RGC Ref. No.:
UGC/IIDS11/E01/15
(please insert ref. above)

RESEARCH GRANTS COUNCIL

COMPETITIVE RESEARCH FUNDING SCHEMES FOR THE LOCAL SELF-FINANCING DEGREE SECTOR

INTER-INSTITUTIONAL DEVELOPMENT SCHEME (IIDS)

Completion Report

(*for completed projects only*)

Submission Deadlines:
1. *The unspent balance, if applicable, and auditor's report: within **six** months of the approved project completion date.*
2. *Completion report: within **twelve** months of the approved project completion date.*

Part A: The Project and Investigator(s)

1. Project Title

Workshop and Seminar Series on Digital Entertainment and Toy Computing

(In Chinese: 數碼娛樂及玩具計算學的研討會及工作坊系列)

2. Investigator(s) and Academic Department/Units Involved

Research Team	Name / Post	Unit / Department / Institution
Principal Investigator	TANG, Kai-tai / Assistant Professor	School of Computing and Information Sciences, Caritas Institute of Higher Education
Co-investigator(s)	AU Oliver Tat-sheung / Assistant Professor	School of Science and Technology, The Open University of Hong Kong
	PANG Wai-man / Associate Professor	School of Computing and Information Sciences, Caritas Institute of Higher Education
	NG Sin-chun / Associate Professor	School of Science and Technology, The Open University of Hong Kong
Others		

3. Project Duration

	Original	Revised	Date of RGC Approval

			(must be quoted)
Project Start Date	1st Jan., 2016	1st Oct., 2015	
Project Completion Date	31st Aug., 2016	31st Aug., 2016	
Duration (*in month*)	8 months	11months	
Deadline for Submission of Completion Report	31st Aug., 2017	31st Aug., 2017	

Part B: The Final Report

5. Collaboration with other Self-financing Degree-awarding Institutions / Schools

Collaborating self-financing institution / school	% of participation	Distinctive element(s) that the institution / school is responsible for the project
Caritas Institute of Higher Education	60%	- Event Organization and Logistics, - Communication with Speakers, - Venue Booking and Setup, - Enrollment and Registration, - Equipment Purchase and Maintenance
The Open University of Hong Kong	40%	- Publicity and Printings, - Student Project Competition, - Communication with Judges

6. Project Objectives

6.1 Project delivery

Timing	Original Milestones	Revised Milestones	Date of RGC Approval *(must be quoted*)
2nd Nov., 2015	Opening seminar (First seminar)	16th Nov., 2015	
23rd Nov., 2015	Second seminar	22nd Feb., 2016	
11th Jan., 2016	Third seminar	21st Mar., 2016	
14th Mar., 2016	Fourth seminar	3rd May., 2016	
18th Apr., 2016	Fifth seminar	21st May., 2016	
29th Feb., 2016	First workshop	15th Feb., & 5th Mar., 2016	
15th May., 2016	Second workshop	7th & 14th May., 2016	
15th May., 2016	Third workshop	21st May., 2016	
6th - 12th Jun., 2016 & 13th - 20th Jun., 2016	Student project competition (poster exhibition)	9th - 14th May., 2016 & 16th - 21st May., 2016	
20th Jun., 2016	Student project competition (poster presentation)	21st May., 2016	

The actual implemented schedule is attached.

6.2 Speaker(s)

Title / Name (Surname in capital letters)	Post / Institution / School	Title / Topic of presentation / course	Previous research links with Hong Kong institutions / schools (Nature and Date (month/year))
Prof. LI Qing	Professor / City University of Hong Kong	Multimedia and Mobile Information Retrieval and Management	He is currently a faculty member at City University of Hong Kong
Prof. HUNG Patrick Chak-kuen	Professor / University of Ontario Institute of Technology, Canada	Towards Toys Computing Management	He obtained his PhD in Computer Science degree at Hong Kong University of Science and Technology
Prof. COHEN Michael	Professor / University of Aizu, Japan	Cyberspatial Media: 3D Computer Graphics & Audio	N.A.
Dr. LAM Benson Shu-yan	Hang Seng Management College	Review of Stereoscopic Imaging Medias	He is currently a faculty member at Heng Seng Management College
Prof. CHENG Zixue (a.k.a. TEI Shigaku)	Professor / University of Aizu, Japan	Recent Progress on Ring-Type Wearable Devices and Its Applications	N.A.
Prof. WONG Tien-tsin	Professor / The Chinese University of Hong Kong	Computational Manga and Anime: Efficient Production and Digital Migration	He is currently a faculty member at The Chinese University of Hong Kong
Dr. KOMURA Taku	Associate Professor / The University of Edinburgh	A Deep Learning Framework for Motion Synthesis and Editing	He was a faculty member at City University of Hong Kong
Dr. LEUNG Howard Wing-ho	Assistant Professor / City University of Hong Kong	Towards better recognition of human action from analyzing live Kinect motion data and development of interactive applications	He is currently a faculty member at City University of Hong Kong
Dr. HO Shu-lim	Research Assistant Professor / Hong Kong Baptist University	Human Activity Understanding from Depth Data	He is currently a faculty member at Baptist University of Hong Kong
Mr. LEUNG Stephen	Director / Linksolutions Limited	Game App Development	He is a experienced practitioner in local app & game industry
Dr. PANG	Associate	3D Printing Workshop	He is currently a faculty

Wai-man	Professor / Caritas Institute of Higher Education		member at Caritas Institute of Higher Education
Prof. INAMI Masahiko	Professor / The University of Tokyo	Ghost in the Shell Realize Project	Speaker, Digital Entertainment Leadership Forum 2014, Cyberport Hong Kong
Dr. NOJIMA Takuya	Associate Professor / The University of Electro-Communications	Superhuman Sports	N.A.
Dr. TANG Kai-tai	Assistant Professor / Caritas Institute of Higher Education	Arduino Workshop	He is currently a faculty member at Caritas Institute of Higher Education

6.3 Please provide copies of promotional materials, number of participants, survey/statistics on participants, e.g. country of origin, research background, etc., a copy of evaluation form/questionnaire and the consolidated feedback with response rate. Photos of the event(s) are preferred but optional.

