

7-Department Joint Exhibition Launches the Future — Information Week Showcases Cross-Disciplinary Innovation

The 2025 Information Week 7-Department Joint Exhibition, organized by the Department of Information and Library Science, was held on Friday, May 23, from 9:00 a.m. to 4:00 p.m. in the second-floor lobby of the Hsu Shou-Chlien International Conference Center. The exhibition featured 14 teams in the Innovative Technology Competition category and 7 teams in the Course Project Showcase, highlighting students' capabilities in innovation, practical application, and cross-disciplinary integration. Project topics spanned diverse fields such as artificial intelligence, interactive technology, smart living, educational applications, cultural preservation, and digital design. Three industry professionals were invited to serve as judges for the competition. Competition Results: In the Innovative Technology category, first place went to “Weaving Dreams with Rush Grass: A Journey of Image Recognition and Cultural Learning” (「織夢蘭草：影像辨識與文化學習之旅」), while second and third places were awarded to “Sea Career Quest” (「職有海知道」) and “Fish, Fishing, and Sustainability” (「魚與漁與餘」), respectively.

The first-place project in the Innovation category, “Weaving Dreams with Rush Grass: A Journey of Image Recognition and Cultural Learning”, was supervised by Department of Information Management Chair Sheng-Pao Shih. Team leader Tung-Yue Lee, a senior in the program, explained that the project merges traditional rush grass craftsmanship with modern technology. Inspired by a team member whose elder relative in Miaoli practices rush grass weaving, the team sought to preserve this endangered cultural heritage using their expertise in information management. He noted, “Believe in what you have prepared, express it fully, and you will be able to create an outstanding result that is truly your own.”

Second and third prizes were both awarded to teams under the guidance of Associate Professor Ting-Ling Lai from the Department of Educational Technology. The second-place project, “Sea Career Quest”, led by Meng Ting-An, a third-year student in the Department of Education, combined

Unity with marine career exploration to help users understand the marine industry and their future aspirations through gameplay. The third-place project, “Fish, Fishing, and Sustainability”, led by senior Chia-Hsuan Chi, focused on sustainable seafood and designed interactive teaching materials to educate elementary students on marine conservation from a consumer’s perspective.

5 teams received Honorable Mentions: “Little Dai’s Adventure Diary” (「小代的探險日記」) (Educational Technology) used an interactive story about a stray dog to promote animal protection and responsible pet ownership; “Miar Program” (Computer Science and Information Engineering) was an RPG-style game delivering core computer science concepts; “Love Around the Corner” (「轉角遇見愛」) (Information and Communication) combined AI-generated animation with humanistic story to explore the impact of family and society on individuals; “Tea Fairy Vtuber” (「茶仙子Vtuber」) (Information and Communication) used a VTuber to promote local tea culture; “PathGuardian—Emergency Triangle Warning Device” (「PathGuardian—危急三角警示牌」) (Electrical and Computer Engineering) developed an autonomous warning triangle to improve roadside safety and reduce risk during traffic accidents.

This joint exhibition featured collaborative participation from the Departments of Electrical and Computer Engineering, Information and Library Science, Information Management, Information and Communication, Computer Science and Information Engineering, Educational Technology, and Artificial Intelligence. Students showcased their latest research and creative projects, providing an opportunity for interdisciplinary exchange and collaboration, demonstrating practical skills and integrative thinking. A rich blend of technological innovation and humanistic insight energized the event. President Prof. Huan-Chao Keh, Vice Presidents Prof. Hui-Huang Hsu and Prof. Hsiao-Chuan Chen, first-level supervisors, department chairs, and industry representatives, attended the opening ceremony.

In his opening remarks, President Keh emphasized the pervasive influence of information technology and expressed confidence in its future

development. He praised each project as the result of dedicated guidance from teachers and the diligent efforts of students, fully demonstrating the ability to integrate professional knowledge and technical skills into tangible outcomes—a truly commendable achievement. He also highlighted that information technology now permeates every industry and aspect of daily life. “As faculty and students in information-related fields, we are fortunate to be riding the wave of technological advancement and market demand,” he said. He also announced the university’s investment of NT\$3.6 million in four major development areas under the Smart Campus 3.0 initiative, demonstrating its commitment to the practical implementation of technology on campus.

In the Course Project Showcase, three teams were selected for the “Most Popular Award” through audience voting: “Labor Explorers: Where There’s Injury, We Go!” (「勞動探險隊：傷在哪，就去哪！」) (Information and Library Science) turned workplace safety knowledge into an interactive adventure game; “Long-Term Care Driver Training” (「長照交通接送司機養成篇」) (Educational Technology) used animation and interactive learning to improve the training of transportation personnel in long-term care services; “BUG in Bloom: Flowing through LIS” (「花現BUG，花(flow)資圖」) (Information and Library Science) enhanced website users’ information search efficiency and interaction. Other notable projects infused deep professional insights and social concern, including: “Lemon’s Dream” (Information and Communication), an interactive exhibit exploring themes of parting and unspoken words; “Nightmare Truth: A VR Horror Game” (「VR恐怖遊戲—夢魘中的真相」), blending immersive VR and psychology; “Dual-Mode Frequency Divider PLL for UHF RFID Applications” (「應用於射頻辨識超高頻段之低電源靈敏度雙模除頻器鎖相迴路」) (Electrical and Computer Engineering), developing a high-performance phase-locked loop for ultra-high frequency bands; “Architecture of Decision Feedback Equalizer for 3Gbps Data Rate in Display Applications” (「架構運用於顯示器3Gbps資料速率下決策回授等化器」) (Electrical and Computer Engineering), designing circuitry to compensate signal loss in high-speed data transmission.



The Department of Information and Library Science hosted the 2025 Information Week 7-Department Joint Exhibition, with President Huan-Chao Keh delivering opening remarks.



The Department of Information and Library Science hosted the Information Week Seven-Department Joint Exhibition, where President Keh and 2 vice presidents and other guests toured and viewed the students' projects from each group.

Dean of the College of Education, Prof. Kuo-Hua Chen (right), is viewing the Department of Information and Library Science project "Labor Explorers: Where There's Injury, We Go!", which won the Best Popularity Award.



President Huan-Chao Keh, Vice Presidents Hui-Huang Hsu and Hsiao-Chuan Chen, and several first-level supervisors and department chairs, posed for a group photo at the opening ceremony.