

B **共創體驗場**
Co-creation Field



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笨鳥調查中 Detective Dunkadoo

《笨鳥調查中》是最好笑的推理遊戲。就在剛剛，笨鳥歪打正著成為了超市內的大偵探，必須面對匿名怪客來電的威脅。笨鳥與帶來神秘能力的箱子狗四處尋找蒐集線索，利用小腦袋推理大難題！

Detective Dunkadoo is the funniest mystery game. Dunkadoo, a newly-minted supermarket detective, must face threats from a mysterious caller. With the help of a box-dog with special powers, Dunkadoo searches for clues and uses his small brain to solve big problems!

媒合需求 We are looking for

1. 尋找投資人或發行商
2. 探索 IP 商品化合作機會
3. 推動異業合作
4. 尋求商業與行銷顧問指導
1. Investors or distributors
2. Opportunities to commercialize or commodify our IPs
3. Cross-industry partnerships
4. Commercial and marketing consultants

咕喜文創有限公司

Goosewing Creative Co., Ltd.

咕喜文創專注於原創數位娛樂內容，結合程式與美術專業，打造兼具故事性與遊戲性的互動體驗。代表作品《笨鳥調查中》正在開發中，團隊企圖發展娛樂 IP 與國際化的可能，並探索跨領域合作機會。

Goosewing Creative specializes in original digital content for entertainment. By bringing together expertise in programming and the arts, it aims to create interactive experiences with compelling stories and gameplay. *Detective Dunkadoo*, their signature game, is currently in development, but the team is exploring opportunities with entertainment IPs and international markets and looking for cross-domain partnerships.

擅長領域及優勢 Expertise & Strengths

本團隊熟悉遊戲開發與發售流程，能掌握製作各環節並有效整合。團隊擅長探索獨特美術風格，將可愛與推理解謎元素結合，創造具辨識度的原創內容。我們專注於玩家體驗，致力於發展具 IP 化與國際化可能性的作品。

Goosewing Creative specializes in game development, distribution, and sales, and can effectively streamline all stages of production. Our team excels in exploring unique aesthetics and styles and merging cute elements with puzzle-solving to deliver highly recognizable original content. At Goosewing Creative, we care about the player experience and are committed to developing works with scalable IPs and potential for expansion into global markets.

洽商資訊 Contact Information

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打鬼 Pagui 神鬼交鋒 Pagui

斬妖除魔的光明勢力，對上「保護家園」的黑暗勢力。雙向獵殺的非對稱作戰、地形運用的戰略與捉迷藏的刺激感。3V1 的 PVP 模式。別於傳統互相廝殺遊戲，需正確使用法器、地形判斷、陷阱使用，以進行鎮煞儀式，盡力還原真實打鬼的過程。

The "light" faction, dedicated to slaying demons and vanquishing evil, faces off against the "dark" faction, determined to protect their homeland. In this 3v1 PVP game, players engage in asymmetric warfare featuring two-way hunts, strategic terrain use, and the suspense of hide-and-seek gameplay. Unlike traditional hack-and-slash games, players must use talismans, navigate their surroundings, and place traps to carry out exorcism rituals – faithfully recreating the authentic process of demon exorcism.

媒合需求 We are looking for

影視產業媒合、IP 授權、遊戲合作

Film & TV industry matchmaking, IP licensing, and game collaborations

岳漢科技有限公司

PADENDON CO., LTD.

岳漢科技專注創作台灣文化鬼怪冒險遊戲《打鬼 PAGUI》，融合宗教、台語與習俗，結合 3D 造鎮、動捕與音樂科技，真實呈現道教儀式與陣頭文化。作品以深厚故事性與文化底蘊感動國內外玩家，成為台灣原創 IP 代表。

PADENDON focuses on creating *PAGUI*, a ghost-adventure game with Taiwanese cultural themes, which incorporates religion, Taiwanese Hokkien, and local customs. Combining 3D town modeling, motion capture, and music technology, the game authentically presents Taoist rituals and Taiwanese parade culture. With its profound storytelling and cultural depth, the game has resonated with players both locally and internationally, emerging as a leading original Taiwanese IP.

擅長領域及優勢 Expertise & Strengths

團隊來自業界、經歷學界、勇敢創業的大三元資歷，專精編劇與科技藝術。歷經九年田野調查，深耕台灣特色題材，將在地故事轉化為創新作品，以溫柔姿態走入普羅大眾。代表作《打鬼》風靡海內外玩家，成功讓世界看見台灣。

Our team specializes in screenplays and digital arts, bringing extensive experience from the industry, academia, and entrepreneurship. In our over nine years of field research, we have delved deep into Taiwan's unique cultural themes, transforming local stories into innovative creations that reach the public with a gentle touch.

Pagui, our most popular creation, has captivated players at home and abroad, successfully bringing Taiwan into the global spotlight.

洽商資訊 Contact Information

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聖環獵人
Devil Hunter

《聖環獵人 Devil Hunter》是一款 VR 平台第一人稱 Roguelike 射擊遊戲。玩家扮演驅魔者，在各地狩獵惡魔並收錄於「魔物圖鑑」。遊戲包含四大核心：選擇擁有專屬技能與武器的職業、透過擊殺惡魔獲取經驗升級、在升級時挑選卡牌以強化能力或改造武器，逐步形成獨特戰鬥流派，最後迎戰強大的關卡 BOSS。

Devil Hunter is a VR roguelike FPS where players become an exorcist on a global demon hunt. Choose your class, upgrade through random cards, and forge unique builds. Face traps, mobs of monsters, and powerful bosses in fast-paced VR battles. Every run is a new challenge.

媒合需求 We are looking for

- 1. 大型沉浸式場域
- 2. 場域異業合作
- 3. 行銷顧問
- 1. Large-scale immersive venues
- 2. Cross-industry venue partnerships
- 3. Marketing consultants

合作單位 Partner (s)

Astrea (法)

南瓜虛擬科技股份有限公司
Pumpkin VR

南瓜虛擬科技股份有限公司為沉浸式互動體驗專家，具豐富原創內容創作，我們專精於 XR 內容製作，提供專業的解決方案。橫跨 AR、VR、MR 和 AI 應用，並與日、韓、美、法等全球夥伴合作。推出作品：《Quantaar 永恆對決》、《Arcade Ranger》

Pumpkin VR originated as a VR game developer specializing in 3D real-time rendering and VR content. Services cover VR software, hardware integration, and cloud applications. With global markets and partners like NCSIST and ITRI, the company also received support from the Chunghwa Telecom 5G Accelerator. Works include *Quantaar* and *Arcade Ranger*.

擅長領域及優勢 Expertise & Strengths

虛擬實境軟體：XR 商業應用、高擬真模擬。

硬體整合：體感設備、機台系統工程。

雲端應用：網路架構、資料庫運算、監控管理。

南瓜虛擬科技提供軟體、硬體與雲端一體化服務，為產業與娛樂打造沉浸式解決方案。

Virtual Reality Software Services: XR business application development, high-fidelity simulation systems.

Hardware Integration Services: Full integration of motion-sensing devices, arcade system engineering and development.

Cloud Application Services: Network architecture planning, database computing frameworks, and advanced monitoring technologies.

Pumpkin Virtual Technology provides end-to-end XR solutions, combining immersive software, hardware design, and cloud management to deliver innovative applications for industries and entertainment worldwide.

洽商資訊 Contact Information

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台北大空襲：目送
Raid on Taihoku: Farewell

《台北大空襲：目送》是《台北大空襲》IP 宇宙中的最新 AR 衍生作品，以「目送」為主題。透過體感操作與 AR 實境互動，玩家重回二戰台北的歷史場景，體驗 AR 敘事與文化記憶交融的創新。迷走工作坊同步推進《台北大空襲》的電影計畫，將推出全新劇本與角色設定的電影作品。

Raid on Taihoku: Farewell is the latest AR spinoff in the *Raid on Taihoku* IP universe, offering an immersive narrative built around the idea of bidding farewell. Through motion-based AR interaction, players are transported back to WWII-era Taipei to relive historical scenes and personal emotions, showcasing an innovative blend of AR storytelling with cultural memory. Concurrently, Mizo Games is planning a new *Raid on Taihoku* film with a completely original story and characters that will expand the IP's universe.

媒合需求 We are looking for

投資方：尋求資金注入，拓展 IP 宇宙與電影版圖，開拓國際市場機會。

技術夥伴：期盼 AR / XR 技術合作，共同升級互動體驗，探索 WebAR 等創新應用。

影視夥伴：邀請影視業界協力開發《台北大空襲》新電影，共創 IP 全新影像敘事。

通路／平台：尋求通路合作，將內容應用於展覽、教育與遊戲發行，拓展文化傳播。

Investors: Seeking investment to expand our IP universe and film plans, tapping into opportunities on the international stage.

Technology Partners: Open to AR/XR collaborations to elevate interactive experiences and explore innovative applications like WebAR.

Film Partners: Inviting film industry collaboration on a new *Raid on Taihoku* movie to co-create fresh visual narratives for the IP.

Distribution/Platforms: Seeking platform partners to apply our content in exhibitions, education, and game distribution, expanding cultural reach.

洽商資訊 Contact Information

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迷走工作坊有限公司

Mizo Games

迷走工作坊專注於品牌行銷推廣與原創 IP《台北大空襲》開發，以台灣歷史文化題材為核心。累積豐富的跨領域創作經驗，作品涵蓋桌遊、電玩、漫畫、小說與音樂劇領域，打造出台灣知名 IP 宇宙。團隊擅長構築完整 IP 敘事宇宙，熱衷探索 AR / XR 等新興技術，並將之融入創作，以跨界創新持續拓展故事版圖與大眾影響力。

Mizo Games focuses on brand marketing and the original IP *Raid on Taihoku*, spanning board game, video game, comics, novels, and a stage musical. The studio translates Taiwanese history and culture into widely loved content. It actively explores AR/XR to enrich interaction and builds a multi-layered IP universe—including the AR project *Raid on Taihoku: Farewell*—positioning the franchise for continued cross-media expansion.