Please refer to the Appendix

6.4 Objectives as per original application

1. Promote the Toy Computing and Digital Entertainment to the Hong Kong public, which is a study on design, computation, prototyping and integration of various toys using emerging computing technologies, such as:

i. Ubiquitous Computing and Entertainment

ii. Invention and Creative Design

iii. Mobile Game Design

iv. Computer Graphics and Digital Animation

v. Computer Vision and Augmented Reality

vi. Prototyping and 3D printing

2. Develop the curriculum of Toy Computing related degree programme such as the BSc. Digital Entertainment to be offered by Caritas Institute of Higher Education (CIHE), which is in alignment with the Theme-based Subsidy Scheme (TBSS) newly introduced by the Hong Kong government that subsidies students to study self-financing degree programmes include the “Design and Digital Entertainment” discipline.

3. Provide high quality technology education to the public that covers both basic knowledge and recent advances in different emerging computing technologies that are useful in toy and entertainment industry.
4. The research seminars followed by panel discussions provide opportunities for the participants to interact with the speakers (who are the experts in toy and digital entertainment).
5. The hands-on workshops provide the participants a taste of the state-of-art devices, such as motion capture technology, sensors, Arduino robots and prototyping with 3D printers, which let participants to prototype creative toys on their own.
6. Enhance the research capability of the participated academics and students. The outcomes of the seminars/workshops would bring them new knowledge in Toy and Entertainment Computing, and initiate new research ideas and inter-institutional collaborations.
7. Encourage students from local tertiary institutes to present their work (such as Final Year Project) and discuss with the academic experts, inventors, and industry practitioners in order to receive valuable comments and feedbacks.
8. Form a community of toy experts includes local and foreign experts. Provide the participants (including the faculty members of CIHE and OUHK etc.) a platform to meet researchers who are experts in the Toy and Entertainment Computing, and collaboration opportunities.

6.5 Revised objectives

Date of approval from the RGC: N.A.

Reasons for the change: N.A.

~~1.~~
~~2.~~
~~3. ....~~

6.6 Realisation of the objectives

(Maximum 1 page; please state how and to what extent the project objectives have been achieved; give reasons for under-achievements and outline attempts to overcome problems, if any)

The first objective is achieved. Through the seminar and workshop series, we let the participants know what are the contempt issues of Toy Computing and Digital Entertainment technologies and issues. Besides, a lot of state-of-art technologies have been introduced to the participants and some of them had a taste of hands-on experiments.

The second objective is achieved. The experience earned in this seminar and workshop series was helpful for us to develop the curriculum of our new degree programme – the BSc. (Hons) in Digital Entertainment offered by Caritas Institute of Higher Education (CIHE). This is a cross disciplinary programme involved both design and computer technology knowledge and skills. We believe that our experience could transfer to our fellow faculty members as well as students.

The third objective is achieved. Through the seminars and workshops, we have delivered high quality technology education to the general public that covers both basic knowledge and recent advances in different emerging computing technologies, such as 3D printing, App programming and electronic gadget making. The participants can take the hands on experience home and continue to learn with the material (notes and source files) for further studies.

The fourth objective is achieved in other way. Instead of panel discussions, we provided a prolonged Q&A session at the final part of each seminar day. The participants interacted with the speakers directly and I think it is a better way to learn from each other rather than only listening to the sharing by the speakers.

The fifth objective is achieved. We provided three hands-on workshops for the public include Arduino electronics, Smartphone app development, and 3D Printing. With these state-of-art technologies, participants created different toys/games. Although time is limited for each workshop, we provided handouts and useful sources that are useful for them to continue their creative work on their own.

The sixth objective is achieved. The seminars and workshops attracted a number of colleagues and students to participate. Some participated final year students have submitted their work to the "Final Year Project competition" which is part of this project.

The seventh objective is achieved. We have implemented the "Final Year Project Competition" and we received 12 submissions from various local universities. We selected 9 groups for final presentation in front of international panel. On the presentation day, the students tried their best to explain their work to the panel and they discussed a lot with the panels during the luncheon meeting. We did encourage the students to present their work and discuss with the academic experts. I believed they have received a lot of valuable comments and feedbacks.

The eighth objective is achieved. This seminar and workshop series served as a hub for local researchers and practitioners to meet foreign experts. We provided coffee breaks for the participants to discuss with the speakers. We believed that we have provided a good platform for them to initiate new collaborations in future.

In this project, we promoted the “Toy computing is a study on design, computation, prototyping and integration of various toys and games using computing techniques. It is somewhat like STEM (Science, Technology, Engineering and Mathematics) education for K12 children, but we have targeted on local adult students and practitioners and we have emphasized on both hands-on practices and academic knowledge via these workshops. Via this project, people are more aware of entertainment technologies in both hardware and software sides. Also, we have built research collaboration connections.

6.7 Summary of objectives addressed to date

Objectives *(as per 5.1/5.2 above)*	Addressed *(please tick)*	Percentage achieved *(please estimate)*
1. Promote the Toy Computing and Digital Entertainment to the Hong Kong public.	√	100%
2. Develop the curriculum of Toy Computing related degree programme such as the BSc. Digital Entertainment to be offered by Caritas Institute of Higher Education (CIHE).	√	100%
3. Provide high quality technology education to the public that covers both basic knowledge and recent advances in different emerging computing technologies that are useful in toy and entertainment industry.	√	100%
4. The hands-on workshops provide the participants a taste of the state-of-art devices.	√	100%
5. The hands-on workshops provide the participants a taste of the state-of-art devices.	√	100%
6. Enhance the research capability of the participated academics and students.	√	100%
7. Encourage students from local tertiary institutes to present their work (such as Final Year Project) and discuss with the academic experts.	√	100%
8. Form a community of toy experts includes local and foreign experts.	√	100%

7. Research-related Outcome

7.1 Potential for further development of the research and the proposed course of action *(Maximum half a page)*

The future development of this research could have two folds. Firstly, we could transfer our experience to support entrepreneurship of our students as well as academic staff by applying their digital entertainment and toy computing knowledge.

