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當數位影像與技術變得普遍之後，作為一種反應時代的媒介物，藝術家該如何看待影像這件事，又如何以數位影像的獨特美學與形式傳達當代性觀點，這些無可逃避的議題，催促著我們須嚴肅地面對。經過幾屆數位藝術節的洗禮，今屆藝術節在「數位音像類」的參賽作品，普遍回歸到科技與美學性平衡的思考，數位音像作為當代社會中一項重要溝通媒介，以藝術的形式作為一種特殊語言來傳達，它呈現了多樣性的可能。但也由於這個普遍性，讓我們感受到某種停滯的隱憂。

參賽作品表現了各式的議題與可能(3D 實用技術、數位視覺、個人情感、反科技……

等)，但也暴露了當下年輕創作者在面對影音與科技媒介時，無法再深刻向前一步的窘境。這一步，不一定是技術範疇，而是透過影音媒介去思考當代性議題的可能。大部分作品點到為止的皮相正如隔靴搔癢，猶如快速飛奔的音樂錄影帶，只顧摩擦細小失真的火花，而非將影音媒介當成創造性的語言工具。在數位影音氾濫的時代裡，數位影音藝術還可以幹些什麼？所有人都該好好想想了。

Since digital images and technology are widespread today and can be called the medium that reflects the spirit of this age, how should artists look at the digital image and how can they express contemporary viewpoints through its unique aesthetics and form? We are forced to confront these inescapable issues in a serious manner. After the lessons learned in the past few Digital Art Festivals, the artworks now entered into the “digital audio-visual” category of this year’s Digital Art Festival all try to achieve a balance between technology and aesthetics. Digital audio-visual works are an important means of communication in contemporary society, and diverse possibilities can be presented by communicating with the special language of the audio-visual art form. However, the universality of this medium makes us aware of the danger of possible stagnation. The submitted works present all kinds of issues and possibilities (3D practical technology, digital visual effects, personal emotions, anti-technology, etc.), but they also expose the

predicament of young contemporary artists who fail to take a profound step forward when dealing with audio-visual and technological media. This step is not necessarily determined by technology, but represents the possibilities that arise by pondering

contemporary issues using audio-visual media. Most of the artworks attempt an ineffective solution in a superficial way, like a fast-moving music video that is only concerned with making small, unauthentic sparks, and does not treat the audio-visual medium as a creative language. In an age with an overflow of digital audio-visual media, what can digital audio-visual art attempt to achieve? Everyone should consider this question seriously.