

INFORMATION MANAGEMENT WEEK DISPLAYED CREATIVE WORKS LIFELIKE

英文電子報

The Information Management Department Association held the Information Management Week “MISEbook” at the Black Swan Exhibition Hall last week. The Exhibition showed 9 award winning system works. Information Management students exultantly introduced their system works and their creative points which made the works lifelike. The Kingdom of Animals—Intelligence Development System for Young Children was most popular, and it was worth its “Outstanding Award” for the general category in the 2009 Information System Competition by the Department. The Department also invited alumnus Zhi-ming Lin who is one of the creators of the website “Apartment for Love” to share his experience in foreseeing the trend of Internet social clubs. He hoped that students would develop their creativity by breaking through traditional way of thinking and let their creative products speak.

Information Management students displayed their ingenuity and turned the Exhibition Hall into a “Happy Animal Farm” which attracted many teachers and students to take their pictures there. Administrative Vice President Po-yuan Kao also praised, “The arrangement is fashionable and it’s really good!” The Kingdom of Animals—Intelligence Development System for Young Children was most popular, and many people had tried it by touching the screen to control it. They played the interactive game “Baby Tries to Connect.” When the connection was completed, the animals would become alive and jump. Many students were astonished by it. The unit “the Chicken Picks up the Rice” delighted the visitor players most. The Department Chair Huan-jyh Shyur said, “Through the lecture by the alumnus, hopefully students would learn from his creativity that could inspire their study motivations, so they could acquire their own creativity in future designing development. Water Resources and Environmental Engineering junior Sheng-zhi Chen said that through the lecture, he understood the market trend and

also realized that if one could display one' s creativity at the right moment, one certainly could obtain good achievement. (~Dean X. Wang)