Secondly, this research could generate new topics for both inter-institutional and intra-institutional projects. It helps Caritas building a better research atmosphere and capability by introducing state-of-art computing technologies to our fellow colleagues and initiating brainstorming discussions on possible cross-disciplinary researches.

Furthermore, we will continue to develop a new research area called “Toy Computing” which discusses the technical, security, safety and privacy issues of smart toys.

7.2 Research collaboration achieved
(Please give details on the achievement and its relevant impact)

Thanks to the RGC for supporting this project. With this research grant, we have organized a series of research seminars and hands-on workshops that involves not only inter-institutional but collaboration but also intra-institutional collaborations.

Inter-institutional collaboration: The Open University of Hong Kong, our collaborating institution, have helped a lot throughout the year, for example facility booking, publicity, etc. Through this collaborative project, I believe that the trust and friendship between our two institutions have been built up. We are looking forward to future collaboration is research projects and FDS fund bidding in near future

Not the least, this project initiated collaboration between Caritas and University of Ontario Institute of Technology (UOIT) of Canada. I have co-edited with Prof. Patrick Hung from UOIT (who is the keynote speaker in one of the seminars) in a new book titled "Computing in Smart Toys", which will be published by Springer in September 2017. The topic of this book covered a few ideas generated from the discussions in and after the seminar. We are working closely together to promote a new research field called "Toy Computing" which discusses the technical, security, safety and privacy issues of smart toys.

Intra-institutional collaboration: This project introduced various topics in toy computing and digital entertainment to our academic staff and students from not only computing department but also from other disciplines. After the seminars and workshops, I have involved in some brain-storming invitations from colleagues from other departments. It seems that the seminars really impressed them a lot and they wish to make use of state-of-art digital technologies to solve problems in their knowledge domains, especially, gamification of teaching and learning of liberal arts and hospitality skills, etc.

7.3 Any new development and/or challenging research topic has / have been identified and inspired the possible new initiative(s) in future research work.

Through the seminars, we identified that the toys are becoming smarter (i.e. they could have higher intelligence and able to talk to the player). Nowadays, many smart agents like the Apple Siri would upload the user's speech to the cloud for analysis. The audiences showed their worries regarding the privacy. It is a vital problem because the parents would never feel comfortable with a toy that is "spying" their everyday activities, even though their children have no awareness with their talking mates. Therefore, the "information security" could be a challenging issue to be solved by toy computing researchers including us.

8. The Layman's Summary

(Describe in layman's language the nature, significance and value of the research project, in no more than 200 words)

This project benefits not only professors and researchers, but also students who want to join the digital entertainment industry.

This project benefits the practitioners and teachers. The seminars and workshops educated them the latest technologies and issues in toy and entertainment computing. For example, they have a chance to know more about VR and Arduino. Some high school teacher participants said they liked the Arduino workshop much as it helped them to come up with STEM projects for their students.

This project benefits students. The Project Competition for undergraduate students provided a platform for them to demonstrate their Research & Development outputs to the public as well the experts. They received many useful suggestions from them and this is very useful for their future endeavors.

The experience earned from the seminar and workshops helped us to design the curriculum and course contents in our newly offered BSc (Hons) in Digital Entertainment programme at Caritas. The knowledge could be transferred to our students and fellow colleagues. Besides, the experiences gained from this project helped us to develop a new undergraduate programme, and initiates new inter-institutional research and publications opportunities. More importantly, both local and overseas inter-institutional collaborations have been established.

Part C: Research Output

9. Recognized conference(s) paper(s) related to this project was/were delivered

(Please attach a copy of each conference abstract)

Month/Year/ Place	Title	Conference Name	Submitted to RGC *(indicate the year ending of the relevant progress report)*	Attached to this report *(Yes or No)*	Acknowledged the support of RGC *(Yes or No)*
N.A.	N.A.	N.A.	N.A.	N.A.	N.A.

10. *Research Personnel trained*

Name	Capacity
N.A.	N.A.

11. Other impact

(e.g. prizes, collaboration with other research institutions, technology transfer, etc.)

Appendix I

Promotion material

Appendix II Selected Photos

Seminars

Workshops

Project competition & exhibition

Appendix III

For the number of participants, survey/statistics on participants, e.g. country of origin, research background, etc., a copy of evaluation form/questionnaire and the consolidated feedback with response rate, please find in the separated attached Excel file (EvaluationResult.xlsx)

Caritas Institute of Higher Education
School of Computing and Information Sciences
IIDS - Workshop and Seminar Series on Digital Entertainment and Toy Computing
Seminar 1: Future of Multimedia and Toy Computing (Nov 16, 2015)
Evaluation Result

	Collected Evaluation
Nov 16,2015	22

Part 1

	Least Satisfied1	2	3	4	Fully Satisfed5	Average Mark
Coverage of content	0	1	2	10	6	3.545454545
Relevancy of content	0	0	2	10	7	3.681818182
Usefulness for my research	0	2	6	8	3	3.136363636
Suitability of the length	0	1	3	8	7	3.545454545
Quality of the materials (PowerPoint, Handouts if any)	0	1	2	7	9	3.681818182
Speaker's interaction with audience	0	1	4	7	7	3.5
Speaker's knowledge about the topics	0	0	1	6	12	3.954545455
Speaker's presentation/facilitation skills	0	0	3	7	9	3.727272727

Other comments and suggestions for part 1

Part 2

	Not Liked1	2	3	4	5	6	Most Liked7	Average Mark
a. Social Data Mining (by Qing Li)	0	0	0	0	8	2	2	3.3
b. Toy Computing (by Partick Hung)	0	0	0	0	3	8	8	5.409090909

