

國立東華大學教師個人基本資料表

聯絡電話：03-8634023/0933-996026

E-mail：wktai@mail.ndhu.edu.tw

最高學歷/起迄：國立交通大學資訊科學系博士/1991-1995

現職/起迄：東華大學資訊工程學系副教授/2005.08- 至今

到任年月份(東華)：1999.08

專長： 1.計算機圖學
2.電腦遊戲
3.遊戲繪圖引擎
4.HTML5

戴文凱

Wen-Kai Tai



■研究 (2007.08~2012.7)

- 注意事項：**
- (一) 請詳列五年內(此段期間曾懷孕及生產者,得延長至七年內(2003.8~2010.7))發表之學術性著作,包括:期刊論文、專書及專書論文、研討會論文、技術報告及其他等,並請依各類著作之重要性自行排列先後順序。
 - (二) 各類著作請按發表時間先後順序填寫。各項著作請務必依作者姓名(按原出版之次序,通訊作者請加註*)、出版年、月份、題目、期刊名稱(專書出版社)、起迄頁數之順序填寫。
 - (三) 若期刊屬於SCI、EI、SSCI或A&HCI等時,請註明。

一、期刊論文：

A、具匿名審查制度之期刊

- Si-Yuan Wang, Cong-Kai Lin and Wen-Kai Tai*, "Compressing 3D Trees with Rendering Efficiency Based on Differential Data," IEEE Transactions On Multimedia Accepted, 2012 (SCI/IF 1.935, 5Y-IF= 2.164) (COMPUTER SCIENCE, INFORMATION SYSTEMS 22/133)(COMPUTER SCIENCE, SOFTWARE ENGINEERING 7/103)(TELECOMMUNICATIONS15/78)
- Chin-Chen Chang*, Zen-Chung Shih, Chia-Wen Chang, Wen-Kai Tai and Der-Lor Way, "Feature-Based 3D Texture Synthesis Approach," Int. J. of Innovative Computing Information and Control, Accepted, 2012 (SCI/IF 1.667, 5Y-IF= 1.797) (AUTOMATION & CONTROL SYSTEMS 12/60)(COMPUTER SCIENCE, ARTIFICIAL INTELLIGENCE 40/108)
- Shih-Chu Tu and Wen-Kai Tai*, "A High-Capacity Data-Hiding Approach for Polygonal Meshes Using Maximum Expected Level Tree," Computer & Graphics, Vol. 36, pp.767-775, 2012 (SCI/IF 0.72, 5Y-IF= 0.822)(COMPUTER SCIENCE, SOFTWARE ENGINEERING 70/99)
- Y.-L. Su, C.-C. Chang*, Z.-C. Shih, and W.-K. Tai, "Vector-field-based Deformations for 3D Texture Synthesis' for IET Image Processing," IET Image Processing, doi:

10.1049/iet-ipr.2010.0428, 2012

- Cong-Kai Lin⁺ and Wen-Kai Tai*, "Automatic Upright Orientation and Good View Recognition for 3D Man-made Models," Pattern Recognition, Vol. 45, No. 4, pp.1524-1530, April 2012 DOI: 10.1016/j.patcog.2011.10.022 (SCI/IF 2.682, 5Y-IF= 3.480) (COMPUTER SCIENCE, ARTIFICIAL INTELLIGENCE 15/108)(ENGINEERING, ELECTRICAL & ELECTRONIC 18/247)
- Charlie Irawan Tan, and Wen Kai Tai*, "Characteristics preserving racer animation: a data-driven race path synthesis in formation space," Computer Animation and Virtual Worlds, Vol. 23, No. 3-4, pp. 215–223, May-August 2012, DOI: 10.1002/cav.1445 (SCI/IF 0.629, 5Y-IF= 0.786) (COMPUTER SCIENCE, SOFTWARE ENGINEERING 77/99,)
- Charlie Irawan Tan⁺, Chang-Min Chen⁺, Wen-Kai Tai* and Chin-Chen Chang, "Path Planning for Racing Games," International Journal On Artificial Intelligence Tools, Vol. 19, No. 5, pp. 679-702, Oct. 2010 (SCI/IF= 0.667)(Ranking: COMPUTER SCIENCE, ARTIFICIAL INTELLIGENCE 76/94, COMPUTER SCIENCE, INTERDISCIPLINARY APPLICATIONS 76/94)
- Hsien-Hsi Hsieh⁺, Wen-Kai Tai* and Chin-Chen Chang, "GPU-based Collision Detection and Response for Particles on 3D Models," Journal of Information Science and Engineering, Vol. 26, No. 5, pp. 1619-1635, Sep. 2010 (SCI/IF= 0.315, 5Y-IF= 0.39)(COMPUTER SCIENCE, INFORMATION SYSTEMS 111/115)
- Shih-Chun Tu⁺, Wen-Kai Tai*, Martin Isenburg, and Chin-Chen Chang, "An Improved Data Hiding Approach for Polygon Meshes," Visual Computer, Vol. 26, No. 9, pp. 1177–1181, Sep. 2010, DOI 10.1007/s00371-009-0398-1 (SCI/IF= 0.786, 5Y-IF= 1.170)(COMPUTER SCIENCE, SOFTWARE ENGINEERING 68/93)
- Hsien-Hsi Hsieh⁺, Chin-Chen Chang, Wen-Kai Tai*, and Han-Wei Shen, "Novel Geometrical Voxelization Approach with Application to Streamlines," Journal of Computer Science and Technology, Vol. 25, No. 5, pp. 895- 904, Sep. 2010 (SCI/IF= 0.632, 5Y-IF= 0.588) (COMPUTER SCIENCE, HARDWARE & ARCHITECTURE 36/49)(COMPUTER SCIENCE, SOFTWARE ENGINEERING, 60/93)
- Shih-Chun Tu⁺, Hungwei Hsu⁺ and Wenkai Tai*, "Permutation Steganography for Polygonal Meshes Based on Coding Tree," The International Journal of Virtual Reality, Vol. 9, No. 4, pp. 55-60, Jun, 2010
- Charlie Irawan Tan⁺, Cong-Kai Lin⁺, Wen-Kai Tai*, and Chin-Chen Chang, "Hiding Data: A High Capacity Distortionless Approach," Multimedia Systems, Vol. 15, No. 6, pp. 325-336, Dec. 2009, DOI 10.1007/s00530-009-0163-3 (SCI/IF=1.176 5Y-IF= 1.031)(COMPUTER SCIENCE, INFORMATION SYSTEMS 60/128)(COMPUTER SCIENCE, THEORY & METHODS 38/97)

- Chin-Chen Chang*, Yen-Ting Kuo, and Wen-Kai Tai, "Genetic-Based Approach for Synthesizing Texture," International Journal on Artificial Intelligence Tools, Vol. 17, Issue 4. pp. 731- 743, August 2008 (SCI/IF= 0.667)(Ranking: COMPUTER SCIENCE, ARTIFICIAL INTELLIGENCE 76/94, COMPUTER SCIENCE, INTERDISCIPLINARY APPLICATIONS 76/94)
- Cheng-Chin Chiang*, Jyun-Yue Wu, Mau-Tsuen Yang, and Wen-kai Tai, "Independent Query Refinement and Feature Re-weighting Using Positive and Negative Examples for Content-based Image Retrieval," Multimedia Tools and Applications, Vol. 41, No. 1, pp.1-27, 16 July, 2008 (SCI/IF= 0.458)
- Hsien-Hsi Hsieh⁺, Liya Li, Han-Wei Shen and Wen-Kai Tai*, "A Volume Rendering Framework for Visualizing 3D Flow Fields," Journal of Fluid Science and Technology, Vol. 3, No. 4, pp.563-575, June 2008 (EI)
- Chin-Chen Chang*, Cheng-Yi Liu, and Wen-Kai Tai, "Feature Alignment Approach for Hand Posture Recognition Based on Curvature Scale Space," Neurocomputing, Vol. 71, No. 10-12, pp. 1947-1953, June 2008 (SCI/IF= 0.860)
- Mau-Tsuen Yang*, Cheng-Chin Chiang and Wen-Kai Tai, "Moving Cast Shadow Detection by Exploiting Multiple Cues," IET Image Processing, Vol. 2, No.2, pp. 95-104, April 2008 (SCI/IF= 0.027)
- Yueh-Yi Lai⁺ and Wen-Kai Tai*, "Transition Texture Synthesis," Journal of Computer Science and Technology, Vol. 23, No. 2, pp. 280-289, March 2008 (SCI/IF= 0.632, 5Y-IF= 0.588) (COMPUTER SCIENCE, HARDWARE & ARCHITECTURE 36/49)(COMPUTER SCIENCE, SOFTWARE ENGINEERING, 60/93)
- Ya-Lun Zeng⁺, Charlie Irawan Tan⁺, Wen-Kai Tai*, Mau-Tsuen Yang, Cheng-Chin Chiang, and Chin-Chen Chang, "A Momentum-Based Deformation System for Granular Material," Computer Animation and Virtual Worlds , Vol. 18, No. 4-5, pp. 289-300, July 2007 (SCI/IF= 0.644)

