

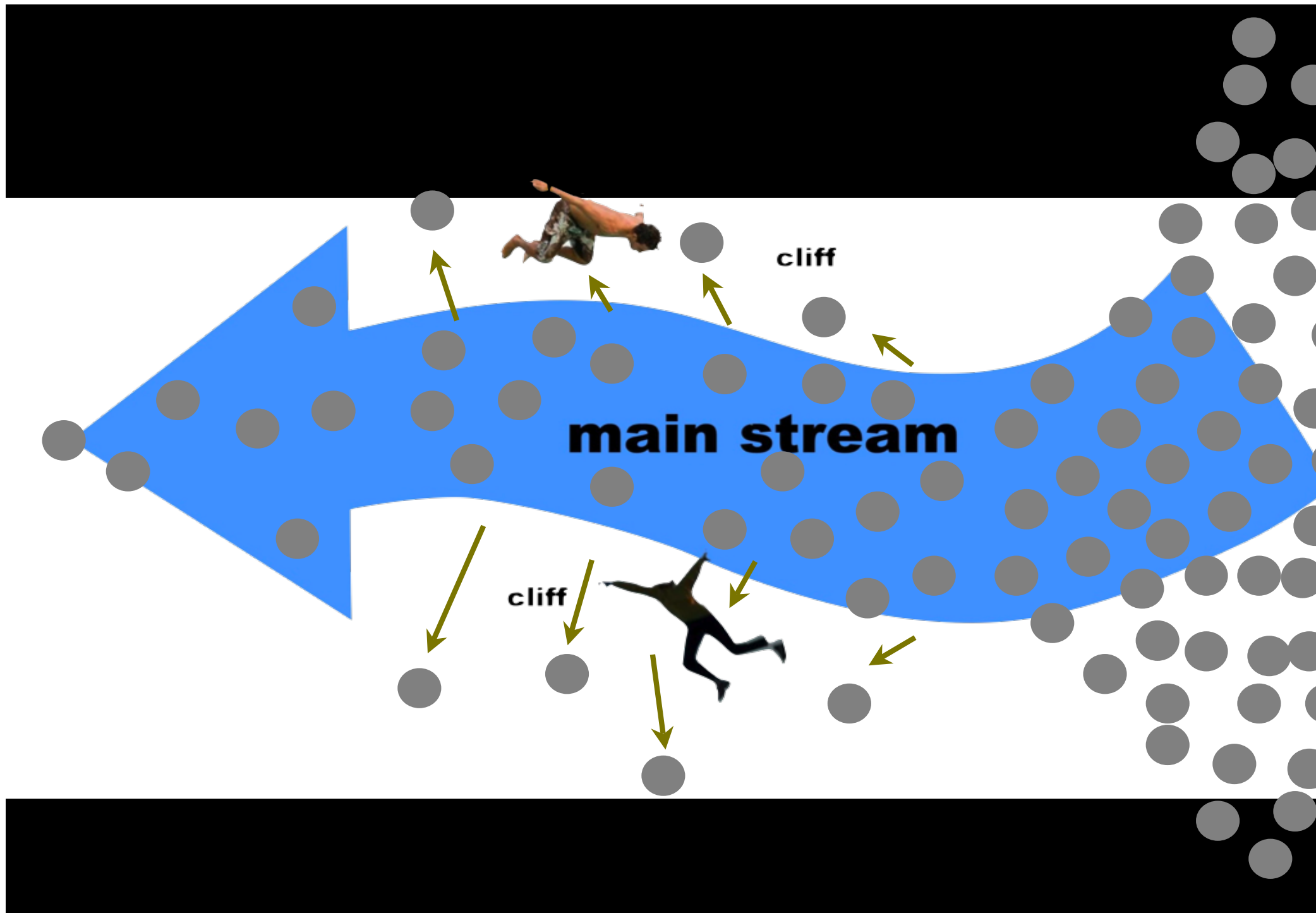
CRISIS V **Mono-Values**

Values of the Society





Values of the Society



HISTORY OF EXAMINATION



R.O.C. 1911- ?



QUING DYNASTY 1644-1911



MING DYNASTY 1368-1644

SONG DYNASTY 960-1279

FIVE DYNASTY 907-979



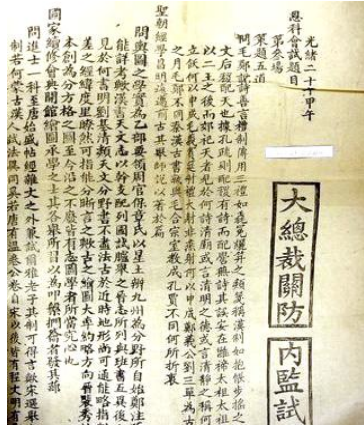
TAN DYNASTY 618-907

SUI DYNASTY 581-618



科舉

a system that poisoned china for 1500 years



科舉 up till today



科舉制度



聯考制度

WINNER TAKES ALL

One Person Defined by on Score

5160002 邱莉媛 正取
5160011 黃大源 正取
5160014 蔡文惠 正取
5160017 留婉琪 正取
5160004 柯佩均 正取
5160001 陳伯禹 正取
5160020 張凱翔 正取
5160013 廖彥凱 正取
5160005 陳思好 備取
5160003 机奕璉 備取
5160012 林志權 備取
5160009 江彙權 備取
以上合計錄取：正取7名、備取7名

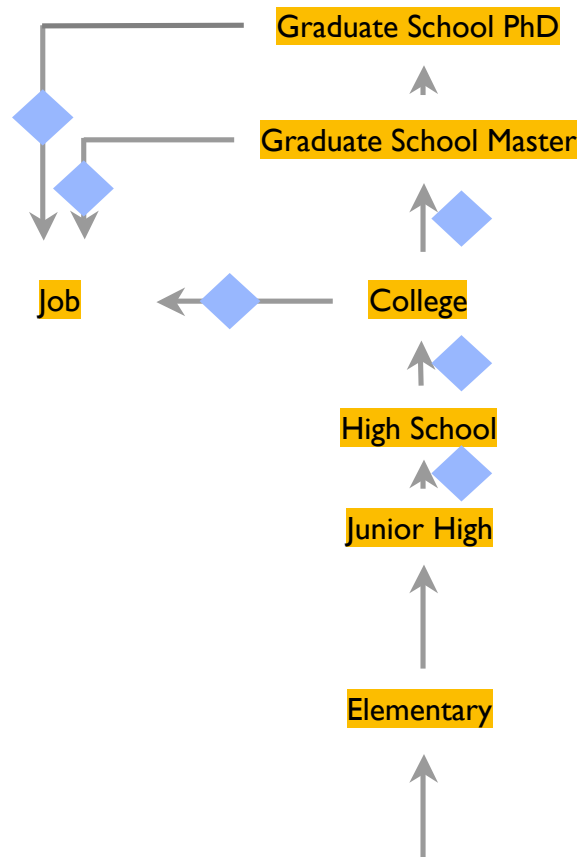
系所組別：材料科學與工程學系碩士班甲組
准考證號 姓名 備註
5170014 郭學徽 正取
5170005 胡敬謙 正取
5170011 張智淵 正取

