainland China

指導老師 Instructor(s)

陳郭益言
Goyen Chen

學校 School

山東大學
Shandong University



入圍 Finalist

Our Identity is Unity

創作者 Designer(s)

Sartha A.R. Rajkuwar

學校所在地 Location of School

印度
India

指導老師 Instructor(s)

無
none

學校 School

Savitribai Phule Pune University



植物的尊嚴

A Plant's Dignity

創作者 Designer(s)

朱冠丞
Guan-Cheng Zhu

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

李根在
Ken-Tsai Lee

學校 School

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



合鍵止戰

Zip Up the War

創作者 Designer(s)

Xue-Yuan Lee

學校所在地 Location of School

馬來西亞
Malaysia

指導老師 Instructor(s)

劉道輝
Tau-Fei Lew

學校 School

Dasein Academy of Art



心學傳承—探索王陽明心學的智慧

Inheritance of Mind - Exploring the Wisdom of Wang Yangming's Mind Study

創作者 Designer(s)

杜亞琳、魏玉冰、彭師瓊
Ya-Lin Du, Yu-Bing Wei, Shi-Qiong Peng

學校所在地 Location of School

中國大陸
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謝青君、張曉波
Qing-Jun Xie, Xiao-Bo Zhang

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山東建築大學
Shandong Jianzhu University



入圍 Finalist

20 種父母 20 parents

創作者 Designer(s)
呂昊宇
Hao-Yu Lyu

指導老師 Instructor(s)
無
none

學校所在地 Location of School
中國大陸
Mainland China

學校 School
中國人民大學
Renmin University of China



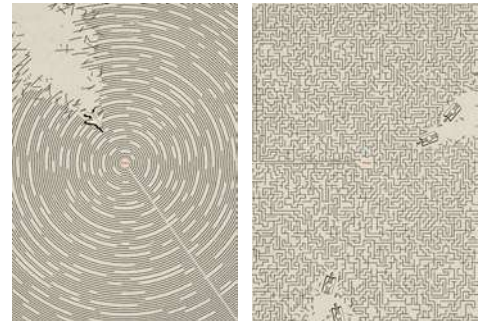
Peace

創作者 Designer(s)
Chinaho Haioka

指導老師 Instructor(s)
無
none

學校所在地 Location of School
日本
Japan

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Kyoto Saga University of Arts



JOBi: Making Face (Fukuwarai-style Korean Phoneme Learning Kit)

創作者 Designer(s)
Min-Ju Jung, Yoon-Seo Choi, Soo-Young Kim,
Seo-Yeon Choi, Min Kusunoki, Chiharu Sunaga

指導老師 Instructor(s)
Hitomi Sakabe, Ik-joon Chang

學校所在地 Location of School
韓國
Korea

學校 School
Hongik University



嘉嘉健檢 Chiayi County Health Screening

創作者 Designer(s)
黃雅琦、黃祥雅、林育安
Ya-Chi Huang, Hsiang-Ya Huang, Yu-Aa Lin

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Chun-Chun Wei

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臺灣
Taiwan

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National Yunlin University of
Science and Technology



入圍 Finalist

大台中五金百貨 Deep Taichung Hardware Department Store

創作者 Designer(s)
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Science and Technology



突破・界限 Breakthrough・Boundaries

創作者 Designer(s)
何瑩
Ying He

學校所在地 Location of School
中國大陸
Mainland China

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Ping Wang

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湖南理工學院
Hunan Institute of Science and
Technology



Lawasan Market Visual Identity

創作者 Designer(s)
Raihan Satriamurti

學校所在地 Location of School
印尼
Indonesia

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Rahmatsyam Lakoro

學校 School
Sepuluh Nopember
Institute of Technology



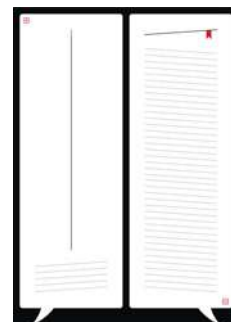
書香之間得見自由 Freedom is found in the fragrance of books

創作者 Designer(s)
黃疏影
Shu-Ying Huang

學校所在地 Location of School
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Mainland China

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丁穎
Ying Ding

學校 School
中南民族大學
South-Central Minzu University



入圍 Finalist

勝者的包紮

The dressing of the winner

創作者 Designer(s)

秦北辰
Beck Qin

學校所在地 Location of School

中國大陸
Mainland China

指導老師 Instructor(s)

無
none

學校 School

西安美術學院
Xi'an Academy of Fine Arts



留住具象 - 年輪體

Retain the figurative - the body of the growth ring

創作者 Designer(s)

張成龍、蘭小路
Cheng-Long Zhang, Xiao-Lu Lan

學校所在地 Location of School

中國大陸
Mainland China

指導老師 Instructor(s)

無
none

學校 School

青島黃海學院
Qingdao Huanghai University



面塑風華活動主視覺設計

The main visual design for the "Dough Figurine Splendor" event

創作者 Designer(s)

饒凱銘
Kai-Ming Rao

學校所在地 Location of School

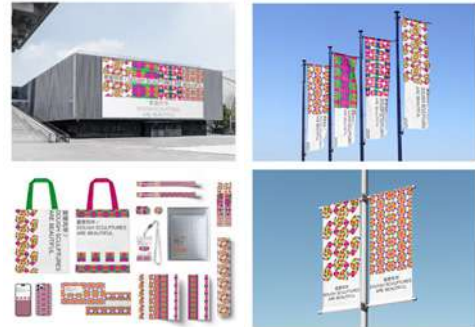
中國大陸
Mainland China

指導老師 Instructor(s)

劉涵
Han Liu

學校 School

江西財經大學
Jiangxi University of
Finance and Economics



模。飯

MoldFineSpoon

創作者 Designer(s)

黃柏叡、朱依、鄭竹家、陳皆佑
Bo-Rui Huang, Yi Zhu, Zhu-Jia Zheng,
Jie-You Chen

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Meng-Ling Lai, Hsuan-Chu Chen, Ting-Chun Tung

學校 School

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



入圍 Finalist

漢代畫像石中鳥形像書籍版式設計 Han Dynasty stone relief bird image book layout design

創作者 Designer(s)
李晨陽
Chen-Yang Li

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學校 School
西安外國語大學
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Sweet Anzu

創作者 Designer(s)
Yua Maekawa

學校所在地 Location of School
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United States of America

指導老師 Instructor(s)
Tim O'Brien

學校 School
Pratt Institute



黎檬子 SNG+

創作者 Designer(s)
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四系文造 A WORD OF HAKKA

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入圍

Finalist

穗月良茶

SIP SERENITY

創作者 Designer(s)

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永康 # 藝遊味境

Yongkang#Artistic Flavor Journey

創作者 Designer(s)

吳珍綾、林曉喬、姜惠鳳、賴芳妮、林可寬
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彩色心靈

Psyche in Color

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面譜道

THE ART OF FACIAL MASKS

創作者 Designer(s)

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入圍 Finalist

共生

PENGSHIQIONG_CHINA_PENGSHIQIONG

創作者 Designer(s)

彭師瓊、魏玉冰
Shi-Qiong Peng, Yu-Bing Wei

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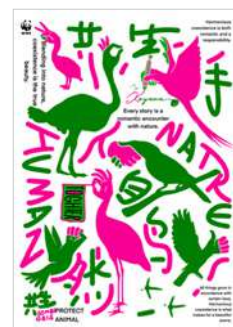
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密密麻麻的愛

Dense love

創作者 Designer(s)

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Yu-Feng Han

學校所在地 Location of School

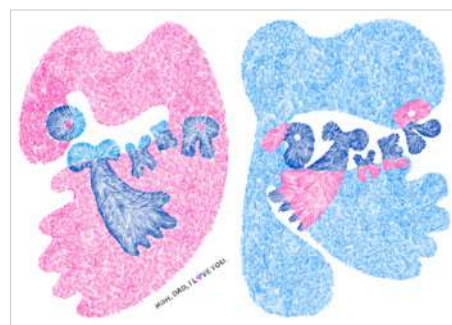
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性別收入差距

GENDER INCOME GAP

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Yu-Feng Han

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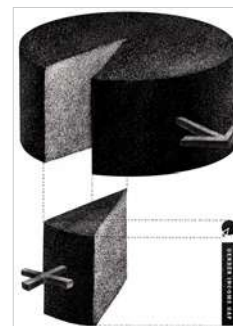
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不同？

Difference?

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入圍

Finalist

這本聖經太暖力

Mr Bible

創作者 Designer(s)

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原紋

Aboriginal fingerprints

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愛你的身體

LOVE YOUR BODY

創作者 Designer(s)

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Fan-Syuan Ye

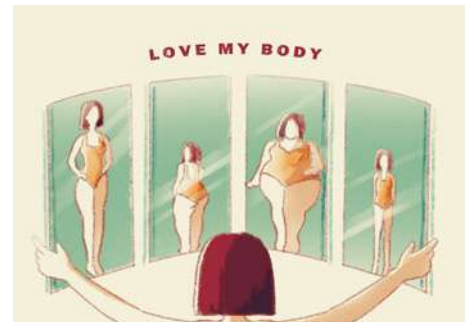
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女力夢想家 (兒童磁吸 AR 換裝玩學書)

Feminism Dreamer (Little Fashion Historians: AR Magnetic Fashion History Kit)

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入圍 Finalist

童樂

Kids' Joy

創作者 Designer(s)

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對話的形狀

The Shape of Discourse

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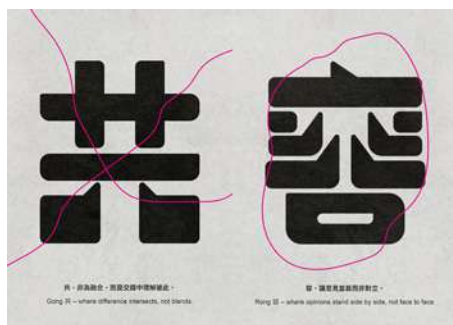
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表皮之下

Beneath the Surface

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綠水青山

Clear waters and green mountains

創作者 Designer(s)

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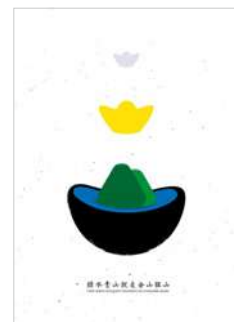
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學校 School

中南民族大學
South-Central Minzu University



入圍 Finalist

生活在彩色雜訊裡 Living in Color Noise

創作者 Designer(s)

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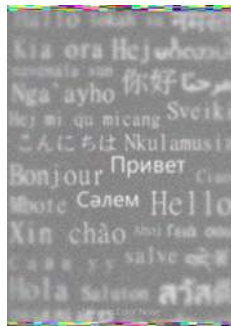
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坐觀阿里 Alishan still

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生態多樣性 Ecological diversity

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人間世 The Worldly

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入圍 Finalist

借問眾神明 A Good Fortune

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困在迷宮內的我們 We are trapped in the maze

創作者 Designer(s)
蔡昱亭、黃羽禎
Yu-Ting Cai, Yu-Zhen Huang

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旬邑剪紙在“祈願”插畫設計中的應用與表現 The application and performance of Xunyi paper-cutting in the illustration design of "Prayer".

創作者 Designer(s)
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College of International Business
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柑屋影 Crafted Memories

創作者 Designer(s)
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An-Jia Chang, Chia-Yi Wei, Pin-Chi Chou,
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Pang-Soong Lin, Hsiao-Wei Fang

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入圍 Finalist

端午 Dragon Boat Festival

創作者 Designer(s)
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捏場好戲 KNEAD THE SHOW

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方坤邕宜蘭地區廟宇楹聯集 Temple Couplets in Yilan: A Collection by Fang Kun-Yung

創作者 Designer(s)
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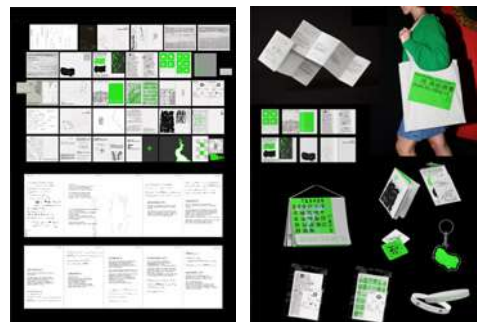
河流的節奏 The rhythm of the river

創作者 Designer(s)
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Zhejiang Wanli University



入圍 Finalist

A communication based board game with Korean wordplay, JU-GO BAT-GO

創作者 Designer(s)

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自高點 - 筆記本

Zi KAO DiAN

創作者 Designer(s)

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Shu-Te University



比特圖元果味續萃飲料

Bit Pixel Fruit-Flavored Bin Cui Beverage

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Yang Mo

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好煢初 _ 意象海報

Hao Hui Chu – Identity Poster

創作者 Designer(s)

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入圍

Finalist

可旋轉式標籤保存盒

Rotatable Label Storage Box

創作者 Designer(s)

遊鬱真、李柔葦、林怡華、段仁心、陳姿穎、
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Ren-Xin Duan, Tzu-Ying Chen, Chia-Chi Huang,
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異材質意象海報 1

Different material image poster1

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CIS 周邊 1

CIS Peripheral 1

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家庭暴力

The False Embrace

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Yan-Ya Guo

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入圍 Finalist

一片海，無數生命 One Ocean, Countless Lives

創作者 Designer(s)
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青綠間 Green Room

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吃喝玩樂 party

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Lanzhou University



共織地球村 Weaving the Global Village Together

創作者 Designer(s)
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入圍

Finalist

移印染製作流程圖海報

Poster of the Plant-Impression Dyeing Process

創作者 Designer(s)

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Wei-Ning Zhang, Reng-Jhen Chen,
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Freeze The Frame

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Dasein Academy of Art



一體多形

ONE STEM, MANY SELVES

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一個城市兩個世界

One City&Two World

創作者 Designer(s)

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Shu-Te Home-Economics &
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入圍 Finalist

我們這樣慶祝人生 WAYS WE CELEBRATE LIFE

創作者 Designer(s)
谷宜樺
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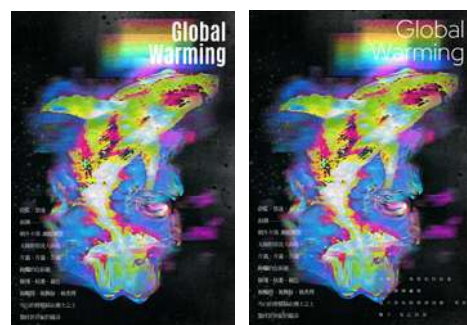
熱寂幻象 Thermal Mirage

創作者 Designer(s)
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Senior High School



一冊味 - 攜帶式調味粉 BOOK SEASONING

創作者 Designer(s)
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我想有個家 I want to have a home

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入圍 Finalist

停止戰爭 STOP WAR

創作者 Designer(s)
鄧林泉、朱帥陽
Lin-Quan Deng, Shuai-Yang Zhu

學校所在地 Location of School
中國大陸
Mainland China

指導老師 Instructor(s)
無
none

學校 School
華南理工大學
South China University of
Technology



求生？囚生？ Survive? Or get trapped?

創作者 Designer(s)
陳鈺晏
Yu-Yan Chen

學校所在地 Location of School
臺灣
Taiwan

指導老師 Instructor(s)
袁孟瑜
Meng-Yu Yuan

學校 School
桃園市立觀音高級中等學校
Taoyuan Municipal Guanyin High School



Seoul:Re Sense (서울예감)

創作者 Designer(s)
Yeon-Ju Roh, So-Hyun Park

學校所在地 Location of School
韓國
Korea

指導老師 Instructor(s)
Min-Hyung Lee

學校 School
Induk University



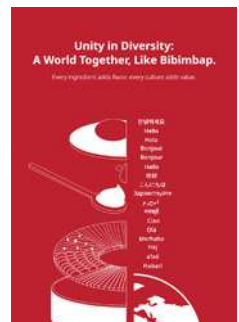
Unity in Diversity

創作者 Designer(s)
Yuri Jang

學校所在地 Location of School
韓國
Korea

指導老師 Instructor(s)
Shin-Hyuck Kang

學校 School
Dong-A University



入圍 Finalist

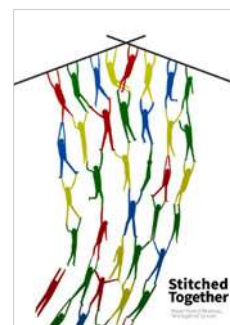
Stitched Together

創作者 Designer(s)
Ha-Yeon Lee

學校所在地 Location of School
韓國
Korea

指導老師 Instructor(s)
Shin-Hyuck Kang

學校 School
Dong-A University



一手掌握多個世界 One Hand, Many Worlds

創作者 Designer(s)
葉秋瑀
Qiu-Yu Ye

學校所在地 Location of School
臺灣
Taiwan

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洪敬惠
Ching-Hui Hung

學校 School
臺北高級中學
Private Taipei Senior High School



東昌 · 印韻 東昌木版年畫資訊視覺化設計 Dongchang Yinyun Dongchang woodblock New Year picture information visualization design

創作者 Designer(s)
蔣祝舜
Mark Air

學校所在地 Location of School
中國大陸
Mainland China

指導老師 Instructor(s)
劉春景
Chun-Jing Liu

學校 School
聊城大學
Liaocheng University



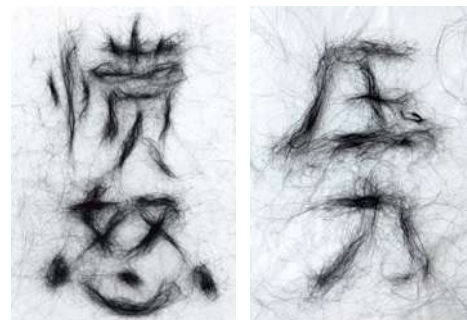
絲語 Hair strands

創作者 Designer(s)
鄭雨晗
Yu-Han Zheng

學校所在地 Location of School
中國大陸
Mainland China

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王忠宇
Zhong-Yu Wang

學校 School
869 設計學校
869 School of Design



入圍 Finalist

“漕宋”字體設計 "Caosong" font design

創作者 Designer(s)
盧清森
Qing-Sen Lu

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張正甜
Zheng-Tian Zhang

學校 School
淮陰師範學院
Huaiyin Normal University



Janghang Port Kkolgap Festival

創作者 Designer(s)
Tae-yu Lee, Sunah Kim, Chaeyoung Kim

學校所在地 Location of School
韓國
Korea

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Min-Hyoung Lee

學校 School
Induk University



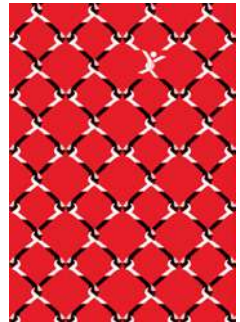
United We Stand

創作者 Designer(s)
Jia Ying Seah

學校所在地 Location of School
韓國
Korea

指導老師 Instructor(s)
無
none

學校 School
東西大學
Dongseo University (DSU)



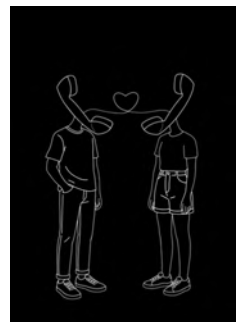
溝通的連結 The link of communication

創作者 Designer(s)
吳書妤
Shu-Yu Wu

學校所在地 Location of School
臺灣
Taiwan

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洪敬惠
Ching-Hui Hung

學校 School
臺北高級中學
Private Taipei Senior High School



入圍 Finalist

共生海洋 Symbiotic Ocean

創作者 Designer(s)
梁維霞
Victoria Liang

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中國大陸
Mainland China

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無
none

學校 School
廣西藝術學院
Guangxi Arts University



南宋禦街——杭城記憶錄入中 Southern Song Imperial Street

創作者 Designer(s)
王一
Yi Wang

學校所在地 Location of School
中國大陸
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盧西、王弋
Xi Lu, Yi Wang

學校 School
中國美術學院
China Academy of Art



Jeju with five senses

創作者 Designer(s)
Hyeun Kim

學校所在地 Location of School
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Min-Hyoung Lee

學校 School
Induk University



文明上網 Civilized Internet Access

創作者 Designer(s)
余旋陽
Xuan-Yang Yu

學校所在地 Location of School
中國大陸
Mainland China

指導老師 Instructor(s)
無
none

學校 School
江西科技師範大學
Jiangxi Science & Technology
Normal University



入圍

Finalist

Srrroom Loungewear Package Design

創作者 Designer(s)

Gyeong-Hwan Do

學校所在地 Location of School

韓國
Korea

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Il-Kwun Park

學校 School

Changwon National University



認可

recognition

創作者 Designer(s)

中山彩花
Nakayama Ayaka

學校所在地 Location of School

日本
Japan

指導老師 Instructor(s)

渡邊勝則
Katsunori Watanabe

學校 School

TRIDENT College of Design



時代

period

創作者 Designer(s)

Takizawa Marina

學校所在地 Location of School

日本
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渡邊勝則
Katsunori Watanabe

學校 School

TRIDENT College of Design



The Human Swatch

創作者 Designer(s)

Mitali Kapure

學校所在地 Location of School

印度
India

指導老師 Instructor(s)

無
none

學校 School

D.Y. Patil International University



入圍 Finalist

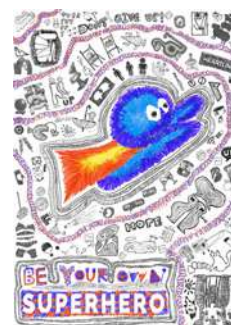
做自己的超級英雄 Be Your Own Superhero

創作者 Designer(s)
韓育峰
Yu-Feng Han

學校所在地 Location of School
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陳郭益言
Goyen Chen

學校 School
山東大學
Shandong University



MEI MOOD 花店 - 母親節宣傳插圖 MEI MOOD Florist - Mother's Day Promotional Illustration

創作者 Designer(s)
韓育峰
Yu-Feng Han

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無
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學校 School
山東大學
Shandong University



R&Bed 酒館宣傳插圖 R&Bed tavern promotional illustration

創作者 Designer(s)
韓育峰
Yu-Feng Han

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Mainland China

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無
none

學校 School
山東大學
Shandong University



應試教育下的分數面具 Score mask under test-oriented education

創作者 Designer(s)
韓育峰
Yu-Feng Han

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中國大陸
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指導老師 Instructor(s)
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none

學校 School
山東大學
Shandong University



入圍

Finalist

MEIIIIII² 大碼服飾定制MEIIIIII² Plus Size Apparel Customization

創作者 Designer(s)

韓育峰
Yu-Feng Han

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無
none

學校 School

山東大學
Shandong University

想自由

Live Freely

創作者 Designer(s)

張雅昕
Ya-Xin Zhang

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王言升
Yan-Sheng Wang

學校 School

蘇州大學
Soochow University

安全？

SAFE?

創作者 Designer(s)

劉偉
Wei Liu

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日本
Japan

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伊藤豊嗣
Toyotsugu Itoh

學校 School

Nagoya Zokei University



萬物生長

All things grow

創作者 Designer(s)

王亞茹、葉子嘉、李霄苒、曹晶晶、趙仙
Ya-Ru Wang, Zi-Jia Ye, Xiao-Ran Li,
Jing-Jing Cao, Xian Zhao

學校所在地 Location of School

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指導老師 Instructor(s)

王昱棟
Yu-Dong Wang

學校 School

大連藝術學院
Dalian Art College

入圍

Finalist

紙造生肖

Paper zodiac

創作者 Designer(s)

曹晶晶、葉子嘉、王亞茹、趙仙、李霄苒
Jing-Jing Cao, Zi-Jia Ye, Ya-Ru Wang,
Xian Zhao, Xiao-Ran Li

學校所在地 Location of School

中國大陸
Mainland China

指導老師 Instructor(s)

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Yu-Dong Wang

學校 School

大連藝術學院
Dalian Art College

城鄉連結

urban-rural link

創作者 Designer(s)

嚴梓翔
Tzuxiang Yen

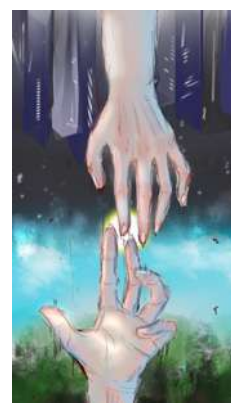
學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

無
none

學校 School

義民高級中學
YiMing Senior High School

八行八縱—中國鐵路高速鐵路網品牌設計

"Eight Vertical and Eight Horizontal" — Brand Design for China's High-Speed Railway Network

創作者 Designer(s)

陳業榕
Tzu-Hsiang Yen

學校所在地 Location of School

中國大陸
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無
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學校 School

北京交通大學
Beijing Jiaotong University

《巡光》竹嶺校刊 56 期刊物設計

"Tracing Light" — HCHS Journal, Issue 56

創作者 Designer(s)

林杉
Sean Lin

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

無
none

學校 School

國立新竹高級中學
National Hsinchu Senior High School

入圍 Finalist

內在的藍色 The Blue Within

創作者 Designer(s)

日下せつ
Setsu Kusaka

學校所在地 Location of School

日本
Japan

指導老師 Instructor(s)

渡邊勝則
Katsunori Watanabe

學校 School

TRIDENT College of Design



拿起或放下 Pick up or put down

創作者 Designer(s)

胡宇萱
Yu-Hsuan Hu

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

無
none

學校 School

中國科技大學
China University of Technology



特別的下雨天 Special rainday

創作者 Designer(s)

陳品柔
Pin-Rou Chen

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

蘇琇婕
Xiu-Jie Su

學校 School

景文高級中學
Taipei Jingwen High School



多元・共融 Diversity and Integration

創作者 Designer(s)

張紫怡
Zi-Yi Zhang

學校所在地 Location of School

中國大陸
Mainland China

指導老師 Instructor(s)

張健
Jian Zhang

學校 School

凱里學院
Kaili University



入圍 Finalist

煙火陶瓷藝術社區標識設計 KILN SMOKE -KILN FIRING LOGO DESIGN

創作者 Designer(s)
饒凱銘
Kai-Ming Rao

學校所在地 Location of School
中國大陸
Mainland China

指導老師 Instructor(s)
劉涵
Han Liu

學校 School
江西財經大學
Jiangxi University of
Finance and Economics



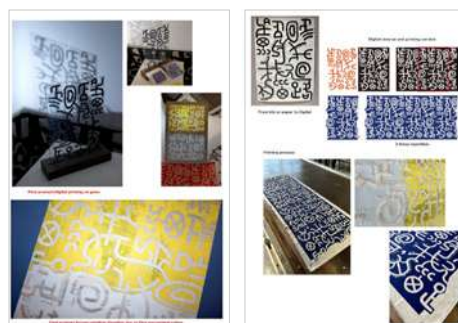
我腦迴路 Thoughtlines: Mind in Motion

創作者 Designer(s)
江知祐
Zhi-You Chiang

學校所在地 Location of School
臺灣
Taiwan

指導老師 Instructor(s)
無
none

學校 School
輔仁大學
Fu Jen Catholic University



Forgotten Fairy Tales

創作者 Designer(s)
Alina Zeliankova

學校所在地 Location of School
波蘭
Poland

指導老師 Instructor(s)
Malgorzata Baldyga-Nowakowska

學校 School
Maria Curie-Sklodowska
University (UMCS)



“佛石紀” 文物聯展品牌設計 Brand Design for "Buddha and Stone Memories" Joint Exhibition of Cultural Relics

創作者 Designer(s)
陸妍廷
Yan-Ting Lu

學校所在地 Location of School
中國大陸
Mainland China

指導老師 Instructor(s)
張野
Ye Zhang

學校 School
北京交通大學
Beijing Jiaotong University



入圍

Finalist

Pandur Rumah

創作者 Designer(s)

Celine Darmawan, Edelyne Jolie Tjhi, Fiona Toknady, Joanna Feodora Likito, Adlina Binte Anuar, Dharani D/O Selverajah, Qashdina Syahrain Binte Khairul Anuar, Ankitha Ramesh

指導老師 Instructor(s)

Jacinta Freeman, Natasha Benedicta, Wei Bin Ng

學校所在地 Location of School

新加坡
Singapore

學校 School

Nanyang Academy of Fine Arts



我們一起

We together

創作者 Designer(s)

李佳容
Chia-Rong Lee

指導老師 Instructor(s)

陳郭益言
Goyen Chen

學校所在地 Location of School

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Taiwan

學校 School

景文科技大學
Jinwen University of Science and Technology



Chan She Shu Yuen

創作者 Designer(s)

Zin-Yi Lai

指導老師 Instructor(s)

Samantha Cheah

學校所在地 Location of School

馬來西亞
Malaysia

學校 School

Dasein Academy of Art



心蓮心

Heart lotus heart

創作者 Designer(s)

樊羽
Yu Fan

指導老師 Instructor(s)

陳郭益言
Goyen Chen

學校所在地 Location of School

中國大陸
Mainland China

學校 School

武漢工商學院
Wuhan Technology and
Business University



入圍 Finalist

DIY Firecracker Coffee Set

創作者 Designer(s)
Zin-Yi Lai

學校所在地 Location of School
馬來西亞
Malaysia

指導老師 Instructor(s)
Tau Fei Lew

學校 School
Dasein Academy of Art



It's Just Ice Isn't It

創作者 Designer(s)
Zin-Yi Lai

學校所在地 Location of School
馬來西亞
Malaysia

指導老師 Instructor(s)
Tau Fei Lew

學校 School
Dasein Academy of Art



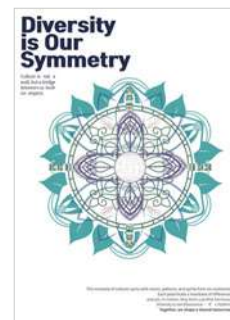
多元，成就我們的世界 Diversity is Our Symmetry

創作者 Designer(s)
陳祺毓
Chi-Yu Chen

學校所在地 Location of School
臺灣
Taiwan

指導老師 Instructor(s)
無
none

學校 School
國立斗六高級中學
National Tou-Liu Senior High School



蝕城 - 廢棄物構築的新天際線 Eroding City-Where Waste Becomes the New Skyline.

創作者 Designer(s)
徐暄
Hsuan Hsu

學校所在地 Location of School
臺灣
Taiwan

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徐顯
Haw Hsu

學校 School
臺北市數位實驗高級中等學校
Taipei Digital Experimental High School



入圍

Finalist

Beast – An Interactive Book

創作者 Designer(s)

Polina Shostak

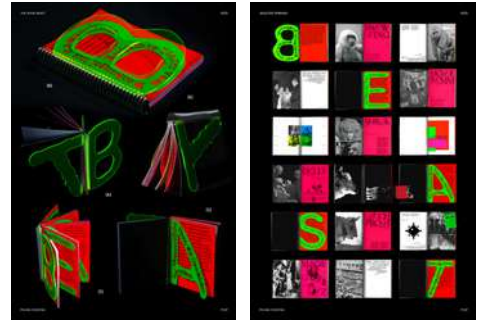
學校所在地 Location of School

德國
Germany

指導老師 Instructor(s)

Susanne Stahl

學校 School

Potsdam University of
Applied Sciences

Anatomy of a Plate

創作者 Designer(s)

Gunika Beriwal

學校所在地 Location of School

印度
India

指導老師 Instructor(s)

Rishav Jain, Stuti Dalal

學校 School

CEPT University



你們逃生，我也需要

Equal Escape, Equal Rights

創作者 Designer(s)

梁維倫

Wei-Lun Leong

學校所在地 Location of School

馬來西亞
Malaysia

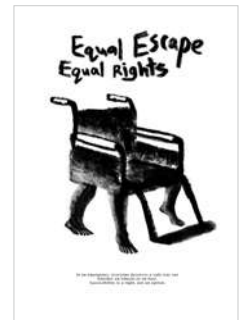
指導老師 Instructor(s)

劉道輝

Tau-Fei Lew

學校 School

Dasein Academy of Art



綠意約定

A Pact with Nature

創作者 Designer(s)

林之凡

Zhi-Fan Lin

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

洪敬惠

Ching-Hui Hung

學校 School

達爾尚藝術學院
DASEIN Academy of Art

入圍

Finalist

時跡製物

Time Traceworks

創作者 Designer(s)

廖婍宇、施怡君、龔亦加、邱怡婷、張心瑜
Sing-Yu Liao, Yi-Chun Shin, I-Chia Kung,
Yi-Ting Chiu, Hsin-Yu Chang

指導老師 Instructor(s)

陳品丞
Ping-Chen Chen

學校所在地 Location of School

臺灣
Taiwan

學校 School

亞洲大學
Asia University



台客中心

Tai-Ke Center

創作者 Designer(s)

李品潔、翁瑄辰、白嫻伶、張巧忻
Pin-Jie Li, Hsuan-Chen Weng,
Yen-Ling Pai, Chiao-Hsin Chang

指導老師 Instructor(s)

龔詩閔、卓展正
Shi-Min Gong, Chan-Cheng Cho

學校所在地 Location of School

臺灣
Taiwan

學校 School

銘傳大學
Ming Chuan University



尊重

Respect

創作者 Designer(s)

李梓霖
Tzu-Lin Li

指導老師 Instructor(s)

爐宏文
Hong-Wen Lu

學校所在地 Location of School

臺灣
Taiwan

學校 School

國立嘉義高級工業職業學校
National Chia-Yi Industrial
Vocational High School



方向

Direction

創作者 Designer(s)

張芳慈
Fang-Cih Jhang

指導老師 Instructor(s)

吳宗玄
Zong-Syuan Wu

學校所在地 Location of School

臺灣
Taiwan

學校 School

新民高級中學
Shin Min High School



入圍 Finalist

好漢坡

Haohan Slope

創作者 Designer(s)

羅丞妍
Chang-Yan Luo

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

洪敏傑
Min-Jie Hong

學校 School

國立基隆高級商工職業學校
National Keelung Commercial &
Industrial Vocational Senior High School



《苗疆祖韻：蝶·儼·笙》

《Primitive Melodies of Miaojiang : Butterfly, Nuo, and Sheng》

創作者 Designer(s)

鄧青玫、傅澐可
Qing-Mei Deng, Yin-Ke Fu

學校所在地 Location of School

中國大陸
Mainland China

指導老師 Instructor(s)

王鄰霖
Lin-Lin Wang

學校 School

廣西外國語學院
Guangxi University of Foreign Languages



米檔案

The Rice Archives

創作者 Designer(s)

羅穎涵
Ying-Han Loh

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

吳家榮
Jia-Rong Wu

學校 School

銘傳大學
Ming Chuan University



Little Courage, Big Outcome

創作者 Designer(s)

Kirani Wibowo, Joanna Feodora Likito

學校所在地 Location of School

新加坡
Singapore

指導老師 Instructor(s)

Yix Guo, Russell Lee, Deon Teoh

學校 School

Nanyang Academy of Fine Arts



入圍

Finalist

等於平等，就是包容一切

Equal Means All

創作者 Designer(s)

蕭又甄

Yu-Chen Hsiao

學校所在地 Location of School

臺灣

Taiwan

指導老師 Instructor(s)

無

none

學校 School

臺北市立中正高級中學

Taipei Municipal Zhong-zheng Senior High School



溫封

Wen Feng : Sealed with Warmth

創作者 Designer(s)

王湘晴

Xiang-Qing Ong

學校所在地 Location of School

馬來西亞

Malaysia

指導老師 Instructor(s)

劉道輝

Tau-Fei Lew

學校 School

Dasein Academy of Art



My Eyeland

創作者 Designer(s)

Chiaw-Yee Lim

學校所在地 Location of School

馬來西亞

Malaysia

指導老師 Instructor(s)

無

none

學校 School

Dasein Academy of Art



Two Ways of Seeing

創作者 Designer(s)

Priyashree Acharya

學校所在地 Location of School

印度

India

指導老師 Instructor(s)

無

none

學校 School

National Institute of Design



入圍

Finalist

自力造物 - 寶藏巖聚落品牌再造

Self-sustaining creation - Treasure Hill rebranding

創作者 Designer(s)

林品妘、蘇映慈、陳妍真、蘇妍樺、陳妤婕
Pin-Yun Lin, Ying-Ci Su, Yan-Zhen Chen,
Yen-Hua Su, Yu-Jie Chen

學校所在地 Location of School

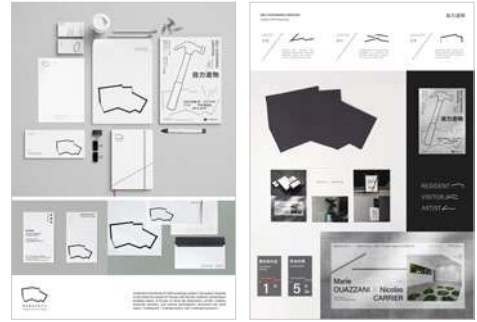
臺灣
Taiwan

指導老師 Instructor(s)

陳光大
Guang-Da Chen

學校 School

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



名與命

The Name, The Destiny

創作者 Designer(s)

林品妘、蘇映慈
Pin-Yun Lin, Ying-Ci Su

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

林俊傑
Jyun-Jie Lin

學校 School

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



共潮生

We Are All Part of the Same Ocean

創作者 Designer(s)

林靖倫
Jing-Lun Lin

學校所在地 Location of School

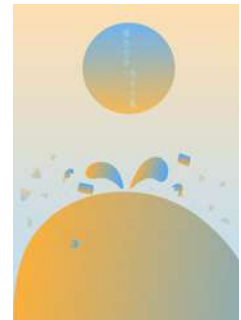
臺灣
Taiwan

指導老師 Instructor(s)

林慧雅
Hui-Ya Lin

學校 School

基隆私立二信高級中學
Erh Shing Senior High School



褪色

Fading

創作者 Designer(s)

王春瑜
Chun-Yi Ong

學校所在地 Location of School

馬來西亞
Malaysia

指導老師 Instructor(s)

侯莉晴
Lee-Chin Haw

學校 School

Malaysian Institute of Art



入圍 Finalist

梁平預製菜包裝設計

創作者 Designer(s)

楊世波
Shi-Bo Yang

學校所在地 Location of School

中國大陸
Mainland China

指導老師 Instructor(s)

無
none

學校 School

廈門大學
Xiamen University



烏嘢豬肉包裝設計

WUYE Pork packaging design

創作者 Designer(s)

饒凱銘
Kai-Ming Rao

學校所在地 Location of School

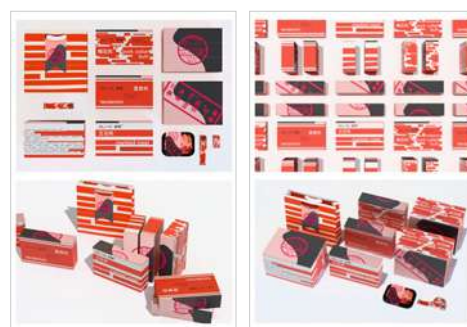
中國大陸
Mainland China

指導老師 Instructor(s)

劉涵
Han Liu

學校 School

江西財經大學
Jiangxi University of
Finance and Economics



惡意的代碼

Malicious code

創作者 Designer(s)

高雯軒
Wen-Xuan Gao

學校所在地 Location of School

中國大陸
Mainland China

指導老師 Instructor(s)

徐嵐
Lan Xu

學校 School

汕頭大學
Shantou University



雲中醫生——線上醫療 UI 設計

CloudDoctor - Online Healthcare UI Design

創作者 Designer(s)

洪哲宇
Zhe-Yu Hong

學校所在地 Location of School

中國大陸
Mainland China

指導老師 Instructor(s)

譚仲璇、劉蓮蓮
Zhong-Xuan Tan, Lian-Lian Liu

學校 School

桂林航天工業學院
Guilin University of
Aerospace Technology



入圍 Finalist

OMG BAKERY

創作者 Designer(s)

李思懿、高天琦
Si-Yi Li, Tian-Qi Gao

指導老師 Instructor(s)

無
none

學校所在地 Location of School

中國大陸
Mainland China

學校 School

中國美術學院
China Academy of Art



平衡力量 堅定未來

Balance Within, Strength Ahead

創作者 Designer(s)

何卓昕
Cheuk-Yan Ho

指導老師 Instructor(s)

陳沛雄
Leo P. H. Chan

學校所在地 Location of School

香港
Hong Kong

學校 School

HKUSPACE Community College



新竹高中 102 週年視覺設計

Hsinchu Senior High School 102nd Anniversary Visual Design

創作者 Designer(s)

林杉
Sean Lin

指導老師 Instructor(s)

無
none

學校所在地 Location of School

臺灣
Taiwan

學校 School

國立新竹高級中學
National Hsinchu Senior High School



數位動畫類得獎作品

Winners in Digital Animation Category



評審評語 Jury Comments

柯宏飛 Phil Ko

臺灣 Taiwan



很驚豔看到許多非常高水準的作品，不管是 2D 或者 3D，在動畫技法的掌握都有很成熟的表現。也很高興看到臺灣在地主題，能透過有水準的動畫方式呈現在這樣國際級的比賽殿堂。

I was truly impressed by the high level of many works, whether in 2D or 3D, which demonstrated a strong mastery of animation techniques. I was also pleased to see Taiwan-themed projects presented with such quality in an international competition of this caliber.

李心寧 Shiny Lee

臺灣 Taiwan



許多作品展現了新一代的全新視角——大膽、好奇，且勇於挑戰常規。學生們經常從自身的文化背景、情感或日常經驗汲取靈感，將其轉化為獨特的視覺語言。這些作品不僅展現了動畫技術，也傳達出了貼近且符合當下的真實。

Many works revealed fresh perspectives from the younger generation—bold, curious, and unafraid to challenge conventions. Moreover, students often drew inspiration from their own cultural backgrounds, emotions, or daily experiences, turning them into unique visual languages. These works not only reflect animation skill but also convey authentic voices that feel relevant and timely.

Roberto Iñiguez-Flores

墨西哥 Mexico



這一代非常有創意，我深受啟發，他們將創意用於善的方向。大多數參賽者對如何貢獻聯合國永續發展目標（SDGs）都有清楚的構想。這些提案在敘事、視覺設計以及技法上都展現出高度多樣性。

This generation is very creative, I got very inspired that they are using their creativity for the good, most of the applicants have a clear idea on how to contribute with the SDGs. The proposals are very diverse in terms of narratives, visual design and techniques

評審評語 Jury Comments

Min-Hyoung Lee

韓國 Korea



在對 2025 年數位動畫領域提交的作品進行初步評選時，我感受到學生的水準相當高。特別是，評選相當困難，因為有許多作品運用了各種創意圖像表現，例如拼貼表現、黏土動畫，以及 2D 和 3D 圖像表現。可以預期，學生的水準在未來將持續提升。來自世界各地的大學生也將透過 TISDC 比賽，進一步進入展現創意作品的階段。

While conducting a preliminary evaluation of the works submitted in the field of digital animation in 2025, I experienced that the level of students was quite high. In particular, it was quite difficult to evaluate because there were many works that implemented various and creative images such as collage expression, clay animation, and 2D and 3D graphic expression. It is expected that the level of students will continue to improve in the future. College students around the world will grow further into a stage where they show creative works through the TISDC contest.

Michael Robinson

美國 United States of America



這些作品以各種方式觸動了我的情感，引發我的思考，或以其藝術性啟發了我。整體而言，它們展現了令人驚豔的故事範疇與創意技法。許多作品提供了獨特的視覺呈現手法，並探索了主流動畫中不常見的主題（至少目前還不常見！）。我期待看到這些新鮮的視角與創新，未來如何在動畫領域中綻放。

In various ways, these entries touched me emotionally, made me think, or inspired me with their artistry. Collectively, they showcased a remarkable spectrum of stories and creative techniques. Many offered distinctive visual approaches and explored themes not often seen in mainstream animation, at least not yet! I look forward to seeing how their fresh perspectives and innovation will find their way to the animation field in the future.

David Appiah

迦納 / 英國 Ghana/United Kingdom



很喜歡看到這些作品中展現出的深度思考。這些動畫從頭到尾都能真正吸引觀眾的注意力，這可不是一件容易的事。最讓我興奮的是，看到學生們明白，優秀的動畫不僅關乎動態和美學——更在於創造能與觀眾產生共鳴的體驗。作品中展現的敘事技巧非常出色，且可以明顯感受到學生對保持觀眾專注的用心。恭喜所有入圍者——這些作品令人振奮，也展現了真正的理解力！

Love seeing the depth of thought in these submissions. The animations genuinely hold your attention from start to finish, which is no small achievement. What excites me most is seeing students grasp that great animation isn't just about movement and aesthetics—it's about creating an experience that connects with viewers. The storytelling craft on display here is excellent, and the commitment to keeping audiences engaged is clear. Congratulations to all the finalists—this is exciting work that demonstrates real understanding!

林家齊 Chia-Chi Lin

臺灣 Taiwan



今年的動畫設計類作品令人印象深刻，學生展現了對技術掌握與藝術表達的平衡。許多作品在敘事、節奏與視覺風格上具有獨特性，呈現出新世代動畫師對情感、自然與社會議題的敏銳觀察。這些作品不僅展現創意，也反映出思考深度與潛力，使評審團對未來的動畫發展充滿期待。

This year's animation entries were truly impressive, with students demonstrating a strong balance between technical skill and artistic expression. Many works stood out for their unique narrative, rhythm, and visual style, reflecting the next generation of animators' keen awareness of emotion, nature, and social issues. These projects not only showcase creativity but also reveal depth of thought and potential, leaving the jury excited for the future of animation.

金獎**Gold Prize****Before Lights Out**

創作者 Designer(s)

James Doherty

指導老師 Instructor(s)

**無
none**

學校所在地 Location of School

**英國
United Kingdom**

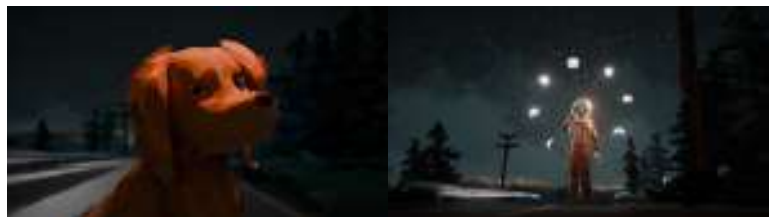
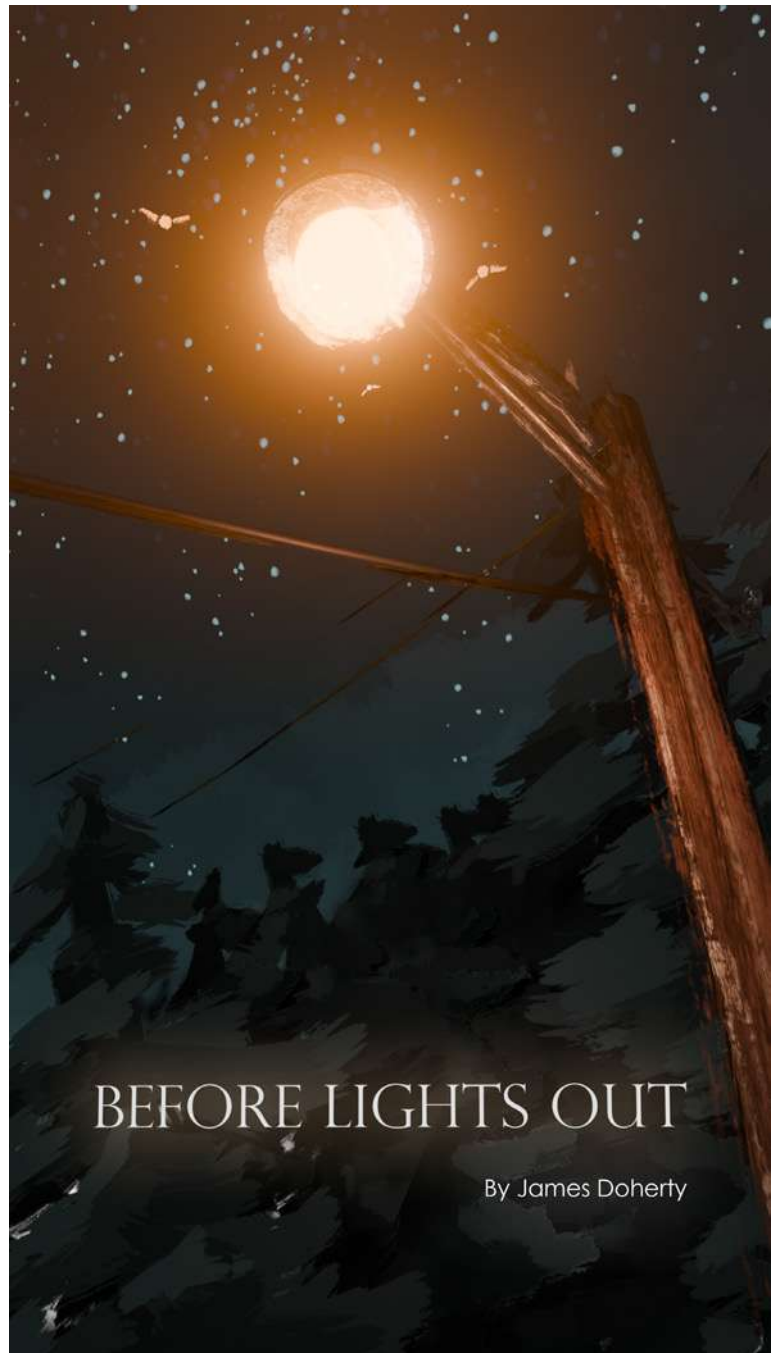
學校 School

University for the Creative Arts

作品說明 Project Description

Before Lights Out 運用電腦動畫與 2D 繪畫風格的融合，講述一隻狗在孤寂的道路上邂逅太空人，並與他一同踏上前往月球的旅程。

Using a blend of CGI and a 2D painterly style, Before Lights Out tells the story of a dog that meets a spaceman on a lonely road, and follows them as they journey towards the moon.



銀獎

Silver Prize

循著線的軌跡

Following The Line

創作者 Designer(s)

鐘心、蔡佳新、王嘉怡、林政
Shin Chung, Jia-Xin Chua,
Jia-Yee Ong, Zheng Lim

指導老師 Instructor(s)

劉景程、翁漢騰
Ching-Cheng Liu, Han-Teng Weng

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

故事背景發生在臺灣 1960 至 1970 經濟起飛時期，許多女性迫於家庭生計壓力而犧牲自己，終其一生無法釋懷。故事主角「阿嬤」便是萬千少女的縮影。

動畫以線與剪刀串連整部片，線纏繞與延續的特性象徵著過去對阿嬤的束縛，而剪刀則象徵阿嬤自我覺醒的意志，剪斷阿嬤所放不下的執念。

In 1960-1970's Taiwan, when Taiwan Economic Miracle happens, a lot of females sacrifice their future under the pressure of supporting their families. Our story protagonist "Grandmother," was a reflection of countless young females from that era.

By using scissor and threads as element of this story, the thread symbolizes the constraints imposed on Grandmother by her past by qualities of entanglement and continuity, while the scissor represents her awaken willing, which cuts off the attachments.



銅獎

Bronze Prize

Grandma's Cookie Box

創作者 Designer(s)

Huynh Phong, Tan Pham Ngoc,
Nhi Duong Binh Phuong

指導老師 Instructor(s)

Hung Phan Van

學校所在地 Location of School

越南
Vietnam

學校 School

Van Lang University

作品說明 Project Description

在一間小屋裡，小男孩小椰正玩著玩具，突然感到一陣飢餓。

這時，他看見奶奶將一個點心盒放在櫥櫃上方。他在想像中設下重重障礙，努力想要拿到那個盒子。終於，他滿心期待地抓到盒子，迫不及待地打開，卻發現裡面裝著針線——

那一刻的失落，正是我們童年都曾熟悉的感受。

In a small house, a boy named Little Dúa was playing with his toys. Suddenly, he felt very hungry. Just then, he saw his grandmother placing a snack box on top of the cupboard. He imagined obstacles and tried hard to reach it. After finally grabbing the box, he opened it eagerly—only to find needles and thread inside. A wave of disappointment hit him, a feeling many of us have known in childhood.



佳作

Honorable Mention

鏽時

Disorder of Gearwheel

創作者 Designer(s)

王乃翎、楊秀慧、曾薇心、邵羽蔚、
葉小禎、邱俊傑Nai-Ling Wang, Siew-Hui Yong, Wei-Xin Zeng,
Yu-Wei Shao, Hsiao-Chen Yeh, Jun-Jei Qiu

指導老師 Instructor(s)

馮偉中

Wei-Jung Feng

學校所在地 Location of School

臺灣

Taiwan

學校 School

朝陽科技大學

Chaoyang University of Technology

作品說明 Project Description

未來 20 年中臺灣失智人口數平均每天增近 48 人，身為年輕一代的我們也不可避免會遇到這個課題，經過資料調查也更深入發現患者與自身還有照顧者的衝突。因此我們以失智症為題材並結合台灣逐漸被人遺忘的海上傳統—鏢魚文化，利用「鏽時一生鏽的時間」貫穿故事表達出失智症患者著的發病過程與內心獨白。

故事中以抽象手法影射老人內心與時間的狀態，講述年輕時是漁夫的老人在平凡的一天晚上「疑惑的看碗中魚影」引發的連鎖反應，進入一段幻想中的時間碎片旅程，在幻境中與年輕時的自己相遇，對抗，戰勝，遺忘。希望藉由這部動畫能讓大家進入失智症患者的世界，帶來一個也許能讓衝突能互相瞭解的故事，也想要激勵正在對抗這場不會勝利戰爭的人。

The number of people with dementia in Taiwan will increase by an average of nearly 48 people per day. After a deeper investigation of the data, we have discovered more in-depth conflicts between patients and themselves and their caregivers.

Therefore, we use dementia as the theme and combine it with Taiwan's gradually forgotten maritime tradition - dart fishing culture, using the "Rusty Time - Rusty Time" throughout the story to express the onset and inner monologue of dementia patients.