Part 3

Which institution are you affiliated with?	
Cartias Institute of High Education	8
Centennial College	0
Chu Hai College of High Education	1
Hang Seng Management College	1
HKICT institute of Higher Education	0
Hong Kong Nang Yan College of Higher Education	1
Hong Kong Shue Yan University	2
School of Continuing Education, Hong Kong Baptist University	3
School of Professional Education and Executive Development, The Hong Kong Polytechnic University	4
Technological and Higher Education Institute (THEi) of Hong Kong	5
The Open University of Hong Kong	6
Tung Wah College	7
Other	8
	8
	0
	SME,HKU

What is your current position?	
Professor	0
Associate Professor	2
Assistant Professor	2
Senior Lecturer	1
Lecturer	1
Assistant Lecturer	1
Research Fellow	0
Research Associate	0
Research Assistant	0
Research Officer	0
Other	Product Manager(1), Student(5), Technician(1)
Not Answed	5

What is/are your field(s) of research?	
Game Computing	1
BA	1
Computing Graphics & image Processing	1
Social Media, big data analytics	1
Database	1
Product, STEM education	1
algorithm	1
Computing Technology	1
Not Answed	8
N/A	3

Caritas Institute of Higher Education
School of Computing and Information Sciences
IIDS - Workshop and Seminar Series on Digital Entertainment and Toy Computing
Workshop 1(Round 1) - Arduino Workshop (Feb 15,2016)
Evaluation Result

Feb 15.2016

Attendance rate出席人數
24

	Student 學生	Teacher 教師	Other 其他	總統計人數
I am a 我是	8	8	3	19

	Yes 是	No 否
Are you interested in receiving other educational materials/workshops from the workshop organizers or e-mail updates about future activities? 您會否有興趣於接收由工作坊主辦機構所發出的其他教育資料/工作坊或從電郵接收未來的活動更新?		

	Strongly disagree 非常不同意1	Disagree 不同意2	Neither agree nor disagree 中立3	Agree 同意4	Strongly agree 非常同意5	Not applicable 不適用0	Average Mark平均分數
I was well informed about the objectives of this workshop. 我很了解工作坊的目標	0	1	2	8	8	0	4.210526316
This workshop lived up to my expectations. 工作坊達到我的期望	0	0	6	8	5	0	3.947368421
The content is relevant to my job. 工作坊內容與我的工作有關	0	1	5	4	5	4	3.052631579
The workshop objectives were clear to me.我很清楚工作坊的目標	0	0	6	4	9	0	4.157894737
The workshop activities stimulated my learning.工作坊活動刺激了我的學習	0	0	3	10	6	0	4.157894737
The activities in this workshop gave me sufficient practice and feedback. 工作坊活動給與我足夠的練習及建議	0	0	4	9	5	0	3.842105263
The difficulty level of this workshop was appropriate.工作坊的難度適中	0	4	5	4	6	0	3.631578947
The pace of this workshop was appropriate.工作坊的教學節奏適中	0	2	7	8	2	0	3.526315789
The instructor was well prepared. 導師的準備充足	1	1	2	8	7	0	4
The instructor was helpful. 導師是樂於助人	0	1	2	8	8	0	4.210526316
I accomplished the objectives of this workshop. 我完成了工作坊的目標	0	0	4	5	10	0	4.315789474
I will be able to use what I learned in this workshop.我能夠應用我在工作坊所學的知識	0	0	6	6	6	1	3.789473684
The workshop was a good way for me to learn this content.工作坊是一個好的途徑讓我學習相關內	0	0	5	6	8	0	4.157894737

How would you improve this workshop? 你會怎改善這工作坊?	
Provide better information before the workshop. 在工作坊前提供更好的資訊	2
Clarify the workshop objectives. 釐清工作坊的目標	1
Reduce the content covered in the workshop. 減少工作坊所包含的內容	1
Increase the content covered in the workshop. 增加工作坊所包含的內容	2
Update the content covered in the workshop. 更新工作坊所包含的內容	1
Improve the instructional methods. 改善教學方法	1
Make workshop activities more stimulating. 使工作坊有更多的衝激	4
Improve workshop organization. 增強工作坊的組織	
Make the workshop less difficult. 使工作坊難度降低	1
Make the workshop more difficult. 使工作坊難度增加	2
Slow down the pace of the workshop. 減慢工作坊的教學節奏	
Speed up the pace of the workshop. 加快工作坊的教學節奏	6
Allot more time for the workshop. 增加工作坊的長度	
Shorten the time for the workshop. 縮短工作坊的長度	1
Improve the tests used in the workshop. 改善工作坊所嘗試的實驗項目	1
Add more video to the workshop. 在工作坊中增加更多影片時間	3

	What other improvements would you recommend in this workshop? 對於工作坊您有沒有其他改進意見?	What is least valuable about this workshop? 在工作坊中認為最沒用的是?	What is most valuable about this workshop? 在工作坊中認為最有用的是?
Feedback	駁線比較困難，需要指導。最好慢慢 Wifi hard to connect. Can't download Download the source code is better than 講解再清楚D 教埋無線電波 增加其他零件使用 對沒有programming基礎的人十分困難	Program教得多左D 上午的講解可免去	認識Arduino編寫 practical workshop 下午的部分 控制電路 有食品供應

Caritas Institute of Higher Education
School of Computing and Information Sciences
IIDS - Workshop and Seminar Series on Digital Entertainment and Toy Computing
Workshop 1(Round 2) - Arduino Workshop (Mar 5,2016)
Evaluation Result

Mar 5.2016

Attendance rate出席人數
19

	Student 學生	Teacher 教師	Other 其他	總統計人數
I am a 我是	1	10	0	11

	Yes 是	No 否
Are you interested in receiving other educational materials/workshops from the workshop organizers or e-mail updates about future activities? 您會否有興趣於接收由工作坊主辦機構所發出的其他教育資料/工作坊或從電郵接收未來的活動更	11	0

