廣達文教基金會
Quanta Culture & Education Foundation

廣啟藝術視野，達觀科技天地
Art perspective cultivation, Technology application expansion

2021 ANNUAL REPORT 廣達文教基金會成果年報

教育創新促進者 古今中外文化橋樑

Encourage Proactive Learning, Inspire Creative Thinking

ART

廣達《游於藝》計畫 — 藝術美感

將藝術展品帶入校園，讓師生用輕鬆方式接觸藝術。自 2004-2021 年共有 22 縣市學校參與，辦理巡迴展覽 3,145 場次，累計 3,690,117 人次參與；2021 年統計巡迴 21 縣市、272 所學校、210,876 人次參與。

廣達《游藝獎》— 藝術交流

鼓勵美感教育創新之風氣與成果，讓師生透過比賽交流教學成果與學習心得，為全臺師生搭建共學平台。

廣達《游優》計畫 — 藝術科技

讓《游於藝》計畫藝術資源，不受形式、地點、時間限制，只要透過網路皆可學習、親近藝術。

廣達《設計學習》計畫 — 轉動教學

透過設計、策劃展覽的歷程，轉動教與學，培養學生獨立思考、問題解決及自主學習的能力。2021 年共有 146 所國中小學參與，共培訓 80 位教師及 33,838 位策展及數位小尖兵。

廣達《游於智》計畫 — 科技創新

啟發國小學生對程式語言的興趣，培養學生運算思維及邏輯思考能力。2021 年共有 165 所學校實踐課程，已培養 242 位種子教師及 11,133 位學生參與。

廣達《游智盃》— 科技應用

鼓勵剛接觸程式語言的學生從實作中理解數位科技應用，藉由競賽過程的合作與交流，帶動全臺程式教育學習風氣。

公共事務 — 多元奉獻

於各面向積極參與多項公共事務，辦理「創藝 DNA 獎學金」、推動志工計畫、贊助與補助推動藝術文化的團體和學校，以及參與公共政策討論與提出教育建言。

Quanta “Immersed in Creativity (IIC)”

Quanta Culture and Education Foundation (hereinafter “QCEF”) brings art pieces to schools, allowing teachers and students to approach art in a casual and natural way. From 2004 to 2021, schools in 22 different cities and counties participated in this program, generating 3,145 exhibitions. In 2021, 210,876 people participated across Taiwan.

Quanta “Immersed in Creativity (IIC) Awards”

Quanta “IIC Awards” aim to establish an innovation-friendly environment for education. A platform for teachers to exchange their teaching experiences and for students to perform their learning achievements.

Quanta “Education Through Gaming”

In collaboration with PaGamO and QuiThink, a game-based learning approach allows the use of IIC’s art resources without boundary. With Internet access, students can learn art anytime, anywhere.

Quanta “Design Learning”

Students and teachers are challenged to think critically and independently, through designing exhibitions, to improve their problem-solving skills. This program trained 80 teachers and 33,838 students, involving 146 schools, in 2021.

Quanta “Immersed in AI”

With the goal of “inspiring elementary school students’ interest in programming language in order to cultivate their ability in global communication,” the program trains students’ computational & logical thinking. QCEF trained 242 teachers and over 11,133 students from 165 different schools in 2021 alone.

Quanta “Immersed in AI” Cup

Quanta “Immersed in AI” Cup is organized to encourage students who are new to programming language to understand the application of digital technology through hands-on practice. It is hoped that collaboration and exchanges during the competition can help promote programming education and learning across Taiwan.

Public Outreach

QCEF has proactively engaged in diverse public outreach programs, such as Creative DNA Scholarship, and various volunteer activities including sponsoring and supporting organizations or schools promoting culture and art. QCEF has also participated in public policy discussions to offer insights on education.

TECH

董事長的理念與願景

我們的願景： 文化均富、科技均享
我們的宗旨：「教育為根」、「藝術為本」、「科技為用」、「創意為法」

藝術為「文」、科技為「武」，恰似人類左腦與右腦，兩者不相衝突必須交融。一個社會欲達成「文化均富」與「科技均享」的目標，藝術和科學技術就是開啓兩扇門的鑰匙，而轉動鑰匙的力量便是「教育」，以藝術先行，具備美學涵養而發展出來的科技，相對於外貌赤裸的科技更容易打動人心。廣達文教基金會本著教育為核心，揮動扎根校園的雙翅，廣達《游於藝》計畫，圍繞在以「藝術為本」的理念展開；廣達《游於智》計畫，則重於實踐「科技為用」的啟發。唯有秉持著一「文」一「武」相輔相成的觀點，才能讓我們國家未來主人翁兼備允文允武的「軟實力」，進而為國家、人類點燃一盞希望之燈。

廣達文教基金會董事長 林百里

Chairman’s Philosophy and Vision

Our Vision: An equal opportunity to explore culture and technology.
Our Mission: Education as the foundation, art as an essence, technology as an instrument, and creativity as a principle.

Art and technology are complementary, just like our left and right brains. Where both elements work in harmony, in order to realize the goal of giving everyone an equal opportunity to explore culture and technology throughout society. Art and scientific technology are the keys needed to open that door, and the education is the driving force behind it all. Rather than cold, bare technology, people are more easily moved by technology developed with art and aesthetics in mind. With education as the core, QCEF strives to let that education take root in schools across Taiwan. Quanta “Immersed in Creativity” Program draws inspiration from the philosophy of “art as an essence”, while Quanta “Immersed in AI” Program emphasizes the realization of “technology as an instrument”. By upholding the belief of art and technology as complementary parts, we will endow future generations with soft power, thereby becoming the beacon of light for their country and all of humanity.

Quanta Culture and Education Foundation Chairman: Barry Lam

執行長的話

我們的目標： 教育創新促進者 & 古今中外文化橋樑

「從偏鄉到都市，從藝術教育、創新教育再到科技教育，從走在美感教育趨勢之前的廣達《游於藝》計畫，引領創新思維的廣達《設計學習》計畫，到啟發孩童對程式語言興趣的廣達《游於智》計畫，我們希望能為臺灣的孩子帶來更多、更新、更好的教育資源，不僅希望以藝術啟發創意，更期望用科技改變思維；所以我們積極提供交流平台，促進師長一起教育創新，連結國際資源成為文化橋樑，促進國際對談。」

廣達文教基金會執行長 徐繪珈

Words from the CEO

Our Goal: A facilitator for innovation in education and the bridge of culture across time and space.

“From remote townships to large cities, from art education to educational innovation, from Quanta “Immersed in Creativity” program—a cutting-edge, educational program to Quanta “Design Learning” program—a program designed to inspire innovative thinking, to Quanta “Immersed in AI” Program—a program endeavor in enlightening children’s interest in programming language, QCEF has always strived to introduce newer and better educational resources for the children in Taiwan, because not only do we hope to inspire creativity through art but also to change mindset with technology. Therefore, we proactively provide an exchange platform to drive educational innovation with teachers and link international resources to act as a culture bridge that promotes international dialogue. ”

Quanta Culture and Education Foundation Executive Director: Lori Hsu

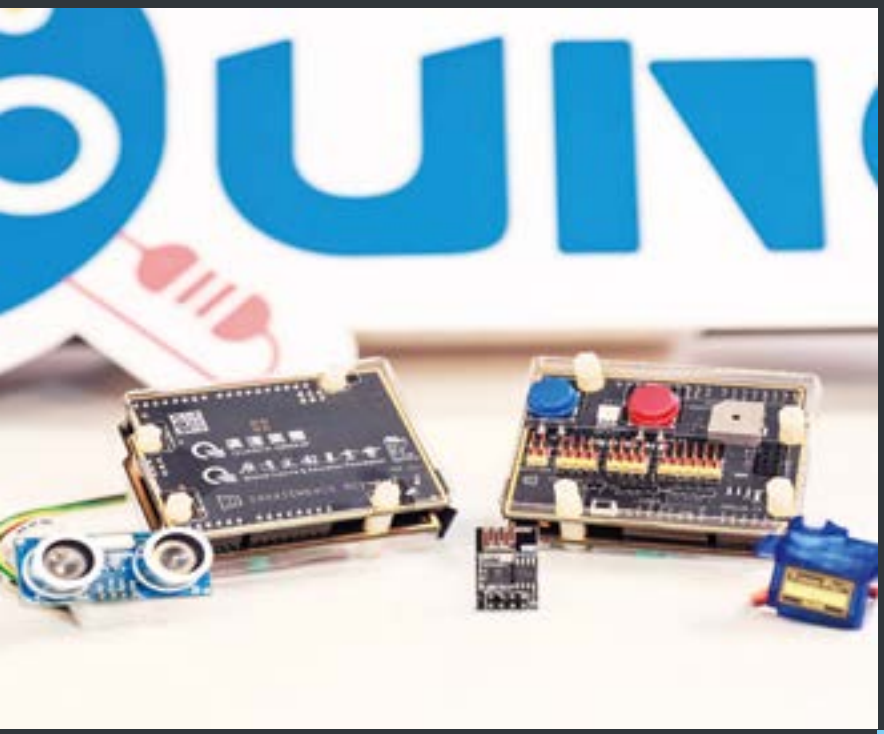
科技教育扎根

為國小學童量身打造程式語言教具 — Quno、Qblock

廣達文教基金會與廣達研究院合作，聯手打造專屬於國小學童學習科技與程式語言的教具：Quno、Qblock，適合教學現場既安全又容易上手，藉此讓科技教育向下札根。

Tailoring programing language teaching aids for elementary students - Quno and Qblock

The Quanta Culture & Education Foundation and the Quanta Research Institute work hand in hand to tailor-make teaching aids for elementary students to learn technology and programming language, including Quno and Qblock, which are ideal for a classroom setting, safe, and user-friendly, facilitating technology education from an early age.



Quno- 以 Arduino 為基底的控制板
Quno-Arduino-based Controller

特色 Features

防護機制 Protection mechanism	防呆裝置，接錯線自動斷電 Fool-proof design cuts off electricity when the wrong wire is connected.
防靜電功能 Antistatic function	高規格防靜電，確保使用安全性 Antistatic function ensures user safety.
內建 3 種感測器 3 built-in sensors	省去插線教學，初學者都可快速上手 Wireless teaching made easy for beginners.
多元的擴充性 Expansibility	可自由替換擴充板，發揮學生創造力 Students can practice creativity and replace expansion boards as desired.
穩定耐用 Stable and durable	具備高品質、穩定性且堅固耐用 High-quality, stable, and durable.

Qblock- 積木式程式語言軟體
Qblock-Block-based programming language

特色 Features

S4A 軟體 Scratch for Arduino	與 Scratch 介面相同，學生可直接銜接學習 Same user interface as Scratch allows students to easily learn.
多元功能 Multi-function	具備即時監控與離線燒錄功能，滿足不同教學需求 Real-time monitoring and offline recording available to meet different teaching needs.
延伸學習性 Extended learning	具有對應的原始程式碼，幫助學生未來程式學習 Corresponding source codes available to facilitate future learning.
網頁版 Web version	跨平台、跨設備，適合不同的教學環境 Cross-platform and cross-device for different teaching environments.
物聯網功能 IoT function	具備多種 IoT 擴充積木，可進行物聯網應用，體驗智慧生活 Multiple IoT building blocks available for IoT applications and experiencing smart life.