補習 補習

Cram School



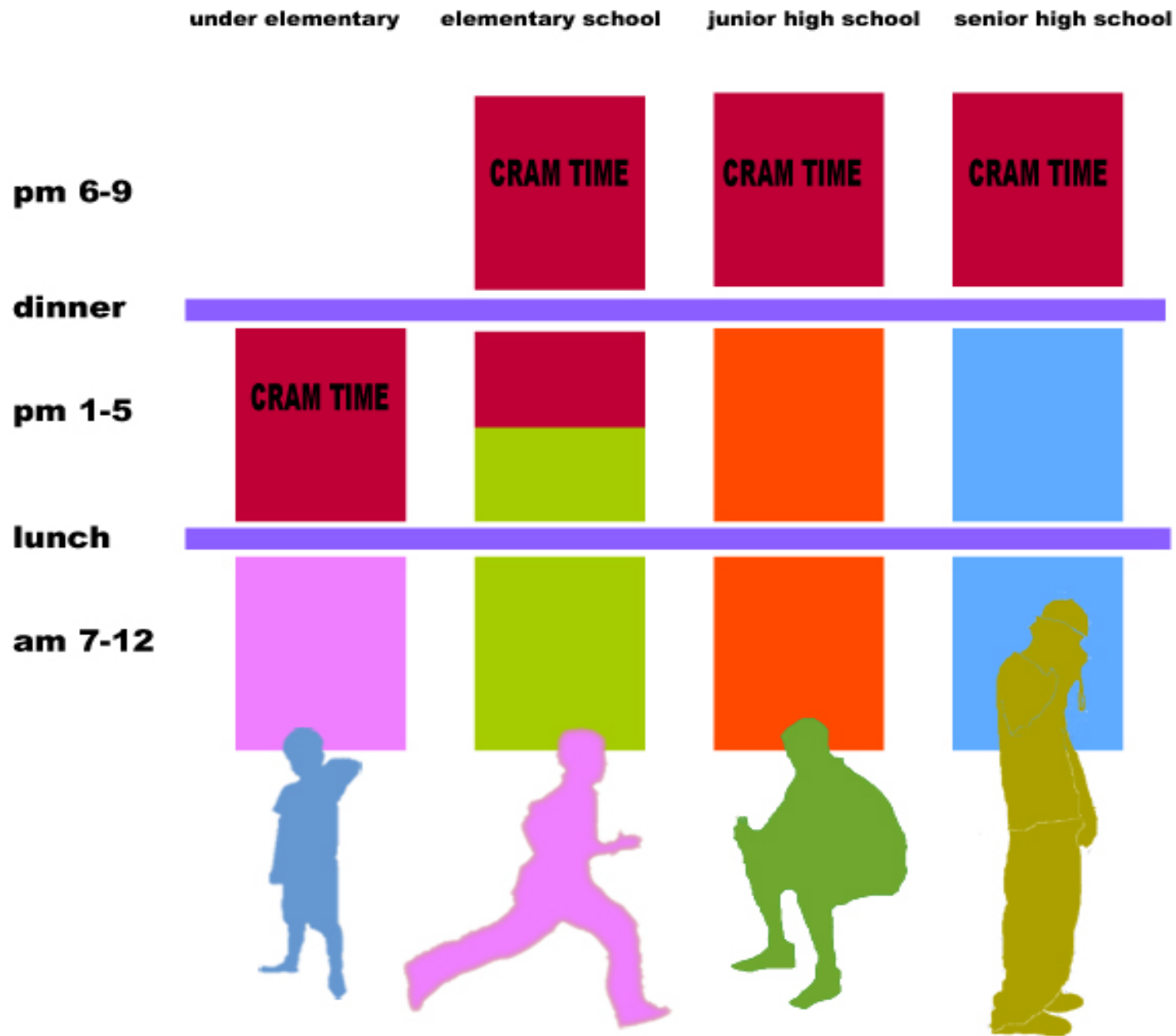
◆ Cram School



Introduction to the Cram School Phenomenon

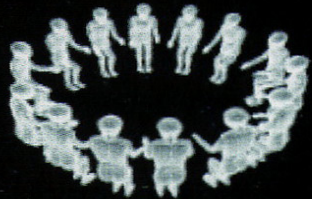
social

The Process of Growing Up





■ Game



■ Play



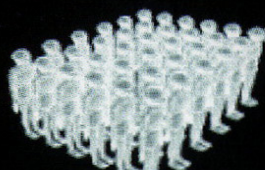
■ class



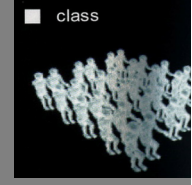
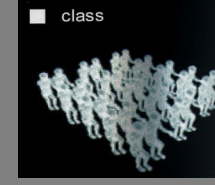
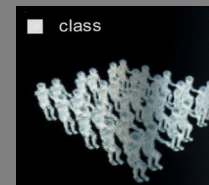
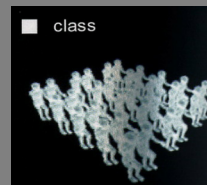
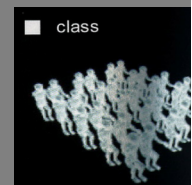
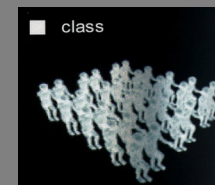
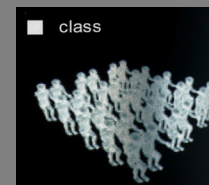
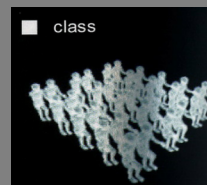
■ Gymnastics



■ Morning ceremony

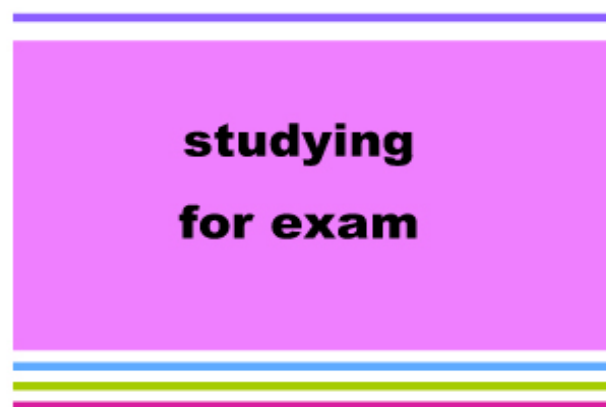


■ Reading books



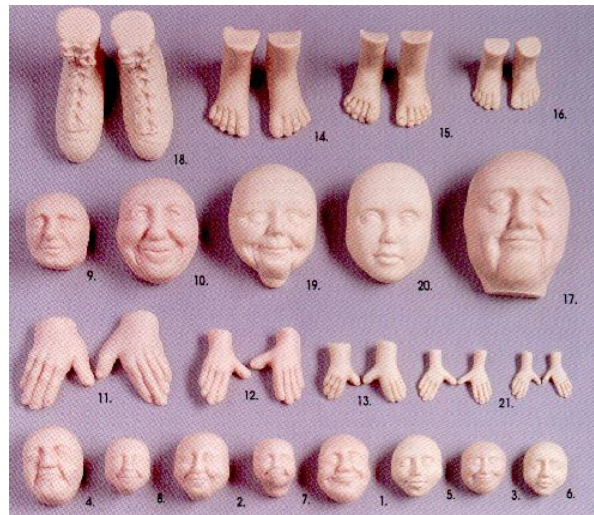


IDEAL



REAL

Push Mold





CATEGORY THROUGH THE SAME CRAM EDUCATION



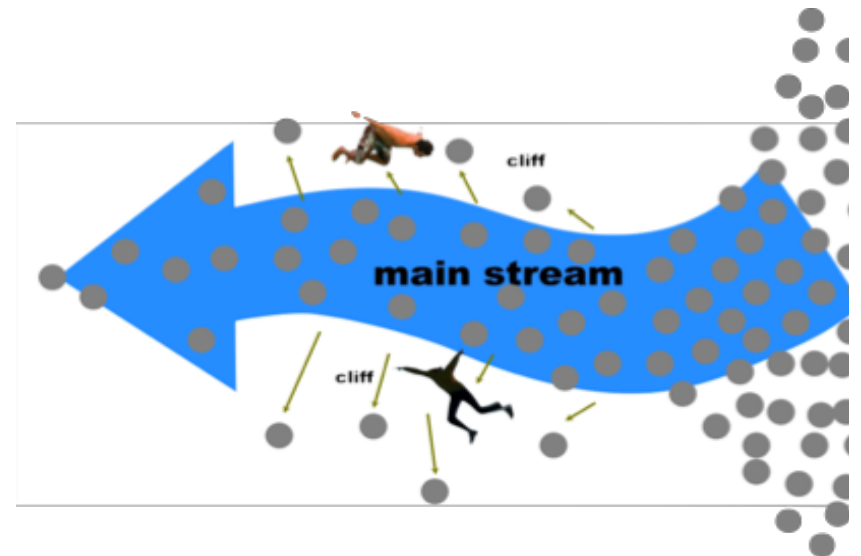
GOOD



BAD



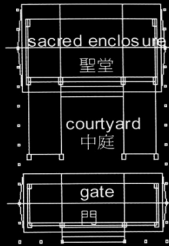
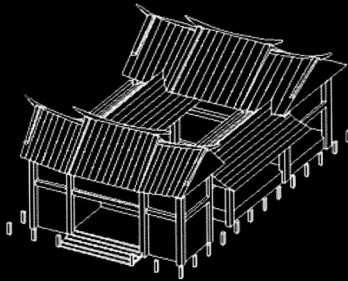
COMMON



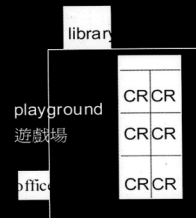
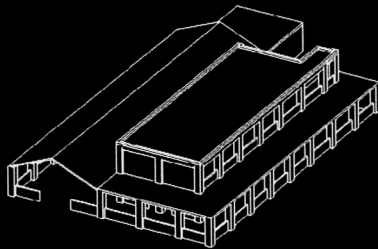
physical

Evolution of the classroom unit

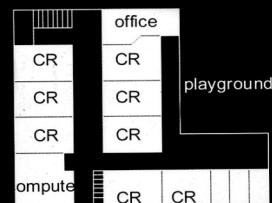
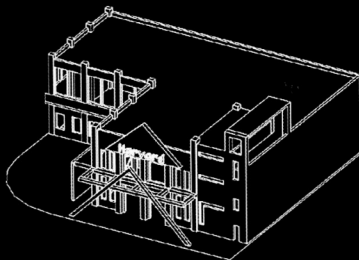
■ 1900 Type