	Strongly disagree 非常不同意1	Disagree 不同意2	Agree 同意3	Strongly agree 非常同意4	Not applicable 不適用0	Average Mark平均分數
I was well informed about the objectives of this workshop. 我很了解工作坊的目標	1	0	3	7	0	3.454545455
This workshop lived up to my expectations. 工作坊達到我的期望	0	1	7	3	0	3.181818182
The content is relevant to my job. 工作坊內容與我的工作有關	0	1	8	2	0	3.090909091
The workshop objectives were clear to me.我很清楚工作坊的目標	0	0	4	7	0	3.636363636
The workshop activities stimulated my learning.工作坊活動刺激了我的學習	0	0	9	2	0	3.181818182
The activities in this worksnop gave me sufficient practice and feedback. 工作坊活動給與我足夠的練習及建議	0	1	8	2	0	3.090909091
The difficulty level of this workshop was appropriate.工作坊的難度適中	0	0	8	3	0	3.272727273
The pace of this workshop was appropriate.工作坊的教學節奏適中	0	2	8	1	0	2.909090909
The instructor was well prepared. 導師的準備充足	0	1	8	2	0	3.090909091
The instructor was helpful. 導師是樂於助人	0	0	5	6	0	3.545454545
I accomplished the objectives of this workshop. 我完成了工作坊的目標	0	0	8	3	0	3.272727273
I will be able to use what I learned in this workshop.我能夠應用我在工作坊所學的知識	0	0	8	3	0	3.272727273
The workshop was a good way for me to learn this content.工作坊是一個好的途徑讓我學習相關	0	0	7	4	0	3.363636364

How would you improve this workshop? 你會怎改善這工作坊?	
Provide better information before the workshop. 在工作坊前提供更好的資訊	2
Clarify the workshop objectives. 釐清工作坊的目標	0
Reduce the content covered in the workshop. 減少工作坊所包含的內容	0
Increase the content covered in the workshop. 增加工作坊所包含的內容	9
Update the content covered in the workshop. 更新工作坊所包含的內容	1
Improve the instructional methods. 改善教學方法	2
Make workshop activities more stimulating. 使工作坊有更多的衝激	2
Improve workshop organization. 增強工作坊的組織	2
Make the workshop less difficult. 使工作坊難度降低	0
Make the workshop more difficult. 使工作坊難度增加	4
Slow down the pace of the workshop. 減慢工作坊的教學節奏	0
Speed up the pace of the workshop. 加快工作坊的教學節奏	5
Allot more time for the workshop. 增加工作坊的長度	1
Shorten the time for the workshop. 縮短工作坊的長度	2
Improve the tests used in the workshop. 改善工作坊所嘗試的實驗項目	3
Add more video to the workshop. 在工作坊中增加更多影片時間	2

	What other improvements would you recommend in this workshop? 對於工作坊您有沒有其他改進意見?	What is least valuable about this workshop? 在工作坊中認為最沒用的是?	What is most valuable about this workshop? 在工作坊中認為最有用的是?
Feedback	可以將下午場次結合於上午場次，充分利用整個上午時段！不用兩小時午餐時間		插線 可以多幾個不同實驗應用 對Arduino加深了認識

Caritas Institute of Higher Education
School of Computing and Information Sciences
IIDS - Workshop and Seminar Series on Digital Entertainment and Toy Computing
Seminar 2: Advances in 3D Media Techniques (Feb 22,2016)
Evaluation Result

	Attendance rate	Collected Evaluation
Feb 22.2016	30	25

Topic 1: Cyberspatial Media: 3D Computer Graphics & Audio

	Terrible1	Poor2	Neutral3	Good4	Excellent5	Average Mark
Overall how would you rate the Talk	0	0	5	8	12	4.28
Relevance of the Seminar Topic	0	0	6	10	9	4.12
Usefulness of Information Presented	0	1	11	10	3	3.6
Quality of the Presentations	0	0	3	10	12	4.36
Audio-visual aids	0	1	7	7	10	4.04
Demo / Handouts provided during the seminar	0	0	9	9	7	3.92

	Much too detailed1	Somewhat detailed2	Just right3	Somewhat easy4	Much too easy5	Average Mark
Was the presentation level too detailed or too wasy for you		4	18	3		2.96

Topic 2: Review of Stereoscopic Imaging Methods

	Terrible1	Poor2	Neutral3	Good4	Excellent5	Average Mark
Overall how would you rate the Talk	2	7	9	4	3	2.96
Relevance of the Seminar Topic	0	2	9	11	3	3.6
Usefulness of Information Presented	0	6	9	6	4	3.32
Quality of the Presentations	1	3	13	6	2	3.2
Audio-visual aids	0	3	15	4	3	3.28
Demo / Handouts provided during the seminar	0	3	12	6	4	3.44

	Much too detailed1	Somewhat detailed2	Just right3	Somewhat easy4	Much too easy5	Average Mark
Was the presentation level too detailed or too wasy for you	7	12	6	0	0	1.96

	Terrible1	Poor2	Neutral3	Good4	Excellent5	Average Mark
Invitations and guest list	0	0	12	9	4	3.68
Scheduling and timing	0	3	11	7	4	3.48
Choice of facility/venue	0	1	10	9	5	3.72
Parking and directions	0	1	12	7	5	3.64
Refreashments	0	1	9	11	4	3.72

	Not likely3	Somewhat likely2	Very likely1			Average Mark
Based on your experience at this seminar, how likely are you to attend future seminars	3	18	4			2.04

	What was your favorite part of the seminar?	What was your least favorite part of the seminar?	Any other suggestions or comments to help us improve future seminars
Feedback	Part 1	Part 2	
			Topics are not inreresting. Presentations are too informationsal
	The demo of the first topic	The second one	
			兩邊題目都有興趣，但Topic 1 的內容會容易明白吸收。因為場內聽眾的程度學術知識背景不同，Topic 1 的講者會用主動式方式去演講，同埋同內人仕互動增加，就算無這方面知識，都明白想帶出什麼。但Topic 2 演講方式不太好，因為感覺像上堂，太多method公式，不是一般人能理解。內容、題目、演講方式可以生活化/應用/反思問題等方面，令到大家更投入演講。
	1	1	
	tea break		
	Chroma glass that brings out the colour		
	Patrt 1	part 2	
			Just say simple idea, desn't talk the detail. Because it is my first time to look the new topic, if the topic is too differcult, it is hard to enjoy the seminars.
	The topic 1	Demo 3D glassess with stduent	
	The first part of the seminar is great.		
		optical flow	
	Demo		No, interesting
	互動3D演示	此較長的理論解釋	
	Concepts		
	First Part		More funny part or let us can do something at the talk not just listen.
	The 1st part.	The 2st part.	Provide more demo.
	Demo		
	The caetwheel by Prof. Chen		
	informative	sometimes not enough details for some parts	