擅長領域及優勢 Expertise & Strengths

致力於台灣文史題材的創新內容開發，迷走工作坊將電影製作思維融入遊戲設計，擅長跨領域整合美術、劇本、音樂等團隊，打造沉浸式的跨媒體體驗。團隊兼具創作與行銷實力，曾創下數千萬的群眾募資佳績，旗下《台北大空襲》系列橫跨桌遊、電玩、舞台劇等媒介，展現獨到的文化內容開發優勢。

Mizo Games focuses on translating Taiwan's history into innovative creative content. By integrating cinematic production concepts into game design and collaborating across art, writing, music and more, the team creates immersive transmedia experiences. With strong capabilities in both content creation and marketing – including tens of millions of NT dollars in crowdfunding success NT-dollar crowdfunding successes – its *Raid on Taihoku* IP has expanded from board games to video games and even stage musicals, exemplifying the studio's unique strength in cultural content development and cross-media innovation.

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阿雷塔
YARETA

《阿雷塔 YARETA》是一款開放世界探索解謎遊戲，利用繩索飛越大地，探索世界各地的美景，解開神秘的古老謎題，並與神奇的生物一同冒險。

YARETA is a puzzle game where players explore the open world. Soar above breathtaking landscapes with the unique Skybound Rope and explore the beauty of the open world. Unlock the ancient secrets and embark on an adventure with mysterious creatures.

媒合需求 We are looking for

- 1. 發行商
- 2. 專案投資
- 1. Distributors
- 2. Project investments

海溝遊戲
Mariana Games

海溝遊戲由一群對遊戲充滿熱情的人所組成。我們致力於挑戰創新且富有難度的專案，目標是為玩家帶來一個前所未見、新穎且美麗的世界，讓人深刻體驗。

The team at Mariana Games was formed out of a shared passion for gaming. We are committed to tackling innovative and challenging projects with the goal of delivering unprecedented, beautiful worlds that offer players deeply memorable experiences.

擅長領域及優勢 Expertise & Strengths

- 深耕遊戲業已久，擁有許多研發合作夥伴
- 熟悉 3A、2A... 等各種規模製程，並有許多外包資源
- 擁有 IP 經營與商品化經驗
- 熟稔發行工作，且與許多國際發行商保持良好關係
- 參與過各大國際展覽，且獲多項獎項肯定
- We are an experienced game developer with several R&D partners
- We are familiar with producing AA and AAA games and have tons of outsourcing resources
- We have experience in IP management and commodification
- We are familiar with distribution processes and maintain strong relations with many international distributors
- We have participated in several international expos and received many awards

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月光旅團
Moon Fete

《月光旅團》是一款結合經營管理與奇幻旅程的遊戲。玩家化身旅團領隊，經營隨月光移動的夜市。透過攤位配置與策略選擇，應對不同城市與顧客挑戰，體驗充滿變化與故事性的經營冒險。

Moon Fete is a game that wraps management simulation in a fantasy adventure. Players become tour guides and manage a night market that shifts under the moving moonlight. Arrange your stalls and make strategic choices to rise up to the challenges of different cities and customers as you experience a management adventure full of change and stories.

媒合需求 We are looking for

- 專案投資機會
- Project investments

魚拓有限公司
YUTUO GAMES

魚拓是一種用墨汁拓印魚的藝術形式，用以紀念自己所捕獲的魚種與尺寸，這也就是遊戲對於人們的意義「遊樂並留下紀念」，魚拓所希望開發的遊戲目標都不只是短暫的愉悅，更期待的是藉由遊戲來傳達一些深刻的意涵。因此我們主要研發與台灣文化題材有關的遊戲，希望以遊戲的形式傳達台灣的特色與美好。

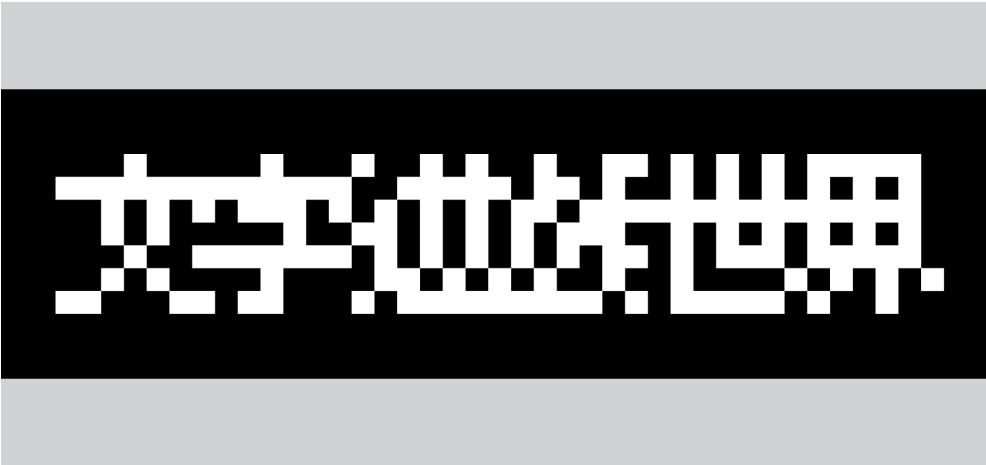
Yutuo (fish printing) is an art form that uses ink to make prints of fish, preserving the species and size of a catch as a lasting memory. We believe this reflects the essence of games: to play and to create memories. At YUTUO GAMES, our goal is not only to develop games that bring moments of joy but also to convey deeper meaning through play. As such, we focus largely on developing games with a unique Taiwanese touch, hoping to share the beauty and wonders of Taiwan through games.

擅長領域及優勢 Expertise & Strengths

魚拓遊戲專注於融合台灣文化與創新玩法，擅長打造兼具故事敘事與藝術表現的遊戲。我們具備完整研發能力，從世界觀、角色到系統設計皆能獨立完成，並累積國際展會與獲獎經驗，能靈活開發兼具溫度與創意的作品。

YUTUO GAMES specializes in bringing together Taiwanese culture with innovative gameplay, excelling in creating games with strong stories and artistic expression. We are compelling developers who are able to independently complete world-building, characters, and system design. With overwhelming experiences in international expos and awards, YUTUO GAMES can deliver creative games with a human touch.

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文字遊戲世界
Word Game World

《文字遊戲世界》在原本《文字遊戲》的經典機制上，帶來全新體驗。

整個世界由中文字構築，文字不僅是敘事與介面，更是物件、角色、場景。玩家操作主角「我」，刪除、移動、拆解與組合文字來解謎與推進劇情。

玩家不僅能探索世界，更有機會創造世界，既可以遊玩主線故事，還能動手自製關卡，敲出專屬你的世界。

Word Game World is built entirely from Chinese characters. Players solve puzzles by editing text and can go beyond exploration to creation—using the in-game editor to craft and share their own worlds.

媒合需求 We are looking for

- 1. 行銷資源交換：形式不拘（例如：異業合作專屬遊戲關卡），推廣中文字遊戲給更多潛在受眾（例如：教育型媒體領袖、地方創生團隊、創作者）
- 2. 周邊商品開發，促進品牌推廣
- 1. Marketing resources: We are open to sharing marketing resources through various formats (e.g., levels exclusively designed for cross-industry collaborations) to promote our Chinese word game to more potential audiences (e.g., educational KOLs, regional revitalization teams, creators)
- 2. Merchandise development to help promote the brand

洽商資訊 Contact Information

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煙奈股份有限公司
Team9

成立於 2018 年，從《文字遊戲》出發，致力於打造純粹、深度且創新的數位內容。

延伸系列作品《文字遊戲世界》之外，Team9 持續關注全球數位娛樂發展，投入 XR 實境遊戲開發，目前正在製作 (a)_losing<game>. (MR) 與 A Black Climbing Dog LITE (VR) 等實境遊戲。

Founded in 2018, Team9 began with *Word Game* and is dedicated to creating pure, innovative digital content. Beyond the series, Team9 explores global entertainment trends and develops XR titles, including (a)_losing<game>. (MR) and A Black Climbing Dog LITE (VR).

擅長領域及優勢 Expertise & Strengths

Team9 成員橫跨遊戲設計、互動藝術、敘事創作與 XR 技術開發，《文字遊戲》獨特的構想與進行方式，吸引了眾多玩家，遊戲不需經過複雜的關卡，讓平常不玩遊戲或對遊戲不熟悉的人，也能體驗到中文字的樂趣，前作《文字遊戲》已累積超過 5,000 份的壓倒性好評。

Team9 brings together expertise in game design, interactive art, storytelling, and XR. *Word Game* broke traditional barriers, engaging not only gamers but also newcomers who rarely play. By turning Chinese characters into playful, creative interactions, it expanded the audience and earned 5,000+ positive reviews.



A Black Climbing Dog LITE

《A Black Climbing Dog LITE》是一款 VR 攀爬遊戲，玩家化身台灣黑狗，在街機、速食與電子廢墟構成的高塔中挑戰。透過體感與吠叫提升跳躍，並探索多重路徑與收藏品。遊玩約 3 小時，高手可速通。低價高重玩性，鎖定直播與二創社群，具國際話題與 IP 潛力。

A Black Climbing Dog LITE is a VR climbing game where players transform into a Taiwanese black dog scaling a surreal tower of arcade machines, fast food, and ruins. Motion and barking boost jumps, with multiple paths and hidden collectibles for replay and speedruns. Offering 3–4 hours or shortcut runs, its low-price, high-replay design targets livestreaming and UGC communities, positioning it as a viral VR title with long-term IP potential.

