



# 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	--	視覺設計	93.5.3	10:30-12:10	共一頁

### 申論題(100%)：

1. Information technology had caused a revolution in game design especially on effective interaction and fascinated visual experiences. *Try to describe your viewpoint about the significances that visual aesthetic is a fundamental factor regard to game design. (25%)*
2. Suppose you were working for a famous game design company as a game developer. *Try to analyze the different characteristics between two-dimensional and three-dimensional automobile racing game based on visual angle, spatial rotation and confused sense of direction. (25%)*
3. Visual properties perform an important role in game designing activity. Visual Psychology and Game-playing have many points of convergence. Psychologists have often used the interaction of games as study models and metaphor to visualize the features of main characters in developed game. Game Theory has even been used as a psychological model to explain most of human real-life behavior. The paradox of using games as a model or metaphor for life is that games are a part of real life themselves, as well as being self-contained miniature worlds. Please reflect deeply on the questions listed below:
  - 3.1 *Try to analyze how to plan the strategy of visualizing the characteristic of a villain and hero in game production? (25%)*
  - 3.2 *What is the "virtual idol"? Try to explain the reasons that virtual idol comes into existence in the real world, and describe briefly the future evolutions. (25%)*

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