



臺中健康暨管理學院
九十三年學年度碩士班招生考試試題紙

系所別	組別	考試科目	考試日期	時間	備註
多媒體遊戲設計研究所碩士班	--	多媒體概論	93.5.3	13:30-15:10	共一頁

簡答題(40%)：

1. What's *CD-PRO2*? Explain its background and technology. (10%)
2. What's *digital casting*? (10%)
3. Suppose you had an image with too much red in it, perhaps because of poor lighting. Explain what adjustments you would make to its red channel to compensate. What undesirable side-effect would your adjustment have, and what would you do about it? (20%)

申論題(60%)：

4. Old and new media technologies are converging. A new digital convergence combines traditional print, television, and film with computers, telephones, and communication networks to form a collection of products and entertainment activities, for instances, individual and online games that significantly influence all aspects of enjoyments for game-playing. Try to give deeply your opinions with according given above descriptions about the developments and differences of interaction content in game design from past and present to the future game types. (20%)
5. Artificial Intelligence (AI) in games is not the usually same as scientific AI that you may have heard about. Quite recently some game developers have been using real AI forms such as Neural Networks and Genetic Algorithms in games.
 - 5.1 Try to describe the applications of AI in game design. How does it work? (20%)
 - 5.2 Interface is an element of game design. The interface is anything that the player has to use or have direct contact with in order to play the game, but beyond simply the mouse/keyboard/joystick. Try to explain how AI operates in interface design. (20%)

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