

國立臺北科技大學  
九十九學年度研究所碩士在職專班入學考試

創新設計研究所  
設計實務試題

填准考證號碼

第一頁 共一頁

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**注意事項：**

1. 本試題共【肆】題，配分共 100 分。
2. 請按順序標明題號作答，不必抄題。
3. 全部答案均須答在試卷答案欄內，否則不予計分。

**【第壹題】**

任選一件常見的家庭生活產品或家具，依據三個不同的環境的需求與情境（如臥室、客廳……），創意發想出合適的設計概念。請分別以設計草圖表現，並用文字簡單說明你的設計理念。(25 分)

**【第貳題】**

台北 101 大樓位於台北市信義計畫區，為一綜合性的商業建築，目前為世界第二高大樓。如果當年你有機會參與設計，你會如何設計它的外觀形貌？請以圖形表現你的設計(15 分)，並以文字說明你的設計想法或理念(10 分)。

**【第參題】**

垃圾處理是現代都市管理的重要議題之一。如何設計室外公共行道旁的垃圾筒，以使其符合清潔、美觀、易於分類與運送處理的需求？請以圖形表現你的設計(15 分)，並以文字說明你的設計想法或理念(10 分)。

**【第肆題】**

**(1) Reference**

The concept of an “affordance” was coined by the perceptual psychologist James J. Gibson in his seminal book *The Ecological Approach to Visual Perception*. The concept was introduced to the HCI (Human-Computer Interface) community by Donald Norman in his book *The Psychology of Everyday Things* from 1988.....According to Norman (1988) an affordance is the design aspect of an object which suggest how the object should be used; a visual clue to its function and use. Norman writes:

*"...the term affordance refers to the perceived and actual properties of the thing, primarily those fundamental properties that determine just how the thing could possibly be used. [...] Affordances provide strong clues to the operations of things. Plates are for pushing. Knobs are for turning. Slots are for inserting things into. Balls are for throwing or bouncing. When affordances are taken advantage of, the user knows what to do just by looking: no picture, label, or instruction needed." (Norman 1988, p.9)*

**(2) Question**

1. Please design a product or an environment, through AFFORDANCE aspect. (answer by sketch, 10 分)
2. To evaluate the performance or usability of your design, please write a research proposal that includes the research aim, method and processes. (以中文作答，15 分)