Caritas Institute of Higher Education
School of Computing and Information Sciences
IIDS - Workshop and Seminar Series on Digital Entertainment and Toy Computing
Seminar 3: From Digital to Wearable Entertainments (Mar 21,2016)
Evaluation Result

	Attendance rate	Collected Evaluation
Mar 21,2016	48	38

Topic 1: Computational Manga and Anime: Efficient Production and Digital Migration

	Terrible1	Poor2	Neutral3	Good4	Excellent5	Average Mark
Overall how would you rate the Talk	1	0	7	25	5	3.868421053
Relevance of the Seminar Topic	0	1	4	23	10	4.105263158
Usefulness of Information Presented	0	1	7	20	10	4.026315789
Quality of the Presentations	0	2	9	17	10	3.921052632
Audio-visual aids	0	0	11	18	9	3.947368421
Demo / Handouts provided during the seminar	0	1	7	18	12	4.078947368

	Much too detailed1	Somewhat detailed2	Just right3	Somewhat easy4	Much too easy5	Average Mark
Was the presentation level too detailed or too wasy for you	4	17	17	0	0	2.342105263

Topic 2: Recent Progress on Ring-Type Wearable Devices and Its Applications

	Terrible1	Poor2	Neutral3	Good4	Excellent5	Average Mark
Overall how would you rate the Talk	0	0	5	23	10	4.131578947
Relevance of the Seminar Topic	0	0	5	20	13	4.210526316
Usefulness of Information Presented	0	0	5	22	11	4.157894737
Quality of the Presentations	0	0	9	19	10	4.026315789
Audio-visual aids	0	0	4	21	13	4.236842105
Demo / Handouts provided during the seminar	0	0	5	20	13	4.210526316

	Much too detailed1	Somewhat detailed2	Just right3	Somewhat easy4	Much too easy5	Average Mark
Was the presentation level too detailed or too wasy for you	2	18	18	0	0	2.421052632

	Terrible1	Poor2	Neutral3	Good4	Excellent5	Average Mark
Invitations and guest list	0	0	6	24	8	4.052631579
Scheduling and timing	0	3	5	22	8	3.921052632
Choice of facility/venue	0	1	9	18	10	3.973684211
Parking and directions	0	0	10	22	6	3.894736842
Refreashments	0	1	6	22	9	4.026315789

	Not likely3	Somewhat likely2	Very likely1	Average Mark
Based on your experience at this seminar, how likely are you to attend future seminars	1	24	13	2.315789474

	What was your favorite part of the seminar?	What was your least favorite part of the seminar?	Any other suggestions or comments to help us improve future seminars
Feedback	Demo part		maybe same activities with listner
	Wondering controlling demo	Maybe the voice or micophone	Must be change the equirment of the 302 and the other hall such as speaker, microphone, computer and so on.
	The ring wearable device disscussed Introduction about the techique behind using for our daily issues relating to digital device and manga. Demostration. In topic 2 presentation.		
	The demo of product and ideas in video		
	All		If have same meterial introduce the great talking information.
	The demo of product and video. Comic Demo Part		
	Both of the topiucs are so interest for me to learn more about the future technology.		
	Video playing	The room is too small	
	demo of wearable		
	part 2	part 1	
	Q&A Session		Microphone quality is poor.
	Demo of wearable devices The part that descript how those programmes works.		
	Both talks are very intersting! Both		
	Q&A Session		Two presentation should seprate in two session
	Showing the video	Some topics are too difficult	
	All		Just feel good
	Ring type	Animation	No, very good.
	The technologies about converting the traditional mega to		
			The pace of the seminar should be faster

Caritas Institute of Higher Education
School of Computing and Information Sciences
IIDS - seminar and Seminar Series on Digital Entertainment and Toy Computing
Seminar 4: Motion Capture, Analysis and Synthesis (May 3,2016)
Evaluation Result

May 3.2016

	Attendance rate出席人數
	19

	Student 學生	Teacher 教師	Other 其他	總統計人數
I am a 我是	1	4	0	5

	Yes 是	No 否
Are you interested in receiving other educational materials/seminars from the seminar organizers or e-mail updates about future activities? 您會否有興趣於接收由研討會主辦機構所發出的其他教育資料/研討會或從電郵接收未來的活動更	4	1

	Strongly disagree 非常不同意1	Disagree 不同意2	Agree 同意3	Strongly agree 非常同意4	Not applicable 不適用0	Average Mark平均分數
I was well informed about the objectives of this seminar. 我很了解研討會的目標	0	0	1	4	0	3.8
This seminar lived up to my expectations. 研討會達到我的期望	0	0	1	4	0	3.8
The content is relevant to my job. 研討會內容與我的工作有關	0	0	3	1	1	2.6
The seminar objectives were clear to me.我很清楚研討會的目	0	0	1	4	0	3.8
The seminar activities stimulated my learning.研討會活動刺激了我的學習	0	0	2	3	0	3.6
The difficulty level of this seminar was appropriate.研討會的難度適中	0	0	4	1	0	3.2
The pace of this seminar was appropriate.研討會的演講節奏適中	0	0	3	2	0	3.4
The speaker was well prepared. 講者的準備充足	0	0	2	3	0	3.6
The speaker was helpful. 講者是樂於助人	0	0	2	3	0	3.6
I accomplished the objectives of this seminar. 我完成了研討會的目標	0	0	3	2	0	3.4
I will be able to use what I learned in this seminar.我能夠應用我在研討會所學的知識	0	0	5	0	0	3
The seminar was a good way for me to learn this content.研討會是一個好的途徑讓我學習相關	0	0	3	2	0	3.4
						0