佳作

Honorable Mention

Lone Wolf

創作者 Designer(s)

Angelina Retodo

指導老師 Instructor(s)

Josh Howell

學校所在地 Location of School

美國

United States of America

學校 School

School of Visual Arts

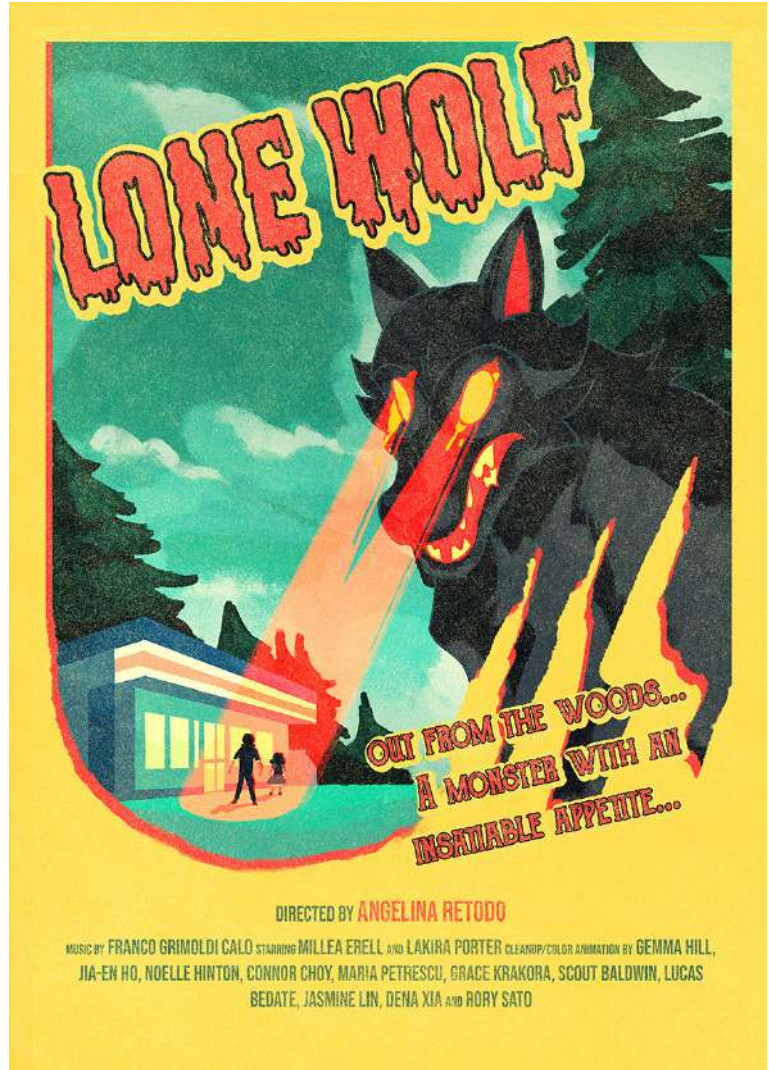
作品說明 Project Description

兩姊妹在母親的葬禮後，順道來到一家便利商店。

當她們各自陷入孤獨的悲傷時，一隻神秘的狼襲擊了商店，將她們困在其中。

經歷一場驚心動魄、涉及上膛霰彈槍的激烈對決後，姊妹倆領悟到，面對怪物，她們不僅能依靠彼此，也能依靠共同的悲傷力量。

Two sisters stop by a convenience store after their mother's funeral. As each finds themselves isolated in their grief, a mysterious wolf attacks the store, trapping them inside. After a heightened duel involving a loaded shotgun, the sisters learn they can not only rely on each other to face monsters but their shared grief as well.



佳作

Honorable Mention

尋找磁石花

The Magnetic Flower

創作者 Designer(s)

賴星辰
Hsing-Chen Lai

指導老師 Instructor(s)

郭令權、余慧君
Ling-Chuan Kuo, Hui-Chun Yu

學校所在地 Location of School

臺灣
Taiwan

學校 School

國立東華大學
National Dong Hwa University

作品說明 Project Description

《尋找磁石花》是一部融合拼貼、縫線與數位逐格動畫的個人創作，靈感來自創作者與非典型家人的生命經驗。故事描繪一名被標籤為「不正常」的孩子，與店長一同踏上尋找磁石花的旅程，途經幻想試煉與個人記憶，逐步學會理解並接納自己。

本片刻意使用具不確定性的拼貼與縫線媒材，讓手工質地本身成為敘事的一部分，回應主題核心——即便不符合大眾制定的典型樣貌，也有存在的價值與美感。透過角色與場景的象徵設計，呈現成長過程中對「正常／異常」的疑問與鬆動，盼觀者能從中看見不被定義的生命之光。

The Magnetic Flower is a stop-motion short combining collage, stitching, and digital animation. Inspired by the creator's experience with a neurodivergent family member, it follows a child labeled "abnormal" on a journey to find a mythical flower and learn self-acceptance.

Handmade textures echo the core theme: even if one doesn't fit societal ideals, they are still worthy and beautiful. The film invites viewers to reflect on "normality" through symbolic, layered visuals.



佳作

Honorable Mention

Ariba's Delivery at the Healing Home

創作者 Designer(s)

Schantelle Alonzo

指導老師 Instructor(s)

Frank Gresham

學校所在地 Location of School

美國

United States of America

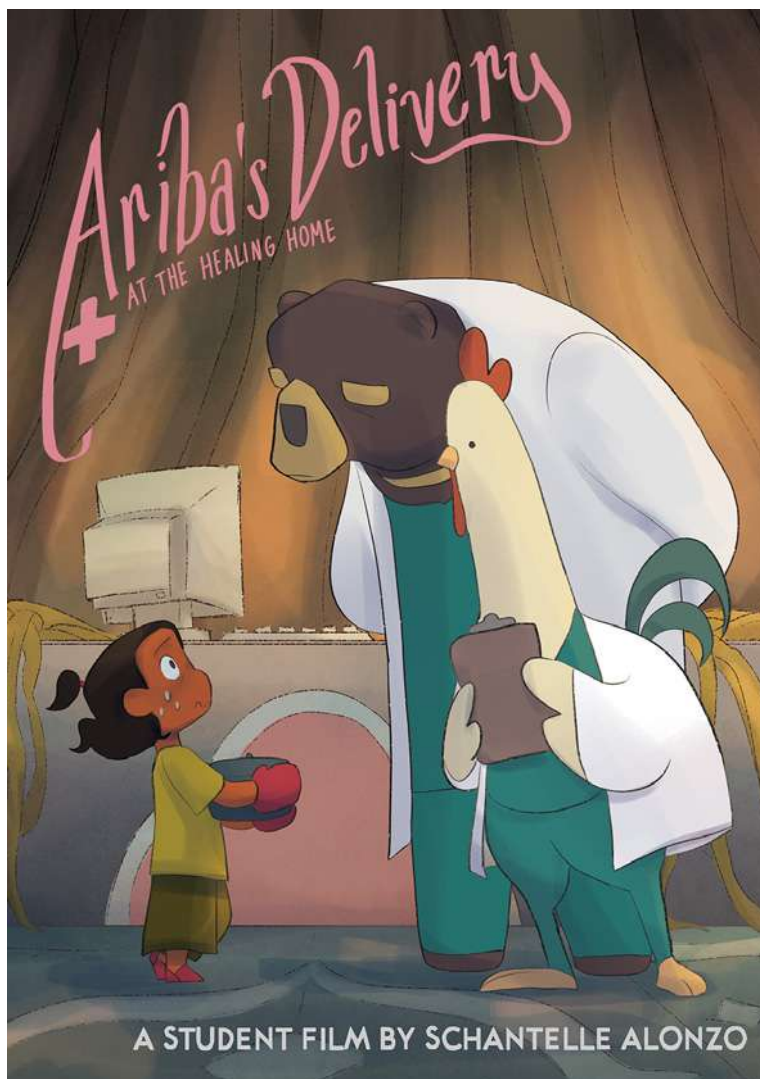
學校 School

School of Visual Arts

作品說明 Project Description

Ariba 來到療癒之家為母親送餐，但當她遇到母親令人畏懼的醫生時，麻煩也隨之而來。

Ariba arrives at the Healing Home to deliver food for her mother, but trouble arises when she comes across her mother's frightening doctors.



佳作

Honorable Mention

癮

Addiction

創作者 Designer(s)

蔡語虔、張家峻、周林宗、簡國峰、張天日
Yu-Chien Tsai, Chia-Chun Chang,
Lin-Tsung Chou, Guo-Fong Jian, Tin-Yat Cheung

指導老師 Instructor(s)

林佳鴻
Jia-Hong Lin

學校所在地 Location of School

臺灣
Taiwan

學校 School

朝陽科技大學
Chaoyang University of Technology

作品說明 Project Description

運用 2D 動畫獨特的變形特性，將日常中單純的行為轉化為充滿想像力的超現實視覺故事。畫面設計講求動態節奏與連貫性，善於以誇張變形與一鏡到底的方式，營造沉浸且具張力的觀影體驗。

Utilizing the unique transformative qualities of 2D animation, I turn simple, everyday actions into imaginative and surreal visual narratives. My work emphasizes dynamic rhythm and visual continuity, often using exaggerated transformations and long continuous shots to create an immersive and visually compelling viewing experience.



佳作

Honorable Mention

CHAI

創作者 Designer(s)

Aryan Anand

指導老師 Instructor(s)

K Downs

學校所在地 Location of School

美國

United States of America

學校 School

School of Visual Arts

作品說明 Project Description

母親生病、父親整日心不在焉地祈禱，Ajmer 選擇了一條危險的道路，以確保家人的經濟生計。

With his mother sick and father absent-mindedly praying all day, Ajmer takes a dangerous path to ensure his family's financial survival.



入圍

Finalist

人生漏洞

GLITCH

創作者 Designer(s)

夏笛景、魏博涵、張笑渲、孫靖怡
Di-Jing Xia, Bo-Han Wei,
Xiao-Xuan Zhang, Jing-Yi Sun

指導老師 Instructor(s)

無
none

學校所在地 Location of School

香港
Hong Kong

學校 School

香港理工大學
The Hong Kong
Polytechnic University



BEWARE OF DOG

創作者 Designer(s)

Jett Ulysses

指導老師 Instructor(s)

Evan Broja

學校所在地 Location of School

美國
United States of America

學校 School

School of Visual Arts



Dear Kaya

創作者 Designer(s)

Grace Ha

指導老師 Instructor(s)

Pilar Garcia-Fernandezesma

學校所在地 Location of School

美國
United States of America

學校 School

School of Visual Arts



The Axolotl's Dance

創作者 Designer(s)

Zhihe Li, Bing Zhao

指導老師 Instructor(s)

Luz Batista

學校所在地 Location of School

美國
United States of America

學校 School

School of Visual Arts



入圍

Finalist

Hymn for a Rose

創作者 Designer(s)

Nix Sharp, Aster Lenhart

學校所在地 Location of School

美國
United States of America

指導老師 Instructor(s)

Josh Howell, K Downs

學校 School

School of Visual Arts



限時

FINITE

創作者 Designer(s)

李翊平、蔡坤宏
Yi-Ping Lee, Kun-Hong Cai

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

袁焜鼎
Gu-Ding Yuan

學校 School

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



綁架店

kidnapping shop

創作者 Designer(s)

李柏融
Bo-Rong Li

學校所在地 Location of School

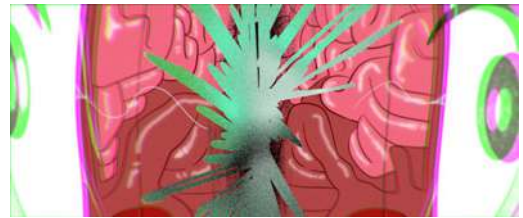
臺灣
Taiwan

指導老師 Instructor(s)

方信凱
Hsin-Kai Fang

學校 School

實踐大學
Shih Chien University



Nibbling of the Night

創作者 Designer(s)

Gabi Bania

學校所在地 Location of School

波蘭
Poland

指導老師 Instructor(s)

Jane Finucane

學校 School

University of South Wales



入圍 Finalist

失竊的祕方 (2D 動畫影片) Stolen Secret Recipe

創作者 Designer(s)

唐莉蓉、塗承恩、李冠霖、張淑盈
Li-Rong Tang, Cheng-En Tu,
Guan-Lin Li, Shu-Ying Chang

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

陳美蓉
Mei-Jung Chen

學校 School

樹德科技大學
Shu-Te University



鯨落之城 The Whale City

創作者 Designer(s)

陳冠誠、賴禹謙、姜禮宜、劉承燁
Guan-Sian Chen, Yu-Chen Lai,
Li-Yi Chiang, Cheng-Ye Liu

學校所在地 Location of School

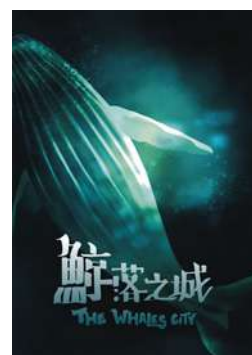
臺灣
Taiwan

指導老師 Instructor(s)

黃思或
Szu-Yu Huang

學校 School

銘傳大學
Ming Chuan University



牧星者 StarHerder

創作者 Designer(s)

王琍、楊清皓、江砥斌
Li Wang, Qing-Hao Yang, Yu-Yun Jiang

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

李子強
Tzu-Chiang Li

學校 School

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



星球全袋走 BAG IT ALL

創作者 Designer(s)

洪子恩、賴嫻瑜、謝敏柔、邱郁晴、周可恩、
沈芳妤、李安琪、翁憲維
Tzu-En Hung, Pei-Yu Lai, Min-Rou Xie,
Yu-Qing Qiu, Ke-En Zhou, Fang-Yu Shen,
An-Qi Li, Xian-Wei Weng

學校所在地 Location of School

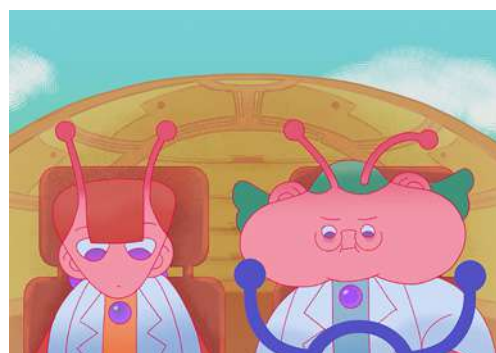
臺灣
Taiwan

指導老師 Instructor(s)

李子強
Tzu-Chiang Li

學校 School

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



入圍

Finalist

他奶奶的狗

Bad Dog, Sweet

創作者 Designer(s)

張斯晴、黃安睿

Ssu-Ching Chang, Pang Huang

學校所在地 Location of School

臺灣

Taiwan

指導老師 Instructor(s)

王綺穗

Chi-Sui Wang

學校 School

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

To My Dearest Little Knight

創作者 Designer(s)

Syifa Talitha Firdausi

學校所在地 Location of School

印尼

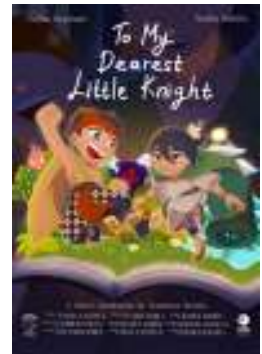
Indonesia

指導老師 Instructor(s)

Angelia Lionardi, Levinthius Herlyanto,
Christine Lukmanto, Ahmad Adiwijaya,
Firdyanza Pramono

學校 School

Multimedia Nusantara University



教育

Education

創作者 Designer(s)

葉欣儀

Xin-Yi Yap

學校所在地 Location of School

馬來西亞

Malaysia

指導老師 Instructor(s)

無

none

學校 School

INTI International University



十六彼久

16:9

創作者 Designer(s)

黃鈺健、周凡、張婕妤、詹子儀、王婷、葛家瑜

Yu-Jie Huang, Fan Chou, Jie-Yu Chang,
Zi-Yi Chan, Ting Wang, Jia-Yu Ge

學校所在地 Location of School

臺灣

Taiwan

指導老師 Instructor(s)

陳恩航、魏君純

An-Hang Chen, Chun-Chun Wei

學校 School

國立臺北商業大學
National Taipei University of Busines

入圍

Finalist

理想

WOOD LIKE

創作者 Designer(s)

歐燕珍、黃繪文、施欣妤、陳盈螢、李佳真
Yen-Chen Ou, Huei-Wen Huang, Xin-Yu Shi,
Ying-Ying Chen, Jia-Zhen Li

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

張書維
Shu-Wei Chang

學校 School

中國科技大學
China University of Technology



Bath of Youth

創作者 Designer(s)

Stella Chen

學校所在地 Location of School

美國
United States of America

指導老師 Instructor(s)

Jordan Halsey

學校 School

University of Southern California



Hiyam

創作者 Designer(s)

Noor Lafi

學校所在地 Location of School

約旦
Jordan

指導老師 Instructor(s)

無
none

學校 School

The University of Jordan



Play Date

創作者 Designer(s)

Julia De Beer

學校所在地 Location of School

荷蘭
Netherlands

指導老師 Instructor(s)

無
none

學校 School

Amsterdam Fashion Institute (AMFI)



入圍**Finalist****A Spectre I Knew****Name of Work**

創作者 Designer(s)

Lubing Yang

學校所在地 Location of School

**中國大陸
Mainland China**

指導老師 Instructor(s)

**無
none**

學校 School

**浙江傳媒學院
Communication University
of Zhejiang****I TRIED**

創作者 Designer(s)

**李心祐
Ric Lee**

學校所在地 Location of School

**臺灣
Taiwan**

指導老師 Instructor(s)

**薛佑廷
Yu-Ting Hsueh**

學校 School

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

建築與景觀設計類得獎作品

Winners in Architecture & Landscape Design Category



評審評語 Jury Comments

魯君威 Chun-Wei Lu

臺灣 Taiwan



這次開放式競賽作品多元，來自臺灣與世界各地，展現不同文化背景的觀點。作為評審，我較重視是否有明確易懂又具創意的設計，而不是冗長理論概念卻未能收斂的表現。

The open competition this time featured diverse works from Taiwan and around the world, showcasing perspectives from different cultural backgrounds. As a judge, I focused more on whether the designs were clear, understandable, and creative, rather than on lengthy theoretical concepts that lacked focus.

陳榮聲 Jung-Sheng Chen

臺灣 Taiwan



這次擔任建築與景觀設計類評審暨召集人，深刻感受到學生們在思考邏輯上的前衛與突破。他們勇於挑戰傳統框架，展現出對材料運用與構想發展的新脈絡與實驗精神。不僅在設計手法上展現創意，也在空間思維與敘事上表現成熟與自信，整體成果令人驚艷，值得給予高度肯定與嘉獎。

As the juror and convener for the Architecture and Landscape Design category this year, I was deeply impressed by the students' forward-thinking logic and their willingness to break boundaries. They bravely challenged traditional frameworks and demonstrated new approaches and experimental spirit in both material application and conceptual development. Their works not only showcased creativity in design methods but also conveyed maturity and confidence in spatial thinking and narrative expression. The overall results were truly remarkable and deserve the highest recognition and praise.

林彥穎 Joe Lin

臺灣 Taiwan



本屆建築與景觀設計類作品整體水準令人驚艷，學生們對於場域脈絡、社會議題及環境永續展現出深度關注。許多作品在空間策略、材料運用與敘事手法上提出創新思維，兼具美感與實用性，充分展現新世代設計者對未來生活的想像與責任感。身為評審，我也從中獲得新的啟發與觀點。

This year's Architecture & Landscape Design entries were truly impressive. Students demonstrated strong awareness of site context, social issues, and sustainability. Many projects explored innovative spatial strategies, material applications, and narrative approaches, balancing aesthetics with functionality. These works reflect the next generation's vision and sense of responsibility for the future. As a juror, I was inspired by their creativity and fresh perspectives.

評審評語 Jury Comments

莊雅典 Alex Chuang

臺灣 Taiwan



在這次競圖評審中，我們特別重視能夠發掘新社會議題、提出不同設計策略，以及展現實驗性與概念性的作品。這三類型的設計不僅展現出豐富的思考脈絡與完整表達，也具有開啟對話的潛力。我們希望能透過競圖機制，讓這些團隊獲得更多交流與討論的機會，使設計成為推動議題深化與激盪思維的重要平台。

In this competition evaluation, we placed particular emphasis on works that explore emerging social issues, propose alternative design strategies, and demonstrate experimental and conceptual approaches. These types of designs not only showcase rich thinking processes and comprehensive expression, but also hold the potential to spark dialogue. Through the competition platform, we hope to provide these teams with more opportunities for exchange and discussion, positioning design as an important vehicle for deepening issues and stimulating critical thinking.

Clive John Eveleigh

英國 United Kingdom



今年的建築與景觀設計作品以多元性和高度責任感令人印象深刻。學生們對場域脈絡、永續性及社會議題展現深刻關注。部分作品在空間策略與環境整合上展現創新，同時兼顧美感與實用性。能看到新世代如何想像社區與生態共存的未來，令人備受啟發。

This year's Architecture & Landscape Design entries impressed with their diversity and strong sense of responsibility. Students demonstrated thoughtful attention to site context, sustainability, and social issues. Several projects explored innovative spatial strategies and environmental integration, balancing aesthetics with practical solutions. It was inspiring to see how the next generation envisions harmonious futures for communities and ecosystems.

Thomas Walter Garvey

加拿大 Canada



今年的作品展現了創意與實務巧思。許多學生在面對社會與環境挑戰時，運用了創新材料與建築手法。作品既有清晰的概念，又具可實現性，呈現專業態度。這些設計凸顯了創作對於永續城市發展及提升人類福祉的潛力。

The entries this year showcased creativity and practical ingenuity. Many students effectively used innovative materials and construction methods while addressing social and environmental challenges. The projects demonstrated both conceptual clarity and implementable solutions, reflecting a professional approach. These works highlight the potential for design to influence sustainable urban development and improve human well-being.

Cheng Swee Ling

新加坡 Singapore



今年的作品展現出對社會與環境議題的積極投入。學生在保有清晰概念敘事的同時，提出實驗性創意。許多作品融合教育與社區導向目標，強調包容性與永續性。看到設計被用來啟發對話並推動有意義的改變，令人感到振奮。

This year's submissions reflected an encouraging engagement with societal and environmental issues. Students presented experimental ideas while maintaining strong conceptual narratives. Many works integrated educational and community-oriented objectives, emphasizing inclusivity and sustainability. It is exciting to see design being used as a tool to provoke dialogue and inspire meaningful change.

金獎
Gold Prize

Kabukicho Complex -
A Temporary Architecture
for the Excluded: Toward an
Inclusive Urban Future

創作者 Designer(s)
Marina Koizumi

指導老師 Instructor(s)
無
none

學校所在地 Location of School
日本
Japan

學校 School
WASEDA University

作品說明 Project Description

歌舞伎町綜合大樓是東京一處為「新型無家可歸」青年提供的福利設施。

經過六個月的實地調查，我們發現都市重建已抹去他們原本僅有的庇護場所。

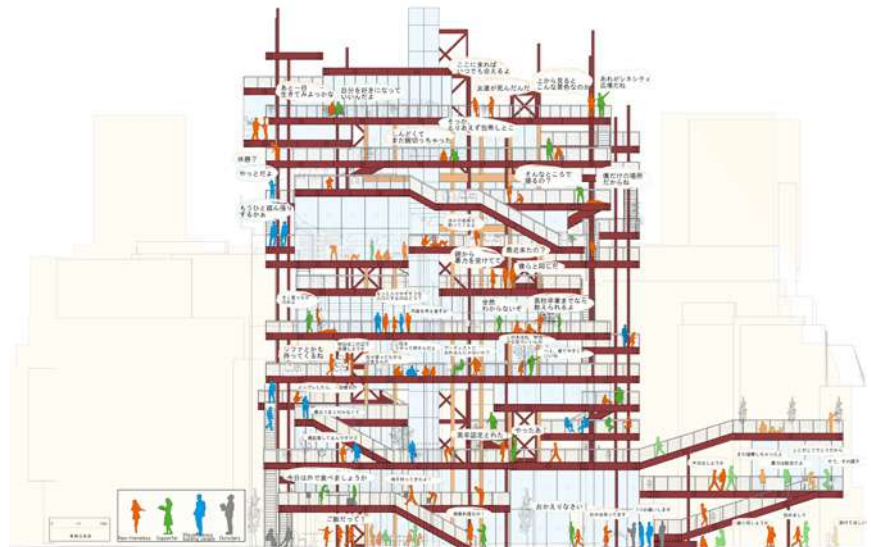
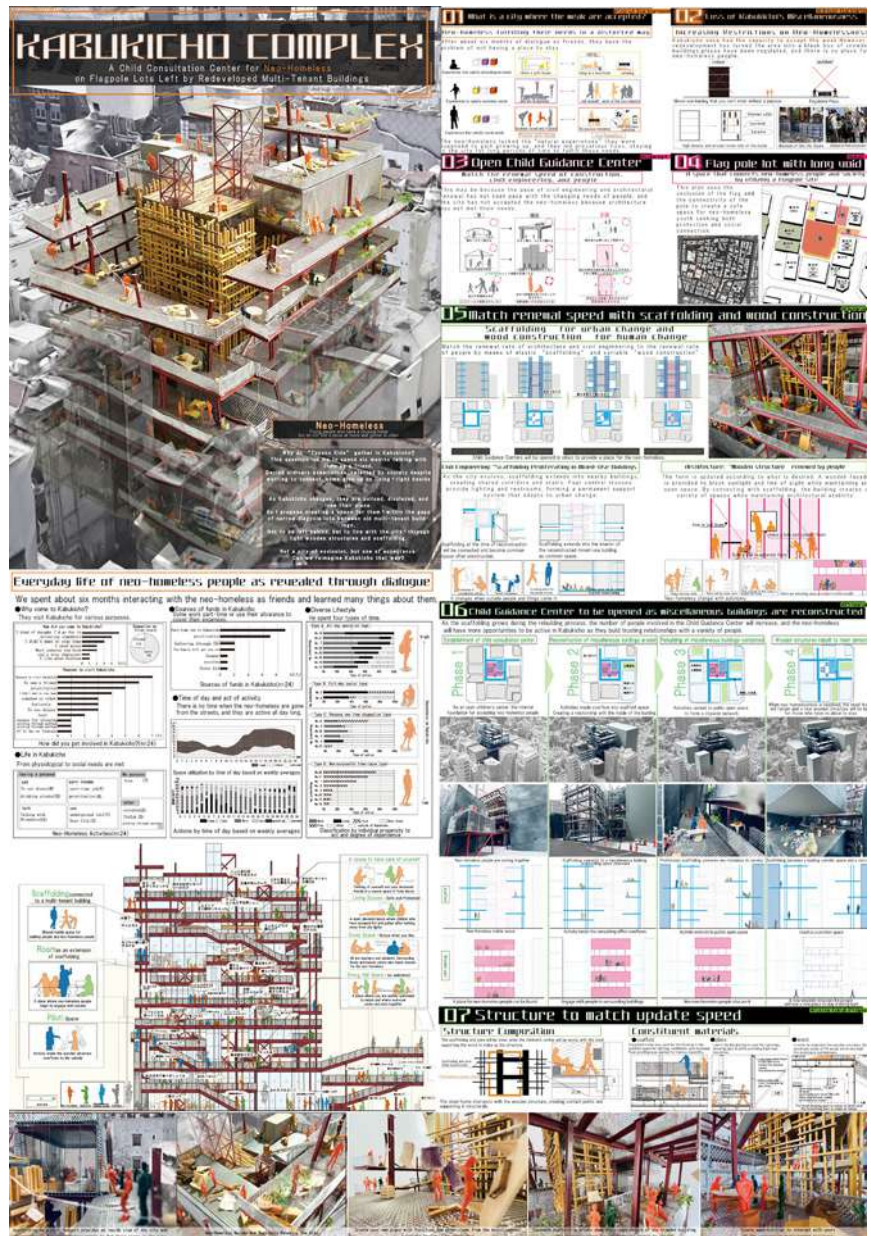
我們設計了一個以木材和腳手架構成的靈活結構。隨著鄰近建築重建，腳手架向外延伸，溫和地將青年與城市連結。

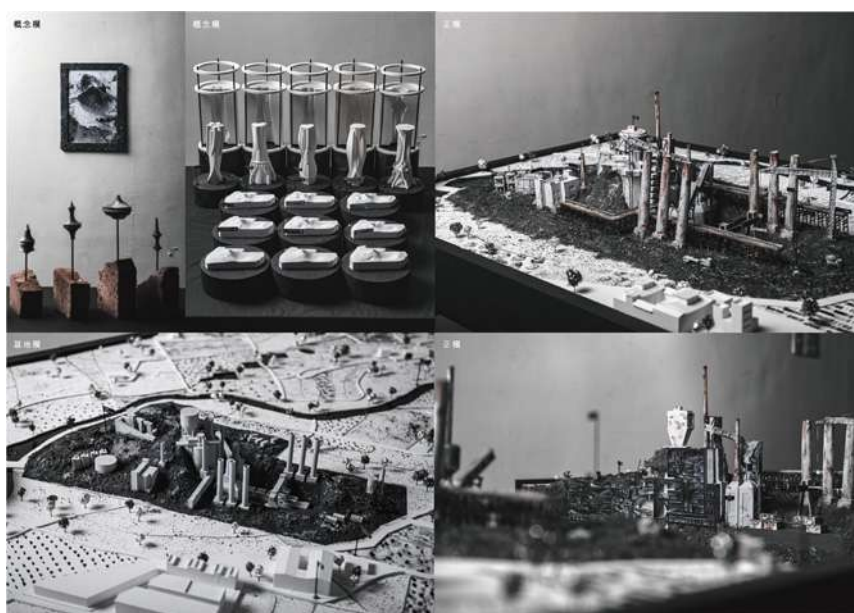
這座建築位於狹長的旗杆形地塊上，不僅提供庇護，更成為都市包容與更新的起點。

Kabukicho Complex is a welfare facility for "neo-homeless" youth in Tokyo. Based on six months of fieldwork, we found that redevelopment had erased their few places of refuge.

We designed a flexible structure using wood and scaffolding. As nearby buildings are rebuilt, the scaffolding extends outward, gently connecting the youth with the city.

Placed on a narrow flagpole-shaped lot, the architecture offers not just shelter, but a starting point for urban inclusion and renewal.





銀獎 Silver Prize

沉墓：一場無聲的告別 Sunken Tomb : A Silent Farewell

創作者 Designer(s)

吳喬茵
Chiao-Yin Wu

指導老師 Instructor(s)

無
none

學校所在地 Location of School

臺灣
Taiwan

學校 School

逢甲大學
Feng Chia University

作品說明 Project Description

關於這座基地，這座沉墓。從土壤的源頭——石門水庫開始，那片曾經阻擋河川的人工湖，如今被淤泥吞噬，水庫逐漸喪失儲水功能，於是，取土的機制啟動了，那些被封存於河底的泥土重獲自由，進入一場漫長的地景變遷之中。這是一場對土壤行為的解讀，每一次移動、分類、沉降、堆置，都留下痕跡，隨著重力的導引，土壤被帶入「窯印」，一座大地的火化場。千年之後，當人們再度踏入這片土地，煙囪仍然佇立，地景依舊沉降與堆疊，到時，它將不再只是一座建築，但它又是什麼呢？土地被擾動、篩選、燒結，最後化為碑石，甚至灰燼，沉入地景下的某處。我想，這或許是一場無聲的告別，在破壞和重生的迴圈裡，成為一場紀念性的宣告，又或是一座遺址的預演。當最後一把塵土落下，大地是否已經完成了自己的碑文？

This project begins at the Shimen Reservoir, once a river's dam, now buried in silt. As extraction starts, the sealed soil resurfaces, entering a long process of landscape change. Guided by gravity, earth moves—sifted, sorted, burned—into a kiln-like crematorium. A thousand years later, the chimney may remain, the land still settling. Not just a building, but a silent farewell—an echo of memory etched into the land.

銅獎

Bronze Prize

沒有地圖的住宅

The Mapless Collective Housing

創作者 Designer(s)

吳暉凱
Wei-Kai Wu

指導老師 Instructor(s)

陳彥廷
Yan-Ting Chen

學校所在地 Location of School

臺灣
Taiwan

學校 School

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

作品說明 Project Description

現代住宅為了追求效率，時常將動線簡化為單一筆直通道，於是「回家」成了進出空間的單一目的，空間失去驚喜，也耗盡居者的情感張力。「沒有地圖的住宅」以人本永續為命題，主動拆解這條唯一捷徑，透過螺旋錯層、鏡面反射與水鏡倒影，把每日光線、聲響與觸感轉化成探索線索。長者不必急於抵達終點，而能在緩慢迂迴中覺察身心，兒童則在岔路與隱匿視角間尋寶，工作者得以隨心切換路線、節奏與景深。於是九十歲的生命密度，得以在每一次轉身、每一道光斑裡被層層放大，讓90歲也能活得像900歲，在與高感官並存的時間花園裡，和環境共同長壽。

Modern housing often reduces circulation to a single, straight path, making "going home" purely functional and losing surprise and emotional depth. The Mapless Collective Housing breaks this rigid shortcut through spiral levels, mirrors, and water surfaces, transforming light, sound, and touch into playful clues. Elderly residents slow down and reconnect with their senses, children explore hidden corners, and workers freely choose routes and rhythms, making life richer and more joyful.



SITE ANALYSIS

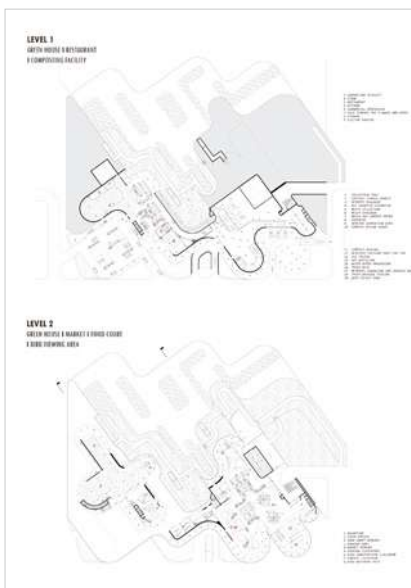
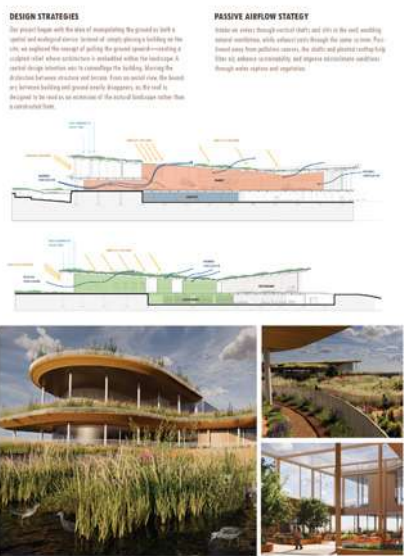
Sunset Park is located along the waterfront adjacent to the Bay Ridge Channel. Bush Terminal Park, which borders our site, is recognized as a prominent birding destination throughout the year. More than 200 bird species have been observed in the area across various seasons.

In response, we chose to integrate bird conservation and birdwatching opportunities into our design—envisioning a building that serves not only people, but also supports and celebrates the surrounding natural ecosystem.

DESIGN INTENTION

Our design addresses urban food waste through a closed-loop system that includes composting, a greenhouse, and a farmers market. Guided by permaculture principles, the project transforms discarded food into resources that enhance local agriculture, reduce emissions, and reconnect communities with natural cycles.

In addition, by responding to the site's proximity to a popular birding area, we also integrate a bird conservation component—creating a building that supports both people and the environment.



佳作 Honorable Mention

Horizon Nest

創作者 Designer(s)

Hsiang-Ting Huang

指導老師 Instructor(s)

Hart Marlow

學校所在地 Location of School

美國

United States of America

學校 School

Pratt Institute

作品說明 Project Description

《Horizon Nest》是一座讓人與自然共生共榮的庇護所，透過共享空間與永續系統使雙方共同繁盛。本計畫結合了堆肥、都市農耕、農夫市集與鳥類保育，形成一個封閉循環的設計體系。

建築嵌入經雕塑化的地形之中，與地景融為一體。屋頂植栽、集水系統與原生棲地共同支持野生動物生態，並提升環境表現——重新定義「建築環境」作為自然的延伸。

Horizon Nest is a sanctuary where humans and nature thrive together through shared space and sustainable systems. The project combines composting, urban farming, a farmers market, and bird conservation into a closed-loop design. Embedded in sculpted terrain, the architecture blends seamlessly with the landscape. Rooftop vegetation, water capture, and native habitats support wildlife and enhance environmental performance—redefining the built environment as an extension of nature.

佳作

Honorable Mention

FRAMES OF FICITON | Wild Diversity: A Living Habitat Forged from Ruin, Debris, and Desire

創作者 Designer(s)

Neeraj Krishna

指導老師 Instructor(s)

Shikha Parmar, Manthan Mevada

學校所在地 Location of School

印度
India

學校 School

CEPT University

作品說明 Project Description

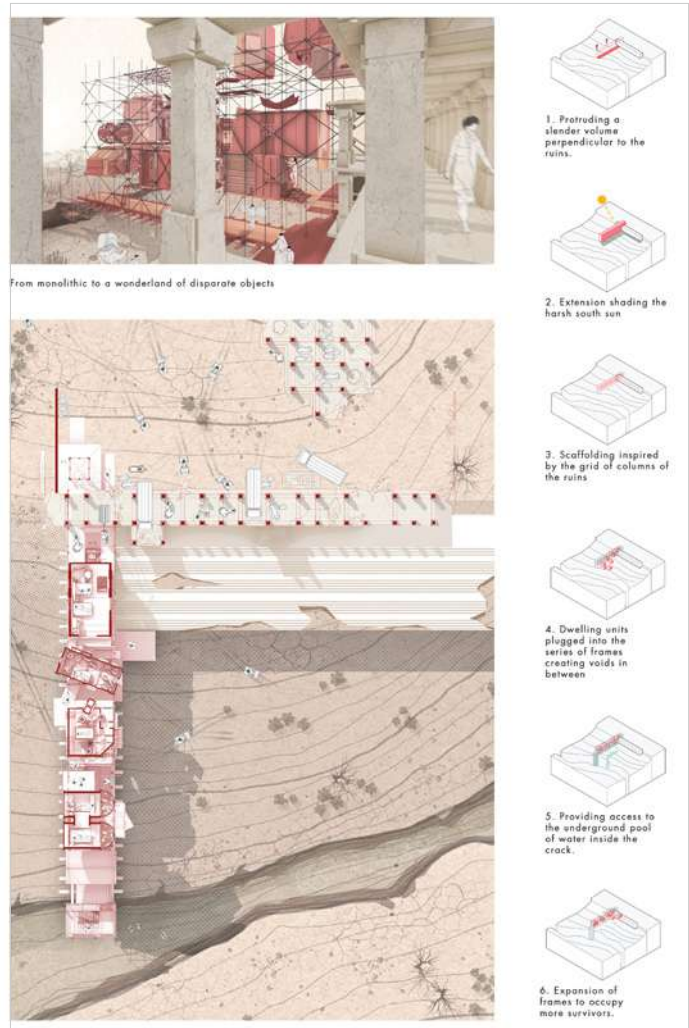
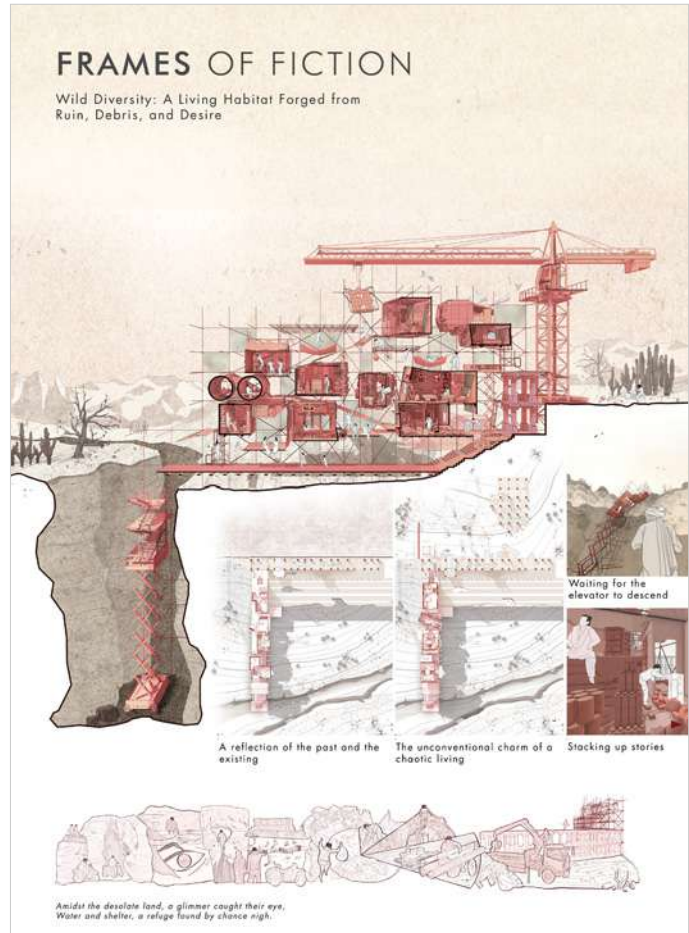
一群熱情外向、充滿野性精神的拾荒者，在古老遺跡附近的一道裂縫中發現水源，並在此打造了自己的家。

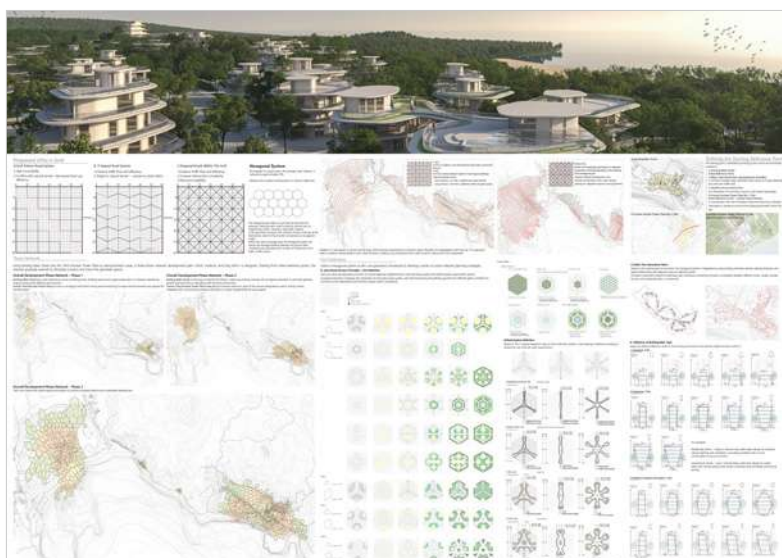
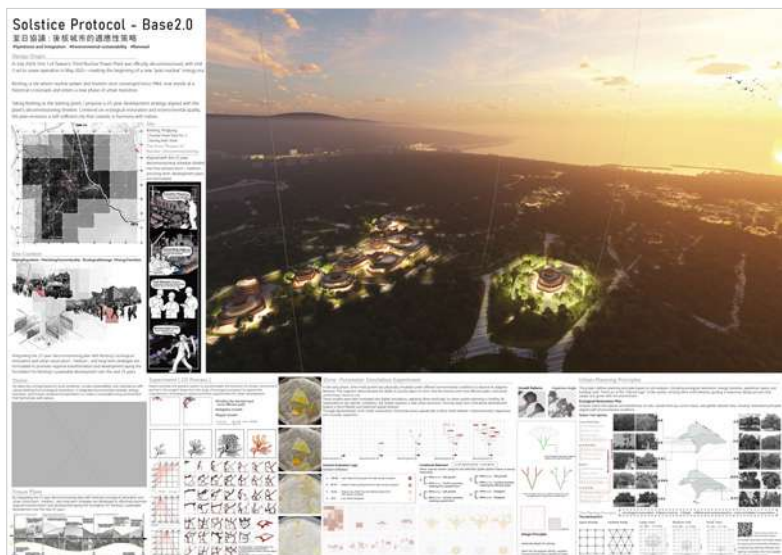
他們利用廢棄碎片與荒漠中被遺忘的材料，組裝出一個居所，成為一個不斷變化的馬賽克空間，融合多樣的材質、故事與人類衝動。

牆上的每一道裂縫、每一張歪斜的椅子，都揭示出歷史、個性與即興創作的層次。

隨著更多倖存者的到來，這個空間不斷轉化、演變。

A band of enthusiastic, extroverted scavengers with a wild spirit discover water deep within a crack near an ancient ruin—and there, they craft their home. From shards of debris and forgotten fragments of the arid landscape, they assemble a dwelling that becomes an ever-changing mosaic of diverse materials, stories, and human impulses. Every crack in the wall and every crooked chair reveals layers of history, personality, and improvisation. As more survivors arrive, the space continuously transforms and evolves.





佳作

Honorable Mention

至日協議： 後核城市的適應性策略 Solstice Protocol : Base 2.0

創作者 Designer(s)

陳乃君
Nai-Jun Chen

指導老師 Instructor(s)

楊啟明
Ci-Ming Yang

學校所在地 Location of School

臺灣
Taiwan

學校 School

銘傳大學
Ming Chuan University

作品說明 Project Description

以生物演進學做為基礎，提出一套人與自然共生共融的最終協議。探討核三廠除役後土地更新的可能性，回應墾丁旅遊品質低下、高齡化社會、生態環境破壞與能源轉型等議題。其設計構想建立於「重塑墾丁未來城市面貌」的願景上，透過地景重構、生態修復與能源設施轉型，擊劃一座具韌性的未來聚落。其空間策略以環境邏輯為基底、功能需求為依據，延展出具有生機的城市紋理。在規劃手法上，以適應型網格系統，建立尺度友善的城市節點與交通間距，並導入真菌菌絲體的生長邏輯作為城市結構的生成依據。配合核電廠除役四階段，提出一套 25 年短、中、長期發展規劃，從清除、更新到重生，逐步實現生態與人文共融的城市想像。

Based on biological evolution studies, this project proposes a final agreement for harmonious coexistence between humans and nature. It explores possibilities for land redevelopment following the decommissioning of Nuclear Power Plant No. 3, addressing issues such as the decline in tourism quality in Kenting, an aging population, ecological degradation, and energy transition. The design concept is founded on the vision of "redefining the future urban landscape of Kenting," planning a resilient future settlement through landscape reconstruction, ecological restoration, and the transformation of energy facilities. Its spatial strategies are grounded in environmental logic and functional needs, extending into a vibrant urban fabric. Using an adaptive grid system, the design establishes human-scale urban nodes and transport distances, while introducing the growth logic of fungal mycelium as the generative structure of the city. Corresponding to the four phases of nuclear plant decommissioning, the project proposes a 25-year short-, medium-, and long-term development plan that progresses from clearance to renewal and rebirth, gradually realizing a vision of ecological and human symbiosis.

佳作

Honorable Mention

台南火車站更新

Tainan Station Renovation

創作者 Designer(s)

梁庭嘉
Ting-Chia Liang

指導老師 Instructor(s)

林敏特
Minter Lim

學校所在地 Location of School

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Taiwan

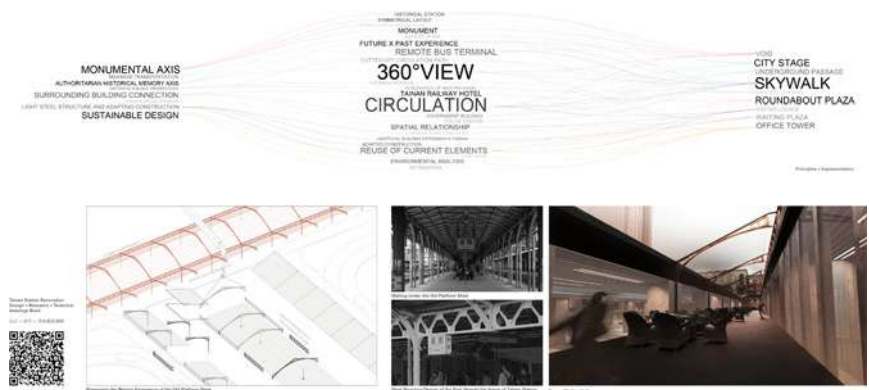
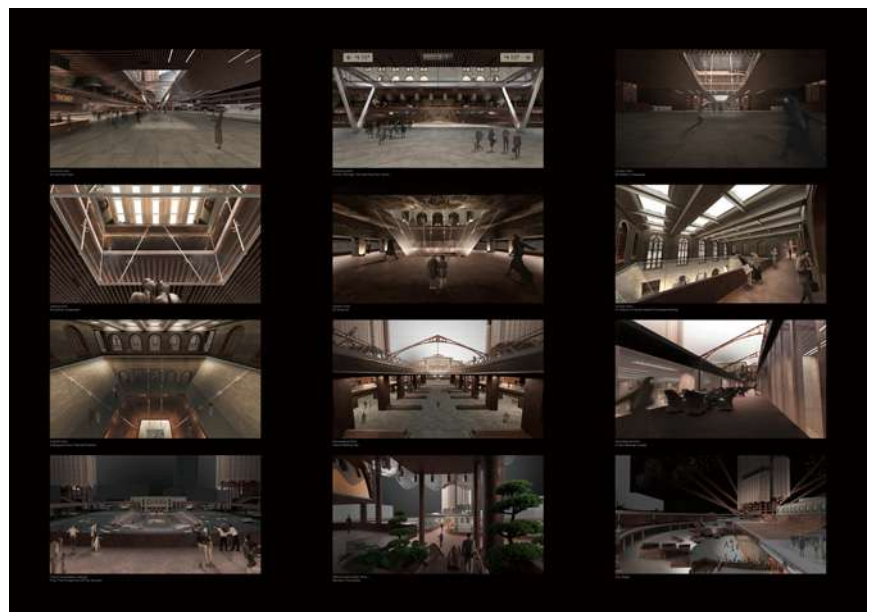
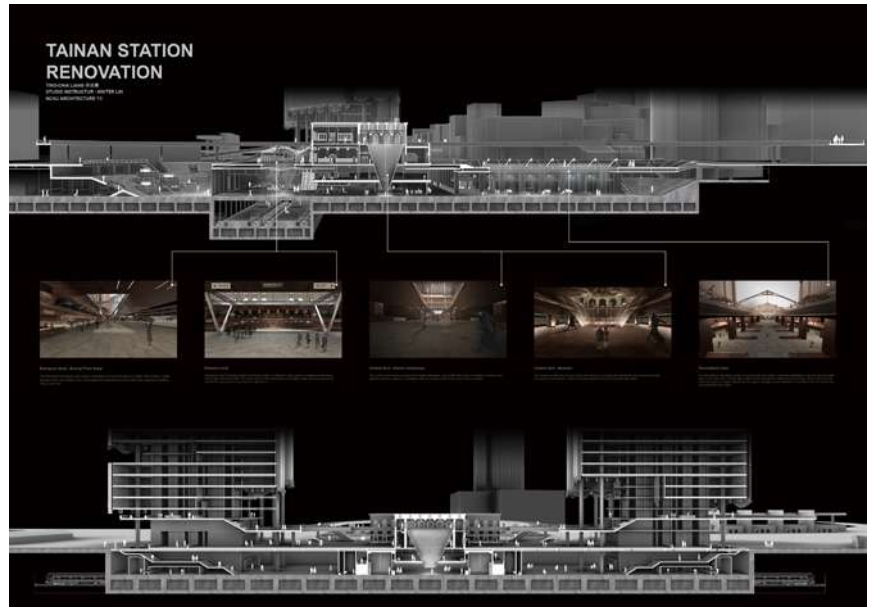
學校 School

國立成功大學
National Cheng Kung University

作品說明 Project Description

台南火車站的歷史建築經歷了數次修繕，保留了不同時代的建築痕跡。目前的方案在新車站建設過程中保留了這座歷史建築。它的地理位置見證了台南的歷史發展，建築本身也講述著與這座城市歷史平行的故事。新的地下車站必然會在新舊之間創造互動。如何謙遜而積極地整合交通、土地、空間、材料、體驗和視角，將過去與未來交融，成為關鍵的設計課題。我對台南火車站的現狀充滿疑問，因此對新車站將為這座城市帶來的未來抱有強烈的意見和期待。正如過去幾十年來每一代車站都塑造了台南，新車站也將產生深遠的影響。因此，每一個設計決策都經過深思熟慮。基於多年來對台南的觀察和理解，本計畫旨在為這座城市描繪一個理想的未來。

Tainan Station has undergone several restorations. The current plan retains the historic building alongside the new underground development, reflecting the city's evolving urban fabric. The site continues to tell a story that connects Tainan's past and future. The design challenge is to integrate transportation, land, materials, and experience with humility and precision. This project imagines a future shaped by thoughtful choices and grounded in Tainan's enduring spirit.





佳作 Honorable Mention

In Between Walls: A Discourse Center

創作者 Designer(s)

Keshav Heda

指導老師 Instructor(s)

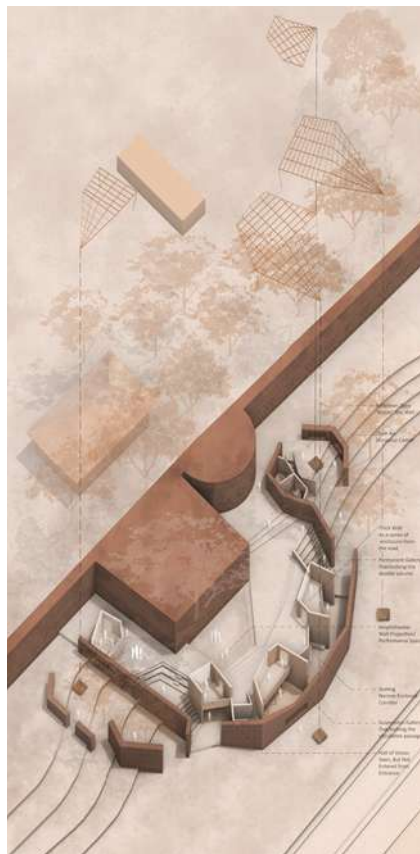
Jahnvi Bhatt

學校所在地 Location of School

**印度
India**

學校 School

CEPT University



作品說明 Project Description

這不僅是一個接收資訊的場所，更是一個能讓人參與、反思與感受的空間。

作為一個論述中心，該計畫從一個問題出發：如何促進對話，不僅是理性的，更是情感的？

要讓人真正展開對話，某些情感必須浮現——好奇、寧靜，甚至是不適感。

建築座落於艾哈邁達巴德的河畔，位於一座歷史堡壘及其偏離線之間，場地成為一個過渡地帶。

這個介於兩者之間的空間定下了基調——既不封閉，也不完全開放。

This is not just a place to receive information—but a space to engage, reflect, and feel. As a discourse center, the project begins with a question: how can dialogue be encouraged, not just intellectually, but emotionally? For people to truly discourse, certain feelings must surface—curiosity, stillness, even discomfort. Set along the riverfront in Ahmedabad, between a historic bastion and its offset, the site becomes a threshold. This in-between zone sets the tone—neither enclosed nor exposed.

