

國立成功大學  
110學年度碩士班招生考試試題

編 號： 223

系 所： 創意產業設計研究所

科 目： 數位媒體與互動設計

日 期： 0203

節 次： 第 3 節

備 註： 不可使用計算機

編號：223

國立成功大學 110 學年度碩士班招生考試試題

系 所：創意產業設計研究所

考試科目：數位媒體與互動設計

考試日期：0203，節次：3

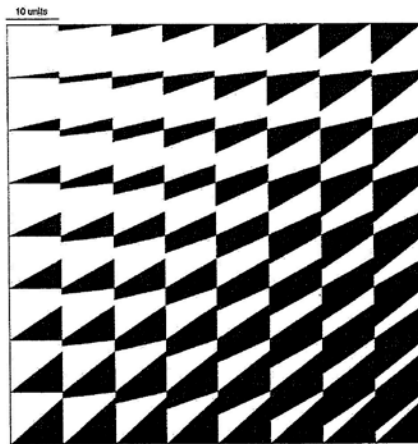
第 1 頁，共 2 頁

※ 考生請注意：本試題不可使用計算機。請於答案卷(卡)作答，於本試題紙上作答者，不予計分。

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. Digital Design (23%)

1. Please write a process (an algorithm), which anyone can follow, to create the black and white pattern below.



II. Design (65%)

Select a creative hero or heroine who inspires you to think critically and be creative.

1. Please describe your creative hero or heroine and how their work has inspired you. (5%)
2. Explain what you think is their most famous achievement/work? (5%)
3. Please create your own version of the selected achievement/work you identified above by drawing at least ten prototypes. (20%)
4. Please explain how you have changed the original achievement/work and outline your design concept(s). (10%)
5. The design: describe your design in terms of (a) its name, (b) its purpose, (c) how to use it or operate it. (5%)
6. Please explain the reason(s) for the selection of final design. (10%)
7. Explain the **originality** of your design by comparing it with 2 existing examples. (10%)

## III. Complete the sentences about programming (12%)

Please select a word/phrase from the pool below to fill in the sentences about programming.

application	controls	server	string
repetition	solution	internal memory	method
memory location	algorithm	function	formatting
internal	syntax	properties	argument

1. When you start an application, each program instruction is placed in a/an \_\_\_\_, where it awaits processing.
2. a web application has a web user interface and runs on a/an \_\_\_\_.
3. a/an \_\_\_\_ is a predefined procedure that performs a specific task and then returns a value after completing a task.
4. a/an \_\_\_\_ is a set of step-by-step instructions that accomplish a task.