B、不具匿名審查制度之期刊
無

二、專書及專書論文：

- Wen-Kai Tai, "Chapter 8. The state-of-the-art Steganography for 3D Meshes," Book chapter of "Steganography and Watermarking," Nova Science Publishers, Inc., 2011/12

三、研討會論文：

- Tai-Yun Chen, Hung-Wei Hsu, Wen-Kai Tai and Chin-Chen Chang, "An Automatic Race Track Generating System," Advances in Computer Entertainment Conference, Nepal, Nov. 3-5, 2012

- S. F. Siao⁺, Hung-Wei Hsu⁺, Wen-Kai Tai*, and Andrew Yip, "Fractal Territory Board Game," 2011 IEEE International Games Innovation Conference (IGIC), Chapman University, Orange, CA, Nov 2-3, 2011
- Wen-Kai Tai, "運用資通訊科技技術開創未來解說新模式," 2010 年國家公園解說策略與願景研討會, September 02-04, 2010
- Shih-Chun Tu⁺, Hung-Wei Hsu⁺ and Wen-Kai Tai*, "Permutation Steganography for Polygonal Meshes Based on Coding Tree," 5th International Conference on E-Learning and Games (Edutainment'2010), Changchun, China, 16 August to 18 August, 2010
- 林嘉志*, 沙部魯比, 張維倫, 簡鸞慧, 李昕燐, 戴文凱, "太魯閣國家公園園區急難處理模式與遊憩安全監測計畫-登山體能評估系統之開發," Society of Chinese Scholars on Exercise Physiology and Fitness, Beijing Sport University, Beijing, China, 16-19 July 2010
- Shih-Chun Tu⁺, Charlie Irawan Tan⁺ and Wen-Kai Tai*, "A Hybrid Based High-capacity Approach for 3D Models," GraphiCon'2010 September 20-24, 2010 Saint Petersburg, Russia
- He-Jie Shih⁺, Hung-Wei Hsu⁺, and Wen-Kai Tai*, "Practical Shadow Map," IWAIT 2010, 11-12 January 2010, Huala Lumpur, Malaysia
- Cong-Kai Lin⁺, Charlie Irawan Tan⁺, and Wen-Kai Tai*, "Vertex Shuffling : a Novel information hiding on 3D model," APSIPA 2009, Asia-Pacific Signal and Information Processing Association, Sapporo Convention Center, Sapporo, Japan, October 4 - 7, 2009
- Lo-wei Lee⁺, Shih-Wei Tseng⁺, and Wen-Kai Tai*, "Improved Relief Texture Mapping Using Minmax Texture," ICIG 2009, the 5th International Conference on Image and Graphics, Sep. 20- 23, Xi' an, China, 2009
- Siao-Fan Siao⁺, Luo-Wei Li⁺ and Wen-Kai Tai*, "Fractal Territory Game," GAMEON-NA'2009, August 26 - 28, Georgia Tech Global Learning Center in Atlanta, USA, 2009
- Sheng-Yi Chen⁺, Cong-Kai Lin⁺, and Wen-Kai Tai*, "An Interactive Building Modeling System Based On The Lego Concept," IWAIT 2009, Jan. 12-13, Seoul, Korea, 2009
- Effendy Eka Saputra⁺ and Wen-Kai Tai*, "A Study on Novel 3D Object Presentation for Games," poster, I3D 2009, ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games, Radisson Hotel Boston, Boston, MA, Feb 27-- Mar 1, 2009
- Shih-Chun Tu⁺, Chun-Yen Huang⁺, and Wen-Kai Tai* "Terrain Synthesis Based on Microscopic Terrain Feature," Lecture Notes in Computer Science, Volume 5093/2008, pp. 644-655, Springer Berlin / Heidelberg, The 3rd International Conference on E-Learning and Games, Edutainment 2008, Najing, June 25-27 2008
- Charlie Irawan Tan⁺ and Wen-Kai Tai*, "An ai Tool: generating paths for Racing Game,"

