

B. Themed Workshops 主題工作坊

	Topic 主題	Content 工作坊內容	Workshop chair 工作坊主持
4.7.1	<p>1 Visual Images and the Brain 大腦和視覺影像</p> <p>8-12-2018 / 11:30am-1pm (星期六) Room. 6213, Lau Ming Wai Academic Building, City University of Hong Kong 香港城市大學劉鳴煒學術樓 6213 室</p> <p>Conducted in English 以英語進行</p> <p>No. of participants 參加人數: _____</p>	<p>Do we really “see” what is in front of us? In this workshop, Dr. Lam will discuss how visual images are perceived by the brain, and dissects the different reasons that cause the differences of our perceptions.</p> <p>我們是否能真確“看”到眼前的事物？林博士將於本工作坊探討大腦如何感知視覺影像，並解構導致我們不同感知的種種原因。</p>	<p>Dr. Lam Yun Wah 林潤華博士</p> <p>Associate Professor of Department of Chemistry, CityU</p> <p>城市大學化學系副教授</p>

4.7.2	<p>2 The Science in Gaming World 遊戲世界中的科學</p> <p>8-12-2018 / 2pm-3pm (星期六) Room 6050, Run Run Shaw Creative Media Centre 邵逸夫創意媒體中心 6050 室</p> <p>Conducted in Cantonese 以粵語進行</p> <p>No. of participants 參加人數: _____</p>	<p>The speaker will explore few science principles that found their ways in modern day video games. Those principles either become the core of the game plays or they become the core of the enabling technology for those games.</p> <p>本工作坊中，講者將探討在當今電子遊戲中受到關注的幾種科學原理，並分析這些科學原理如何成為遊戲的核心，或作為科技的重要元素推動遊戲發展。</p>	<p>Mr. Thung Kin Tung 湯健東先生</p> <p>Experienced game developer and instructor of School of Creative Media</p> <p>資深遊戲開發人及 創意媒體學院講師</p>
4.7.3	<p>3 Using Computing to Analyze and Appreciate Movies 用電腦分析與欣賞電影</p> <p>14-12-2018 / 5pm-6:30pm (星期五) Room 6050, Run Run Shaw Creative Media Centre 邵逸夫創意媒體中心 6050 室</p> <p>Conducted in English 以英語進行</p> <p>No. of participants 參加人數: _____</p>	<p>The use of computers can help us to appreciate the visual characteristics of movies. For instance, we can analyze the colors, shapes, and movements that occur in movies using artificial intelligence. Computing can help us to understand old movies better and also to re-edit them in creative ways. The talk will discuss how the speaker, a media artist, uses computer-based methods to analyze moving images. Examples will involve movement analysis, face recognition, shape analysis, etc. The speaker will illustrate these points using his own art projects.</p> <p>電腦有助我們欣賞電影的視覺特色。例如，我們能透過人工智能分析電影中的顏色、形狀和動作。利用電腦運算，我們能更了解老舊電影，並以創意的方式重新剪接電影。本講座將討論講者，作為媒體藝術家，如何利用電腦技術分析流動影像。講座將涵蓋的例子包括動作分析、臉像識別、形狀分析等等。講者亦將以自己的藝術作品闡述以上論點。</p>	<p>Dr. Hector Rodriguez 羅海德博士</p> <p>Media artist and Associate Professor of School of Creative Media</p> <p>媒體藝術家·創意媒體學院副教授</p>
4.7.4	<p>4 Using Computing to Analyze and Appreciate Movies 用電腦分析與欣賞電影</p> <p>15-12-2018 / 2pm-3:30pm (星期六) Room 6050, Run Run Shaw Creative Media Centre 邵逸夫創意媒體中心 6050 室</p> <p>Conducted in Cantonese 以粵語進行</p> <p>No. of participants 參加人數: _____</p>	<p>Mr. Chan Hin Chung 陳顯宗先生</p> <p>Senior research assistant, School of Creative Media</p> <p>創意媒體學院高級研究助理</p>	