佳作

Honorable Mention

在童話的世界裡

In the world of fairy tales

創作者 Designer(s)

Anna Yuryeva

指導老師 Instructor(s)

無
none

學校所在地 Location of School

俄羅斯
Russia

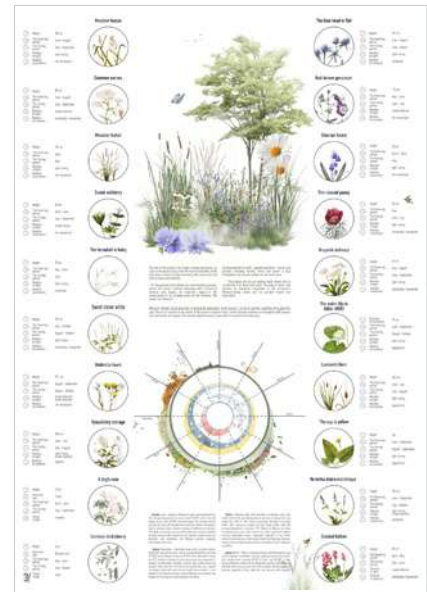
學校 School

Yaroslavl State Technical University

作品說明 Project Description

VDNKH 是俄羅斯的主要展覽中心，也是教育、娛樂、文化和休閒的中心。該地區展示了受俄羅斯童話啟發的藝術作品，讓遊客沉浸在迷人的體驗中。您可以進入《綠野仙蹤》的世界，探索彎曲鏡子的王國，走過《霧中的刺蝟》中的霧橋，並遇見十二個月。這個獨特的綜合體展示了俄羅斯文化和文學最有趣的方面。

VDNKH is Russia's main exhibition and a hub for education, entertainment, culture, and recreation. The area features art objects inspired by Russian fairy tales, immersing visitors in enchanting experiences. You can enter the world of "The Wizard of Oz," explore the Kingdom of Crooked Mirrors, walk across the foggy bridge from "The Hedgehog in the Fog," and encounter the Twelve Months. This unique complex showcases the most interesting aspects of Russian culture and literature.



入圍 Finalist

身海漫遊 Sea the Body

創作者 Designer(s)
陳沁雲
Qin-Yun Chen

學校所在地 Location of School
臺灣
Taiwan

指導老師 Instructor(s)
蕭吉甫、李佳宸
Chi-Fu Hsiao, Chia-Chen Lee

學校 School
國立臺灣大學
National Taiwan University



延續自然的續接器 - 走出哈赫拿爾森林 Learn from the forest - Continue the forgotten green forest in the old city.

創作者 Designer(s)
Tai-Hung Kuo

學校所在地 Location of School
臺灣
Taiwan

指導老師 Instructor(s)
張博碩
Po-Shuo Chang

學校 School
崑山科技大學
Kun Shan University



蟾蜍山下的延續 - 斜頂聚落 Inheriting the Spirit of Toad Mountain-The Sloped-Roof Community

創作者 Designer(s)
黃家其
Chia-Chi Huang

學校所在地 Location of School
臺灣
Taiwan

指導老師 Instructor(s)
陳彥廷
Yan-Ting Chen

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



城市再生之丘 A Self-Sufficient Hill in the City

創作者 Designer(s)
黃家其、蘇品萍
Chia-Chi Huang, Pin-Ping Su

學校所在地 Location of School
臺灣
Taiwan

指導老師 Instructor(s)
陳彥廷
Yan-Ting Chen

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



入圍 Finalist

廟宇的寄生與逝存 如何回應當代生活

The Parasitic Presence and Persistence of Temples Reimagining Their Role in Contemporary Life

創作者 Designer(s)

遊婷琄
Ting-Hsuan Yu

學校所在地 Location of School

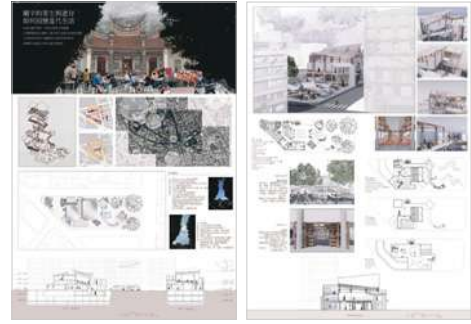
臺灣
Taiwan

指導老師 Instructor(s)

陳彥廷
Yan-Ting Chen

學校 School

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



The Borderline System

創作者 Designer(s)

Jason Lim Lie Hao

學校所在地 Location of School

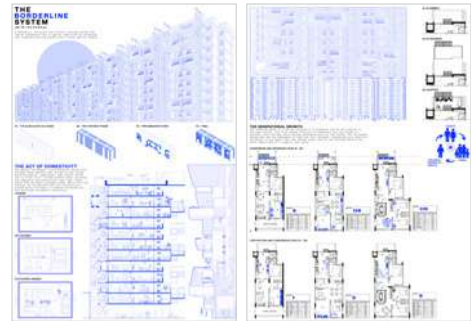
新加坡
Singapore

指導老師 Instructor(s)

無
none

學校 School

LASALLE College of the Arts



情感導向可適性急診系統 Modular ED System

創作者 Designer(s)

梁允睿
Yun-Jui Liang

學校所在地 Location of School

義大利
Italy

指導老師 Instructor(s)

Alessandro Biamonti

學校 School

Polytechnic University of Milan



「」一件物的歸零，一次互動的產生

「」 — the reset of an object, the beginning of an interaction.

創作者 Designer(s)

胡詠竣
Yong-Jun Hu

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

王伶芳
Ling-Fang Wang

學校 School

國立臺中科技大學
National Taichung University of
Science and Technology



入圍 Finalist

感知遊樂場 - 虛實空間轉換 Work Like an Amusement Park

創作者 Designer(s)
許佑朋
Yu-Peng Hsu

學校所在地 Location of School
臺灣
Taiwan

指導老師 Instructor(s)
陳彥廷
Yan-Ting Chen

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



CO HABIT

創作者 Designer(s)
陳柏均、張光庚
Bo-Jyun Chen, Guang-Geng Zhang

學校所在地 Location of School
臺灣
Taiwan

指導老師 Instructor(s)
沈冠廷
Kuan-Ting Shern

學校 School
中原大學
Chung Yuan Christian University



層疊之境 | 山林滲透的感知場域 Realm of Layers | A Perceptual Field Infused by the Forest

創作者 Designer(s)
林柏緯、許立瑾
Bo-Wei Lin, Li-Jin Hsu

學校所在地 Location of School
臺灣
Taiwan

指導老師 Instructor(s)
余佩瑛
Pei-Ing Yu

學校 School
國立臺中科技大學
National Taichung University of
Science and Technology



時代的無聲迴響 The Silent Echoes of an Era

創作者 Designer(s)
周詩婷
Shih-Ting Chou

學校所在地 Location of School
臺灣
Taiwan

指導老師 Instructor(s)
黃定騫
Ting-Chien Huang

學校 School
朝陽科技大學
Chaoyang University of Technology



入圍 Finalist

百變窟

DittoCrew

創作者 Designer(s)

胡宇翔
Yu-Hsiang Hu

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Taiwan

指導老師 Instructor(s)

曾怡茹
Yi-Ju Tseng

學校 School

國立陽明交通大學
National Yang Ming
Chiao Tung University



蝗蟲捕捉塔

Locust Catching Tower

創作者 Designer(s)

劉承儒
Cheng-Ju Liu

學校所在地 Location of School

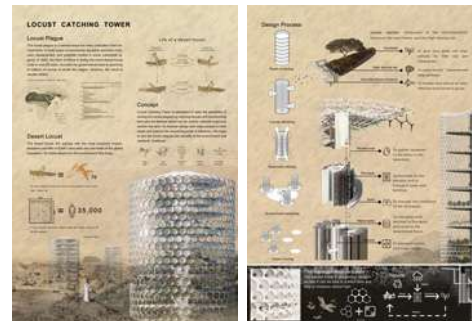
臺灣
Taiwan

指導老師 Instructor(s)

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學校 School

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National Taiwan University of
Science and Technology



輪胎編織屋頂

Tire Weave Canopy

創作者 Designer(s)

劉承儒
Cheng-Ju Liu

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National Taiwan University of
Science and Technology



漫步雲端 - 親子劇場

Walking amongs the Clouds

創作者 Designer(s)

黃家其
Chia-Chi Huang

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National Taiwan University of
Science and Technology



入圍 Finalist

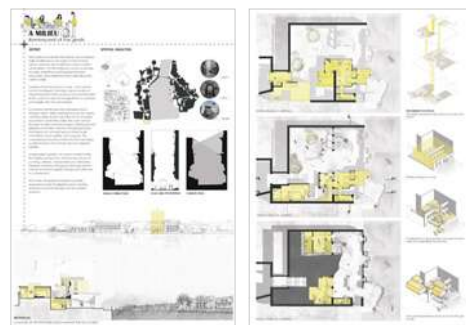
A Milieu : Reminiscent of the ghats

創作者 Designer(s)
Harshi Agarwal

學校所在地 Location of School
印度
India

指導老師 Instructor(s)
Shikha Parmar

學校 School
CEPT University



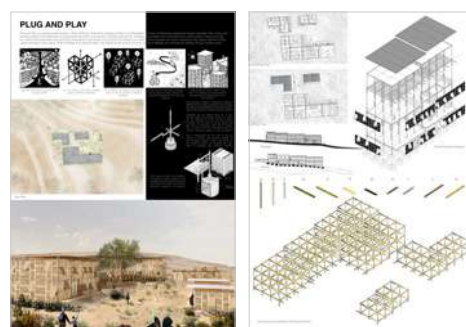
Plug and Play

創作者 Designer(s)
Elif Gözelle, Aliye Sultan Oztemir

學校所在地 Location of School
土耳其
Turkey

指導老師 Instructor(s)
無
none

學校 School
Abdullah Gul University



韌性交錯 — 薄木夾板扭曲形抗與自製五金夾具混合構造之創作與實驗 Alternating flexural toughness — Creation and experimentation of twisted plywood form resistance combi

創作者 Designer(s)
鄭楷霖
Kai-Lin Cheng

學校所在地 Location of School
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Taiwan

指導老師 Instructor(s)
蕭有志
Yu-Chih Hsiao

學校 School
實踐大學
Shih Chien University



雲環棲院 · 聚落新生 —— 康養中心建築設計 Architectural design of Yunhuan Habitat Courtyard and Settlement New Life —— Rehabilitation Center

創作者 Designer(s)
彭芷柔、彭琳、黃睦雅、江梓甄
Zhi-Rou Peng, Ling Peng,
Mu-Ya Huang, Zi-Zhen Jiang

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中國大陸
Mainland China

指導老師 Instructor(s)
劉康
Kang Liu

學校 School
廣東石油化工學院
Guangdong University of
Petrochemical Technology



入圍 Finalist

重構築居—信仰之島的循環構築系統 Reconstructing Ville and Cité — A Circular Tectonic System in Faith Island of Faith

創作者 Designer(s)

陳秉寬
Bing-Kuan Chen

學校所在地 Location of School

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Taiwan

指導老師 Instructor(s)

陳長忻
Charng-Shin Chen

學校 School

國立臺北科技大學
National Taipei University of Technology



Civic Follies in Banganga Precinct

創作者 Designer(s)

Deepika Nayak

學校所在地 Location of School

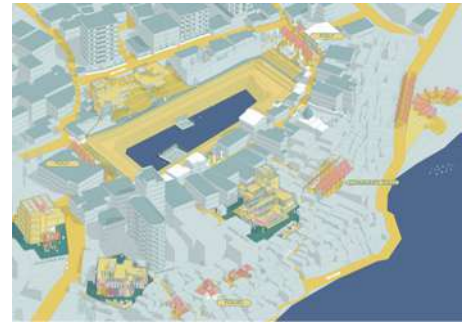
印度
India

指導老師 Instructor(s)

Jagdish Jani

學校 School

NMIMS Balwant Sheth School of
Architecture



軸間流影 - 都會之心重織自然脈絡 Traces Between Axes-Reweaving Nature into the Urban Core

創作者 Designer(s)

蘇俊嘉
Jun-Jia Su

學校所在地 Location of School

臺灣
Taiwan

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陳長忻
Charng-Shin Chen

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國立臺北科技大學
National Taipei University of Technology



釀造文化地標 Brewing Cultural Landmark

創作者 Designer(s)

蔡緜柔、陳秉茂
Hsiang-Jou Tsai, Bing-Mao Chen

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

羅文佑
Wen-Yu Lo

學校 School

大葉大學
Dayeh University



入圍 Finalist

回響於海與土地之間 - 鄉村生態場景的重建與海牛文化的保存危機 Resonance Between Sea and Land: Reconstructing Rural Ecological Landscapes and the Preservation Crisis

創作者 Designer(s)

林俊廷
Ting Lin

學校所在地 Location of School

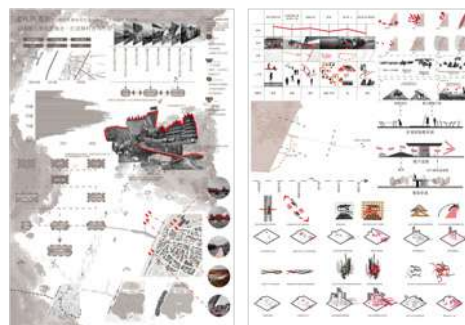
臺灣
Taiwan

指導老師 Instructor(s)

林碧絹
Bih-Chuan Lin

學校 School

大葉大學
Dayeh University



都市自然互動療域 Central Plains of the City, Healing Hills

創作者 Designer(s)

高原
Yuan Gao

學校所在地 Location of School

中國大陸
Mainland China

指導老師 Instructor(s)

劉冠
Guan Liu

學校 School

北京林業大學
Beijing Forestry University



風之丘 Hill of the wind

創作者 Designer(s)

黃家其
Chia-Chi Huang

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

陳彥廷
Yan-Ting Chen

學校 School

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



校園永續建築工作坊 NTUST Campus Sustainable Architecture Workshop

創作者 Designer(s)

蘇品萍
Pin-Ping Su

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

陳彥廷
Yan-Ting Chen

學校 School

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



入圍 Finalist

綠域脈流 - 多層次城市組成

Flowing Layers Connecting People and Spatial

創作者 Designer(s)

黃瀚緯、林芷瑄

Han-Wei Huang, Zhi-Xuan Lin

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Taiwan

指導老師 Instructor(s)

陳彥廷

Yan-Ting Chen

學校 School

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National Taiwan University of
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城市化經濟

Urbanization Economies

創作者 Designer(s)

黃瀚緯

Han-Wei Huang

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指導老師 Instructor(s)

陳彥廷

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森層

Urban Canopy

創作者 Designer(s)

賴紹澹

Shao-Tang Lai

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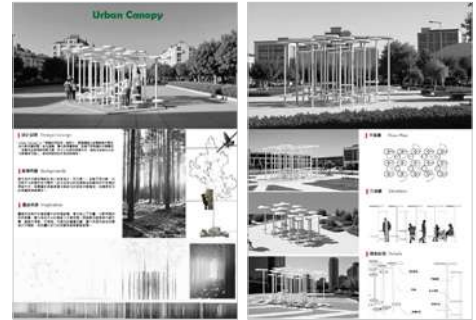
張俊元

Jun-Yuan Chang

學校 School

東海大學

Tunghai University



WaveHydro 堤防的發電製氫系統

WaveHydro - Power generation and hydrogen production system for dikes

創作者 Designer(s)

林于禾、李旨昀、吳宜蓁、
陳姿婷、莊筑安

Yu-He Lin, Chih-Yun Li, Yi-Chen Wu,
Zih-Jin Chen, Chu-An Chuang

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李鑑朮

Kai-Chu Li

學校 School

明志科技大學

Ming Chi University of Technology



入圍
Finalist

藍灣漁韻
lanwanyuyun

創作者 Designer(s)
馬志遠、溫豪
Zhi-Yuan Ma, Wen Hao

學校所在地 Location of School
中國大陸
Mainland China

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栗功
Gong Li

學校 School
燕山大學
Yanshan University



重塑地平線
Transforming Horizon

創作者 Designer(s)
曾宜
Yi Tseng

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無
none

學校 School
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校園中的摺紙廣場
The folding square

創作者 Designer(s)
黃家其
Chia-Chi Huang

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陳彥廷
Yan-Ting Chen

學校 School
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National Taiwan University of
Science and Technology



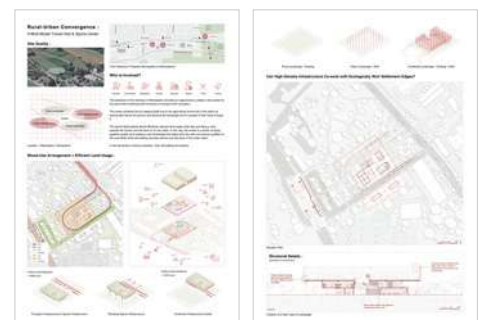
城鄉融合：多模式交通樞紐和體育中心
Rural-Urban Convergence : A Multi-Model Transit Hub & Sports Center

創作者 Designer(s)
Harshitha Ramesh

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印度
India

指導老師 Instructor(s)
彼得、托馬斯
Peter Jenni, Thomas Hildebrand

學校 School
CEPT University



入圍 Finalist

如願

Luminous Wish

創作者 Designer(s)

楊可煌
Andrew Yang

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Taiwan

指導老師 Instructor(s)

無
none

學校 School

復興實驗高級中學
Fu-Hsin Trade & Arts School



Echoes of the Land: A Public Convention Centre

創作者 Designer(s)

Aanchal Paudel

學校所在地 Location of School

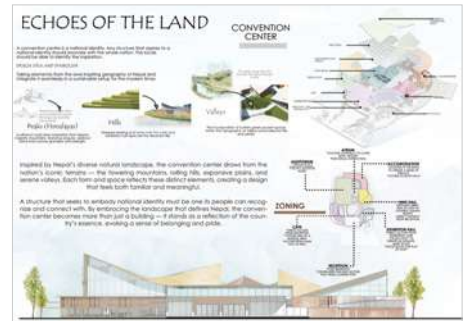
尼泊爾
Nepal

指導老師 Instructor(s)

無
none

學校 School

Tribhuvan University,
Institute of Engineering



古蜀文明煥彩企劃

Ancient Shu civilization rejuvenation project

創作者 Designer(s)

南一帆
Yi-Fan Nan

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中國大陸
Mainland China

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曹凱中
Kai-Zhong Cao

學校 School

中國傳媒大學
Communication University of China



柳繪西倉

Pomegranate Weaving Xicang

創作者 Designer(s)

吳泓諺
Hong-Yan Wu

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Taiwan

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無
none

學校 School

國立臺北科技大學
National Taipei University of Technology



入圍 Finalist

E • E • E Kindergarten

創作者 Designer(s)
Chang-Hwan Choi

學校所在地 Location of School
韓國
Korea

指導老師 Instructor(s)
無
none

學校 School
Soongsil University



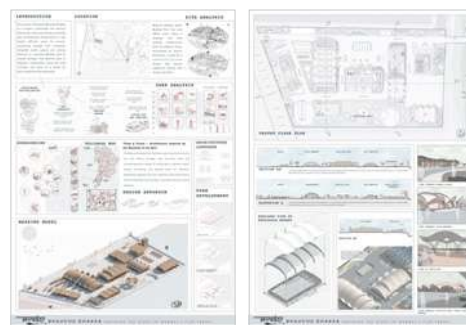
REVITALIZATION OF BHA CHA DHAKA

創作者 Designer(s)
Sakshi Meher

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印度
India

指導老師 Instructor(s)
無
none

學校 School
VIVA School of Architecture



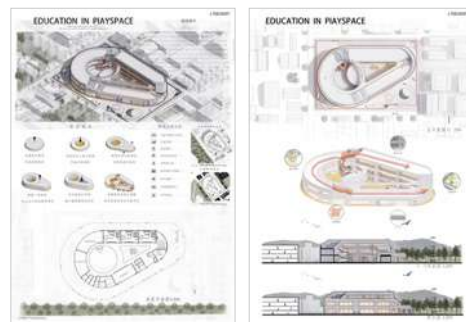
融學於遊 EDUCATION IN PIAYSPACE

創作者 Designer(s)
楊程森
Cheng-Sen Yang

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中國大陸
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張浩鏞
Hao-Kai Zhang

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Yanching Institute of Technology



THE EDEN

創作者 Designer(s)
Hrididhi Das

學校所在地 Location of School
印度
India

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無
none

學校 School
Omdayal Group of Institutions



入圍 Finalist

酒韻新生 The Rebirth of Wine's Allure

創作者 Designer(s)
楊程森
Cheng-Sen Yang

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Mainland China

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Xue-Han Li

學校 School
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Yanching Institute of Technology



三心宅 The Three Hearts House

創作者 Designer(s)
黃少寬
Barry Huang

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臺灣
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無
none

學校 School
南華高級中學
Taipei Private Nanhua High School
of Vocational Advancement



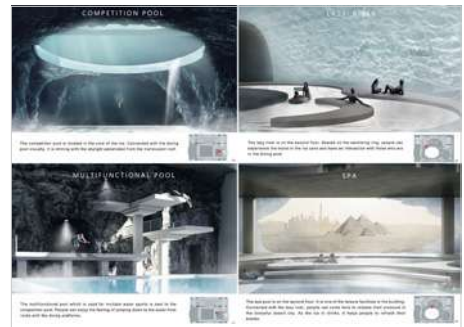
沙漠之冰 Ice in the desert

創作者 Designer(s)
劉承儒
Cheng-Ju Liu

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臺灣
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陳彥廷
Yan-Ting Chen

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National Taiwan University of
Science and Technology



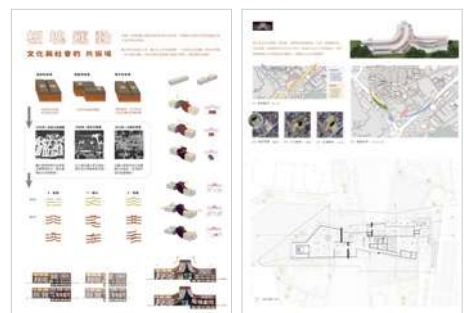
板塊運動：文化與社會的共振場 Tectonic Movements: A Resonant Field of Culture and Society

創作者 Designer(s)
黃宥臻
You-Zhen Huang

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黃宏裕
Hung-Yu Huang

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國立臺北科技大學
National Taipei University of Technology



入圍 Finalist

浮光書築

Luminous Book Pavilion

創作者 Designer(s)

吳恩萱、陳埏濤、吳幸樺、李尚洋
En-Syuan Wu, Kai-Yun Chen,
Xing-Hua Wu, Shang-Yang Li

指導老師 Instructor(s)

郭志龍、呂展毓、李家宇
Chih-Lung Kuo, Chan-Yu Lu, Chia-Yu Lee

學校所在地 Location of School

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Taiwan

學校 School

復興高級工商職業學校
Fu-Hsin Trade & Arts School



交會學苑

AccessEd

創作者 Designer(s)

劉品筠
Pin-Yun Liu

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無
none

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National Taiwan University of
Science and Technology



風之消化器

Wind Digester

創作者 Designer(s)

吳暉凱
Wei-Kai Wu

指導老師 Instructor(s)

陳彥廷
Yan-Ting Chen

學校所在地 Location of School

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National Taiwan University of
Science and Technology



BOX 80 - 多功能救援方盒

BOX 80 - Multifunctional Rescue Box

創作者 Designer(s)

吳暉凱
Wei-Kai Wu

指導老師 Instructor(s)

陳彥廷
Yan-Ting Chen

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入圍 Finalist

關於另一個他 About another him

創作者 Designer(s)

吳暉凱
Wei-Kai Wu

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李金威
Chin-Wei Lee

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National Taiwan University of
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會幕重現 Tabernacle Reborn

創作者 Designer(s)

黃家其
Chia-Chi Huang

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Science and Technology



解青 JIE,QING

創作者 Designer(s)

陳律翔、鄭語喬、楊承翰、柴恩昂、
劉冠里、葉秉哲
Lu-Xang Chen, Yu-Qiao Zheng, Cheng-Han Yang,
En-Xu Chai, Guan-Li Liu, Bing-Zhe Yeh

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Chih-Lung Kuo

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Fu-Hsin Trade & Arts School



縫核：地景的軌跡 Sutured Core – Traces of the Landscape

創作者 Designer(s)

黃淨
Yi Huang

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指導老師 Instructor(s)

許棕宣
Tsung-Hsuan Hsu

學校 School

實踐大學
Shih Chien University



入圍 Finalist

棘悠山居 - 馬來西亞榴槤主題名宿 Royal Duri

創作者 Designer(s)
林政宏、葉杼君
Zheng-Hong Lim, Shao-Jun Yap

學校所在地 Location of School
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Taiwan

指導老師 Instructor(s)
王玉麟
Yul-Lin Wang

學校 School
中原大學
Chung Yuan Christian University



Arunika

創作者 Designer(s)
Billy Shevriyanto, Devin Tan

學校所在地 Location of School
臺灣
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無
none

學校 School
明志科技大學
Ming Chi University of Technology



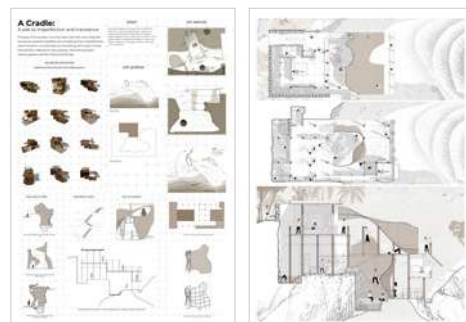
A Cradle: A ode to imperfection and transience

創作者 Designer(s)
Aditi Shah

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印度
India

指導老師 Instructor(s)
無
none

學校 School
CEPT University



雲棲康穀鄉村養老綜合體室內空間設計 Yunqi Kanggu Rural Elderly Care Complex - Interior Space Design

創作者 Designer(s)
劉婧
Jing Liu

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劉乃芳
Nai-Fang Liu

學校 School
湖南理工學院
Hunan Institute of Science
and Technology





時尚設計類得獎作品

Winners in Fashion Design Category



評審評語 Jury Comments

陳希亞 Si-Ya Chen

臺灣 Taiwan



在本屆的時尚設計類作品中，看見了年輕世代對「多樣性」主題的獨特詮釋。許多參賽者不只在設計語言上展現個人風格，也嘗試融合永續材質、科技元素等概念。

特別是看見他們敏銳地捕捉當前盛行的 AI 趨勢，嘗試將其融入時尚語言，這點讓我印象深刻！

整體來說，學生們展現了強烈的探索精神與時代感，令人期待他們未來在概念深化與材質創新的道路上能有更多驚喜。

In this year's fashion design category, I observed the younger generation's unique interpretations of the theme of "DIVERSITY." Many participants not only showcased their personal style through design language but also experimented with concepts such as sustainable materials and technological elements. I was particularly impressed by their keen awareness of the current AI trend and their attempts to integrate it into fashion expression.

Overall, the students demonstrated a strong spirit of exploration and a sense of the times, and I look forward to seeing more surprises from them in the future as they continue to deepen concepts and innovate with materials.

竇騰璜 Teng-Hwang Dou

臺灣 Taiwan



今年的參賽作品展現了新世代設計者對社會與生活的敏銳觀察，無論在材料應用或敘事手法上，都呈現出令人耳目一新的突破。許多作品勇於跨領域結合，不僅探索永續、科技與人文的議題，也反映出設計思維正朝向更具責任感與想像力的方向前進。這些嘗試讓我們看見設計教育與未來產業之間的無限可能，也持續啟發我對設計本質的再思考。

This year's submissions showcased the younger generation of designers' keen observations of society and everyday life, bringing fresh breakthroughs in both material applications and narrative approaches. Many works boldly embraced cross-disciplinary integration, exploring issues of sustainability, technology, and the humanities, while reflecting a design mindset that is moving toward greater responsibility and imagination. These endeavors reveal the limitless possibilities between design education and future industries, and continue to inspire me to reconsider the very essence of design.

Daniel Wong

加拿大 Canada



整體而言，參賽作品涵蓋了廣泛的主題與概念。許多作品包含環境議題，以及協助應對氣候變遷或提升關注的方法。看到這些作品令人欣喜，因為它們直接反映了當今世界所面臨的問題。

As a whole the entries represents a wide range of topics and concepts. With many projects containing environmental ideas and ways to help and bring attention to climate change. This is nice to see as it is a direct reflection to the problems we have with the world today.

評審評語 Jury Comments

Zoltan Csaki

澳大利亞 Australia



參賽作品種類多元——有些完成度極高、美輪美奐，有些則更像草圖。但正是這種多樣性帶來趣味，呈現了概念不斷流動的全貌。真正引人注目的是，許多作品關注氣候變遷的現實問題，並藉由時尚作為媒介，改變我們對城市的思考方式。這種設計呈現出系統層級的思考，不僅關乎服裝本身，也關乎我們生活的整體圖景。視覺上，整體氛圍偏向柔和、低調的色彩，而非大膽鮮明的調色。我不禁想，這是否是一種對氣候焦慮的潛意識反應——一種嚴肅感影響了創作選擇。

The entries were a real mix — some were beautifully finished, others more like sketches. But that variety is part of the fun, showing the spectrum of ideas in motion. What really stood out was how many tackled the realities of climate change, and how that shifts the way we think about cities, using fashion as the medium. There was a real sense of systems-level thinking, not just about clothes but about the bigger picture of how we live. Visually, the overall mood leaned towards muted, subdued colours rather than bold palettes. I couldn't help but wonder if that's a subconscious response to climate anxiety — a seriousness shaping the creative choices.

Devonne Niam

新加坡 Singapore



這是一段非常有趣的經歷，有些作品從過去汲取深刻靈感——探索文化、傳承與傳統；而另一些作品則將目光投向未來，關注科技、全球議題與時事。這種「一眼看向過去、一眼看向未來」的雙向視角，創造出豐富且充滿活力的概念領域。它不僅展現對歷史的尊重，也展現面對未來挑戰與可能性的勇氣。我期待看到這些年輕的思考者與創作者如何塑造世界，將他們獨特的願景實現，並重新定義設計對社會的意義。

It's been a very interesting experience, with some drawing deep inspiration from the past—exploring culture, heritage, and tradition—while others turn their gaze toward the future, engaging with technology, global issues, and current affairs. This duality—one eye on where we come from and another on where we're headed—creates a rich and dynamic field of ideas. It reflects not only respect for history but also courage in addressing the challenges and possibilities ahead. I look forward to seeing how these young thinkers and creators shape the world, bringing their unique visions to life and redefining what design can mean for society.

Leo Chan

香港 Hong Kong



我很高興於今年決選評審中，看見學生作品主題涵蓋文化保存、環境議題、永續發展，以及個性與人格的展現，完美呼應「多元共生」的核心精神。這種共鳴為賽事增添深度，呈現出既能頌揚全球文化遺產，又能回應迫切生態危機的精彩設計。我觀察到參賽者在創新概念與實用設計間取得了恰當的平衡，創造出突破界限卻不失功能性的可穿戴作品。那些隨附靈感來源與設計流程，並將其轉化為具體成果的提案，明顯勝過僅依賴概念板或示範圖片的作品，展現出更有深度的創意與工藝底蘊。

I am delighted to see that this year's finalists in the fashion design category addressed themes ranging from cultural preservation and environmental issues to sustainability, as well as expressions of personality and character, perfectly reflecting the core spirit of "DIVERSITY coexistence." This resonance added depth to the competition, showcasing designs that both celebrate global cultural heritage and respond to urgent ecological challenges.

I observed that participants struck a thoughtful balance between innovative concepts and practical design, creating wearable pieces that push boundaries while remaining functional. Proposals that included their sources of inspiration and documented design processes—translating ideas into tangible outcomes—clearly stood out over works that relied solely on concept boards or illustrative images, demonstrating deeper creativity and craftsmanship.

Pichit Virankabutra

泰國 Thailand



今年的時尚設計作品展現出一個勇於在形式與意義之間實驗的世代。許多作品嘗試運用創新且永續的材質，也有設計者從自身的文化根源或個人故事汲取靈感，打造出具有強烈敘事力的作品。這些創作在技術與概念之間取得了良好的平衡，證明了當代時尚早已超越美學層面，更是一個展現自我、促進對話與推動改變的平台。整體而言，這些作品呈現了新鮮的視角與強烈的責任意識，讓這個類別顯得既具啟發性又充滿前瞻性。

This year's fashion entries show a generation ready to experiment with both form and meaning. Many explored new and sustainable materials, while others drew from cultural roots or personal stories to create powerful narratives. The works balanced technical skill with conceptual vision, proving that fashion today is more than aesthetics, it is also a platform for identity, dialogue, and change. These submissions reflect fresh perspectives and a strong sense of responsibility, making the category both inspiring and forward-looking.

金獎

Gold Prize

浮空綠洲

Nature's Floating Sanctuary

創作者 Designer(s)

莊惠評

Hui-Ping Zhuang

指導老師 Instructor(s)

李復真

Fu-Chen Lee

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

《浮空綠洲》系列靈感來自《霍爾的移動城堡》結局的中空城堡，結合綠植、復古金屬與工業元素，象徵科技與自然的平衡共生。以毛線與布料縫製綠色植被視覺，搭配鐵鏽染與雷射紗，展現工業與生命力的和諧。主色調採大地色系融合蒸氣龐克風格，透過創新材質與精緻工藝描繪浪漫未來。呼應聯合國 SDGs 目標 15「陸域生態」，本系列反思時尚產業對環境的破壞，藉由機能面料與手工技法傳達反戰與永續理念，提倡科技應與自然共存，打造有溫度的未來。

Nature's Floating Sanctuary is a fashion series inspired by the airborne castle in Howl's Moving Castle, symbolizing harmony between technology and nature. The designs combine greenery, vintage metals, and industrial elements to envision a utopian future where architecture and the environment coexist. Plant-like visuals are created with hand-stitched yarns, rust-dyed fabrics, and layered laser mesh, reflecting the tension and beauty of natural and industrial fusion.



Floating Oasis

1 / 6

Inspired by the floating castle at the end of the movie "Howl's Moving Castle", this collection combines greenery, vintage elements, and industrial elements to symbolize the balance between nature and the future. Plants are hand-stitched with laser mesh and rust-dyed fabrics, showcasing the tension and beauty of natural and industrial fusion.

Yarns and fabrics are used to create the visual effect of greenery, and laser mesh is layered with rust-dyed fabrics to enhance the harmony between nature and the future. The use of laser mesh highlights the importance of green design. The green color palette features earthy tones and laser mesh elements, increasing texture richness and making it easy to present a unique future vision through technology and the environment's natural harmony.



2 / 6



3 / 6



VATANI MAN FASHION BRIDGING TRADITION & MODERNITY

In my graduation project, I merge traditional Tajik embroidery with contemporary fashion design. As a designer born in Tajikistan, I explore how cultural identity can be preserved and reimagined through fashion.

Collaborating with Tajik artisans, I developed hand-embroidered pieces, integrating them into modern silhouettes. Working with the NGO Ozara—supporting women from vulnerable backgrounds—enabled meaningful production. My own paintings also played a central role: abstract shapes inspired by Tajik patterns were translated into fabric prints and garment designs.

More than just fashion—this project is an artistic statement about identity, migration and cultural bridges.



My paintings inspired by traditional embroidery became equal to the visual identity of my collection.

DESIGN DEVELOPMENT



LOOKBOOK



銀獎

Silver Prize

VATANI MAN: FASHION BRIDGING TRADITION & MODERNITY

創作者 Designer(s)

Shahnoz Bakhtiyorova

指導老師 Instructor(s)

無
none

學校所在地 Location of School

德國
Germany

學校 School

Hamburg University of Applied Sciences

作品說明 Project Description

在我的畢業專案中，我將傳統塔吉克刺繡與當代設計融合。

手工刺繡作品與我的繪畫為基礎的紡織印花，被整合進現代服裝輪廓中。

這是對我個人經歷的視覺與情感反思：一個關於轉變與歸屬感的敘事。

這不僅僅是時尚作品，更是一項關於身份認同、移民經驗與文化橋樑的藝術表達。

In my graduation project, I merge traditional Tajik embroidery with contemporary design. Hand-embroidered pieces and textile prints based on my paintings were integrated into modern silhouettes. It is a visual and emotional reflection of my personal experience: A narrative about transformation and the question of belonging. More than just fashion—this project is an artistic statement about identity, migration, and cultural bridges.

銅獎

Bronze Prize

榫卯合韻

Art in Joint

創作者 Designer(s)

井佳佳

Jia-Jia Jing

指導老師 Instructor(s)

無

none

學校所在地 Location of School

中國大陸

Mainland China

學校 School

武漢設計工程學院

Wuhan Institute of Design and Sciences

作品說明 Project Description

模組化服裝設計以環保可持續為核心，通過可拆卸、可更換的模組化設計，賦予服裝多功能性和長久生命力。可根據場景需求和個人風格自由組合，同時，將面料剩餘製作成模組化配飾，從而避免因快速時尚趨勢而頻繁購買新衣物，減少整體淘汰，延長服裝生命週期，實現資源的高效利用與迴圈再生。通過這一設計理念，將服裝設計可持續化進行應用。

Modular apparel design prioritizes environmental sustainability at its core. Through its detachable and interchangeable modular system, it grants garments multifunctionality and extended longevity. Wearers can freely assemble pieces based on situational needs and personal style. Concurrently, leftover fabrics are repurposed into modular accessories. This approach helps consumers avoid frequent purchases driven by fast-fashion trends, reduces complete garment disposal, prolongs the clothing lifecycle, and achieves high-efficiency resource utilization and circular regeneration. This design philosophy translates the concept of sustainable fashion into practical application.



佳作

Honorable Mention

The Space

創作者 Designer(s)

和慶瑜
Ching-Yu Ho

指導老師 Instructor(s)

高元龍
Yuan-Lung Kao

學校所在地 Location of School

臺灣
Taiwan

學校 School

輔仁大學
Fu Jen Catholic University

作品說明 Project Description

靈感源自清水模建築與光影交織而成的靜謐氛圍。清水模褪去裝飾回歸本質，呈現材質原始的樣貌。經過光影的點綴，有了更多的故事。

我回歸人體與布料的本質，運用針織的自然布性以及不同打褶手法，探索與人體交會形成的空間語彙。融合現代主義與 wabi-sabi 的美學概念，透過理性秩序的美感，傳遞內斂而深刻的情緒張力。

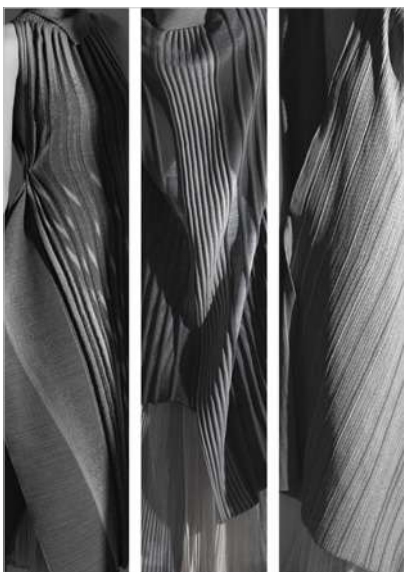
材質選用似於清水模質感的 polyester，並加入彈性紗增加挺度與份量感。利用贅肉與正反針設計具有結構感與線條感的布料，再想像光與影在空間中的畫面，藉由 in-vers-pling 的技術，呈現灰階更細膩的層次變化。

我捨棄多餘裝飾，專注於人體與服裝的結構，傳達靜謐中的動態美感，展現我對美的追求。此系列作品也是我對快節奏生活的回應，盼於在繁忙日常中能為自己留有一處寧靜的空間。

This collection is inspired by the quiet beauty of light and shadow on exposed concrete architecture.

Using the natural qualities of knit fabrics and pleating techniques, it explores the spatial relationship between body and knitted textiles. Blending modernist clarity with the wabi-sabi philosophy, the designs express a calm emotional tension through structured simplicity.

This series is also a response to fast-paced living—a search for stillness amid chaos.



佳作

Honorable Mention

失態

Poor Things

創作者 Designer(s)

許安晴
An-Ching Hsu

指導老師 Instructor(s)

高元龍
Yuan-Lung Kao

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Fu Jen Catholic University

作品說明 Project Description

靈感源自電影《可憐的東西》，探討社會對女性的規範，質疑所謂的「失態」是否只是人們給自己設下的枷鎖？鼓勵女性擺脫限制，展現多樣化的自我。害怕失態而不敢展現自我的人，才是真正的「可憐的東西」。

本系列結合延續電影中的未來復古主義，將羊腿袖、寶塔肩、燈籠褲、荷葉邊等復古元素運用全針織呈現。圖案取材至帶有女性力量的靈性符號作為織紋設計；針織挑孔蕾絲、半透膚布料設計及珍珠的搭配，帶出服裝的細緻柔美及若即若離的性感；誇張的輪廓、皺褶和部分可變動的設計，象徵女性在力與美之間的平衡與變換。展現多樣化自信不僅是致敬過去的框架，更是對「失態」堅定的未來自我定義。

Inspired by the film *Poor Things*, this work explores how society imposes norms on women and questions whether so-called "impropriety" is just a self-made shackle. It encourages women to break free from constraints, embrace both softness and strength, and express their true selves. Those who fear impropriety and suppress their identity are, in fact, the real "poor things." True empowerment lies in embracing one's own diversity.





佳作

Honorable Mention

交差點

Kousaten

創作者 Designer(s)

廖若妘
Jo-Yun Liao

指導老師 Instructor(s)

李復真
Fu-Chen Lee

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學校 School

嶺東科技大學
Ling Tung University

作品說明 Project Description

以中性風格作為基底，導入 2025 秋冬全球青年趨勢「傳統與街頭」以及流行色，設計系列 4 套服飾。在此系列中，「街頭」是傳統與現代的交叉點，傳統服飾不應只局限於按照規矩穿著。將古典的傳統和服和現代中性服飾結合，融入匯集各種穿搭元素的聖地—東京原宿街道做發想，再以澀谷大十字路口作為細節刺子繡的圖案重工手繡在服裝上。

Using a gender-neutral style as the foundation, this series of four outfits is designed based on the 2025 Fall/Winter global youth trend theme of "Tradition and Street" and incorporates seasonal trend colors. In this collection, "street" represents the intersection of tradition and modernity—traditional clothing should not be confined to conventional ways of wearing. By blending the classical aesthetics of traditional kimono with modern gender-neutral fashion, and drawing inspiration from Tokyo's Harajuku streets, the collection integrates diverse styling elements. Additionally, details inspired by the Shibuya Crossing are meticulously hand-embroidered onto the garments, highlighting the fusion of tradition and contemporary street culture.

佳作

Honorable Mention

污染侵蝕

Pollution erosion

創作者 Designer(s)

唐英軒

Ying-Hsuan Tang

指導老師 Instructor(s)

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Chia-Chuan Lee

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Taiwan

學校 School

實踐大學

Shih Chien University

作品說明 Project Description

石油與污染早已無聲地滲透進日常生活，隱藏於製造流程與商品表面之下。本作品以皮革為實驗媒介，將看不見的污染轉化為具象的質感與視覺表現。透過對材質的處理與轉化，模擬石油污染的觸感與痕跡，讓污染成為可以被穿上的警示符號。作品呈現美與破壞的張力，並引發觀者對消費與環境責任的省思。

Petroleum and pollution have quietly infiltrated our lives, hidden beneath the surface of mass production. This work uses leather to materialize invisible pollution through texture and form. By simulating the residue of oil contamination, it transforms waste into a wearable warning. The piece reflects the tension between beauty and destruction, encouraging reflection on consumerism and environmental responsibility.

Pollution Erosion

Oil and all kinds of pollution have long penetrated into our lives, and a large amount of pollution is ineluctable behind the manufacture of various products. We may not have seen it at ordinary times, but we have long been deeply involved in it.

石油與各種的污染早已無聲地滲透我們的生活中，我們卻早已深陷其中，製造皮革材料背後隱藏著石油污染殘留。

污染侵蝕

石油與各種的污染早已無聲地滲透我們的生活中，我們卻早已深陷其中，製造皮革材料背後隱藏著石油污染殘留。





佳作

Honorable Mention

Woven Heritage - Rooted in Tradition, Rising in Freedom

創作者 Designer(s)

Alina Nazari

指導老師 Instructor(s)

Kai-Wilhelm Dühnhöfner

學校所在地 Location of School

德國

Germany

學校 School

Hamburg University of Applied Sciences

作品說明 Project Description

這個系列探討阿富汗女性如何透過時尚與符號表達身份並抗爭壓迫。

傳統與政治圖騰，結合解構與格狀裁剪等實驗性技法，將經典服裝轉化為混合造型。

厚實的外套象徵保護與力量，而飄逸的洋裝則展現女性氣質、韌性與爭取自由的精神。

這是對像 Maryam 一樣，即便失去一切仍持續奮鬥的女性勇氣的致敬。

This collection explores how Afghan women use fashion and symbols to express identity and resist oppression. Traditional and political motifs, combined with experimental techniques like deconstruction and grid cutting, transform classic garments into hybrids. The robust jacket symbolizes protection and strength, while the flowing dress embodies femininity, resilience, and the fight for freedom. It is a tribute to the courage of women like Maryam, who keep fighting despite losing everything.

佳作

Honorable Mention

ハイボロン
HAIBOLONG

創作者 Designer(s)

陳胤羽
Yin-Yu Chen

指導老師 Instructor(s)

曾熙凱
Shi-Kai Tseng

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學校 School

實踐大學
Shih Chien University

作品說明 Project Description

運用打孔切割的方式讓皮革之間相互嵌接，採用無需車縫的嵌接技法，可以確保結構穩固，同時凸顯皮料拉緊後所產生的自然皺褶，呈現出獨特的皮革紋路與圖樣。嘗試運用不同工藝技法，力求在結構與製程上取得突破，創造出全新風格的皮包。從嵌接紋路為取名發想，以「海波浪」的台語音譯轉變為日文和英文作為系列名稱。

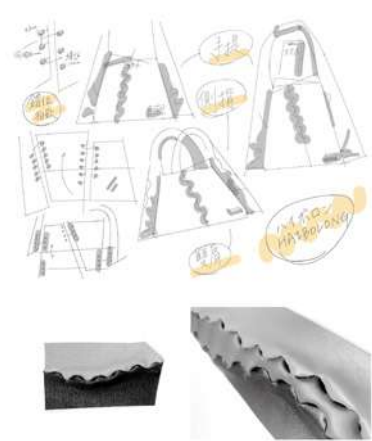
This project applies perforation and cutting techniques to interlock leather without stitching, ensuring stability while revealing natural tension wrinkles that form unique patterns. It explores alternative craft methods to innovate both structure and production, presenting a new leather bag style. The series name is inspired by the interlocking motif, derived from the Taiwanese word for "sea waves," and phonetically adapted into Japanese and English.

ハイボロン
HAIBOLONG運用打孔切割的方式讓皮革之間相互嵌接，
不需任何車縫即可穩固地接合。Perforation and cutting techniques
allow leather pieces to interlock
securely without stitching.

嵌接方式 | Fitting mode



作品草圖 | Sketch



模型測試 | Prototyping

試驗不同的皮革在各種厚薄、軟硬程度下嵌接的狀態。
Experiment with how different leather types interlock
under varying thicknesses, softness, and rigidity.

設計細節 | Design Detail

三邊折疊側片產生有趣的皺褶。
The three-sided inset design creates
interesting folds on the side
panels.選用顏色相近的灰白色麂皮布，並對齊
袋口邊緣以保留視覺效果。
Choose a similar off-white
suede fabric and align the
edges of the bag to preserve
the visual effect.採用無需車縫的嵌接技法，可以確保結構穩固，
同時凸顯皮料拉緊後所產生的自然皺褶，
呈現出獨特的皮革紋路與圖樣。
Using a stitching-free interlocking
technique enhances structural stability
while highlighting the leather's natural
wrinkles and unique textures.ハイボロン
HAIBOLONG

入圍 Finalist

無處可逃

What will you gonna to be tomorrow?

創作者 Designer(s)

陳立越
Li-Yue Chen

學校所在地 Location of School

臺灣
Taiwan

指導老師 Instructor(s)

施雅玲
Ya-Lin Shih

學校 School

實踐大學
Shih Chien University



性模擬器

Sex Simulator

創作者 Designer(s)

許詠傑、張或嘉
Yang-Chieh Hsu, Yu-Chia Chang

學校所在地 Location of School

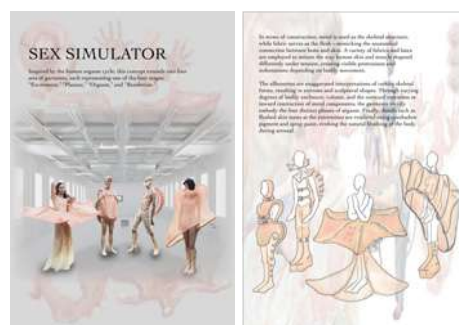
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指導老師 Instructor(s)

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Yun-Ting Chou

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陳跡

ECHOWORN

創作者 Designer(s)

曾微凱
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林亮吟
Liang-Yin Lin

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MOULDED

創作者 Designer(s)

Irine Kishor

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Lidya Chrisfens

學校 School

LASALLE College of the Arts



入圍

Finalist

BROQUÉ

創作者 Designer(s)

洪煒翔、徐之嫻、謝尚祺、莊詠欣
Wei-Hsiang Hung, Chih-Hsien Hsu,
Justin Hsieh, Wing-Yan Chong

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林恒正
Heng-Cheng Lin

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實踐大學
Shih Chien University



蝟隱迂潭

YUAN YIN YU TAN

創作者 Designer(s)

江俐瑩、王喬安、何思穎、郭冠逸
Li-Yin Chiang, Chiao-An Wang,
Sze-Wing Ho, Guan-Yi Guo

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一瞬成相

Momentary Image

創作者 Designer(s)

陳佑欣、陳若時、葉庭婷、邵怡甄
Yu-Hsin Chen, Rou-Shih Chen,
Ting-Yu Yeh, Yi-Zhen Shao

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臺灣
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林亮吟
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擁抱 - 靈

Embrace-soul

創作者 Designer(s)

陳柏翰
Po-Han Chen

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指導老師 Instructor(s)

吳珮韓
Pei-Han Wu

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玄奘大學
Hsuan Chuang University



入圍 Finalist

護身符 amulet

創作者 Designer(s)
井上凜音
Rion Inoue

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日本
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無
none

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訂製日常的優雅 Couture Elegance

創作者 Designer(s)
羅傑
Chieh Lo

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最常說的是想你 I miss you is what i said the most

創作者 Designer(s)
楊紫葳
Zhu-Wei Yang

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無
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學校 School
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Shih Chien University



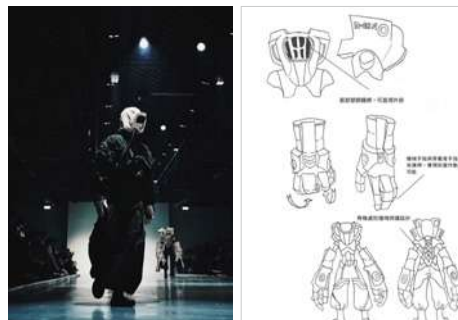
新紀元計畫 N-ERA

創作者 Designer(s)
林子皓
Zhi-Hao Lin

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高育伯
Yu-Po Kao

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入圍 Finalist

長契 - 龜紋 longevity

創作者 Designer(s)
黃馨儀
Hsin-Yi Huang

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指導老師 Instructor(s)
簡志達、李佩蓉
Chih-Ta Chien, Pei-Jung Lee

學校 School
復興高級工商職業學校
Fu-Hsin Trade & Arts School



永恆的擁抱 Aeon's Embrace

創作者 Designer(s)
阮天佑
Tin-lao lun

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National Taiwan University of
Science and Technology



雨嶼 Rain Islet

創作者 Designer(s)
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Tin-lao lun

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布·好意思 Boo·haoyis

創作者 Designer(s)
陳嫻妤、鄭庭妤
Pei-Yu Chen, Ting-Yu Cheng

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郭令權、余慧君
Ling-Chuan Kuo, Hui-Chun Yu

學校 School
東華大學
Dong Hwa University



入圍

Finalist

時間質變

Change in Time

創作者 Designer(s)

陳敏潔
Min-Jie Tan

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Chia-Quan Lee

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Shih Chien University

超生

sublimation

創作者 Designer(s)

陳詠豪
Yung-Hao Chen

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Bor-Chen Lee

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實踐大學
Shih Chien University

祝福與告誡

The Blessing

創作者 Designer(s)

陳昀湘
Yun-Xiang Chen

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Chia-Chuan Lee

學校 School

實踐大學
Shih Chien University

非我之形

Unfitted

創作者 Designer(s)

王若蓁、吳紓庭
Ruo-Zhen Wang, Shu-Ting Wu

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Taiwan

指導老師 Instructor(s)

李嘉泉
Chia-Chuan Lee

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實踐大學
Shih Chien University

入圍 Finalist

尋找交錯的自我補完 Interwoven Completion

創作者 Designer(s)
張家誠
Chia-Cheng Chang

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指導老師 Instructor(s)
無
none

學校 School
實踐大學
Shih Chien University



萬物有靈 animism

創作者 Designer(s)
全馨
Hsin Chuan

學校所在地 Location of School
臺灣
Taiwan

指導老師 Instructor(s)
林青玫
Chin-Mei Lin

學校 School
亞洲大學
Asia University



遇見・迷路 FOUND AND LOST

創作者 Designer(s)
廖易萱
Yi-Hsuan Liao

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林恒正
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Shih Chien University



我們的土地 Our Land

創作者 Designer(s)
唐三七
San-Qi Tang

學校所在地 Location of School
中國大陸
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指導老師 Instructor(s)
奚源
Yuan Xi

學校 School
重慶交通大學
Chongqing Jiaotong University



入圍 Finalist

In Lies We Trust

創作者 Designer(s)
Lucas Park

學校所在地 Location of School
荷蘭
Netherlands

指導老師 Instructor(s)
Aleksandra Wolska

學校 School
Amsterdam Fashion Institute



丹寧記憶 Denning Memory

創作者 Designer(s)
趙佳宜
Jia-Yii Zhao

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指導老師 Instructor(s)
呂小靜
Xiao-Jing Lv

學校 School
晉中信息學院
Jinzhong College of Information



NAVISHADE – 智慧導盲眼鏡 NAVISHADE – Smart Assistive Glasses for the Visually Impaired

創作者 Designer(s)
鄭暄潔
Xuan-Jie Zheng

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臺灣
Taiwan

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張榮農
Rong-Nong Zhang

學校 School
銘傳大學
Ming Chuan University



文面國寶 Tattooed National Treasures

創作者 Designer(s)
王若蓁
Ruo-Zhen Wang

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臺灣
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指導老師 Instructor(s)
李嘉泉
Chia-Chuan Lee

學校 School
實踐大學
Shih Chien University



入圍 Finalist

融合

H-N-H-T FUSION

創作者 Designer(s)

喻思思
Si-Si Yu

學校所在地 Location of School

中國大陸
Mainland China

指導老師 Instructor(s)

無
none

學校 School

廣西藝術學院
Guangxi Arts University



組成

COMPOSE

創作者 Designer(s)

葉勳睿、林晉瑚、林子晰
Xun-Rui Ye, Jin-Hu Lin, Zi-Xi Lin

學校所在地 Location of School

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指導老師 Instructor(s)

無
none

學校 School

中原大學
Chung Yuan Christian University



Memory Textile

創作者 Designer(s)

Omar Rojas Aguilar

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墨西哥
Mexico

指導老師 Instructor(s)

Catarina Barcala

學校 School

Miami Ad School Mexico



Dislocated Grace

創作者 Designer(s)

Jung-Hwa Lee

學校所在地 Location of School

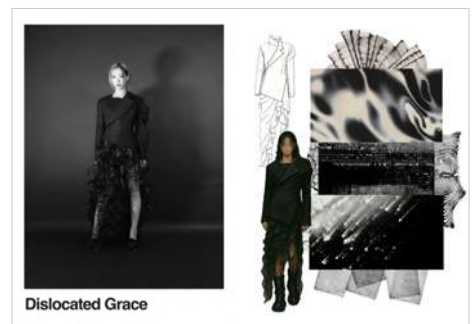
韓國
Korea

指導老師 Instructor(s)

無
none

學校 School

Kyungpook National University



入圍 Finalist

工時 Work Hours

創作者 Designer(s)
劉偉安
Hsing-An Liu

學校所在地 Location of School
臺灣
Taiwan

指導老師 Instructor(s)
郭妍希
Yen-Hsi Kuo

學校 School
嶺東科技大學
Ling Tung University



經歸緯矩 The Rules

創作者 Designer(s)
曾華靖
Hua-Ching Tseng

學校所在地 Location of School
臺灣
Taiwan

指導老師 Instructor(s)
曾致端
Chih-Duan Tseng

學校 School
實踐大學
Shih Chien University



餘光 gleam

創作者 Designer(s)
範瑀葳
Yu-Wei Fan

學校所在地 Location of School
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Taiwan

指導老師 Instructor(s)
陳欣怡
Hisn-Yi Chen

學校 School
實踐大學
Shih Chien University



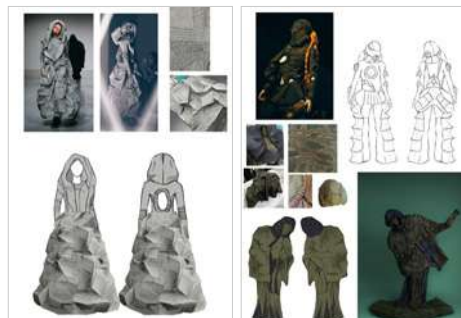
X 人類再生計劃 X Human Reproduction Project

創作者 Designer(s)
許羿煊
Yi-Shuan Hsu

學校所在地 Location of School
臺灣
Taiwan

指導老師 Instructor(s)
施雅玲
Ya-Lin Shih

學校 School
實踐大學
Shih Chien University



入圍 Finalist

NEO-HORIZON

創作者 Designer(s)

塗冰琳
Bing-Lin Tu

學校所在地 Location of School

中國大陸
Mainland China

指導老師 Instructor(s)

無
none

學校 School

廈門大學
Xiamen University



一麥相承

創作者 Designer(s)

亓華偉
Hua-Wei Qi

學校所在地 Location of School

中國大陸
Mainland China

指導老師 Instructor(s)

無
none

學校 School

廈門大學
Xiamen University



國際設計組織特別獎

International Design Association Special Prize





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

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方的倡議。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.