公益教具暨科技教育記者會

2021 年 4 月 23 日於廣達集團總部舉辦「廣達 Quno 一生一塊」發表記者會，提出廣達《游於智》計畫解決科技教育現場問題，包含引起學生學習興趣、開發多元課程、教師培訓、教材即時性。

Press conference for non-profit teaching aids and technology education

On April 23, 2021, a press conference for the launch of “Quanta Quno One Life, One Block” was held at the Quanta Group Headquarters to propose solutions that address classroom challenges in technology education, including sparking students' interest in learning, developing multiple courses, teacher training, and timeliness of teaching materials.

桃園市大業國小與苗栗縣蕉埔國小學生現場示範，運用 Quno 與 Qblock 的擴充性，發展多元成果，包含開啟智慧生活的「護眼機」、「智慧廁所」、保護動物的「防石虎路殺」及結合物聯網「動物園逃脫警報系統」等。

Students demonstrate their creative projects using Quno and Qblock, including eye protection and a smart bathroom for facilitating smart life, a device that prevents roadkill of leopard cats, and an IoT-based zoo animal escape alarm system.

記者會參與夥伴及貴賓合影

Group photo of partners and VIPs participating in the press conference

廣達《游智盃》創意程式競賽

第二屆廣達《游智盃》於 2021 年 5 月 8 日舉辦準決賽及決賽，期望透過競賽過程中的合作與交流，激勵學生持續學習並鼓勵教師投入程式課程教學，帶動全臺程式教育學習風氣。

On May 8, 2021, the semi-final and final of the second Quanta “Immersed in AI” Cup Creative Programming Competition were held, offering general students and beginners the opportunity to participate in coding contests. It is hoped that through collaboration and exchanges during the event students are incentivized to keep learning and teachers are encouraged to organize programing related courses, fostering an atmosphere that promotes programming education and learning throughout Taiwan.

初賽－ Scratch 作品評比 Preliminary round-Scratch project evaluation	準決賽－機電整合實作闖關 Semi-final round-Mechanical and electrical engineering integration to solve problems	決賽－迷你黑客松「達文西挑戰」 Final round-Mini-hackathon “Da Vinci’s Challenge”
初賽以遊戲或動畫作品進行評比，審核選手的程式邏輯。 The preliminary round evaluates game and animation works, assessing the contestants’ programming logic.	**挑戰「機電整合」及「不插電」實作，以感測器及程式來解決生活情境。** The semi-final round challenges contestants to solve real-life problems through integrating mechanical and electrical engineering, as well as using sensors and programming.	**限時 100 分鐘運用現場材料，打造解決問題的作品，考驗團隊合作與統整能力。** The final round is limited to 100 minutes and utilizes available materials at the event to create a problem-solving project, testing the cooperation and coordination capacity of each team.
		

苗栗縣教育處共同主辦，於苗栗縣巨蛋體育館盛大登場。

QCEF co-organized the second Quanta “Immersed in AI” Cup Creative Programming Competition with the Education Department of Miaoli County Government at the Miaoli Arena.

Quanta “Immersed in AI” Cup Creative Programming Competition

第二屆廣達《游智盃》共有來自全臺 22 縣市，1,670 名的國小學生組成的 835 組隊伍以 Scratch 作品報名參賽。由評審評選出 100 組隊伍勇闖準決賽、31 組隊伍晉級決賽，最終 3 組特優隊伍。

A total of 835 teams comprising of 1,670 elementary students from 22 cities and counties across Taiwan submitted their Scratch projects to the second Quanta “Immersed in AI” Cup Creative Programming Competition. The judges picked 100 teams to compete in the semi-final around and 31 teams to advance to the final round. Three teams won prizes in the final round.

「達文西挑戰」特優獎
“Da Vinci’s Challenge” Special Award

隊伍名稱 Team	就讀學校 School	學生姓名 Name	指導教師 Teacher
亮金金一隊 Bright Gold Team	臺北市金華國小 Jinhua Elementary School, Taipei City	沙裕婷 Yu-Ting Sha 鄧禹彤 Yu-Tung Teng	林昱成 Yu-Cheng Lin
WH 特攻隊 WH Commando	臺北市長安國小 Changan Elementary School, Taipei City	林禹澔 Yu-Hao Lin 邱植安 Chih-An Chiu	胡哲愷 Che-Kai Hu
晴天涵天 Sunny day	宜蘭縣竹林國小 Julin Elementary School, Yilan County	洪子晴 Tzu-Ching Hung 洪子涵 Tzu-Han Hung	楊雅純 Ya-Chun Yang

決賽隊伍上台介紹作品設計理念及示範操作方式

The team contesting in the final round presents their project design and idea with demonstration on stage.

「達文西挑戰」特優獎隊伍合照

Group photo of “Da Vinci’s Challenge” Special Award.

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《游於智》計畫

以「啟發國小學生對程式語言的興趣，培養與未來世界的溝通能力」為目標，透過模組化教具與教師工作坊課程，實際將程式語言帶入課堂教室，規劃生活化的課程與教材，讓學生從實作中理解數位科技的應用，培養運算思維及邏輯思考的能力。

Quanta “Immersed in AI” Program

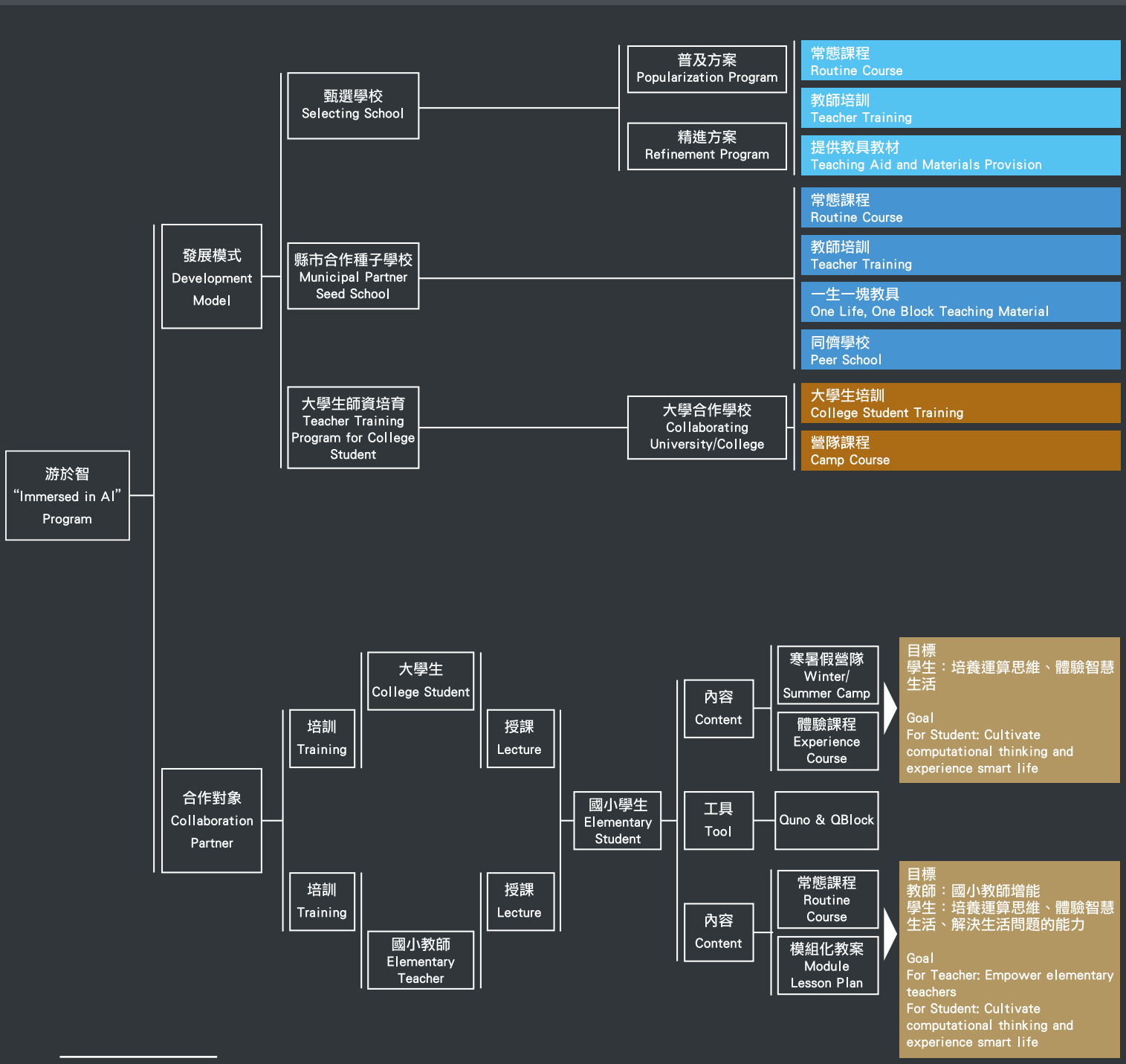
Inspiring elementary school students’ interest in programming language in order to cultivate their ability in future communication. Through modular teaching aids and teacher workshops, the programming language is brought into the classroom, allowing students to understand digital technology applications through practice, thereby cultivating computational & logical thinking skills.

計畫發展架構

2021 年廣達《游於智》計畫，在自行開發專為國小學生學習程式語言的軟硬體 Quno 及 Qblock 全面到位後，發展模式除原有甄選學校外，擴增「縣市合作種子學校」及「大學生師資培育計畫」，積極投入軟、硬體資源，為台灣墊定更好的程式學習環境基礎。

Program Development Framework

The development of Quno and Qblock, programming languages teaching hardware and software tailored for elementary students. The 2021 Quanta “Immersed in AI” program subsequently expanded the model through recruiting municipal partner seed schools and organizing teacher training programs for college students, aggressively investing in software and hardware resources and laying the foundation for a better programming learning environment in Taiwan.



甄選學校

110 學年度廣達《游於智》計畫持續深耕苗栗縣及嘉義縣市，更擴大範圍至全國 15 個縣市，共有 91 所國小學校參與，培養 129 位種子教師，預計超過 7300 位學生參與課程。

Selecting Schools

In the Academic Year 2021, besides continuing to expand in Miaoli County as well as Chiayi City and County, Quanta “Immersed in AI” program involved a total of 91 elementary schools in 15 cities and counties across Taiwan, cultivating 129 seed teachers. More than 7,300 students participated in the program.

教師培訓

今年疫情籠罩之下，首度以線上型式進行實作型課程的教師培訓，提供教師深入的程式知能培訓及社群交流，實踐廣達《游於智》計畫「解決生活中問題」的核心價值。

Teacher Training

In light of the COVID-19 pandemic, the first online teacher training session for practical courses was held to provide teachers with in-depth training concerning programing knowledge and facilitate community exchange, realizing the core value of Quanta “Immersed in AI” program— solving real-life problems.