4.7.5	<p>5 The Sci-fi World in Games 遊戲中的科幻小說世界</p> <p>15-12-2018 / 4pm-5pm (星期六) Room 6050, Run Run Shaw Creative Media Centre 邵逸夫創意媒體中心 6050 室</p> <p>Conducted in Cantonese 以粵語進行</p> <p>No. of participants 參加人數: _____</p>	<p>In this workshop, sci-fi will be explored in the perspective of a game developer, from the history, to the mechanism, and the adaptation methods. The sci-fi in the discussion will include <i>Starship Troopers</i>, a 1959 sci-fi, and <i>Jurassic Park</i>, which have been adapted into movies and video games.</p> <p>本工作坊將從遊戲開發者的角度探討科幻小說，從歷史、機制到改編手法都會一一討論。所討論的科幻小說包括被改編成電影和遊戲的《侏羅紀公園》和 1959 年出版的《星艦戰將》。</p>	<p>Mr Yim Chun Pang 嚴振鵬先生</p> <p>Experienced software engineer and game developer, senior teaching fellow of School of Creative Media</p> <p>資深軟件工程師和遊戲開發人，創意媒體學院高級導師</p>
4.7.6	<p>6 Mathematics and Art 數學與藝術</p> <p>12-1-2019 / 2pm-3:30pm (星期六) Room 6050, Run Run Shaw Creative Media Centre 邵逸夫創意媒體中心 6050 室</p> <p>Conducted in English 以英語進行</p> <p>No. of participants 參加人數: _____</p>	<p>The workshop will demonstrate how mathematics and art interact more often than we thought in various aspects, tracing back to the mathematical concepts including geometry applied to Renaissance European and classical Chinese paintings.</p> <p>藝術與數學的互動往往比我們想像多，本工作坊將從多角度探討當中關係，並回溯到包括幾何等等的數學概念，如何應用在文藝復興的歐洲和古典中國的畫作。</p>	<p>Prof. Felipe Cucker</p> <p>Head and Chair Professor of Department of Mathematics, CityU</p> <p>城市大學數學系首席教授</p>
4.7.7	<p>7 Artificial Intelligence (AI) and Social Issues 人工智能與社會議題</p> <p>12-1-2019 / 4pm-5:30pm (星期六) Room 6050, Run Run Shaw Creative Media Centre 邵逸夫創意媒體中心 6050 室</p> <p>Conducted in English 以英語進行</p> <p>No. of participants 參加人數: _____</p>	<p>Artificial Intelligence (AI) and machine learning have been a hot topic in recent years, this talk will discuss the pros and cons of AI and machine learning in various aspects, including moral issues and social development.</p> <p>人工智能和機器學習成為近年熱話，本講座將探討人工智能和機器學習的各方面的利與弊，包括從道德議題以及社會發展的角度。</p>	<p>Dr. Tomas Laurenzo</p> <p>Media artist and Associate Professor of School of Creative Media</p> <p>媒體藝術家，創意媒體學院副教授</p>

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Run Run Shaw Creative Media Centre 邵逸夫創意媒體中心 - 18 Tat Hong Avenue, Kowloon 九龍達康路十八號

C. PUBLIC LECTURES 公開講座

4.7.8

		Topic 主題	Content 工作坊內容	Speakers 講者
1	28-12-2018 (星期五) 6pm-9:30pm Kwang Hwa Information and Culture Centre 光華新聞文化中心 No. of participants 參加人數：	Black Swan and White Elephant: Science Fiction and Visual Languages in the Age of Big Data 黑天鵝和白大象 – 大數據時代的科幻與視覺語言 Conducted in English 以英語進行	There is a lot of hype about Big Data. Prof. Chang will examine the “black swan theory” and the phenomenon of the white elephant to better understand what Data Mining and other techniques can and cannot do. In such an analysis, the unique role of science fiction arts, including novels, movies and visual arts, will be more distinct. Prof. Chang will use many examples to illustrate sci-fi as the means to explore alternate universe and plausible realities in a holistic way. This talk is meant to provoke you and stimulate discussion. Comments and critiques after Prof. Chang’s lecture are welcome. 大數據無疑是當今熱門話題，引來很多熱烈討論與追捧。張系國教授將透過分析黑天鵝理論和白大象現象來說明數據尋寶以及其他數據分析技術的優勢與限制。科幻與視覺語言，包括小說、電影、多媒體和視覺藝術的角色將隨著張教授分析變得清晰。張教授將以許多例子說明科幻與視覺語言如何能成為探索平行宇宙和另類現實的整體工具。這講座希望能激發更多討論，講座後歡迎提出意見和批評。	Prof. Chang Shi-kuo 張系國教授 professor in visual languages and software engineering 視覺語言與軟件工程教授
2		Visions of Alternate Futures 未來的想像： 從科幻小說到科幻視像 Conducted in Mandarin 以國語進行	In this seminar chaired by Prof. Chang Shi-kuo, there will be a discussion on the adaptation of sci-fi to movies and television dramas with the three guests, director Mr. Ng Kam Yuen, script writer Mr. Cheung Chi Sing and Mr. Hou Lei. The visions and imagination of alternative futures represented in sci-fi, movies and televisions will be further explored throughout the discussion. 此研討會由張系國教授主持，並將與三位嘉賓講者 - 吳錦源導演，張志成編劇和侯磊編劇討論科幻小說改編電影電視的各種可能性，亦會探討科幻小說、電影與電視對於各種可能性的未來所表現的視野與想像。	Prof. Chang Shi-kuo (chair), Mr. Ng Kam Yuen, Mr. Cheung Chi Sing , Mr. Hou Lei 張系國教授 (主持), 吳錦源導演, 張志成編劇, 侯磊編劇

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