評審評語 Jury Comment

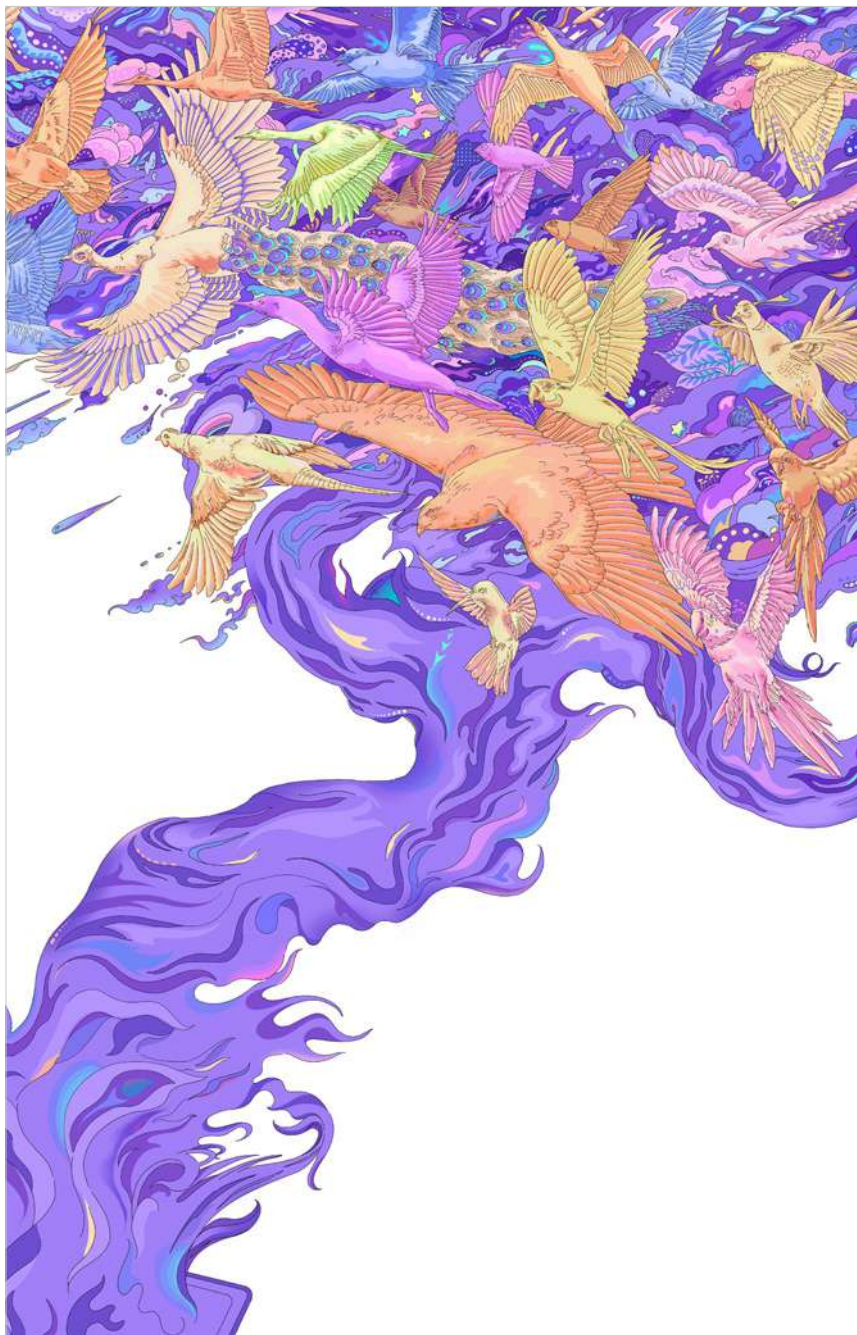
Kevin Swanepoel

美國 United States of America



ADC 是專注於「工藝」的頂尖設計獎，而這組精心設計與製作的海報系列，融合了精美的插畫與細緻的工藝，完全展現了 ADC 特別獎的價值與精神。

The ADC is the premier design award that focuses on Craft, this beautiful designed and crafted series of posters incorporates beautiful illustration and craft and is worthy of the ADC Special Award.



紐約藝術指導協會特別獎

The One Club for Creativity /
ADC Special Award



生生不息 Circle of life

創作者 Designer(s)

劉志康
Zhi-Kang Liu

指導老師 Instructor(s)

無
none

學校所在地 Location of School

中國大陸
Mainland China

學校 School

長春建築學院
Changchun University of
Architecture and Engineering

作品說明 Project Description

靈感來源於天空、海洋和陸地上的動物，每一幅插畫都展現了不同生態系統中的生物多樣性，傳達出生命的活力與創造力。通過展示不同生態系統中的動物，強調大自然生命力的持續和多樣性。象徵著靈感和大自然的生生不息。

Inspired by animals in the sky, ocean and land, each illustration shows the biodiversity in different ecosystems and conveys the vitality and creativity of life. By displaying animals in different ecosystems, the persistence and diversity of nature's vitality are emphasized. It symbolizes inspiration and the endless life of nature.





美國建築師學會
American Institute of
Architects (AIA)

美國建築師學會（英語：American Institute of Architects，縮寫：AIA）與英國皇家建築師學會並稱為當今世界最權威的兩大建築師學會。總部位於華盛頓哥倫比亞特區。AIA 的宗旨是為建築師提供良好的後續教育、社區重建和其他可持續及提升建築業界規範形像的工作為己任。

The American Institute of Architects (AIA) is a professional organization for architects in the United States. It is headquartered in Washington, D.C. AIA offers education, government advocacy, community redevelopment, and public outreach programs, and collaborates with other stakeholders in the design and construction industries.

評審評語 Jury Comment

莊雅典 Alex Chuang
臺灣 Taiwan



The Dripworks 滴石工坊 這件作品以建築與自然互動為核心觀點，展現出極具前瞻性的實驗精神。設計巧妙結合 AI 礦物沉積生成、太陽能數據分析及即時模擬，讓建築形式不再靜止，而是隨著水流、沉積與環境回饋不斷演化。我特別欣賞其將礦物結垢由「廢棄物」轉化為「建築材料」的思維，賦予自然現象新的空間與材質邏輯。模組化系統透過光照條件生成紋理，並鼓勵苔蘚生長，體現對生態與微氣候的敏銳回應。同時，遊戲化的互動機制讓使用者能參與水流引導與景觀變化，展現建築如同生命體般的生成過程。整體而言，The Dripworks 重新定義了建築與自然的關係，是一件富有想像力與探索性的佳作。

The Dripworks explores the dynamic interaction between architecture and nature through an experimental approach. Integrating AI-driven mineral deposition, solar data analysis, and real-time simulation, the project redefines architecture as an evolving organism shaped by water, sediment, and environmental feedback. I admire how it transforms mineral scaling from "waste" into a building material, offering a new logic of space and matter. Its modular system responds to light, fosters moss growth, and engages users through gamified water-flow interactions—blurring the line between natural and artificial. A visionary and imaginative work redefining architecture's relationship with nature.

美國建築師學會特別獎

American Institute of Architects
Special Award

South Korea

滴石工坊
The Dripworks

創作者 Designer(s)

王偉澤
Wei-Tse Wang

指導老師 Instructor(s)

阿比蓋爾·阿什頓
Abigail Ashton

學校所在地 Location of School

英國
United Kingdom

學校 School

University of London

作品說明 Project Description

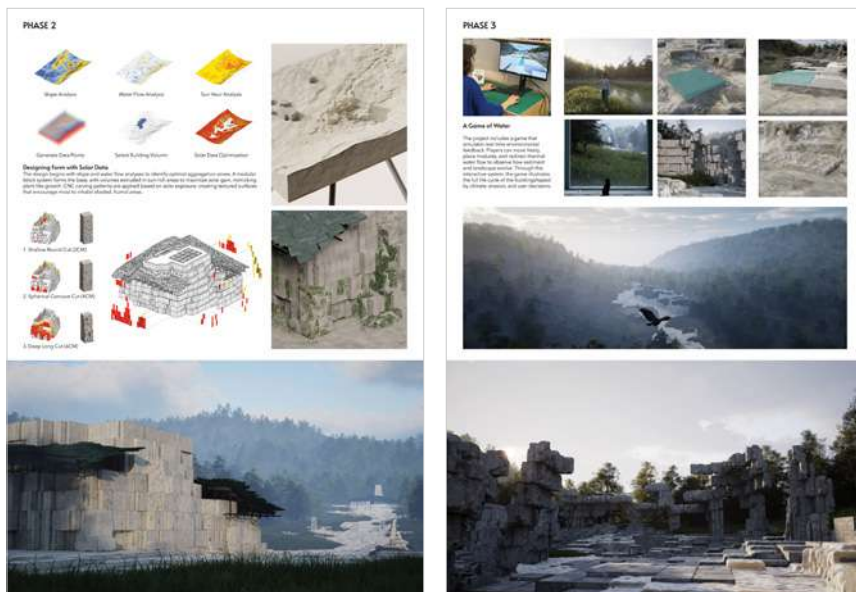
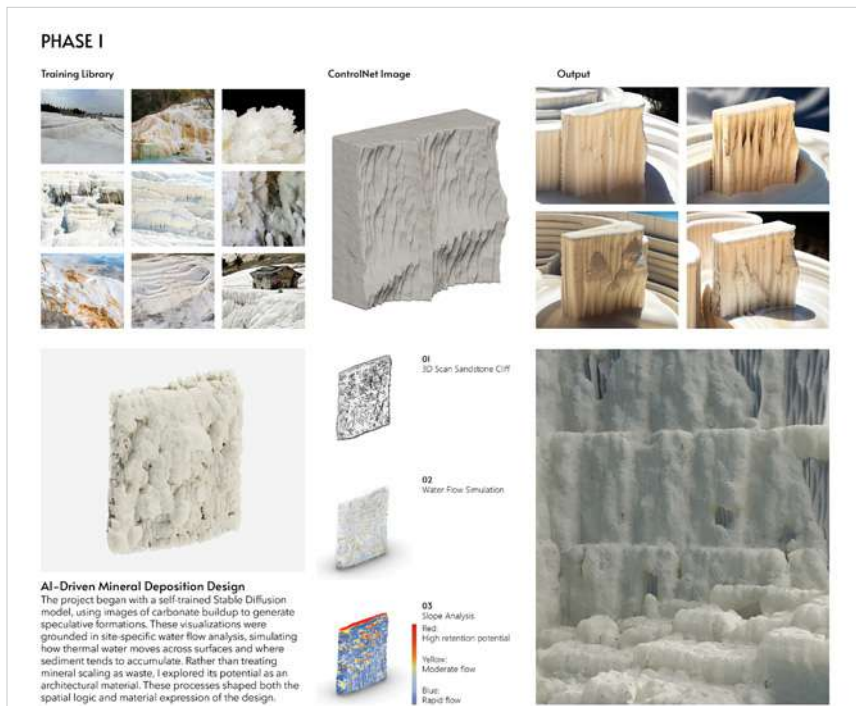
滴石工坊：陽明山國家公園建築設計研究
這是位於臺灣陽明山國家公園的建築設計項目，探討地熱活動、礦物沉積與潮濕氣候對地貌與文化的長期影響。此專案不僅將地熱基礎設施視為能源系統，更將其轉化為能夠隨環境資料動態演變的建築生成器。

設計起始於對地熱電廠中礦物沉積現象的觀察與建模。透過自建的 Stable Diffusion 模型，以碳酸鹽沉積圖片來訓練生成具有想像力的材料紋理與形態，同時結合場地水流分析，模擬熱水的流動路徑與沉積區域。這些沉積圖像與環境資料共同構成了初步的形式邏輯，並將原本被視為廢料的礦物轉化為建築材料的可能性。

從陽明山特有的氣候條件出發，進行太陽日照、水流路徑與地形坡度等分析，形成如同植物向陽生長般的體塊系統。建築不再是靜止的物體，而是一個能夠對光線與地表變化產生反應的有機結構。

此外，通過開發互動遊戲平臺來展示建築的全生命週期，讓使用者參與設計過程。玩家可以配置模組、引導熱水流動，並觀察沉積物隨時間累積的過程，藉此探索空間如何在模擬中自然生成。《滴石工坊》不僅是一個建築提案，更是一套系統化的空間生成工具，探討建築如何透過環境與人的互動逐漸成形。

The Dripworks is a design project set in Yangmingshan, Taiwan, where geothermal forces and mineral buildup shape landscape and identity. It reimagines infrastructure as an architectural generator, driven by environmental data. The form evolves from solar and water flow analysis, behaving like an organism growing toward light. A custom game allows users to place modules, guide water, and watch sediment grow.





社團法人動畫特效協會 Animation & Visual Effects Association (AVA)

動畫特效協會 Animation & Visual Effects Association (簡稱 AVA)，成立於 2019 年。會員集結台灣各大動畫與特效公司。成立宗旨主要為匯聚動畫與特效各環節之團隊與企業。除了整合產業的力量來應對國際市場提升競爭力之外，亦希望藉著產業間的經驗分享與資訊交流來達到健全產業發展的目的。讓所有協會成員能夠得到最新的產業資訊與技術，以及政府補助、國內外投資等相關資訊。

Animation & Visual Effects Association(AVA) based in Taiwan, which is a non-profit organization dedicated to cultivating talents in Taiwan's animation and visual effects industry. We serve as a resource-sharing platform for our members, representing Taiwan's animation and visual effects industry in dialogues with the government and international organizations. AVA's mission is to promote the growth of Taiwan's animation and visual effects industry, foster creativity, and innovation, and elevate Taiwan's reputation as a major contributor to the global animation and visual effects community.

評審評語 Jury Comment

林家齊 Chia-Chi Lin

臺灣 Taiwan



這部動畫作品中，張力的逐步累積、表演的流暢性，以及令人印象深刻的動畫效果，都讓故事極具吸引力——儘管只是短短一段，卻讓人完全投入其中。出乎意料的是，故事沒有明確的結局，反而讓人更加期待後續的發展。若有更完整的敘事，作品將更臻完美。

The gradual buildup of tension, the smoothness of the animation performance, and the impressive animation effects—all make the story gripping, even though it's just a short segment. Surprisingly, it ends without a conclusion, yet that only heightens the anticipation for what comes next. If the story were more complete, it would be even better!

社團法人動畫特效協會特別獎

Animation & Visual Effects
Association Special Award



蹤影 The Shadows

創作者 Designer(s)

鄭皓文、翁晨僑、李世章、魏柏輝、蔡欣頤
Hao-Wen Cheng, Chen-Chiao Wong,
Shih-Chang Lee, Bo-Hui Wei, Hsin-Yi Tsai

指導老師 Instructor(s)

陳建宏
Jian-Hong 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

主角獨自夜歸時，一雙無從得知意圖的眼眸從黑暗中緊盯著她，高大身影尾隨的行徑越發猖狂。她費盡全力逃跑，回到家後將房間內所有燈打開，以為事情已經平息。然而，她始終沒有逃離那道暗影。

A stalker followed her while she walked home alone at midnight. With the stalker's approach growing more relentless, she ran with all her might. After making it home, she turned on every light in the room, believing the horror was over. However, the shadow of fear had never truly released its grip on her...





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

歐洲設計協會 (BEDA) 擁有來自 26 個歐盟國家的 51 個成員組織。BEDA 的成員來自設計推廣中心，也有於區域或國家推廣設計的公共資助組織，以及歐洲全區的设计師專業協會與同業公會。這些專業協會代表著來自歐洲各地的 40 多萬名設計師，其足跡橫跨各設計領域，從工業設計、室內設計、數位設計到品牌設計。BEDA 是個全由成員資助的非營利組織。BEDA 會員每兩年選出董事會成員，並將協會交由董事會管理；歐洲設計協會的主席及副主席亦是每兩年進行一次選選。BEDA 的總部設在布魯塞爾。

Boasts 51 members from 26 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.

評審評語 Jury Comment

Piotr Swiatek

波蘭/英國 Polish/United Kingdom



我選擇「Band-One」，因為它將一項平凡的東西——創可貼，重新想像並賦予新價值。透過細緻的研究與創意設計，它解決了日常生活中常見的問題——如何在手指與關節部位貼上 OK 繃，這是我們每個人都曾遇過的困擾。這項設計簡單、聰明，並且對人們的生活產生了真實的影響。這個作品展現了以使用者為中心的強大思維，並以低成本創造出具備深遠社會意義的設計成果。

I chose Band-One because it takes something as ordinary as a bandage and completely reimagines it. Through careful research and creative design, it solves the everyday problem of covering wounds on fingers and joints—something we've all struggled with. It's simple, smart, and has real impact on people's lives. The project demonstrates strong user-centered thinking and offers a low-cost design with meaningful real-world impact.

歐洲設計協會特別獎

The Bureau of European Design Associations Special Award

BEDA The Bureau of European Design Associations**BandOne - Universal Adhesive Bandage**創作者 Designer(s)
Ridhima Saini

指導老師 Instructor(s)

無
none

學校所在地 Location of School

印度
India

學校 School

National Institute of Design Haryana

作品說明 Project Description

Band-One 重新思考了日常中最常見卻被忽略的醫療用品——OK 繃。

傳統的黏貼式繃帶雖能處理平面傷口，卻無法有效貼合關節等活動部位。現有的特殊形狀繃帶雖針對特定部位設計，但使用範圍有限、難以普及。

Band-One 以創新的結構設計出發，能夠靈活貼合手指各種輪廓——無論是指尖、指關節或指節彎曲處。

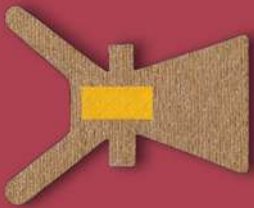
使用者不再需要在不同形狀的繃帶間做選擇，只需一款 Band-One，即可取代多種專用繃帶，提供更方便、靈活且高效的貼合解決方案。

Standard adhesive strips are great for flat cuts, but they fail on mobile areas. The existing bandaids do not provide one solution for different body contours. Specialized options exist but are not widely used as they are specific to just one body part. Band-One is an adhesive bandage built to adapt to all finger contours - finger tips, knuckles, and joints. Users no longer have to choose between a fingertip or knuckle bandage. Band-One can replace several specialized bandaids with just one.

Band-One

User centric Adhesive Bandages

Standard strip bandages are not designed for difficult areas like fingertips, joints, knuckles etc. Specialized options also exist but are not widely available for consumers and are site specific that is specific for specific location of wounds. As a result, many people struggle with poorly covered wounds or try to customize regular bandages, often with limited success.



Discovery

Finding Problems in non sterile Dressing aids

Research

Primary and Secondary Research about adhesive Bandaids

Task Analysis

Task Analysis of users using adhesive bandages in different contours

Form Generation

Generating different Forms for Band-One

Delivery

Finalising Concept and Form

Research

70%

of all minor wounds occur at the hands or wrists

77.01%

Where do you easily get bruised (use a bandaid)?

16.09%

Did not work, as it would fall off

0.0%

Used a site specific bandaid

Used, but it came off too easily

Inefficient at knuckles

Inefficient at the tip of the fingers

Inefficient / roll at joints like elbows

Difficultly in placement

Key pain points of people while using a simple strip band-aid


Yes

27%

Do you cut customize band-aids for better fit?

No

73%



Specialized options also exist but are not widely available for consumers and are site-specific that is - specific for specific location of wounds. So as a result, many people either struggle with poorly covered wounds, or they try to customize regular bandages, often with limited success.

The task was to create an Adhesive Bandage form that can cover wounds at different contours of the body

Band-One

Fingertips - Knuckles - Joints



Generating Forms





Finalised form



Site Specific



Site Specific



Site Specific







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.

評審評語 Jury Comment

Pichit Virankabutra

泰國 Thailand



《末日蟲塵》以其富有想像力的氣候危機回應脫穎而出，將生態意識與大膽的設計實驗相結合。作品將昆蟲的生存策略轉化為創新的紡織材質與服裝輪廓，模糊了防護與時尚之間的界線。這種兼具推測性與實用性的視野，體現了主辦單位對設計作為「韌性與適應力」工具的信念，展現出創意如何在不確定的未來中，重新想像人類與自然的共存關係。

"Apocalyptic Insect Dust" stands out for its imaginative response to climate urgency, fusing ecological awareness with bold design experimentation. The collection transforms survival strategies of insects into innovative textiles and silhouettes, blurring the line between protection and fashion. This speculative yet practical vision reflects the organization's belief in design as a tool for resilience and adaptation, showing how creativity can reimagine humanity's coexistence with nature in uncertain futures.

泰國創意經濟局特別獎

Creative Economy Agency
Special Award末日蟲塵
Apocalyptic Insect Dust

創作者 Designer(s)

陳語伶
Yu-Ling Chen

指導老師 Instructor(s)

李復真
Fu-Chen Lee

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

在極端氣候的衝擊下，生態系統正面臨劇烈變化。許多生物與昆蟲為了適應乾旱、酷寒等極端環境，逐漸產生外觀與行為上的變異，演化出堅硬外殼、多層翅膀、金屬光澤或強化節肢等結構。這些自然適應的現象，也啟發人類重新思考在氣候末日中求生的方式。

本系列設計靈感，取自昆蟲在極端環境中的生存結構，將其外觀、紋理與結構轉化為面料改造與服裝廓形。設計細節運用打褶技法、立裁弧度與面料肌理變化，模仿昆蟲翅鞘的紋理與節肢構造，並融合防護性與機能性的元素，使末日生存者更能適應嚴峻環境。

這不僅是一套為生存而生的防護服，更是對氣候危機的設計回應。透過生物語彙與機能設計，探索人類與自然共生的未來可能性。

Under the impact of extreme climate, ecosystems are undergoing dramatic transformations. Many organisms and insects, in order to survive harsh conditions such as drought and severe cold, have gradually evolved in both appearance and behavior—developing hardened exoskeletons, multilayered wings, metallic sheens, or reinforced limbs. These natural adaptations inspire humanity to rethink survival strategies in a climate apocalypse.

This design series draws inspiration from the survival structures.



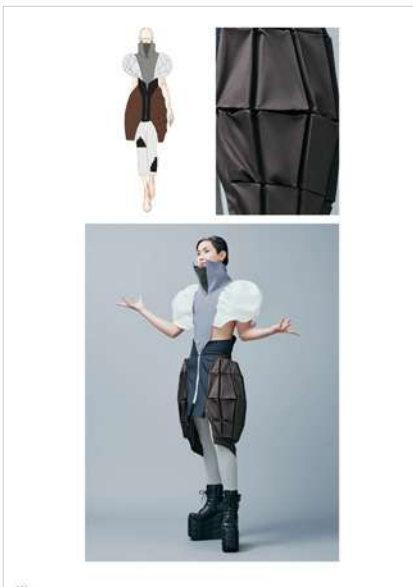
Apocalyptic Insect Dust

1 / 6

The impact of extreme climate change will reshape organisms, triggering mutations in organisms and thereby driving humanity to expand the range of survival, transcending the appearance, behavior, and structure of existing life. In response to this, the designer is inspired by the survival mechanisms of their organisms under harsh environments. By deconstructing nature's genetic information, the designer integrates genetic technology design concepts and biomimetic factors to create the patterns of insect wings and the segmented forms of arthropods, integrating functional elements. The collection also focuses on protection gear for anti-epidemic bacteria, in addition to their ability to adapt to extreme environments. This collection conveys a future where humanity and nature coexist in a symbiotic relationship.



2 / 6



3 / 6



中華民國室內設計協會 Chinese Society of Interior Designers (CSID)

中華民國室內設計協會 (CSID) 在 1979 年 5 月 5 日在台北成立，由台灣各地的優秀執業室內設計師，經作品審查後以個人身份加入成為會員，另有室內建材及設備廠商以團體會員身份參加協會，CSID 成立迄今對台灣室內設計領域的專業及學術發展，有極深遠的影響及貢獻，從 1989 年開始 CSID 是唯一代表台灣參與國際設計組織之專業團體，活躍於「國際室內建築師設計師團體聯盟」IFI、「亞太空間設計師協會」APSDA 等國際專業團體組織及兩岸三地，CSID 會員作品亦經常於國際競賽獲獎，廣受大眾媒體注意及報導。

The Chinese Society of Interior Designers (CSID) was established in Taipei on May 5, 1979. It is composed of outstanding practicing interior designers from across Taiwan who join as individual members after a portfolio review. In addition, manufacturers of interior building materials and equipment participate as group members. Since its founding, CSID has made significant and lasting contributions to the professional and academic development of interior design in Taiwan. Since 1989, CSID has been the sole professional organization representing Taiwan in international design associations. It has been actively involved in international professional organizations such as the International Federation of Interior Architects/Designers (IFI) and the Asia-Pacific Space Designers Association (APSDA), as well as across China, Taiwan, Hong Kong and Macau. CSID members' works are frequently recognized in international competitions and widely covered by the media.

評審評語 Jury Comment

林彥穎 Joe Lin

臺灣 Taiwan



作品以極簡的木構與布料，營造出介於建築與裝置之間的空間體驗。它以光影與風的流動詮釋「空」的意象，轉化環境與心靈之間的感知關係。這種以自然為語彙、以感知為媒介的創作態度，呼應 CSID 強調的「設計源於人性，回歸自然」的理念。

Through minimal wooden structure and fabric, the work creates an experiential space between architecture and installation. It interprets the essence of "emptiness" through the flow of light and wind, transforming the dialogue between environment and emotion. Its poetic sensitivity and nature-driven approach reflect CSID's belief that design originates from humanity and returns to nature.



中華民國室內設計協會特別獎

Chinese Society of Interior
Designers Special Award



牆上的空與間 The Space and Time on the Wall

創作者 Designer(s)

賴頌
Fu Lai

指導老師 Instructor(s)

呂兆民
Chao-Ming Lu

學校所在地 Location of School

臺灣
Taiwan

學校 School

實踐大學
Shih Chien University

作品說明 Project Description

這件為北投新村設計的裝置作品位元於村莊公共浴室入口的牆上。

其目的是讓人們坐在其中，聆聽潺潺的溫泉水聲，喚起對昔日眷村的回憶與想像。

裝置看似蛹狀，象徵時光座艙，乘著我們的意識穿越時空。

白色的外觀如同溫泉霧氣升騰而起。

" 溫泉，見證眷村歷史與文化

時間流逝，人事無常，
溫泉，一如既往流淌著…

牆上的蛹，乘坐其中穿越時空

靜靜聆聽，一切靜止，只有水流聲回蕩於耳
涓流，

將過去的景象與現實世界連結，
將歷史與現代無形聯繫

喚醒記憶與想像，
成為現在與過往交織的空間 "。

This installation designed for Beitou New Village is located on the wall at the entrance of the village's public bathhouse.

The purpose is to allow people who sit in it and listen to the gurgling sound of hot spring water to evoke memories and imaginations of the former military dependents' village.

The installation is in the shape of a pupa, symbolizing a time cockpit. And it takes our consciousness through time and space.

The white appearance is like hot spring mist rising into the air.



國際藝術設計院校聯盟 Cumulus Global Association of Art and Design Education and Research (Cumulus)

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，也是一個促成彼此伙伴關係的論壇，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 Rietvelt 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.

評審評語 Jury Comment

Roberto Iñiguez Flores 墨西哥 Mexico



這件作品與青年精神緊密相連。Cumulus 是一個以設計學生為核心的國際協會，而這部短片正好表現出每位年輕人如何感知世界，並在其中找到自己的位置。

It is very connected with youth, Cumulus is an association focused on design students, this short represents the way in which each young person perceives and finds their place in the world

國際藝術設計院校聯盟特別獎

Cumulus Global Association of Art and Design Education and Research (Cumulus) Special Award

房間日記
Room diary

創作者 Designer(s)

楊陽
Yang Yang

指導老師 Instructor(s)

山村浩二
Koji Yamamura

學校所在地 Location of School

日本
Japan

學校 School

Tokyo University of the Arts

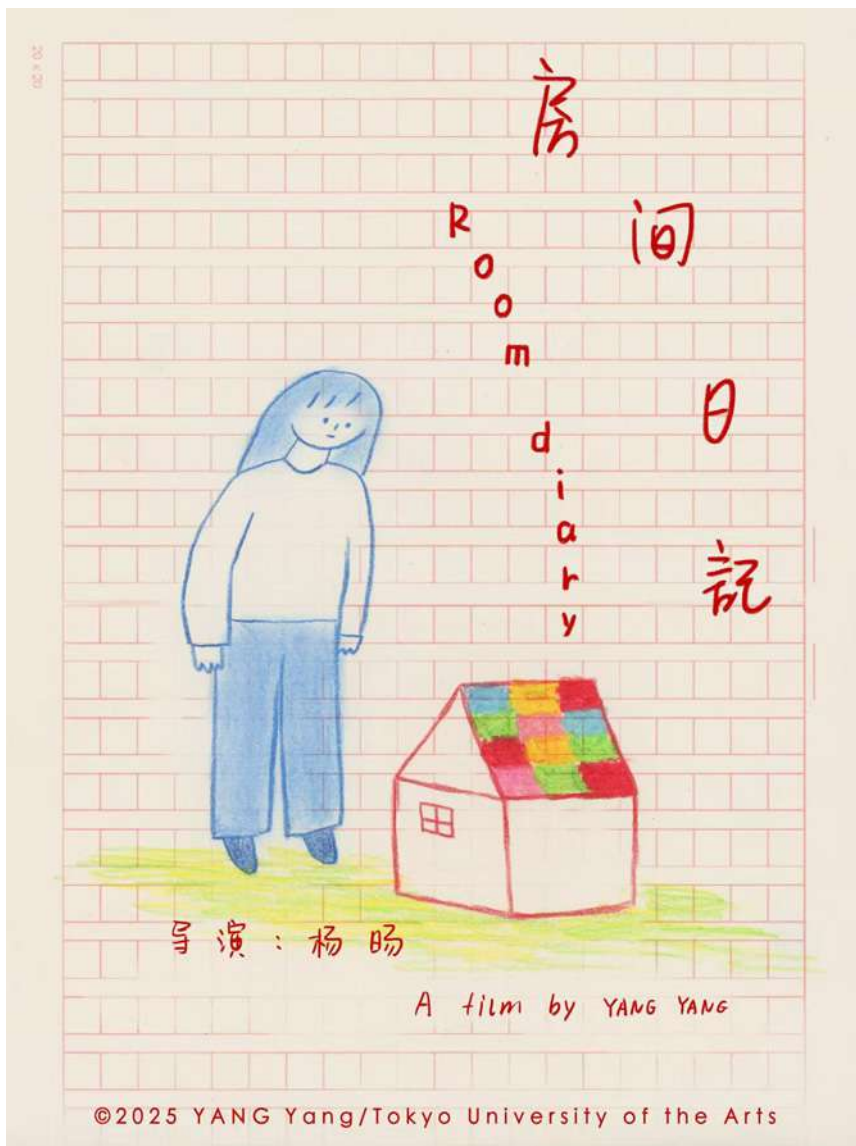
作品說明 Project Description

我搬過很多次家，“家”在我的生活中扮演著重要角色。它給我一種安全感，讓我能夠完全展現自己的柔軟和脆弱。我最真實的情感正是在那裡流露的。

我有記錄自己情緒的慣常做法，即在當下寫下自己的感受。在這個項目中，我整理了過去五年中零散的回憶片段，並通過日誌項目和動畫相結合的方式加以表達。

I've moved many times and "home" plays a significant role in my life. It gives me a sense of security, allowing me to fully reveal my softness and vulnerability. My most genuine emotions happen there.

I have a habit of recording my emotions, writing down my feelings in the moment. In this project, I organized fragments of my memories from the past five years and expressed them through a combination of diary entries and animation.





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

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.

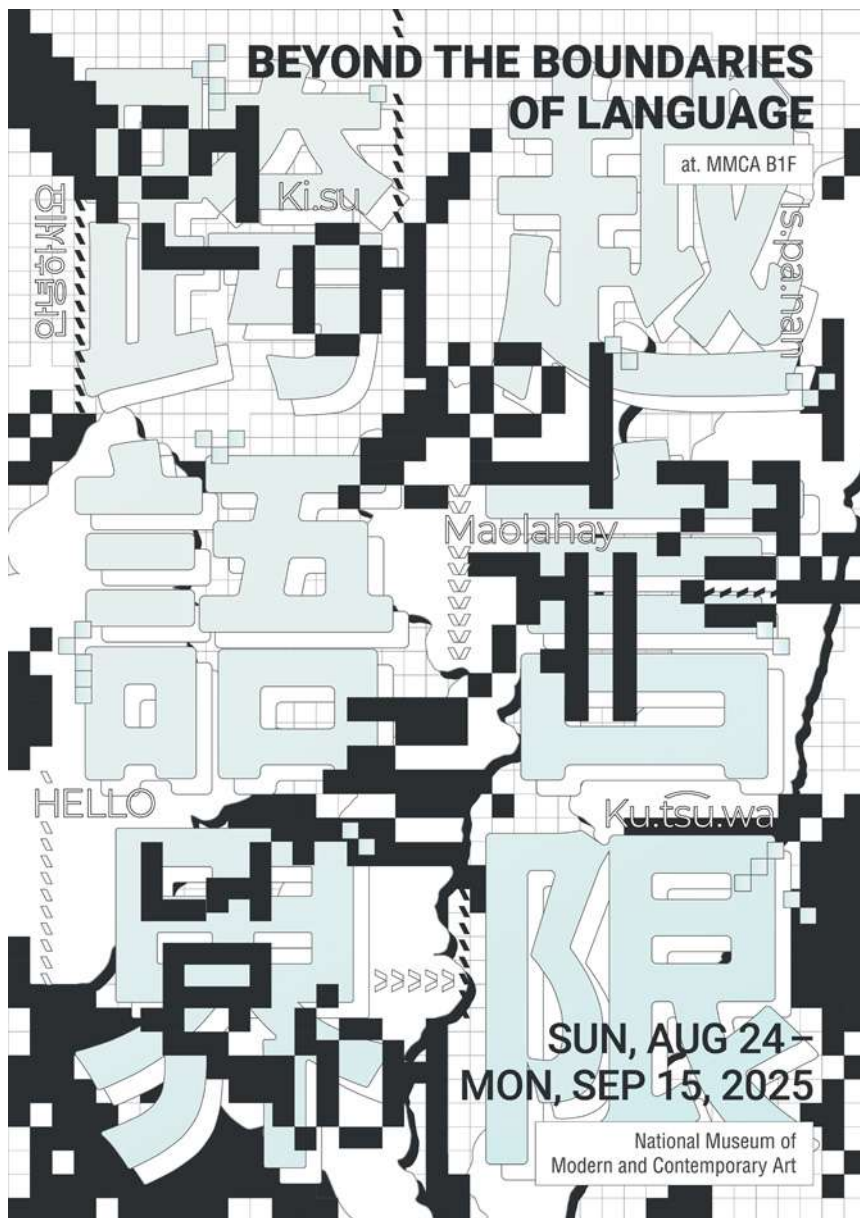
評審評語 Jury Comment

林威 Lin Wei
新加坡 Singapore



作品《Beyond the Boundaries of Language: An Exhibition Reinterpreting the Language of Taiwan's Minorities》(超越語言邊界：台灣少數民族語言再詮釋) 展現了設計如何超越美學，成為連結文化、科技與人類經驗的跨領域橋樑。作品結合了空間設計、互動媒體、視覺敘事與文化研究，將瀕危語言轉化為一個強而有力、充滿生命力的裝置藝術。身為新加坡設計商會，我們代表建築、傳達、數位、產品與使用者體驗等多元設計領域。這件作品融合了不同設計方法，凸顯了「多樣性」本身的重要性，提醒我們唯有在各領域如語言般交融時，包容與創造力才能蓬勃發展。授予本作品特別獎，也象徵我們的使命——推崇跨越界限、跨領域、具社會影響力與前瞻性的設計。這項作品正好提醒我們：當設計擁抱多元的聲音、領域與觀點時，便能創造深遠的文化共鳴。

The work "Beyond the Boundaries of Language: An Exhibition Reinterpreting the Language of Taiwan's Minorities" exemplifies how design can transcend aesthetics to become a multidisciplinary bridge between culture, technology, and human experience. By combining spatial design, interactive media, graphic storytelling, and cultural research, the project transforms endangered languages into a powerful, living installation. At the Design Business Chamber Singapore, we represent the full spectrum of design disciplines—architecture, communication, digital, product, and user experience. This work fuses diverse design approaches to highlight the importance of diversity itself, reminding us that inclusion and creativity thrive when disciplines, like languages, are allowed to intersect. By recognising this project with the Special Award, we affirm our mission to champion design that transcends boundaries, is multidisciplinary, socially impactful, and future-facing. It is a timely reminder that when design embraces diversity—of voices, of fields, of perspectives—it creates profound cultural resonance.



新加坡設計業總商會特別獎

Design Business Chamber
Singapore Special Award



Beyond the Boundaries of Language: An Exhibition Reinterpreting the Language of Taiwan's Minorities

創作者 Designer(s)

Du-Eun Park, Da-Eun Lee, Seo-Young Go

指導老師 Instructor(s)

Min-Hyung Lee

學校所在地 Location of School

韓國

Korea

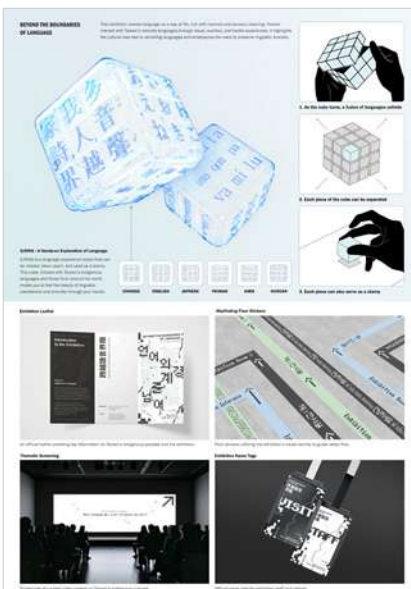
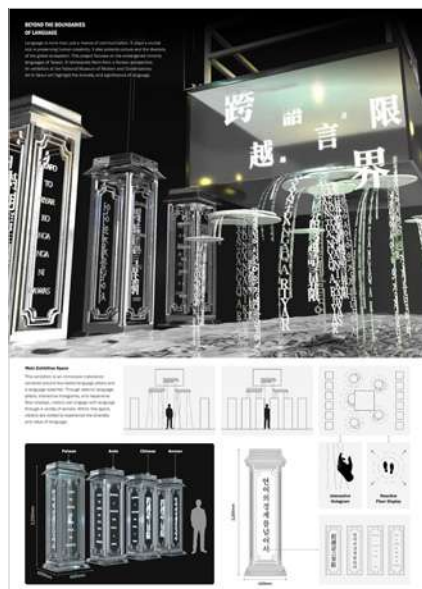
學校 School

Induk University

作品說明 Project Description

全世界約有 7,097 種語言，但全球九成人口只使用其中約 300 種。語言不僅是溝通的工具，更是文化多樣性與全球生態永續的重要基礎。此作品以韓國視角重新詮釋臺灣瀕危的原住民族語言，強調語言保存與多元的重要性。透過結合文字、聲音與符號的藝術創作，觀者得以感受語言的獨特身份與文化的多樣面貌。

There are about 7,097 languages in the world, but 90% of the population uses only around 300. Language goes beyond communication—it contributes to cultural diversity and the sustainability of the global ecosystem. We reinterpret the endangered indigenous languages of Taiwan from a Korean perspective to emphasize the importance of language preservation and diversity. Through artworks that recombine text, sound, and symbols, visitors experience the identity of language and its cultural diversity.





香港設計及創意產業總會 Hong Kong Federation of Design and Creative Industries (FHKDCI)

香港設計及創意產業總會早期成立時取名香港設計師總會，於 2000 年成立。其後在 2004 年更名為香港設計總會，採用了 FHKDA 作為其專有縮寫名稱。香港設計總會（FHKDA）由四大專業設計協會創立，包括英國特許設計師協會（香港）（CSD, HK）、香港設計師協會（HKDA）、香港室內設計協會（HKIDA）以及香港時裝設計師協會（HKFDA）。香港設計總會為業界提供設計、教育、文化政策和基礎設施發展的討論平台，同時亦將業界的想法和意見傳達予政府。

The Hong Kong Federation of Design and Creative Industries (FHKDCI), formerly known as The Hong Kong Federation of Design Associations (FHKDA) and was founded in 2000. The Federation was founded by FOUR major professional design associations, namely Chartered Society of Designers (CSD, HK), Hong Kong Designers Association (HKDA), Hong Kong Interior Design Association (HKIDA), and Hong Kong Fashion Designers Association (HKFDA) for the incorporation of The Hong Kong Design Centre (HKDC). The Federation has acted as a platform for the discussion of design, education, cultural policy and infrastructure development, providing room for expression of ideas and opinions from the industry to the government.

評審評語 Jury Comment

Leo Chan

香港 Hong Kong



此作品令我聯想到於第一次世界大戰中廣泛使用的「眩目迷彩」（Dazzle Camouflage），採用對比鮮明的幾何圖案，交錯複雜，打破視覺常規之餘亦干擾對輪廓、目標距離、速度及方向的判斷。此設計巧妙運用這一概念，通過碎片化的視覺效果，探討數位時代中自我身份的破碎感。在螢幕與社群媒體的包圍下，人們不斷投射理想化的自我，模糊現實與幻象的界線，隱喻當代人在真實與虛擬間的掙扎，更同時將本屆比賽主題「多用性」巧妙融入時尚設計，展現出概念深度與創意的完美結合，成為我心目中的特別獎首選。

Reminiscent of WWI Dazzle Camouflage, this work uses fragmented geometry to explore the fractured sense of identity in the digital age. It visualizes how idealized online selves blur reality and illusion, symbolizing humanity's struggle between authenticity and simulation. Conceptually rich and visually striking, it perfectly embodies the theme of "Diversity," making it a standout choice for the Special Award.

香港設計及創意產業總會特別獎

Hong Kong Federation of
Design and Creative Industries
Special Award

HONG KONG FEDERATION OF
DESIGN AND CREATIVE INDUSTRIES
香港設計及創意產業總會

迷象鏡界

Mirror Realm of the Illusory

創作者 Designer(s)

林秉萱、李宜芳

Ping-Hsuan Lin, Yi-Fang Li

指導老師 Instructor(s)

李嘉泉

Chia-Chuan Li

學校所在地 Location of School

臺灣

Taiwan

學校 School

實踐大學

Shih Chien University

作品說明 Project Description

《迷象鏡界》是一系列針對數位時代中自我認同崩解現象的服裝創作。在社群媒體與螢幕主導的世界中，我們不斷修飾、模仿、投射「理想的自我」，卻也在這過程中逐漸模糊真實的輪廓。服裝作為外在認同的顯化，正是這種錯亂與演化的戰場。

設計中融入層層紗、鏡面、反光材質，象徵社群平臺上的虛擬形象如何疊加在真實身體上，最終造成心理壓力與價值感崩壞。

「穿」回自己：用服裝作為療癒的儀式，每一件布料背後都有來自他人的記憶與痕跡，服裝不再只是展示，而是讓穿著者透過與衣物互動，重新拼貼出屬於自己的完整敘事。

Mirror Realm of the Illusory explores fragmented self-identity in the digital age. Surrounded by screens and social media, we constantly project idealized versions of ourselves, blurring the line between reality and illusion. Using layers of muslin, mirrors, and reflective materials, the design visualizes how virtual identities overlay the physical self, causing psychological strain. Each fabric carries traces of memory—wearing becomes a ritual of healing and self-reconstruction.





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

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 熱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 product 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.

評審評語 Jury Comment

Zoltan Csaki
澳大利亞 Australia



這三件針織洋裝系列完美體現了 Good Design Australia 的設計哲學——在這裡，美只是基本門檻，唯有兼具創新與實際影響力的作品才能脫穎而出。雖然作品在工藝與美學上皆臻極致，但真正使其與眾不同的，是設計師如何透過科技與永續理念重新定義針織服飾。運用先進的 3D 數位針織技術，設計師在消除浪費的同時，塑造出如建築般的服裝結構，展現對人體的禮讚。成果既具技術創新性，也蘊含情感共鳴——證明循環、低衝擊的生產方式與前衛藝術可共存。其影響力更超越服裝本身，為時尚如何兼顧美感、功能與責任提出新願景。此作品完美詮釋 Good Design Australia 的核心價值——以目標為導向的創意、從材料層面推動的創新，並為產業與地球帶來持久正向改變的藍圖。

This series of three knitted dresses exemplifies the philosophy of Good Design Australia, where beautiful design is merely table stakes — and only projects demonstrating genuine innovation and measurable impact rise to the top. While the craftsmanship and aesthetic precision are exceptional, what truly distinguishes this work is how it redefines knitwear through technology and sustainability. Using advanced 3D digital knitting, the designer eliminates waste while sculpting architectural forms that celebrate the human body. The result is both technically innovative and emotionally resonant — proof that circular, low-impact production can coexist with avant-garde artistry. Its impact extends beyond the garments themselves, offering a new vision for how fashion can balance beauty, function and responsibility. In doing so, the collection embodies the Good Design Australia values of purpose-driven creativity, innovation at the material level, and a blueprint for lasting positive change for both industry and planet.



澳大利亞優秀設計協會特別獎

Good Design Australia
Special Award



萬象渦流 Vivid Swirl

創作者 Designer(s)

林憶貞
Yi-Zhen Lin

指導老師 Instructor(s)

林怡慈
Yi-Ci Lin

學校所在地 Location of School

臺灣
Taiwan

學校 School

輔仁大學
Fu Jen Catholic University

作品說明 Project Description

運用跳色、錯位元元方式排列，呈現萬花筒轉動時色彩不斷變化和迷幻的視覺意象。全系列作品以針織羅紋為主要語彙，完全依靠組織結構成型。設計著重於羅紋與身體之間的貼合關係，勾勒出女性身體自然流動的線條與美感，呈現出柔韌而有力量的身體語言。整體風格融合色彩、材質與結構，建構出具當代表現力的女性衣著，既富視覺張力，亦可融入日常生活。

This collection uses color blocking and dislocated arrangements to evoke the ever-changing, psychedelic visuals of a kaleidoscope in motion. Centered on ribbed knits, each piece is shaped entirely through structural techniques. The design highlights the close fit between ribbing and the body, tracing the natural curves of the female form to express strength through softness. Blending color, texture, and structure, the collection presents visually striking yet wearable contemporary womenswear.



印尼設計發展中心 Indonesia Design Development Center (IDDC)

印尼設計發展中心 (IDDC) 是由印尼貿易部設立並資助的合作型機構。其主要目標是促進企業界、設計師和政府之間的合作，推動本地和國際市場上設計的發展和創新。

IDDC 作為一個全方位機構，不僅培育出高品質、高附加價值和具競爭力的產品，同時也是培養設計創意的平台。此外，IDDC 為專業設計師提供輔導和協助企業界的途徑。

IDDC 在平面設計、包裝和產品開發等領域提供各方面的支援和服務。透過各種計劃，我們積極協助企業發展其產品，如：設計診所 (Design Clinic)、印尼優良設計大獎 (與日本設計促進協會合作)、設計師派遣服務 (與本地企業出口輔導計劃合作)。這些措施體現了印尼貿易部支持創意產業的堅定承諾，尤其是對中小企業的支持。

The Indonesia Design Development Center (IDDC) is a collaborative facility established and supported by the Ministry of Trade Republic of Indonesia. Its primary purpose is to foster partnerships between business actors, designers, and the government to drive the development and innovation of designs, both locally and for the global market.

IDDC serves as a comprehensive institution that not only cultivates the creation of high-quality, value-added, and competitive products, but also functions as a platform for nurturing design creativity. Additionally, it provides a means for professional designers to mentor and guide business actors.

IDDC offers a range of support and services in the areas of graphic design, packaging, and product development. Through various programs, such as the Design Clinic, Good Design Indonesia (in collaboration with the Japan Institute of Design Promotion), and the Designers Dispatch Service (in partnership with Local Business Export Coaching), we actively assist business actors in developing their products. These initiatives reflect the Ministry of Trade Republic of Indonesia's concrete commitment to supporting creative industry players, particularly those operating as small and medium-sized businesses.

評審評語 Jury Comment

Cita Tahir

印尼 Indonesia



我們的組織更著重於對社會產生正面影響的設計。我們相信，好的設計能帶來好的解決方案。這件作品處理了一個過去鮮少被深入討論的問題——市面上大多數小便器設計都是以男性或中性需求為主，而這項產品則能大大幫助女性病患。

Our organization is focused more on design works that are giving positive impacts in the society. We believe that good design brings good solution. This work solves one of the issues that has not been discussed thoroughly. Most of the urinal design that we see in the market are more leaning to the male/unisex needs. This product will help a lot of female patients.

印尼設計發展中心特別獎

Indonesia Design Development Center Special Award



平躺適用女性尿壺
Lady Shield Female Urinal

創作者 Designer(s)
潘鈺瑜
Jacquelyn Gek Jue Phua

指導老師 Instructor(s)
林群超
Chyun-Chau Lin

學校所在地 Location of School
臺灣
Taiwan

學校 School
樹德科技大學
Shu-Te University

作品說明 Project Description

女性的排泄工具仍多未能充分考慮人體工學。Lady Shield 依女性下半身身形輪廓進行設計，特別是女性骨盆與尿道口的位置，開口處以柔軟矽膠靠墊與弧形輪廓貼合肌膚，有效遮蔽私密部位並防止濺漏。靠墊結合可拆卸吸濕貼片，吸附殘留尿液並避免尿液回流，提升清潔便利性與衛生性。整體設計可模組化拆卸，降低清潔難度，也利於小量製造與個別需求調整。

Most urination aids for women fail to consider ergonomic needs. Lady Shield is designed to follow the contours of the female lower body—particularly the pelvic area and urethral position. Its opening features a soft silicone cushion and a curved structure that fits closely to the skin, effectively covering private areas and preventing splashes or leaks. A removable absorbent pad captures residual urine, prevents backflow, making hygiene easier to maintain. The modular design allows for easy disassembly, reducing cleaning difficulty and supporting small-scale manufacturing as well as customization for individual needs.