International Conference on Machine Learning and Cybernetics , July 12-15, 2008,
Kunming, China

- Chun-Min Lin⁺, Chun-Yen Huang⁺, Wen-Kai Tai*, and Chin-Chen Chang, "An Implementation of Multi-Bounce Refractions for Multi-Layered Structures," International Workshop on Advanced Image Technology, IWAIT 2008, January 7-8, 2008, Hsin-Chu, Taiwan
- Chin-Chen Chang^{*}, Yen-Ting Kuo, Yun-Wen Wang, and Wen-Kai Tai, "Texture Synthesis Using Genetic Algorithms," International Workshop on Advanced Image Technology, IWAIT 2008, January 7-8, 2008, Hsin-Chu, Taiwan
- Chien-Yuan Chu⁺, Chun-Yen Huang⁺, and Wen-Kai Tai*, "A Procedural Approach For Chinese Ting Modeling," IWAIT 2007, Bangkok, January 8-9, 2007

四、技術報告：
無。

五、其他著作或專利：

Patent

- 程式檔產生系統以及適用此系統之程式檔產生方法與人工智慧程式設計方法/An executable File Generating System and a Executable File Generating Method and an Artificial Intelligence Program Designing Method, 2010 申請中。
- 觸覺資訊呈現裝置及應用該裝置之遊戲操作介面系統，2010 申請中。
- 李仁隆，戴文凱，王學武，劉振鐸，"使動畫影像具有動態模糊效果之方法及系統," 發明第 200849，專利權法定起迄日 2004/04/11 - 2022/12/17。
- 謝咸熙，戴文凱，王學武，劉振鐸，"三維空間物體之快速顯像方法與系統," 發明第 222606 號，專利權法定起迄日 2004/10/21 - 2022/12/29。

其他著作

- 戴文凱，經濟部工業局文化創意產業年報-數位休閒文化產業章節，2007。
- 戴文凱，經濟部工業局文化創意產業年報-數位休閒文化產業章節，2006。

應用軟體著作

- 黃俊彥、戴文凱，"中式涼亭建模系統，" 2012。
- 吳國維、戴文凱，"Pac-Man AI 系統，" 2012。
- 許紘瑋、陳泰運、戴文凱，"賽車遊戲貼地點群組管理系統，"2011。
- GameLab、戴文凱，"Arcade Game Development kit- GDK，"2011。
- 邱家存、戴文凱，"立體顯示內容製作與控制軟體，"2011。
- GameLab、戴文凱，"駕駛安全評估遊戲，" 2011。
- 吳以尋、戴文凱，"跳舞遊戲自動編譜系統，"2010。

