

國立成功大學

112學年度碩士班招生考試試題

編 號：216

系 所：創意產業設計研究所

科 目：數位媒體與互動設計

日 期：0207

節 次：第 3 節

備 註：不可使用計算機

※ 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. Creative Data Selfie (20%)

1. Create a dataset about yourself (5%)
2. Create a visualization that presents insights from the dataset (10%)
3. Use text and visuals to explain the relationship between your data and the visualization you have created (5%).

II. Digital Design: Drawing Machine (68%)

Create a system that expands, augments, complicates, questions, spoils, improves, accelerates, or otherwise alters the concept or act of drawing.

1. Deeply examine the process of drawing. Identify and challenge some other basic assumptions about drawing, such as the notion that drawings are made on a flat surface; that drawings are recordings that are meant to endure; that drawings can be “finished”. (10%)
2. Clarify the concept of your system, such as whether your project is a tool, toy, game, or performance instrument. (10%)
3. Draw at least **five** prototypes and explain them using text. The wider the variety of the prototypes, the better. (16%)
4. Select a final design: describe your final design in terms of (a) its name, (b) its purpose, (c) how to use/operate it, and (d) explain the reason(s) for selecting the final design from the five prototypes. (10%)
5. Evaluate the affordances of creative tools (10%)
6. Explain the **originality** of your design by contextualizing it in relation to the examples you gave in II.1 above. (12%)

III. Terms about programming (12%)

Please select a word/phrase from the pool below to fill in the missing word(s) in the four sentences.

application	pseudocode	record	string
token	element symbols	all lower case single characters	method
assignment	stock	function	bool
coding	intention-revealing letters	control flow	argument
computer program	statement	array	float
conditional	List	int	what we want

1. What is the best practice for naming variables? ____.
2. Which static data structure can be defined as a finite, ordered set of elements of the same type? ____.
3. What sort of datatype would you use to store someone's name? ____.
4. The statement "a = 5" is what kind of programming language statement? ____ statement.