■ 1940 Type

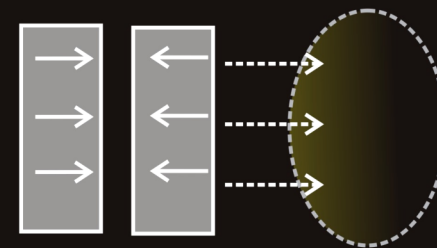
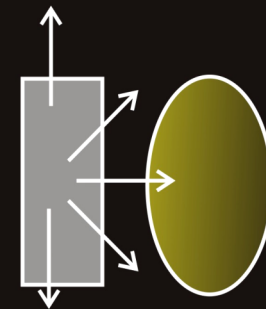
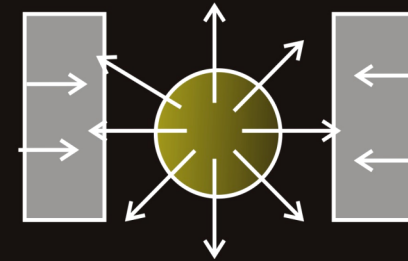


■ 2000 Type



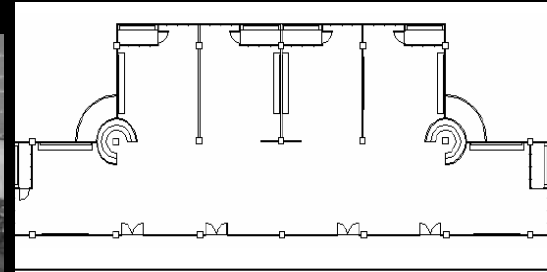
■ Single purpose space
單一目的性空間

□ Multi purpose space
多重目的性空間



Activity space no longer dominates the school.

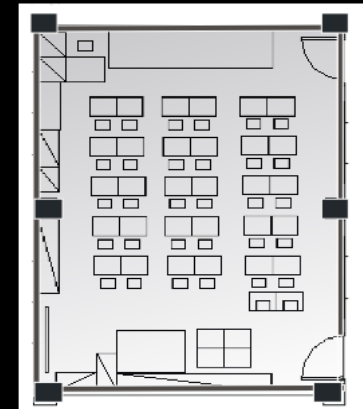




A proper classroom usually comes with many discussion corners and space for activities. Interaction with outside space is seen.

Situation with Cram School Classroom

Discussion within students is not seen and nor is there proper space allowing them to do so. Windows are small, and interaction with outside space is weak.



Cram School Road = Nan Yang Road

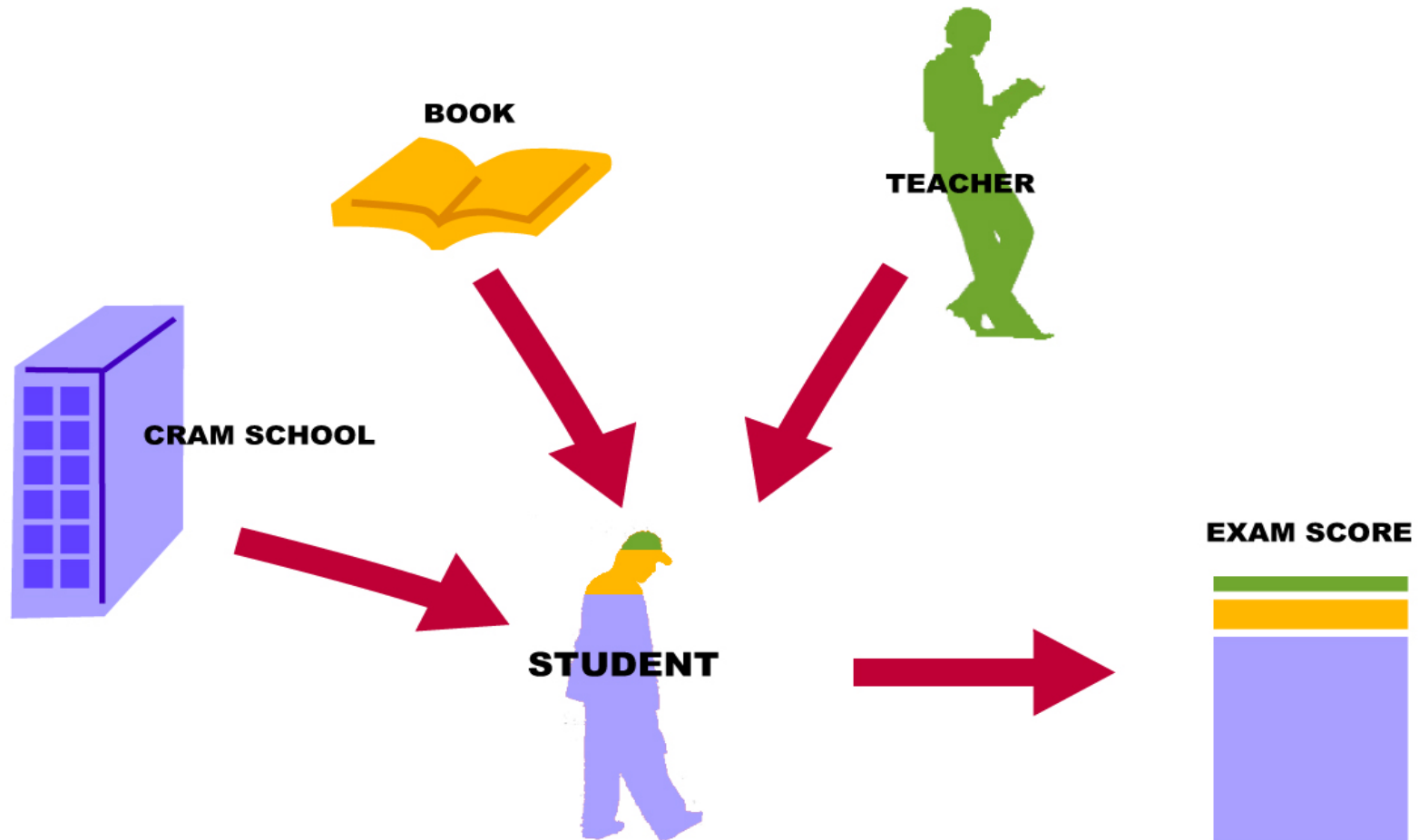


Cram School as a commercial product, forming a commercial area of it's own. Retail, restaurants, clothes and even ice cream stores fill up the street.



