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擔任 2008 第三屆台北數位藝術獎「網路藝術與多媒體類」評審的評選過程中，我們遇到了最大的問題是，該如何制定一個「通則性」的評判標準。因為「網路藝術」與「多媒體藝術」在新媒體藝術中某種程度是不可分割卻又各具特質的兩大領域。網路藝術普遍具有的「互動性」特質，在多媒體藝術中不一定會呈現出來；而多媒體藝術的影音匯聚，也不盡然在網路藝術中全然具備。因此，評審們希望鼓勵的是具有「原創性」的創作。在本屆參賽作品中普遍出現的現象是：網路藝術類作品在軟體程式的應用與創新性上皆不夠成熟。以致，入選的作品以動畫多媒體類居多。其中，因考量到作品完整性與完成度因素，所以評審達成以不足額入選，但給予首獎鼓勵創作的共識，順利產生最後的結果。最後，必須言明的是，網路藝術與多媒體藝術皆是相當耗費時間經費的藝術創作，因此更需要藝術創作者能以獨具的眼光與原創的意念來厚植創作能量，並深根台灣本土的數位藝術。

In the process of judging the "Internet Art and Multimedia" in The Digital Art Awards Taipei, the biggest problem that we faced was defining a "universal" judging standard because "Internet Art" and "Multimedia art" are two fields of new media art that, on a certain level, cannot be separated but still have their own characteristics. Internet Art always has the characteristic of "interactivity", which does not necessarily appear in multimedia art. Meanwhile, the mix of audio and video in multimedia art is not always present in Internet Art. Therefore, the judges hope to encourage "original" creations. The phenomenon that is universally seen in this year's contest is that works in the Internet Art category are not mature enough in the area of software application and innovativeness. The result is that the works in competition are mostly animations in the multimedia category. There were an insufficient number of artworks that were qualified to be entered into competition because of their low degree of completeness. However, the consensus was to give encouragement by awarding the grand prize, which smoothly produced the final results. Finally, what needs to be clarified is that net art and multimedia art are both art forms that require a lot of time and expenses. Therefore, they especially require the artist to have a unique vision and an original idea as part of their artistic creation, in order

to firmly plant digital art in uniqueness of Taiwanese culture.