- 陳泰運、楊宗翰、戴文凱，“鬥地主- 棋牌類遊戲 AI 引擎系統，”2010。
- 蕭孝帆、戴文凱，“碎型領地遊戲 Fractal Territory Board Game,“ 2009。
- GameLab、戴文凱，“Go On-Line，圍棋線上遊戲，” 2010。
- GameLab、戴文凱，“競速類賽馬引擎與遊戲- Fantasy Horse，”2009。
- GameLab、戴文凱，“東華 On-Line，東華大學線上遊戲，”2008。
- GameLab、戴文凱，“太魯閣國家公園園區急難處理系統，”2008。
- GameLab、戴文凱，“腳本式之 3D 場景即時描繪系統，”2007。
- GameLab、戴文凱，“Open Source Game Engine，”2006。
- 黃怡錚、任偉成、許祥旭、劉家賢、周彥圻、詹國宏、沈良翰、李思妘，戴文凱，”溫米澳”(4C 數位創作競賽—遊戲創作組 PC 類組程式 技術獎、廠商贊助獎) 2006。
- 陳裕豐、蕭惟中、林信孝、戴嘉賢、戴文凱，” CROSS HARMONIA”(4C 數位創作競賽—遊戲創作組 PC 類組程式 技術獎、廠商贊助獎)，2005
- 曾世威、彭安國、陳潔如、林峻民、戴文凱，” Scan Area” (4C 競賽-遊戲創作組程式 技術獎)，2004
- 陳勇誠、陳冠逸、曾亞倫、李彥廷、黃俊彥、戴文凱、顏雲生、陳威良、紀廷運、彭一高、趙涵捷，” Campus Hunter On-Line” (中華電信增值軟體大賽(網際網路組)第二名)，2004。
- 陳勇誠、陳冠逸、曾亞倫、李彥廷、黃俊彥、戴文凱、彭勝龍，” Campus Hunter” (4C 競賽-遊戲創作組冠軍)，2003。
- 彭任右、張延聖、林琮凱、簡國斌、劉芳君、謝詩婉、戴文凱、彭勝龍，” Monster Fantasy” (中華盃遊戲創作競賽第三名)， 2002。

Thesis and Dissertation

- Miya Wu and Wen-Kai Tai, “A Novel L-System Interpretation for Inverse Procedural Modeling of Trees,” Master Thesis, National Dong Hwa University, 2012
- Si-Yuan Wang and Wen-Kai Tai, "A Study on Compression and Rendering Forests using Mean Sample Trees," Master Thesis, National Dong Hwa University, 2011
- Tai-Yun Chen and Wen-Kai Tai, "Automatic Race Track Generation and Difficulty Evaluation," Master Thesis, National Dong Hwa University, 2011
- Yu-Chou Chang and Wen-Kai Tai, "Programmable Presentation Effects : A General Purpose Rendering Mechanism for Presenting 3D Objects, " Master Thesis, National Dong Hwa University, 2011
- Chung-Han Yang and Wen-Kai Tai, "Inverse Procedural Modeling and Synthesis Using L-systems for 3D Tree, " Master Thesis, National Dong Hwa University, 2011
- Jyun-Jie Wang and Wen-Kai Tai, "A Study on Synthesizing Forests from Mean Sample Trees," Master Thesis, National Dong Hwa University, 2010
- Yueh-Yi Lai and Wen-Kai Tai, "A Study of Texture Synthesis," Ph.D. Thesis, National Dong Hwa University, 2010
- Wan-Ting Jheng and Wen-Kai Tai, "Modeling Grape Clusters Based on Open L-systems," Master Thesis, National Dong Hwa University, 2010
- Zhao-Quan Wu and Wen-Kai Tai, "3D Object Presentation Mapping," Master Thesis,