常態課程

廣達《游於智》計畫營造有趣、有挑戰性的科技學習氛圍，激發學生對程式語言的興趣。

Routine Course

The program aims to create an interesting and challenging learning atmosphere for technology education while sparking students’ interest in programing language.

縣市合作 種子學校
Municipal Partner and Seed School

在地深耕

與臺南市政府教育局合作，針對 9 校 15 位老師在暑假期間進行廣達《游於智》課程培訓，打造教師共備社群，在地深耕並啟發教師及學生更多專題式課程。

桃園市大業國小為種子學校，於六年級全年段實施廣達《游於智》普及方案課程，結合學校既有課程與學生創意，發展具有在地特色的跨領域課程。

Local Cultivation

QCEF cooperated with the Bureau of Education, Tainan City Government to train 15 teachers from 9 schools under the Quanta “Immersed in AI” program to facilitate the establishment of teacher communities for lesson preparation, as well as locally cultivate and inspire teachers and students to create more thematic courses. Da-yeh Elementary School in Taoyuan City is a seed school where Quanta “Immersed in AI” universal program course is adopted by the entire sixth grade. It combines the school's existing curriculum and student creativity to develop cross-disciplinary courses with local characteristics.

一生一塊教具

為協助國小學童在科技領域學習上成為終身學習者，針對縣市合作及種子學校提供 「一生一塊教具」，共計 810 名學生每人一套 Quno 教具，讓學生從小學一路用到大學，搭配 Qblock 軟體可進階到物聯網的運用，幫助學生發揮更多元創意並運用科技解決生活中的問題。

One Life, One Block Teaching Materials

To help elementary school students to become lifelong learners in the field of technology, QCEF provided municipal partner seed schools with “One Life, One Block Teaching Materials”. A total of 810 students were each given a set of Quno teaching materials for them to use from elementary school to university. Together with the Qblock software, Quno can be advanced to the application of the Internet of Things, helping students to develop more creative ideas and use technology to address real-life issues.

臺南市教育局鄭新輝局長與廣達文教基金會徐繪珈執行長，共同簽署廣達《游於智》、《設計學習》計畫合作備忘錄。
QCEF signed MOU with the Bureau of Education, Tainan City Government.

2021 年度計畫實施成效
2021 Annual Implementation Results

參與學校數 Schools 165

培訓種子教師 Seed Teachers 242

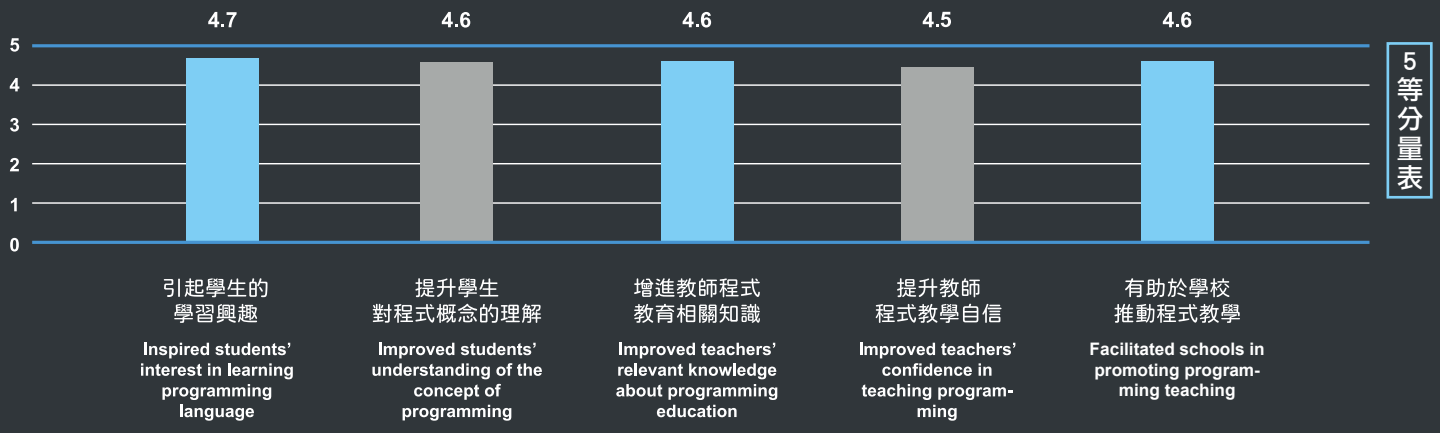
參與學生 Students 11,133

教師的教學能力提升

在廣達《游於智》計畫一學年授課教師問卷調查中（如下圖），發現教師經由培訓與實際授課後，不僅增進個人職能上有關程式教育相關知識，也幫助學生在科技學習上達到實務操作並有所成果展現，證實廣達《游於智》計畫能夠輔助學校落實程式教學，提供全方位協助。

Enhancing Teacher’s teaching ability

According to the survey conducted among teachers who were involved in Quanta “Immersed in AI” program for one academic year, teachers did not merely improve their personal competency in terms of knowledge about programing education, but also helped students achieve results in terms of hands-on operation in technology education.

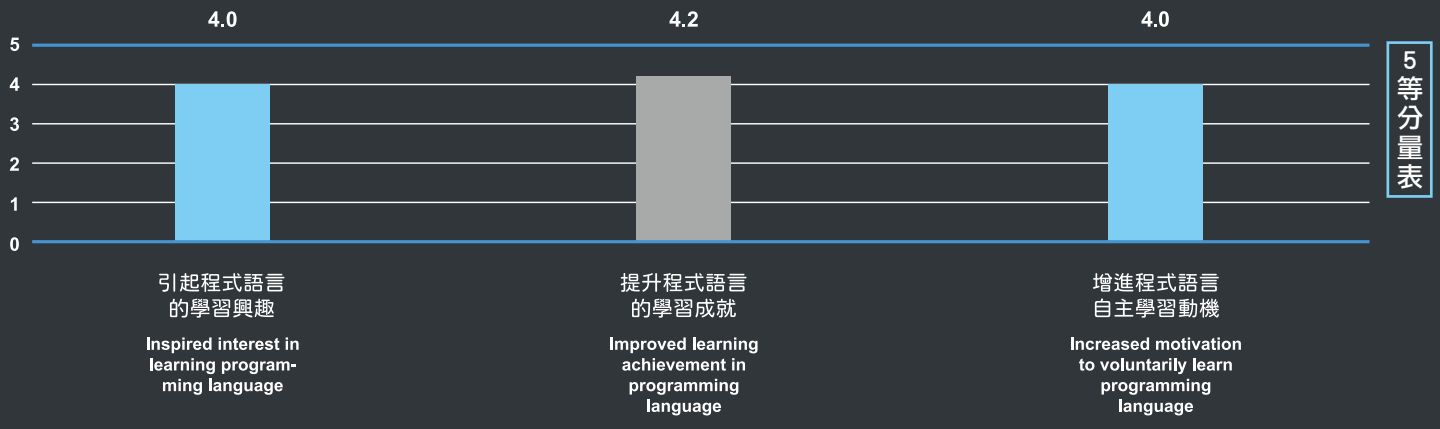


學生的學習改變

參與廣達《游於智》計畫一學年國小 4~6 年級學生的問卷調查中（如下圖），能夠看出學生認為透過學習寫程式來控制感測器的課程，比傳統的資訊課程有趣。除了展現對於課程的高度學習興趣之外，也對學生的學習成就有明顯的提升，同時也喚起對程式語言的學習動機。

Change on Students

According to the survey conducted among fourth through sixth grade students who were involved in Quanta “Immersed in AI” program for one academic year, it can be inferred that students find courses about controlling sensors through learning programming more interesting than conventional computer science classes.



大學生師資培育計畫
Teacher Training Program for College Students

資訊科技師資不足是目前程式教育推廣一大困境，透過培訓大學生成為營隊講師，將程式教育帶進國小校園。除了擴大普及程式教育外，更期望達到儲備資訊科技領域教師人才的願景。

Shortage of computer science faculty remains an enormous difficulty in the promotion of programing education. Training college students to become camp lecturers and introduce programing education into elementary schools will not only further popularize programming education, but also potentially achieve the vision of cultivating teachers in the field of computer science.

實驗計畫

2021 年與東海大學及靜宜大學合作實驗計畫，培訓 2 組大學生成為營隊講師，分別至臺中市大鵬國小與臺中市仁美國小進行 2 日的營隊課程，共計 36 位大學生及 50 位國小生參與培訓及營隊課程。

Experimental project

QCEF collaborated on an experimental project with Tunghai University and Providence University in 2021 to train two groups of college students to become camp lecturers that respectively visited Da-peng Elementary School and Jen-mei Elementary School in Taichung City to teach at a two-day camp. A total of 36 college students and 50 elementary students participated in the training and the camp.

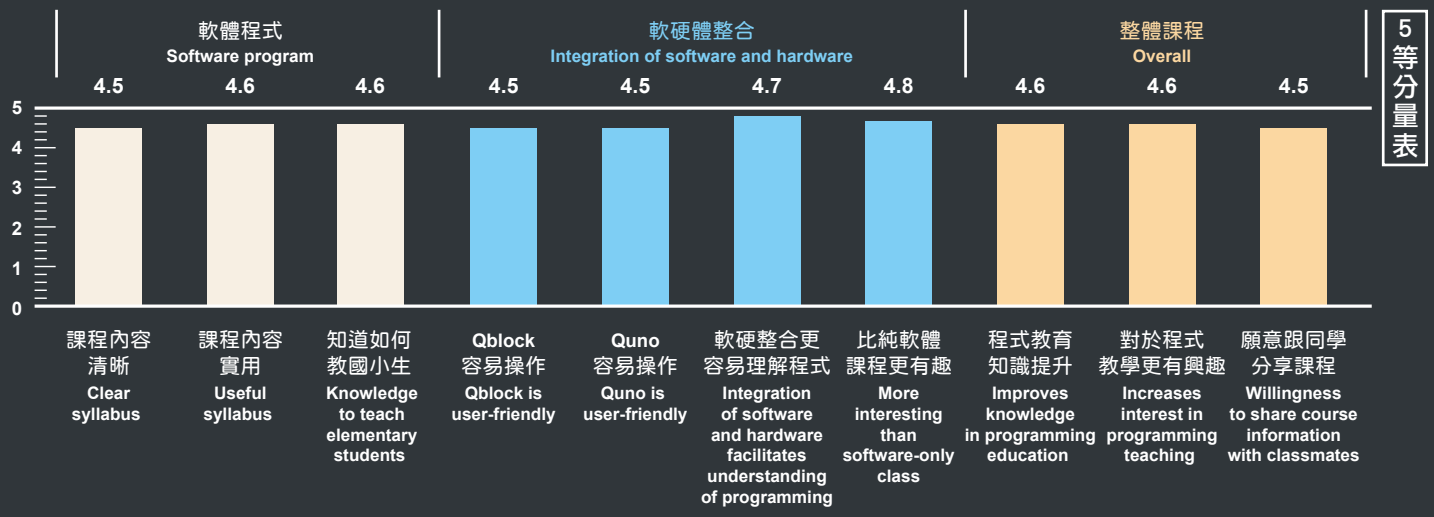
大學生細心指導國小學生操作 Quno 及 Qblock
College students carefully guide elementary school students to operate Quno and Qblock.