Background & Painpoint

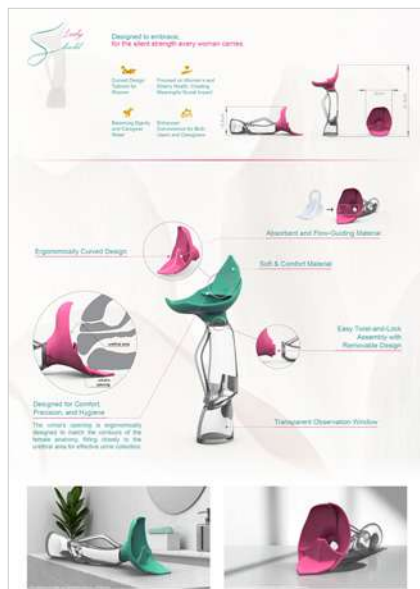
- Discomfort Caused by Poor Ergonomics
- Prone to Spillage and Contamination
- Difficult to Manage Leakage
- Inefficient and Inconvenient for Monitoring
- Elderly Resistance to Diapers



Solution

- Ergonomically Curved Design
- Body-Conforming and Anti-Spill Flow Guide Design
- Absorbent and Flow-Guiding Material
- Transparent Observation Window
- User-Friendly Design for Independent Use

Through repeated user interviews and consultations with care facilities and professional caregivers, the design was continuously refined and optimized.





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蒂國際海報雙年展、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.

評審評語 Jury Comment

Paula Bermúdez Covarrubias 墨西哥 Mexico



我認為這是一個充滿力量的作品，重新詮釋了我們對「無用之物」的偏見與誤判。我喜歡它不僅談論「生物多樣性」，更觸及「多樣性」的更廣層面。如果我們能學會善用那些被貼上「不好」或「侮辱」標籤的事物，或許能發現以現有資源解決問題的新方式——而不必傷害任何人。

Think it's a powerful project that reinterprets what we believe is useless and judge without really knowing. I like that it doesn't only speak about biodiversity but about diversity in general. If we learned to make use of everything we label as bad or as insults, we might discover new ways to solve problems with what already exists—without harming anyone.

墨西哥國際海報 雙年展協會特別獎

International Poster Biennial in
Mexico Special Award



侵草茶 Invasive Grass Tea

創作者 Designer(s)

李晏微、戴八美、張詠婕、鄭蕻妮、楊涼盈
Yam-Wei Li, Ba-Mei Dai, Yong-Jie Zhang,
Jen-Ni Cheng, Liang-Ying Yang

指導老師 Instructor(s)

李耀華
Yao-Hua Lee

學校所在地 Location of School

臺灣
Taiwan

學校 School

朝陽科技大學
Chaoyang University of Technology

作品說明 Project Description

台灣的自然生態中，入侵種植物已經遍地可見，嚴重影響了原生物種的生長環境，這些植物不僅生命力頑強不易根除，還造成原生物種生長空間大幅縮減，本專題小組以中藥、草藥的方向進行探討，發現入侵種植物不是完全沒有益處，作為草本植物一樣擁有可入藥的可能，秉持著可持續發展的理念，我們配合 SDGs 第 15 項—陸域生態，選用 7 種對台灣生態危害較大的入侵種植物作為研究對象，希望以入侵種植物為原料，提出將其轉化為創新飲品的設計概念，這些植物雖然在生態系統中造成困擾，但若加以利用，不僅能有效減少其對環境的壓力，還能提供消費者一個健康養身且具有環保意識的飲品選擇，讓每一口飲品都能成為對地球的一次小小支持。

Invasive plants in Taiwan threaten native ecosystems due to their rapid spread and resilience. Though hard to remove, they have herbal, medicinal potential. Aligned with SDG Goal 15: Life on Land, we selected seven harmful species to turn into eco-friendly drinks. This approach reduces environmental pressure while offering consumers a healthy, sustainable choice — where every sip helps the planet.





日本平面設計師協會
Japan Graphic Design
Association (JAGDA)

日本平面設計師協會 (JAGDA) 成立於 1978 年，目前擁有 3000 名會員，也是日本唯一的平面設計師協會。JAGDA 透過多種活動，利用平面設計的力量來改善環境溝通的品質，這些活動包含：出版年鑑、教科書及其他相關讀物，舉辦展覽與研討會。JAGDA 也替社區復甦與政府政策貢獻心力，更致力於保護設計版權。

Established in 1978, Japan Graphic Design Association (JAGDA) is the only association for graphic designers in Japan with some 3,000 members today. It utilizes the power of graphic design to improve the quality of communication environment by carrying out a variety of activities: publishing yearbooks, textbooks, and other publications; holding exhibitions and seminars; contributing to community revitalization and governmental policies through design; and protection of copyrights in design.

評審評語 Jury Comment

清水千春 Chiharu Shimizu

日本 Japan



臺灣的茶種類繁多，令人讚嘆。若能持續將這樣的茶文化推廣至全世界，我相信會有更多人想親自造訪臺灣的茶館，進而促進山區農業與文化的保存。

The variety of tea in Taiwan is truly remarkable. By continuing to share this rich culture with the world, I believe more people will be inspired to visit Taiwanese teahouses, which in turn will help preserve the mountain regions' agriculture and cultural heritage.

日本平面設計師協會特別獎
Japan Graphic Design Association
Special Award

JA  DA

融萃 Fusion Blend

創作者 Designer(s)

鄭心蘭、雷凱恩、沈昀
Hsin-Lan Cheng, Kai-En Lei, Yun She

指導老師 Instructor(s)

楊正翔
Cheng-Hsiang Yang

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

「融萃」融合東西方飲品文化，精選台灣咖啡與高山茶，透過拼配工藝與濃縮膠囊技術，打造層次豐富的風味。包裝設計展現產地層疊山巒，六款拼配風味帶來新奇體驗，開啟茶與咖啡交融的無限可能。

Rongcui seamlessly integrates Eastern and Western beverage cultures, uniting premium Taiwanese coffee with high-mountain tea. Through precise blending techniques and innovative espresso capsule technology, it delivers a rich, multi-dimensional flavor experience. Inspired by Taiwan's layered mountain landscapes, the packaging design incorporates stacked visual elements to evoke depth and terroir. With six curated blends, Rongcui invites you on a sensory journey, redefining the fusion of tea and coffee.





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

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.

評審評語 Jury Comment

鈴木元 Gen Suzuki

日本 Japan



設計的一項核心任務，是洞察潛藏於日常生活之中的問題——那些可能深刻影響人們、卻常被忽視的議題——以真誠而周全的方式回應它們。這件作品強而有力地提醒了我們設計最根本的意義。

One of the essential roles of design is to perceive latent problems—issues hidden within the fabric of everyday life that may deeply affect someone—and to find sincere, thoughtful ways to respond to them. This work powerfully reminds us of that fundamental purpose of design.

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



ONE - dressing aid

創作者 Designer(s)

Lina Dirks, Pauline Nordmann, Julia Fehn

指導老師 Instructor(s)

Steffen Schulz

學校所在地 Location of School

德國
Germany

學校 School

Muenster school of design

作品說明 Project Description

如果穿上一件外套成為每天的挑戰，該怎麼辦？對於中風或截肢後造成單側障礙的人而言，這正是他們的日常。

ONE 是一款協助穿衣的輔具，讓使用者能夠輕鬆、獨立地穿上外套。

它的可伸縮夾具系統可固定外套位置，使穿戴者能像背包般套上外套，並以單手完成拉鍊。

*ONE 體積小巧，便於隨身攜帶，無論在家中或外出都能提供協助。

它結合功能與風格，促進獨立、自尊與包容——一個小小的幫手，帶來巨大的改變。

What if putting on a jacket became a daily challenge? For people with one-sided impairments - after a stroke or amputation - this is reality. ONE is a dressing aid that makes putting on jackets easy and independent. A extendable clip system holds the jacket in place. It can be pulled on like a bag and zipped up with one hand. Pocket-sized, ONE is always ready to help: at home or on the go. ONE combines function with style, promoting independence, dignity and inclusion. A small helper. A big impact



ONE

THE PORTABLE DRESSING AID

AUTONOMY IN ONE HAND

What if a simple activity becomes a challenge? No matter the age - whether young or old - whether due to hemiparesis after a stroke, amputations, nerve damage, or congenital conditions.

When everyday actions that most people take for granted become barriers, external help is often the only option. Yet autonomy is a fundamental human need.

ONE allows you to put on jackets without assistance. As compact as a smartphone, it fits in any pocket and is always ready to use.

ONE combines functionality with elegant design - without the look of a medical aid and promotes self-determination, dignity, and independence in daily life.

WHAT IS THE PROBLEM?

People with limited shoulder mobility have difficulty reaching behind their back to pull a jacket. Assistance is required to assist with dressing. **ONE IS THE SOLUTION!**

1. Prepare the jacket
2. The clip is used for attachment
3. Pull the effective side to closed
4. The jacket is closed over the other side

HOW DOES ONE INTEGRATE INTO EVERYDAY LIFE?

COMPACT AND DISCREET
As small as a smartphone, ONE fits easily into any pocket, making it the ideal partner for your most convenient alternative.

STYLISH ON THE GO
Whether at home or on the go, an elegantly designed, sturdy hook is its modern design. ONE becomes a subtle accessory on your backside and is always ready to use when you're out and about.

FLEXIBLE HANGER ALTERNATIVE
In traditional wearables, ONE can easily serve as a one-handed alternative for a clothes hanger.

HOW IS ONE CONSTRUCTED?

SPRING-LAYERED MECHANISM (FORMER-FUNCTION)
Inside the housing is a pressure bar that springs that automatically closes the zipper element. Release from the one-handed use of the opening mechanism is possible.

RETRACTOR UNIT - SPRING-STEEL COIL
Internal coil spring using made of high-strength spring steel. Strongly compressed, elastic coil stores the spring energy for high-pressure inflation. Under mechanical and electrical stress.

WINDUP - ELASTIC ELEMENT
Winded bands made of heat-resistant plastic material with antimicrobial effect. Color combination also possible for personal design or corporate branding. Elasticity enables closed for one-handed use.

CLAMP - SPRING-STEEL COIL
Mechanical connection for temporary attachment to clothing. Made from stainless steel with a decorative chrome-plated finish. Ready for various fabric thicknesses.

STRAP - RECYCLED POLYESTER (PET)
Convertible flat strap made from heat-resistant microfiber fabric. Ladder to suitable material. High tensile strength. One-sided adjuster buttons (length and strap can be adjusted).

WHAT DOES ONE LOOK LIKE?

SHINY DARK GREY A soft orange that draws attention	COMPLEMENTARY COLOR A subtle dark blue that adds color while remaining discreet	NEUTRAL LIGHT COLOR Beige which helps create an easy-to-use look	NEUTRAL DARK COLOR Dark blue, for an elegant and timeless look
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韓國現代設計協會
Korea Ensemble of
Contemporary Design (KECD)

韓國現代設計協會於 1969 年成立，隸屬於文化體育觀光部的法人團體組織，到目前為止共有 250 多名韓國設計相關學院的教授和專業設計師活躍於本協會。本協會也是韓國國內最早加入非營利平面設計權威組織 - 國際設計社團協會 (International Council of Design: ico-D) 的正式會員團體。

The Korea Ensemble of Contemporary Design (KECD) was founded in 1969, and is a juristic institution under the auspices of the Ministry of Culture and Tourism (South Korea). Currently, more than 250 professors and professional designers from Korean design schools serve in the association. The KECD is also the first Korean association to become an official member of the International Council of Design (ICoD).

評審評語 Jury Comment

Min-Hyoung Lee

韓國 Korea



我認為作品《I am Glitching》以創意的方式表現出主角在多樣性主題下「逃離某種束縛」的意象，呼應了 2025 TISDC 的主題精神。

I think the work "I am Glitching" is a creative expression of the protagonist who escapes from something and escapes under the theme of diversity suitable for the TISDC 2025 theme.



韓國現代設計協會特別獎

Korea Ensemble of Contemporary Design Special Award

Since 1969 / a Member of ico-D
kecd
 Korea Ensemble of Contemporary Design

I AM GLITCHING

創作者 Designer(s)

Salma Penélope Parra Scholz

指導老師 Instructor(s)

無
 none

學校所在地 Location of School

德國
 Germany

學校 School

Fachhochschule Dortmund

作品說明 Project Description

在一個追求完美的社會裡，一個被設計成精確無瑕的機器人，遵循著嚴謹的日常規律。

從對稱的晨間鏡面儀式到精密的工作任務，他生活在一個由秩序掌控的世界裡，每個動作與角度都遵循數學上的完美。

然而，當一隻蝴蝶飛入他的視線，一切秩序瞬間被打亂。

這個看似微不足道的異常，點燃了他對不完美的的好奇心。

In a society obsessed with perfection, a robot designed for flawless precision, follows a meticulously structured routine. From his symmetrical morning mirror rituals to his exacting work tasks, he lives in a world governed by order, where every movement and angle adheres to mathematical perfection. However, everything changes when a butterfly crosses his path, disrupting his perfect rhythm. This small, seemingly insignificant anomaly sparks a deep curiosity about imperfection.



泛非洲設計協會 Pan Afrikan Design Institute (PADI)

泛非洲設計協會 (PADI) 又稱之為非洲設計理事會，為一個橫跨非洲大陸，以利益導向、代表眾多設計學界的设计大師、设计人物以及设计教育者的设计組織。PADI 作為一個设计專業的機構，其主要目標是賦予專業设计人士權力、促進非洲设计產業的發展，並將设计教育設為 21 世紀不可或缺的專業。

The Pan-African Design Institute (PADI) otherwise known as the Afrikan Design Council represents the interest of design professionals, design protagonists and design educators from numerous design disciplines across the continent of Afrika. The central aim of PADI is to stand as a unified body to empower design professionals and facilitate growth in the Afrikan design industries, as well as promoting design education as an essential profession required for the 21st Century.

評審評語 Jury Comment

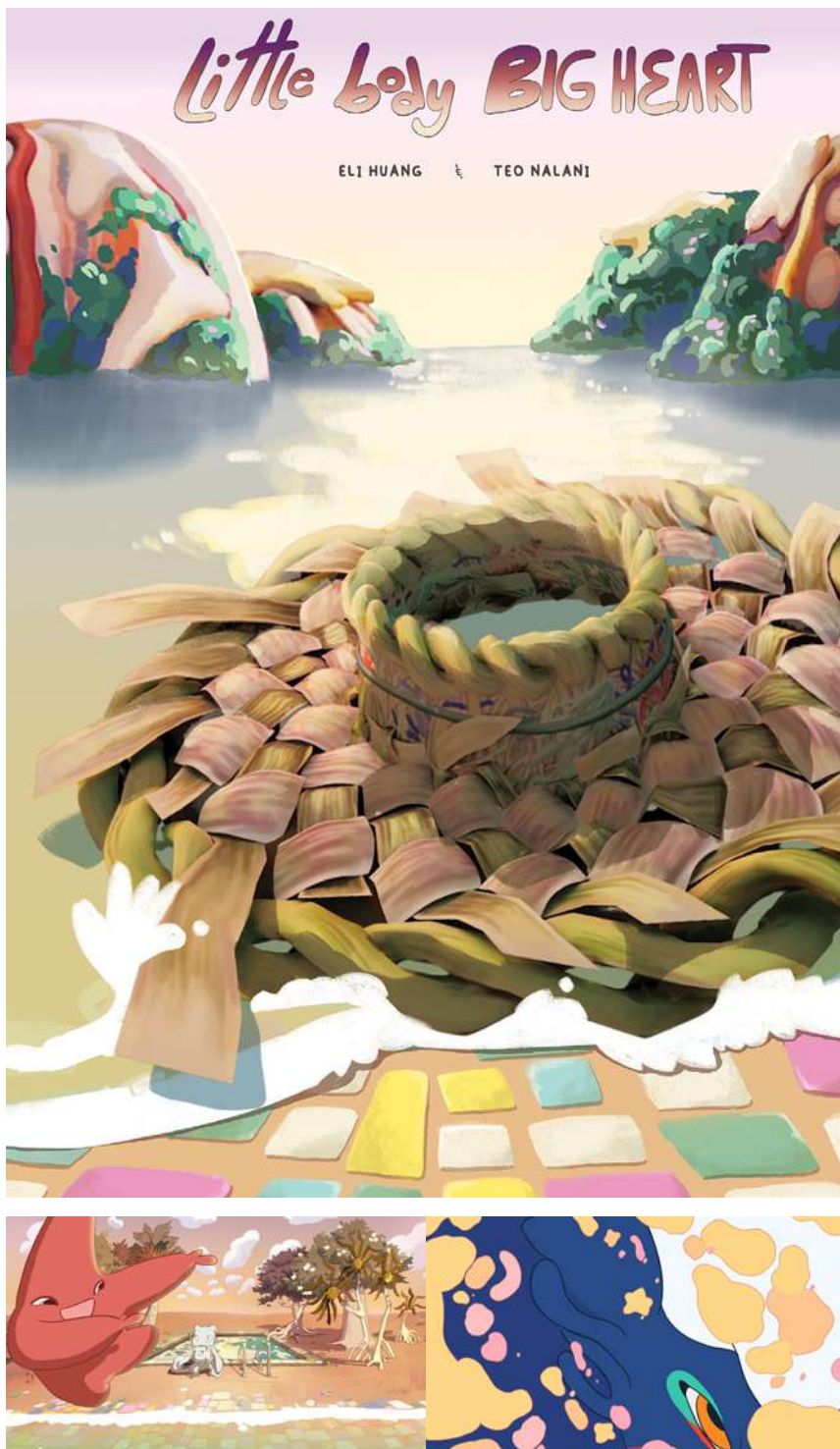
David Appiah

迦納/英國 Ghana/United Kingdom



這是一個極具創意的概念，並透過出色的執行被完美呈現。這位學生的作品以大膽而真誠的方式脫穎而出，成為一件毫不畏懼自我表達的傑作。我們的使命始終是以自豪的態度展示非洲——讚頌其多元文化、民族與傳承。這段旅程不斷演進，每個階段都展現出我們美麗大陸的不同面貌。《Little Boy Big Heart》完美地捕捉了這種精神，我非常榮幸能頒發 PADI 獎給這位創作者。恭喜你們獲得如此卓越的成就！

A brilliant idea brought to life through excellent execution. This student work stands out as a bold masterpiece, unafraid to express itself authentically. Our mission has always been to showcase Afrika with pride — celebrating its diverse cultures, peoples, and heritage. The journey is continuous, with each stage unveiling new transformations that reflect different facets of our beautiful continent. Little Boy Big Heart captured this spirit wonderfully, and I am honoured to present the PADI Award to its creators. Congratulations on an outstanding achievement!



泛非洲設計協會特別獎

Pan Afrikan Design
Institute Special Award



Little Body Big Heart

創作者 Designer(s)

Eli Huang, Teo Nalani

指導老師 Instructor(s)

Luz Batista

學校所在地 Location of School

美國

United States of America

學校 School

School of Visual Arts

作品說明 Project Description

一條魚長大後不再滿足於小小的水池，順從自己的內心，最終游向更廣闊的「海洋」，找到真正的自我。

A fish outgrows his pool, follows his heart, and finds himself swimming through much bigger "seas".



台灣服飾設計師協會
Taiwan Association of
Fashion and Accessories
Designers

台灣服飾設計師協會
Taiwan Association of
Fashion and Accessories
Designers (TAFAD)

由設計師林國基創辦的非營利組織，積極促進台灣服飾及相關設計產業的發展。

A non-profit organization founded by designer Lin Kuo-Chi, dedicated to actively promoting the development of Taiwan's fashion and related design industries.

評審評語 Jury Comment

Daniel Wong

加拿大 Canada



我們一致認為這些作品在內容發展與故事敘事上都十分完整，同時展現出高度細節與嶄新的服裝構築方式。因此，我們非常榮幸能將此獎項頒發給這位學生。

We agreed that the works have a very complete development and storytelling. In doing so the works show high level of detailing and new creative way of construction of the garment. Therefore is our pleasure to prize this prize to the student.

台灣服飾設計師協會特別獎

Taiwan Association of Fashion and Accessories Designers Special Award

TAAD 台灣服飾設計師協會
Taiwan Association of Fashion and Accessories Designers

BORDERLAND

創作者 Designer(s)

Sebastian Adam

指導老師 Instructor(s)

Claudia Throm

學校所在地 Location of School

德國
Germany

學校 School

Pforzheim University of Applied Sciences

作品說明 Project Description

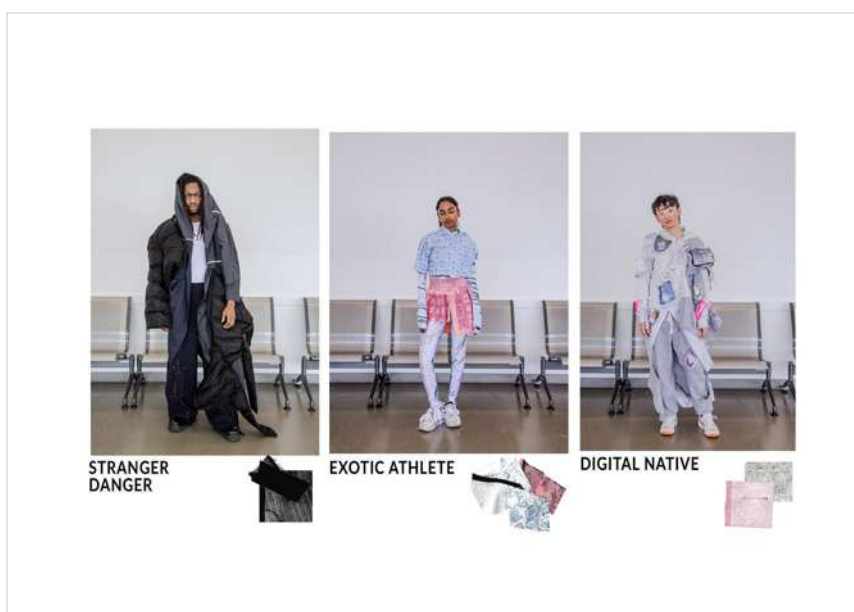
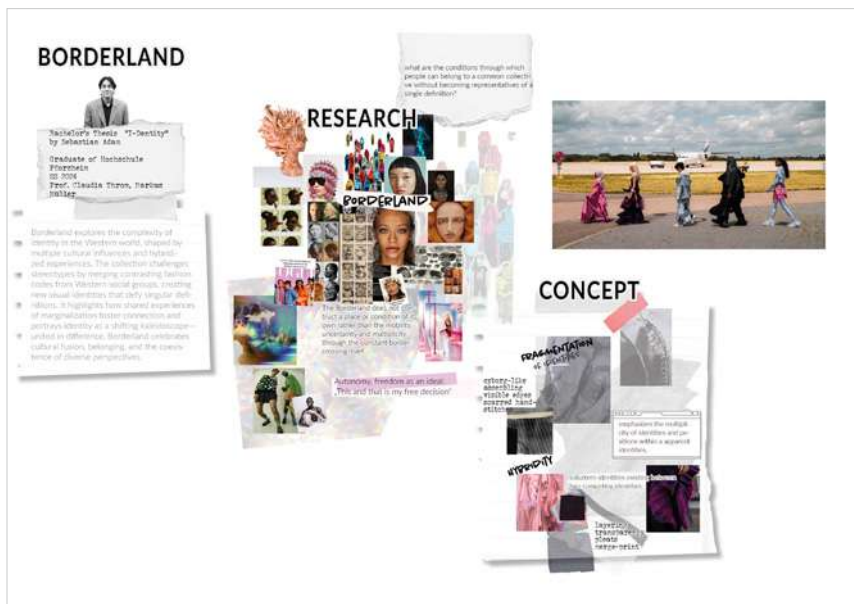
Borderland 是一個時尚系列，探索由多元文化背景塑造出的混合身份。

透過融合對比鮮明的西方服裝規範，該系列挑戰刻板印象，並讚頌個體的獨特性。

服裝造型呈現零散卻互相連結的旅程，展現共享邊緣經驗如何促進團結。

Borderland 擁抱文化融合、歸屬感，以及多元觀點的共存。

Borderland is a fashion collection exploring hybrid identities shaped by diverse cultural backgrounds. By merging contrasting Western clothing codes, it challenges stereotypes and celebrates individuality. The looks reflect fragmented yet connected journeys, showing how shared marginalization fosters unity. Borderland embraces cultural fusion, belonging, and the coexistence of diverse perspectives.



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.

評審評語 Jury Comment

Chen Swee Ling

新加坡 Singapore



以行為藝術與電影作為媒介來凝聚人群，十分契合「多樣性」這一主題，因為藝術與文化最適合透過這些形式來交流與共享。尤其在全球實體電影院因串流平台盛行而逐漸關閉的今日，更顯示出實體劇場的價值——它能讓不同背景的人聚集，促進開放的溝通。作品中的手繪圖非常精美，大膽的用色展現出青春與活力，令人印象深刻。

Using performance art and movies as a platform to bring people together is very fitting for the theme of diversity as arts and culture are best shared through these medium. Especially twitch cinemas worldwide closing down one by one due to the proliferation of streaming platforms, it is ever so important to celebrate the powers of physical theatre to bring people of different backgrounds together and promote open communication. Drawings are beautifully produced and love the sense of youthfulness and dynamism conveyed through the bold colors.

亞洲設計連特別獎

The Design Alliance Asia
Special AwardtDA Asia
the Design Alliance Asia

Gorky Park Theatre Complex

創作者 Designer(s)

Anastasia Chistyakova

指導老師 Instructor(s)

Ksenia Sulim, Sergey Mikhno,
Olga Khaidurova, Svyatoslav Boyko

學校所在地 Location of School

俄羅斯
Russia

學校 School

Moscow Architectural Institute

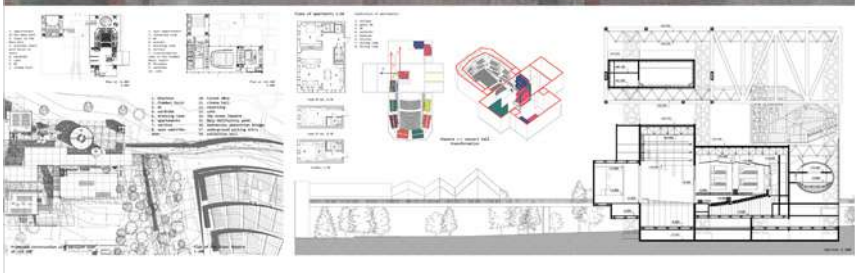
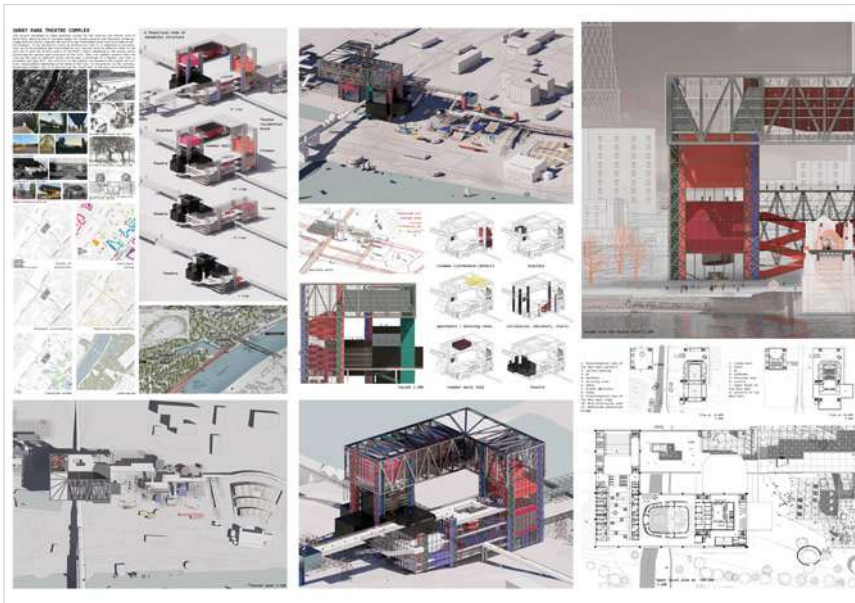
作品說明 Project Description

本計畫提出一座位於莫斯科主要節慶場地之一——高爾基公園的可適應預製劇院綜合體。

該建築可拆解並隨不同活動與季節轉換，同時保護公園的自然景觀。

整個綜合體在多個層面與城市及公園融合，形成一個可滲透、開放的「劇場城市」，可依需求擴張、收縮或拆解。

This project proposes an adaptable, prefabricated theater complex for Gorky Park - one of Moscow's main festival venues. The architecture can be disassembled and transformed for different events and seasons, while preserving the park's natural landscape. The complex integrates with the city and park on multiple levels, functioning as a permeable, open "theater city" that can expand, contract, or be dismantled as needed.





中華平面設計協會
TAIWAN GRAPHIC DESIGN ASSOCIATION

中華平面設計協會
Taiwan Graphic
Design Association (TGDA)

1992年，一群台灣設計師因感受台灣設計界團結與素質提昇的重要性，便開始積極籌畫創立一個非營利、凝聚設計意識，提升設計品質，開創設計外來的設計協會。當年由金家設計簡正宗先生、頑石設計程湘如小姐與歐普設計王炳南先生等人努力奔走，終於在1994年的春天，於內政部的核准下成立了『中華平面設計協會』（Taiwan Graphic Design Association，簡稱TGDA）。TGDA集結了台灣平面、包裝與CI設計領域中的菁英，在彼此共識理念的激發鼓勵下，發願要為台灣的設計人，爭取國際舞台的一席之地。

In 1992, a group of Taiwanese designers, recognizing the importance of unity and the enhancement of quality within Taiwan's design community, began actively planning the establishment of a non-profit organization dedicated to raising design awareness, improving design standards, and opening up new possibilities for the future of design. Thanks to the dedicated efforts of Mr. Chien Cheng-Tsung of Jing Jar Design, Ms. Cheng Hsiang-Ju of Bright Ideas, and Mr. Wang Ping-Nan of UP CREATIVE DESIGN, among others, the association was officially approved by the Ministry of the Interior and established in the spring of 1994 as the Taiwan Graphic Design Association (TGDA). TGDA brings together top talents from Taiwan's graphic, packaging, and corporate identity (CI) design fields. United by a shared vision, its members are committed to creating opportunities for Taiwanese designers to gain recognition and a strong presence on the international stage.

評審評語 Jury Comment

羅梓綺 Gigi Lo

臺灣 Taiwan



作品以鮮明的視覺風格凸顯設計特色，同時賦予包材進一步的應用，讓包裝不再僅是一次性使用，而是延展出更豐富的實用性與永續性，也強化飼主家庭間的互動與情感連結。

The packaging design stands out for its strong visual identity and extended usability. By transforming packaging into reusable, interactive elements, it enhances sustainability while deepening emotional bonds within pet-owning families.

中華平面設計協會特別獎

Taiwan Graphic Design
Association Special Award

貓紙出品

PET PAPER

創作者 Designer(s)

陳莆霖、蔡東軒、洪川凱、鍾承諭
Fu-Lin Chen, Tung-Hsuan Tsai,
Chuan-Kai Hong, Cheng-Yu Chung

指導老師 Instructor(s)

秦安慧、黃煒仁
An-Hui Ching, Wei-Jen Huang

學校所在地 Location of School

臺灣
Taiwan

學校 School

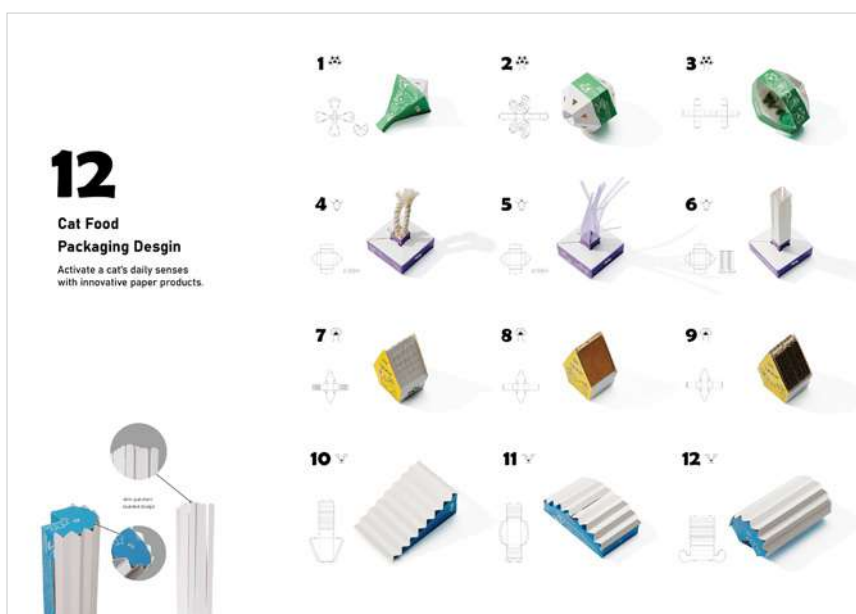
嶺東科技大學
Ling Tung University

作品說明 Project Description

現今社會因為少子化與高齡化的關係，飼養貓已是人類重要的陪伴來源，透過不斷研究貓的日常生活，發現飼主忙碌、居住空間等因素會導致貓咪需求沒有被滿足，把貓當成家人的我們，決定從日常飲食切入，透過研究貓的基因、身體、喜好，將貓的日常五感融入包裝，讓飼料包裝能重複利用也能同時滿足貓的安全感、狩獵天性、領地特質與好奇心，藉由包裝加深飼主與寵物間的情感，創造物種相互尊重與共融的社會。

With fewer children and an aging society, cats have become essential companions. Our study found many of their needs unmet due to busy owners and limited space.

Treating cats as family, we focused on nutrition and created sensory packaging based on their genes and preferences. Reusable and engaging, it offers security, sparks curiosity, and supports their natural instincts—deepening bonds and encouraging harmony between species.





中華民國工業設計協會
Taiwan Industrial Design
Association (TIDA)

中華民國工業設計協會（TIDA：為 Taiwan Industrial Design Association 之縮寫）成立於 1967 年 12 月 12 日，為我國第一個以工業設計專業設計師為核心所成立的社團法人；同時也是 WDO 世界設計組織 World Design Organization(前身為國際工業設計社團協會 ICSID) 的專業團體會員。因為匯集台灣大多數產學界設計精英，協會以優質的專業團隊逐階段配合政府推動全面提昇產品設計能力計畫，開辦系列人才培訓課程推廣工業設技專業理念與技術，提供產業界研發人員認知設計力、運用設計創新連結先進國家設計管理經驗，經年下來也孕育台灣優質企業以創新產品打造自有品牌行銷全球市場，為台灣在邁向知識經濟時代取得國際級競爭力奠立基石。

The Taiwan Industrial Designers Association (TIDA) was established on December 12, 1967. TIDA is entitled by ICSID as one of the professional members in Taiwan.

With 50 years of history and dedication, TIDA currently has close to one thousand members and has been highly recognized by the society as a powerful platform to acquire resources, find talents, and build the network. In 2001, TIDA expanded the scope by forming ADA (Asia Designers Assembly) with JIDA and KAID.

評審評語 Jury Comment

易瑋勝 Wei-Shen Yi

臺灣 Taiwan



得獎作品《重金屬汙染修復系統》之所以獲得 TIDA 的高度肯定，關鍵在於它不僅著眼於當下，更展現對未來的深遠關懷。作品以土地為出發點，結合生物科技與設計思維，勇於挑戰重金屬汙染這項艱鉅議題，並揭示多數人未曾察覺的環境傷痕，展現出深刻的社會責任與前瞻性，極具嘉許價值。

The award-winning project "SoilRevive" received high recognition from TIDA not only for addressing present-day challenges but also for demonstrating a profound concern for the future. Centered on the issue of land, the work integrates biotechnology with design thinking to bravely confront the complex problem of heavy metal pollution. It reveals environmental scars that often go unnoticed, embodying a strong sense of social responsibility and forward-looking vision—qualities truly worthy of commendation.

中華民國工業設計協會特別獎

Taiwan Industrial Design Association Special Award



重金屬汙染修復系統
SoilRevive

創作者 Designer(s)
劉佳宜、陳彥均
Chia-Yi Liu, Yen-Chun Chen

指導老師 Instructor(s)
李鎔術
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

SoilRevive 是一款結合 AI 與多種微生物的土壤修復系統，用於治理重金屬汙染土地。裝置插入土壤後，根據汙染程度與植物復甦狀況，調整微生物的釋放量與時機。

設計仿生擬南芥，釋放微生物將重金屬轉化為較大、穩定分子，降低毒性與移動性。並結合菌根網絡概念，建立協作系統，使修復訊息與資源在每一座系統間傳遞，提升整體修復效率與穩定性。上方攝影機則收集土壤的植物復甦程度，持續評估、蒐集資料，優化土壤修復過程，並避免二次汙染的風險。

SoilRevive is an AI-driven microbial soil remediation system for heavy metal pollution. Inspired by Arabidopsis, it releases microbes that stabilize toxins into less harmful forms. It mimics mycorrhizal networks for inter-system communication and resource sharing. The system adjusts microbial release based on soil and plant data, while an overhead camera monitors recovery to optimize performance and minimize secondary pollution.

SoilRevive
Bioremediation Station for Heavy Metal Pollution

Core Concept Overview
SoilRevive is an AI-powered microbial soil remediation system designed to treat heavy metal contamination. Once inserted into the soil, it adjusts the type and timing of microbial release based on pollution levels and plant recovery. Inspired by Arabidopsis, it releases microbes that transform heavy metals into larger, more stable compounds, reducing toxicity and mobility. It also mimics mycorrhizal networks, enabling system-to-system communication and resource sharing to improve overall efficiency and stability. An overhead camera monitors vegetation recovery, continuously gathering data to refine the remediation process and reduce the risk of secondary pollution.

Background of the Issue
The government promotes eco-friendly farming practices, yet allows factories to encroach upon farmland? In recent years, multiple cases of wastewater from high-tech industries contaminating irrigation water have emerged. However, newly introduced pollutants from these industries remain unregulated. Over 2,000 farmlands across Taiwan have been polluted by factory wastewater, mainly due to heavy metal plants being located adjacent to agricultural areas, contaminating irrigation sources.

Pain Points
Current remediation methods are not widely applicable. Current soil remediation methods like physical, chemical, and biological treatments struggle to handle diverse pollution types and levels, often leading to inconsistent results. Remediation timelines for soil are difficult to predict. Contaminated land usually needs to lie fallow for three years before testing determines if farming can resume. Post-remediation lacks continuous monitoring. Without ongoing monitoring, secondary pollution risks remain, and lack of data hinders strategy evaluation and adjustment.

Biomimicry Rationale
Why Biomimicry?
Learning from proven mechanisms in nature and transforming them into innovative strategies for modern technologies.

Experimental Design
The design process involves identifying biological mechanisms, translating them into technical specifications, and testing the resulting device in a controlled environment.

世界設計組織
World Design
Organization (WDO)

世界設計組織 (WDO)[®] 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)[®], 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 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 has United Nations Special Consultative Status.

評審評語 Jury Comment

Thomas Garvey
加拿大 Canada



這件作品之所以獲選為特別獎，是因為它展現了學生對「設計如何改變自身學習環境」的深刻意識。作品並未聚焦於外部客戶，而是重新想像了學生學習、合作與成長的空間。「學習之丘」的概念將工作室、工坊與討論區整合於一體，並結合屋頂花園與公共廣場，創造出兼具教育性、社交性與身心平衡的環境。透過將動線、景觀與功能空間融合，設計鼓勵創造與遊戲，同時促進社群連結。這種方法體現了 WDO「為更美好世界而設計」的理念，展示了深思熟慮的建築如何改善日常體驗，堪稱學生主導設計塑造教育與社會的鼓舞典範。

This project was selected as a Special Award because it demonstrates a student's awareness of how design can transform their own learning environment. Instead of focusing on an external client, the proposal reimagines the spaces where students study, collaborate, and grow. The "hill of learning" concept integrates studios, workshops, and discussion areas with rooftop gardens and public plazas, creating a setting that balances education, social interaction, and well-being. By merging circulation, landscape, and functional space, the design encourages creativity and play while fostering community connections. This approach reflects WDO's philosophy of Design for a Better World, showing how thoughtful architecture can improve everyday experiences. It is an inspiring example of student-led design shaping education and society together.

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



在學習之丘中
Within the Hill of Learning

創作者 Designer(s)
黃家其
Chia-Chi Huang

指導老師 Instructor(s)
陳彥廷
Yan-Ting Chen

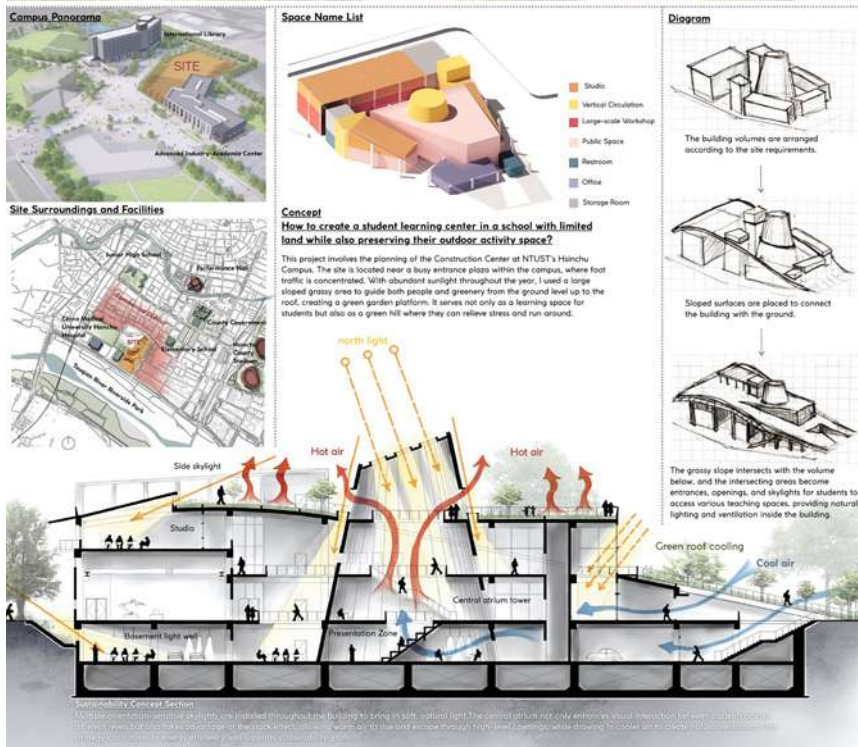
學校所在地 Location of School
臺灣
Taiwan

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

作品說明 Project Description

我利用一大片斜坡草地，將人流與綠意從地面引導至屋頂，打造出一座綠色花園平臺。它不僅是學生的學習空間，也是一座讓他們舒壓、奔跑的綠色小山丘。草坡覆蓋於整個構築中心之上，上面是學生休憩之戶外平臺，草坡之下則是大型工作坊、討論間、工作室、與實驗室是學生學習和發展的中心。

I used a large sloped grassy surface to guide both people and greenery from the ground to the roof, creating a green garden platform. Its not only a learning space but also a green hill where students can relax and run. The slope covers the entire Construction Center—above, its an outdoor terrace for rest; below, it houses workshops, studios, labs, and discussion rooms that support student learning and growth.





廠商指定特別獎

TPCA Special Award



財團 電路板環境公益基金會
法人 TPCA Environment Foundation



評審評語 Jury Comments

Kiersten Muenchinger

美國 United States of America



城市塵埃是一種普遍存在的污染物，但設計上相當棘手，因為它並非單一、明確的物質或分子。我們讚賞設計師能夠關注城市塵埃，並提出優雅的解決方案來減緩其影響。

City Dust is a pollutant that is tough to design for because even though it is ubiquitous, it isn't one discreet material or molecule. I applaud the designers for considering city dust and finding an elegant solution for reducing it.

顏俊明 Ellis Yen

臺灣 Taiwan



今年主題為「Diversity / 多樣性」，作為現代社會的重要價值，呼籲學子尊重彼此的差異，並以包容與溫暖對待他人，產品設計類環境永續獎由智能空濾鷹架獲選，此作品回應 SDGs3&11，同時兼顧維護作業人員安全與控制工地粉塵之空氣汙染影響周遭生活環境品質，符合友善與溫暖的對待他人及愛護我們生活環境的包容精神。

The theme of this year's competition is "DIVERSITY," an important value in modern society that calls on students to respect differences and treat others with inclusiveness and warmth. The Product Design category's "Environmental Sustainability Award" was granted to the project "Smart Air-Filtering Scaffolding". This work responds to the UN Sustainable Development Goals SDG 3 and 11, while ensuring worker safety and controlling dust pollution on construction sites, effectively reducing the impact on surrounding living environments. It embodies a spirit of care, friendliness, and inclusiveness toward both people and the environment.

Nicole De La Cruz

美國 United States of America



將智慧鷹架 (smart scaffolding) 整合進城市專案中，能透過提供可量化的環境影響數據，提升永續性，協助企業與城市做出更具責任感的決策。透過監測空氣品質與 ESG 指標，它促進了問責制，並鼓勵建築與營運過程持續改進。除了符合法規之外，這項技術還能透過降低污染暴露與促進更安全、更永續的工作環境，支持更健康的社區。這類結構所產生的數據洞察，讓設計師、開發者與政策制定者能夠優化資源使用、減少環境足跡，並打造同時重視人類福祉與生態韌性的城市空間。衡量是責任管理的基礎——能被測量的，才能被管理——智慧鷹架不僅是一種建築工具，更是推動永續且負責任城市設計的催化劑。

Integrating smart scaffolding into urban projects enhances sustainability by providing measurable environmental impact data, enabling companies and cities to make informed, responsible decisions. By tracking air quality and ESG metrics, it drives accountability and encourages continuous improvement in construction and operational practices. Beyond compliance, it supports healthier communities by reducing pollution exposure and promoting safer, more sustainable work environments. Data-driven insights from such structures allow designers, developers, and policymakers to optimize resource use, minimize environmental footprint, and create urban spaces that prioritize both human well-being and ecological resilience. Measurement is the foundation of stewardship—what gets measured can be managed—making smart scaffolding not just a tool for construction, but a catalyst for sustainable, responsible urban design.



環境永續獎 - 產品設計類

TPCA Environment Sustainability Special Award - Product Design

智能空濾鷹架
AIR FILTER SCAFFOLD

創作者 Designer(s)
鄭俊彥、姜子鴻
Chun-Yen Cheng, Zih-Hong Jiang

指導老師 Instructor(s)
張俊元
Chun-Ywan Chang

學校所在地 Location of School

臺灣
Taiwan

學校 School
東海大學
Tunghai University

作品說明 Project Description

AIR FILTER SCAFFOLD 為一款結合模組濾塵系統與 AIoT 感測技術的智慧鷹架，專為改善工地粉塵污染問題所設計。現今工地多數缺乏即時空氣品質管理與主動淨化設備，對工人健康與周邊居民造成潛在威脅。本設計可主動攔截施工時產生的 PM2.5/PM10 微粒，並即時監測空氣品質數據，透過平臺回傳進行記錄與預警。其模組化結構可快速部署於不同規模工地，提升建築現場對空汙管理的彈性與效率，並提供企業 ESG 評估參考依據。AIR FILTER SCAFFOLD 將鷹架從被動支撐轉化為主動防護工具，兼顧施工安全、永續發展與都市環境健康，為未來智慧工地打造全新空氣治理解方。

AIR FILTER SCAFFOLD is a smart scaffolding system integrating modular dust filtration and AIoT sensors to tackle air pollution on construction sites. It actively captures PM2.5/PM10, monitors air quality in real time, and provides ESG data support. The system enhances site safety, health, and sustainability.

AIR FILTER SCAFFOLD

Design Concept

Scaffolds are no longer just securement and a pathway in a construction site. AIR Filter Scaffold redefines traditional scaffolds by providing air detection/filter for both workers and the neighborhood. Its exterior appearance fuses itself with the surrounding environment. AIR Filter Scaffold uses AIoT air quality detection and IoT to detect dust and powder in the air within the vicinity of a construction space. On the exterior of the scaffolds, a panel is used to collect environmental data and adapt/adjust accordingly to keep powder and dust from spreading outwards into the public. When construction is not active, AIR Filter Scaffold will have its cleansing mode activated to continue filtration, decreasing health risks caused by inhaling dust and powder for long periods of time.

Design background

- According to Taiwan's air pollution data shows: Construction site released PM10 and PM2.5, and 2021's TSP in 129k metric ton, with PM10 around 55.5% of TSP (72k metric ton), and PM2.5 at 10% of PM10 (7k metric ton).

Assembly

- Secure the safety buckle on the perimeter of the top scaffolding.
- Tie the main device to the center of the outer layer of the scaffolding, secure the straps on the back and boot/connect the device.
- Attach the panel on the main device.
- On the outside place the active carbon boards.

Functions

AIR Filter Scaffold uses active carbon and AIoT. During construction, pollution is mitigated by suction and VOC to prevent pollution spread. This system shows the care from the company to the workers by ensuring worker health and safety and air quality, reducing carbon footprint, promoting sustainable development, and balancing recycling duties and the economy.

User Scenario

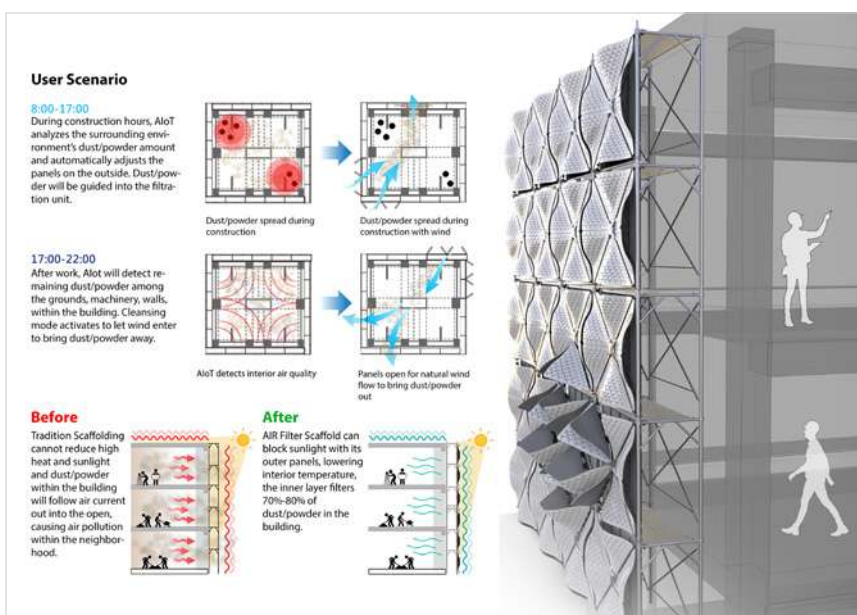
8:00-17:00
During construction hours, AIoT analyzes the surrounding environment's dust/powder amount and automatically adjusts the panels on the outside. Dust/powder will be guided into the filtration unit.

17:00-22:00
After work, AIoT will detect remaining dust/powder among the grounds, machinery, walls, within the building. Cleansing mode activates to let wind enter to bring dust/powder away.

Before
Tradition Scaffolding cannot reduce high heat and sunlight and dust/powder within the building will follow air current out into the open, causing air pollution within the neighborhood.

After
AIR Filter Scaffold can block sunlight with its outer panels, lowering interior temperature, the inner layer filters 70%-80% of dust/powder in the building.

Active Carbon Materials (Isofit)
Recycled aluminium alloy, recycled plastic



評審評語 Jury Comments

林筱敏 Hsiao-Min Lin

臺灣 Taiwan



越來越多創作者投入永續主題，展現出永續理念已成為創作思維的一部分。作品證明了美與責任可以並存，而創作本身也能成為推動永續發展的重要力量。

期待這股創作的能量持續延伸，為永續注入不竭的創意。

An increasing number of creators are engaging with the theme of sustainability, showing that the concept has become an integral part of contemporary creative thinking. These works demonstrate that beauty and responsibility can coexist, and that creativity itself can be a driving force for sustainable development.

We look forward to seeing this creative energy continue to grow, infusing sustainability with endless imagination and inspiration.

Daniel Bird

英國 United Kingdom



《Dive & Trek》是一則描繪善良之心被貧困逼迫的簡潔寓言。它既是一個對企圖從活珊瑚中牟取暴利者的警示，也讓外人窺見那些依賴日益枯竭海洋維生者的無奈與絕望。這是一則陰鬱的在地寓言，雖然沒有給出簡單的答案，卻深刻揭示了其背後的全球性議題。

《Dive & Trek》 is a simple tale of a kind heart compromised by poverty. As a direct warning to those tempted by making quick money out of live coral, or as an outsider's window upon the desperation of those who make a living from an ever-further depleted sea, it's a bleak local fable providing no easy solutions to the global issues it raises.