媒合需求 We are looking for

ABCD 專案已獲 TAICCA、Astrea 與自籌支持，現尋求外部投資加速 IP 經營。資金將用於未來擴充內容、發行推廣與社群營運，並開發完整版與衍生作，共同打造具全球能見度的 VR 作品。

The ABCD team has received financial support from TAICCA, Astrea, and crowd-funding sources. We are currently looking for additional investors to help expand content, marketing, and community growth, and to develop a full version and spin-offs. We hope to turn A Black Climbing Dog into a globally visible and commercially successful VR project.

合作單位 Partner (s)

Astrea (法)

洽商資訊 Contact Information

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煙奈股份有限公司
Team9

成立於 2018 年，從《文字遊戲》出發，致力於打造純粹、深度且創新的數位內容。

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Founded in 2018, Team9 began with *Word Game* and is dedicated to creating pure, innovative digital content. Beyond the series, Team9 explores global entertainment trends and develops XR titles, including (a)_losing<game>. (MR) and A Black Climbing Dog LITE (VR).

擅長領域及優勢 Expertise & Strengths

Team9 (ABCD 團隊) 專長遊戲設計、敘事創作與 XR 開發，以《文字遊戲》獲多項國際獎並參展全球。善於轉化文化元素，融合敘事、互動與沉浸玩法，打造兼具藝術與娛樂的作品，現與 Meta、Astrea 等國際夥伴跨國協作與市場推廣，整合設計、工程、美術與行銷資源，推動具全球潛力的 XR 原創作品。

Team9 (ABCD team) is a Taiwan-based interdisciplinary studio specializing in XR game design, interactive storytelling, and experimental art. Known for the award-winning *Word Game*, the team excels at transforming cultural elements into innovative gameplay that merges creativity with immersion. With proven experience in global exhibitions and collaborations with Meta and Astrea, Team9 combines design, engineering, art, and marketing expertise to deliver original XR projects with international market potential.



貓咪船長 ◆ 我家的貓咪死後成了航海專家這件事
Cat Captain ◆ My Cat Became a Sailing Expert After Death

《貓咪船長 ◆ 我家的貓咪死後成了航海專家這件事》是一款療癒系 VR 遊戲。玩家将陪伴化為天使的貓咪，駕著小船航行南國群島，尋找能遙望主人的神秘鏡池，展開一場充滿海風與回憶的旅程。

操作直覺：手持風車吹風即可推動小船，避開礁石漩渦並蒐集魚群與貝殼。專為遊戲倦怠者、貓咪愛好者與思念寵物的玩家而設計，在椰林浪花間感受療癒。

Cat Captain ◆ My Cat Became a Sailing Expert After Death is a therapeutic VR game where players sail with an angel cat across tropical islands, seeking the mystical Mirror Pool. With simple wind-blown controls, each three-minute voyage offers relaxation and gentle exploration—perfect for cat lovers, weary gamers, and those longing for pets.

媒合需求 We are looking for

- 投資資金
- 遊戲發行商
- 展會、工作坊參展機會
- 聲音設計合作
- Development funding
- Game distributors
- Exhibition, showcase and workshop participation opportunities
- Sound design collaboration

合作單位 Partner (s)

Astrea (法)

洽商資訊 Contact Information

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橡實洞遊戲有限公司

Acorn Den Studio

橡實洞工作室是以療癒系電子遊戲為主要製作項目的工作室，憑藉遊戲設計專業知識的基礎，我們深入研究沉浸式劇院和原創 VR 專案，期望能如同橡實裝滿樹洞般溫暖玩家的心。

Acorn Den Studio creates therapeutic VR experiences.

Slip on your VR headset, dive into our acorn den, and join us for the cutest therapeutic adventure!

擅長領域及優勢 Expertise & Strengths

橡實洞工作室專注於製作療癒系虛擬實境體驗，作品以溫暖細膩的敘事風格與人文歷史題材為核心，特別受到女性觀眾喜愛。團隊擅長將地方文化與社會議題融入沉浸式互動，透過遊戲引發觀眾情感共鳴與思考。橡實洞的優勢在於結合療癒氛圍、藝術美學與議題關懷，並獲得國際影展肯定，持續推動 VR 成為兼具藝術價值與社會意義的新媒體形式。

Acorn Den Studio creates therapeutic VR experiences with warm narratives and cultural-historical themes that are especially beloved by female audiences. By blending local culture, social issues, and immersive interaction, the team evokes emotional resonance through gameplay. Having been recognized at international film festivals, Acorn Den brings a unique soothing atmosphere, artistic aesthetics, and social awareness, advancing VR as a medium of both artistic value and social significance.



BEATDAY

VIVE ORIGINALS 即將在 2025 年透過全球第一檔 VTuber 電視選秀節目 VPOP ASIA 拓展虛擬偶像的經紀與營運，持續探索虛擬娛樂的未來，期待各方合作。

As VIVE ORIGINALS will be launching the world's first VTuber talent show, VPOP ASIA, to explore virtual talent management and the future of virtual entertainment, the team hopes to explore potential partnerships for this venture.

媒合需求 We are looking for

虛擬 IP 經營、虛擬製作、行銷宣傳、廣告置入、商業投資等各方合作。

Collaboration in virtual IP management, virtual production, marketing and promotion, advertising placement, and business investment.

VIVE ORIGINALS

VIVE ORIGINALS 是 HTC 的內容品牌，專注於原創虛擬內容的製作與發行，探索的領域包含 XR 電影、藝術、演唱會以及場域型娛樂。四年前，VIVE ORIGINALS 運用容積攝影、動作捕捉與虛擬製作技術推出虛擬內容品牌 BEATDAY，舉辦多場線上虛擬戲劇與音樂演出。2025 年也將進一步透過全球第一檔 VTuber 電視選秀節目 VPOP ASIA 拓展虛擬偶像的經紀與營運，持續探索虛擬娛樂的未來。

A content brand under HTC, VIVE ORIGINALS is devoted to producing and distributing original virtual content, exploring fields such as XR movies, art, concerts, or location-based entertainment. Four years ago, VIVE ORIGINALS launched the virtual content brand BEATDAY with volumetric capture, motion capture, and virtual production technologies and has since hosted several virtual online plays and musical performances. In 2025, VIVE ORIGINALS will also be launching the world's first talent show featuring VTubers, VPOP ASIA, as part of its expansion into virtual idol management and operations as it continues to explore the future of virtual entertainment.

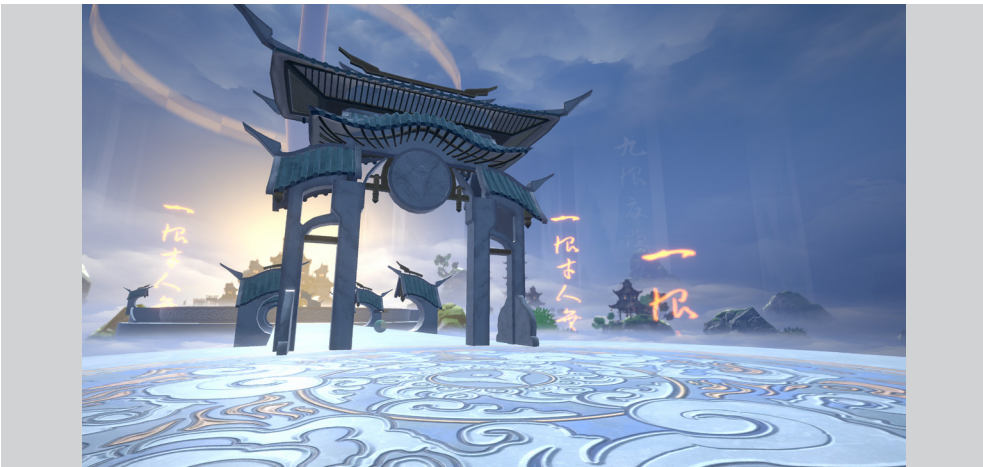
擅長領域及優勢 Expertise & Strengths

原創虛擬內容的製作與發行，探索的領域包含 XR 電影、藝術、演唱會以及場域型娛樂。

The production and distribution of original virtual content, specifically in areas of XR movies, art, concerts, and location-based entertainment.

洽商資訊 Contact Information

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霹靂宇宙大戲院 3.0 VR 多人走動沉浸式互動體驗
Welcome to World of PILI

本作故事背景啟發於霹靂推出的經典電影《聖石傳說》，以此為基礎展開冒險的多人走動式 VR 互動沉浸式體驗。玩家將化身為劇中一員，可選擇不同門派的專屬角色，修習儒、釋、道三教的經典武學，提供玩家獨一無二的戰鬥體驗，並與素還真並肩對抗反派魔魁，成為故事結局中名留片尾的霹靂英雄。

Inspired by Pili International's classic *The Legend of the Sacred Stone*, *Welcome to World of PILI* is a multiplayer, interactive, and immersive walkable VR experience. Players can choose to become characters of different clans from the movie and master the martial arts of one of Three Teachings: Confucianism, Taoism, and Buddhism. *Welcome to World of PILI* offers players a unique combat experience, bringing them to fight alongside Su Huan-Jen to confront the sinister Mokui and inscribe their names in the end credits as a Pili hero.

