

報到時間	時間	地點	題目_中文	題目_英文
08:00	08:30~09:00	ST306	戰棋式多人連線RPG—Dammia	multi-player SRPG—Dammia
		ST318	虛擬實境-射擊遊戲	Virtual Reality-Shooting Game
		ST319	一種基於對稱密鑰矩陣與個別特徵表的無線感測網路	A Wireless Sensor Network Based on Symmetric Key Matrix and Individual Characteristic Table
		ST338	以Cocos2d-x遊戲引擎設計與開發手機遊戲—夢境漂流	Game App Design and Development with Cocos2d-x—Dream Drift
08:00	09:00~09:30	ST306	3D手機遊戲 魔法石	3D Mobile Game Magic Stone
		ST318	社群廣告成效預測與分析方法	A Method to Predict and Analyze Social Campaign Performance
		ST319	三維加密與位移映射替代機制	A 3D Encryption with Shifting Mapping Substitution Mechanism
		ST338	投籃追蹤器	Shot Tracker
09:00	09:30~10:00	ST306	以ELK Stack系統與自製Arduino感測器實作校園環境監測服務	The Implementation of Campus Environment Monitor Service Using ELK Stack System and Arduino Sensors
		ST318	說成實境遊戲	Speak to Reality
		ST319	一個由字串產生的16X16隨機盒及其應用	A 16X16 Random Box Generated by String and It's Application
		ST338	應用大數據分析評估台中市房屋價值	Using Big Data Analytics to Estimate Housing Values for Taichung
09:00	10:00~10:30	ST306	使用Spark於校園用電分析服務之建置	Power usage Analysis with SPARK
		ST318	音樂繪譜軟體	Stave Drowing Program
		ST319	一個使用隨機權重序列的近完全批次驗證偽簽章	A Nearly Complete Batch Verification of Bad Signatures by Employing Random Weighting Sequences
		ST338	影片推薦系統之雲端實現與效能分析	Implementation and Analysis of a Movies Recommendation System on Cloud Using Hadoop
09:30	10:30~11:00	ST306	使用開源資料與建置ELK stack應用於空氣品質監測服務	The Implementation of Air Quality Monitoring Service Using Open Data and ELK Stack
		ST318	華流音樂整合榜單	The integrating list for Taiwan music
		ST319	使用雙重掩蔽機制提升LTE-4G安全度	Enhancing Security of LTE-4G Employing a Double masking
		ST338	仿生六足機器人步態分析與實驗	Gaits Analysis and Experimants for a Bionic Hexapod Robot
09:30	11:00~11:30	ST306	使用snmp協定與ELK Stack於校園Wifi - Log 系統建置	Using SNMP Protocol And ELK Stack Build On Campus Wifi-Log
		ST318	分析與優化軟體定義對影像處理資源之分配	Analysis and Optimization of Software-Defined to the Distribution Image Processing Resources
		ST319	Archbot - 建築機器人研究	Archbot - Reseach on Construction Robots
		ST338	大專院校雲端圖書館系統	University Cloud Library System

10:00	11:30~12:00 (ST319延長5分鐘)	ST306	使用Mesos建置雲端計算資源管理服務	The Implementation of Cloud Computing Resource Management service Using Mesos
		ST318	以SOC模型模擬行動裝置效能	SOC based Mobile Device Performance Analysis and Simulation
		ST319	情緒視覺化應用在數位藝術療癒的研究-快樂與憤怒的視覺呈現	The Emotional Visualization for Digital Art Therapy - Visual Presentation of Happiness and Anger
			情緒視覺化應用在數位藝術療癒的研究-厭惡與恐懼的視覺呈現	The Emotional Visualization for Digital Art Therapy - Visual Presentation of Fear and Disgust
			情緒視覺化應用在數位藝術療癒的研究-驚訝與哀傷的視覺呈現	The Emotional Visualization for Digital Art Therapy - Visual Presentation of Surprise and Sadness
ST338	四軸飛行器開發與自動飛行控制	Development of a Quadcopter and the Autonomous Flight Control		
13:00	13:30~14:00	ST318	應用Webduino電路製作醫護協助系統-智慧型藥盒	Smart pill box
		ST306	混合實境結合3D投影的應用	The Application of Mixed Reality Combined with 3D Projection
13:00	14:00~14:30	ST318	Arduino 互動式電子鼓	An Arduino Interaction Electronic Drum
		ST306	心率智慧項圈	Pulse Sensor Smart Collars
14:00	14:30~15:00	ST318	公車動態資訊系統	dynamic real-time bus information system
		ST306	旅遊規劃App	An Android-based App for travel itinerary planning
14:00	15:00~15:30	ST318	基於Docker與Ceph開發雲端水平擴充儲存系統	The Development of Cloud Storage system with horizontal scalability using Docker and Ceph
		ST306	星球培養 Unity	Beyond Eden - Unity
14:30	15:30~16:00	ST318	互動擴增實境結合第一人稱視角之遙控裝置	Remote car Control Device using Collaborative Augmented Reality Combined with First-Person View
		ST306	智能氣體偵測系統	Smart Air monitoring System
14:30	16:00~16:30	ST318	利用Juce建立音樂創作工具	Use Juce to Create Music Composition Tools
		ST306	Unity 3D：越野車障礙賽	Unity 3D：Car racing
14:30	16:30~17:00*	ST306	遠端遙控家用電器	Remote control of household appliances

*依12/13申覆會議結果決定是否安排