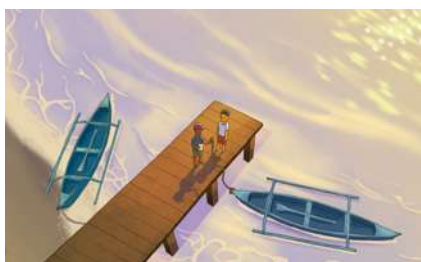
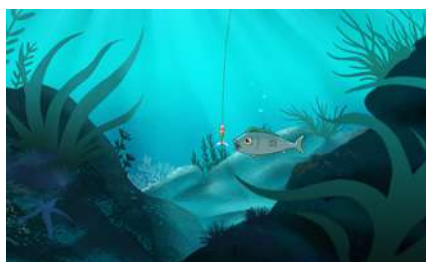
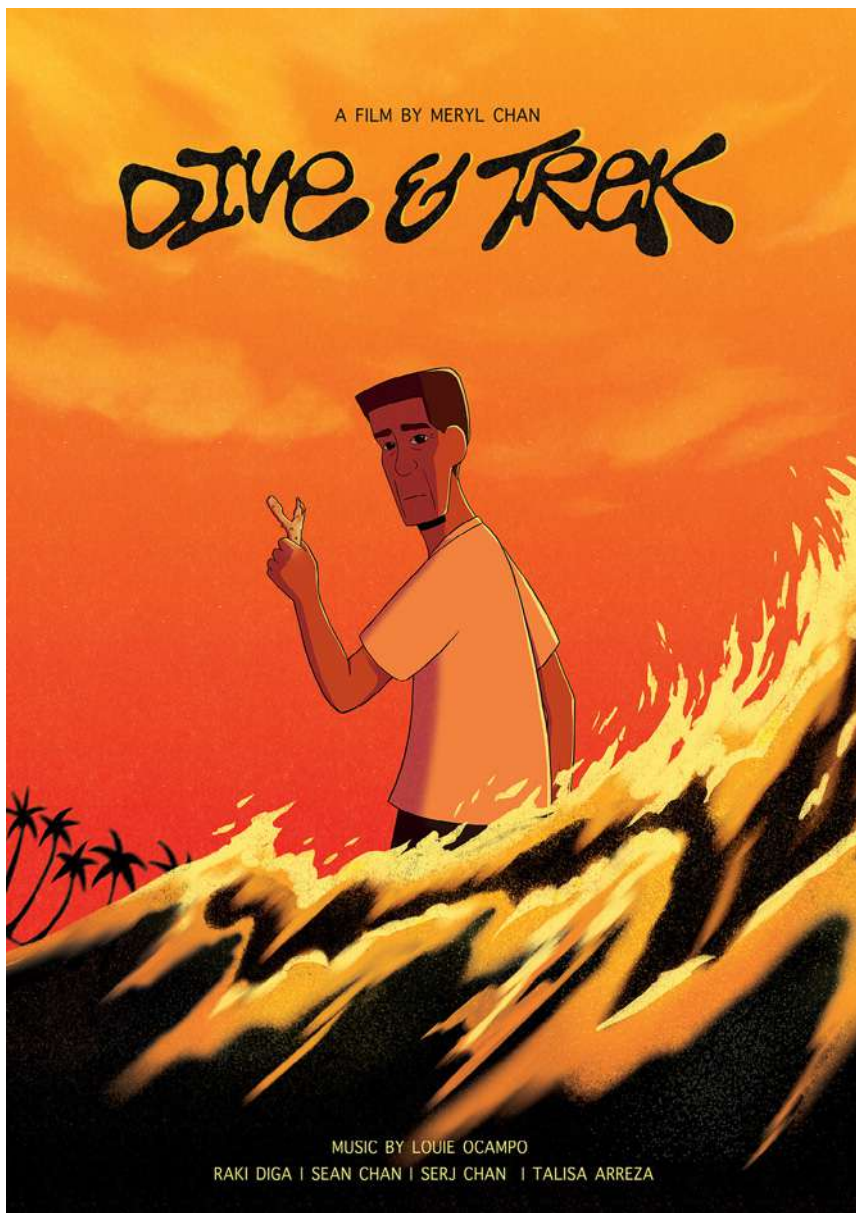
Birgit Heidsiek

德國 Germany



《Dive & Trek》透過精美的畫面呈現了永續不僅侷限於生態層面，也與經濟與社會議題密切相關。故事中複雜的連結被巧妙捕捉，使觀眾能理解其中的道德衝突——因為實踐善意的機會往往充滿誘惑。這部短片成功濃縮了宏大的主題。經濟貧困與生存掙扎迫使主角做出違背自身信念的決定，而其行為的後果卻付出沉重代價，包括自由、信譽及生活條件。《Dive & Trek》讓觀眾洞察這種充斥貧困、剝削與絕望的悲慘現實，而這也是許多人在日常新聞中往往忽略的議題。這部短片動畫能有效觸動觀眾的情感。

《Dive & Trek》 illustrates in beautiful drawings that sustainability is not limited to ecology but goes hand in hand with economic and social issues. These complex connections are convincingly captured in the storytelling. The moral conflict is easy to understand, because the opportunity to put one's good intentions into practice is certainly tempting. This short film convincingly sums up a big theme. Economic poverty and the desperate struggle to survive drive the main character to make decisions that go against his own convictions. But the consequences of his actions come at a high price, with his freedom, credibility, and living conditions at stake. Dive & Trek provides an insight into a sad reality, which is characterized by a vicious circle of poverty, exploitation, and hopelessness. Many people often tune out when these topics are covered in the daily news. This short animated film manages to touch viewers emotionally.



環境永續獎 - 數位動畫類

TPCA Environment Sustainability
Special Award - Digital Animation

Dive & Trek

創作者 Designer(s)

Meryl Chan

指導老師 Instructor(s)

Josh Howell

學校所在地 Location of School

美國

United States of America

學校 School

School of Visual Arts

作品說明 Project Description

Alon 為了養活女兒 Pearl，不得不接受遊客提出的涉及非法珊瑚的道德妥協交易。

這個決定引發了一連串事件，帶來嚴重的社會與環境後果，包括阿隆被捕，以及 Pearl 發現遺留的魚袋。

故事揭示了生存與道德之間的激烈衝突，呈現了一個破碎系統將個人推向極限的殘酷現實。

Alon's desperate struggle to provide for his daughter, Pearl, leads him to accept a morally compromising offer from tourists seeking illegal corals. This decision sets off a chain of events that results in severe social and environmental consequences, including Alon's arrest and Pearl's discovery of the bag of fish left behind. The story reveals the intense conflict between survival and morality, illustrating the harsh reality of a broken system pushing individuals to the brink.

評審評語 Jury Comments

林欣璇 Hsin-Hsuan Lin

臺灣 Taiwan



這件作品真的令人感覺印象深刻！它完美地演繹了「永續設計不只是綠化，而是修復關係」的核心精神。

它巧妙地運用建築和景觀元素，像是低潮位平台和水道，來「縫合」海岸線與歷史記憶，直接呼應了 SDG 14.5（海洋及沿海區域保護）。

我欣賞它沒有侵略性，反而是以「環境譯者」的姿態，創造了一個可以學習、讓人類與潮間帶共存的教育場域。這種將生態復育與公眾教育結合的設計，完全契合我對「尊重基地，共存共榮」的專業理念。得獎，實至名歸！

This work is truly impressive! It perfectly embodies the core spirit that "sustainable design is not just about greening, but about restoring relationships."

It skillfully integrates architectural and landscape elements — such as tidal platforms and waterways — to "stitch together" the coastline and historical memory, directly echoing SDG 14.5 (the conservation of coastal and marine areas).

What I especially appreciate is its non-invasive approach. Acting as an "environmental translator," it creates an educational space where humans can learn from and coexist with the intertidal zone.

This thoughtful combination of ecological restoration and public education fully aligns with my professional belief in "respecting the site and fostering coexistence." A truly well-deserved award!

藤貴彰 Takaaki Fuji

日本 Japan



這件作品令人印象深刻，它巧妙地將歷史、潮汐與生態教育融合在空間設計中。設計不僅重現了蘭陽平原的歷史水路網絡，也提供了人與自然互動的體驗空間。潮汐廣場的設計、三區域的量體安排，以及步道與濱植生態廊道的串聯，展現出對環境永續與歷史記憶的深刻理解。這是一個兼具教育性、環境敏感性與美學價值的作品，實至名歸。

This project is truly impressive, skillfully integrating history, tidal dynamics, and ecological education into its spatial design. The design not only revives the historic waterway network of the Lanyang Plain but also provides an interactive space for people to engage with nature. The tidal square, the three-tiered massing, and the connection of pathways with riparian ecological corridors reflect a profound understanding of environmental sustainability and historical memory. It is a project that combines educational value, environmental sensitivity, and aesthetic excellence, truly deserving of recognition.

Yasmine Mahmoudieh

德國 Germany



作品以細膩的手法回應了消失的歷史與自然環境。透過可滲透鋪面和潮汐控制，設計讓使用者能感受漲退潮帶來的變化，體驗與自然共生的樂趣。建築量體與生態廊道的配置不僅保護潮間帶生態，也提供教育與互動的可能性。這個設計展現了對歷史、社會與生態議題的敏銳感知，是兼具詩意與實踐性的永續設計典範。

This project delicately responds to both lost history and the natural environment. Through permeable surfaces and tidal management, it allows users to experience the changes brought by the ebb and flow of tides, engaging with nature in an immersive way. The arrangement of building masses and ecological corridors not only protects the intertidal habitat but also provides educational and interactive opportunities. The design demonstrates a sensitive awareness of historical, social, and ecological issues, serving as a poetic yet practical example of sustainable design.

環境永續獎 - 建築與景觀設計類
 TPCA Environment Sustainability
 Special Award - Architecture &
 Landscape Design

破碎的記憶
 Fragmented Memories

創作者 Designer(s)

吳暉凱
 Wei-Kai Wu

指導老師 Instructor(s)

陳彥廷
 Yan-Ting Chen

學校所在地 Location of School

臺灣
 Taiwan

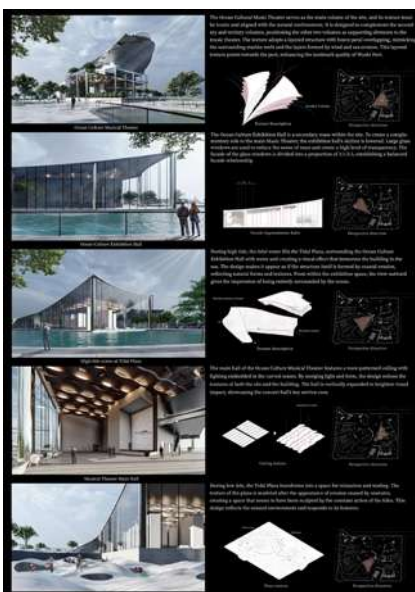
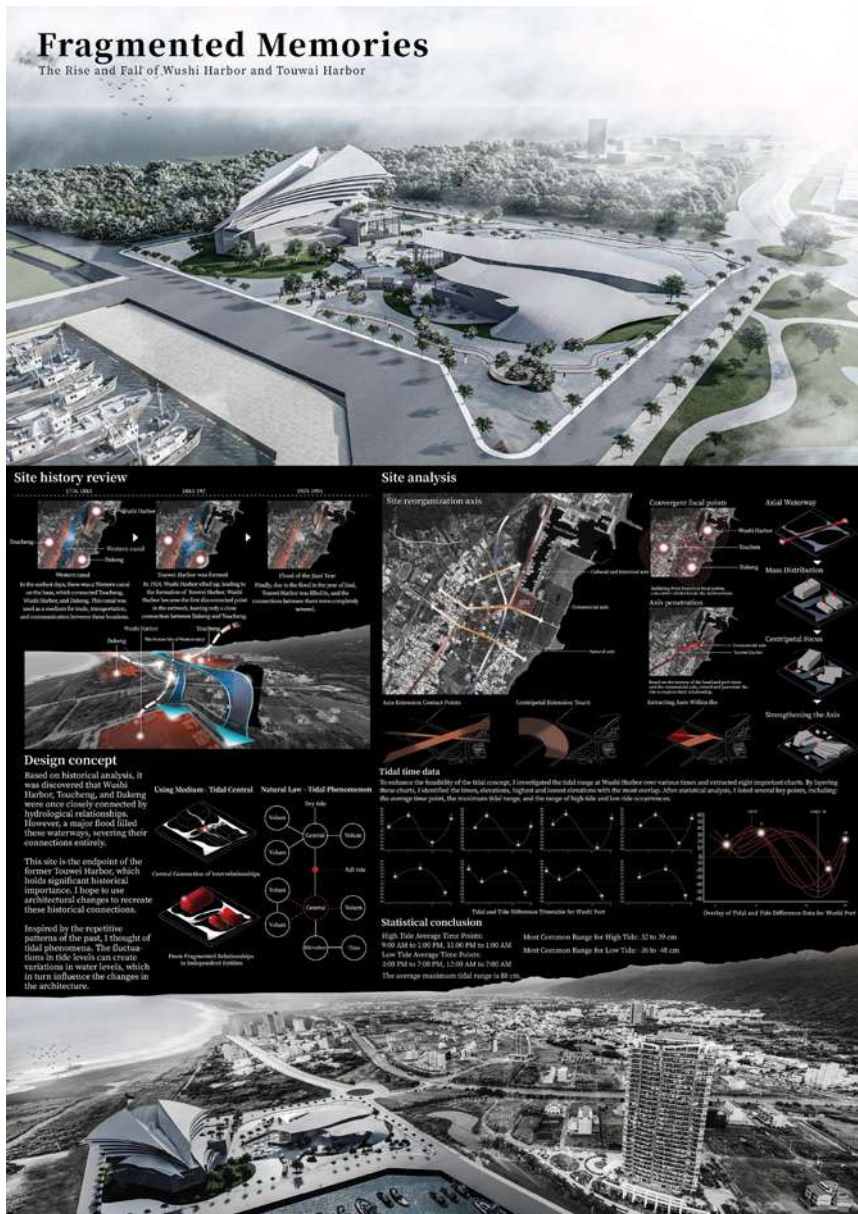
學校 School

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

作品說明 Project Description

日治時期以前的蘭陽平原，是一個以水路交通為主的大時代，蘭陽平原溪北地區水路網絡的咽喉就是烏石港，也是清領時期東台灣唯一的「正口」，然而，1924年烏石港淤積，並形成了頭圍港，烏石港為第一個沒落的節點，最後由於甲子年洪災將頭圍港填平，彼此之間的關係也完全斷裂，成為了歷史上消失的一頁。我希望能利用建築設計來回應這段被遺忘的歷史，讓舊有的關係重現。本設計以潮汐為媒介，藉可滲透鋪面與標高控制，在退潮時形成可互動的潮汐廣場，提供人與自然互動的體驗，漲潮時導回水紋，讓建築量體形成舊有水路與三大區域的型態，回應當地的歷史景象。建築量體採「主、次、微」三區域配置，保留潮間帶與濱植生態廊道，串連步道與解說系統，形成建築與環境共存的生態教育場域。

This project uses architecture to recover those relations through tide as medium. Permeable paving and precise elevations create a tidal plaza at low tide for human-nature interaction; at high tide, guided water patterns let the building massing trace historic channels and define three zones. The scheme preserves the intertidal belt and a coastal vegetated corridor, connects trails with an interpretive system, and forms an ecological learning ground where architecture and environment coexist.



特別地區獎 - 產品設計類

TPCA Special Region Award -
Product Design

可持續防汛淨水沙袋

Sandbags for flood protection and water purification

創作者 Designer(s)

田皓瑞
Hao-Rui Tian

指導老師 Instructor(s)

無
none

學校所在地 Location of School

中國大陸
Mainland China

學校 School

深圳大學
Shenzhen University

作品說明 Project Description

可持續淨水防汛沙袋通過內部高密度海綿材質，將洪水快速吸入沙袋內部，同時將污染的洪水通過沙袋下方的污水淨化器進行污水淨化處理。最後將污染的洪水轉換成乾淨衛生的飲水資源。本次設計有效解決傳統沙袋吸水慢、排水效率低、搬運困難等問題，為受災人群提供衛生的飲水資源，提高災後生存環境條件，保障了受災人員的災後生理和心理的健康。

The sustainable water purification and flood control sandbag uses a high-density sponge material inside to quickly inhale the floodwater in, and at the same time, the polluted floodwater will be purified by the sewage purifier under the sandbag. Finally, the polluted flood water will be converted into a clean and hygienic drinking water source. This design effectively solves the problems of slow water absorption, low drainage efficiency, and difficult transportation of traditional sandbags, providing sanitary drinking water resources for people affected by disasters, improving post-disaster living conditions, and ensuring the physical and psychological health of disaster victims.



特別地區獎 - 產品設計類

TPCA Special Region Award - Product Design

NEXUS
(Transformative Commode)

創作者 Designer(s)
Muhammad Raheesh

指導老師 Instructor(s)
無
none

學校所在地 Location of School
新加坡
Singapore

學校 School
Ngee Ann Polytechnic

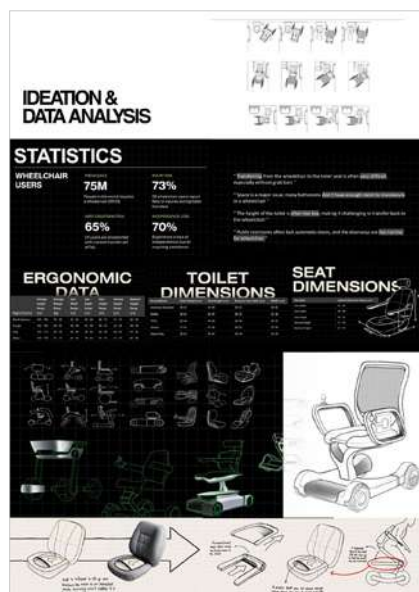
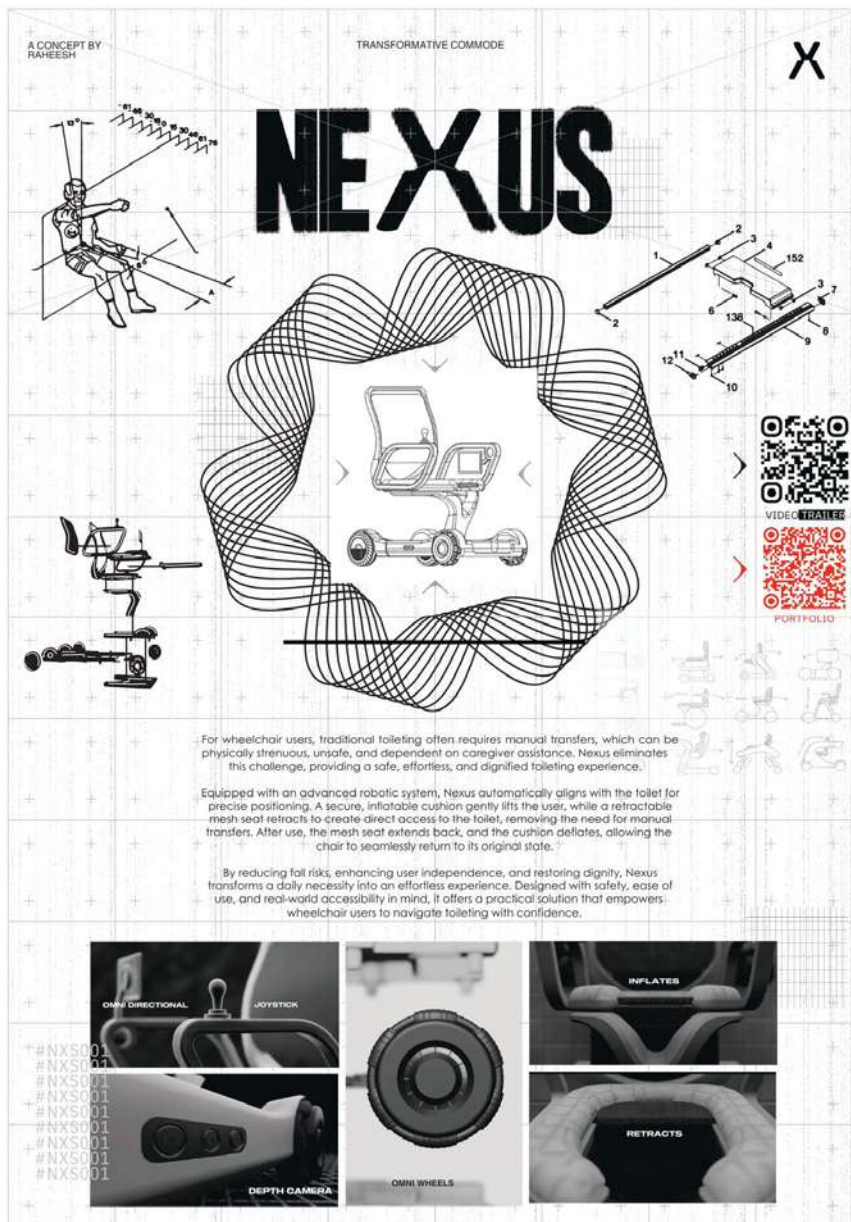
作品說明 Project Description

Nexus 是一款為行動不便者設計的變革性坐便設備。

它兼具智慧廁所輔助與自主移動功能，使使用者能以安全與尊嚴獨立如廁。

配備自動對齊馬桶、可充氣升降裝置及可收納網狀座椅，Nexus 消除了繁重的移位過程，重新定義了老年人及行動不便者的無障礙體驗。

Nexus is a transformative commode designed for individuals with limited mobility. It functions as both a smart toilet aid and self-maneuvering mobility device, enabling independent toileting with safety and dignity. With automatic toilet alignment, an inflatable lift, and a retractable mesh seat, Nexus eliminates strenuous transfers, redefining accessibility for the elderly or those with limited mobility.



特別地區獎 - 數位動畫類

TPCA Special Region Award -
Digital Animation

BEETLE HUNT!

創作者 Designer(s)

Gianna Tafa

指導老師 Instructor(s)

Courtney Vonada

學校所在地 Location of School

美國
United States of America

學校 School

School of Visual Arts

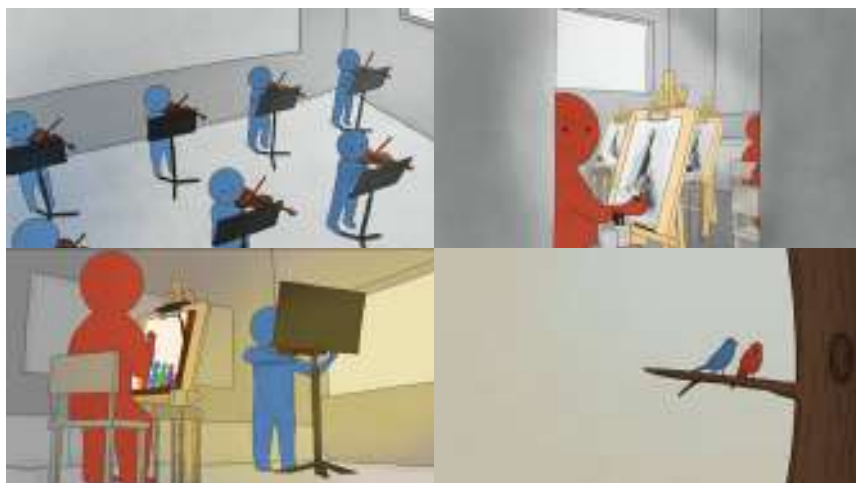
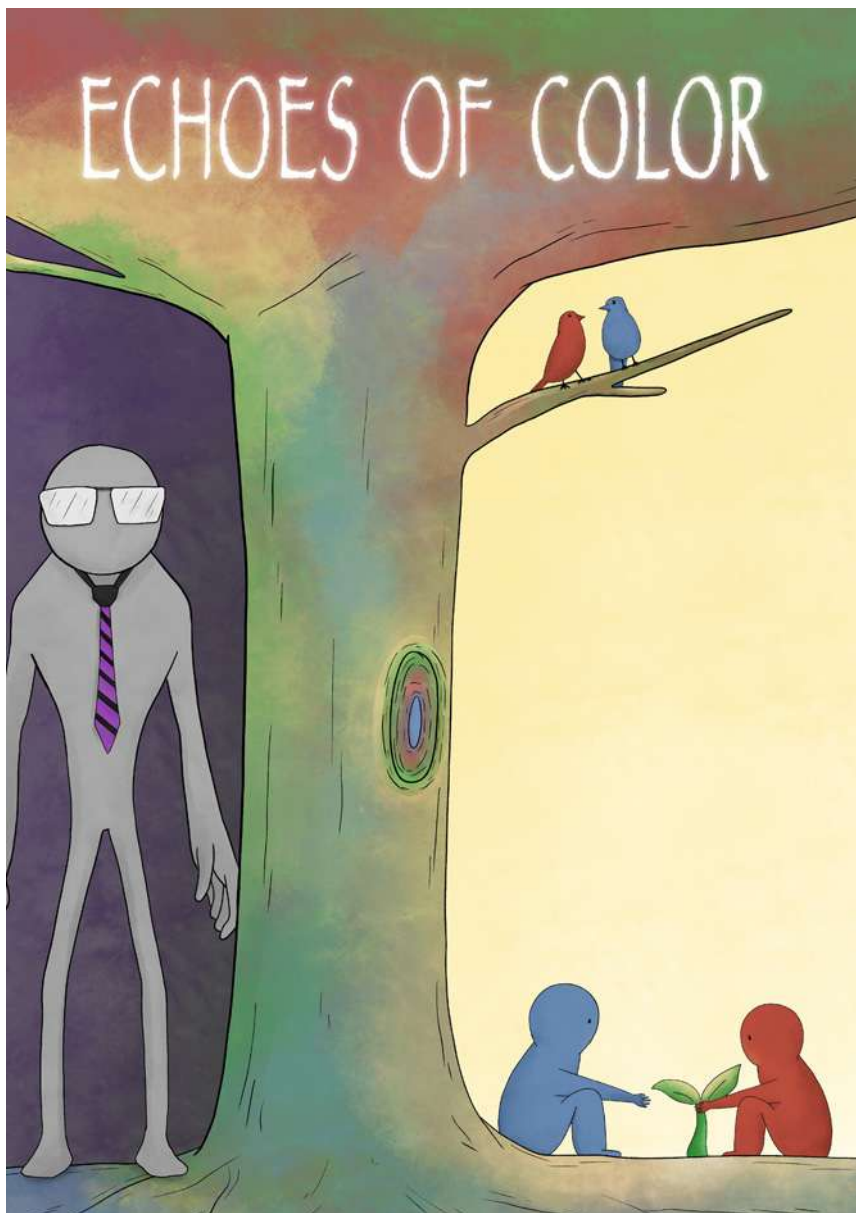
作品說明 Project Description

梅是一位昆蟲愛好者，她希望記錄自己很久以前遇到的一種稀有甲蟲！

但她能夠獨自找到它嗎？

Mae is a lover of bugs who wishes to record a rare beetle species that she encountered long ago! But will it be too hard to find on her own?





特別地區獎 - 數位動畫類

TPCA Special Region Award -
Digital Animation

聽見顏色

Echoes Of Color

創作者 Designer(s)

Ying-Thong Koo、林於雁、黃馨荻
Ying-Thong Koo, Yi-Yan Lim, Xin-Di Ng

指導老師 Instructor(s)

無
none

學校所在地 Location of School

馬來西亞
Malaysia

學校 School

INTI International University

作品說明 Project Description

在一個每個人從出生起就被賦予單一顏色與固定愛好的世界裡，人們被安排住進對應顏色的房間，由“導師”的存在進行教育與引導。他們便被灌輸幾項嚴格規則：只能與同色之人交流，只能專注自身被設定的興趣，且不得擅自外出。這種制度讓他們從未意識到，原來外面的世界還存在其他顏色、其他人、其他可能。而故事的主角——一位藍色人和一位紅色人，因內心的好奇而突破邊界，偷偷相遇。他們透過音樂與藝術進行交流，彼此激發、感動、感染，從而建立起真實的情感與共鳴。儘管他們因違反規則而遭到“導師”的懲罰，但他們依然堅持表達自己，勇敢反抗制度的壓抑。直到有一天，一位新的顏色——綠色人出現。他象徵著對立的融合，是衝突中孕育的和諧。綠色人發現了他們的顏色，悄悄在自己的世界中種下了改變的種子。從那一刻起，房間不再只是單色，新的顏色開始浮現與交融，象徵著封閉秩序正在瓦解，真正的覺醒與改變即將來臨。

In a world ruled by color and control, people live in strict, color-coded rooms. A Blue and a Red secretly meet, connecting through music and art. Though punished, they keep expressing themselves. One day, Green is born—a blend of both, a symbol of change. As colors begin to mix, the system starts to fall. When expression is free, color becomes connection—not limitation.

特別地區獎 - 建築與景觀設計類

TPCA Special Region Award -
Architecture & Landscape Design

Protein BTO

創作者 Designer(s)

Rui Hang Keuk

指導老師 Instructor(s)

Xin Wei Ang, Christina Low Yung Chyuan

學校所在地 Location of School

新加坡
Singapore

學校 School

LASALLE College of the Arts

作品說明 Project Description

本作品聚焦即將面臨的新加坡糧食安全挑戰。Protein BTO 採取評論式的方式，探討現有糧食生態系的相關議題。

故事背景設定在 2075 年，Protein BTO 想像未來的都市糧食生產系統，使城市居民能重新建立與食物來源的連結，重新構思新加坡郊區社區的日常糧食系統——挑戰我們對人、食物與空間之間關係的既有認知。

Looking into the imminent challenge revolving around Singapore's food security. Protein BTO adopts a commentary approach in probing conversations regarding the existing food ecosystem. Set in 2075, Protein BTO envisions a future urban food production system that empowers urban citizens in building back a relationship with their food source, reimagining everyday food systems in Singapore's suburban community - challenging the notion of how we see the relationship between people, food, and space.



特別地區獎 - 建築與景觀設計類

TPCA Special Region Award - Architecture & Landscape Design

藻能共生

Symbio Algae

創作者 Designer(s)

謝俊彥
Chun-Yean Siah

指導老師 Instructor(s)

楊馥妃
Fu-Fei Yang

學校所在地 Location of School

臺灣
Taiwan

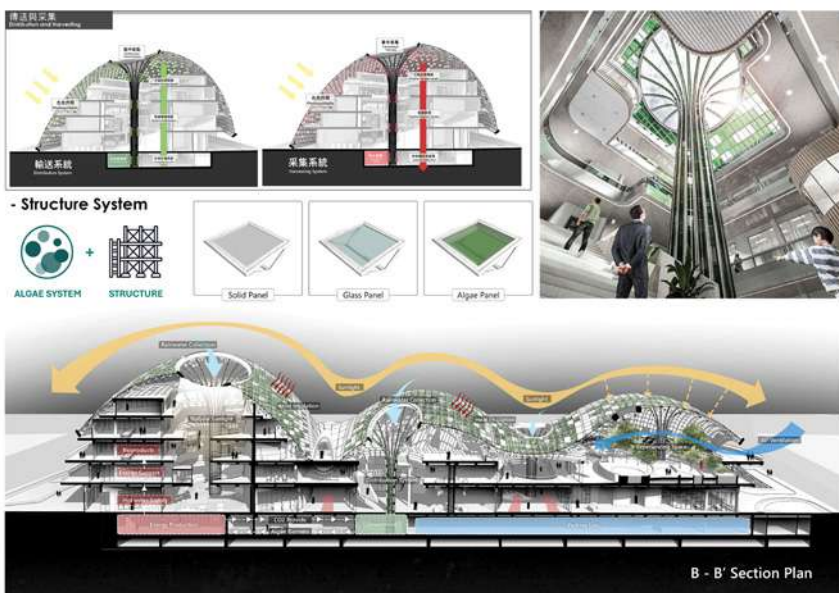
學校 School

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

作品說明 Project Description

本案以「藻能共生」為主題，融合微藻技術與建築設計，打造具研究、展示與商業機能的永續空間。建築外殼搭載光合微藻立面，可吸收二氧化碳並產能，減緩環境衝擊。中庭設置「生命之樹」裝置，扮演著輸送與採集微藻的角色，統合能源流與動線系統，強化空間整體感。透過模組化立面與場域策略，回應氣候議題，呈現自然與人造的共生關係。觀者可近距離觀察微藻的生長變化，感受其作為環境修復者與能源生產者的潛力，進而反思人與自然的依存關係，探索建築作為能源生產載體的新可能。

"Symbio Algae" integrates microalgae technology with architecture to create a sustainable space for research, exhibition, and commerce. The building features a photosynthetic façade that absorbs CO₂ and generates energy. At its core, a "Tree of Life" system distributes and collects microalgae, organizing both energy flow and circulation. Visitors can closely observe algae growth, experiencing its potential as both a healer and energy generator, while reflecting on the symbiotic relationship between nature and human creations. Through modular façades and spatial strategies, the design responds to climate issues, presenting a vision of coexistence between the natural and the artificial. It explores architecture as a potential carrier of energy production and invites reflection on humanity's interdependence with the environment.





評審簡介

Jury Introduction



產品設計類 Product Design

召集人

The Convener of Judging Panel

鄭雯瑄 Joy Cheng

臺灣 Taiwan



- 創立 超超然永續創意顧問公司
- 現為 企業傳承接班與轉型教練
- 擔任 德國 Red Dot Design Award 台灣官方代表
- Red Dot Taiwan 執行總監
- Red Dot Design Museum Taipei 經理
- Founded Pollinator Inc.
- Coach for corporate succession and transformation
- Official Representative of Taiwan, Red Dot Design Award
- Executive Director, Red Dot Taiwan Ltd.
- Manager, Red Dot Design Museum Taipei

李德俊 De-Jiun Lee

臺灣 Taiwan



- 李德設計 創辦人暨體驗策略總監
- 第五及第六屆 IxDA Taiwan 台灣互動設計協會 副理事長
- 2023-2025 台灣金融研訓院 菁英講座
- 2025 獲得 德國 iF Design Award
- 廣達電腦 前設計副理
- Founder and Experience Strategy Director of LEEder Design
- 5th and 6th Vice President of IxDA Taiwan
- (2023-2025) Elite Lecture of Taiwan Academy of Banking and Finance
- (2025) iF Design Award
- Former Associate Design Manager of Quanta Computer

決選評審

Jurors of Final Selection

Piotr Swiatek

波蘭/英國 Polish/United Kingdom



- PDR 國際設計研究中心設計主任暨創新政策經理
- BEDA 歐洲設計協會財務長暨執行委員
- 曾作為設計專家服務英國政府、愛爾蘭政府、拉脫維亞政府、歐洲央行及 OECD 經濟合作暨發展組織等等
- 拉脫維亞設計獎、立陶宛設計獎及 MUZA 設計大賽評審
- 畢業於波蘭亞捷隆大學及倫敦藝術大學中央聖馬丁學院藝術管理系
- Manager of Design & Innovation Policy at PDR – International Centre for Design & Research.
- Treasurer and Executive Board Member of BEDA – Bureau of European Design Associations.
- Worked as Design Expert for the HM Government, Irish Government, Latvian Government, European Central Bank and the Organisation for Economic Co-operation and Development, among others.
- Judged the Latvian Design Award, Lithuanian Design Awards and MUZA Design Competition.
- Graduated Design Management at Jagiellonian University and Advanced Service Design at Central Saint Martin, UAL.

產品設計類 Product Design

決選評審

Jurors of Final Selection

鈴木元 Gen Suzuki

日本 Japan



- GEN SUZUKI STUDIO 設計師
- GEN SUZUKI STUDIO Designer

Cita Tahir

印尼 Indonesia



- (2011 年至今) Milestone Branding Solutions 創意總監
- (2023 年至今) 印尼平面 副理事長兼財務長
- (2011-) Creative Director, Milestone Branding Solutions
- (2023-) Vice Chairman & Treasurer, ADGI (Indonesian Graphic Design Association)

易瑋勝 Wei-Shen Yi

臺灣 Taiwan



- 2025 中華民國工業設計協會 理事長
- 2022 三木匣製做所 主理人
- 2019 澗水藍品牌 創辦人
- 2009 易瑋勝 個人設計品牌 創辦人
- 2008 天晴設計事務所 創辦人
- (2025) Chairman, Taiwan Industrial Design Association (TIDA)
- (2022) Founder, Make3Box Workshop
- (2019) Founder, JSL-Craft Brand
- (2009) Founder, Yiweishen Personal Design Brand
- (2008) Founder, Afterain Design Studio

產品設計類 Product Design

決選評審

Jurors of Final Selection

Gideon Loewy

丹麥 Denmark



- 北歐設計顧問有限公司的創辦人暨 CEO 執行長
- 台中市政府 都發局 / 觀光局 / 新聞局 - 市政顧問
- 文化部國立台灣工藝研究發展中心 - 委員
- 經濟部 & 文化部 - 委員，工研院 & 外貿協會 - 專家顧問
- 丹麥設計師協會 MDD 副理事長 / 亞洲設計協會聯盟 ADP- 顧問
- Scandinavian Design Consultant Co., Ltd. Founder / CEO
- Municipal Consultant of Taichung City Government in Urban Development Bureau / Tourism Bureau / Information Bureau
- National Taiwan Craft Research and Development Institute - Committee Member
- Committee member of Ministry of Economic Affairs and Ministry of Culture Consultant for Industrial Technology Research Institute and Taiwan External Trade Development Council
- Vice-Chairman of Design Denmark (former MDD) / Asia Designer Communication Platform

初選評審

Jurors of Preliminary Selection

Ken Nah

韓國 Korea



- 韓國釜山 釜山廣域市 名譽設計總監
- 紅點設計獎：產品設計與設計概念類 評審委員
- WDO 世界設計組織 理事成員
- 韓國釜山 東西大學 講座教授
- 韓國首爾 弘益大學 國際設計專門學院 前院長與教授
- Master Designer of Busan Metropolitan City, Korea
- Jury Member of Red Dot Award: Product Design & Design Concept
- WDO Board Member
- Chair Professor at Dongseo University, Busan, Korea
- Former Dean & Professor of IDAS, Hongik University, Seoul, Korea

Eunice Cheng

新加坡 Singapore



- 2024 Electrolux 亞太與中東非地區 衣物照護產品 首席工業設計師
- 2021 Electrolux 執行長特別表揚 績優員工獎
- 2010 Motorola 高級工業設計師 發表產品 EX200、EX201、EX210、MT810 LX
- Electrolux UltimateCare 系列產品 獲得 Good Design Award、iF Design Award、SG Mark 設計獎項
- Sudokoo.com 工業設計經理
- (2024) Lead Industrial Designer for Care, APAC & MEA, Electrolux
- (2021) CEO Recognition for Top Performer, Electrolux
- (2010) Senior Industrial Designer, Motorola – Launched EX200, EX201, EX210, MT810 LX
- Award-winning designs for Electrolux UltimateCare Range in Good Design Award, iF Design, and SG Mark
- Industrial Design Manager for Sudokoo.com

產品設計類 Product Design

初選評審

Jurors of Preliminary Selection

Jiaru Lin

美國 United States of America



- 2025 義大利 A'Design 設計獎評審
- 2024 法國 DNA Paris 設計獎評審
- 2018 德國 iF Design Award 包裝設計獎
- 第 102 屆 美國 ADC Art Director's Club 年度大獎評審
- Amaffi 設計總監、Tom Ford 與 Balmain 前美妝高階包裝設計師
- (2025) Jury Member of A'Design Award, Italy
- (2024) Jury Member of DNA Paris Design Award, France
- (2018) Winner of iF Design Award in Packaging Category, Germany
- Jury Member of ADC Art Director's Club 102nd Annual Awards, USA
- Head of Design at Amaffi / Former Global Senior Packaging Designer at Tom Ford Beauty and Balmain Beauty

Jarred Evans

英國 United Kingdom



- PDR 設計工作室 執行總監
- 應用設計創新 教授
- 國際設計獎項 常任評審與演講者
- 擁有 30 年以上 以使用者為中心的產品與服務設計經驗
- 獲得超過 90 項 國際設計獎項 (iF、Red Dot、Good Design、IDEA)
- Managing Director of PDR Design Studio
- Professor of Applied Design Innovation
- Regular speaker and international design juror
- Over 30 years experience in user-centred product and service design
- Over 90 international design awards (iF, Red Dot, Good Design, IDEA)

Yap Kimming

新加坡 Singapore



- Creativeans 執行總監
- 新加坡設計商會 副會長
- 南洋藝術學院與工藝教育學院 課程與學術發展諮詢委員會 委員
- 上海美術學院 傑出教授
- HOVARLAY 聯合創辦人
- Managing Director of Creativeans
- Vice President of the Design Business Chamber Singapore
- Member of the Advisory Committee for Curriculum and Academic Development at the Nanyang Academy of Fine Arts and the Institute of Technical Education
- Distinguished Professor at the Shanghai Academy of Fine Arts Co-founder of HOVARLAY

產品設計類 Product Design

初選評審

Jurors of Preliminary Selection

Lilian González

墨西哥 Mexico



- 墨西哥 Anáhuac 大學 設計學術統籌
- 世界設計組織 (WDO) 諮詢委員會委員、前理事
- Don Norman Design Award (DNDA) 評審與諮詢委員會委員
- 設計師、藝術家、批判理論 博士候選人
- 專長領域涵蓋設計研究與發展：社會設計、公益設計、共融設計、身心障礙、設計美學、醫療照護、工藝與永續性
- Academic Coordinator of Design at Anáhuac University of México
- Advisory Board Member and former Board Member at World Design Organization (WDO)
- Jury Member and Advisory Board at Don Norman Design Award (DNDA)
- Designer, artist and PhD candidate in critical theory
- Expertise in design research and development includes: social design, design for the common good, inclusion, disability, aesthetics, healthcare, arts and crafts, and sustainability

Maartje Pel

英國 United Kingdom



- 2017 起 擔任 TISDC 與 D&AD 設計獎評審
- 英國 DCA Design International 首席工業設計師
- 擅長跨領域設計 尤其聚焦於醫療應用
- 擁有 20 年以上 國際設計顧問經驗
- 獲得超過 20 項 國際設計獎項 (iF、Red Dot、Good Design)
- (2017–present) Member of TISDC and D&AD design juries
- Lead Industrial Designer at DCA Design International, UK
- Cross-sector knowledge with a focus on medical applications
- Over 20 years of experience in international design consultancy
- Winner of over 20 international design awards including iF, Red Dot, and Good Design

Sakura Adachi

日本 Japan



- 義大利 ISIA Roma Design 大學 產品設計講師
- 英國 Central Saint Martins College of Art & Design 工業設計碩士
- 日本 武藏野美術大學 工業設計 室內設計 工藝設計 學士
- 入選 ADI Design Index 與 IHA 全球創新獎 決選名單
- 獲得多項國際設計獎項：芝加哥雅典娜建築與設計博物館 Good Design Award、Red Dot 設計獎、Archiproducts 設計獎、BigSEE 產品設計獎
- Lecturer in Product Design at the Italian university ISIA Roma Design
- MA in Industrial Design from Central Saint Martins College of Art & Design
- BA in Industrial, Interior and Craft Design from Musashino Art University
- Selected for ADI Design Index and Finalist of IHA Global Innovation Award
- Awards include: Good Design Award by The Chicago Athenaeum Museum, German Design Award, Red Dot Design Award, Archiproducts Design Award, BigSEE Product Design Award

產品設計類 Product Design

初選評審

Jurors of Preliminary Selection

Leonard Tan Bahroocha

新加坡 Singapore



- 2017 日本 Good Design Awards
- 2014 Singapore President's Design Award Design of the Year
- 2006 iF Design Award
- 曾任職於 Electrolux Dell Philips Design Creative Technology，從事工業設計相關工作
- 韓國三星電子 (東南亞及大洋洲) 產品創新團隊總監
- (2017) Japan Good Design Awards
- (2014) Singapore President's Design Award – Design of the Year
- (2006) iF Design Award
- Previous experience in Industrial Design includes Electrolux Dell Philips Design Creative Technology
- Director – Product Innovation Team, Samsung Electronics Southeast Asia and Oceania

Cleber Niels

巴西 Brazil



- 伊萊克斯 (Electrolux) 創新部資深經理，負責規劃消費者體驗藍圖
- 具備 14 年以上家電領域的工業設計領導經驗，橫跨拉丁美洲、亞洲、歐洲及大洋洲市場
- 領導美國、巴西、埃及、新加坡與澳洲的全球設計專案
- 負責跨區域創新專案，服務多元市場
- 榮獲超過 8 項國際設計大獎
- Senior Manager - Innovation at Electrolux, responsible for leading the consumer experience roadmap
- Industrial Design Leader with over 14 years of experience in home appliances across Latin America, Asia, Europe, and Oceania
- Led global design projects in the US, Brazil, Egypt, Singapore and Australia
- Managed cross-regional innovation initiatives tailored to diverse markets
- Recipient of 8+ international design awards

Makiko Tsumura

日本 Japan



- 2010 起 主導日本 Good Design Award (G Mark) 推廣與執行
- 擁有超過 15 年推動國際設計獎合作經驗
- 曾任日本百貨公司採購 20 年
- 2015 畢業於 Musashino Art University 藝術政策與管理系
- 1990 Keio University 文學學士學位
- (Since 2010) Conducts Japanese Good Design Award (G Mark)
- Over 15 years of experience establishing international design award collaborations
- Worked as a buyer in a Japanese department store for 20 years
- (2015) Graduated from Musashino Art University in Arts Policy and Management
- (1990) Bachelor of Literature Keio University

產品設計類 Product Design

初選評審

Jurors of Preliminary Selection

李盛弘 Sheng-Hung Lee

臺灣 Taiwan



- 研究員 MIT AgeLab
- MIT Ideation Lab 美國工業設計師協會 董事
- Researcher, MIT AgeLab
- MIT Ideation Lab Board of Director, IDSA

井上裕太 Yuta Inoue

日本 Japan



- KESIKI Inc.、Open Medical Lab 共同創辦人
- Kepler Corp.、Whatever Co. 執行成員
- TCL (多摩美術大學 Creative Leadership Program) 、DESIGNART LAB 講師
- 日本經濟產業省「全球時尚 IP 創出促進事業」計畫合作夥伴
- 曾任 Good Design Award、ACC Tokyo Creativity Awards 評審
- Co-founder, KESIKI Inc. and Open Medical Lab
- Executive Member, Kepler Corp. and Whatever Co.
- Lecturer at TCL (Tama Art University's Creative Leadership Program) and DESIGNART LAB
- Program Partner for METI's Program for Creating Global "Fashion IP"
- Former Jury Member for Good Design Award and ACC Tokyo Creativity Awards

Johan Birger

瑞典 Sweden



- 負責 Jabra Mobile 設計工作達 15 年
- 2016–2023 設計所有 Jabra True Wireless 系列耳機
- 擅長穿戴式裝置設計
- 具備 3D 曲面建模專業，熟悉 Creo、CDRS
- 機械工程學位背景
- 15 years design responsible for Jabra Mobile
- Designed all of Jabra's True Wireless headsets 2016–2023
- Expertise in designing wearables
- 3D surfacing specialist in Creo and CDRS
- Degree in Mechanical Engineering

產品設計類 Product Design

初選評審

Jurors of Preliminary Selection

Donn Koh

新加坡 Singapore



- STUCK 設計公司共同創辦人
- Hypersketch App 共同創辦人
- 新加坡國立大學傑出教育獎
- 微軟 Arc Touch 滑鼠 bend-and-snap 機制發明者
- 2020 美國工業設計師協會及 2021 美國國際設計傑出獎評審
- Co-Founder, STUCK Design Pte Ltd
- Co-Founder, Hypersketch App
- Outstanding Educator Award, National University of Singapore (NUS)
- Inventor of the bend-and-snap mechanism for the Microsoft Arc Touch Mouse
- IDSA IDEA Juror 2020 and 2021

易瑋勝 Wei-Shen Yi

臺灣 Taiwan



- 2025 中華民國工業設計協會 理事長
- 2022 三木匠製做所 主理人
- 2019 潤水藍品牌 創辦人
- 2009 易瑋勝 個人設計品牌 創辦人
- 2008 天晴設計事務所 創辦人
- (2025) Chairman, Taiwan Industrial Design Association (TIDA)
- (2022) Founder, Make3Box Workshop
- (2019) Founder, JSL-Craft Brand
- (2009) Founder, Yiweishen Personal Design Brand
- (2008) Founder, Afterain Design Studio

許向罕 Hsiang-Han Hsu

臺灣 Taiwan



- 向罕設計創辦人 / 設計師
- 2025 參展 米蘭設計週
- 2023 入選 義大利 RoPlastic Prize
- 2021 W 春池計畫 玻璃自然形 個展
- 2019 榮獲 台灣金點設計獎
- Founder and Designer of HSIANG HAN DESIGN
- (2025) Milan Design Week
- (2023) RoPlastic Prize
- (2021) Solo Exhibition "Glass in Nature" x W Glass Project
- (2019) Golden Pin Design Award

產品設計類 Product Design

初選評審

Jurors of Preliminary Selection

張漢寧 Jimmy Chang

臺灣 Taiwan



- 中華民國工業設計協會 24 屆 25 屆 理事長
- 2017 世界大學運動會 火炬設計師
- 國家發展委員會 推動地方創生政策 委員
- 大陸委員會 臺港經濟文化合作策進會 委員
- President of the Chinese Industrial Design Association (24th and 25th Term)
- Torch Designer for the 2017 Summer Universiade
- Commissioner for Promoting Local Revitalization Policy National Development Council
- Member of Taiwan-Hong Kong Economic and Cultural Cooperation Strategy Promotion Association

視覺類設計 Visual Design

召集人

The Convener of Judging Panel

陳信宇 Hsin-Yu Chen

臺灣 Taiwan



- 本質設計顧問有限公司 創辦人 / 創意總監
- 中華平面設計協會 副理事長
- 曾獲 亞洲設計獎 / 日本優良設計獎 / 德國 iF 設計獎 / 德國 Red Dot 設計獎 / 金點設計獎 年度最佳設計 等
- 曾擔任多項設計賽事評審 包含 亞洲設計獎 / 金點設計概念獎 / 金門設計問鼎計畫等
- 服務客戶包含 外交部 / 經濟部 / 觀光署 / 航港局 / 故宮 / 台北捷運 / 樂天 / 松下 / 花王 等
- Creative Director of BENZHI Design Consultant Co., Ltd.
- Vice Chairman, Taiwan Graphic Design Association (TGDA)
- Recipient of multiple international design awards, including Asia Design Prize, Golden Pin Design Award – Best Design, Good Design Award (Japan), iF Design Award (Germany), Red Dot Design Award (Germany), etc.
- Served as judge for major design competitions including Asia Design Prize, Golden Pin Concept Design Award, Kinmen Design Target Plan, etc.
- Clients include: Ministry of Foreign Affairs, Ministry of Economic Affairs, Tourism Administration, Maritime and Port Bureau, National Palace Museum, Rakuten, Panasonic, Kao, etc.

葉修潔 Hsiu-Chieh Yeh

臺灣 Taiwan



- 2023 獲得 Red Dot Design Award · 包裝設計類 ASUS MoCA Adapter 作品
- 目前任職於華碩電腦股份有限公司 視覺傳達設計主任
- 曾任職於月棠設計股份有限公司 資深視覺設計
- 於美國紐約深造暨從事設計工作近五年時間
- 畢業於紐約 Pratt Institute 研究所 視覺傳達與包裝設計系碩士
- (2023) Winner of the Red Dot Design Award in the Packaging Design category for the ASUS MoCA Adapter project
- Currently Senior Visual Communication Design Manager at ASUSTeK Computer Inc.
- Former Senior Visual Designer at TTDI Design Co., Ltd.
- Studied and worked in design in New York, USA, for nearly five years
- Earned an MFA in Communications and Packaging Design from Pratt Institute, New York

決選評審

Jurors of Final Selection

Kevin Stuart Swanepoel

美國 United States of America



- 曾擔任兩家廣告公司的首席創意官，並創立了 Creative & Strategic Advertising
- 他曾在 Apple 擔任 PEN 經理 (出版、娛樂與新媒體經理)
- 在他近 30 年的領導下，The One Club 的規模與地位大幅提升，推出了許多世界上最大且最具聲望的全球廣告與設計獎項計畫
- Kevin 一直是該組織各項計畫背後的推動力量，包括 ONE Creator Lab，AI Executive Creative Summit and AI Creative Challenge，Brand-Side.
- Kevin was chief creative officer at two advertising agencies, and founded Creative & Strategic Advertising.
- Apple, where he served as the PEN Manager (publishing, entertainment, and new media manager).
- Under his nearly 30 years of guidance, The One Club has grown significantly in scope and stature, producing many of the world's largest and most prestigious global advertising and design awards programs.
- Kevin has been the driving force behind all of the organization's programming, including ONE Creator Lab, AI Executive Creative Summit and AI Creative Challenge, Brand-Side.

視覺類設計 Visual Design

決選評審

Jurors of Final Selection

林威 Lin Wei

新加坡 Singapore



- United Design Practice 創辦人、設計師及導師
- 榮獲義大利 A'Design、美國國際設計大獎、美國建築獎、美國 Graphis 設計獎、荷蘭 Indigo 設計獎、美國 Vega Awards、瑞士 LIT 照明設計獎等等
- 新加坡金字品牌獎設計上海評審暨導師
- 曾任廣告公司 TBWA 上海團隊創意總監
- 曾任上奇廣告北京創意總監
- Founder United Design Practice / Designer & Coach
- Awarded by A'Design, International Design Awards, American Architecture Prize, Graphis, Indigo Design Awards, Vega Awards, LIT Awards etc
- Jury and Mentor for Design Shanghai, Singapore Prestige Brand Awards
- Worked in TBWA Shanghai as Group Creative Director
- Worked in Saatchi & Saatchi Beijing as Creative Director

Paula Bermúdez Covarrubias

墨西哥 Mexico



- Vindeza Toluca 住宅區專案經理
- BICM 數位行銷設計與協調
- 數位行銷帳戶管理
- 為 BICM 製作特別企劃的作品集
- BICM 開發的影像搜尋工具「圖像編目」成員
- Project Manager, Residencial Vindeza Toluca
- Design and coordination of digital marketing for BICM
- Management of digital marketing accounts
- Production of special collections for BICM
- Member of Iconographic Cataloguing, an image search tool developed by BICM

清水千春 Chiharu Shimizu

日本 Japan



- Chiharu Shimizu 藝術總監
- 紐約 ADC 金獎 / 美國 One Show 金獎 / 坎城國際創意節銀獅獎 / 英國 D&AD 銅獎 / ADFEST 年度大獎 / ADSTARS 年度大獎
- 曾任 HAKUHODO Inc. 藝術總監
- 東京藝術大學設計學士
- Chiharu Shimizu / Art Director
- Awarded by NY ADC Gold / One Show Gold / Cannes Lions Silver / D&AD Bronze / ADFEST Grand Prix / ADSTARS Grand Prix
- Worked in HAKUHODO Inc. as Art Director
- Tokyo University of the Arts, Bachelor of Design

視覺類設計 Visual Design

決選評審

Jurors of Final Selection

羅梓綺 Gigi Lo

臺灣 Taiwan



- 2024-2025 台灣金星獎平面組 初審評審
- 2024 第十八屆台灣金印獎 決選評審
- 台北市政府 台北通 TAIPEI PASS 品牌識別規劃
- 北觀處皇冠海岸觀光圈 品牌識別規劃
- 農委會國家農業科學獎 品牌識別規劃
- (2024-2025) Taiwan Top Star Preliminary Jury Member (Graphic Design Category)
- (2024) 18th Taiwan Golden Print Awards Final Jury Member
- Brand Identity Planning for TAIPEI PASS, Taipei City Government
- Brand Identity Planning for North Coast and Guanyinshan National Scenic Area
- Brand Identity Planning for the National Agricultural Science Awards, Ministry of Agriculture (MOA)

初選評審

Jurors of Preliminary Selection

Benjarat Aiemrat

泰國 Thailand



- 2025 策展 Manita Songserm 字體設計展 "forms of expression"
- 2024 入選 BACC EARLY YEARS PROJECT #7 八位新銳藝術家名單之一
- 2017 作品入選倫敦交通博物館 The Prize for Illustration 2017 – Sounds of the City 前 100 名
- 2013 獲 Art4D Magazine 最佳圖文設計畢業製作 Best of Category
- 駐曼谷獨立平面設計師 專注於透過材料與情境實驗探究設計原理的實驗性設計 / 具備 Typography 3D Design Principles 與 Design History 等課程的客座講師經驗
- (2025) Curated Manita Songserm's typographic exhibition, "forms of expression."
- (2024) Shortlisted among 8 emerging artists for the EARLY YEARS PROJECT #7 at BACC.
- (2017) Shortlisted among 100 entries for the Prize for Illustration 2017 – Sounds of the City by the London Transport Museum.
- (2013) Awarded Best of Category for Graphic Design Thesis by Art4D Magazine.
- Independent graphic designer based in Bangkok, focusing on experimental design that uncovers principles through material and situational exploration / Experienced visiting lecturer in Typography, 3D Design Principles, and Design History.

