

HONOR BESTOWED UPON STUDENTS OF INFORMATION MANAGEMENT

TKU' s students of the Department of Information Management (IM) attended the 9th College Cup of Projects in Information Management and Innovation in Information Services on December 10 with outstanding results. This event' s organizers were the Industrial Development Bureau, Ministry of Economic Affairs and the Chinese Society of Information Management (CSIM). The Chair of IM, Shaw Ruey-shiang was very proud of their performance and sees the positive results as a confirmation of their efforts.

In competitions involving 89 teams from various universities, TKU won the second prize in Group 2 in the Information Technology category, the second place in Group 1 in the Information Application category and a special prize in the Enterprise Award. Each winner was awarded with a certificate and NT\$ 4,500 prize money.

The piece that won the second place in Group 2 of the Information Technology was entitled "Learning Music with Ease and Joy" . It employs Java script and Mu-sicXML to enable musicians to key in musical notes with ordinary keyboard, which will save at least half the time that was needed with the old method. This project was conducted by 6 seniors of the department, Lin Wei-ting, Wang Cheng-yu, Chiang Kun-wei, Yen Ming-hsin, Yang Che-hao and Liao Wei-ling, supervised by Professor Liaw Heh-tyan.

The work entitled "Electrical Data Management for Heart Surgery" , which won the second place in Group I of Information Application category, uses Data-mining technology to match files. It should help the Cardiology Department of hospitals manage their files on risk profiling in surgery.

Participants of this project are 6 seniors who are Tong Ming-fung, Yang Hsin-yin, Chen Yi-shan, Lin Ying-chieh, Chen Jia-hau and Li Hau.

The Enterprise Award of this year was provided by Microsoft Taiwan Corporation, and was won by TKU' s computer game, River of Life. The supervisor of the project, Professor Wei Shih-chieh, explained that this game was using human body as the frame of the war strategy game. Therefore, while players are enjoying games, they are also learning about details of human anatomy. The project participants, 5 seniors from IM and one senior from the German Department, believes that their creation would be a breath of fresh air in a market filled with violent games. It will not only be fun but also be educational at the same time. (~Ying-hsueh Hu)

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