媒合需求 We are looking for

- 1. IP 擁有文化內容者
- 2. 市場行銷顧問 (含市場策略、數據分析、廣告投放、募資操作、社群營運及網紅邀約)
- 3. 海外場域及營運業者

合作單位 Partner (s)

宏願數位股份有限公司
HTC VIVERSE

洽商資訊 Contact Information

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哇哇科技股份有限公司

WOWWOW TECHNOLOGY CORPORATION

哇哇科技專注於文化內容轉譯，整合 XR、IoT 與體感技術，提供跨領域的互動軟體與垂直整合服務。我們深耕 IP 產業，從遊戲研發、平台建置到發行，以模組化專業製程，協助國內外夥伴將文化內容轉化為高沉浸式的互動體驗。我們致力支持台灣 IP 國際化，期盼為每位使用者創造發出「WOW」讚嘆聲的沉浸體驗。

WOWWOW TECHNOLOGY specializes in translating cultural IP into immersive content, integrating XR and motion-sensing technologies to deliver cross-domain interactive software and vertically integrated services. We have years of experience in the IP industry, from game development and platform building to distribution. We utilize modular processes, bringing out professional expertise as well, to support domestic and international partners in transforming cultural content into highly immersive interactive experiences. We are committed to supporting the internationalization of Taiwanese IPs, striving to deliver moments of surprising and emotional WOWs for every user.

擅長領域及優勢 Expertise & Strengths

擅長文化內容轉譯與互動遊戲製作，提供軟硬體整合、線下場域建置的一站式服務。憑藉豐富的跨領域整合經驗，我們能將文化 IP 轉化為具體可行的沉浸式體驗，為客戶提供從概念到實踐的完整解決方案。

WOWWOW TECHNOLOGY excels in translating content into different formats and producing interactive games, providing one-stop services for software-hardware integration and offline venue building. With extensive experience in cross-domain integration, we've been able to translate cultural IPs into viable immersive experiences, providing customers with a comprehensive solution from concept to practice.



第二屆夕陽小鎮虛擬音樂節《燒胎祭》
Sunset Town Virtual Music Festival

「夕陽小鎮虛擬音樂節」誕生於 2023 年，由夕陽音樂與 NAXS STUDIO 共同打造，是台灣首個面向國際的虛擬音樂節 IP。活動融合遊戲、音樂與科技，開創大規模 3D 沉浸式體驗，帶來跨界互動的音樂旅程。以獨特幽默與創意，為全球觀眾呈現前所未有的沉浸式互動，重新定義音樂節的可能性，並成為台灣文化科技內容的代表案例。

The *Sunset Town Virtual Music Festival* was created in 2023 by Sunset Music and NAXS Studio as the first global-facing virtual music festival from Taiwan. The festival merges games, music, and technology to deliver a large immersive 3D experience, bringing audiences on a musical journey with cross-domain interactions. With distinct humor and creativity, the festival delivers an unprecedented immersive interaction to global interactions, redefining the possibilities of music festivals and representing the best of Taiwan's cultural technology content.

媒合需求 We are looking for

夕陽小鎮致力於打造跨界合作平台，歡迎品牌與活動單位共同參與。

- 1. 透過贊助曝光，可依品牌特色設計聯名企劃，於小鎮內打造專屬沉浸體驗，提升互動與價值。
- 2. 開放場地使用，運用既有虛擬場域舉辦活動或展示，於沉浸式環境中強化受眾參與。
- 3. 客製全新活動，結合音樂、互動與科技量身打造創新內容，共同開創獨特的文化娛樂體驗。

Sunset Town seeks to build a platform for cross-domain cooperation and is looking to work with other brands and organizers.

- 1. Sponsors will receive exposure through Sunset Town with crossovers highlighting the sponsoring brand's designs and unique immersive experiences in the town that can generate interactions and value
- 2. As an existing virtual space, Sunset Town is available for hosting events or exhibitions, with our immersive environment being able to strengthen engagement
- 3. NAXSUN Media offers customized events, and we are prepared to tailor innovative and unique cultural entertainment experiences by combining music, interactive designs, and technology.

洽商資訊 Contact Information

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涅陽造鎮股份有限公司

NAXSUN Media Co., Ltd.

「涅陽造鎮」團隊由「夕陽音樂」與「涅所未來」共同成立，旨在經營及拓展「夕陽小鎮虛擬音樂節」品牌，透過雙邊資源的整合將效益最大化。以夕陽小鎮為首要核心品牌及事業發展的樞紐，未來將透過此核心開啟多元發展版圖，深耕探索流行音樂與新媒體科技融合之可能性，致力於打造融合娛樂、藝術及科技的創新文化體驗內容。

NAXSUN Media is a joint venture between Sunset Music and NAXS Studio that was established to manage and grow the *Sunset Town Virtual Music Festival* brand by leveraging resources from both parties to maximize yield. With *Sunset Town* as its core brand and primary focus for business development, NAXSUN Media will be exploring diverse opportunities around *Sunset Town*, including potential crossovers into pop music and new media technologies as well as innovative cultural experiences with entertainment, art, and technologies.

擅長領域及優勢 Expertise & Strengths

涅陽造鎮團隊專注於新媒體藝術與沉浸式展演，結合 XR、互動設計與虛擬實境技術；跨足音樂製作、影音內容與舞台演出，並推動數位策展與平台營運，成功打造「夕陽小鎮虛擬音樂節」品牌。團隊擅長跨域整合，結合軟硬體開發互動內容；具備多元專業背景與品牌經驗，能整合音樂、藝術與科技，並累積國際合作與策展能量，持續創造獨特文化體驗。

Specializing in new media art and immersive events, NAXSUN Media integrates XR, interactive designs, and VR technologies, while also branching into music production, video content, and stage performances. NAXSUN Media also advances digital curations and platform operations, and has built a successful brand around *The Sunset Town Virtual Music Festival*. The team excels in cross-domain integration and merging software and hardware to develop interactive content. With diverse professional backgrounds and branding experiences, NAXSUN Media can combine music, art, and technology and leverage past experiences in international partnerships and curations to continue delivering unique cultural experiences.



妖怪森林飛行劇院 Luda: i-Ride Flying Theater

本公司原創 IP「妖怪森林」攜手智崙資訊科技打造「妖怪森林飛行劇院」。

旅程中將跟隨主角的飛行，深入以台灣妖怪傳說與生態景觀構築的「妖怪森林」。沿途將遇見神秘的魔神仔、地牛、石頭小妖等多個來自台灣民間故事的妖怪角色，體驗結合在地文化與科技的獨特魅力。

With its original *Luda* IP, ENGINE STUDIOS collaborated with Brogent Technologies for the *Luda: i-Ride Flying Theater*.

Throughout the journey, audiences soar alongside the protagonist, diving deep into a forest of monsters and spirits, a world built upon Taiwan's rich folklore and ecological landscapes. Along the way, experience the unparalleled charm of local culture and technology as you encounter mysterious creatures from Taiwanese folklore, including the Mo-sin-a, Earth Ox, and Stone Spirit.

媒合需求 We are looking for

「妖怪森林飛行劇院」國際發行與市場拓展，並以此為契機推動「妖怪森林」IP。期待透過與國際影城、主題樂園、文化場館與沉浸式娛樂業者的合作，不僅促進飛行劇院版本的落地放映，更尋求延伸作品的開發機會，建立更廣泛的國際合作網絡，拓展其在授權、市場開發與品牌價值上的無限可能。

We are looking to present the *Luda: i-Ride Flying Theater* abroad and expand into international markets, leveraging this opportunity to promote the *Luda* IP. We hope to partner with cinemas, theme parks, cultural spaces, and immersive entertainment businesses to present the flying theater abroad, but also explore additional opportunities to grow the *Luda* IP, build a more extensive network of international partnerships, and tap into the unlimited potential of *Luda* in licensing, market development, and brand value.

合作單位 Partner (s)

智崙資訊科技股份有限公司
BROGENT TECHNOLOGIES INC.

洽商資訊 Contact Information

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原金國際有限公司 ENGINE STUDIOS LLC

原金國際致力於原創 3D 動畫與跨領域應用的創作，具二十餘年的動畫經驗，有與國際專案合作及發行授權的經驗。

打造原住民與科學的動畫影集「吉娃斯愛科學」，並獲得兩座金鐘獎，新媒體作品亦受國內外美術館及藝術節邀展。2024 年推出動畫電影「妖怪森林」，目前已授權至全球 20 幾個國家。

ENGINE STUDIOS is dedicated to original 3D animation and cross-disciplinary creative applications, and has over twenty years of animation experience as well as experience in international projects, distribution, and licensing.

Its animated series spotlighting Indigenous peoples and science, *Go Go Giwas*, has won two Golden Bell Awards, and its new media works have been featured in art museums and festivals both in Taiwan and internationally. In 2024, ENGINE STUDIOS launched the animated movie *Luda* and has since licensed the movie to over 20 countries around the world.

擅長領域及優勢 Expertise & Strengths

原金國際秉持「原創」精神，專注於動畫製作，並延伸原創 IP 至科技藝術、沉浸式劇場、跨領域共創合作。

包括「吉娃斯愛科學」原創動畫影集及「妖怪森林」動畫電影，以及國內外展出如於國立故宮博物院「百花綺園」展，「百年蜃樓尋妖記」VR 作品於 2020 林茲電子藝術節展出。

At ENGINE STUDIOS, we uphold originality and remain committed to anime production, seeking to apply original IPs to technology art, immersive theater, and cross-domain co-creations. Previous works include the original animated series *Go Go Giwas*, animated movie *Luda*, and exhibits such as the *Immortal Blossoms in an Everlasting Spring New Media Art Installation* featured at the National Palace Museum and abroad, and *The Spirits of Forests*, a VR work exhibited at the Ars Electronic Festival 2020.



「波感溫室」沉浸式藝術感官體驗展 SensWave — A Greenhouse of Immersive Art and Sensory Experience.