National Dong Hwa University, 2010

- Lo-Wei Lee and Wen-Kai Tai, "Rendering Foliage by Geometry Instancing and Stochastic Simplification," Master Thesis, National Dong Hwa University, 2010
- Chang-Han Wu and Wen-Kai Tai, "A Study on Using Visual and Tactile Devices in Computer Mahjong Game," Master Thesis, National Dong Hwa University, 2010
- Jhih-Yu Chen and Wen-Kai Tai, "A Game System for Eye-hand-foot Coordination Assessment and Training," Master Thesis, National Dong Hwa University, 2009
- Siao-Fan Siao and Wen-Kai Tai, "Fractal Territory Game," Master Thesis, National Dong Hwa University, 2009
- Hung-Wei Hsu and Wen-Kai Tai, "A VR-based Plantar Pressures Acquisition Rehabilitation Gaming System," Master Thesis, National Dong Hwa University, 2009
- Po-Wen Huang and Wen-Kai Tai, "Synthesizing trees from sample trees," Master Thesis, National Dong Hwa University, 2009
- He-Jie Shih and Wen-Kai Tai, "Practical Shadow Map," Master Thesis, National Dong Hwa University, 2009
- Yu-Fong Chen and Wen-Kai Tai, "Advanced Shadow Silhouette Maps," Master Thesis, National Dong Hwa University, 2008
- Sheng-Yi Chen and Wen-Kai Tai, "Modeling Buildings: An Interactive System Based on the Lego Concept," Master Thesis, National Dong Hwa University, 2008
- Chang-Min Chen and Wen-Kai Tai, "Smart Shadow Maps Refinement based on Shadowing Region Clustering," Master Thesis, National Dong Hwa University, 2008
- Hsien-Hsi Hsieh and Wen-Kai Tai, "GPU-Based Distance Field Generation and Applications," Ph.D. Thesis, National Dong Hwa University, 2007
- Chun-Min Lin and Wen-Kai Tai, "A Real-Time Refraction Implementation for Non-Height-Field Structures," Master Thesis, National Dong Hwa University, 2007
- Shih-Wei Tseng and Wen-Kai Tai, "Improved Relief Texture Mapping Using Minmax Texture," Master Thesis, National Dong Hwa University, 2007
- Sheng-Kuo Li and Wen-Kai Tai, "Accelerating ray-casting based terrain rendering using quarter ball on GPU," Master Thesis, National Dong Hwa University, 2007
- Huei-Jhen Huang and Wen-Kai Tai, "An Application of a Distortion-free Data Hiding Approach to Size Reducing of Medical Images," Master Thesis, National Dong Hwa University, 2007
- Yong-Chin Chen and Wen-Kai Tai, "An Adaptive Sampling Approach for Caustics Rendering," Master Thesis, National Dong Hwa University, 2007

六、三年內之研究計畫 (2009.7~2012.8)：

起迄年月	研究計畫名稱	主持人/共同主持人	計畫經費	補助單位
100/11- 101/10	產學合作研究計畫-應用型, 適用於電腦遊戲場景中之程序性3D 中國式涼亭建模工具	戴文凱	570,000	國科會
101/02- 102/01	教育部資訊軟體人才培育推廣計畫-互動多媒體軟體創作跨校資源中心	戴文凱	1,500,000	教育部
100/06-100/12	立體顯示內容製作與控制軟體研究計畫	戴文凱	240,000	工研院
100/04-100/12	Rapid Contact Point Access for Racing Game	戴文凱	531,300	國內遊戲公司
99/08-100/12	Game Development kit Development	戴文凱	1,300,000	國內遊戲公司
99/06-99/12	ICT-Based 導覽解說服務應用领航研究計畫	戴文凱	98,000	內政部營建署
99/08- 100/07	獨立角色可控制的群體動畫與運鏡之研究	戴文凱	558,000	國科會
99/04~100/03	教育部網路通訊科技人才培育先導型計畫-數位家庭教學推動聯盟中心 <家庭娛樂>模組系列教材發展分項計畫	分項主持人 戴文凱	1,400,000	教育部
99/03~99/09	教育部資訊軟體人才培育 99 年度示範學校(試辦)計畫	戴文凱	150,000	教育部
98/08- 99/07	3D 場景擬真情境互動系統研究	戴文凱	1,780,240	國科會
98/08- 99/07	載體化三維模型	戴文凱	707,000	國科會
98/06- 99/05	經濟部科技研究發展專案 學研聯合研究計畫, 圍棋與象棋文化產業創意軟體開發計畫	戴文凱	300,000	經濟部
98/08- 99/12	獎勵大學教學卓越計畫- 東華 On-Line	戴文凱	220,000	教育部
98/08- 99/02	棋牌類遊戲 AI 引擎研究計畫	戴文凱	216,000	國內遊戲公司
98/08- 99/02	跳舞遊戲自動編譜研究計畫	戴文凱	146,000	國內遊戲公司
95/09-98/06	教育部資通訊人才培育先導型計畫—數位家庭教學推動聯盟中心課程發展計畫	協同主持人戴文凱	3,000,000	教育部



■ 教學 (2008.2~2012.2)