How would you improve this seminar? 你會怎改善這研討會?	
Provide better information before the seminar. 在研討會前提供更好的資訊	1
Clarify the seminar objectives. 釐清研討會的目標	0
Reduce the content covered in the seminar. 減少研討會所包含的	0
Increase the content covered in the seminar. 增加研討會所包含的內容	1
Update the content covered in the seminar. 更新研討會所包含的	0
Improve the instructional methods. 改善演講方法	0
Make seminar activities more stimulating. 使研討會有更多的活	1
Improve seminar organization. 增強研討會的組織	0
Make the seminar less difficult. 使研討會難度降低	0
Make the seminar more difficult. 使研討會難度增加	0
Slow down the pace of the seminar. 減慢研討會的演講節奏	0
Speed up the pace of the seminar. 加快研討會的演講節奏	0
Allot more time for the seminar. 增加研討會的長度	0
Shorten the time for the seminar. 縮短研討會的長度	1
Add more video to the seminar. 在研討會中增加更多影片時間	1
No need to change anything 無需改動任何安排	0

	What other improvements would you recommend in this seminar? 對於研討會您有沒有其他改進意見?	What is least valuable about this seminar? 在研討會中認為最沒用的是?	What is most valuable about this seminar? 在研討會中認為最有用的是?
Feedback			The optimization framework under incomplete/imperfect information

Caritas Institute of Higher Education
School of Computing and Information Sciences
IIDS - Workshop and Seminar Series on Digital Entertainment and Toy Computing
Workshop 2: Discover Game Development初嘗遊戲開發工作坊 (May 7 & 14, 2016)
Evaluation Result

	Attendance rate出席人數
Mav 5.2016	9
Mav 14.2016	5

	Student 學生	Teacher 教師	Other 其他	總統計人數
I am a 我是	5	0	0	5

	Strongly disagree 非常不同意1	Disagree 不同意2	Neither agree nor disagree 中立3	Agree 同意4	Strongly agree 非常同意5	Not applicable 不適用0	Average Mark平均分數
I was well informed about the objectives of this workshop. 我很了解工作坊的目標	0	0	0	2	3	0	4.6
This workshop lived up to my expectations. 工作坊達到我的期望	0	0	1	3	1	0	4
The content is relevant to my job. 工作坊內容與我的工作有關	0	0	0	0	1	4	1
The workshop objectives were clear to me.我很清楚工作坊的目標	0	0	1	1	3	0	4.4
The workshop activities stimulated my learning.工作坊活動刺激了我的學習	0	0	1	3	1	0	4
The activities in this workshop gave me sufficient practice and feedback. 工作坊活動給與我足夠的練習及建議	0	0	0	2	3	0	4.6
The difficulty level of this workshop was appropriate.工作坊的難度適中	0	0	1	3	1	0	4
The pace of this workshop was appropriate.工作坊的教學節奏適中	0	0	0	4	1	0	4.2
The instructor was well prepared. 導師的準備充足	0	0	0	2	3	0	4.6
The instructor was helpful.導師是樂於助人	0	0	0	2	3	0	4.6
I accomplished the objectives of this workshop. 我完成了工作坊的目標	0	0	0	3	2	0	4.4
I will be able to use what I learned in this workshop.我能夠應用我在工作坊所學的知識	0	0	0	3	2	0	4.4
The workshop was a good way for me to learn this content.工作坊是一個好的途徑讓我學習相關內	0	0	1	1	3	0	4.4

How would you improve this workshop? 你會怎改善這工作坊?

Provide better information before the workshop. 在工作坊前提供更好的資訊	4
Clarify the workshop objectives. 釐清工作坊的目標	1
Reduce the content covered in the workshop. 減少工作坊所包含的內容	0
Increase the content covered in the workshop. 增加工作坊所包含的內容	2
Update the content covered in the workshop. 更新工作坊所包含的內容	2
Improve the instructional methods. 改善教學方法	1
Make workshop activities more stimulating. 使工作坊有更多的衝激	4
Improve workshop organization. 增強工作坊的組織	1
Make the workshop less difficult. 使工作坊難度降低	0
Make the workshop more difficult. 使工作坊難度增加	3
Slow down the pace of the workshop. 減慢工作坊的教學節奏	0
Speed up the pace of the workshop. 加快工作坊的教學節奏	0
Allot more time for the workshop. 增加工作坊的長度	2
Shorten the time for the workshop. 縮短工作坊的長度	1
Improve the tests used in the workshop. 改善工作坊所嘗試的實驗項目	1
Add more video to the workshop. 在工作坊中增加更多影片時間	0

	What other improvements would you recommend in this workshop? 對於工作坊您有沒有其他改進意見?	What is least valuable about this workshop? 在工作坊中認為最沒用的是?	What is most valuable about this workshop? 在工作坊中認為最有用的是?
Feedback			除了Coding 上也有一點流程上的過程，令我更了解業界。 Game Design Document Game Design Document

Caritas Institute of Higher Education
School of Computing and Information Sciences
IIDS - Workshop and Seminar Series on Digital Entertainment and Toy Computing
Workshop 3: Tasting 3D Printing三維立體打印工作坊 (May 21, 2016)
Evaluation Result