Takada Yui

日本 Japan



- 2020 榮獲 東京 TDC 獎
- 2019 榮獲 東京 ADC 獎
- 2011 JAGDA 新人獎得主
- 現任 Allright 設計公司 代表董事
- AGI 會員 (2020)
- Winner of Tokyo TDC Award
- (2019) Winner of Tokyo ADC Award
- (2011) Winner of JAGDA New Designer Award
- Director of Allright Design Company
- Member of AGI

視覺類設計 Visual Design

初選評審

Jurors of Preliminary Selection

Andy Naorem

印度 India



- 2024 印度 Alertype 執行創意總監暨共同創辦人
 - 2019 印度 Brand New type 創意總監暨共同創辦人
 - 2017 英國 I Wish Innovations 設計與創意總監
 - 2011 印度 Mayek Projects 設計總監暨共同創辦人
 - 2006 印度 Tehelka 新聞雜誌 設計主管
- (2024) Exec. Creative Director & Co-founder, Alertype, India
 - (2019) Creative Director & Co-founder, Brand New type, India
 - (2017) Director of Design & Creativity, I Wish Innovations, UK
 - (2011) Design Lead & Co-founder, Mayek Projects, India
 - (2006) Design Head, Tehelka News Magazine, India

Lebassis

巴西 Brazil



- 來自巴西里約熱內盧的手寫字藝術家與創意總監
 - 曾與 Apple、Nike、Google、Netflix、Coca-Cola 等品牌合作
 - 獲得多項國際獎項肯定：Young Guns、D&AD、TDC、Forbes Under 30、ADC 等
 - 致力於透過設計放大黑人文化與 LGBTQIAPN+ 權益
 - 創作風格表現力強 並忠於自我與意義訴求
- Lettering artist and creative director from Rio de Janeiro, Brazil
 - Worked with brands such as Apple, Nike, Google, Netflix, and Coca-Cola
 - Recognized by awards like Young Guns, D&AD, TDC, Forbes Under 30, ADC, among others
 - Uses design to amplify Black culture and LGBTQIAPN+ rights
 - Creates work that is expressive, meaningful, and true to his style

Elmer Sosa Herrera

墨西哥 Mexico



- 2024 美國 Poster Stellars Grand Stellar Poster of the Show
 - 2022 Pictoline 主辦 第三屆拉丁美洲插畫雙年展 榮譽提名
 - 2021 韓國 首爾 第十一屆亞洲平面設計三年展 優秀設計獎
 - 2020 俄羅斯 Golden Bee 國際平面設計雙年展 漫畫類金獎
 - 2020 墨西哥 瓦哈卡國際海報雙年展 首獎
- Grand Stellar Poster of the Show / Poster Stellars, United States, 2024.
 - Honorable Mention / Third Biennial of Illustration Latin American by Pictoline, 2022.
 - Excellent Design Award / 11th Asian Graphic Design Triennial, Seoul, Korea, 2021.
 - Golden Bee Award - Graphic Novels category / Golden Global Biennale of Graphic Design Rusia, 2020.
 - First Place - International Poster Biennial of Oaxaca, Mexico, 2020.

視覺類設計 Visual Design

初選評審

Jurors of Preliminary Selection

Oscar Guerrero

哥倫比亞 Colombia



- 2025 美國 Type Directors Club 字體設計卓越證書獲獎
 - 2024 日本 Morisawa 字體設計競賽 榮譽提名
 - 2023 美國 Type Directors Club 字體設計卓越證書獲獎
 - 第六屆 Tipos Latinos 字體雙年展 入選
 - 曾獲 Communication Arts 字體設計競賽、LAD Awards 等獎項肯定
- (2025) Received Certificate of Typographic Excellence from the Type Directors Club
 - (2024) Awarded an Honorable Mention at the Morisawa Type Design Competition
 - (2023) Received Certificate of Typographic Excellence from the Type Directors Club
 - Work selected for the 6th Tipos Latinos Biennial
 - Winner in the Communication Arts Typography Competition and LAD Awards

Boris Schmelter

德國 Germany



- 2014 德國 慕尼黑 成立第二間設計公司 SCHMELTER BRAND DESIGN
 - 自 1996 年起 以 DYSET 為名活躍於塗鴉藝術創作
 - 設計作品曾獲紅點獎、iF 設計獎、德國設計獎、DDC 獎等多項肯定
 - 英戈爾施塔特應用科技大學 品牌設計講師
 - SCHMELTER BRAND DESIGN 首席執行官暨品牌策略顧問
- (2014) Founded his second agency SCHMELTER BRAND DESIGN in Munich, Germany
 - Active as a graffiti artist under the pseudonym DYSET since (1996)
 - He won several design awards such as Red Dot, iF Award, German Design Award, and DDC Award
 - University lecturer for brand design at THI in Ingolstadt
 - Strategic consultant and CEO of SCHMELTER BRAND DESIGN

Tarek Atrissi

荷蘭 Netherlands



- 2000 荷蘭 創立 Tarek Atrissi Design 並擔任創意總監
 - 曾為 Apple、BBC、卡達政府、沙烏地阿拉伯航空 等設計專屬阿拉伯字體
 - 設計首屆伊斯蘭雙年展的視覺識別
 - 作品獲 Type Directors Club、德國設計獎、D&AD 獎等多項國際獎項肯定
 - 以阿拉伯文字與品牌設計推動當代阿拉伯視覺文化
- (2000) Founder and Creative Director of Tarek Atrissi Design, established in the Netherlands
 - Designed custom Arabic typefaces for clients such as Apple, BBC, the government of Qatar, and Saudi Airlines
 - Designed the visual identity of the first Islamic Biennale
 - Recipient of multiple international design awards including the Type Directors Club, the German Design Award, and the D&AD Awards
 - Recognized for shaping contemporary Arabic visual culture through typography and branding

視覺類設計 Visual Design

初選評審

Jurors of Preliminary Selection

Javin Mo

香港 Hong Kong



- 2025 金蝶獎榮譽獎
- 2024 金點設計獎年度最佳設計
- 2024 英國 ISTD 國際字體設計獎入圍
- Milkxhake 設計工作室 / 創始人及設計總監
- 國際平面設計聯盟 (AGI) 會員
- (2025) Golden Butterfly Award / Honour Award
- (2024) Golden Pin Design Award / Best Winne
- (2024) ISTD International Typographic Awards (UK) / Winner
- Founder and Design Director of Milkxhake
- Member of AGI (Alliance Graphique Internationale)

Ryan Len

新加坡 Singapore



- 2014 創立 Aaah Studio 以提問為核心的游牧型設計實踐
- 作品獲得 Tokyo Type Directors Club 認可 並於 London Tokyo San Francisco Shanghai 等地展出
- 發起 Aaah House 提供給設計愛好者聚集創作與想像的空間 透過書籍、物件與發現的時刻探索未來
- 擁有超過 10 年品牌設計、出版與文化創意領域經驗 / 擔任創意總監與策略顧問
- 視設計為理解複雜事物的方式 包括正在轉變的身份、無法支撐的舊系統和尚在成形的想法
- (2014) Founded Aaah Studio, a nomadic design practice shaped by inquiry
- Work recognized by the Tokyo Type Directors Club and exhibited internationally in London, Tokyo, San Francisco, and Shanghai
- Initiated Aaah House, a year-long exploration and community Initiated Aaah House, a home for the design-curious to gather, make and imagine what's next—through books, objects, and moments of discovery.
- Creative director and strategist with over 10 years of experience across branding, publishing, and cultural work
- Sees design as a way to make sense of complex things: identities in transition, systems that no longer hold, ideas still taking shape.

Johnathon Strebly

加拿大 Canada



- 曾任 International Council of Design 主席 推動全球設計倡議與跨國合作
- 創立 CreativeMornings Vancouver 促進跨領域對話與創意社群建構
- 曾任 Skwxwú7mesh Úxwumixw 行政總監 領導具文化根基的治理與策略推動
- 擔任策略顧問 協助公私部門透過系統思維與價值導向設計推進組織發展
- 具備豐富的國際評審經驗 並於各大設計獎項與會議擔任講者
- Former President of the International Council of Design, advancing global design advocacy and collaboration
- Founder of CreativeMornings Vancouver, fostering cross-disciplinary dialogue and creative community building
- Former Chief of Staff for the Skwxwú7mesh Úxwumixw (Squamish Nation), leading culturally grounded governance and strategic initiatives
- Strategic advisor and consultant supporting public and private organizations through systems thinking and values-driven design
- Experienced international design juror and featured speaker at design awards and conferences around the world

視覺類設計 Visual Design

初選評審

Jurors of Preliminary Selection

Dénes Sátor

匈牙利 Hungary



- 2021 起自由接案藝術指導
- 2018 入選匈牙利創意代表作 Highlights of Hungary 與 SuperChannel
- 2017 獲得斯洛伐克 SZFMVSZ 年度青年創業家獎 第二名
- 2016 推出第一個產品線 Souvenirs with a twist
- 2015 A' Design Award 獲選參與第 56 屆 Venice Biennale Sustainable Identities 展區
- (2021–Present) Freelancer Art Director
- (2018) Selected for Hungary's Most Creative Projects Highlights of Hungary and SuperChannel
- (2017) 2nd Place – Young Entrepreneur of the Year SZFMVSZ Slovakia
- (2016) First product line – Souvenirs with a twist
- (2015) A' Design Award – 56th Venice Biennale Sustainable Identities – Participatory Space

Siew-Ming Cheng

新加坡 Singapore



- 2023 Peekabook 獲 Core77 Design Awards Apps & Platforms 類別首獎
- 2023 Peekabook 獲 Apple App Store 「App of the Day」推薦
- Stuck Design 營運總監、UI/UX 與跨領域設計統籌
- 擔任數位互動書籍應用程式 Peekabook 的互動與體驗設計首席
- 擔任 AI 草圖生成應用程式 Hypersketch 的互動與體驗設計首席
- (2023) Peekabook awarded Apps & Platforms Award Winner at Core77 Design Awards
- (2023) Peekabook recognized as App of the Day at Apple App Store
- Director of Operations, UI/UX & Multi-Disciplinary Design Lead at Stuck Design
- Lead interaction and experience designer for the digital interactive books app, Peekabook
- Lead interaction and experience designer for the AI sketch generative app, Hypersketch

Sio-Leong Chao

澳門 Macau



- MO-DESIGN 創始人 / 創意總監
- 澳門設計師協會會長
- 作品曾於東京 TDC、紐約 ADC、紐約 TDC 獲獎
- 上海美術學院客座教授
- 深圳平面設計協會
- (2024) Exec. Creative Director & Co-founder, Altertype, India
- (2019) Creative Director & Co-founder, Brand New type, India
- (2017) Director of Design & Creativity, I Wish Innovations, UK
- (2011) Design Lead & Co-founder, Mayek Projects, India
- (2006) Design Head, Tehelka News Magazine, India

視覺類設計 Visual Design

初選評審

Jurors of Preliminary Selection

Justyna Czerniakowska

波蘭 Poland



- 2023 入圍 European Design Awards 海報類
- 2018 擔任 Triennial of Poster in Trnava 國際評審
- 2016 擔任 International Poster Biennale in Mexico 國際評審
- 曾獲 Polish Graphic Design Awards 展覽設計類別獎項，並四度獲 Polish Association of Book Publishers 年度最佳書籍設計獎
- International Poster Biennale in Warsaw 組織委員成員
- (2023) Nominated for European Design Awards in the poster category
- (2018) Jury member of the Triennial of Poster in Trnava
- (2016) Jury member of the International Poster Biennale in Mexico
- Awarded in the Polish Graphic Design Awards for exhibition design and four-time winner in the Best Book Design of the Year by the Polish Association of Book Publishers
- Member of the organizing committee of the International Poster Biennale in Warsaw

王景民 Jim Wang

臺灣 Taiwan



- 2010 IDA World Design Congress 形象海報設計
- 國際技能競賽 廣告設計職類台灣代表國手
- 上海 Sth. DESIGN 設計總監
- 亞太視覺藝術新創協會 理事長
- 方形元藝術 創始人
- (2010) Poster Designer for the IDA World Design Congress
- Taiwan Representative in the WorldSkills Competition – Graphic Design Technology
- Chairperson of the Asia-Pacific Association for Emerging Visual Arts
- Founder of Squircle Art
- Creative Director at Sth. DESIGN, Shanghai

黃齡儀 Linda Huang

臺灣 Taiwan



- 2020 創立生活品牌 peacefy 擔任創意總監
- 2015 同名品牌「無性別計畫」作品巡迴發表於紐約、洛杉磯、台北 獲美國國會認證之文化交流證書
- 2013-2019 品牌形象教育訓練講師 品牌商展策展人 (服務客戶包含 Georg Jensen、ASUS、新光三越等)
- 2012-2018 台灣與丹麥 Georg Jensen 精品視覺顧問
- 2010-2012 紐約 AdAsia Communications, Inc. 藝術總監
- (2020) Founded lifestyle brand "peacefy" / Creative Director
- (2015) Launched personal brand "Genderless Project" Exhibited in New York, Los Angeles, and Taipei Received U.S. Congressional Certificate of Cultural Exchange
- (2013–2019) Brand Identity Trainer & Exhibition Curator (Clients include Georg Jensen, ASUS, Shin Kong Mitsukoshi, etc.)
- (2012–2018) Visual Consultant for Georg Jensen (Taiwan & Denmark)
- (2010–2012) Art Director at AdAsia Communications, Inc., New York

視覺類設計 Visual Design

初選評審

Jurors of Preliminary Selection

賴宥羽 Yuyu Lai

臺灣 Taiwan



- 2023 作為視覺設計負責人 推出了 Google Workspace 的首款 AI 影片編輯器 Google Vids
- 2021 擔任 Google 試算表與 Google 簡報的首席視覺設計師
- 2016 多倫多道明銀行 (TD Bank) NFL 宣傳活動獲坎城國際創意節提名
- 擁有豐富美術指導經驗 曾為 Nike、Patrón Tequila、Verizon、IBM 和 Tiffany & Co 等知名客戶擔任美術指導
- 現為 Google 資深視覺設計師

- (2023) As Visual Design Lead, launched Workspace's first AI-driven video editor, Google Vids
- (2021) Served as Lead Visual Designer for Google Sheets and Google Slides
- (2016) Nominated for a Cannes Lions award for the TD Bank NFL campaign
- Art Direction experience includes working with high-profile clients such as Nike, Patrón Tequila, Verizon, IBM, and Tiffany & Co.
- Currently Senior Visual Designer at Google

數位動畫類 Digital Animation

召集人

The Convener of Judging Panel

柯宏飛 Phil Ko

臺灣 Taiwan



- 現任 國際數位娛樂創意協會 IDEA 理事長
- 任職於朕宏國際五年內協助創作者規劃動畫製作
- 擁有超過 10 年動畫與影像製作經驗，參與多項影視後製與動畫專案，熟悉 2D 與 3D 製程
- 熟悉產學合作與產業脈動，擅長以創作者視角進行技術與創意的橋接，協助動畫製作與流程優化
- 曾於線上教育產業服務 7 年，專精動畫教材設計與教學腳本撰寫，熟悉動畫教學內容開發流程
- Chairman of the International Digital Entertainment Creative Association (IDEA), actively promoting international collaboration in animation, film, gaming, and AI content industries
- Currently at Gemhorn Inc., providing creators with tailored solutions for animation production—including workstations, graphics software, storage systems, and motion capture—along with installation and technical support
- Over 10 years of experience in animation and post-production, with extensive involvement in both 2D and 3D production pipelines
- Skilled in bridging academia and industry, offering workflow optimization through both technical and creative perspectives
- Worked for 7 years in online education, specializing in animated instructional media, including courseware design and educational scriptwriting

李心寧 Shiny Lee

臺灣 Taiwan



- Whatever Taipei 創意總監
- 曾任 One Show、Cannes Lions 等國際創意獎決選評審
- 曾獲 D&AD、Spikes Asia、One Show Greater China 等獎項肯定
- 實踐大學媒體傳達設計學系 兼任教師
- 美國帕森設計學院 設計與科技碩士
- Creative Director at Whatever Taipei
- Served as jury member at One Show, Cannes Lions, etc.
- Awarded by D&AD, Spikes Asi, One Show Greater China, etc.
- Adjunct Professor of Communications Design at Shih Chien University
- Master of Fine Arts in Design and Technology, Parsons School of Design

決選評審

Jurors of Final Selection

林家齊 Chia-Chi Lin

臺灣 Taiwan



- 夢想動畫創辦人
- 社團法人動畫特效協會理事長
- 世新大學數位多媒體設計學系專任副教授
- 第 8 屆社團法人台灣產學策進會理事
- 第 56 屆電視金鐘獎評審委員
- Founder of Moonshine Studio
- Chairperson of the Animation & Visual Effects Association (AVA), Taiwan
- Associate Professor, Department of Digital Multimedia Arts, Shih Hsin University
- Director of the 8th Taiwan Academia Industry Consortium
- Jury Member of the 56th Golden Bell Awards

數位動畫類 Digital Animation

決選評審

Jurors of Final Selection

Roberto Iñiguez Flores

墨西哥 Mexico



- 墨西哥蒙特雷科技大學學術與師資事務副教務長
- 國際藝術設計院聯盟 (Cumulus) 副理事長
- 榮獲聯合國教科文組織國家設計獎教育終身成就獎
- 國際科學藝廊聯盟理事會成員
- 西班牙瓦倫西亞理工大學設計學博士
- Associate Provost for Academic and Faculty Affairs - Tecnológico de Monterrey, Mexico.
- Vice President of Cumulus Association – The Global Association of Art and Design.
- Awarded with the National Design Award/UNESCO – Lifetime Achievement in Education.
- Board Member of Science Gallery International Network.
- PhD in Design - Universitat Politècnica de Valencia, Spain.

Min-Hyoung Lee

韓國 Korea



- 仁德大學視覺設計系教授
- 韓國現代設計協會 (KECD) 資深副理事長
- 朝鮮日報藝術新聞記者兼設計師
- 朝鮮日報出版社副主任
- 師資培育相關的平面設計師
- Professor of Visual Design at Induk University
- Senior Vice President of the Korea Ensemble of Contemporary Design (KECD) Association
- Chosun Ilbo Art Journalist Designer
- Deputy Director of Chosun News Press
- A graphic designer for teacher education

David Appiah

迦納/英國
Ghana/United Kingdom



- 泛非洲設計協會主席顧問暨創始會員
- 非洲平面設計獎創始會員
- 曾任多家公司創意總監暨整合平面設計師，包含 TBWA 廣告、MRM、奧美、MullenLowe 廣告、M&C 上奇廣告、偉門廣告、英國 IPG Studios 等
- Advisor to the President and founding member of PADI
- Co-founder and judge of the Graphic Design Awards Afrika
- 20+ years experience within advertising and marketing in the Ghana, United Kingdom, Europe, United States of America and the Middle East delivering static and animated solutions.
- Advocate/support for design students in Afrika

數位動畫類 Digital Animation

決選評審

Jurors of Final Selection

Michael Robinson

美國 United States of America



- 擔任 Microsoft、MTV、Comedy Central、VH1 等國際品牌資深創意職務，曾獲 Adobe Design Achievement Award
- 曾任香港浸會大學動畫與媒體藝術學程主任，並任教於台北藝術大學
- 曾為 MTVU 與獲獎影片 East L.A. Interchange 擔任導演與動畫師
- 曾擔任 Kuandu International Animation Festival 決選評審與講者
- 美國南加州大學電影學院動畫碩士學位
- Senior Creative roles for Microsoft, MTV, Comedy Central, and VH1, and Adobe Design Achievement Award honoree
- Former Program Director of Animation & Media Arts at Hong Kong Baptist University, faculty at Taipei National University of the Arts
- Directed and animated for MTVU and the award-winning film "East L.A. Interchange"
- Final Judge and Speaker at the Kuandu International Animation Festival
- MFA in Animation from the USC School of Cinematic Arts

初選評審

Jurors of Preliminary Selection

Jun-Yi Lee

新加坡 Singapore



- 2012 獲南洋理工大學 – 星展銀行 許文輝獎學金
- 2010 獲新加坡政府 資訊、通訊及媒體發展管理局獎學金
- Gram Videos 創意總監暨共同創辦人
- Cammunity 創辦人暨社區建設者
- Mentoring SG 創意章節負責人
- (2012) Nanyang Technological University–DBS Koh Boon Hwee Scholars Award
- (2010) Singapore Government IMDA Digital Media Scholar
- Creative Director & Co-Founder, Gram Videos
- Chief Community Builder & Founder, Cammunity
- Creative Chapter Lead & Founder, Mentoring SG

Masashi Kawamura

日本 Japan



- 現任 Whatever Co. 的首席創意長
- 現任 Open Medical Lab, Inc. 的首席創意長
- 入選《Creativity》「全球創意 50 人」
- 入選 Fast Company 「商業領域中最具創意 100 人」
- 榮獲超過 100 項國際大獎，包括 Cannes Lions
- Chief Creative Officer of Whatever Co.
- Chief Creative Officer of Open Medical Lab, Inc.
- Named as one of Creativity's "Creative 50"
- Named as one of Fast Company's "100 Most Creative People"
- Winner of 100+ global awards, including Cannes Lions, Annecy International Animation Film Festival, and more

數位動畫類 Digital Animation

初選評審

Jurors of Preliminary Selection

Nevina Satta

義大利 Italy



- European Film Academy (柏林) 成員、Creative Migration (洛杉磯 – 曼谷) 成員
- British Council Cultural Advisory Group (米蘭 – 倫敦) 成員
- 聯合國「Entertainment and Culture for Climate Action (ECCA)」創始指導委員會治理共同主席
- Sardinia Film Commission 與 NAS – New Animation in Sardinia 創始執行長暨總監
- UNICEF 認可 NGO 「The Traveling Film School」及「Fair Trade Cinema」共同創辦人

- European Film Academy, Berlin; Creative Migration, Los Angeles–Bangkok British Council Cultural Advisory Group, Milan–London
- Co-chair of Governance in the Founding Steering Committee of the United Nations – Entertainment and Culture for Climate Action (ECCA)
- Founding CEO and Executive Director of the Sardinia Film Commission and of NAS – New Animation in Sardinia
- Co-Founder of the UNICEF Endorsed NGO "The Traveling Film School" and of "Fair Trade Cinema"

Sune Lind Thomse

英國 United Kingdom



- 2023 – 現任 Danish Cinema Association 主席
- 2020 – 現任 Gentofte Kino (哥本哈根, 丹麥) 執行長
- 2018 擔任 European Film Awards 「Cartoon」類別評審
- 2007 – 2019 擔任 Warner Bros 及 MGM Denmark 執行長
- 2004 – 2007 擔任 FilmFocus Denmark 執行長

- (2023 –) Head of the Danish Cinema Association
- (2020 –) CEO, Gentofte Kino – Copenhagen, Denmark
- (2018) Cartoon jury at European Film Awards
- (2007 – 2019) CEO, Warner Bros and MGM Denmark
- (2004 – 2007) CEO, FilmFocus Denmark

Mark Stein

美國 United States of America



- 曾於全球推出品牌專案 包含 Shopify 日本市場及 Netflix 北歐市場
- 作品獲得 Cannes Lions、Webby Awards、FWA、One Show、D&AD 等國際大獎肯定
- 擁有 20 年影像 廣告 數位媒體領域經驗
- 現為 Whatever (Tokyo NYC Taipei) 創意總監暨執行製作人

- Developed and launched brands worldwide such as Shopify in Japan and Netflix in Scandinavia
- Awarded work within Cannes Lions Webby Awards FWA One Show and D&AD
- 20 years experience within film advertising and digital media
- Creative Director and Executive Producer with Whatever (Tokyo NYC Taipei)

數位動畫類 Digital Animation

初選評審

Jurors of Preliminary Selection

Iwona Pomianowska

比利時 Belgium



- 比利時 PAF Festival 藝術總監
- 愛爾蘭 Trinity College Dublin 心理學博士（專攻視覺感知）
- 比利時 M Museum Leuven 博物館諮詢委員會成員
- 比利時魯汶市 文化委員會 委員
- 電影製作人暨動態影像設計師
- Art Director of the PAF Festival Belgium
- PhD in Psychology from Trinity College Dublin (specialized in visual perception)
- Member of the Museum Advisory Committee M Museum Leuven
- Member of the Cultural Council of the City of Leuven Belgium
- Filmmaker and Motion Designer

Daniel Šuljić

克羅埃西亞 Croatia



- Animafest Zagreb 世界動畫電影節 藝術總監
- 動畫電影導演暨音樂人
- The Academy of Motion Picture Arts and Sciences 院士
- 作品入選數百個動畫影展，包括 Annecy、Zagreb、Ottawa、Stuttgart 等
- Artistic Director of the World Festival of Animated Film Animafest Zagreb
- Film-maker and musician
- Academy Member, The Academy of Motion Picture Arts and Sciences
- Several hundred film selections at animation festivals including Annecy, Zagreb, Ottawa, Stuttgart

Malcolm Turner

澳大利亞 Australia



- 2025 葡萄牙 Cinanima 影展 客席策展人
- 擔任 Melbourne International Animation Festival (MIAF) 總監
- 擔任 London International Animation Festival (LIAF) 共同總監
- 擔任 BAM New York Family Film Festival 節目策劃人
- 擔任澳洲墨爾本 Swinburne University 講師
- (2025) Guest Programmer: Cinanima [Portugal]
- Director: Melbourne International Animation Festival (MIAF)
- Co-Director: London International Animation Festival (LIAF)
- Programmer: BAM New York Family Film Festival
- Lecturer: Swinburne University [Melbourne, Australia]

數位動畫類 Digital Animation

初選評審

Jurors of Preliminary Selection

Kondo Sachiko

日本 Japan



- 1993 東京創立 pH Studio
 - 於法國巴黎 CG 工作室與電視廣告製作公司累積實務經驗
 - 加入 Japan Computer Graphics Institute，從事 3DCG 與視覺設計工作
 - 活躍於 2D 與 3D 領域，從事各類創作專案
 - 參與 Expo Dome 大型影像、展覽、音樂錄影帶、動畫企劃與角色設計等製作
- (1993) Founded pH Studio in Tokyo
 - Gained experience at a TV commercial production company and CG studios in Paris, France
 - Joined the Japan Computer Graphics Institute, working on 3DCG and visual design
 - Active in both 2D and 3D, pursuing a wide range of creative endeavors
 - Worked on large-scale videos for the Expo Dome, exhibitions, music videos, animation projects, and character design

Husna Adlyna binti Sidek

馬來西亞 Malaysia



- 馬來西亞國立藝術文化與遺產學院 (ASWARA) 講師
 - 獲馬來西亞技術人員委員會 (MBOT) 認證為 Professional Technologist (Ts.)
 - 擁有 Professional Toon Boom Harmony Trainer 國際證照 提供國際標準之 2D 動畫訓練予學生 教師及業界人士
 - 參與製作馬來西亞高知名度 3D 動作動畫影集 Rimba Racer 擔任合成師 該作品以電影敘事與國際化風格著稱
 - 研究興趣為包容性動畫與沉浸式媒體 特別關注文化敘事與新興科技如何促進溝通發展
- Lecturer at the National Academy of Arts, Culture and Heritage (ASWARA), Malaysia.
 - Recognized as a Professional Technologist (Ts.) by the Malaysia Board of Technologists (MBOT)
 - Certified Professional Toon Boom Harmony Trainer, delivering globally aligned 2D animation training to students, educators, and industry professionals
 - Industry background includes compositing for Rimba Racer, a high-profile Malaysian 3D animated action series known for its cinematic storytelling and international appeal
 - Research interests center on inclusive animation and immersive media, particularly in using cultural narratives and emerging technology to support communication development

Brian Houlihan

美國 United States of America



- 2025 擔任坎城影展 Caméra d'Or 與觀眾票選獎作品 The President's Cake 共同執行製作
 - 2022 起擔任台灣高雄鈞月影視 (New Moon Studios) 執行製作
 - 2020 起主要於美國與台灣之間展開多部電影與影集 VFX 國際合作 擔任 VFX 執行製作
 - 2017 創立 FIVE AM FX 公司 總部設於美國紐約市
 - 曾擔任 Google A+E Networks OnePlus 等多個品牌與商業專案的 VFX 視覺特效總監
- (2025) Co-Executive Producer for The President's Cake, winner of Caméra d'Or and People's Choice Audience Award at the Cannes Film Festival
 - (2022-present) Executive Producer at New Moon Studios (鈞月影視), Kaohsiung, Taiwan
 - (2020-present) International experience as VFX Executive Producer on feature films and episodics, with collaborations primarily between the USA and Taiwan
 - (2017) Founded FIVE AM FX, based in New York City, New York VFX Supervisor for several commercial and brand campaigns including Google, A+E Networks, and OnePlus

數位動畫類 Digital Animation

初選評審

Jurors of Preliminary Selection

Apisit Laistrooglai

泰國 Thailand



- 現任 泰國眾議院 國會議員 (MP)
- 2022 曼谷都會行政局市場辦公室 執行委員會主席
- 2018 Creative Economy Agency (CEA) 董事
- 2011 Office of Knowledge Management and Development (Public Organization) (OKMD) 副主任
- 2009 Thailand Creative & Design Center (TCDC) 總監
- Present – Member of Parliament (MP) The House of Representatives Thailand
- (2022) Chairman of the Executive Committee Bangkok Metropolitan Administration Market Office
- (2018) Director Creative Economy Agency (CEA)
- (2011) Deputy Director Office of Knowledge Management and Development (Public Organization) (OKMD)
- (2009) Director Thailand Creative & Design Center (TCDC)

Fabrice Faivre

法國 France



- 視覺特效總監、後期製作總監 與 技術總監
- 職涯起步於法國巴黎 實拍長片與視覺特效製作領域
- 2006 在瑞士參與長片 Max and Co 拍攝期間 發現定格動畫的魅力
- 曾參與多部國際知名作品 包含 My Life as Courgette (Claude Barras) Isle of Dogs (Wes Anderson) Pinocchio (Guillermo del Toro) 與 Asteroid City (Wes Anderson)
- 持續舉辦工作坊與大師班 樂於與動畫學生與年輕從業者分享實務經驗
- Senior Visual Effects Supervisor, Post Production Supervisor, and Technical Director
- Director Began career in Paris, working on live-action feature films and visual effects
- (2006) Discovered the world of stop motion during the production of the feature film Max and Co in Switzerland
- Worked globally on several successful projects such as My Life as Courgette (Claude Barras), Isle of Dogs (Wes Anderson), Pinocchio (Guillermo del Toro), and Asteroid City (Wes Anderson) Regularly conducts workshops and masterclasses, sharing industry
- Experience with animation students and young professionals

Toni Soares

巴西 Brazil



- 巴西導演、視覺藝術家、研究者 專注於動畫與視覺敘事
- 活躍於獨立動畫領域 作品融合插畫、敘事與文化認同
- 熱衷於協作式創作流程 致力於培育設計教育中新興人才
- 現為 PUC-Rio 設計碩士生 研究主題為共融性與社群導向的動畫教育
- 具備設計與動畫領域之學術教學、工作坊與指導經驗
- Brazilian director visual artist and researcher with a focus on animation and visual storytelling
- Active in the independent animation scene with projects combining illustration narrative and cultural identity
- Passionate about collaborative creative processes and supporting emerging talents in design education
- Master's degree student in Design at PUC-Rio researching inclusive and community-based animation education
- Experience in academic teaching workshops and mentoring in the fields of design and animation

數位動畫類 Digital Animation

初選評審

Jurors of Preliminary Selection

余聿 Yu Yu

臺灣 Taiwan



- 2023 富川國際動畫影展 畢業 / 電視動畫短片類 評審
- 2023 金馬 60 Animation 類別初選評審
- 2022 《島影》導演，獲高雄電影節 金火球大獎
- 2018 《雛菊》導演，獲第 45 屆 Student Academy Awards Animation 類銀獎
- 踩影子偶動畫有限公司 負責人 / 導演
- (2023) Jury, Graduation/TV Korean Short, Bucheon International Animation Festival (BIAF)
- (2023) Preliminary Jury, Animation Category, Golden Horse 60th
- (2022) Director of The Island of Us, Golden Fireball Award, Kaohsiung Film Festival
- (2018) Director of Daisy, Silver Medal, 45th Student Academy Awards (Animation Category) Founder / Director, Shadow Steps Stopmotion Studio

陳普 Pu Chen

臺灣 Taiwan



- 2024 六本木藝術之夜 參展
- 2023 日本 Good Design G Mark 標章
- 2020 金點設計獎 最佳設計
- 2019 台北設計獎 市長獎
- 2018 漢堡國際兒童影展 評審團特別獎
- (2024) Exhibited at Roppongi Art Night
- (2023) Good Design Award (G Mark), Japan
- (2020) Golden Pin Design Award – Best Design
- (2019) Taipei Design Award – Mayor's Award
- (2018) Special Jury Award, Hamburg International Children's Film Festival

黃俊傑 Chun-Chieh Huang

臺灣 Taiwan



- 2024 《妖怪森林》監製，入圍第 26 屆 Taipei Film Awards 「最佳動畫片」
- 2019–2022 社團法人 Animation & Visual Effects Association 第一、二屆秘書長
- 2019 《五月天—人生有限公司》特效執行總監，入圍第 56 屆 Golden Horse Awards 「最佳視覺特效獎」
- 2017 《目擊者》特效執行總監，入圍第 54 屆 Golden Horse Awards 「最佳視覺特效獎」
- 2016 《國寶神獸闖天關》動畫執行總監，入圍第 51 屆 Golden Bell Awards 「最佳動畫節目獎」
- (2024) Producer of LUDA (The Yokai Forest), nominated for Best Animation at the 26th Taipei Film Awards
- (2019–2022) Secretary-General (1st & 2nd Term), Animation & Visual Effects Association
- (2019) VFX Executive Director for Mayday: Life Live Company, nominated for Best Visual Effects at the 56th Golden Horse Awards
- (2017) VFX Executive Director for Who Killed Cock Robin, nominated for Best Visual Effects at the 54th Golden Horse Awards
- (2016) Animation Executive Director for Adventures of the Mythical Creatures at the National Palace Museum, nominated for Best Animation Program at the 51st Golden Bell Awards

建築與景觀設計類 Architecture & Landscape Design

召集人

The Convener of Judging Panel

魯君威 Chun-Wei Lu

臺灣 Taiwan



- 2015-2025 BMW 經銷商 展間建築及室內設計
- 2018-2025 特力家居盃設計大賽評審
- 新格室內裝修有限公司 負責人
- 魯君威建築師事務所 主持建築師
- (2015–2025) Showroom Architecture and Interior Design for BMW Dealerships
- (2018–2025) Judge, Decor House Award
- Director, CK Interior Design Co., Ltd.
- Principal Architect, Chun-Wei Lu Architecture Firm

陳榮聲 Jung-Sheng Chen

臺灣 Taiwan



- 2025 獲 iF Award (室內設計)
- 2024 入圍 Good Design Award
- 2021 獲 iF Award (產品 家具)
- 2020 獲 Good Design Award (室內空間)
- 爾聲空間設計有限公司 創辦人 / 建築師
- (2025) iF Award (Interior Architecture)
- (2024) Shortlisted for Good Design Award
- (2021) iF Award (Product – Home Furniture)
- (2020) Good Design Award (Housing)
- Principal of Archlin Studio Ltd.

決選評審

Jurors of Final Selection

Clive John Eveleigh

英國 United Kingdom



- 2000–至今 Zero-Studio Taipei 主持建築師
- 2021–2025 RCPA Architects 顧問
- 2024 淡江大學建築系 數位設計與製造實驗室 副教授
- 2019–2022 Dinlas Digital 總監
- 2017–2019 實踐大學 數位製造中心 副教授
- (2000–present) Principal, Zero-Studio Taipei
- (2021–2025) Consultant, RCPA Architects
- (2024) Associate Professor in Biodesign, Tamkang Architecture
- (2019–2022) Director, Dinlas Digital
- (2017–2019) Associate Professor in Digital Fabrication, Shih-Chien University

建築與景觀設計類 Architecture & Landscape Design

決選評審

Jurors of Final Selection

莊雅典 Alex Chuang

臺灣 Taiwan



- AIA International 東亞區理事
- 2018–2022 JJP 上海潘冀建築師事務所總經理
- 2005–2018 雅莊設計 創辦人兼主持建築師
- 2017 入選《DESIGN POWER 100 中國設計權力榜》
- 2016 獲北京國際設計週最佳生活設計獎
- AIA International East Asia Regional Director
- (2018–2022) General Manager, JJP Architects & Planners
- (2005–2018) Founder and Chief Architect, YAZHUANG Design
- (2017) Selected for DESIGN POWER 100
- (2016) Winner of the Best Lifestyle Design Award, Beijing Design Week (BJDW)

林彥穎 Joe Lin

臺灣 Taiwan



- 十彥建築師事務所 / 十彥室內設計裝修 創辦人及主持建築師
- 中華民國室內設計協會 (CSID) 理事長
- 亞太經濟合作會議 (APEC) 認證建築師
- 作品曾獲得 TID 台灣室內設計大獎、HKDA 香港設計協會住宅空間獎、台灣建築獎、金點設計獎、台北設計獎及國際設計大獎德國紅點設計獎、德國 iF 設計獎、英國 (d) arc Awards、義大利 A' Design Award & Competitions 等之肯定。
- 自 2024 年起，受邀擔任多項國際獎項評審，如新加坡室內設計獎 (SIDA) 評審委員、越南設計獎 (VMARK) 評審團、亞太空間設計大獎 (APSDA) 評審、德國紅點設計獎室內建築與室內設計類別評審等。
- YEN Partnership Architects, Founding Partner and Principal Architect
- Chinese Society of Interior Designers, Chairman of the Board
- APEC Registered Architect
- Works have been recognized with prestigious awards such as the "TID", "HKDA", "Taiwan Architecture Award", "Red Dot Design Award", "iF Design Award", "[d]arc awards", "A' Design Award & Competitions", and so on.
- (2024–Present) Mr. Lin has been invited to serve as a judge for various international awards

Cheng Swee Ling

新加坡 Singapore



- 2021 創立文件與檔案獨立平台 Studio SML 以研究和記錄新加坡設計工作室的興起及設計產業
- 2023 起 新加坡國家文物局古跡與遺址保存部諮詢委員
- 2020 獲頒新加坡總統設計獎年度設計師獎，並由總統哈莉瑪·雅各布宣布為技能專才計畫得獎者之一
- 2007-2022 德國紅點設計獎視覺傳達類別評審
- (2021) Founded independent Documentation & Archival platform Studio SML to research and document the making of design studios and the business of design in Singapore.
- (2023) Ongoing: Advisory Board for Preservation of Sites and Monuments, National Heritage Board.
- (2020) Conferred the President's Design Award "Designer of the Year 2020" and SkillsFuture Fellowship 2020 by President Halimah Yacob.
- (2007–2022) Judging Panel for Red Dot Awards, Visual Communications category, Essen, Germany.

建築與景觀設計類 Architecture & Landscape Design

決選評審

Jurors of Final Selection

Thomas Walter Garvey

加拿大 Canada



- 1999 至今，加拿大卡爾頓大學工業設計系副教授，2007-2017 擔任系主任
- 設計研究範圍包含極端及極簡環境、小型居住空間和都市密度、將聯合國永續發展目標融入設計教學，以及國際合作等
- 1994-1996 大阪小泉成器株式會社
- 1991-1993 紐約 Michael Kalil 基金會
- 1988-1990 紐約 Kalil 工作室
- (1999–present) Associate Professor, (2007–2017) Director, School of Industrial Design, Carleton University
- Research in design for extreme and minimal environments, small-scale living spaces and urban density, integration of UN SDGs in design curricula, and international collaborations
- (1994–1996) Koizumi Sangyo Corporation, Osaka
- (1991–1993) Michael Kalil Foundation, New York
- (1988–1990) Kalil Studio, New York

初選評審

Jurors of Preliminary Selection

Takbir Fatima

印尼 Indonesia



- 2025 Kuala Lumpur Architecture Festival 演講者
- 2025 Young Architects Festival 演講者
- 2024 收錄於 RIBA 出版書籍《100 Women: Architects in Practice》
- 2023 榮獲 SPACE10 主辦第一屆生成式 AI 設計競賽 Regenerative Futures 首獎
- 2023 受印度文化部邀請 參展第一屆 India Art Architecture and Design Biennale
- (2025) Speaker at Kuala Lumpur Architecture Festival
- (2025) Speaker at Young Architects Festival
- (2024) Included in the book "100 Women: Architects in Practice" published by RIBA
- (2023) Winner of the first generative AI design competition Regenerative Futures by SPACE10
- (2023) Invited by the Ministry of Culture Government of India to exhibit at the first India Art Architecture and Design Biennale

Jeremy Smith

紐西蘭 New Zealand



- 2023 與美國建築評論家 Aaron Betsky 共同出版《Unfinished and Far Far Away. The Architecture of Irving Smith Architects》該書獲選為倫敦 World Architecture Book of the Year Awards Practice Monograph 類別亞軍 s 評選為亞軍
- 2023 獲美國阿肯色州 Fay Jones School of Architecture 頒發 John G Williams Visiting Distinguished Practitioner in Architecture
- 新西蘭 Dunedin School of Architecture 與南非 University of the Free State 兼任教授 曾於全球各地演講 評審與教學
- 其實務與研究作品獲得 UNESCO UN-Habitat World Government Summit World Architecture Festivals Masterprize Awards、Architizer Awards、Indo-Pacific INDE Awards、台北國際設計獎 及歐亞國際建築獎肯定
- (2023) Co-authored Unfinished and Far Far Away. The Architecture of Irving Smith Architects with American critic Aaron Betsky — Runner-up in World Architecture Book of the Year Awards - Practice Monograph, London
- (2023) Awarded John G Williams Visiting Distinguished Practitioner in Architecture by the Fay Jones School of Architecture, Arkansas, USA
- Adjunct Full Professor at the Dunedin School of Architecture, New Zealand, and the University of the Free State, South Africa Has lectured, judged, and taught worldwide
- Practice work and research have been recognised by UNESCO, UN-Habitat and the World Government Summit, World Architecture Festivals, Masterprize Awards, Architizer Awards, Indo-Pacific INDE Awards, Taipei International Design Awards, and as Laureate of the Eurasian International Architecture Prize

建築與景觀設計類 Architecture & Landscape Design

初選評審

Jurors of Preliminary Selection

Jesper Thomsen

荷蘭 Netherlands



- OPAL Award 執行長與共同創辦人。該獎項致力於發掘與推廣優秀的室內設計、建築設計與不動產開發專案
- 擔任多項國際設計獎評審。涵蓋建築、室內設計、不動產 以及美術攝影等領域
- 碩士畢業於倫敦 Central Saint Martins College

- CEO and Co-founder of the OPAL Award, recognizing and giving exposure to outstanding projects in Interior Design, Architectural Design, and Property Development
- Jury member for numerous international design awards in Architecture, Interior Design, Property, and Fine Art Photography
- Masters graduate from Central Saint Martins College, London

José Martinez Silva

葡萄牙 Portugal



- 1996 起 擔任 ATELIER CENTRAL (AC) 創辦人暨首席建築師 設計橫跨私人住宅至城市規劃等多種尺度
- 1990–1991 期間 曾與葡萄牙建築師 João Luís Carrilho da Graça 及 Gonçalo Byrne 合作
- 曾任葡萄牙建築師協會 (Portuguese Order of Architects) 會員大會秘書
- 經常受邀參與建築會議 大師講堂與講座 並擔任建築競圖評審
- 擁有品牌設計專長 尤其專注於汽車產業 領域經驗超過 30 年 曾任 BMW Group AUDI Volkswagen Opel Citroën 等品牌顧問

- (1996–Present) CEO, Founder and Lead Architect of ATELIER CENTRAL (AC), designing a diverse range of projects from private homes to urban design
- (1990–1991) Collaborated with Portuguese architects João Luís Carrilho da Graça and Gonçalo Byrne
- Elected Secretary of the General Assembly of the Portuguese Order of Architects
- Frequently invited as a guest speaker at conferences, seminars, masterclasses, and lectures, and serves as jury member in architectural competitions
- Extensive expertise in Brand Design, with over 30 years of experience in the automotive sector, consulting for brands such as BMW Group, AUDI, Volkswagen, Opel, and Citroën

Hans-Petter Bjørnådal

挪威 Norway



- 2024 為 Bodø 歐洲文化首都 設計開幕典禮
- 2022 於 Giardini Marinaressa 展出作品
- 2021 於 Giardini Marinaressa 展出作品
- 2016 參展 威尼斯建築雙年展 (La Biennale di Venezia)
- 致力推動具詩意與永續性的建築 實踐自然與在地文化融合

- (2024) Designed the Opening Ceremony for Bodø – European Capital of Culture
- (2022) Exhibited at Giardini Marinaressa
- (2021) Exhibited at Giardini Marinaressa
- (2016) Exhibited at La Biennale di Venezia
- Advocate for poetic and sustainable architecture rooted in nature and local identity

建築與景觀設計類 Architecture & Landscape Design

初選評審

Jurors of Preliminary Selection

Hee-Joon Jo

韓國 Korea



- 現任 Samsung C&T (首爾) 設計經理
- 現任 AIA South Korea Section 秘書
- 曾任 Kohn Pedersen Fox Associates (紐約) 高級設計師
- 具美國與韓國建築師執照資格
- 學士畢業於 Cornell University 建築學
- Design Manager at Samsung C&T, Seoul
- Secretary of AIA South Korea Section
- Previously Senior Designer at Kohn Pedersen Fox Associates, New York City
- Licensed Architect in the United States and South Korea
- Bachelor of Architecture from Cornell University

Stephen Chow

香港 Hong Kong



- 2020 創立 CAN Design 並擔任執行董事暨創意總監
- 2016 獲選為「40 Under 40 Awards」四十驕子傑出設計師
- 曾於知名國際建築事務所擔任設計總監 超過十年
- 香港建築師學會 (HKIA) 認可註冊建築師與認可人士 (AP)
- 擁有逾 20 年建築及城市發展項目經驗
- (2020) Founded CAN Design, serving as Managing Director & Creative Director
- (2016) Recipient of 40 Under 40 Awards
- Previously Design Director at a renowned international architectural firm for over a decade
- Registered Architect and Authorized Person (AP) recognized by the Hong Kong Institute of Architects (HKIA)
- Over 20 years of experience in architecture and urban development

Samantha Drummond

英國 United Kingdom



- Habitus Design Group 創意創辦人 致力於重新定義跨洲奢華設計
- 擁有 25 年以上將大膽構想轉化為震撼人心的酒店體驗的設計經驗
- 設計實力奠定 Marina Bay Sands 與 Solaire 等全球指標性建築
- 在每個專案中融合創新 優雅與精準
- 備受矚目的創意設計師 引領度假村與娛樂場空間的未來趨勢
- Creative Founder of Habitus Design Group – redefining luxury across continents
- Over 25 years of experience creating bold visions into breathtaking hospitality experiences
- Designer powerhouse behind global icons like Marina Bay Sands and Solaire
- Fuses innovation elegance and precision in every project
- A sought-after creative in shaping the future of resorts and gaming spaces

建築與景觀設計類 Architecture & Landscape Design

初選評審

Jurors of Preliminary Selection

Hossin Farmani

美國 United States of America



- 2016–2017 應歐洲議會邀請成立 European Product Design Awards 並共同創辦 Architectural Masterprize Awards 擴展至建築與室內設計領域
- 2007 創辦 International Design Awards 與 London Creative Awards 表彰國際設計界傑出人才
- 2004 創立 Lucie Awards 與 International Photography Awards (IPA) 被譽為攝影界奧斯卡
- 1995 成立早期網路服務供應商 ARTNET.NET 相關貢獻登上 New York Times 等媒體
- 1985 創立 Farmani Group 總部位於洛杉磯 以 Vue Magazine 與 FotoFolio 等出版項目嶄露頭角、曾獲多項創意總監與出版人獎項肯定
- (2016–2017) Responding to the European Parliament launched the European Product Design Awards and co-founded the Architectural Masterprize Awards promoting architectural and interior design innovation
- (2007) Founded the International Design Awards and London Creative Awards to support and honor outstanding creative talent worldwide
- (2004) Launched the Lucie Awards and International Photography Awards IPA known as the Oscars of Photography
- (1995) Established early internet service provider ARTNET.NET, featured in major media including the New York Times
- (1985) Founded Farmani Group based in Los Angeles California Initially focused on publishing with Vue Magazine and FotoFolio gaining recognition as Creative Director and Publisher

楊淳淳 Caroline Yang

臺灣 Taiwan



- 2013 創立 A good thing + 善良制造設計
- A good thing + 善良制造設計 創意總監與創辦人
- Parsons New School Design Concept Certificates 進修
- (2013) Founder & Creative Director, A good thing +
- (est. 2013) Founder of A good thing +
- Parsons New School – Design Concept Certificate

郭家齊 Chia-Chi Kuo

臺灣 Taiwan



- 2021 德國紅點設計 Best of the Best
- 2022 法國 NDA 金獎
- 2023 德國設計大獎 優勝
- 2024 紐約設計大獎 銀獎
- CREEP DESIGN 創辦人
- (2021) Reddot Design Award – Best of the Best
- (2022) Novum Design Award – Gold
- (2023) German Design Award – Winner
- (2024) New York Design Award – Silver
- Founder of CREEP DESIGN

建築與景觀設計類 Architecture & Landscape Design

初選評審

Jurors of Preliminary Selection

張芸珊 Yun-Shan Chang

臺灣 Taiwan



- 漢象設計 Horizon Design 設計總監
- 英國倫敦大學金匠學院 設計與環境碩士 (MA)
- Design Director at Horizon Design
- MA in Design and Environment, Goldsmiths, University of London

時尚設計類 Fashion Design

召集人

The Convener of Judging Panel

竇騰璜 Teng-Hwang Dou

臺灣 Taiwan



- 2023 年起 擔任 TAFAD 台灣服飾設計師協會理事長 理事長
- 2013 年 獲選台灣 ELLE Style Awards 年度服裝設計師
- 1995 年 創立 DOUCHANGLEE 啟騰事業有限公司
- DOUCHANGLEE 時尚品牌 創辦人 / 品牌總監
- 於臺北時裝週及上海時裝周發表新作
- (2023-) Chairman of TAFAD (Taiwan Fashion & Accessories Designers Association)
- (2013) Named "Fashion Designer of the Year" at ELLE Style Awards Taiwan
- (1995) Founded DOUCHANGLEE (Stephane Dou International Co., Ltd.)
- Founder / Creative Director of the fashion brand DOUCHANGLEE
- Presents new collections at Taipei Fashion Week and Shanghai Fashion Week

陳希亞 Si-Ya Chen

臺灣 Taiwan



- 首位登上國際珠寶雜誌《JADEITE 翡翠》封面的台灣設計師
- 黃金珠寶首飾設計大賽《招金銀樓杯》優秀獎得主
- 台北時裝週 指定合作設計師
- 台灣珠寶設計師協會 副秘書長
- STACIA JEWELRY 品牌創辦人暨設計總監
- First Taiwanese designer to be featured on the cover of international jewelry magazine "JADEITE"
- Winner of the Excellence Award in the "Zhao Jinyinlou Cup" Gold Jewelry Design Competition
- Cooperating Designer at Taipei Fashion Week
- Deputy Secretary-General of the Taiwan Jewelry Designers Association
- Founder and Creative Director of STACIA JEWELRY

決選評審

Jurors of Final Selection

Pichit Virankabutra

泰國 Thailand



- 倫敦大學金匠學院藝術碩士
- 2017 起 泰國平面設計協會主席暨平面設計師
- 前泰國創意經濟局創意城市發展部主任
- 現任泰國創意經濟局副局長
- Master of Fine Art, Goldsmiths College, University of London
- (2017-Present) Graphic Designer & President, Thai Graphic Designers Association
- Former Creative City Development Director, Creative Economy Agency (CEA)
- Present Deputy Director of Creative Economy Agency (CEA)

時尚設計類 Fashion Design

決選評審

Jurors of Final Selection

Leo Chan

香港 Hong Kong



- 香港設計及創意產業總會 (FHKDCI) 董事會成員
- On Your Mark 設計實驗室創意總監及品牌顧問
- 香港設計中心 (HKDC) 設計創業培育計劃評審委員
- 倫敦藝術大學 (UAL) 設計管理文學碩士課程統籌
- 曾獲香港設計中心 (HKDC) 亞洲最具影響力設計大獎、香港設計師協會 (HKDA) 環球設計大獎、台灣金點設計獎、意大利 A' 設計獎、美國國際設計大獎 (IDA)、美國傳訊藝術設計獎及倫敦國際創意獎 (LICC)
- 倫敦藝術大學中央聖馬丁學院平面設計榮譽文學士及倫敦傳播學院字體學碩士
- Member, Board of Directors, Hong Kong Federation of Design and Creative Industries (FHKDCI)
- Creative Director & Brand Consultant, On Your Mark Design Laboratory (OYM)
- Design Admission Panel of Design Education Programme, Hong Kong Design Centre (HKDC)
- Programme Leader, UAL MA Design Management
- Awarded by HKDC Design for Asia Awards, HKDA Global Design Awards, Taiwan Golden Pin Design Award, A' Design Award and Competition, International Design Awards, Communication Arts Design Awards, London International Creative Competition
- CSM BA (Hons) Graphic Design, LCC MA Typography, University of the Arts London

Zoltan Csaki

澳洲 Australia



- Citizen Wolf (B Corp) 共同創辦人
- 2022 及 2023 年澳洲電商領域 50 大人物第 10 名
- 2020 年澳洲線上時尚領域最具影響力人物第 7 名
- Good Design Australia 「時尚影響力類別」大使暨評審
- 經常在各大會議、大學及播客上發表關於時尚、科技與永續交會的演講
- Cofounder, Citizen Wolf (B Corp)
- (2022, 2023) #10 Top 50 People in Ecommerce (Australia)
- (2022) #7 Most Influential People in Online Fashion (Australia)
- Good Design Australia Ambassador and Judge in Fashion Impact category
- Zoltan speaks regularly about the intersection of fashion, technology and sustainability at conferences, universities and podcasts.

