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不可諱言，這是不容易定義的一組。這個問題牽涉到，我們期待作品該展現何種樣貌？不過無論是網路藝術抑或多媒體作品，我所關心的，係參選藝術家對於跨媒材之運用，是否充份表達了其創作理念與當代性特質，而技術層面與科技情境則爲其次考量。本屆參選的作品相當多元化，網路藝術類包括了網路互動裝置與網路系統設計，多媒體類則包括了電腦動畫與 3G 遊戲設計。唯整體而言，作品大多完成度不高；此外雖見巧思，然而意涵則不夠深入。

因此，「黑色種子‧抽芽 (Dark Seed Sprouting)」脫穎而出。這是件完成度最高的作品，並且意念的傳達比較精確。畫面與色調的處理相當純熟，作品本體呈現的節奏感提供令人驚喜的情境與經驗，展露奧妙不可測的身姿。「Unheeded Advice」是這次唯一入選的網路互動裝置作品。作品探討全球暖化議題，其「耳邊風」的隱喻甚具巧思，是本屆特別值得鼓勵的一件作品。本作品雖融合了諸項技術，唯藝術性略嫌不足，是最後與首獎失之交臂的主因。值得一提的是，或許這件作品預設了觀眾該有的反思，而形成了一種「不自由的互動」，然而這似乎也剛好反映了人類在全球暖化現象裏的處境。這樣的處理究竟是否恰當，當然見仁見智並且充滿興味。其他兩件得獎作品，各有其優缺點。「HAPPY BIRTHDAY TO ME」的畫面處理相當感人，唯創作論述與作品呈現出來的效果並不完全一致。換言之，作品的藝術觀念未被精確表達，並且完成度也略嫌不足。作者有其巧思與想法，但宜再加強敍事語言，發揮其該有的詮釋力。「艾瑞伊 思凱 (Aery Sky)」在氣氛的掌握上具獨到之處，並且與音樂調性具良好融合；唯腳本劇情略嫌平鋪直敍，配樂的原創性也有提升空間。此外，藝術作品之所形於外，往往是抽象思想的具體塑型；因此這件作品想要表達什麼？作者似乎仍須加強創作的厚度。

從這組的參選作品裏，可以看到一些有趣的現象。近年來在國家資源的挹注下，無論產業界或者學術界，皆視「數位內容產業」(甚至「文化創意產業」) 爲重要發展方向。因此，可喜的是，諸多大專院校科系皆用心培植相關人才。然而分析整體發展趨勢，作品的呈現經常著重於感官刺激甚至商業價值。當然這並不盡然不該是正當的選擇，甚至也可能具有較高的「投資報酬率」，然而觀諸另一面向，這是否能夠提升數位藝術的層次與價值？事實上從此屆參選作品所呈現的質感與深度、以及作者意念的內化程度審視之，這或許是個值得深思的問題。

It cannot be denied that this is a category that is difficult to define. This problem

involves the question of what appearance we expect the artworks to display. However, what I am concerned about for both net art and multimedia works is whether or not the participating artists fully express their creative ideas and contemporariness in the use of inter-media, while the technical level and the technological context take a back seat for me. The works participating in this contest are very diverse. The net art category includes internet interactive installations and network system design. The multimedia category includes computer animation and 3G game design. In summary, most of the artworks have a low level of completeness, and although there are some clever ideas, there just is not enough depth to their artistic meaning.

Therefore the artwork that stands above the crowd is "Dark Seed Sprouting." This is an artwork with a high degree of completeness, and its idea expression is more precise. The handling of the scene and the color scheme is very skillful. The rhythm displayed in the work itself provides a surprising context and experience and reveals a profound and unpredictable approach. "Unheeded Advice" is the only net interactive installation entered into this year's contest. This work explores the issue of global warming and its "in one ear and out the other" metaphor is clever. This is one work in this contest that deserves encouragement. Although this artwork blends various techniques, the ultimate reason that makes it inferior to the grand prizewinner is that it artistic quality is slightly lacking. What's worth mentioning is that perhaps this piece presets the thoughts that viewers should have and forms a kind of "forced interaction" and perhaps this reflects the situation humanity is in with regard to global warming. Whether this kind of process is appropriate is something each person should decide for themselves, which makes it interesting. The other two prizewinning artworks each have their own strengths and weaknesses. The handling of the scene of "Happy Birthday to Me" is very moving, though the creative discussion and the effect produced by the artwork are not completely consistent. In other words, the artistic concept of the artwork is not precisely conveyed, and its completeness is slightly missing something. The artist has a clever idea, but it should have a stronger descriptive language to bring out an appropriate interpretive ability. "Aery Sky" has a uniqueness in its control of atmosphere, and it has a good blend of musical tonality. It's just that the script is a little too simple and straightforward and there is room for improvement in terms of the originality of the music. In addition, the artwork's external form is basically a concrete model of abstract thinking. So then, what does this piece wish to convey? It seems that the artist needs to strengthen the depth of the creative work.

An interesting phenomenon can be seen from the works entered into these categories.

With the shifting of national resources in recent years, in both the industrial and academic worlds, "digital content industry" (or even the culture and creative industry) has been seen as an important development direction. Therefore, the fortunate thing is that the academic departments of many colleges and universities are all working hard to cultivate talented people in that area. Analyzing the overall development trend, these artworks usually focus on sensual stimulation and even commercial value. Naturally, it is not entirely true that this shouldn't be a proper choice, and this might even possibly be a higher "return on investment." Looking at it from another direction, can this improve the levels and values of digital art? Actually, after observing the quality and depth presented by artworks in this contest, as well as the inner dimensions of the artists' ideas, this might be a problem worth thinking hard about.