Mav 21.2016

Attendance rate出席人數
3

	Student 學生	Teacher 教師	Other 其他	總統計人數
I am a 我是	3	0	0	3

	Strongly disagree 非常不同意1	Disagree 不同意2	Neither agree nor disagree 中立3	Agree 同意4	Strongly agree 非常同意5	Not applicable 不適用0	Average Mark平均分數
I was well informed about the objectives of this workshop. 我很了解工作坊的目標	0	0	0	2	1	0	4.333333333
This workshop lived up to my expectations. 工作坊達到我的期望	0	0	0	3	0	0	4
The content is relevant to my job. 工作坊內容與我的工作有關	0	0	1	2	0	0	3.666666667
The workshop objectives were clear to me.我很清楚工作坊的目標	0	0	0	2	1	0	4.333333333
The workshop activities stimulated my learning.工作坊活動刺激了我的學習	0	0	0	2	1	0	4.333333333
The activities in this workshop gave me sufficient practice and feedback. 工作坊活動給與我足夠的練習及建議	0	0	0	2	1	0	4.333333333
The difficulty level of this workshop was appropriate.工作坊的難度適中	0	0	0	3	0	0	4
The pace of this workshop was appropriate.工作坊的教學節奏適中	0	0	0	2	1	0	4.333333333
The instructor was well prepared. 導師的準備充足	0	0	0	2	1	0	4.333333333
The instructor was helpful.導師是樂於助人	0	0	0	2	1	0	4.333333333
I accomplished the objectives of this workshop. 我完成了工作坊的目標	0	0	0	3	0	0	4
I will be able to use what I learned in this workshop.我能夠應用我在工作坊所學的知識	0	0	0	3	0	0	4
The workshop was a good way for me to learn this content.工作坊是一個好的途徑讓我學習相關內	0	0	0	1	2	0	4.666666667

How would you improve this workshop? 你會怎改善這工作坊?	
Provide better information before the workshop. 在工作坊前提供更好的資訊	0
Clarify the workshop objectives. 釐清工作坊的目標	0
Reduce the content covered in the workshop. 減少工作坊所包含的內容	0
Increase the content covered in the workshop. 增加工作坊所包含的內容	1
Update the content covered in the workshop. 更新工作坊所包含的內容	0
Improve the instructional methods. 改善教學方法	0
Make workshop activities more stimulating. 使工作坊有更多的衝激	1
Improve workshop organization. 增強工作坊的組織	0
Make the workshop less difficult. 使工作坊難度降低	0
Make the workshop more difficult. 使工作坊難度增加	1
Slow down the pace of the workshop. 減慢工作坊的教學節奏	1
Speed up the pace of the workshop. 加快工作坊的教學節奏	1
Allot more time for the workshop. 增加工作坊的長度	2
Shorten the time for the workshop. 縮短工作坊的長度	1
Improve the tests used in the workshop. 改善工作坊所嘗試的實驗項目	1
Add more video to the workshop. 在工作坊中增加更多影片時間	1

What other improvements would you recommend in this workshop? 對於工作坊您有沒有其他改進意見?	What is least valuable about this workshop? 在工作坊中認為最沒用的是?	What is most valuable about this workshop? 在工作坊中認為最有用的是?
Feedback		Sketchup教學

Caritas Institute of Higher Education
School of Computing and Information Sciences
IIDS - seminar and Seminar Series on Digital Entertainment and Toy Computing
Seminar 5: Make Anime's Technology a Reality (May 21, 2016)
Evaluation Result

May 21.2016

Attendance rate出席人數
17

I am a 我是	Student 學生	Teacher 教師	Other 其他
	2	3	0

總統計人數
5

Are you interested in receiving other educational materials/seminars from the seminar organizers or e-mail updates about future activities? 您會否有興趣於接收由研討會主辦機構所發出的其他教育資料/研討會或從電郵接收未來的活動更新?	Yes 是	No 否
	4	1

	Strongly disagree 非常不同意1	Disagree 不同意2	Neither agree nor disagree 中立3	Agree 同意4	Strongly agree 非常同意5	Not applicable 不適用0	Average Mark平均分數
I was well informed about the objectives of this seminar. 我很了解研討會的目標	0	1	1	0	3	0	4
This seminar lived up to my expectations. 研討會達到我的期望	1	0	0	1	3	0	4
The content is relevant to my job. 研討會內容與我的工作有關	1	0	0	1	1	2	2
The seminar objectives were clear to me.我很清楚研討會的目	1	0	0	1	3	0	4
The seminar activities stimulated my learning.研討會活動刺激了我的學習	1	0	1	0	3	0	3.8
The activities in this seminar gave me sufficient practice and feedback. 研討會活動給與我足夠的練習及建議	1	0	0	1	1	2	2
The difficulty level of this seminar was appropriate.研討會的難度適中	1	0	1	0	2	0	2.8
The pace of this seminar was appropriate.研討會的演講節奏適中	1	0	0	2	2	0	3.8
The speaker was well prepared. 講者的準備充足	1	0	0	0	4	0	4.2
The speaker was helpful. 講者是樂於助人	1	0	0	0	4	0	4.2
I accomplished the objectives of this seminar. 我完成了研討會的目標	1	0	1	0	2	1	2.8
I will be able to use what I learned in this seminar.我能夠應用我在研討會所學的知識	1	0	1	1	1	1	2.6
The seminar was a good way for me to learn this content.研討會是一個好的途徑讓我學習相關內容	1	0	0	0	2	2	2.2

How would you improve this seminar? 你會怎改善這研討會?

Provide better information before the seminar. 在研討會前提供更好的資訊	1
Clarify the seminar objectives. 釐清研討會的目標	0
Reduce the content covered in the seminar. 減少研討會所包含的內容	0
Increase the content covered in the seminar. 增加研討會所包含的內容	0
Update the content covered in the seminar. 更新研討會所包含的內容	0
Improve the presentation methods. 改善演講方法	0
Make seminar activities more stimulating. 使研討會有更多的衝激	1
Improve seminar organization. 增強研討會的組織	0
Make the seminar less difficult. 使研討會難度降低	0
Make the seminar more difficult. 使研討會難度增加	0
Slow down the pace of the seminar. 減慢研討會的演講節奏	0
Speed up the pace of the seminar. 加快研討會的演講節奏	0
Allot more time for the seminar. 增加研討會的長度	0
Shorten the time for the seminar. 縮短研討會的長度	1
Add more video to the seminar. 在研討會中增加更多影片時間	0
No need to change anything 無需改動任何安排	2

Feedback	What other improvements would you recommend in this seminar? 對於研討會您有沒有其他改進意見?	What is least valuable about this seminar? 在研討會中認為最沒用的是?	What is most valuable about this seminar? 在研討會中認為最有用的是?
			Project Demo The idea of augmented human and super human sports