technology

Knowledge as Information



The Information Flow



Video Taped Classes

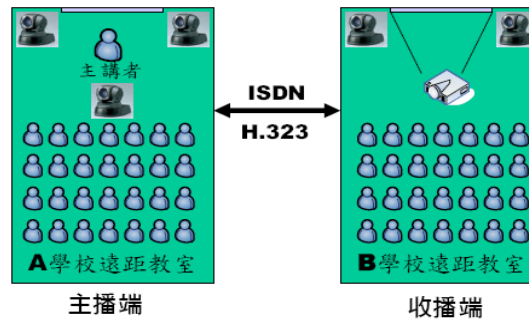
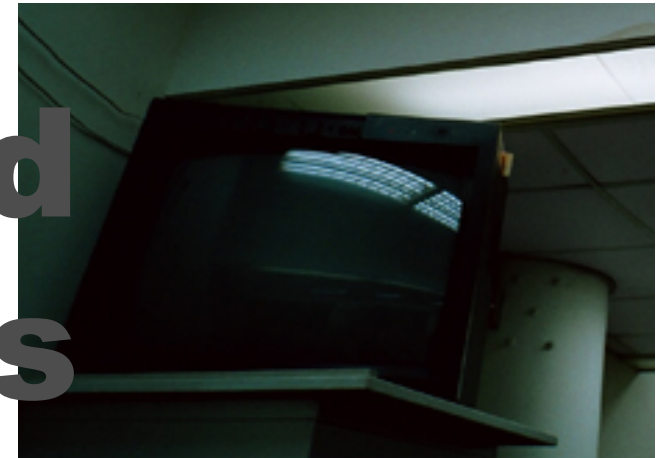
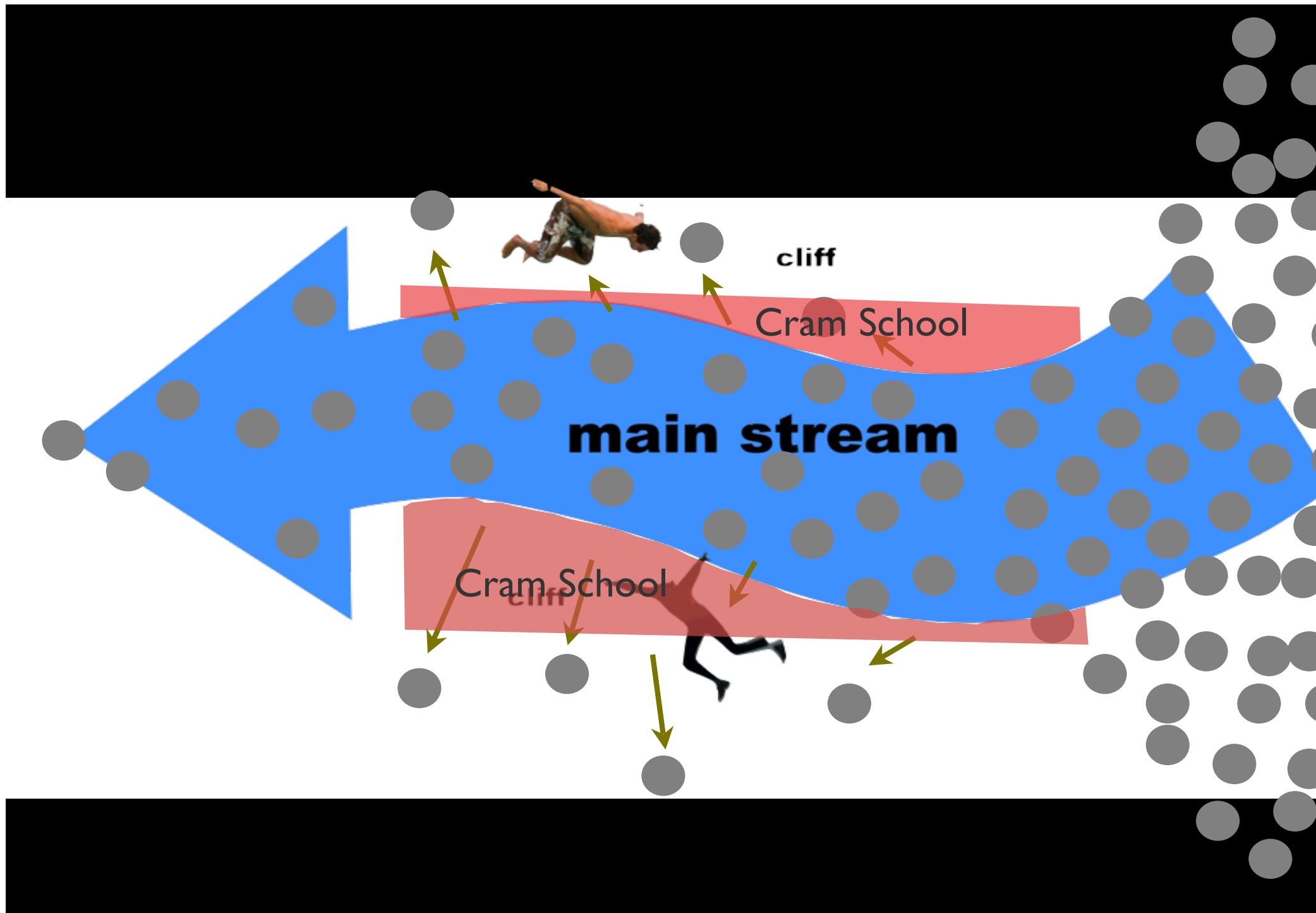


圖 4-5：遠距教室的教學方式

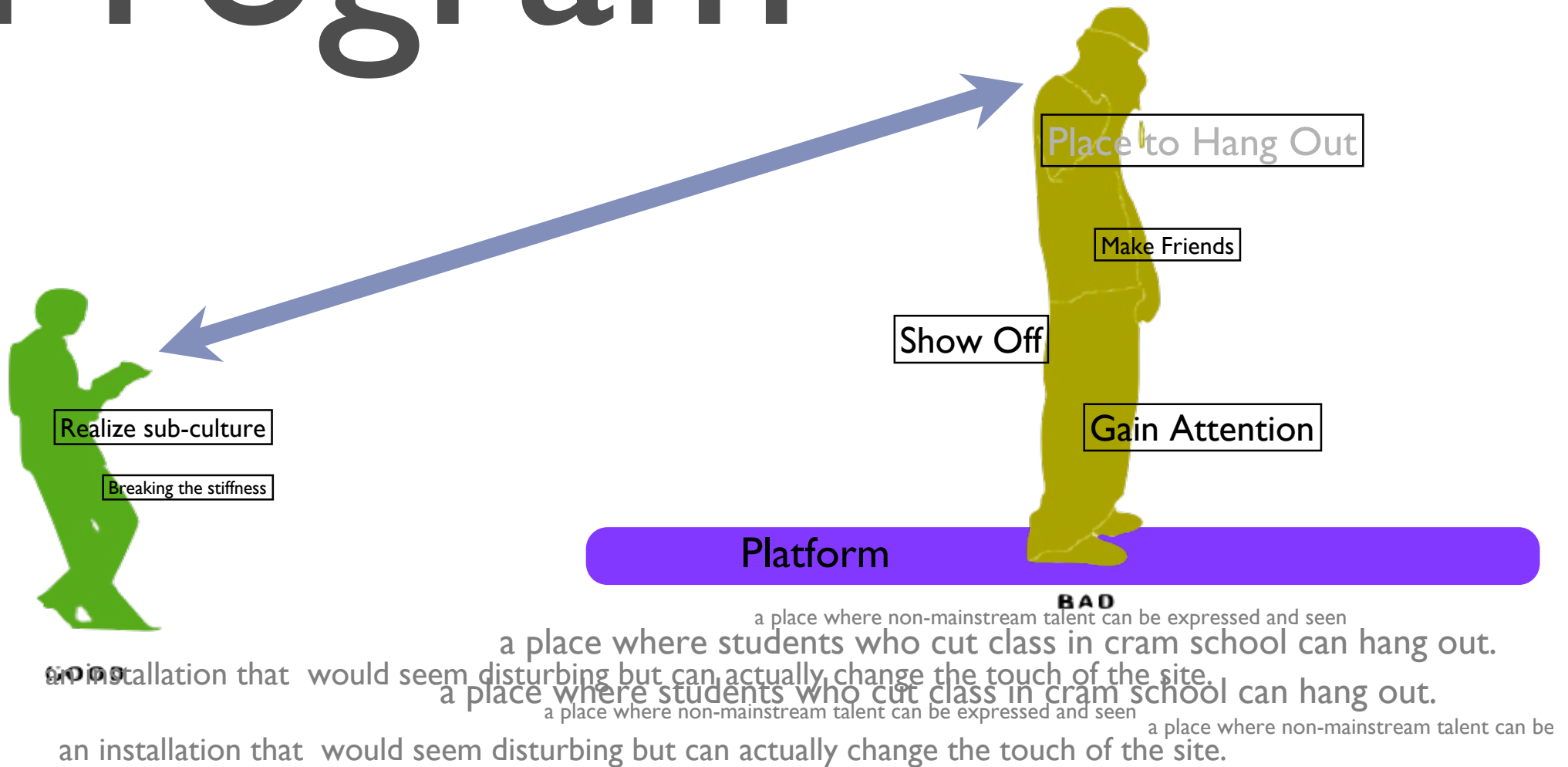


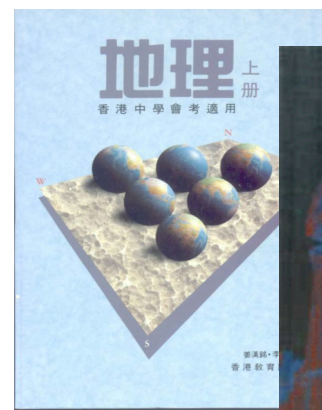
Digital Classroom?





Program





The So-Called “Good” Students

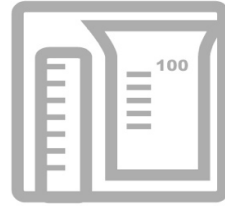
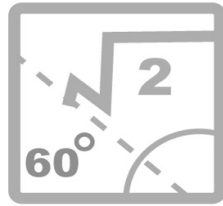


Golden Tee G
Tron, PacMan



Galag
MsPa
All ki
Arcad

The So-Called “BAD” Students



Graffiti

usually shown in a main direction
attracts a lot of attention
mostly vertical but also exist in a horizontal form
and anywhere in between



