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互動裝置類的參賽的作品數量眾多，但完整度仍待加強。由於國內在科技藝術教育的發展不到十年，多數學生乃從科技與藝術原本極端的領域投入，所發展出的作品有的缺少藝術性，有的則不具科技性，並且藝術觀念與語言不清楚，科技應用機制太制式，空間與觀者的互動關係不完整，這些皆是參賽者可仔細思考的部分。

「動覺生物」是件類似機器生物的立體造型，雖然完整度較不足，但是一件具有科技性美感的作品，也很高興看到國內學子在此領域的投入，值得期待。「聲瓶」是件完整性很高的聲響裝置，雖與觀眾的互動性不足，但在聲音藝術類受到肯定。「漩渦」則利用簡單的感應與即時的拼貼及再現方式，討論人類身處在媒體資訊漩渦扭曲現象；「變相」令人聯想到 Alvaro Cassinelli 的「時間投影機」，改變了傳統手繪肖像的模式。獲得首獎的「辦公室現場  $\pi/4$  版」乃連結網路機制反應辦公室生態的互動裝置，是件具網路數位特質，企圖將不同空間的集體工作的心理，透過單純的辦公桌椅、滴水與杯，描繪多種令人反思的抽象語意與時空層次。期待每年因著數位藝術節的鼓勵，能有更傑出的作品出現。

There were numerous artworks participating in the interactive installation category, but they all need improvement in terms of completeness. Since technology arts education in Taiwan has been developing for less than 10 years, many students still get involved starting from the technology end or the art end, so some artworks lack artistic qualities while others lack technological qualities. Also, the artistic concept and language is unclear, the technology applications are too formulaic, and the interactive relationship with the viewer of the space is incomplete. These are **issues** that all participants should think carefully about.

“Motivational Sense Organism” is a solid sculpture similar to a robotic **art**. Although it does not have completeness, it is a piece that has a technological aesthetic. I am very glad to see a Taiwanese student getting involved in this area, and I look forward to more. “Sound of Bottles” is a sound installation with a high level of completeness. Although the interaction with the viewer is insufficient, it is acceptable in terms of the sound art category. “Maelstrom” uses simple responses and instant collage and reproduction to explore the phenomenon of humanity twisting in the whirlpool of media information. “Face Off” makes one think of the “The Khronos Projectorr” of Alvaro Cassinelli, transforming the traditional hand-drawn portrait. The

top prize winning “Office Live version  $\pi/4$ ” is an interactive installation linking with internet to present office ecology. With the characteristics of a digital network, it tries to describe the different kinds of abstract semantics and spatial-temporal levels in the psychology of working in groups in different spaces, through the use of simple office furniture, dripping water, and cups. I expect to see artworks that get more outstanding year after year due to the encouragement given by the Digital Arts Festival.