《SensWave 波感溫室》2025 年由自然圈農場與策展團隊泊人 ANKR 共同打造，這是一座融合自然、科技與情緒、生成式藝術的沉浸式感官體驗空間。觀眾將在光線、空氣與聲音的交織中，喚醒內在的「波感」，感受環境與情緒的共鳴。走入其中，放慢節奏、重新調頻，重新連結自我與自然。

SensWave created in 2025 by LoFi Land and the curating team ANKR, *SensWave* is an immersive sensory space that blends nature, technology and emotions, and generative art. Through light, air, and sound, *SensWave* reawakens people's innate waves, empowering them to experience the quiver of resonance between their surroundings and emotions. Enter the space, slow down, and re-align to reconnect with yourself and nature.

媒合需求 We are looking for

- 場域合作：具營運經驗如房地產、百貨、文創園區、藝文空間、民宿。
- 資源投入：影視娛樂、新創投資、文創投資、沉浸式內容投資、永續企業、教育基金會。
- 國際合作：國際藝術節、跨國策展組織。
- 行銷顧問：市場策略、數據分析、廣告投放、募資操作、社群營運、網紅邀約。
- 技術強化：新創科技、跨界整合、互動裝置研發。
- Venue operators: Real estate owners, department stores, cultural and creative parks, art and cultural spaces, and hotels with previous experiences.
- Investors: Film and entertainment, startup investment, cultural and creative investment, immersive content investment, sustainable enterprises, and educational foundations.
- International partners: International art festivals or international curating organizations.
- Marketing consultants: Market strategies, data analysis, advertising, fundraising, social media management, and influencer marketing.
- Technology partners: Innovative technologies, cross-domain integration, and interactive devices R&D.

洽商資訊 Contact Information

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革風創研股份有限公司 Reform Creative INC

革風創研公司以自然圈 LOFI LAND 為核心，推動「友善土地」農業，結合自然與科學，重建生態鏈。旗下品牌橫跨農場、餐酒館、婚企、花材與生態美學，形塑 Farmer Life in the Lofi Vibe，開啟新世代的自然生活風格。

Reform Creative is promoting the concept of eco-friendly land with its LoFi Land, integrating nature and science to rebuild the ecological chain. The LoFi Land brand under Reform Creative is a farm, restaurant, bar, wedding planner, florist, and specialist in ecological aesthetics. The brand carefully curates the Farmer Life in the Lofi Vibe, launching the next generation of natural living.

擅長領域及優勢 Expertise & Strengths

擅長融合自然、科技與藝術，打造沉浸式體驗與新世代風格。能將自然場域與商業營運結合，從農場、餐飲到展演，創造兼具故事性與市場性的空間與體驗。策展專注沉浸式藝術、互動裝置與聲音體驗，並具跨界整合與國際視野。優勢在於兼顧美學與商業，透過行銷與異業快閃放大影響力，提供永續、創新、可執行的完整方案。

Reform Creative excels in merging nature, technology, and art to deliver immersive experiences and next-generation styles. We are able to bridge natural spaces with commercial operations, building marketable spaces and experiences – including farms, restaurants, and exhibitions – with stories. At SensWave, we specialize in immersive art, interactive installation, and sound experiences, with strengths in cross-domain integration and international perspectives. Our strength is in being able to balance aesthetics with commercial endeavors, leverage marketing and cross-industry pop-ups to maximize impact, and provide comprehensive solutions that are sustainable, innovative, and feasible.

B-15



《林投姐，妳叫什麼名字？》VR 現代觀落陰沉浸場長銷計劃

How Do I Call You, Sister Lin-Tou?

一場結合現場演出與虛擬實境（VR）技術的沉浸式表演，探索性別流動、女性身體經驗與台灣鬼神信仰交織出的情感景觀。藉由聲音、空間、科技與觀眾身體的互動，引發觀眾對於傳統女性形象與當代性別議題的再思考。

How Do I Call You, Sister Lin-Tou? is an immersive performance that merges live theater with VR technology to explore the emotional landscapes shaped by gender fluidity, female bodily experiences, and Taiwan's belief in spirits and gods. Through the interplay of sound, space, technology, and audience bodies, the work invites a reexamination of traditional female archetypes and contemporary gender discourse.

媒合需求 We are looking for

1. 北、中、南大型沉浸式場域
2. 具有 IP 改編的異業品牌（出版社、影視……等）
3. 能夠推展到國際展會的跨國經紀人、劇院、總監
1. Large immersive venues in Northern, Central, and Southern Taiwan
2. Cross-industry brands (publishers, film/TV studios, etc.) with experience in IP adaptations
3. International agents, theaters, or directors with connections to international expos

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故事工場文創股份有限公司

StoryWorks and Creative Industries Co., Ltd.

故事工場文創股份有限公司於 2014 年 3 月成立，由林佳鋒創辦，以深耕台灣原創戲劇作品的開發，推動原創內容 IP（Intellectual Property）產業之經紀，致力於將台灣原生、創新之戲劇作品，推廣於海內外華文觀眾。

StoryWorks and Creative Industries was founded in March 2014 by Lin Chia-Feng to develop original Taiwanese theater productions, promote representation and management of original IPs, and market original and innovative Taiwanese theater productions to Mandarin-speaking audiences at home and abroad.

擅長領域及優勢 Expertise & Strengths

1. 原創戲劇作品經紀
2. 表演節目行銷與經紀
3. 劇場行銷與品牌規劃
4. 文創及藝文活動執行
5. 劇場軟硬體規劃與執行

1. Representation for original theater productions
2. Marketing and representation for performances
3. Marketing and brand planning for theater productions
4. Execution of cultural creative or art events
5. Software/hardware planning and execution for theater productions

B-16



A Song of Angry Men

《A Song of Angry Men》為一沉浸式行動劇場計畫，將城市化為舞台，觀眾將搭乘一輛巴士，進入一場虛實交錯的社會運動旅程。本作以一虛構的公安事故為行動背景，結合聲音設計、劇場元素與手機互動技術，帶領觀眾親身體驗社會運動當中，個體與群體的抉擇衝突、權力爭奪，以及不同觀點下的人性掙扎。

With the city as the stage, *A Song of Angry Men* is an immersive theater where audiences board a moving bus and embark on a journey through a social movement where reality and fiction intertwine. Set against the backdrop of a fictional public safety incident, *A Song of Angry Men* weaves together sound design, theatrical elements, and interactive mobile technologies to place audiences at the heart of the social movement, confronting themes of conflicting individual and collective choices, power struggles, and the complexities of human nature from differing perspectives.

媒合需求 We are looking for

1. 器材贊助 / 合作
2. 週邊商品異業合作
3. 巡迴演出場地合作
4. 行銷廣告贊助
5. 企業包場支持

1. Equipment sponsors/partnerships
2. Cross-industry partnerships for merchandising
3. Partnerships with venue operators for a flying theater tour
4. Marketing and advertising sponsors
5. Private corporate events

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張碩尹工作室

TTC Studios

張碩尹工作室為一視覺藝術團隊，作品在多個國家巡迴展演並獲多個國際獎項的肯定，如臺北市立美術館、台灣當代文化實驗場（空總）、日本山口情報藝術中心、韓國亞洲文化殿堂、英國康普頓·維尼美術館、英國惠康基金會等。

TTC Studios is a visual arts team whose works have toured internationally and received international acclaim and awards. Their projects have been featured at institutions such as the Taipei Fine Arts Museum, Taiwan Contemporary Culture Lab (C-LAB), Yamaguchi Center for Arts and Media (Japan), Asia Culture Center (South Korea), Compton Verney (UK), and the Wellcome Trust (UK).

擅長領域及優勢 Expertise & Strengths

張碩尹工作室整合線上與線下內容，創造沉浸式體驗，並以數位科技為媒材，結合聲音、燈光、裝置與劇場，呈現當代多元文本與脈絡的複雜狀態。

At TTC Studios, we integrate online and offline content to create immersive experiences. Using digital technologies as our medium, we amplify the experience with sound, lighting, devices, and theater to present the complex state of diverse content and contexts in the modern era.



李賴虎嘉年華
ReLive Project: The Greatest Carnival

ReLive Project 取得文策院補助，擴大投入三位成員的 3D 製作與節目規劃，並將於虛擬娛樂平台 Beatday 獨家播出。《李賴虎嘉年華》共規劃三場主題綜藝節目，各具風格與互動特色。觀眾可透過虛擬分身進入互動場域，再進入演出空間觀賞節目，體驗虛實融合的沉浸式觀演流程。

With funding from TAICCA, the *ReLive Project* was able to increase investments into its three members' 3D productions and programs, which will be aired exclusively on the virtual entertainment platform Beatday. *ReLive Project: The Greatest Carnival* features three themed variety programs, each with its own distinctive style and interactive elements. Audiences enter the interactive space through virtual avatars, then move into the performance area to enjoy the shows – experiencing an immersive viewing flow that blends the virtual and the real world.

媒合需求 We are looking for

- 1. 展演合作
媒合場館營運方、數位展覽公司媒合
- 2. 內容投資 IP 延伸
尋求對 VT 節目、IP 開發感興趣的投資方
- 3. 海外拓展媒合
與國際發行商、串流平台媒合，將節目推廣至海外觀眾
- 4. 技術應用媒合
與 XR / VR / AR 技術公司、硬體廠商媒合
- 5. 跨產業文化科技
與影視、音樂、遊戲產業媒合
- 1. Event partners
Partnerships with venue operators and digital exhibition companies
- 2. Content investors for IP expansion
Investors interested in VT programs and IP development
- 3. Overseas expansion
Partnerships with international distributors and streaming platforms to bring ReLive programs to global audiences
- 4. Technology applications
Partnerships with XR/VR/AR technology companies and hardware providers
- 5. Cross-industry cultural technology
Partnerships with film, music, and gaming industries

合作單位 Partner (s)
宏達國際電子股份有限公司
HTC BEATDAY
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李賴虎娛樂事業有限公司
ReLiveProject Entertainment CO., LTD.