位於動線旁SHOW



柏林圍牆 代表了體制
阻隔了動線



位於入口處挑戰了
入口的象徵意義

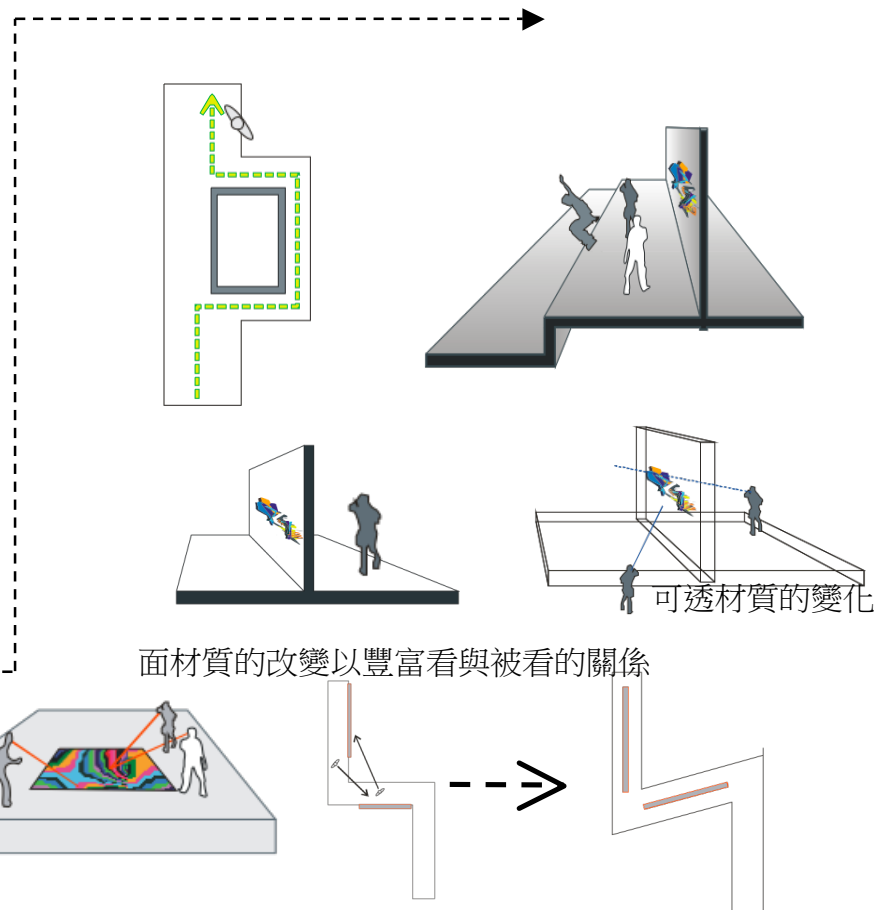


SHOW動線上
作品不需被保存 易逝性



位於動線旁SHOW

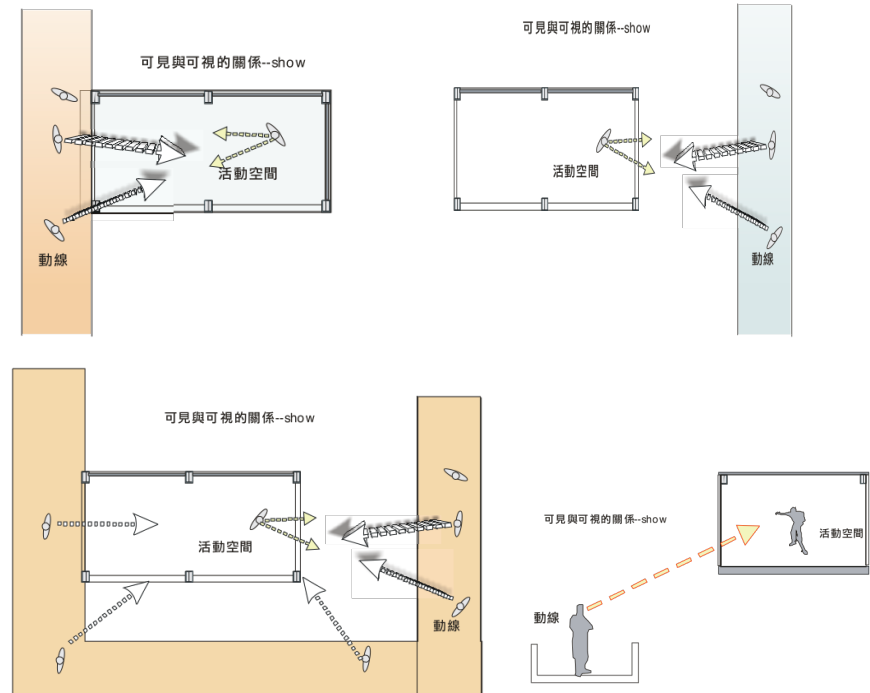
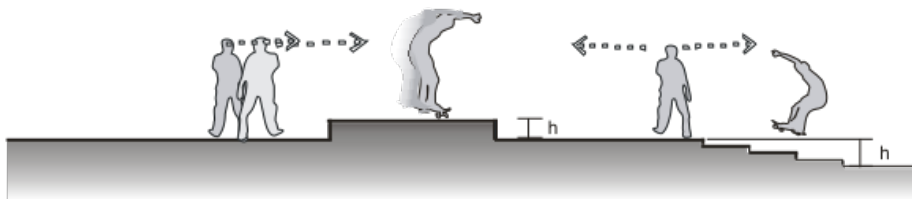
緊鄰動線旁看與被看的關係

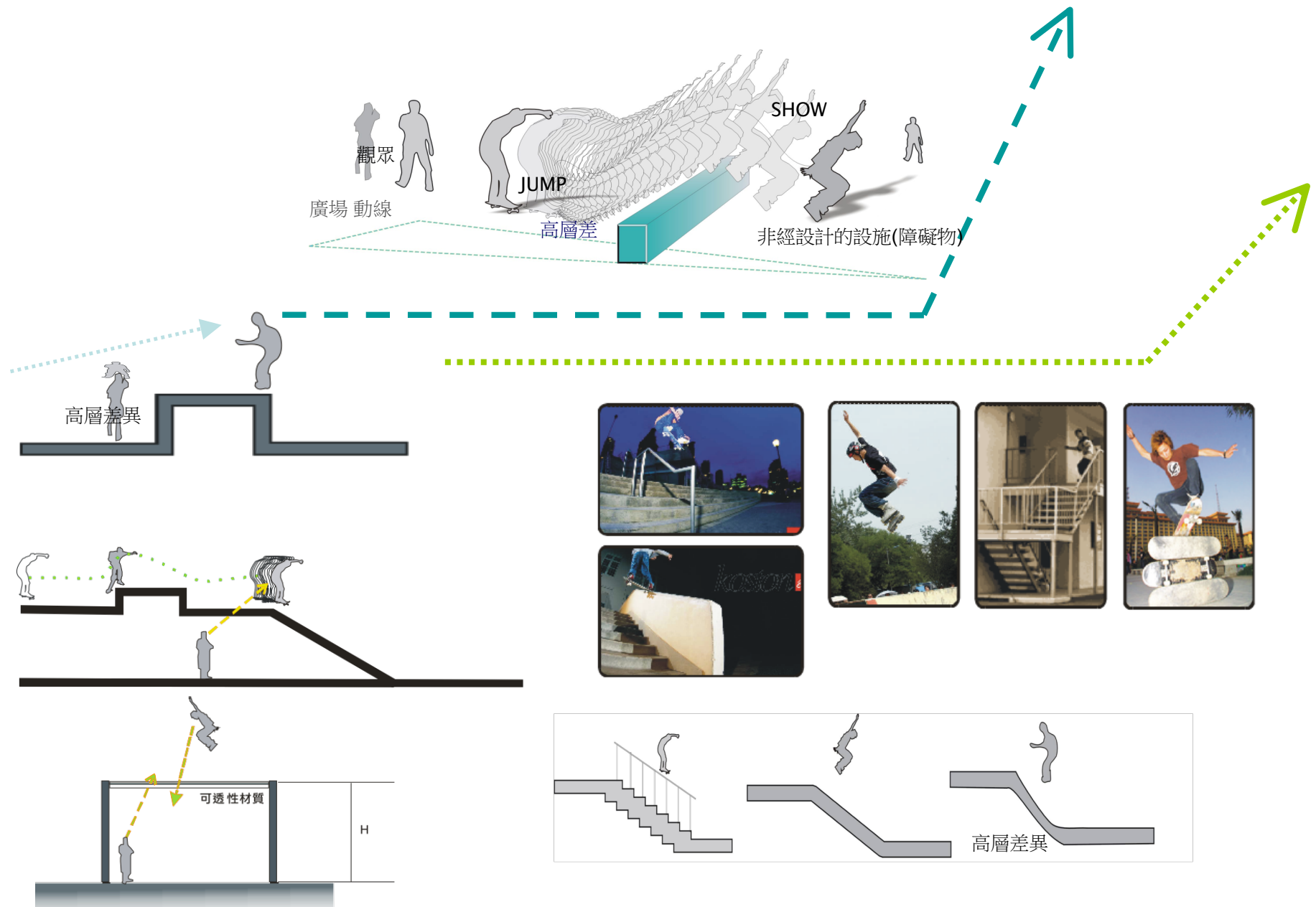


SHOW AND SEE

HOW TO SHOW AND HOW TO SEE

Having a main path with additional obstacle

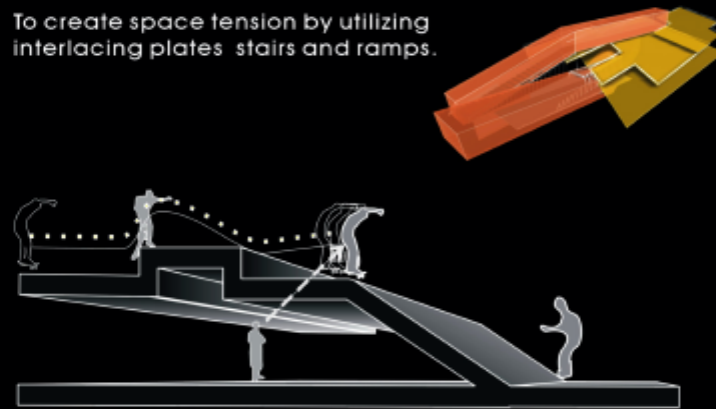




differences in height to expand their way of play
inner need to attract attention.

