

# Fun Computing

## 科技在娛樂上的應用

(JAIST碩博士獎學金及研究實習介紹)

日本JAIST北陸先端科學技術大學院大學 知識科學系 Human Life Design Field

宮田一乘、謝浩然 教授演講

活動時間 | 2018年9月28日 (五)

9:30~11:00: 演講

11:00~11:30: VR體驗 (VR創客實驗室、眼動儀等設備)

活動地點 | 國立交通大學客家文化學院 B08 教室

主辦單位 | 國立交通大學客家學院傳播與科技學系

Talk Title: Fun Computing

This talk provides an overview of the basic concept of fun computing—a form of entertainment that uses media technology. This talk reviews the interaction between humans and a VR environment and analyzes an interaction model. In addition, this talk outlines some VR applications that entertain people by using an intuitive interaction model and shows how “fun computing” helps motivate people’s actions and change human behavior. Fun computing is widely applicable not only for entertainment but also for physical training, rehabilitation, and moral consciousness improvement. Development of fun computing applications is a comprehensive process and requires various skills— not only hardware and software knowledge but also aesthetic design and storytelling abilities. Among them, designing user experience is the most important and difficult skill needed to develop an attractive



**Kazunori Miyata 宮田一乘**

Kazunori Miyata 宮田一乘 has been a Professor at the Japan Advanced Institute of Science and Technology (JAIST) since 2002. Prior to joining JAIST, he was an Associate Professor in the Department of Imaging Art at the Tokyo Institute of Polytechnics. He received his B.S. degree from Tohoku University in 1984, and his M.S. and Ph.D. from the Tokyo Institute of Technology in 1986 and 1997. His research mainly focuses on rendering & modeling natural objects, texture generation, and multimedia applications. He is a member of the Society for Art and Science, ACM and IEEE. <http://www.jaist.ac.jp/~miyata/>



**Haoran Xie 謝浩然**

Haoran Xie 謝浩然 becomes an Assistant Professor at Japan Advanced Institute of Science and Technology (JAIST) from April, 2018. Before joining JAIST, he was a project Assistant Professor and researcher in the Department of Computer Science at the University of Tokyo, Japan. He has been a Research Fellow of Japan Society for the Promotion of Science (JSPS) from 2014 to 2016. He received his B.S. degree in Applied Mathematics from Anhui University, China, in 2006, and his M.S. and Ph.D. in computer graphics from JAIST in 2012 and 2015. His research topics include computer graphics, user interface and digital fabrication. He is a professional member of ACM. <http://www.jaist.ac.jp/~xie/>