七、三年內開授課程：

學年度	課程名稱(必/選)	學分數	選修人數
101	遊戲設計原理	3	26
101	高等電腦繪圖系統設計	3	12
101	資料結構	3	10

101	高等計算機圖學	3	27
100	遊戲設計原理	3	19
100	高等影像合成	3	11
100	高等計算機圖學	3	5
100	數位遊戲繪圖技術與實作	3	23
99	遊戲設計原理	3	32
99	高等電腦繪圖系統設計	3	11
99	數位遊戲繪圖技術與實作	3	42

八、三年內指導研究生狀況：

學年度	碩士班(人)	博士班(人)	畢業人數	
			碩士	博士
101	10	2	3	3
100	10	5	5	3
99	10	4	4	0
98	10	4	5	1



■ 服務 (2007.8~2012.7)

九、校內校、院、系(所、科及中心)各級公共事務參與：

年月	校/院/系級	項目
101	校級	<ul style="list-style-type: none"> ● 創新育成中心諮詢規劃委員會 委員 ● 通信與資訊發展委員 ● 教學卓越計畫子計畫- 產學整合典範之學用合一子計畫撰寫
100	校級	<ul style="list-style-type: none"> ● 創新育成中心諮詢規劃委員會 委員 ● 通信與資訊發展委員
99	校級	<ul style="list-style-type: none"> ● 社團評議委員會 委員 ● 創新育成中心諮詢規劃委員會 委員 ● 教學卓越中心教學科技資源組指導老師
98	校級	<ul style="list-style-type: none"> ● 創新育成中心諮詢規劃委員會 委員 ● 教學卓越中心教學科技資源組指導老師
97	校級	<ul style="list-style-type: none"> ● 創新育成中心諮詢規劃委員會 委員 ● 教學卓越中心教學科技資源組指導老師
96	校級	<ul style="list-style-type: none"> ● 創新育成中心諮詢規劃委員會 委員 ● 教學卓越中心教學社群、教師專業發展組指導老師 ● 負責規劃、執行本系教學卓越計畫大學部基礎教學實驗設備改善工作

101	系級	<ul style="list-style-type: none"> ● 資訊工程學系 16 家同學家族導師 ● 資訊工程學系教評會委員、學術交流委員會委員、認證與評鑑委員會、經費稽核委員會、學生事務委員會委員、碩士班入學審查、口試、出題委員、資源規劃委員會、產學合作委員會、轉學考出題委員、校友回娘家活動協辦、網頁設計與研發負責老師、研究所甄試委員
100	系級	<ul style="list-style-type: none"> ● 資訊工程學系教評會委員、學術交流委員會委員、認證與評鑑委員會、經費稽核委員會、學生事務委員會委員、碩士班入學審查、口試、出題委員、資源規劃委員會、產學合作委員會
99	系級	<ul style="list-style-type: none"> ● 資訊工程學系 16 家同學家族導師 ● 資訊工程學系學術交流委員會委員、認證與評鑑委員會、福利委員會委員、甄試委員、圖書委員會、經費稽核委員會、碩士班入學審查、口試、出題委員
98	系級	<ul style="list-style-type: none"> ● 資訊工程學系 16 家同學家族導師 ● 資訊工程學系學術交流委員會委員、認證與評鑑委員會、福利委員會委員、甄試委員、碩士班入學審查、口試、出題委員、圖書委員會、經費稽核委員會
97	系級	<ul style="list-style-type: none"> ● 資訊工程學系 16 家同學家族導師 ● 資訊工程學系教評會委員、學術交流委員會委員、認證與評鑑委員會、福利委員會委員、系學會指導老師、甄試委員
96	系級	<ul style="list-style-type: none"> ● 資訊工程學系 16 家同學家族導師 ● 資訊工程學系教評會委員、學術交流委員會委員、認證與評鑑委員會、福利委員會委員、系學會指導老師、甄試委員、專題研究委員