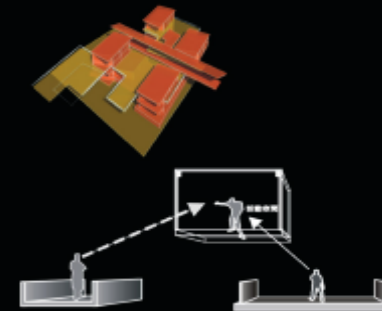
Part 07: 交疊 [Intersection]

To create space tension by utilizing interlacing plates stairs and ramps.

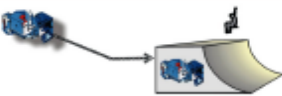
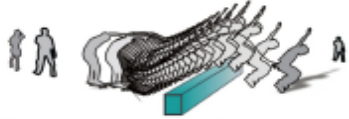
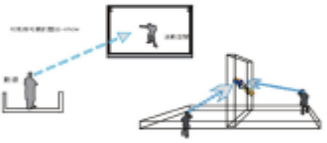

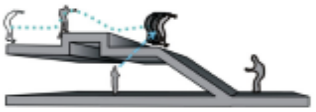


Part 08: 錯疊 [Intertwine]

Using lots of platforms with height differences for teenagers' activity to construct corner space.



Transparent materials changes the relationship of seeing and showing

CONCEPT	Source of the CONCEPT	Space role	Behavior	Operation
植入 Embed	 <p>Several activities may be contained within the subculture</p>	Cssociations classrooms	Collide	Implanted heterogeneous space units are disintegrated and rearranged within the flowing open space.
錯疊 Intertwine	 <p>Teenagers' desire to express</p>	Waiting space Platform	Show and see	<p>Dimensions of space are created by utilizing plates of height differences.</p> 
交疊 Intersection	 <p>Sensational impact</p>	Circulation	To excite	<p>Create sensory stimulus with intersection of stairs or ramp.</p> 

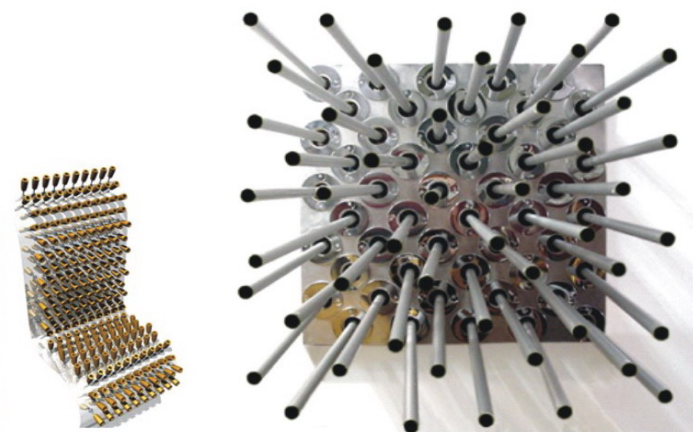
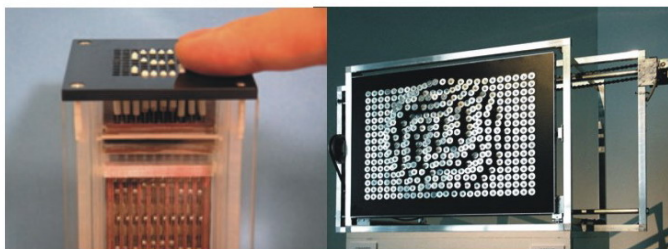
Pinscreen是利用針做為單元，以pixel的概念，將圖像分解成畫素，再將這些畫素，轉變成具有空間深度的座標，因此完整的空間座標成形後，Pinscreen即可呈現物底完整的圖像或是，3d的形體。

Pinscreen不但可以表達完整三度空間的物體資訊以外，還可以呈現其他種類顯示器所欠缺的知覺，譬如說觸覺，和實體的輪廓，譬如說點字系統。點字系統，為使用(點)的概念，提供觸覺，使得文字可以透過視覺之外的感官被呈現出來。這為pin最早的概念。

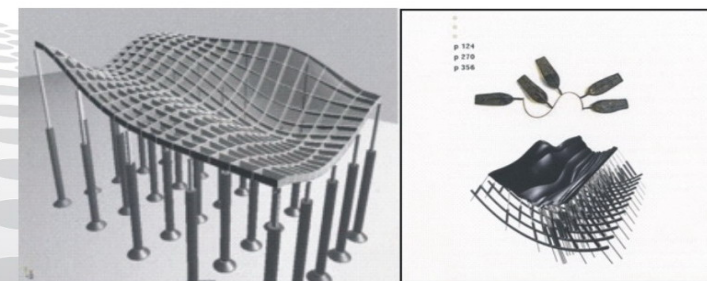


pin一直以來都使用在簡單的玩具pintoy上，將為數眾多的針床，陣列就可以組成，原理十分點單，這種小型玩具可以及時的描繪出形體的形狀。

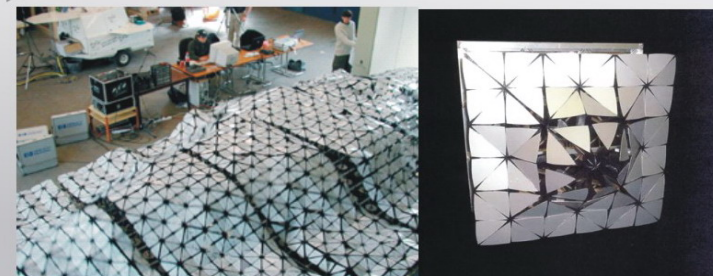
而最近pin的概念出現在許多的概念裝置上，主要代表性的品有Hyposurface及 mit的力動設計研究組的最近幾個專案等等，而這些作品大多是將pin作為輸出的螢幕。



interactive interface



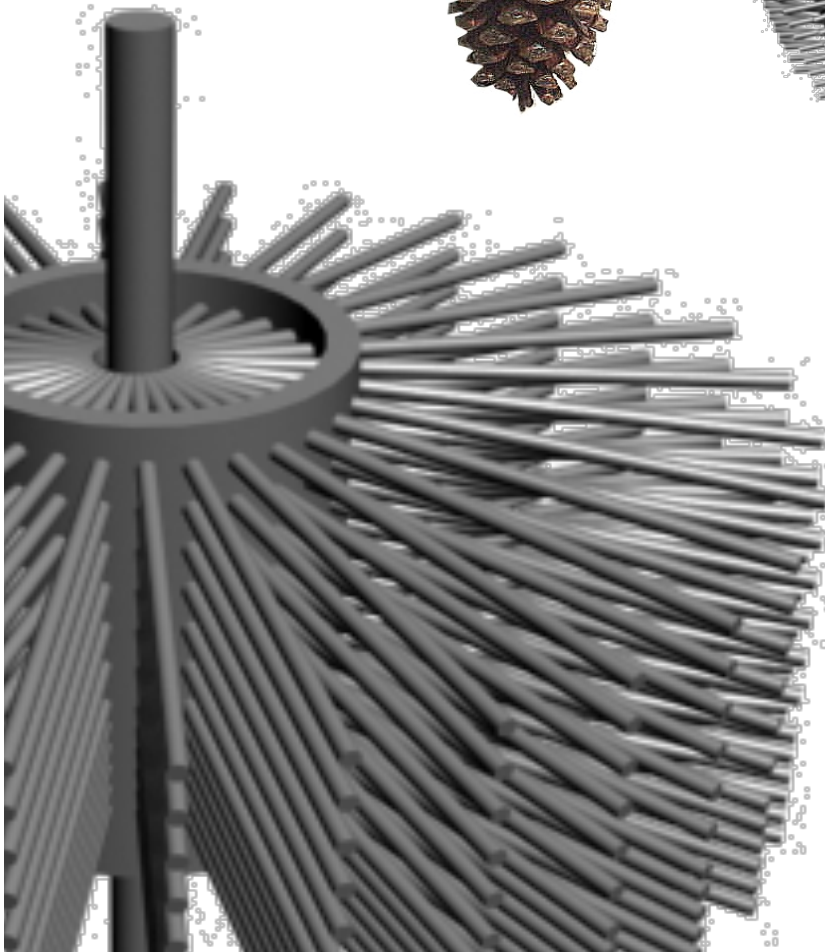
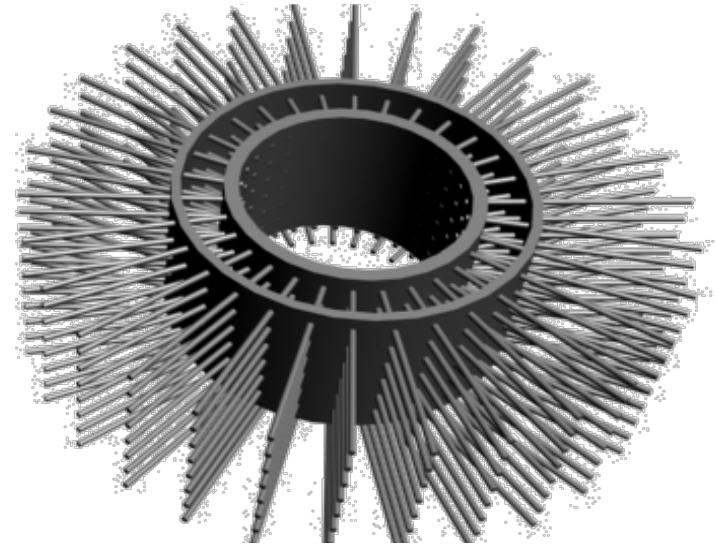
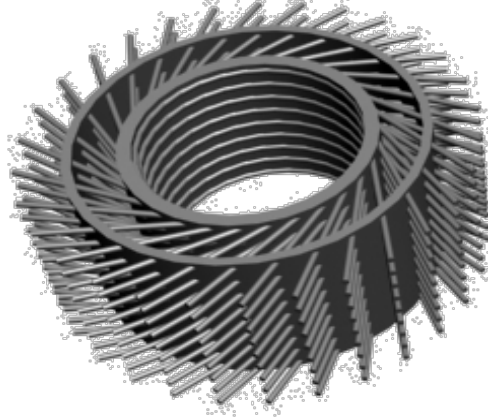
Digital manufacture