大學生培訓執行成效

針對參與培訓的大學生進行問卷調查，共回收 36 份問卷（統計如下圖）。邀請專業講師為大學生進行三日培訓，搭配 Quno 與 Qblock 軟硬體整合課程後，大學生認為這樣的課程安排更容易理解程式語言，也對於程式教育產生興趣。

College student training

A survey was conducted among college students who participated in the teacher training session. A total of 36 completed questionnaires were collected. Professional lecturers were invited to conduct a three-day training session for the college students, which includes a software and hardware integration course that teaches Quno and Qblock. The participating college students found such course arrangement make understanding programming language easier, while sparking the participants' interest in programming education.

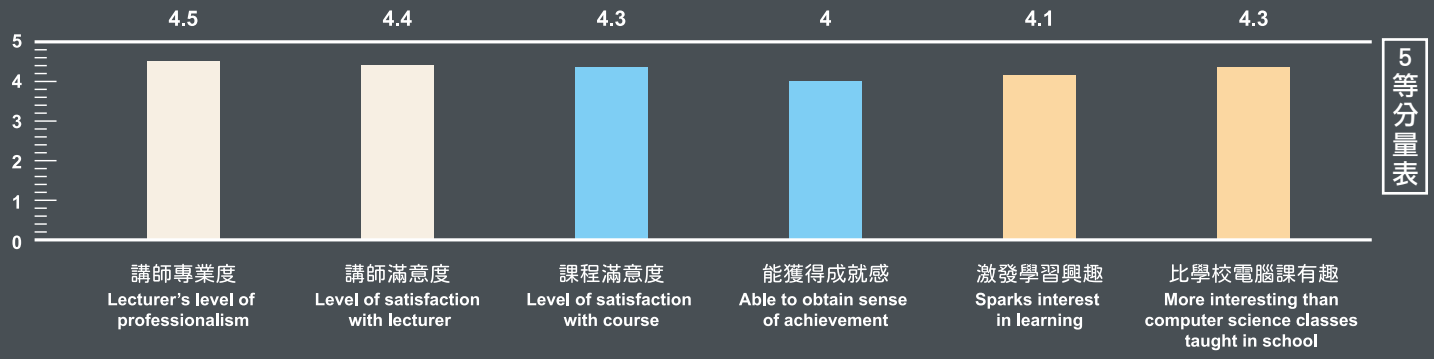


國小營隊課程執行成效

針對參與廣達《游於智》營隊課程的小學 3-6 年級學生進行問卷調查，共回收 50 份問卷（統計如下圖）。透過問卷發現，大學生確實能勝任營隊課程講師，並且結合廣達教具的軟硬整合課程，較學校電腦課更有趣。

Camp course for elementary students

A survey was conducted among third through sixth grade students who participated in the Quanta “Immersed in AI” camp course 2.0. A total of 50 completed questionnaires were collected. The survey found that college students can indeed serve as camp course lecturers and make computer science classes more interesting compared to the ones taught in schools through using the teaching materials designed by QCEF, which combine software and hardware.



廣達
《游於藝》計畫

讓博物館走入校園

與海內外博物館合作，策畫適合中小學生學習的教育展覽，將古今中外的藝術展品以複製形式帶入校園，促使學校師生能以輕鬆自然的方式接觸藝術，藉由藝術的學習與陶冶，讓身心均衡發展，成就美好人生。

Quanta “Immersed in Creativity” Program

Bringing Museums to Campuses

In collaboration with museums at home and abroad, QCEF curates educational exhibitions suited towards elementary and high school students. World-class art pieces from different time periods and regions are brought to schools in the form of replicas, allowing teachers and students to approach art in both a casual and natural way. By learning through and being immersed in creativity, students are able to achieve a balanced mind-body development while pursuing a bright future.

計畫架構

1. 巡迴展

與國內外博物館合作，將東西方大師畫作透過研究與轉化，策畫成適合中小學生學習的教育展覽，並以複製畫的形式及具有具寓意涵的學習物件帶入校園。2021 年有 17 個展覽主題分別於 21 個縣市巡迴展出。

2. 教育推廣

與各縣市教育主管機關、承辦單位合作徵募巡迴學校，將巡迴展覽推廣至都市或偏鄉，並引導教師運用展覽主題發展地區特色教學，鼓勵跨領域教師組成教學團隊，達到藝術教育深耕推廣。

3. 教師研習營

邀請各展覽主題的專家學者進行授課，讓教師短期內習得大量的藝術知能，並欣賞不同藝術形式與了解跨領域課程設計方式，喚起教育現場的美感認知與實踐能力。

4. 創意教學

用藝術啟發創意，鼓勵教師運用展覽資源、發揮創意，從展覽主題從展覽主題統整跨領域課程教學，帶領學生體驗學習、展現教師課程設計創意，並呈現學生學習創意。

5. 導覽小尖兵

一段話感動一幅畫，規劃「導覽解說」、「肢體表達」、「博物館參觀見習」等課程，提供學生導覽及欣賞畫作的方法，提升口語表達能力，養成自主學習、思考判斷以及問題解決能力。

Program Structure

1.Touring exhibition

In collaboration with museums at home and abroad, QCEF has curated educational exhibitions suited towards elementary and junior high school students. The art pieces in the exhibition are brought to schools in the form of replicas, along with teaching aid equipment designed by QCEF

2.Education promotion

Through recruitment, QCEF selects partner schools in both urban and remote regions of Taiwan. Teachers are encouraged to integrate the exhibition theme to the current curriculum, and to form cross- disciplinary teams to further promote art education across different subjects.

3.Teacher's workshop

QCEF provides lectures given by art experts and scholars to teachers allowing them to gain a deeper understanding of the exhibition, the elements of art, and foster the possibility of implementing art education across disciplines.

4.Creative Curriculum

Teachers are encouraged to make use of exhibition resources to unleash their creativity in designing integrated curricula, to inspire creativity in students, and to encourage participation in creative education.

5.Student Tour Guide of Art training

QCEF offers courses, such as "Art Tour Guide", "Body Expression", and "Art Museum Visits" to train the student tour guides with hands-on experience. Through training, the student tour guides can elevate their skills in verbal expression, independent learning, critical thinking, and problem solving.


1.


2.


3.


4.


5.

疫情之下游於藝 · 虛實整合不間斷

2021 年 5 月 Covid-19 疫情進入第三級警戒，全臺皆採線上遠距教學；基於學習不間斷的初衷，廣達《游於藝》計畫調整作法，除了給予各地區彈性的應對措施，更將虛實整合，提供多元支援系統。

Despite the COVID-19 pandemic, "IIC" remains uninterrupted through integrating physical and virtual sessions

When Taiwan raised the epidemic warning for COVID-19 to Level 3 in May 2021, all classes in Taiwan were moved online. The original intention of uninterrupted learning, Quanta "Immersed in Creativity" program adjusted its methods. Besides offering various flexible response measures in different regions, it also integrated physical and virtual sessions in order to provide multiple support systems.

虛擬整合聯合開幕
Virtual integration joint opening

線上教師研習及小尖兵培訓
Online teacher and student vanguard training session

虛擬 360 AR 美術館
360 virtual AR art gallery

全臺巡迴展覽主題

2021 年廣達《游於藝》計畫共有 21 套展覽包含 17 主題於臺灣 21 縣市學校進行巡迴展覽，共分為東方文化、西方藝術與環境藝術三大系列。

東方文化 6 個展覽
Eastern Culture 6 exhibitions





1 2
3 4 5
6

1 創新之變，經典之位－中國繪畫近代藝術家展
2 文藝紹興－宋潮好好玩
3 望望先輩－黃公望大師的山水大探險
4 家鄉的永恆對話－台展三少年
5 跟著老頑童探險去－劉其偉藝術特展
6 生活畫市集 - 嬉遊千年風俗藝術

1 Time Transgressive Innovation
2 A Tide of “Song” Fun - The Song Dynasty That is!
3 Huang Gongwang - Dwelling in the Fuchun Mountains
4 This is My Hometown:
Exploring the External Dialogue Across Generations
5 Max Liu - Forever a Child at Heart
6 Experiencing market culture through art

西方藝術 7 個展覽
Western Art 7 exhibitions




1 2 3
4 5
6 7

Themes of Touring Exhibition

Quanta “Immersed in Creativity” Program consists of 21 touring exhibitions with 17 themes conducted across 21 cities and counties nationwide in 2021. The touring exhibitions are divided into 3 collections: Eastern Culture, Western Art, and Environmental Art.




環境藝術 4 個展覽
Environmental Art 4 exhibitions




1 妮基的心靈城堡
2 光影巴洛克
3 擁抱梵谷－探索生命的調色盤
4 多才！多藝！義大利文藝復興展
5 米羅的奇幻小宇宙
6 夏卡爾愛與美的專賣店
7 向大師挖寶－米勒特展

1 The DreamWorld by Niki de Saint Phalle
2 Baroque Masters of Light and Shadow
3 Embracing Van Gogh, Exploring Life's Palette
4 An Italian Renaissance Sampler
5 Joan Miro's Fantastical Universe
6 The Beauty and Love of Marc Chagall
7 Millet

1 2
3 4

1 空間任意門
2 遇見大未來
3 蟲蟲大樂園－鳴蟲特展
4 見微知美－驚豔新視野

1 Space - A Door to Imagination
2 It's Our Future, Make the Save!
3 Singing Insects Singing Insects
4 A Visionary Perspective: Beauty in the Micro

年度新展

廣達《游於藝》計畫 29- 巡迴展覽 -「生活『畫』市集」

透過「逛市集」的主題與學童生活經驗連結，介紹從中國漢代以降至臺灣現代與「市集」相關的作品，帶出「常民文化」的特質與傳統藝術類別「風俗畫」的表現形式。

與生活習習相關的市集

展覽時間軸橫跨宋代至現當代。分別展示出從古至今市集風俗畫、介紹市集中出現的角色與物質文化，認識市集中買賣交易的功能、介紹市集節慶與人文關係，最後連結學童自身生活經驗，啟發對故鄉在地社會的認識與認同。

科技元素互動學習裝置

突破過去平面視覺作品為主的展覽模式，設計以趣味性互動學習裝置的 APP，可將展覽中的特定作品以 AR 互動方式呈現，並內含 360 度全景影片蒐羅臺灣各地特色市集，增添趣味性與學習樂趣。

展覽現場陳設布置 Exhibition layout

運用 APP 的 AR 互動方式學習
APP's AR interactive learning method

兒童導覽手冊
Children's Guide Book

2021 New Exhibitions

Quanta “Immersed in Creativity” program 29-Touring exhibition: Experiencing market culture through art

Through the theme of visiting markets, the exhibition aims to make a connection to students’ life experience. Introducing artworks related to markets from the Han dynasty of China to modern times of Taiwan, which profile characters of civil cultures and expressions of genre paintings under the traditional art category.

