※ 考生請注意：本試題不可使用計算機。

　　請用"**英文**"於答案卷(卡)作答，於本試題紙上作答者或用中文作答，不予計分。

I. Essay on Digital Media (20%)

Consider augmented reality; please pick one particular augmented reality.

1. Describe the selected example. (5%)

2. Identify 3 different types of media used in this example. (5%)

3. For the 3 different types of media you identified, please describe, compare and contrast their characteristics in terms of handling the digital information and aesthetic expression in the example. (10%)

II. Interaction Design (60%)

Craft Meets Technology

Please design a **new** human and computer interaction system to fully utilize human body movements and computing power.

1. The system: describe the interaction design in terms of the setting, instructions, its purpose and its name. (5%)

2. Explain the **originality** of your system by comparing it with 2 existing examples. (20%)

3. System design: describe the system in terms of required technology and hardware/software services. (5%)

4. Information architecture: describe the types of required information within the system and how these different types of information relate to one another. (10%)

5. Interaction design: describe the scenario for interaction. (10%)

6. User interface design: describe the user interface in terms of screen layouts or mouse/keyboard/sensor. (10%)
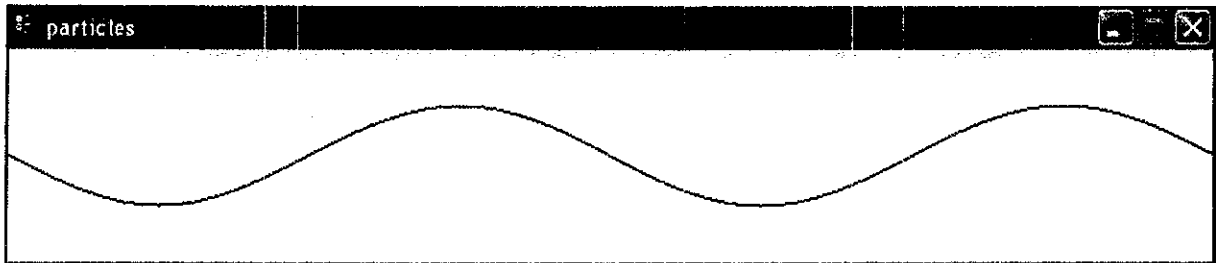
III. Programming Problems (20%)

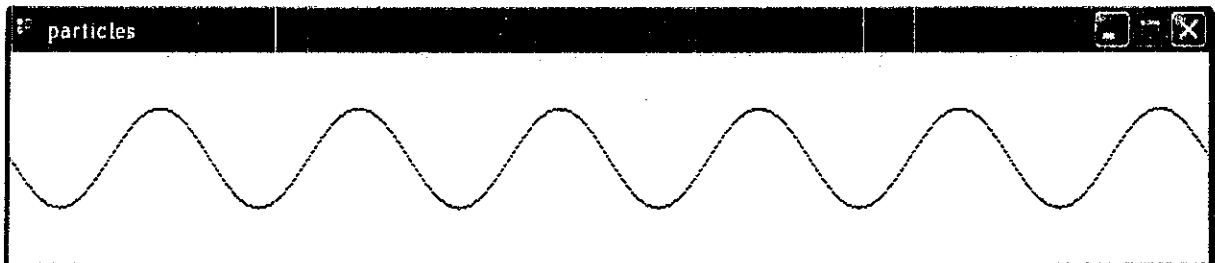1. The following code makes two full sine curves. (10%)

```
size(720, 100);
for(int t=0; t<720; t++){
point(t, sin(radians(t))*30+50);
}
```
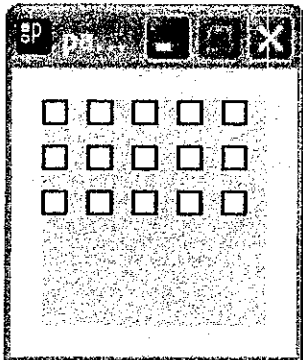

Modify the code so that it will make 6 full sine curves (see below):

2. Produce the following pattern using **only one** loop. (10%)


```
for(int i=0; i<15; i++){
rect(_____,_____, 10, 10);
};
```