HypoSurface

pin pixel

可變家具：尺度機構



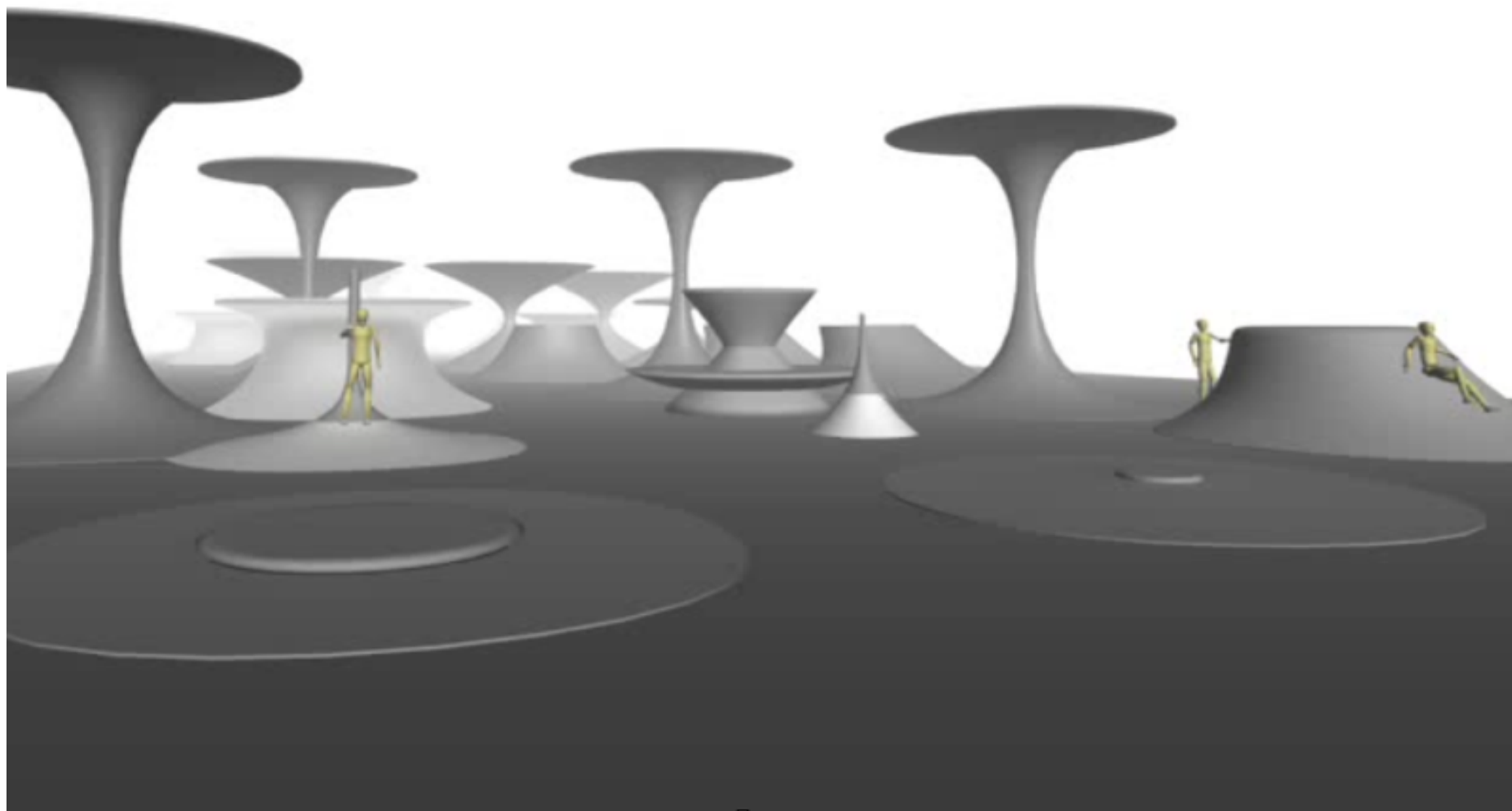


Corner space

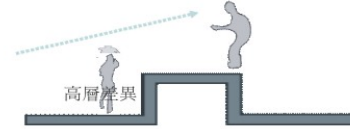
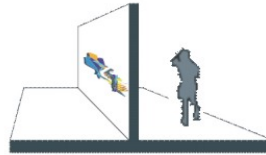
Round Corner

CONCEPT

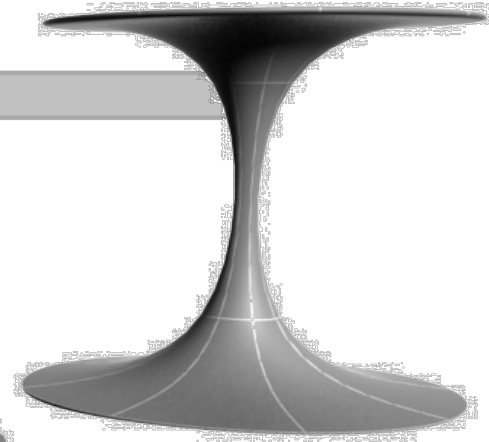
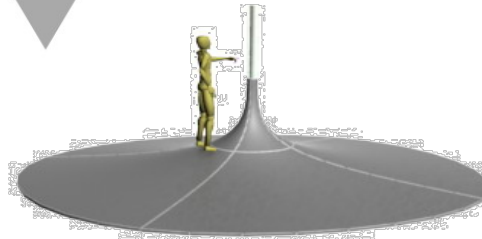
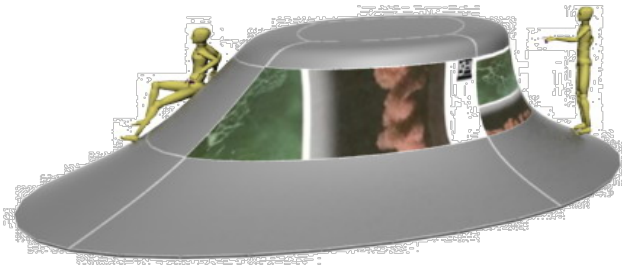