ReLive Project 是一個來自台灣的華語 VTuber 團隊，自成立以來已經培育超過 15 位具有鮮明外觀與表演風格的虛擬藝人。我們強調給予 VTuber 極大的創作自由，讓他們得以展現最自然有趣的魅力，因此被稱為「許多諧咖藝人」的搖籃。

ReLive Project is a Mandarin VTuber team from Taiwan that has nurtured over 15 virtual artists with distinctive looks and performance styles since its founding. We believe in giving VTubers creative freedom, allowing them to showcase their most natural charisma, earning us the reputation as a cradle for comedic talents.

擅長領域及優勢 Expertise & Strengths
除了 Vtuber 們線上直播與粉絲互動之外，ReLive 也積極開展跨界合作，包括與線上遊戲公司、3C 商品品牌、餐酒館、實體酒吧、甚至情趣用品店合作——更與桃園市政府文化局、高雄捷運等政府單位聯手推展活動，成功擴展產業影響力。

We specialize in more than just VTuber livestreams and fan interactions. ReLive also actively engages in cross-industry collaborations, partnering with online gaming companies, consumer electronics brands, restaurants and bars, and even adult product shops. We have also worked with government agencies such as the Taoyuan City Department of Cultural Affairs and Kaohsiung Metro to promote events, successfully expanding our influence across industries.



偶像進化式：夏語遙 x BEATDAY 線上演唱會
Idol Evolution: Xia Yu Yao x BEATDAY Online Concert

《偶像進化式：夏語遙 x BEATDAY 線上演唱會》（Idol Evolution: Xia Yu Yao x BEATDAY Online Concert）以 HTC BEATDAY 平台舉辦三場虛擬演唱會。內容結合 AI 歌聲、動作捕捉，觀眾可透過集氣解鎖服裝、新曲，展現台灣原創 IP 的國際魅力與商業潛力。

Idol Evolution: Xia Yu Yao x BEATDAY Online Concert is a three-concert event hosted on the HTC BEATDAY platform using AI-generated vocals and motion capture technologies. Audience members can send stickers to show their support and unlock new costumes and songs, demonstrating the global appeal and commercial potential of original Taiwanese IPs.

媒合需求 We are looking for

- 1. 品牌與企業贊助方——
聯名與品牌置入
- 2. 遊戲與娛樂業者——
角色聯動、虛擬演出
- 3. 活動與展覽主辦——
展演與商業應用
- 4. 政府與文化機構——
支持 IP 國際化
- 5. AI 體驗互動設計——
AI 互動應用開發
- 1. Brand and corporate sponsors: For co-branding or product placement
- 2. Game or entertainment companies: For character crossovers or virtual performances
- 3. Event or exhibition organizers: For exhibitions or commercial applications
- 4. Government or cultural agencies: To support the internationalization of IPs
- 5. Interactive AI experience design: For development of interactive AI applications

合作單位 Partner (s)
宏達國際電子股份有限公司
HTC BEATDAY

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飛天膠囊數位科技有限公司
E-CAPSULE CO., LTD.

飛天膠囊數位科技專注虛擬歌手與 AI 聲音技術，旗下 VOICEMITH 品牌培育夏語遙、奧斯卡等角色。2024 年舉辦夏語遙十週年 3D 演唱會，結合 AI 歌聲與沉浸式舞台，深受粉絲好評。團隊亦打造霹靂素還真 AI 聲紋庫，並與《風色幻想 NeXus》合作，跨足遊戲、演出與多媒體，推動台灣原創 IP 走向國際。

E-CAPSULE specializes in virtual singers and AI voice technologies and has cultivated talents such as Xia Yu Yao and Oscar under its VOICEMITH brand. In 2024, the team hosted Xia Yu Yao's 10th anniversary 3D concert, delivering AI-generated vocals on an immersive stage to widespread praise from fans. The team also created an AI voiceprint library for Pili's Su Huan-Jen and collaborated with *Wind Fantasy NeXus*, expanding into gaming, live performance, and multimedia to bring original Taiwanese IPs to the global stage.

擅長領域及優勢 Expertise & Strengths
飛天膠囊數位科技成立於 2005 年，專注音樂軟體代理、虛擬歌手開發、藝人經紀與 AI 聲音應用，擅長 3D 建模、動作捕捉與 AI 歌聲整合，打造完整虛擬展演方案。旗下 VOICEMITH 孕育夏語遙、奧斯卡，並舉辦十週年 3D 演唱會，完成霹靂素還真 AI 聲紋庫與《風色幻想 NeXus》合作，展現跨域整合與 IP 輸出實力。

Founded in 2005, E-CAPSULE specializes in music software licensing, virtual singer development, talent management, and AI voice applications. With expertise in integrating 3D modeling, motion capture, and AI-generated vocals, we deliver comprehensive solutions for virtual performances. Under the VOICEMITH brand, we have developed characters such as Xia Yu Yao and Oscar, hosted a 10th anniversary 3D concert, created an AI voiceprint library for Pili's Su Huan-Jen, and collaborated with *Wind Fantasy NeXus* – demonstrating our strength in cross-domain integration and IP creation.



Cyber Pulse - 多人 VTuber 大型實體 3D Live 演唱會創新推廣計畫 Cyber Pulse – Innovative Promotion Plan for a Large-Scale Multi-VTuber 3D Live Concert

Cyber Pulse - 多人 VTuber 大型實體 3D Live 演唱會創新推廣計畫以「虛擬與現實的交會」為主軸。透過融合 3D 動態捕捉、沉浸式舞台設計的《虛實之側 NEXUS》，集結《瀕臨絕種團》、《惡獸時代》、《極深空計畫》及嘉賓，打造跨越次元的現場演出，推動文化創意與科技應用發展。

Cyber Pulse – Innovative Promotion Plan for a Large-Scale Multi-VTuber 3D Live Concert is at the intersection of the virtual and real worlds. The *NEXUS* concert, created with 3D motion capture and immersive stage designs, features *RESCUTE*, *Monstar*, *Xtreme Deep Field Project*, and more – delivering a cross-dimensional live performance that promotes cultural creativity and technological applications.

媒合需求 We are looking for

我們現正尋求與政府單位、品牌、場館、技術團隊及跨界內容方的策略合作，共同開發線下實體／線上演出、沉浸式互動展演、品牌聯名、周邊商品及國際舞台推廣等專案。我們期待與具文化創意、科技應用或市場拓展需求的夥伴合作，無論節慶活動、展覽演出、教育推廣或商業行銷，皆可討論。

We are currently seeking strategic collaborations with government agencies, brands, venues, technology teams, and cross-domain content partners to co-develop projects such as offline/online performances, immersive interactive exhibitions, brand collaborations, merchandise, and international stages. We look forward to working with partners in need of cultural creativity, technology applications, or market expansion. We are open to partnerships for festivals, exhibitions, educational initiatives, or commercial marketing.

洽商資訊 Contact Information

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春魚創意股份有限公司 Springfish Co., Ltd.

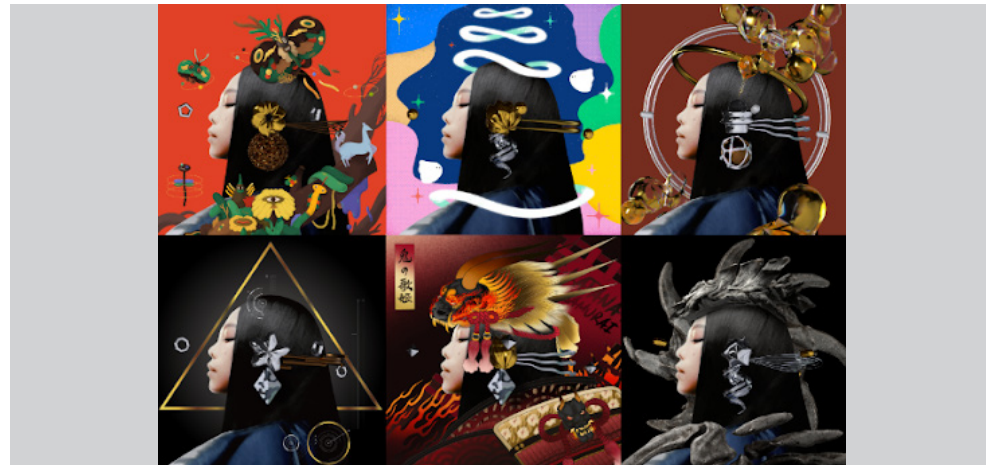
春魚創意是一間秉持著「為虛擬帶來真實的溫度，勇於多挑戰半步」品牌理念的 VTuber 經紀公司。旗下有《瀕臨絕種團》、《惡獸時代》、《極深空計畫》、《瑟拉斯蒂歐》、《諦覓司》及數位合作藝人，並曾參與超過 280 項跨界合作，在華語市場中建構多元的虛擬娛樂內容生態。

Springfish Creative is a VTuber talent agency that believes in injecting real warmth into the virtual world and daring to take that extra step forward. The studio currently represents *RESCUTE*, *Monstar*, *Xtreme Deep Field Project*, *Celestial*, *Timaues*, and other virtual artists. We've participated in over 280 cross-domain collaborations and built diverse virtual entertainment ecosystems for the Mandarin-speaking market.

擅長領域及優勢 Expertise & Strengths

春魚創意擁有全台最多 3D 化 VTuber、台灣唯一全團訂閱破十萬女團，藝人累積逾 180 萬訂閱與 11 億次曝光，促成超過 280 項跨界合作。我們提供從角色設定、音樂製作到商務行銷的整合資源，推動華語虛擬娛樂發展，打造陪伴藝人成長的創作環境。

Springfish Creative has the largest number of 3D VTubers in Taiwan and is home to the only all-girl group in Taiwan with over 100,000 subscribers. Our talents have amassed more than 1.8 million subscribers and 1.1 billion views, and we have facilitated over 280 cross-industry collaborations. We provide integrated resources ranging from character design and music production to business marketing, driving the development of Mandarin virtual entertainment while creating an environment that supports artists' growth.