Markets are closely related to daily life

The timeline of the exhibition spans from the Song dynasty to the modern and contemporary times. The exhibition displays genre paintings of the markets from the ancient times to the present times. Introducing the roles and material culture that appeared in the markets, demonstrates the functions of market trading, presents the festivals and humanities of the markets, and finally relates to the children’s own life experience in order to inspire their understanding and recognition of the local society in their hometown.

Interactive learning device with technology elements

Breaking out of the past exhibition mode of graphic visual works, a mobile app designed with fun interactive learning devices can present specific works in the exhibition in AR interactive mode, and include 360-degree videos that compile special markets from all over Taiwan, adding interesting elements to learning.

太平春市圖（局部）
丁觀鵬｜清代｜絹本設色長卷
Spring Festival Market in Peaceful County
Ding Guan-peng, Qing Dynasty, fill in colours on a silk scroll

歲華紀勝圖冊
吳彬｜明代｜絹本設色冊頁
Spring Lantern Festival
Wu Bin, Ming Dynasty, fill in colours on the silk album

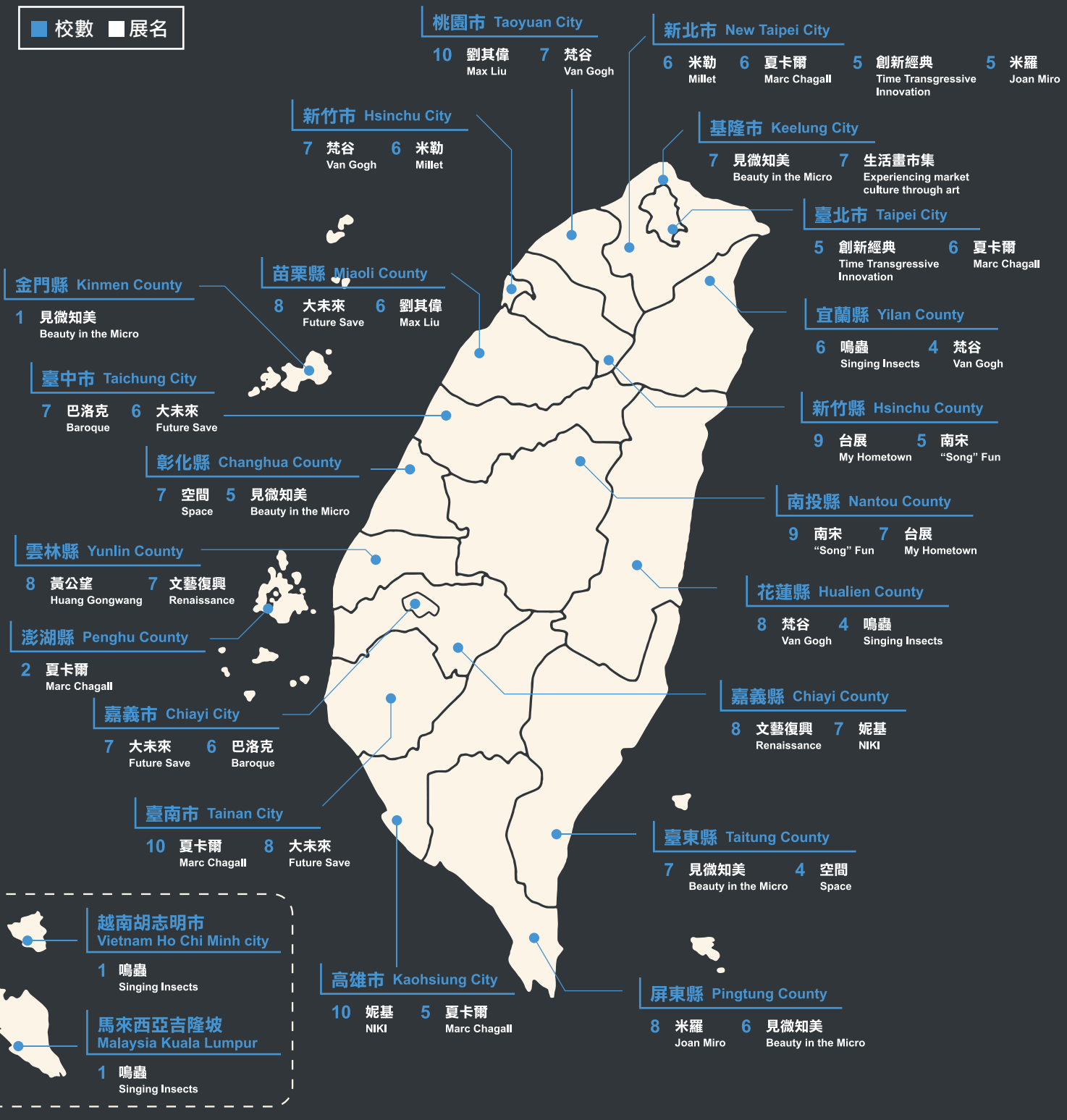
計畫足跡
Progress of Program

2004-2021 總巡迴場次 Touring exhibitions
3,145

2021 年 巡迴縣市 2021 Cities and counties
21

參與學校 Schools
272

參與人次 Participants
210,876



影響力
Influence of Program

針對參與《游於藝》計畫的學校老師及行政人員進行問卷調查，共回收 850 份問卷（統計如下圖）。

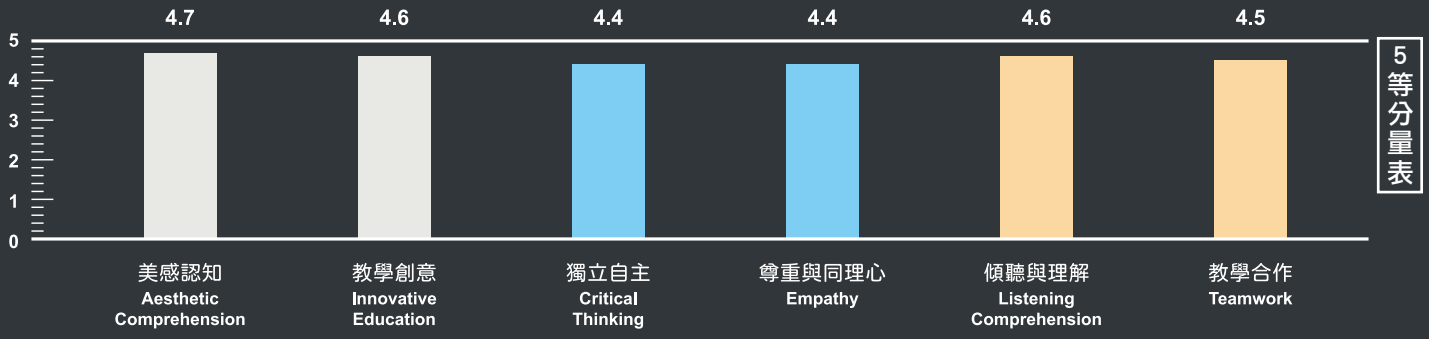
A survey was conducted among teachers and administrators who participated in “IIC” program. A total of 850 questionnaires were collected.

2021 年度教師教學能力的影響力調查

教師參與廣達《游於藝》計畫後，對於本計畫設定之六大教師核心能力均呈現高影響力。

Impact on Teaching Effectiveness in 2021

After participating in “IIC” program, teachers demonstrate a high level of influence over the six core competencies for educators/teachers outlined in the program.



對教師的影響

新竹市參與計畫多次的教師表示：
能用近半年專注於一個課題，將相關人事物、美術史等統整，是對我自己喜歡藝術而言最有意義的事。

Influence on Teachers

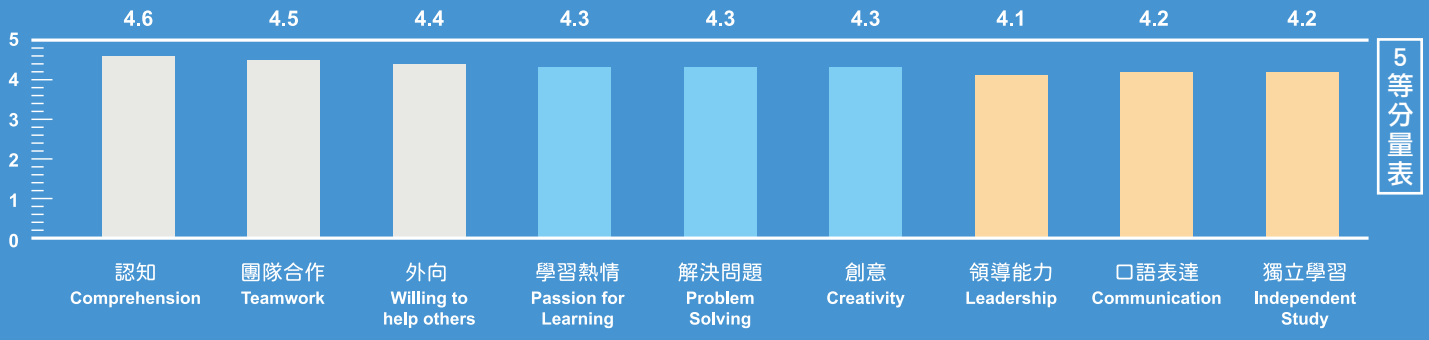
Comments from teachers:
It is the most meaningful thing to spend half a year focusing on a subject and compiling information related to art history.

2021 年度學生（導覽小尖兵）行為表現的影響力調查

學生參與廣達《游於藝》計畫導覽小尖兵培訓後，九項核心價值 / 能力均呈現高影響力。

Impact on Student Behavior in 2021

After participating in the “Student Tour guide of Art training”, students demonstrate a high level of influence over the nine core values/abilities.



對學生的影響

台東縣參與計畫多次的教師表示：
跨領域的授課內容，學生依據自己的強項進行作品解析及介紹，是一個整合學生能力的計畫。

Influence on Students

Comments from teachers:
In terms of cross-disciplinary curriculum content, students could analyze and introduce their works based on their own strengths.

廣達
《游優》計畫

打破限制的遊戲式學習

將《游於藝》展覽以及多元豐富的藝術美學內容，透過答題攻城掠地或即時對戰的遊戲平台，打造全新藝術學習模式，突破校園圍牆，讓藝術教育進入不受時間、空間界線限制的遊戲新世代；藉此激發學生自主學習能力，提升孩童美學藝術涵養，讓學子在遊戲中愛上學習！

Quanta “Education Through Gaming” Program

Breaking the Boundaries of Game-Based Learning

To establish a whole new art learning mode, Quanta “Education Through Gaming” program combines Quanta IIC exhibitions and its rich art contents with trivia games in the format of conquests and real-time battles.