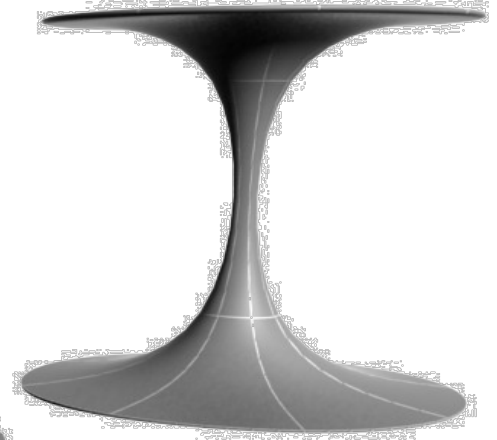
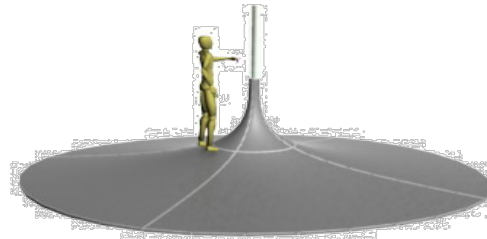
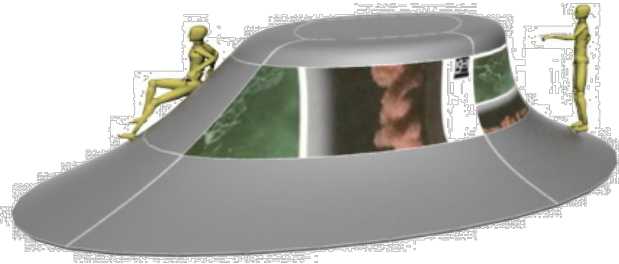
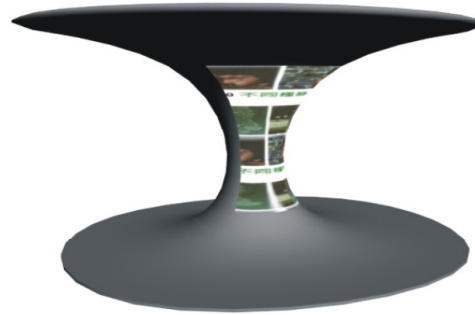
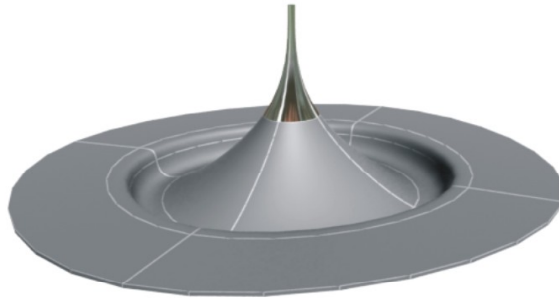


Round Coner



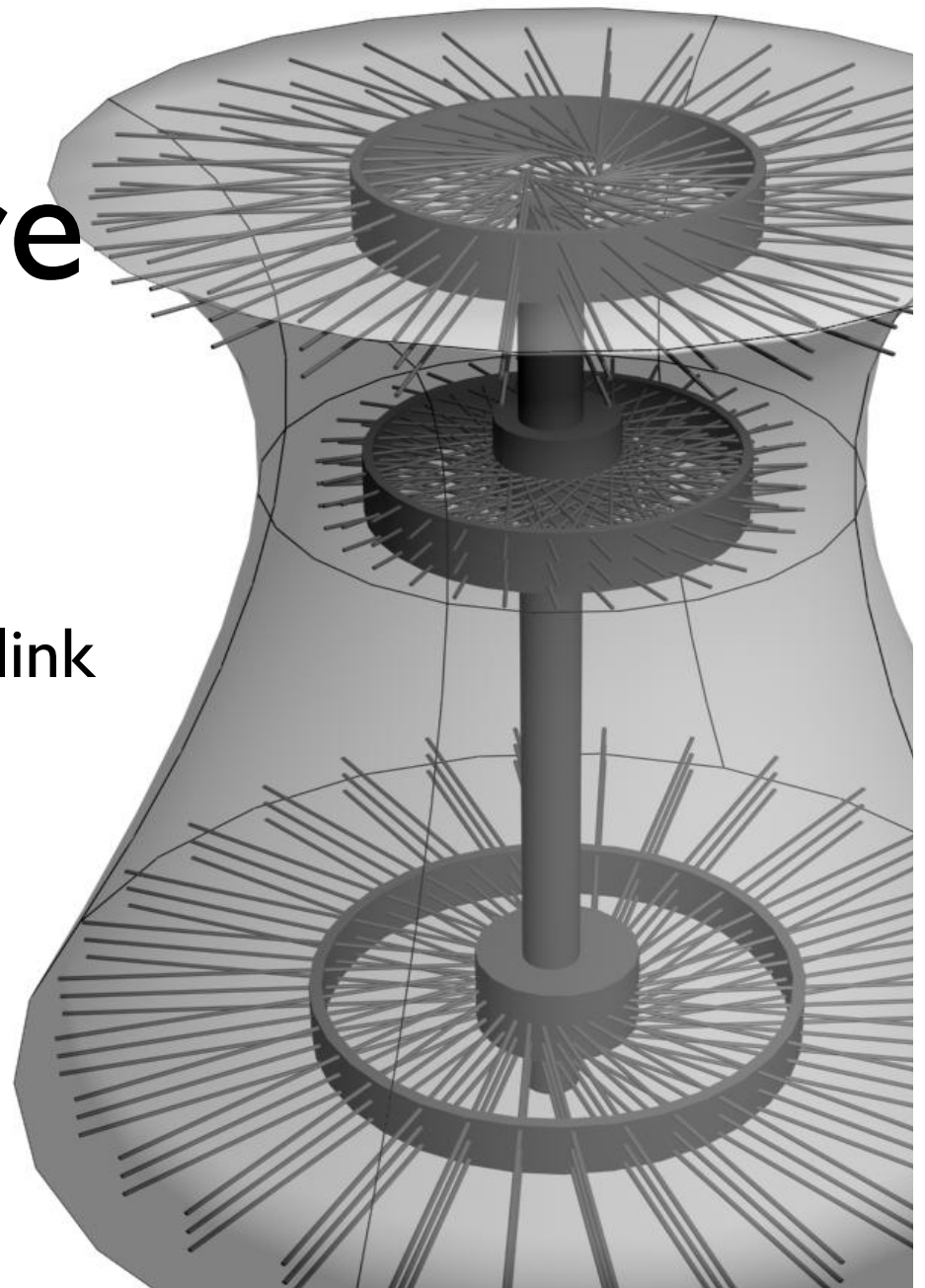
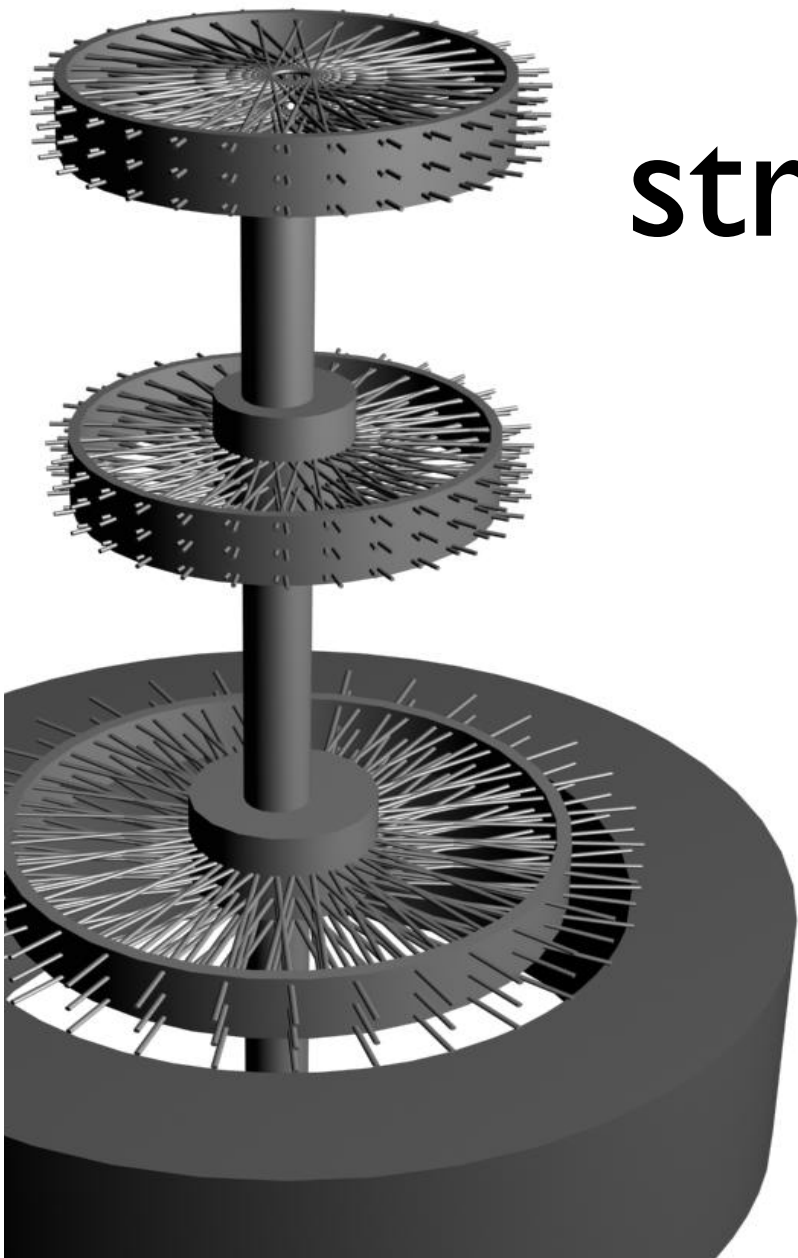
Rotate





structure

Animation link



Adding Layers to Space