AI 生成式數位憑證 AI-Generated POA

本模組透過心理測驗、拍照互動等形式，結合 AI 生成專屬的數位憑證，提供參與者高度個人化的體驗。憑證可作為品牌會員連結的入口，吸引使用者主動參與、收藏，並與活動主辦方建立長期互動關係。特別適用於需要經營社群與忠誠會員的企業，提升用戶參與意願與轉換率。

This module combines personality tests, photo interactions, and AI-generated POAs to deliver a highly customized experience for participants. The POAs serve as an entry point for brand membership, encouraging users to actively engage, collect, and build long-term interactions with event organizers. Our products are great for companies seeking to cultivate communities and loyal members, enhancing user engagement and conversion rates.

媒合需求 We are looking for

本團隊致力於打造結合 AI 生成與數位憑證的互動模組，能透過心理測驗、拍照等方式，為參與者生成專屬 NFT，進一步深化品牌連結與會員轉化。我們期望與具 IP 的活動主辦單位、展演策展方或經營商合作，導入此互動體驗於活動中，強化現場參與感與數位紀錄效益，共同打造新形態虛實整合的觀展體驗。

Our team is dedicated to creating interactive modules that combine AI generation with POAs, enabling the production of exclusive NFTs for participants through personality tests, photos, and more. This deepens brand connections and drives membership conversion. We hope to collaborate with IP-based event organizers, exhibition curators, or operators to integrate this interactive experience into events, enhancing on-site engagement and the value of digital records, while jointly creating a new kind of virtual-real exhibition experience.

洽商資訊 Contact Information

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威如科技股份有限公司 Awespire Technologies Inc.

威如科技深耕互動、數位展示、AR／VR 內容製作與 NFT 應用，並自 2021 年起營運 Tezos 鏈上 NFT 平台 akaSwap。團隊結合技術與策展實力，與藝廊、企業及策展人合作逾 50 場活動，包括張惠妹 ASMeiR NFT、白晝之夜、TCCF 及總統就職紀念等，觸及逾 10 萬人次，累積完整的虛實整合與 Web3 應用經驗。

Awespire specializes in interactive experiences, digital exhibitions, AR/VR content production, and NFT applications, and has operated the Tezos-based NFT platform akaSwap since 2021. Combining technical expertise with curatorial capabilities, the team has collaborated with galleries, corporations, and curators on more than 50 events, including A-Mei's ASMeiR NFT, Nuit Blanche, TCCF, and the Presidential Inauguration of Taiwan. With these events, Awespire has reached over 100,000 participants and built extensive experience in virtual-real integration and Web3 applications.

擅長領域及優勢 Expertise & Strengths

威如科技專注虛實整合互動設計，擅長結合區塊鏈、AI 生成與 NFT 技術，打造個人化數位憑證互動體驗。透過心理測驗、拍照互動與憑證累積機制，協助主辦方進行用戶行為分析、會員轉化與行銷自動化。系統可套用於大型活動場景，有效提升活動參與率與品牌連結力。

Awespire specializes in virtual-real interaction designs, with expertise in combining blockchain, AI generation, and NFT technologies to create POAs. Through personality tests, photo interactions, and POA collection, the system helps organizers with user behavior analysis, membership conversion, and marketing automation. The system can be applied to large-scale events to effectively boost participation rates and strengthen brand connections.



拍拍 — IP x AI x 拍貼 Move SnapMove

《拍拍 Move》以「文化／IP x AI x 拍貼」為核心，讓參與者化身故事主角。AI 會將上傳的照片融入文化元素與 IP 風格，生成專屬拍貼，並結合浮空投影技術，在現場營造沉浸氛圍，讓體驗不只是觀看，而是親身參與。此服務兼具收藏與社群擴散價值，透過線下體驗 x 線上延伸，滿足參與感、品牌傳播與內容變現。

Move SnapMove centers on the fusion of culture/IP, AI, and photo sticker experiences to transform participants into story protagonists. AI integrates uploaded photos with cultural elements and IP styles to generate exclusive photo stickers, while holographic projection technology creates an immersive atmosphere on-site, turning the focus of the experiences from viewing to participation. The photo stickers hold both collectible and social sharing value. By combining offline interaction with online extension, Move SnapMove empowers audience engagement, brand storytelling, and content monetization.

媒合需求 We are looking for

- 影視娛樂產業合作：提供 AI 互動解決方案，配合宣傳檔期協力推廣票房。
- 文化與品牌活動產業聯動：結合文化元素，透過沉浸式 AI 拍貼體驗 x 浮空投影展示，提升品牌活動價值。
- IP 或創作者共創：共同開發 IP 專屬的 AI 風格互動體驗，打造粉絲參與和社群體驗。
- Film and entertainment industry collaborations: For Interactive AI solutions to support promotional campaigns and ticket sales.
- Cultural and brand event partnerships: Integrate cultural elements with immersive AI photo sticker experiences x holographic projection displays to enhance the value of brand events.
- IP or creator co-creation: Co-develop AI interactive experiences tailored to specific IPs, building fan engagement and community participation.

洽商資訊 Contact Information

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兩打半互動有限公司 TWO DOT INTERACTION LTD

兩打半互動專注於以創意與科技打造互動體驗，結合設計與行銷思維，讓文化內容以更直觀的方式與大眾交流，並轉化為具備導流效果與商業價值的成果，協助文化與市場接軌。

TWO DOT INTERACTION specializes in interactive experiences built on creativity and technology. By integrating design and marketing concepts, TWO DOT aims to deliver cultural content more intuitively to the public to generate traffic and commercial value and bridge cultural content with markets.

擅長領域及優勢 Expertise & Strengths

以品牌策略為核心，專注將互動科技與行銷接軌，打造兼具創意與實效的方案。團隊結合互動設計與數位內容，轉化為沉浸體驗與具體成果，協助客戶保持競爭力，並創造兼顧體驗與品牌價值的長期影響力。

With brand strategy at its core, the team focuses on bridging interactive technology and marketing to deliver solutions that are both creative and effective. By combining interactive design with digital content, we transform ideas into immersive experiences and tangible results, helping clients stay competitive while creating long-term impact that balances user experience with brand value.



互動+ AI 場域整合方案 AI-Driven Interactive Experience Integration Plan

我們提出「互動+ AI 體驗套件」，可在展館、品牌快閃與校園快速落地。內容含 WebAR 導覽、沉浸投影互動、感測器遊戲、RFID / QR 辨識與資料儀表板；後端以 Node.js 與資料庫，前端採 Unity 與網頁並行。提供腳本設計、視覺製作、佈建與維運。

We offer an “Interactive + AI Experience Kit” that can be quickly deployed in museums, brand pop-ups, and campuses. The kit includes WebAR-guided tours, immersive projection interactions, sensor-based games, and RFID/QR recognition with data dashboards. The backend is built with Node.js and a database, while the frontend uses Unity and webpages. Services cover script design, visual production, deployment, and operations.

媒合需求 We are looking for

尋求：科技館、博物館、主題展與品牌活動方、系統整合商、學研單位及投影／LED／相機與感測器供應商。合作型態含專案共創、場域試點、長期維護外包與共同投標。期望提供場地與檔期、預算區間、資料 API，並可制定 KPI 與成效報表。

We are looking to partner with science museums, art museums, themed exhibitions, and brand event organizers, system integrators, academic and research institutions, as well as projection, LED, camera, and sensor suppliers. We hope to collaborate in the form of project co-creation, pilot programs, long-term operations outsourcing, and joint bids. We hope partners can provide venues, availability, budget ranges, and data APIs, and are open to setting KPIs and performance reports.

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創科互動有限公司 TRONK Interactive

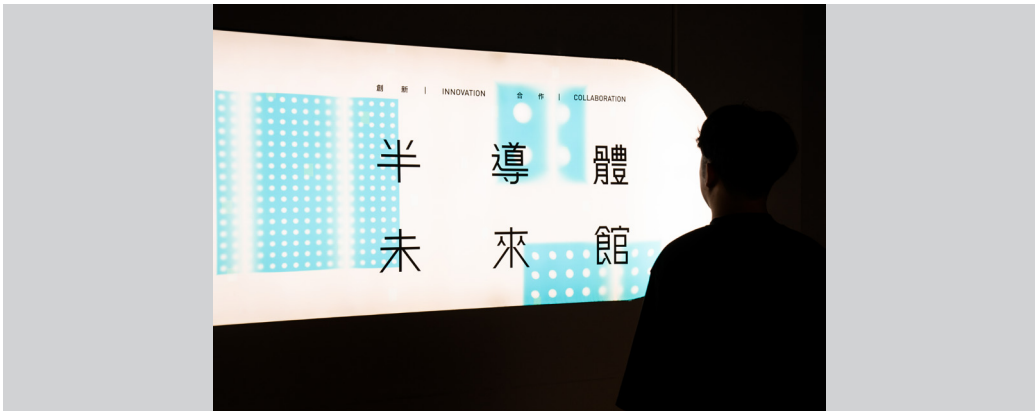
創科互動（TRONK）是一家將內容、設計、工程與 AI 整合的互動體驗公司。擅長 AR / VR 與沉浸投影、感測器串接、Unity / Node.js 系統與資料儀表板，提供從策略、企劃、設計到製作佈建與維運的一站式服務，協助展館與企業以科技講好故事，並支援多語、多裝置與資料回收另提供流程優化、培訓與交接教戰手冊。

Tronk Interactive is an interactive experience company that integrates content, design, engineering, and AI. The team specializes in AR/VR, immersive projection, sensor chaining, Unity/Node.js systems, and data dashboards, offering one-stop services from planning and design to production, deployment, and maintenance. Tronk helps venues and businesses use technology to tell compelling stories, with support for multiple languages, devices, and data collection, while also offering process optimization, training, and handover manuals.