2021 年度計畫執行與成效

PagamO 線上遊戲學習平台

將《游於藝》計畫內容以「沒有畫筆的廣達藝術課」任務專區與「游於藝題庫專區」在 PaGamO 遊戲平台推動，並搭配每年推出限定專屬的虛擬博物館建築地形，以獎勵玩家持續進行美學進修，截至 2021 年底，已超過 200 萬人次使用。

PaGamO online game-based learning platform

The content of Quanta IIC program was promoted on the PaGamO game platform with the designated task section of “Quanta Art Class without Brushes”. The section of “IIC Question Bank”, together with the annual release of a limited and exclusive virtual museum building terrain to reward players for continuously participating in the aesthetics training. By the end of 2021, the platform had been assessed by more than 2 million users.

年度新企劃

2021 年度推出全新企劃「線上直擊！博物館解密！」，帶領玩家遊歷臺灣及歐亞美洲共 7 大博物館，透過遊歷美術館的情境鋪陳，並配合全新影片題型、館藏畫作，在疫情限制下，同樣能跨越時空吸收各國藝術文化養分。

2021 New Project

In 2021, QCEF launched a new project “Virtual tour decoding museums!”, which allows users to take a virtual tour of the 7 major museums in Taiwan, Europe, Asia, and America. The tours are presented in the context of visiting art museums along with new videos and collections of paintings. Despite the restrictions of the pandemic, the users can transcend time and space to admire the arts and culture of different countries around the world.

2021 Annual Implementation Results

合作平台擴展

2021 年度擴展「藝術學習 × 遊戲式學習」模式，與累積下載超過 800 萬的手機應用程式「知識王」及「知識王 LIVE」平台合作，民眾透過即時連線對戰答題的方式，吸收藝術知識。實踐廣達文教基金會將「藝術」融合「科技」、「遊戲」，碰撞出更多元、刺激有趣的學習方式。

Collaboration platform expanded

In 2021, the model of art learning and game-based learning crossover expanded collaboration with mobile apps, QuiThink and QuiThink LIVE, that have attracted over 8 million downloads. Through the format of real-time Q&A, users can acquire art knowledge, realizing the QCEF’s goal of combining art with technology and games to create more diverse, stimulating, and interesting ways to learn.

10 秒鐘，挑戰你的藝術知識程度
Test your level of art knowledge in 10 seconds.

全國線上競賽

每年 12 月推出全臺唯一不限年齡參加的美學電競比賽 -「廣達 藝 -Sports 博物館爭霸 - 藝統天下」，至今辦理四屆超過 1 萬名的參賽者，颳起一場全民美學旋風。

Nation-wide online competition

Every December, QCEF hosts the only cross-age aesthetic eSports competition in Taiwan, “Quanta National Museum Art eSports Competition”. Thus far, more than 10,000 contestants participated in the event during the last three editions, starting a nationwide trend to cultivate aesthetic sensibility.

廣達
《游藝獎》

創意分享．游藝開獎

鼓勵教師創意教學能力與培養孩子主動學習、創意思考、口語表達能力，廣達《游藝獎》透過「創意教學」、「導覽達人」兩項競賽，讓教師與學生在廣達《游藝獎》舞台上交流學習，進而達成用藝術啟發創意的目的。

第十二屆廣達《游藝獎》受到疫情影響無法辦理實體頒獎典禮，以視訊、直播方式進行導覽達人競賽，並舉行線上頒獎典禮，展現《游藝獎》創意分享的精神。

Quanta “IIC Awards”

Sharing Creativity - Announcing the Winners of the “IIC Awards”

In inspiring the teachers’ creative teaching abilities and training the children’s active learning, creative thinking and verbal communication skills, Quanta “IIC Awards” provide the teachers and students with a stage to exchange experiences through the “Creative Curriculum” and “Student tour guides Competition”, thereby achieving the objective of inspiring creativity through art.

第 12 屆廣達《游藝獎》得獎名單

導覽達人

目的在培養學生表達自信、溝通應對和分享創意的技能；提升學生欣賞、觀察及審美素養；激發學生主動探索、判斷、解決問題並展現學習的熱情；增進學生自我認同與團隊合作的領導能力。競賽分為國小組與中學組，經由初賽、複賽後進入決賽，最終遴選 6 位導覽達人。

The Student Tour Guides Award

The Student Tour Guides Award aims to elevate student's confidence and communication skills; to nurture the inner aesthetic appreciation; to equip critical thinking and problem solving skills; to develop leadership and collaboration skills. The "Student Tour Guides Competition" is divided into two divisions: the elementary and high school divisions, and each division has its own first, second and final round. A total of 6 winners are selected in the final round at the annual Quanta "IIC Awards" Ceremony.

導覽達人中學組首獎三名

馬來西亞吉隆坡臺灣學校	黃謙愛
基隆市基隆女中	林辰穎
臺北市大直高中	衛暄芳

"Student Tour Guides Competition" Junior Division (Top 3 Winners)

Chinese Taipei School, Kuala Lumpur – Chien-Ai Huang
National Keelung Girls'Senior High School – Chen-Ying Lin
Municipal Dazhi High School, Taipei City – Hsuan-Fang Wei

導覽達人國小組首獎三名

臺南市開元國小	呂庭萱
臺南市億載國小	李沐綺
新竹縣竹北國小	梁詠晴

"Student Tour Guides Competition" Elementary School Division (Top 3 Winners)

Kaiyuan Elementary School, Tainan City – Ting-Hsuan Lu
Yizai Elementary School, Tainan City – Mu-Chi Li
Chupei Elementary School, Hsinchu County – Yung-Ching Liang

The 12th Quanta “IIC Awards” Recipients

創意教學獎

鼓勵教師團隊將廣達《游於藝》計畫展覽內容，透過精彩用心的教學設計，以活潑、多元化具深度的觀點，將藝術與跨領域學科做完美結合，激發孩子學習意願，啟發學生多元思考。

The “Creative Curriculum” Award

This award encourages teachers to incorporate not only the resources from the IIC program into the current curriculum, but also thoughtful and creative designs to seamlessly integrate art education across disciplines.

首獎
高雄市福山國小

First Prize
Fu Shan Elementary School, Kaohsiung City

優等
新竹縣東興國小
臺南市永康國中

Award of excellence
Dong Xing Elementary School, Hsinchu County
Yung Kang Junior High School, Tainan City

行政推手獎

廣達《游於藝》計畫除教師參與，更需要行政團隊懂得運用資源，協助教師共同推廣，將效益發揮到極致。

Administrative Team Award

In addition to the teachers who educate students directly, the administrative team plays a key role of resource allocation in promoting art education, with the goal of maximizing the potential of the IIC program.

花蓮縣花崗國中
李恩銘 校長
藍連欉 主任

花蓮縣玉東國中
林佑信 校長

HwaGang Junior High School, Hualien County
Principal En-Ming Li
Director Lien-Tsung Lan

YuTung Junior High School, Hualien County
Principal Yu-Hsin Lin

廣達
《設計學習》計畫

讓學生渴望學習！

運用 PBL（Project-based Learning）方法為理論基礎，轉化「設計思考」(Design Thinking)，融入策展思維、運算思維的學習核心，協助教師設計貼近學生需求的「真實任務」，讓學生在執行任務的歷程中，感受當知識主人的樂趣，進而自主學習，養成思辨、溝通、合作、創意的 4C 核心能力。

Quanta “Design Learning” Program

Design Learning Makes Learning Desirable!

Quanta used the PBL (Project-Based Learning) method to train students, in transforming design thinking, incorporating the learning core of curatorial and computational thinking, and assisting teachers in designing real tasks that are close to the needs of students. The students can enjoy the fun of being the master of knowledge, and then learn independently to develop the 4C core competencies of critical thinking, communication, collaboration and creativity while performing the task.

110 學年度任務執行

七老八十新契機 - 超潮耍老派

110 學年度以「七老八十新契機 - 超潮耍老派」為年度任務主題，分為藝術類「策展任務」、科技類「數位任務」，並鼓勵學校將計畫融入校訂課程、全年級或跨年段實施、跨校組織聯盟學校。

“New Opportunities for Elderly- Old School New Chic”

QCEF encouraged schools to include the program into their curriculum for all grades of students or cross-grade students as well as schools in the cross-school organizations alliance.

產官合作 在地發酵

首度與臺南市政府教育局合作三年計畫，培植在地種子學校及教師社群，協助教師跨領域、跨校合作，轉化出屬於臺南在地的創新課程風貌。

線上教師工作坊
裝備教師數位及 PBL 任務設計能力

來自全臺包含離島馬祖，共 15 校教師團隊，透過四天線上教師工作坊培訓開啟「學習設計師」的修煉之行，透過線上專案共寫共編的實戰歷程，裝備教師們的數位能力，專屬貼身教練線上陪伴各個教師團隊打造開學後所需的任務設計與課程。

Online Workshop for Teachers

Teams of teachers from a total of 15 schools across Taiwan, including the outlying Lienchiang County, also known as Matsu, participated in the 4-day online workshop to train to become learning designers. The participants became equipped with digital capacity through hands-on programming practices in the online project. Their exclusive personal trainer assisted each team to design the required task and curriculum for the new academic year.

2021 Academic Year Execution

參與學校 Schools
146

培訓教師 Seed Teachers
259

參與學生 Students
8387

Industry-Government Cooperation Local Influence

QCEF cooperated with the Tainan City Government Bureau of Education, in a three-year program to cultivate local seed schools and teacher communities. Facilitating teachers in cross-disciplinary and cross-school cooperation efforts, creating an innovative style of curriculum that is unique to Tainan.

學生體驗學習課程
沉浸式學習情境引發學習興趣

策展任務
賦予學生「策展人」身分，由策展人帶領學習紙上策展，體驗「策展歷程」：歸納、分析、詮釋、展示。

數位任務
賦予學生「設計師」身分，以真實問題案例，體驗「設計思考」歷程：發揮同理心、定義問題、創意發想、製作原型、發表修正。

Students Experience Learning Curriculum

Curationg Exhibition
A museum curator described the compilation, analysis, interpretation and display. Students were given the title of “curator” and planed the curation process at a museum.

Digital mission
Give students the identity of “designer” for them to experience the process of “design thinking”: practice empathy, define problems, think creatively, create prototypes, and present revision.