十、專業學術服務工作項目：

年月	校內/校外	項目
100/101	校外	ACM SIGGRAPH Taipei Chapter member
101	校外	Conference Co-Chair: International Workshop on Advanced Image Technology (IWAIT) 2012
Program Committee		
101	校外	International Computer Symposium
100	校外	Workshop on Web3D of ACM SIGGRAPH International Conference on Virtual Reality Continuum and Its Applications in Industry VRCAI
96/97	校外	Computer Graphics and Geometric Modeling, CGGM
96/97/98/99/100/101	校外	Computer Graphics Workshop (CGW)
96/97/98/99/100/101	校外	Computer Vision, Graphics, and Image Processing (CVGIP)
98	校外	International Conference on Computational Science
98	校外	International Conference on Arts & Technology
Session Chair		
101	校外	Game Computing
100	校外	Ludology: Researches for Games
95	校外	Computer Graphics Interface
94/95/97	校外	International Workshop on Advanced Image Technology (IWAIT)

96/97/98/99/100/101	校外	Computer Graphics Workshop (CGW)
99	校外	年國家公園解說策略與願景研討會 非人員解說
Publication Chair		
99	校外	International Conference on Advances in Computer Entertainment Technology, ACE
Publicity Chair		
97	校外	Cryptology and Information Security Conference, CISC
Publicity Co-Chair		
99	校外	Grid and Pervasive Computing, GPC 2010
Reviewer		
101	校外	Conference on Computer Animation and Social Agents (CASA) International Computer Symposium Visual computer
100	校外	IEEE Transactions on Information Forensics and Security
100	校外	Graphics Interface
95/100	校外	Pacific Graphics
99	校外	GPC conference
98	校外	International Conference on Computational Science
95/96/97/98/99/100/101	校外	Conference on Computer Vision, Graphics and Image Processing (CVGIP)
98/99	校外	Journal of Information Science and Engineering
95/96/97/98/99/100/101	校外	International Workshop on Advanced Image Technology
98	校外	International Conference on Arts & Technology
98	校外	International Conference on Computational Science (ICCS)
98/99/100	校外	NCS Conference
98	校外	Workshop on Image Processing, Computer Graphics, and Multimedia Technologies
94	校外	IEEE Transactions on Information Technology in BioMedicine
94	校外	Computer Graphics Interface
93	校外	Journal of The Chinese Institute of Engineers
92/96	校外	Journal of Internet Technology
96/97/98/99/100/101	校外	國科會研究計畫、專題計畫
97	校外	聯合工商教育基金會九十七年度技術研究開發獎助申請案
95/99/100/101	校外	上市櫃申請案
學術/邀請 演講		
101	校外	2012/10 國立台灣科技大學資工系
100	校外	2011/09 ICT 之最新現況與啟發之於國家公園 玉山國家公園邀請演講
99	校外	2010/12 ICT 之最新現況與啟發 太魯閣國家公園邀請演講
99	校外	2010/12/14 國立中山大學電機系
99	校外	2010/12/23 國立政治大學資訊科學所



■ 教學與研究獎勵 (2007.8~2012.7)

十一、教學與研究獎勵事蹟：

學年度	校內/校外	項目
96/99	校內	理工學院院級教學優良教師
100/99/98/96/95	校內	資訊工程學系專題製作競賽 2011 年榮獲優等(第一名)：數位化桌上遊戲核心開發引擎 2010 年榮獲佳作：線上格鬥遊戲實作 武裝傭兵 Armed Mercenary 2009 年榮獲優等(第一名)：Motion Blur 2007 年榮獲第二名：中華武術評分系統 - 以潭腿為例 2006 年榮獲第一名：Wind Mill 遊戲製作 2006 年榮獲第三名：數位遊戲創作
96	校內	理工學院"學生輔導"獎
95	校外	4C 數位創作競賽—遊戲創作組 PC 類組程式 技術獎、廠商贊助獎{黃怡鏘、任偉成、許祥旭、劉家賢、周彥圻、詹國宏、沈良翰、李思蚊 (MagiKing Studio)，戴文凱，"溫米澳"}
95	校外	95 年度國科會自由軟體研發專案，計畫題目：開放原始碼於數位遊戲繪圖引擎之研究(II)，榮獲績優團隊獎

以上資料屬實。

填表人簽名：_____（電子檔免填），填表日期：_____。