擅長領域及優勢 Expertise & Strengths

我們以設計思維結合工程實作，長於互動展演、沉浸投影、AR / VR / WebAR、相機視覺與多種感測器，能整合 Unity、Node.js、資料庫與儀表板，並提供雲端＋邊緣運算與維運。具公部門與博物館實績，流程嚴謹，重視資安與穩定，熟悉 RFID / NFC、藍牙定位、壓測，含跨瀏覽器檢測、多語相容。

We combine design thinking with engineering practice, specializing in interactive exhibitions, immersive projection, AR/VR/WebAR, camera vision, and diverse sensors. Our expertise includes integrating Unity, Node.js, databases, and dashboards, while providing cloud + edge computing and operations support. With proven experience in public sector and museum projects, we follow rigorous processes, prioritize information security and system stability, and are well-versed in RFID/NFC, Bluetooth positioning, and stress testing, along with cross-browser testing and multilingual compatibility.



創新！合作！半導體未來館 Innovation！Collaboration！Semiconductor Pavilion of the Future

創新！合作！半導體未來館，以半導體為主題的常設展，透過四大場景「展示廳」、「物料室」、「製造區」、「未來實驗室」，將基礎科學原理與不同的敘事軸線，用藝術創作、多媒體互動、動手做工作坊及半導體設備，帶領觀眾認識半導體的邏輯語言、設備發展歷史，同時反思科技與未來，翻轉半導體艱澀難懂的印象。

Innovation! Collaboration! Semiconductor Pavilion of the Future

The Semiconductor Pavilion of the Future is a permanent exhibition dedicated to the world of semiconductors. Divided into four major areas, the exhibition introduces basic scientific principles and different perspectives. The exhibition combines artistic creations, multimedia interactions, hands-on workshops, and real semiconductor equipment to guide visitors in exploring the logic, language, and evolution of semiconductor technology. At the same time, it encourages reflection on technology and the future, overturning the stereotype of semiconductors as abstract and difficult to understand.

媒合需求 We are looking for

1. 具有原創 IP 的出版社、影視製作公司、品牌、主題展、博物館、企業館
2. 沉浸式體驗、互動展演、策展需求

1. Publishers, film and television production companies, brands, themed exhibitions, museums, and corporate pavilions with original IPs
2. Partners looking for immersive experiences, interactive exhibitions, and curating services

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二三設計有限公司 23Design

透過互動體驗擴大議題影響力

23Design 成立於 2010 年，專注開發能讓觀眾參與的有感體驗，將互動設計概念落實運用在市場行銷專案、博物館展示、教育解說、內容推廣等，目標以結合創意、科技與視覺的新媒體，提出創新且符合使用者經驗的完整規劃，從初期的使用者分析、策略規劃並配合完整的設計流程，透過豐富的經驗完美呈現。

Amplifying the Influence of IPs through Interactive Experiences

Founded in 2010, 23Design focuses on creating impactful, audience-driven experiences. By applying interactive design across marketing, museum guides, educational guides, and content promotion, 23Design aims to deliver comprehensive and innovative solutions that align with user experiences. From early user analysis and strategic planning to complete design processes, 23Design ensures flawless execution backed by extensive experience.

擅長領域及優勢 Expertise & Strengths

體驗式學習・遊戲化行銷

擅長將複雜內容精準轉譯為易於理解，且富有吸引力的體驗，從策略規劃、內容策展到體驗設計，提供完整的一站式服務。團隊以創意為核心，結合科技與視覺設計，打造兼具科技美感與深度溝通的展覽與互動體驗。

Experience-based Learning・Gamified Marketing

We specialize in accurately translating complex content into engaging, easy-to-understand experiences. From strategy planning and content curation to experience design, we provide comprehensive one-stop services. With creativity at the core, our team integrates technology and visual design to craft exhibitions and interactive experiences that balance technological aesthetics with meaningful communication.



Lvlup 躍境 - 闖入街機的像素世界 Lvlup - Augmented Playground

Lvlup 是全新互動娛樂體驗，將身體動作與數位遊戲結合，讓參與者宛如走進真實的電子遊戲世界，兼具創意魅力與人際互動。系統具備高度靈活性，以模組化設計快速搭建，可應用於快閃活動、短期展覽或常駐娛樂設施。部署迅速、不需配戴裝置，並能依需求進行品牌客製化，輕鬆融入各種場合。

Lvlup is a new interactive entertainment experience that combines physical movement with digital gameplay, allowing participants to step into what feels like a real-life video game world – blending creative appeal with social interaction. The system is highly agile, with its modular designs allowing for quick setup, making it ideal for pop-ups, short-term exhibitions, or as a permanent facility. No wearable devices are required, enabling easy customization and seamless integration into various spaces.

媒合需求 We are looking for

1. 大型空間場域擁有者（如百貨與大型商場、空間租借業者）
2. 娛樂中心經營者（如遊樂園、家庭娛樂中心、觀光景點）
3. 品牌與廣告代理商，具有實體活動需求者

1. Owners of large venues (e.g., department stores, shopping malls, and space rental operators)
2. Operators of entertainment spaces (e.g., theme parks, family entertainment centers, and tourist attractions)
3. Brands and advertising agencies looking for offline events

洽商資訊 Contact Information

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Luxmin 勒克斯明有限公司 Luxmin CO., LTD.

Luxmin 是專注於創意工程與互動娛樂的團隊，成員橫跨科技與創意產業，結合電機、AI 與展覽實務經驗。我們擅長多媒體系統整合，涵蓋舞台燈光、環景投影、感測器與自製電子裝置，能靈活打造沉浸式體驗。曾主辦 TXRX 互動體驗大會，並與海外團隊合作動漫主題展覽，累積超過 20 件互動作品。

Luxmin specializes in creative engineering and interactive entertainment, with members spanning both the technology and creative industries and bringing expertise in electrical engineering, AI, and exhibition organization. We excel in multimedia system integration, including stage lighting, panoramic projection, sensors, and custom electronic devices, enabling us to design immersive experiences with flexibility. Luxmin has organized the TXRX Conference, collaborated on anime and manga exhibitions, and delivered over 20 interactive works.

擅長領域及優勢 Expertise & Strengths

與多家品牌原廠合作，確保技術穩定與高效。核心優勢在於兼具工程落地能力與體驗設計專業：既能構建模組化、可延展的互動系統，也能設計具娛樂性與沉浸感的遊戲體驗，廣泛應用於品牌活動、展覽裝置與大型娛樂空間。

We have collaborated with several original brands and ensured reliable and efficient technology services. Our core advantage lies in combining engineering execution with experience design expertise: we can build modular, scalable interactive systems while also creating entertaining and immersive game experiences that can be applied to brand events, exhibition installations, and large-scale entertainment spaces.



虛實元邦
VRSTATE

VRSTATE 虛實元邦透過邊緣智算工作站設備來與 Domain Agents (元邦健管師、元邦導覽員、元邦時尚家等) 進行展示說明，並設有裸眼 3D 設備，全方位展示 VRSTATE 在 AI x Metaverse 領域的領先技術。

VRSTATE demonstrates its Domain Agents (such as VRSTATE Health Manager, VRSTATE Guide, and VRSTATE Stylist) through edge workstations for smart computing, and is also equipped with glasses-free 3D displays, showcasing VRSTATE's leading technologies in the field of AI × Metaverse.

媒合需求 We are looking for

- 1. 文化 / 文創內容業者
- 2. 虛擬人專家需求
- 1. Cultural/cultural creative content owners
- 2. Avatar experts

英業達股份有限公司
INVENTEC CORPORATION

VRSTATE 虛實元邦是由英業達元宇宙技術處成立品牌，英業達以先進硬體運算力及元宇宙軟體開發 3D 數位建模及 AIGC 軟體技術，推出虛實元邦 VRSTATE 平台，透過實際的市場應用塑造出 AI 虛擬助手 (Domain Agent) 包括虛擬教師、健管師、正骨師、導覽大使...等商務應用。同時也推出多款 3D 裸眼沈浸式元宇宙應用終端設備，讓用戶有耳目一新的驚喜體驗。

VRSTATE is a brand established by Inventec's Metaverse Technology Division. Inventec launched the VRSTATE platform utilizing advanced hardware computing power, metaverse software development, 3D digital modeling, and AIGC software technologies. Through practical market applications, it has developed AI virtual assistants (Domain Agents) for business use, including virtual teachers, health managers, chiropractors, tour ambassadors, and more. Simultaneously, it has also introduced multiple glasses-free 3D immersive metaverse terminal devices, delivering refreshing and surprising experiences to users.

擅長領域及優勢 Expertise & Strengths

英業達旗下元宇宙戰略品牌、虛實融合行業先鋒「虛實元邦 VRSTATE」重點呈現基於「以實推虛、以虛帶實、虛實共生、生生不息」核心理念開發的「領域智慧體 (Domain Agents)」解決方案，運用 AI x Metaverse 賦能千行百業的前沿解決方案，帶來創新數位經濟圈的發展。

VRSTATE is Inventec's metaverse strategic brand and a pioneer in virtual-reality integration. It highlights the brand's Domain Agents solutions, developed under the core concept of "Real to Virtual, Virtual to Real, Virtual and Real in Symbiosis, Everlasting Growth." These AI × Metaverse-powered solutions empower industries across the board, driving the development of an innovative digital economy ecosystem.

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