109 學年度成果發表

109 學年度廣達《設計學習》計畫的任務主題為「七老八十新契機 - 逆轉高齡的社會與人生」，甄選 20 所夥伴學校教師團隊，設計出以學生為主體、以高齡者為議題的學習任務，搭配「馬斯洛 (Maslow) 需求理論」，從同理心出發，以高齡者的視角及「逆轉」的關鍵概念，提出從社會或個人面向的獨特觀點、具體實踐。

期末交流論壇於剝皮寮歷史街區演藝廳辦理，匯集 20 所夥伴學校，近 120 名學員，透過學生學習歷程與成果展、大師講座、論壇、實作工作坊以及與弘道老人基金會合作的主題式課程，精熟 PBL 教學關鍵技巧的實踐，豐富高齡議題的觀點。

「新連結」- 透過科技應用及行動方案，
建立起不同世代與長者對話、連結交流的新平台：

基隆市信義國小、新北市青山國中小、臺北市光復國小
臺中市善水國中小、臺南市中山國中、臺南市復興國小

“New Connection”-
Through the application of technology and action plans, a new platform for dialogue, connection, and exchange with the elderly people of different generations has been established:

Municipal Qingshan Elementary and Junior High School, New Taipei City
Shanshuei Primary and Junior High School, Taichung City
Sinyi Elementary School, Keelung City
Kuangfu Elementary School, Taipei City
Chungshan Junior High School, Tainan City
Fuhsing Elementary School, Tainan City

2020 Achievement Exhibitions

The mission theme of the Academic Year 2020 Quanta Design Learning Plan was “New Opportunities for Elderly. Teams of teachers from the selected 20 partner schools designed student-oriented learning tasks that focused on the issue of senior citizens that are in line with Maslow's hierarchy of needs, empathy-based, from the perspective of the elderly. Specific practices from the social or personal perspective were presented to prevent age discrimination.

The year-end forum was hosted at the performance hall at Bopiliao Historic Block, inviting 20 partner schools and approximately 120 students. A master lecture, three forums, one practical workshop, and three themed courses collaborated with the Hondao Senior Citizens' Welfare Foundation were organized to refine the keys to implementing PBL teaching and enriching the perspective of elderly issues.

「新印象」- 透過同理、探究，
翻轉大眾對於長者的負面刻板印象：

桃園市義興國小、臺中市仁美國小、南投縣秀林國小
嘉義縣美林國小、臺南市篤加國小

“New Impression”-Through empathy and inquiry to reverse the public's negative stereotypes of the elderly people:

Ihsing Elementary School, Taoyuan City
Jenmei Elementary School, Taichung City
Sioulin Elementary School, Nantou County
Meilin Elementary School, Chiayi County
Tuchia Elementary School, Tainan City

「新價值」- 透過資料蒐集及訪談
挖掘長者智慧及故事，重現人生歷練累積的才能：

桃園市武漢國小、新竹縣興隆國小、新竹市關東國小
新竹市光武國中、臺中市健行國小、嘉義縣義竹國中
嘉義市港坪國小、高雄市前金國小、臺東縣康樂國小

“New Value”-
Exploring the wisdom and stories of the elderly people through data collection and interviews, reproducing the talents accumulated through life experience:

Wuhan Elementary School, Taoyuan City
Hsinglung Primary School, Hsinchu County
Kuantung Elementary School, Hsinchu City
Kuangwu Junior High School, Hsinchu City
Jianxing Elementary School, Taichung City
Ichu Junior High School, Chiayi County
Gangping Elementary School, Chiayi City
Chienchin Elementary School, Kaohsiung City
Kangle Elementary School, Taitung County

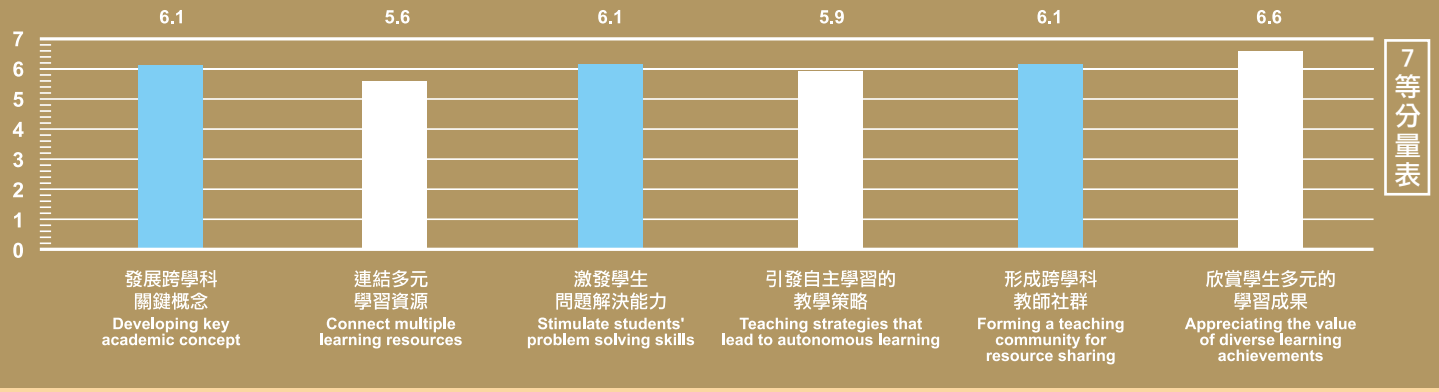
109 學年度計畫實施成效

教師的教學能力提升

針對參與《設計學習》計畫的 20 校教師團隊，進行自我評量（統計如下圖）。在歷經教師工作坊、任務執行、課程教學及任務成果展現後，隨著計畫執行時程加深，教師團隊在「發展學科關鍵概念」、「激發學生問題解決能力」、「形成跨學科教師社群」等教學能力的提升皆達到高度自我肯定，而且其中又以「欣賞學生多元的學習成果」為最。

Enhancing Teacher's teaching ability

Self-assessments after the program were conducted among teams of teachers from 20 schools who completed the "Design Learning" program and taught the program to their students.



教師回饋 Teacher Feedback

不再單打獨鬥 給自己改變機會

「老師改變以往的單打獨鬥，採取團隊合作模式，轉換不同的教學策略，給自己前所未見的改變機會。」

— 臺中市善水國中小 鄭春女主任

Transition from solo player to teamwork offers opportunities for change

"The teachers have transitioned from individual to team work and adopted different teaching strategies, offering unprecedented opportunities for self-improvement."

跨領域合作的探究式學習

「首次將資訊課程結合綜合課程與自然領域，嘗試用資訊課程中的程式設計應用，來做跨域的問題解決探究學習。」

— 嘉義市港坪國小 林意順老師

Cross-disciplinary cooperation for inquiry learning

"Computer science and environmental classes were combined with general classes for the first time to utilize programming design application in the computer science class for inquiry learning that solves cross-disciplinary problems."

2020 Academic Year Results

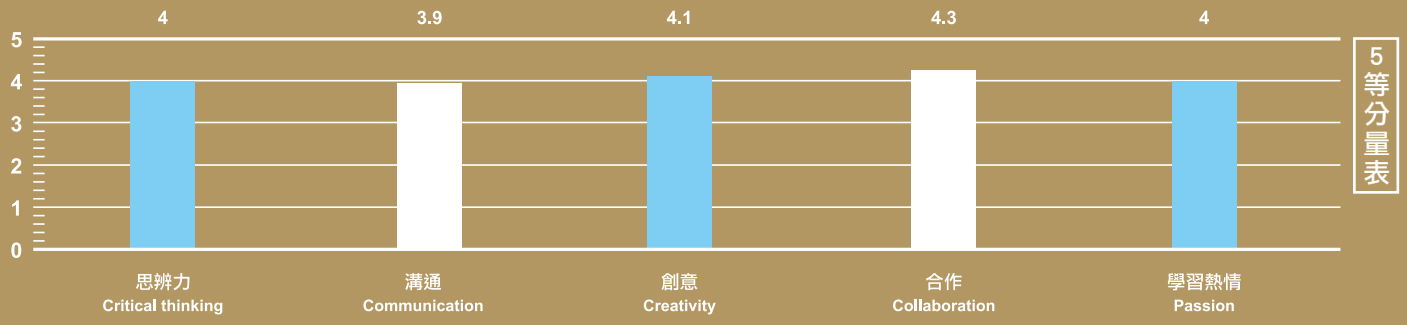
學生的學習改變

針對參與本計畫一學期的學生進行學習成果問卷調查，共回收 602 份問卷（統計如下圖）。

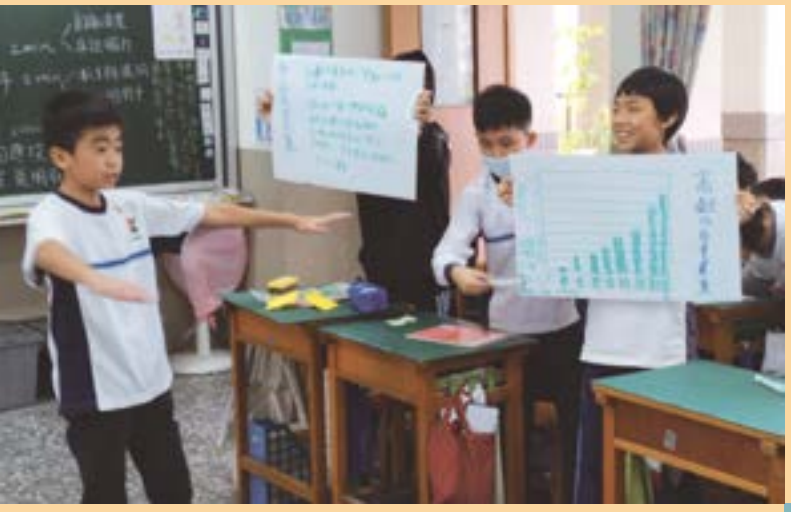
學生在執行任務後，對於自己所展現的 4C 核心能力，皆有高度的自我肯定，由此顯示學生在透過解決真實的問題後，具體看見自己的學習價值，進而點燃對於學習的熱情。

Students' Change in Learning

A survey was conducted among students who participated in the program for one semester. A total of 602 completed questionnaires were collected.



學生心得 Student Experience



跳脫課本框架

「在點子實驗室我們跳脫課本的框架，往生活的方向，激發我們的頭腦，創造新的點子。」

— 臺南市篤加國小 六年級學生

Thinking outside the textbook

"At the idea lab, we were encouraged to think outside the textbook and in the direction of real-life issues in order to brainstorm new ideas."

非常有成就感

「以前都是老師說怎麼做，我們就照做。這個課程讓我知道怎麼設計一個東西，我感到非常有成就感，也想跟家人分享在學校學到什麼，讓我非常開心。」

— 嘉義市港坪國小 六年級學生

Great Sense of Accomplishment

"Previously, we used to do whatever the teacher instructed us to. This class teaches me how to design a product, giving me a great sense of accomplishment."

公共事務

積極參與多項公共事務，賡續辦理「創藝 DNA 獎學金」、推動志工計畫、贊助與補助推動藝術、創意及國際交流的團體和學校；參與公共政策，提出教育建言。以拋磚引玉之行動，期許號召更多團體及個人加入行列，傳遞藝文之美與對社會貢獻能量。

Public Outreach

QCEF has proactively engaged in diverse public outreach programs, such as Creative DNA Scholarship, and various volunteer activities including sponsoring and supporting organizations or schools promoting culture and art. QCEF has also participated in public policy discussions to offer insights on education. QCEF hopes to appeal to more groups and individuals with the same vision and goal, and together bring the power of aesthetics and spirit of creativity into our everyday lives.