Daniel Wong

加拿大 Canada



- 2008 年畢業於中央聖馬丁藝術與設計學院
- 2009-2010 年服務於 ALEXANDER McQUEEN 擔任鞋履設計師
- 2010-2011 年，於米蘭 Istituto Marangoni 攻讀碩士學位，並以第一名優異成績畢業。
- 2011-2013 年，服務於米蘭精品 Versace，擔任首席印花設計師
- 2014 年迄今，擔任 Shin Shee 國際總經理，並創立「Daniel Wong」同名服裝品牌
- (2008) Graduated from Central Saint Martins College of Art and Design.
- (2009-2010) Worked as a footwear designer at ALEXANDER McQUEEN.
- (2010-2011) Daniel Wong pursued a master's degree at Istituto Marangoni in Milan and graduated top of the class with honors.
- (2011-2013) Daniel Wong served as the Chief Print Designer at the luxury fashion house Versace in Milan.
- (2014-Present) Daniel Wong has been the General Manager of Shin Shee International and founded his eponymous fashion brand, Daniel Wong.

時尚設計類 Fashion Design

決選評審

Jurors of Final Selection

Devonne Niam

新加坡 Singapore



- Furbo Pet Camera 電商總監
- 曾於上海、香港、新加坡與台灣工作，具備豐富的跨文化設計與商業視野
- 擁有超過十年電子商務經驗，涵蓋 B2B、B2C、DTC 模式，產業橫跨時尚、快消、旅宿與科技
- 專長於打造與擴展以數位為核心的品牌，著重顧客體驗與品牌敘事
- 擁有設計與敘事背景，結合品牌建立與世界觀打造的深厚專業
- E-commerce Director of Furbo Pet Camera
- Experienced across Shanghai, Hong Kong, Singapore, and Taiwan, bringing a rich cross-cultural perspective to design and business
- Over a decade in e-commerce spanning B2B, B2C, and DTC models across fashion, FMCG, hospitality, and tech industries
- Specialized in building and scaling digital-first brands with a strong focus on customer experience and storytelling
- Blends a background in design and storytelling with deep expertise in brand building and world creation

初選評審

Jurors of Preliminary Selection

郝嘉萱 Claire Hao

臺灣 Taiwan



- Christian Dior Taiwan 資深客戶行銷部經理，負責客戶經營策略與品牌體驗規劃
- 統籌 Dior 年度 VIP 活動，演繹品牌精神及設計概念傳達，提升客戶黏著度與品牌價值
- 管理客情分析與深化個人化體驗互動，強化客戶需求的連結與緊密度
- 主導 Dior 跨品項及跨界合作企劃，延伸精品美學至多元面向
- Senior Client Marketing Manager at Christian Dior Taiwan, responsible for client relationship strategies and brand experience planning.
- Oversees Dior's annual VIP events, conveying brand spirit and design concepts to enhance customer loyalty and brand value.
- Manages client data analysis and personalized engagement to strengthen connections and responsiveness to customer needs.
- Leads cross-category and cross-industry collaboration projects for Dior, extending the brand's aesthetic into diverse domains.

Cem Cako

德國 Germany



- 具 Margiela Helmut Lang 與 Dries van Noten 設計經驗 曾於多位前衛設計師工作室任職 並成立個人工作室
- 具國際教學資歷 現任 Polimoda Florence 教授 / 曾任 Berlin University of the Arts 客座教授
- 獲米蘭「年度講師」等設計教育獎項肯定
- 富文化連結與創意思維 曾主導 Thrive Los Angeles 國際專案 與首爾交流計畫
- 畢業於 Royal Academy of Fine Arts Antwerp 並於 State Academy of Fine Arts Stuttgart 延伸其雕塑實踐
- Design experience with Margiela, Helmut Lang & Dries van Noten – Worked in the studios of leading avant-garde designers; established a personal studio.
- International teaching record – Professor at Polimoda Florence, Guest Professor at Berlin University of the Arts.
- Award-winning design educator – Named "Lecturer of the Year" in Milan
- Culturally connected creative thinker – Led international projects with Thrive Los Angeles, and exchange programs in Seoul.
- Educated at the Royal Academy of Fine Arts Antwerp; expanded through sculptural practice at the State Academy of Fine Arts Stuttgart.

時尚設計類 Fashion Design

初選評審

Jurors of Preliminary Selection

Michael Kampe

德國 Germany



- 近十年於時尚產業擔任品牌創意總監
- 品牌策略顧問 專長為以品牌識別為核心的創意指導 專注於丹寧、休閒與街頭服飾領域
- 擔任時尚設計與管理講師達 15 年 致力於向學生傳授最具時代關聯的專業知識
- 畢業於比利時 Royal Academy of Fine Arts Antwerp 歐洲最具聲望的時尚設計學府之一
- Has been working in the fashion industry as Creative Director for close to a decade
- Brand Strategy Consultant with expertise in identity-based creative direction for brands within the denim casual and streetwear sectors
- A lecturer for Fashion Design and Management for 15 years delivering the most relevant knowledge to the students
- Graduated from the Royal Academy of Fine Arts Antwerp in Belgium one of Europe's most prestigious institutions for fashion design

Danha Kim

韓國 Korea



- 2025 FW Milan Fashion Week 設計師
- 獲選為義大利米蘭 10 Corso Como Top 3 設計師
- 代表韓國參與 Thai Silk International Fashion Week
- 韓國文化體育觀光部 文化多樣性委員會 成員
- 畢業於韓國 Sungkyunkwan University 時尚研究整合碩博班
- Designer, 2025 FW Milan Fashion Week
- Selected as Top 3 Designer by 10 Corso Como, Milan, Italy Official Representative Designer of Korea, Thai Silk International Fashion Week
- Member, Cultural Diversity Committee, Ministry of Culture, Sports and Tourism of Korea
- Completed Integrated Master's and Doctoral Program in Fashion Studies, Sungkyunkwan University

Ra Thomson

澳大利亞 Australia



- 2015 - 2025 任教於台灣 Shih Chien University 擔任助理教授
- 2006 - 2014 在紐西蘭自營男裝品牌 MisteR Menswear 擔任負責人 / 設計師
- 2006 - 2007 紐西蘭 Robyn Mathieson 擔任樣版剪裁師
- 2004 - 2006 紐西蘭 House of Hank 擔任助理設計師 / 打版師 / 剪裁師
- 2002 - 2004 紐西蘭 Pacific Brands Holdings 擔任助理設計師 / 產品經理
- (2015-2025) Assistant Professor, Shih Chien University, Taiwan
- (2006-2014) Owner / Operator / Designer, MisteR Menswear, New Zealand
- (2006-2007) Production Cutter, Robyn Mathieson, New Zealand
- (2004-2006) Assistant Designer / Pattern Maker / Cutter, House of Hank, New Zealand
- (2002-2004) Assistant Designer / Product Manager, Pacific Brands Holdings, New Zealand

時尚設計類 Fashion Design

初選評審

Jurors of Preliminary Selection

Dai Fujiwara

日本 Japan



- 2008 創立 DAI & Co.
- 2014 - 2020 擔任 MUJI to GO 總監
- 擔任 DAI & Co. 創意總監
- 作品典藏於 Museum of Modern Art, New York 等機構
- 擔任 Hitachi、Shiseido 等品牌的未來概念總監
- (2008) Founding of DAI & Co. (<https://www.daiand.com/>)
- (2014–2020) Director, MUJI to GO
- Creative Director, DAI & Co.
- Permanent Collection, Museum of Modern Art, New York, etc.
- Future Vision Direction for Hitachi, Shiseido, etc.

Jennifer Williams Maher

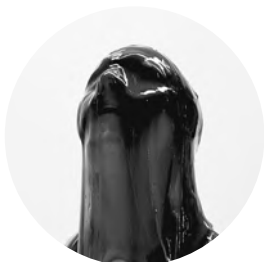
丹麥 Denmark



- 1995 創立 Energy Plan Creative 並擔任創辦人 / CEP (Chief Energy Planner)
- 曾擔任 Macy's (美國 26 個據點) 鞋類配件與時尚活動的採購總監與時尚辦公室主管
- 擔任品牌與活動顧問，合作對象包括 Oilily、Bloomingdale's、Fortune Brands、Burton Snowboards、Timberland、Stride Rite、Nike、Jo Malone、Philips Electronics、Tommy Hilfiger、ECCO Leather、Streative Branding、Soldier Design 等
- 參與 Art Comes First / ACF 非商業企劃與時尚活動，地點包含 New York、Los Angeles、Las Vegas、Copenhagen、Florence
- 以 @energyplan_creative 為名從事自然攝影，作品經常登載於 Snapping Scandinavia、IG Week Nature、Waddensea National Park、Total Denmark 等平台
- (1995) Founder / CEP (Chief Energy Planner), Energy Plan Creative (<https://www.energyplancreative.com>)
- Corporate Buyer and Fashion Office Director, Shoes & Accessories and Fashion Events, Macy's, 26 locations USA
- Independent Brand & Event Consultant for international clients: Oilily, Bloomingdale's, Fortune Brands, Burton Snowboards, Timberland, Stride Rite, Nike, Jo Malone, Philips • • Electronics, Tommy Hilfiger, ECCO Leather, Streative Branding, Soldier Design
- Art Comes First / ACF Non-Commercial Projects & Fashion Events in New York, Los Angeles, Las Vegas, Copenhagen and Florence
- Nature photographer @energyplan_creative regularly featured on Snapping Scandinavia, IG Week Nature, Waddensea National Park, Total Denmark and others

Harm Rensink

荷蘭 Netherlands



- 2025 擔任 Archiprix Netherlands 評審委員
- 2020–2024 擔任 Jaques de Leeuw Prize 評審委員
- 2020、2023 擔任荷蘭 Creative Industry Fund 人才資助評選評審
- 2008–2025 擔任 Studio Harm Rensink 創意總監
- 2012–2025 擔任 New Order of Fashion 創意總監
- (2025) Jury Board, Archiprix Netherlands
- (2020–2024) Jury Board, Jaques de Leeuw Prize
- (2020, 2023) Jury Member for Talent Funding, Creative Industry Fund Netherlands
- (2008–2025) Creative Director, Studio Harm Rensink
- (2012–2025) Creative Director, New Order of Fashion

時尚設計類 Fashion Design

初選評審

Jurors of Preliminary Selection

Adrien Roberts

英國 United Kingdom



- 現任 Accademia Costume & Moda (羅馬與米蘭) 國際教育總監，負責推動國際化、學術發展與課程策略，領導歐洲頂尖時尚學院之一的教育方向。
 - 創辦與 Arts Thread 合作的國際平台 Global Fashion Graduate (GFG)，延續其擔任 Graduate Fashion Foundation (英國) 主席及國際理事 16 年的貢獻。
 - 曾任 Istituto Marangoni 教育集團總監，並於 UAL、UCA 擔任資深學術職位，擁有豐富的學位認證、課程設計與國際學術管理經驗。
 - 曾創立自有針織服裝品牌並進軍國際市場，後轉向教學與設計指導工作。
 - 曾於全球 30 多個國家擔任評審、講者、導師與外部考官，致力於時尚未來、跨文化學習與設計教育中的創新與包容。
- International Director of Education at Accademia Costume & Moda (Rome & Milan), leading internationalisation, academic development, and curriculum strategy at one of Europe's top fashion academies.
 - A visionary international platform developed in partnership with Arts Thread, building on 16 years of work as Chair & International Trustee of the Graduate Fashion Foundation (UK).
 - Former Group Director of Education at Istituto Marangoni, with senior academic roles at UAL and UCA; extensive experience in validation, course design, and international academic leadership.
 - Launched his own internationally stocked knitwear label before moving into teaching and mentorship.
 - Jury member, speaker, mentor, and external examiner across 30+ countries; dedicated to fashion futures, cross-cultural learning, and empowering the next generation through design, innovation, and inclusivity.

Amber Ambrose Aurèle

荷蘭 Netherlands



- Amber Ambrose Aurèle 創辦人兼創意總監 —— 一個融合時尚、藝術與永續理念的前衛鞋履品牌，以雕塑性、故事驅動的設計為特色。
 - 其雕塑式鞋履設計曾於全球多個博物館展出，包括烏特勒支中央博物館 (Centraal Museum Utrecht)、鹿特丹藝術館 (Kunsthal Rotterdam)、洛杉磯、維也納、上海、香港，以及巴黎時裝週等。
 - 設計作品曾刊登於《Harper's Bazaar Hong Kong》、《VOGUE 荷蘭》、《SHUBA Magazine》、《MALVIE Magazine》等國際媒體。
 - 曾於多所國際設計學院擔任客座講師與評審，包括台北實踐大學。
 - 參與策展與撰寫出版品《No More Shoes》與《Shoe Fantasies》，由 Virtual Shoe Museum 發行。
- Founder and Creative Director of Amber Ambrose Aurèle, an avant-garde footwear label blending fashion, art, and sustainability through sculptural, story-driven designs.
 - Her sculptural shoe designs have been exhibited internationally, including at the Centraal Museum Utrecht, Kunsthal Rotterdam, and in major fashion cities such as Paris, Los Angeles, Vienna, Shanghai, and Hong Kong
 - Featured in publications such as Harper's Bazaar Hong Kong, VOGUE Netherlands, SHUBA Magazine, MALVIE Magazine, and more
 - Guest lecturer and jury member at international design institutions, including Shih Chien University in Taipei.
 - Co-curator and writer of No More Shoes and Shoe Fantasies, published by the Virtual Shoe Museum.

Clive Rundle

南非 South Africa



- 1987 巴黎 Ecole des Beaux-Arts 邀請展出
 - 1997–2020 南非 South African Fashion Week 展示個人系列
 - 2003 New York Fashion Week 展出 Afridesia 系列
 - 2018 倫敦白金漢宮 Commonwealth Fashion Exchange 設計展
 - 2019 榮獲 Twyg Sustainable Fashion Awards
- (1987) Invited to exhibit at Ecole des Beaux-Arts Paris
 - (1997–2020) Showed collections at South African Fashion Week
 - (2003) Afridesia collection shown at New York Fashion Week
 - (2018) Commonwealth Fashion Exchange design exhibition (Buckingham Palace)
 - (2019) Awarded Twyg Sustainable Fashion Awards

時尚設計類 Fashion Design

初選評審

Jurors of Preliminary Selection

賴緹葳 Ti-Wei Lai

臺灣 Taiwan



- 2012–2025 經營 Stella Lai 品牌
- 2017 與台灣晶華酒店合作母親節插畫藝術
- 2016 首位與國際品牌 Dior 合作的台灣時尚插畫家
- 2016 中國時報專訪時尚插畫家
- 2016 總統大選服裝造型分析師
- (2012–2025) Managed and developed the Stella Lai fashion brand
- (2017) Collaborated with Regent Taipei for Mother's Day Illustration
- (2016) First Taiwanese illustrator to collaborate with Dior
- (2016) Featured in China Times for fashion illustration
- (2016) Styling analyst for the presidential election

張儂菱 Jean Chang

臺灣 Taiwan



- 永續時尚 / 設計和綠色生活推廣平台「picupi 挑品」創辦人
- 國立台北大學自然資源與環境管理研究所 博士研究生
- 美國洛杉磯 Fashion Institute of Design & Merchandising (FIDM) 服裝設計系
- Founder of "picupi" sustainable fashion/design and green living promotion platform
- Former Editor-in-Chief of "Bella Taiwan" fashion magazine PhD candidate, Graduate Institute of Natural Resources and Environmental Management, National Taipei University
- PhD candidate, Graduate Institute of Natural Resources and Environmental Management, National Taipei University
- Department of Fashion Design, Fashion Institute of Design & Merchandising (FIDM), Los Angeles, USA

廠商指定特別獎 - 產品設計類 TPCA Special Award - Product Design

評審

Jurors

顏俊明 Ellis Yen

臺灣 Taiwan



- 2019 舉辦首屆亞洲永續供應 / 循環經濟會展
- 日月光半導體製造股份有限公司 職安處 處長
- 財團法人電路板環境公益基金會 業界講師
- 國際半導體產業協會永續製造委員會 委員
- 二十年製造業永續發展經驗
- (2019) Founded the Sustainable Supply and Circular Economy Forum and Exhibition
- Director of Advanced Semiconductor Manufacturing Co., Ltd.
- Industry Lecturer of TPCA Environment Foundation
- Member of SEMI Sustainable Manufacturing Committee
- Twenty years of experience in sustainable development of the manufacturing industry

金蓓雯 Pei-Wen Jin

臺灣 Taiwan



- 2021 獲全球最大永續時裝設計大賽 Redress Design Award 優異獎
- 2023 入圍 Circular Design Challenge，於印度聯合國發表作品
- 2023 入圍 iD Emerging Designer Awards，於但尼丁時裝週發表作品
- 2025 獲選 CultureXAI 計畫設計師，於香港故宮發表作品
- 零廢棄品牌「peiwenjin」創辦人，專注於永續設計與教育
- (2021) Runner-up, Redress Design Award – the world's largest sustainable fashion design competition
- (2023) Finalist, Circular Design Challenge, presented at the United Nations in India
- (2023) Finalist, iD Emerging Designer Awards, presented at Dunedin Fashion Week
- (2025) Selected Designer, CultureXAI Project, showcased at the Hong Kong Palace Museum
- Founder of the zero-waste brand "peiwenjin", focused on sustainable design and education

Nicole De La Cruz

美國 United States of America



- 擔任 Wilson Sporting Goods 全球永續發展總監
- 擔任 Carbon Report 顧問委員會成員
- 產品設計與開發管理碩士學位 (MS Product Design and Development Management)
- 傳播藝術與平面設計學士學位 (BA Communication Arts and Graphic Design)
- Global Sustainability Director for Wilson Sporting Goods
- Advisory Board Member | Carbon Report
- MS in Product Design and Development Management
- BA in Communication Arts and Graphic Design

廠商指定特別獎 - 產品設計類 TPCA Special Award - Product Design

評審

Jurors

Kiersten Muenchinger

美國 United States of America



- 曾任設計工程師，服務於 IDEO、Fitch、Sottsass Associatti、Disney、Ford Motor Company
- 獲得 Red Dot、IDEA、Spark 設計獎項
- Stanford University 機械工程產品設計碩士學位 (MS in Mechanical Engineering Product Design)
- Red Dot, IDEA, Spark Design Awards
- IDEO, Fitch, Sottsass Associatti, Disney, Ford Motor Company Design Engineer
- Stanford University, MS in Mechanical Engineering Product Design

Gideon Loewy

丹麥 Denmark



- 北歐設計顧問有限公司的創辦人暨 CEO 執行長
- 台中市政府 都發局 / 觀光局 / 新聞局 - 市政顧問
- 文化部國立台灣工藝研究發展中心 - 委員
- 經濟部 & 文化部 - 委員，工研院 & 外貿協會 - 專家顧問
- 丹麥設計師協會 MDD 副理事長 / 亞洲設計協會聯盟 ADP- 顧問
- Scandinavian Design Consultant Co., Ltd. Founder / CEO
- Municipal Consultant of Taichung City Government in Urban Development Bureau / Tourism Bureau / Information Bureau
- National Taiwan Craft Research and Development Institute - Committee Member
- Committee member of Ministry of Economic Affairs and Ministry of Culture Consultant for Industrial Technology Research Institute and Taiwan External Trade Development Council
- Vice-Chairman of Design Denmark (former MDD) / Asia Designer Communication Platform

廠商指定特別獎 - 建築與景觀設計類 TPCA Special Award - Architecture & Landscape Design Design

評審

Jurors

黃家明 Chia-Ming Huang

臺灣 Taiwan



- 復興航空企業總部 - LEED 白金級
- 宏國大樓 - LEED 白金級
- Lenovo TDC Shangri-La Lab - LEED 黃金級
- 鴻海內湖大樓 - LEED 黃金級
- 宏國春悅大地 - Fitwel 三星 / 社區類全球最高分
- TransAsia Airways Headquarters - LEED Platinum
- Hung Kuo Building - LEED Platinum
- Lenovo TDC Shangri-La Lab - LEED Gold
- Hon Hai Neihu Building - LEED Gold
- Hung Kuo Eco Utopia Community - Fitwel 3-Star Rating / Fitwel Impact Award: Highest

林欣璇 Hsin-Hsuan Lin

臺灣 Taiwan



- 爾聲空間設計有限公司 創辦人
- 2025 iF Award (室內設計)
- 2024 Good Design 入圍
- 2021 iF Award (產品 / 家具)
- 2020 Good Design Award (室內空間)
- Principal of Archlin Studio Ltd.
- 2025 iF Award (Interior Architecture)
- 2024 Good Design Shortlisted
- 2021 iF Award (Product - Home Furniture)
- 2020 Good Design Award (Housing)

藤貴彰 Takaaki Fuji

日本 Japan



- 2025 榮獲 iF Design Award 金獎
- 2024 Architectural Review Emerging Architect 決選入圍
- Architectural Design Institute of Japan Award 大獎得主
- 三菱地所設計 Mitsubishi Jisho Design 首席建築師
- tyfa / Takaaki Fuji + Yuko Fuji Architecture 共同創辦人
- (2025) Gold Winner, iF Design Award
- (2024) Finalist, Architectural Review Emerging Architect
- Winner of the Architectural Design Institute of Japan Award Grand Prix
- Chief Architect at Mitsubishi Jisho Design
- Co-Founder of tyfa / Takaaki Fuji + Yuko Fuji Architecture

廠商指定特別獎 - 建築與景觀設計類 TPCA Special Award - Architecture & Landscape Design Design

評審

Jurors

植田憲 Akira Ueda

日本 Japan



- 2023 – 現在 擔任東京墨田區 "Sumida Modern" 品牌認證審查委員會 評審
- 2023 – 現在 擔任千葉縣 Artist Follow-Up Project 設計領域評審委員會 主席
- 2022 千葉縣文化藝術振興會議 委員
- 2022 千葉縣立美術館再生專案 委託業者遴選委員會 委員
- 2021 – 現在 擔任千葉大學 dri: design research institute 所長
- (2023 – present) Judge, "Sumida Modern" Brand Certification Examination Committee, Sumida Ward, Tokyo
- (2023 – present) Chairperson of the Jury, Design Area, Chiba Prefecture Artist Follow-Up Project
- (2022) Council Member, Chiba Prefectural Culture and Art Promotion
- (2022) Member of the Chiba Prefectural Museum of Art Revitalization Project Contractor Selection Committee
- (2021 – present) Director, dri: design research institute, Chiba University

Yasmine Mahmoudieh

德國 Germany



- 2025 威尼斯建築雙年展 展出 Flowniversum 與 3D 列印回收塑料家具設計
- 2019 Design Miami 展出永續材料與 3D 列印家具作品
- 2024 獲得 CEO Award (倫敦) 建築與設計獎
- HoteliersGuild Sirius Academy Award 永續款待領域得獎者
- 2020 榮獲 OPAL Award – Baltic Sea Hotels 最佳永續精品酒店設計大獎
- (2025) Exhibited Flowniversum and 3D printed recycled plastic furniture at Venice Biennale
- (2019) Presented sustainable material designs at Design Miami
- (2024) CEO Award Winner in Architecture and Design (London)
- Winner of HoteliersGuild Sirius Academy Award for Sustainability in Hospitality
- (2020) OPAL Award – Baltic Sea Hotels, awarded Best Boutique Hotel in the World for Sustainable Design and Innovation

廠商指定特別獎 - 數位動畫類 TPCA Special Award - Digital Animation

評審

Jurors

楊仁賢 Jen-Hsien Yang

臺灣 Taiwan



- 2023–2024 第 15、16 屆信誼國際兒童影展《國際專業組》評審委員
- 2018 作品獲第 10 屆信誼國際兒童影展《首獎》
- 2015 第 50 屆電視金鐘獎評審委員
- 2015 作品入選印度第 19 屆國際兒童影展 (ICFFI) 《Children's World》官方邀請單元
- 2005 作品獲日本數位內容協會 DCAJ 第 20 回數位內容大獎《院長賞》
- (2023–2024) Jury Member, 15th & 16th Hsin-Yi International Children's Film Festival – International Professional Category
- (2018) Grand Prize Winner, 10th Hsin-Yi International Children's Film Festival
- (2015) Jury Member, 50th Golden Bell Awards
- (2015) Official Selection, 19th International Children's Film Festival India (ICFFI) – Children's World
- (2005) Director's Award, 20th Digital Contents Grand Prix, Digital Content Association of Japan (DCAJ)

林筱敏 Hsiao-Min Lin

臺灣 Taiwan



- Finger and Toe 創辦人
- 2025 犀牛盾 現代塑膠 EP1 – 循環生態圈 · 地球的永續好友圈 動畫導演
- 2023 捷安特 環保水壺架 Small Acts Giant Impact 動畫導演
- 2022 Greenpeace 最後一顆樹 系列動畫導演
- 2015 創立動畫工作室 Finger and Toe
- Co-founder and Creative Director of Finger and Toe
- (2025) Director of Rhino Shield Modern Plastics EP1 – Circular Ecosystem Earth's Sustainable Friendship Circle
- (2023) Director of Small Acts Giant Impact animation for Giant environmental water bottle cage
- (2022) Director of Greenpeace The Last Tree animation series
- (2015) Founded the animation studio Finger and Toe

Maya Penn

美國 United States of America



- 2025 法國 Anney Anney Animation Film Festival 講者
- 2025 愛爾蘭 Dublin Junk Kouture World Finals 評審
- 作品展出於 Edelman Fossil Park & Museum of Rowan University Climate Education and Art Exhibition
- 於美國總統 Barack Obama 任內，製作動畫影片，作為提交國會的首份數位報告開場片段，推動於華盛頓 D.C. 建立 Smithsonian Museum of Women's History
- 導演與製作環境主題動畫短片《ASALI: Power of The Pollinators》，由 Viola Davis 與 Julius Tennon 擔任執行製作人，Whoopi Goldberg 配音
- (2025) Featured speaker at Anney Animation Film Festival in Anney, France
- (2025) Judge for Junk Kouture World Finals in Dublin, Ireland, one of the world's largest eco-art platforms for youth
- Work featured in Climate Education and Art Exhibition at Edelman Fossil Park & Museum of Rowan University
- Created an animated film during the administration of President Barack Obama for the opening of the first-ever digital report presented to Congress, advocating for the construction of the Smithsonian Museum of Women's History in Washington D.C.
- Directed and animated the environmental short film 《ASALI: Power of The Pollinators》，executive produced by Viola Davis and Julius Tennon, featuring the voice of Whoopi Goldberg

廠商指定特別獎 - 數位動畫類 TPCA Special Award - Digital Animation

評審

Jurors

Birgit Heidsiek

德國 Germany



- Green Film Shooting 創辦人兼執行長
- 擔任德國聯邦電影基金會 (German Federal Film Board) 綠色電影院顧問
- 創作 Green StopMo Animation Guide 及 Sustainability Standards
- 擔任由德國聯邦環境部頒發的 Eisvogel – 永續電影製作獎 初選委員會成員
- 兩度獲得由德國可持續發展委員會 (Council for Sustainable Development) 頒發的 German Sustainability Award

- Founder and CEO of Green Film Shooting
- Green Cinema Consultant at the German Federal Film Board
- Creator of the Green StopMo Animation Guide and the Sustainability Standards
- Member of the pre-selection committee for the Eisvogel – Prize for Sustainable Film Production, awarded by the Federal Ministry for the Environment
- Two-time winner of the German Sustainability Award, awarded by the Council for Sustainable Development

Daniel Bird

捷克 Czech Republic



- Wit & Wisdom 擔任編劇 / 導演 / 製作人
- 曾獲 Slamdance、Golden Drum Awards、Gold Pencil 等獎項
- 為多個社會與環境議題 NGO 製作超過 100 部活動影片與動畫
- 曾任 Greenpeace International 多媒體宣傳專員
- 英國 Royal Holloway College、University of London 媒體藝術學士學位 (BA Media Arts)

- Writer / Director / Producer at Wit & Wisdom
- Awarded by Slamdance, Golden Drum Awards, and Gold Pencil
- Produced over 100 campaign films and animations for social and environmental NGOs
- Multimedia Campaigner at Greenpeace International
- BA in Media Arts, Royal Holloway College, University of London



活動紀實

On the Spot



初選活動紀實 Preliminary Selection

「2025 臺灣國際學生創意設計大賽」的線上初選已於 2025 年 8 月 11 日至 17 日圓滿完成。今年競賽以「Diversity / 多樣性」為主題，吸引到來自全球 73 個國家 / 地區、1,029 所校院 / 系所，總計共 16,329 件作品報名參賽。極具規模的競賽參與度也帶來眾多卓越的作品，使本屆競賽更加精彩。

本屆競賽共有五大類別——除了過往已有的「產品設計類」、「視覺設計類」、「數位動畫類」，今年更新增了「建築與景觀設計類」與「時尚設計類」，使設計光譜與競賽內容都更加多元豐富。

初審評審共邀請到 88 位來自臺灣、新加坡、日本、南韓、美國、英國、德國、荷蘭、巴西、泰國、墨西哥及澳洲等國的設計領域專業代表擔任評審，展現評審團組成的國際化及多元專業的背景。

經過為期七天的嚴謹評選，評審團最終選出 499 件作品進入決選。入圍作品共來自 23 個國家 / 地區，包括台灣、中國大陸、印度、南韓、德國、英國、馬來西亞、日本、印尼、新加坡、土耳其及俄羅斯等，這些優秀的入圍作品也將晉級決選，角逐總獎金新臺幣 40 萬元的「年度大獎」以及多項各類獎項。

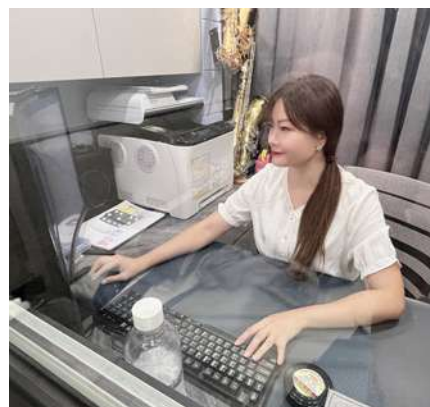
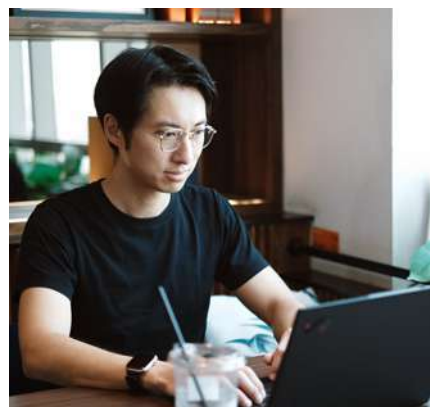
The online preliminary selection of the "2025 Taiwan International Student Design Competition (TISDC)" was successfully completed from August 11 to 17, 2025. This year's competition, themed "Diversity," drew a total of 16,329 entries from 1,029 schools across 73 countries and regions globally. The impressive scale of participation and the exceptional quality of entries made for an extremely competitive event. This year's competition featured five categories: the long-standing "Product Design," "Visual Design," and "Digital Animation" categories were joined by two new additions, namely "Architecture and Landscape Design" and "Fashion Design", further enriching the diversity of the design platform. The preliminary selection jury panel consisted of 88 professional designers from various countries including Taiwan, Singapore, Japan, South Korea, the United States, the United Kingdom, Germany, the Netherlands, Brazil, Thailand, Mexico, and Australia, showcasing the diverse nationality and professional expertise of the judges. After a rigorous seven-day selection process, the jury panel finalized a shortlist of 499 entries for the final round. These shortlisted entries came from 23 countries/regions, including Taiwan, Mainland China, India, South Korea, Germany, the United Kingdom, Malaysia, Japan, Indonesia, Singapore, Turkey, and Russia. These outstanding shortlisted entries advanced to the final round, competing for the Grand Prix with a prize of NT\$400,000, as well as a range of other prestigious awards.



評審召集人與執行團隊會議進行過程 The meeting process between the jury conveners and the executive of 2025 TISDC



說明 TISDC 入圍比率，並讓評審進行討論 The team explained the shortlist selection rate and allowed the judges to proceed with the discussion.



初選評審線上評選過程 Judging Process of Preliminary Jury Panel

決選活動紀實 Final Selection

「2025 臺灣國際學生創意設計大賽」由臺灣教育部高等教育司主辦，財團法人看見台灣基金會、財團法人電路板環境公益基金會贊助、國立臺灣科技大學執行，賽事舉辦至今已邁入第十八年。今年本大賽的競賽主題為「Diversity / 多樣性」，希望新世代設計學子能體悟世界及生活裡不同的多樣面貌，並透過設計的力量創造更多樣美好的未來、更多元包容的社會。今年，競賽共吸引了來自全球 73 個國家 / 地區、1,029 所校院 / 系所，總計共 16,329 件作品報名參賽，多樣的參賽作品與盛大的參賽規模，令人矚目。

臺灣國際學生創意設計大賽於 2025 年 10 月 03 日在集思北科大會議中心舉辦實體決選活動，邀請到產品設計類、視覺設計類、數位動畫類、建築與景觀設計類及時尚設計類的專業評審蒞臨會場。包含線上評選的環境永續特別獎共 15 位評審，最終共有 50 位總計來自全球 15 個國家的專業評審一同參與整體決選的評選過程。其中，參與的設計組織包含 紐約藝術指導協會年度獎 The One Club for Creativity / ADC Awards (ADC)、美國建築師學會 American Institute of Architects (AIA)、社團法人動畫特效協會 Animation & Visual Effects Association (AVA)、歐洲設計協會 The Bureau of European Design Associations (BEDA)、泰國創意經濟局 Creative Economy Agency (CEA)、中華民國室內設計協會 Chinese Society of Interior Designers (CSID)、國際藝術設計院校聯盟 Cumulus Global Association of Art and Design Education and Research (Cumulus)、新

加坡設計業總商會 Design Business Chamber Singapore (DBCS)、香港設計及創意產業總會 Hong Kong Federation of Design and Creative Industries (FHKDCI)、澳大利亞優秀設計協會 Good Design Australia (GDA)、印尼設計發展中心 The Indonesia Design Development Center (IDDC)、墨西哥國際海報雙年展協會 International Poster Biennial in Mexico (IPBM)、日本平面設計師協會 Japan Graphic Design Association (JAGDA)、日本設計振興會 Japan Institute of Design Promotion (JDP)、韓國現代設計協會 Korea Ensemble of Contemporary Design (KECD)、泛非洲設計協會 Pan Afrikan Design Institute (PADI)、台灣服飾設計師協會 Taiwan Association of Fashion and Accessories Designers (TAFAD)、亞洲設計連 The Design Alliance Asia (tDA Asia)、中華平面設計協會 Taiwan Graphic Design Association (TGDA)、中華民國工業設計協會 Taiwan Industrial Design Association (TIDA)、世界設計組織 World Design Organization® (WDO)，眾多來自不同國家地區的評審委員，讓評選過程包含著多元的國際視野。

在「Diversity / 多樣性」的主題中，評審們除了能看見各國學生多樣的創意能量百花齊放，更在交談中促進了國際間的文化交流與理解。透過此次活動，不僅呈現了各國學生設計作品的豐富多樣，同時也展現了臺灣在積極培育設計新世代人才的用心與促進國際交流的影響力。



決選評審進行評選及投票實況 Jurors are Selecting Voting for the Winners



In its 18th iteration, the "2025 Taiwan International Student Design Competition (TISDC)" is organized by the Department of Higher Education, Ministry of Education, Taiwan, sponsored by the iSee Taiwan Foundation and the TPCA Environment Foundation, and executed by National Taiwan University of Science and Technology (NTUST). The theme of this year's competition, "Diversity," encourages the new generation of design students to appreciate the diverse aspects of the world and everyday life. Through the power of design, they are invited to envision a more splendid future and a more inclusive, diverse society. This year, the competition drew a total of 16,329 entries from 1,029 schools and departments across 73 countries and regions globally, marking an impressive scale of participation and diversity.

The TISDC held its on-site final selection event on October 3, 2025, at the GIS Taipei Tech Convention Center. A panel of professional judges specializing in Product Design, Visual Design, Digital Animation, Architecture and Landscape Design, and Fashion Design presided over the event. A total of 50 professional judges from 15 countries participated in the final selection process. Among them, 15 judges for the TPCA Environmental Sustainability Special Award conducted their evaluations online. The prestigious event was further enhanced by the participation of numerous international design organizations, ensuring that the selection process incorporated a diverse global perspective. These organizations included: The One Club for Creativity / ADC Awards (ADC), American Institute of Architects (AIA), Animation &

Visual Effects Association (AVA), The Bureau of European Design Associations (BEDA), Creative Economy Agency (CEA), Chinese Society of Interior Designers (CSID), Cumulus Global Association of Art and Design Education and Research (Cumulus), Design Business Chamber Singapore (DBCS), Hong Kong Federation of Design and Creative Industries (FHKDCI), Good Design Australia (GDA), The Indonesia Design Development Center (IDDC), International Poster Biennial in Mexico (IPBM), Japan Graphic Design Association (JAGDA), Japan Institute of Design Promotion (JDP), Korea Ensemble of Contemporary Design (KECD), Pan Afrikan Design Institute (PADI), Taiwan Association of Fashion and Accessories Designers (TAFAD), The Design Alliance Asia (tDA Asia), Taiwan Graphic Design Association (TGDA), Taiwan Industrial Design Association (TIDA), and the World Design Organization® (WDO).

Inspired by the theme of "Diversity," the judges not only witnessed the vibrant and multifaceted creative energy of students from around the world, but their discussions also fostered international cross-cultural exchange and mutual understanding. This event not only showcased the rich diversity of design entries from students worldwide, but also demonstrated Taiwan's dedication to vigorously nurturing the next generation of design talent and its impact in facilitating international exchange.



決選大合照 Group Photo taken in the Final Selection

獲獎學生交流會暨作品展 Winners' Sharing Session & Works Exhibition

今年 2025 臺灣國際學生創意設計大賽，於 12 月 9 日至 12 月 14 日在國立臺灣科技大學的臺科藝廊展覽會場展出了「年度獲獎學生作品展」，也同步於 12 月 9 日上午在會場上舉辦了年度獲獎學生交流會。本次活動不僅邀請 2025 年 TISDC 的獲獎學生蒞臨會場，更邀請到共 21 位的國際設計組織代表與眾多設計業界嘉賓共同參與這場交流盛會。

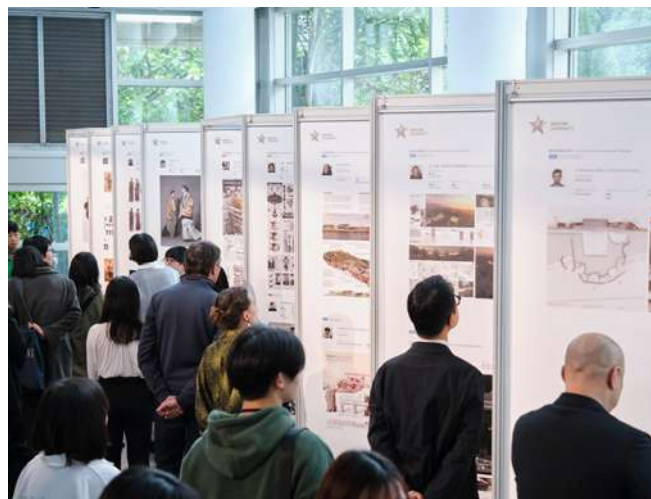
展場與交流現場，學生們積極分享及介紹他們的獲獎作品，與國際組織代表及來賓們有著許多的互動與交流，展現了新世代設計學子的創意與實力，學生們也從難得的機會中收穫滿載。國際代表與來賓們透過交流回饋過程分享了許多專業建議，讓學生有機會從對話中拓展國際視野、獲得更多與設計界的連結。本次交流會場的熱絡與圓滿，促進了國際設計能量的流動，也展現了臺灣積極推動設計教育與國際交流的努力成果。

本屆獲獎學生作品展的展出內容，是經各國評審專業評選後，由總計 16,329 件的參賽作品互相角逐獎項並脫穎而出的優秀精選。展出作品涵蓋產品設計、視覺設計、數位動畫設計、建築與景觀設計及時尚設計五大類別。展覽以大型海報掛軸的形式呈現，開放一般民眾免費參觀，讓蒞臨觀眾皆可近距離觀賞新世代設計師們在設計作品上對今年年度主題「Diversity / 多樣性」的多樣表現與見解。現場可見國內外得獎者、指導老師、設計師及國際設計組織代表齊聚一堂，互相交流、欣賞作品，為未來的國際合作與產學交流搭建橋樑，也期待更多人對「多樣性」的主題有進一步的思考，能對世界和生活裡的多樣面貌進一步體悟，更實際行動，創造更多元包容的未來社會。

The 2025 TISDC hosted the Exhibition by Annual Award-Winning Students from December 9 to 14 at the NTUST Gallery of National Taiwan University of Science and Technology (NTUST). In addition, the Annual Award-Winning Student Exchange Event took place at the venue on the morning of December 9. The event welcomed the 2025 TISDC award-winning students, along with 21 representatives from international design organizations and numerous industry guests, creating an exchange platform for dialogue and interaction.

At the exhibition and exchange events, students actively showcased and introduced their award-winning works, engaging in meaningful interactions with representatives from international design organizations and industry guests. This highlighted the creativity and capabilities of the new generation of design students and provided them with valuable learning experiences. During the exchange and feedback sessions, international representatives and guests shared professional insights and constructive suggestions, offering students opportunities to broaden their international perspectives and build connections within the global design community. The lively atmosphere and successful conclusion of the event reflected Taiwan's ongoing efforts in promoting design education and international exchange.

The exhibits at this year's award-winning student exhibition represent a curated selection of outstanding works, selected through a professional judging process conducted by judges from various countries from a total of 16,329 entries. The exhibition encompassed five major categories, including Product Design, Visual Design, Digital Animation, Architecture and Landscape Design, and Fashion Design. Presented in the form of large-scale hanging posters, the exhibition was open to the public free of charge, allowing visitors to closely appreciate the diverse expressions and interpretations of this year's theme, "Diversity." The event brought together domestic and international award recipients, faculty advisors, designers, and representatives from international design organizations to exchange ideas and appreciate the exhibited works. This gathering laid the foundation for future international collaboration and industry-academia exchange, while also encouraging further reflection on the theme of diversity and greater awareness of the multifaceted nature of the world and everyday life, with the hope of inspiring more inclusive actions in the future.



頒獎典禮 Award Ceremony

由教育部主辦，國際最大規模的學生設計比賽「2025 臺灣國際學生創意設計大賽」獲獎結果揭曉！今年各類別得獎學生之國家分佈廣泛，各國學生的設計創作能量百花齊放，皆在不同獎項裡獲得國際評審的高度肯定。其中，臺灣學生獲獎囊括「視覺設計類」、「時尚設計類」金獎以及「年度大獎」等殊榮。

臺灣國際學生創意設計大賽 (TISDC) 今年邁入第十八屆，是教育部培育藝術與設計人才的重要項目之一，多年來培育無數青年設計人才，成功提升臺灣的國際能見度。本屆大賽主題「Diversity / 多樣性」與聯合國在 2015 年所倡議在 2030 年達成「SDGs:Sustainable Development Goals / 永續發展目標」做連結，希望新世代設計學子能體悟世界及生活裡不同的多樣面貌，並透過設計的力量創造更多樣美好的未來、更多元包容的社會。

今年 TISDC 共收到來自全球 73 個國家地區、1,029 所院校、共 16,329 件的參賽作品，報名相當踴躍，更在過程中持續

提升國際對於臺灣設計教育的成果與水準的肯定。決選評審團中，國際化程度高，有高達七至八成評審皆來自合作的國際設計組織推派的國外評審，共同以多樣的角為起點，並公平、客觀的進行討論與評斷，是具有全球公信力的代表性賽事。初選裡，共 499 件的入圍作品，最終有 76 件作品奪獎，獲獎率僅 0.5%，競賽獲獎的高難度，更顯示獲獎作品值得讚賞的優秀。

本年度最高榮譽「年度大獎 (Grand Prix)」，由數位動畫類臺灣參賽者——臺北藝術大學洪苑妤同學的作品「化 (Essence)」獲得，作品以大自然中草葉化成的生物為核心，透過風的律動探索自然與生命的相生共鳴，描繪自我、他我感知之間的互相回應，最終化做一場律動的場景。作品中極為詩意的畫面與擬真的細節，最終也憑藉此出色表現獲得評審一致肯定，榮獲新臺幣 40 萬元獎金。



頒獎典禮大合照 Group Photo of 2025TISDC Award Ceremony



與會貴賓、國際設計組織代表與執行單位合影 Group Photo of the distinguished guests and Representatives of International Design Associations

The results of the "2025 Taiwan International Student Design Competition (TISDC)", the largest international student design competition organized by the Ministry of Education, have been officially announced! This year, the winning students across all categories came from many different countries, showcasing the vibrant and diverse creative energy of young designers worldwide. Their works received high acclaim from the international jury across various award categories. In particular, Taiwanese students received the Gold Award in the "Visual Design" and "Fashion Design" categories, as well as the special "Grand Prix".

Now into its 18th iteration, the TISDC is one of the Ministry of Education's key projects for nurturing art and design talent. Over the years, it has cultivated countless young design professionals and successfully raised Taiwan's international visibility. This year's theme, "Diversity," echoes the United Nations Sustainable Development Goals (SDGs), launched in 2015 with a target year of 2030. The competition encourages the new generation of design students to appreciate the multifaceted nature of the world and life, and to harness the power of design to create a more beautiful, diverse, and inclusive future.

This year, the TISDC received an impressive 16,329 entries from 1,029 schools across 73 countries and regions, reflecting the enthusiastic participation of design students from around the

globe. Throughout the process, the competition has also helped to bolster the international recognition of Taiwan's achievements and standards in design education. The final selection jury demonstrated exceptional global diversity, with 70% to 80% of the judges being international professionals nominated by partnering design organizations. Drawing from their diverse perspectives, the judges conducted fair and objective discussions and evaluations, further enhancing the competition's international credibility and representativeness. Out of the 499 shortlisted entries from the preliminary selection, only 76 entries received awards, yielding a winning rate of just 0.5%. The extremely low winning rate highlights the remarkable excellence and distinction of the awarded entries.

The highest honor this year, the Grand Prix, was awarded in the Digital Animation category to Wan-Yu Hong from Taipei National University of the Arts for her work entitled "Essence," which portrays creatures transformed from natural elements such as grass and leaves, exploring the resonance between nature and life through the rhythm of the wind. The piece expresses the interplay between self-perception and the perception of others, culminating in a scene of fluid and dynamic motion. The entry's poetic visuals and meticulous hyper-realistic detail ultimately earned unanimous acclaim from the judges for its extraordinary quality to clinch the NT\$400,000 cash prize.



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

五類組金獎得主表現優秀：產品設計類得主英國皇家藝術學院學生林仲威的「珊瑚復育磚模組 (Reefine)」，其提出以永續回收材料復育珊瑚的環保模組，可行性與設計說明的詳盡深獲評審肯定；視覺設計類得主嶺東科技大學學生林侑蓁、劉琬君、賴詠其、何宜靜、賴卉婕、陳若瑄的作品「青吱調 (CICADA'S TUNE)」，其將蟬鳴聲波化為裝置、視覺的完整設計物，使更多人能認識到臺灣的禪，令人印象深刻；數位動畫類得主為英國創作藝術大學學生 James Doherty，其所創作的作品「Before Lights Out」，運用電腦動畫並融合 2D 繪畫的風格，細膩的傳遞出故事中的狗與太空人邂逅後前往月球的旅程；建築與景觀設計類得獎作品「Kabukicho Complex -A Temporary Architecture for the Excluded: Toward an Inclusive Urban Future」由日本早稻田大學學生 Marina Koizumi 創作，以靈活的木材與腳手架結構，為東京新型無家可歸青年提供庇護，並溫和連結城市空間；時尚設計類得獎作品「浮空綠洲 (Nature's Floating Sanctuary)」則由嶺東科技大學學生莊惠評所創作，靈感源自空中城堡，結合綠植與工業元素，展現科技與自然共生的永續理念。

而除了來自教育部補助的年度大獎及五大類金 / 銀 / 銅獎，更有來自財團法人看見台灣基金會贊助的「國際設計組織特別獎」21 名、財團法人電路板環境公益基金會贊助「環境永續獎」3 名、「特別地區獎」6 名。來自各界共同支持，鼓勵學子盡情發揮創意，在國際舞台上閃耀光芒。



頒獎典禮現場 Award Ceremony of 2025TISDC

The Gold Award winners across the five categories all exhibited outstanding quality. The Product Design Gold Award was claimed by Chung-Wei Lin from the Royal College of Art in the UK for "Reefine," a project proposing an environmental module using sustainable recycled materials to restore coral, earning high acclaim for its feasibility and meticulous design description. The Visual Design Gold Award went to Yu-Chen Lin, Wan-Chun Liu, Yung-Chi Lai, I-Ching Ho, Hui-Chieh Lai, and Jo-Hsuan Chen from Ling Tung University for "Cicada's Tune," a piece that transforms cicadas' sound waves into a visual and installation design to educate the public about Taiwan's cicadas. In the Digital Animation category, James Doherty from the University for the Creative Arts in the UK received the award for "Before Lights Out," which combines computer animation and 2D drawing to delicately portray a dog's journey to the moon after encountering an astronaut. The Architecture and Landscape Design Gold Award went to "Kabukicho Complex – A Temporary Architecture for the Excluded: Toward an Inclusive Urban Future," which was created by Marina Koizumi from Waseda University in Japan. The design employs a flexible framework of wood and scaffolding to provide shelter for newly homeless youth in Tokyo, while gently

integrating them into the surrounding urban environment. In the Fashion Design category, the gold award was presented to Hui-Ping Chuang from Ling Tung University for "Nature's Floating Sanctuary." Inspired by a castle in the air, the design integrates green plants with industrial elements to convey a sustainable vision of harmony between technology and nature.

In addition to the Grand Prix and the Gold, Silver, and Bronze Awards across the five major categories sponsored by the Ministry of Education, the competition also presented several special prizes, including 21 "International Design Association Special Prizes" sponsored by the iSee Taiwan Foundation, as well as three "Environment Sustainability Special Awards" and six "Region Special Awards" sponsored by the TPCA Environment Foundation. The collective support from various sectors empowered students to unleash their creativity and shine on the international stage.



頒獎典禮現場 Award Ceremony of 2025TISDC

校園講座 Campus Lectures

在 2025 年的 3 月到 5 月，TISDC 主辦單位舉行了 8 場的「校園循環經濟講座」，以永續發展目標 (SDGs) 為主題，邀請各業界裡實踐永續行動的專家們，一同分享設計與材料運用的關聯，更提點了設計在環保與永續方面的重要性。

每一場講座裡，專家們透過實例分享及專業見解，展示設計如何成為促進永續發展的強大力量，學生們也積極分享了他們對設計與永續思維的新的理解，並表示將來希望能夠將這些理念應用於自己的創作中。講座不僅促進知識的流動，更激勵設計師在未來創作中融入永續思維，推動設計實踐向世界公民責任邁進。每場校園講座的成功舉辦，都啟發了學生們對永續材料再利用的興趣與創意，也體現設計在全球議題中的不同影響力與責任，更讓設計領域在未來有更大的能量持續為環境永續盡一份心力。

From March to May 2025, the organizer, TISDC, conducted eight "Campus Circular Economy Lectures." Centered on the theme of the Sustainable Development Goals (SDGs), sustainability practitioners and experts from different industries were invited to share insights on the relationship between design and material application, highlighting the crucial role of design in environmental protection and sustainability.

In every lecture, the experts illustrated how design can serve as a powerful tool for promoting sustainable development through case studies and professional insights. Students also actively shared their newfound understanding of design and sustainability, expressing their desire to apply these concepts in their future creations. The lectures not only encouraged the exchange of knowledge but also inspired designers to incorporate sustainable thinking into their future projects, thereby promoting design practices that are aligned with global citizenship and social responsibility. The successful hosting of each campus lecture not only sparked student interest and creativity in the reuse of sustainable materials, but also highlighted the broad impact and responsibility of design in addressing global issues. Additionally, it empowered the design community to make more proactive contributions to environmental sustainability in the future.







2025 TISDC
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