數位遊戲組評審感言

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數位遊戲開發分成遊戲企畫、遊戲程式設計與遊戲美術，主要的目的在持續建立玩家的娛樂性，國內學生的遊戲開發在遊戲表現上逐漸傾向多元與既有的遊戲區隔。技藝的表現常需要有創新的構思與實現的能力，非常符合 KT 科藝獎中的技術創新訴求。

遊戲組在每年的 KT 科藝獎都有令人驚豔的傑出表演，特別在今年有部份作品結合高難度的技術創意，增加作品在遊戲的有趣性。

例如「復甦者」，以組裝動作指令完成玩家操控各類角色的動作組合；也有以社群的分散式養成的構想，以部落格、手機等 web2.0 平台為主，增加遊戲休閒度。使玩家不受外在限制，有隨想式"on demand"的享樂。

競賽遊戲中不僅強調應有的流暢操控感與介面設計，對於視覺美術的擬真度也極盡要求，使得作品更接近專業化的水準。如「山道賽車」即為的明顯成功個案。

整體來說，今年度作品的遊戲層面比較多元，但在關卡設計考量與體感遊戲的臨場感與互動性，仍有努力的空間。

In the game development, there are three main tasks to be formed, the game design, game programming and game visual arts. This is a cross disciplinary education. The purpose is to maintain the enjoyment of the players. The game developed by the students gradually exhibits manifold and creativity in the final presentation to differentiate the existing one. The main assessing factor in KT technique arts prize is to ask submitted work integrating the innovation technique which normally appear in the game design of the work.

The game development group always brings us the startled outstanding performance in every year's KT technique art prize. Particularly, the partial work union high technical creativity in this year, increases the entertainment for game players.

For example "the regenerator", assembles the action command to complete plays the family to control each kind of role the movement combination. "GOGOPETS" illustrates a conception which fosters pets by the digital community, within the framework of web2.0 and handset devices primarily, increases the game leisure. This allows the players enjoy the game as the vagrant thoughts type" on demand" leading a life of comfort.

In racing game, the proper smooth control feeling and the interface design are normally required. The visual fine arts also to the utmost to request would reconstruct the reality. An endeavor work of scenery design can end up with a closer professional standard. Like "single cylinder" is an obvious successful case.

As a whole, the participated teams in game development are more multiple dimensional factors. However, in the game level of design consideration and the embedded type game, the Sound-surround ambiance and interactivity, still had the endeavor space.