談話性節目「藝智向前走」

【每集洞察一個教育問題，提出 N 個解方，促進教育創新】

廣達文教基金會徐繪珈執行長擔任主持人，邀請在教育創新路上努力的朋友，分享教育現場的問題及解決方法，期許更多人關注未來教育的發展。

Talk Show “Forward, Art Intelligence”

[One education issue, N number of solutions]

QCEF CEO Lori Hsu serves as the host and invites colleagues who are committed to education innovation to discuss problems that could arise at the education scene and share ways to tackle the problems and solutions.

如何讓自主學習有效發生 -「遇到問題開始解決 是學習的本能」

Self-directed learning

臺北市士東國小 黃楷茹老師
新竹縣興隆國小 李宜芳老師

程式教育為什麼這麼重要 -「重點是思考的過程，學習不斷失敗再嘗試」

Programming education

太陽實驗室　郭彥谷創辦人
苗栗縣蕉埔國小 林在營老師

藝術的影響力 -「藝術並不是高高在上，它就在你的生命中」

The influence of art

前明陽中學 吳建德老師
導覽達人首獎得主 徐安億小姐

教師社群備課力量大 -「由下而上、共享價值，最終目的都是為了學生」

Teacher community

臺南市篤加國小 郭韶維主任
臺中市仁美國小 謝婉妮老師

偏鄉藝術教育如何推動 -「導覽畫作建立自信及表達能力，對偏鄉教育很重要」

Art education in rural areas

花蓮縣花崗國中 李恩銘校長
花蓮縣玉東國中 林佑信校長

國際文化橋樑 從教育開始 -「瞭解並尊重不同國家的文化價值，成為全球公民」

Bridging international culture

新北市三民高中 沈美華校長
俄羅斯留學生 孫菲菲

廣達創藝 DNA 獎學金

【讓孩子乘著藝術翅膀飛翔 】

自 2008 年起，透過廣達集團同仁每月薪資捐款，直接幫助有藝術天分卻身處逆境的學童，讓他們的學習不因經濟因素而中斷。「廣達創藝 DNA 獎學金」透過學校教師推薦有需要的學童，進行長期培育協助，補助獎學金至高中畢業，一路陪伴孩子們成長。國中、小學生每學年獎助 12,000 元；高中生獎助為 30,000 元，2021 年共幫助 74 位學童繼續穩定求學，金額 1,077,000 元。

Quanta Creative DNA Scholarship

[Helping Children to Achieve Their Dreams]

Since 2008, donations from Quanta Group staff have helped disadvantaged children with artistic talents to pursue their dreams despite financial difficulties. Based on school teachers' recommendations, Quanta Creative DNA Scholarship offers long-term cultivation assistance and scholarship to school children in need, witnessing their growth. Each elementary and junior high school recipent receives a scholarship of NT $12,000 and each high school recipent is given a scholarship of NT $30,000 for an academic year. In 2021, a total of 74 students have been selected as the long-term scholarship recipients.

學童的創作及感謝
Words and Artworks from Beneficiaries

1. 「我非常喜歡素描，謝謝獎學金的協助，我未來也一定全力幫助其他孩子」- 心心 / 國二

2. 「謝謝廣達叔叔阿姨讓經濟拮据的我們有喘息的空間，希望您們像畫中人有甜蜜的生活。」- 家家 / 四年級

3. 「感謝廣達叔叔阿姨的協助，讓我在藝術領域可以像小魔女一樣展翅高飛」- 小雅 / 高一

1. "I love sketching very much. I appreciate the assistance of the scholarship. I am determined to help other children in the future to the best of my ability." -Xin-xin / 8th grade

2. "Thanks to the uncles and aunties working at QCEF for providing our family with the much-needed financial assistance. I hope you all have a sweet life like the characters in the drawing."
-Jia-jia / 4th grade

3. "Thanks to the assistance of the uncles and aunties working at QCEF. They have made my dream in art to take flight like a little sorceress."
-Xiao-ya / 9th grade

1 2 3

廣達志工計畫

「科技為我用，人文在我心。」——林百里董事長

廣達企業志工運用工程師專長，結合廣達文教基金會對教育扎根深厚底蘊，透過以程式教育為主體的教導、陪伴，幫助偏鄉孩子開啟更廣闊的視野，讓他們與世界接軌。

廣達志工於桃園市瑞祥國小、公埔國小、樂善國小進行程式教育服務

Quanta volunteers provide programming education services at RueiSiang Elementary School, GongPu Elementary School, and LeShan Elementary School.

Quanta volunteers

“Technology as instrument, Culture as foundation” – Chairman Barry Lam

Quanta Volunteers use engineering expertise combined with the profound education experience from QCEF, and through teaching and companionship that focuses on programming education, help the children in the remote school to open up a broader vision and let them connect with the world.

志工心得

「藉由一次次出勤志工活動，獲得成就感進而燃起生活中的熱情」

「因為自身的專業與愛好發揮所長，回饋社會，創造出廣達獨有的程式教育」

Volunteer experience

“Through participating in volunteering activities again and again, I have gained a sense of accomplishment and ignited my passion for life”

“Because of my profession and hobbies, I want to give back to society and create programming education that is uniquely Quanta.”

學生心得

「今天的課程收穫很多、學到更多知識、架構與程式運用」

「每次廣達志工哥哥姐姐來上課都很期待，可以發揮想法，有玩到也有學到」

Student experience

“I have gained a lot from today's course, and learned more knowledge, as well as the structure and application of programming.”

“I look forward to each time Quanta volunteers come to class and teach as I get to come up with ideas, while learning and playing at the same time.”

基金會年度合作案

為達成「用藝術啟發創意」、「用藝術探索世界」的宗旨與核心價值，透過與藝文單位合作，支持優質的國內外文化藝術活動，整合並分享具有國際性、創新性、教育性的教學資源予全臺學校，將文化藝術種子帶入校園，提高國內學童的美感素養與國際視野，共同培育臺灣藝文軟實力。

Collaborative Projects

In order to turn QCEF's core value, "inspiring creativity and exploring the world through art", into reality, QCEF has worked in collaboration with various institutions to support outstanding cultural and artistic activities in Taiwan and around the world.

展覽合作 Exhibition Collaboration

「teamLab 未來遊樂園 & 與花共生的動物們」開幕記者會
Opening ceremony of the "teamLab FuturePark & Animals of Flowers, Symbiotic Lives."

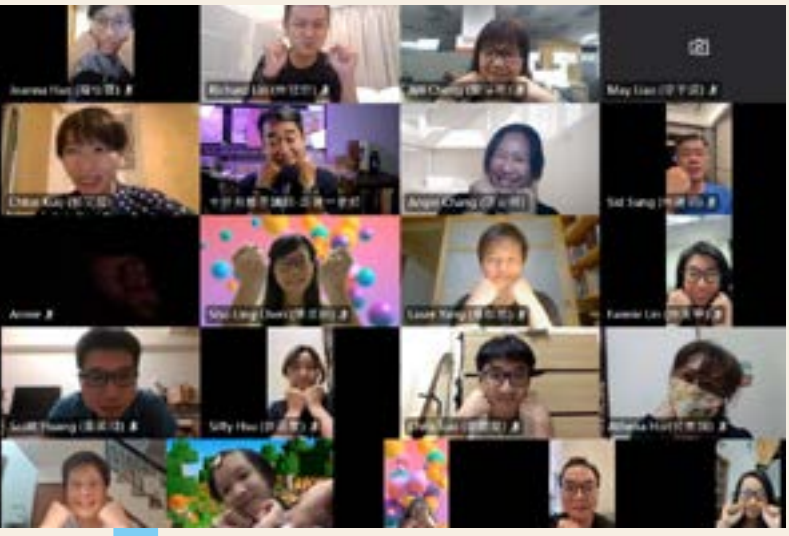
「永恆慕夏 - 線條的魔術特展」開幕記者會
Opening ceremony of the "Timeless Mucha-Mucha to Manga: The Magic of Line."

十分有藝思

Employee Art Program

廣達文教基金會整合藝文展演資源，以「十分有藝思」專案，讓廣達集團員工能夠親近各項藝文展覽及活動，打造出富有人文藝術氣息的企業環境，使集團員工在工作之餘也能陶冶性情，每年固定舉辦 8 至 9 場藝文與親子活動，今年防疫不停歇，將講座改為線上分享，廣達同仁依然熱列迴響。

A private event for Quanta employees, “Employee Art Program” provides exhibitions, workshops, and other events to take them from a business environment, to one full of artistic ambiance. Having accumulated over 54 exhibitions and workshops since its inception, “Employee Art Program” hosts eight to nine annual culture and art events, allowing the audience to get up and personal with art unlike any other exhibitions.



藝術鑑賞—「悠遊千年市集，看聽風俗藝術」
Art Appreciation-Visit Ancient Market, Admire Genre Art

藝術的魔力—發現生命中的驚奇
The Magic of Art-Discover the Marvels in Life

親子溝通—陪學齡孩子一起「悅讀」英文繪本
Parent-Child Communication-Read English Illustrated Book with School-Age Children

公共事務參與
Public Policy Participation

參與工作 Work involved	主辦單位 Organizer	參與角色 Role
2021 總統教育獎 2021 President Educational Award	教育部國民及學前教育署 K-12 Education Adminstration, Ministry of Education	大專組 - 複審委員 分組發展委員 Commissioner
教育部藝術教育推動會 MOE Art Education Committee	教育部 Ministry of Education	委員 Commissioner
藝師藝有 - 110 年度鼓勵學校延聘在地文化工作者或傳統藝師實施計畫 Art Maestro: 2021 Program Encouraging Schools to Hire Local Cultural Workers or Traditional Artisans	教育部 Ministry of Education	書審委員 On-paper review commissioner
第二屆人文社會科學教育諮詢會 The 2nd Ministry of Education Humanities and Social Sciences Education Consultation Conference	教育部資訊及科技教育司 Department of Information and Technology Education, Ministry of Education	委員 Commissioner
新北市文化基金會 New Taipei City Culture Foundation	新北市政府文化局 Cultural Affairs Department, New Taipei City Government	董事 Director
新北市教育諮詢 New Taipei City Education Consultation	新北市政府教育局 Education Department, New Taipei City Government	顧問 Consultant
新北市政府博物館及文化館事業發展諮詢委員會 New Taipei City Museum and Cultural Center Business Development Advisory Committee	新北市政府文化局 Cultural Affairs Department, New Taipei City Government	諮詢委員 Advisory commissioner

徐繪珈執行長參與新北市文化基金會董監事會議
QCEF CEO Lori Hsu participated in the New Taipei City Cultural Foundation Board of Directors and Supervisors Meeting

廣達文教基金榮獲宜蘭縣「捐資興學楷模」
QCEF was awarded the model for donation funds and promotion schools by Yilan County.

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Barry Lam
廣達電腦集團董事長

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廣達文教基金會
Quanta Culture & Education Foundation

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