



AI SYNERGY FOR NEXT
CONTENT ECONOMY
10.10 Fri. → 26 Sun.

TAICCA 文化內容
策進院
TAIWAN CREATIVE CONTENT AGENCY

TTXC 2025 AI共創X內容新經濟
TAIWAN TECHNOLOGY X CULTURE EXPO AI SYNERGY FOR NEXT CONTENT ECONOMY
台灣文化科技大會 10.10 Fri. → 26 Sun.



AI 共創 × 內容新經濟

AI Synergy for Next Content Economy

2025 年，TTXC 台灣文化科技大會以「AI 共創 × 內容新經濟」為題，於高雄舉辦國際研討會，聚焦生成式 AI 對文化內容產業生態的全面影響。國際研討會將廣邀來自臺灣、日本、韓國、英國、新加坡等地的產業代表，包含文化科技創新實踐者、影視與特效創作者、藝文場館營運者、沉浸內容團隊與文化政策決策者等齊聚一堂，共同從生產工具、IP 應用、商業模式、觀眾關係等核心議題切入，深入探討 AI 時代下，科技如何重新詮釋文化敘事的方式，解析未來 AI 浪潮又會將文化內容發展帶往何方。

高雄作為台灣文化科技內容發展重鎮，2025 年在文化部支持下，於 10 月 10 日至 26 日期間，再次匯聚前瞻創意與產業能量。與高雄市政府電影館合作，策劃亞洲最大規模「XR DREAMLAND 虛擬實境大展」，並納入文策院年度焦點「INNOVATIONS 台灣文化科技展演」兩大展區，呈現最前線的國內外 XR 與沉浸式作品。同時串聯產官學資源，聯手規劃一系列大師講座、跨國對談、提案發表會、一對一媒合會等產業活動，搭建跨域合作與技術驗證的交流平台，持續推動臺灣文化科技內容產業走向國際。



In 2025, the TTXC Taiwan Technology x Culture Expo will hold an international forum in Kaohsiung. The event, themed "AI Synergy for Next Content Economy," will focus on the comprehensive impact of generative AI on the cultural content industry ecosystem. Industry representatives from Taiwan, Japan, Korea, the UK, Singapore, and other countries, including innovators in cultural technology, film and visual effects creators, art venue operators, immersive content teams, and cultural policy makers, are invited to participate in the event. Among the key topics discussed will be production tools, IP applications, business models, and audience relationships. The experts will explore how technology is reinterpreting cultural narratives in the age of AI and analyze where AI will lead the development of cultural content.

Supported by the Ministry of Culture, Kaohsiung will once again gather cutting-edge creativity and industry momentum from October 10 to 26, 2025. This event solidifies the city's position as a major hub for cultural technology and content development in Taiwan. In collaboration with the Kaohsiung Film Archive, the event will feature Asia's largest "XR DREAMLAND Exhibition." It will also include the Taiwan Creative Content Agency's annual highlight, the "INNOVATIONS Taiwan Cultural Technology Showcase." Together, these two major exhibition areas will present the latest domestic and international XR and immersive works. The event will also connect resources from industry, government, and academia for a series of events. These will include keynote lectures, international panels, pitch sessions, and one-on-one matchmaking meetings. By building a platform for cross-disciplinary collaboration and technology validation, the event will continue to promote Taiwan's cultural technology content industry on a global scale.





單元介紹

INNOVATIONS

文化內容策進院為推動文化科技內容主辦 INNOVATIONS，聚焦產業跨域媒合、強化國際資源對接，串聯內容創作者、技術方、通路與平台，促進跨域合作與落地市場。

內容驅動：展示文化內容策進院支持之商業性與娛樂性之文化科技體驗。

國際布局：為開拓國際市場邀請國際買家來台，促成跨國合作。

產業連結：精準議題探討、促成產業對話，國際產業趨勢討論，內容交易需求媒合。

The TTXC International Symposium, themed "AI Co-Creation × New Content Economy," brings together innovative practitioners, industry experts, and cultural policymakers from around the world to share cutting-edge insights and industry perspectives. Through keynote speeches, cross-disciplinary dialogues, and international case studies, the symposium will delve into generative AI, virtual production, XR applications, and immersive experiences, exploring new possibilities for the future of the cultural content industry.

國際研討會 International Forum

TTXC 國際研討會以「AI 共創 × 內容新經濟」為主題，邀集國內外領域的創新實踐者、產業專家與文化決策者，分享最前沿的技術洞見與產業觀察。深入剖析生成式 AI、虛擬製作、XR 應用、沉浸式體驗等多元面向，透過專題演講、跨界對談與國際案例分享，探索文化內容產業的下一個可能。

The TTXC International Symposium, themed "AI Co-Creation × New Content Economy," brings together innovative practitioners, industry experts, and cultural policymakers from around the world to share cutting-edge insights and industry perspectives. Through keynote speeches, cross-disciplinary dialogues, and international case studies, the symposium will delve into generative AI, virtual production, XR applications, and immersive experiences, exploring new possibilities for the future of the cultural content industry.

XR DREAMLAND

XR 沉浸體驗融合感官、現實與虛構。【高雄原創 VR】呈獻《雲在兩千米》《玉山守護者》《深入海洋之心》，取自臺灣小說與自然史，探索意識、森林與海域。【XR 大觀】精選國際大作：《鐵達尼：往日回聲》、《失控生存遊戲》等。

23 部競賽作品與特映單元，共同展現 XR 的多元創新。

XR immersive experiences blend senses, reality, and fiction. Kaohsiung Original VR presents Clouds at Two Thousand Meters, Guardians of Yushan, and Into the Heart of the Ocean, inspired by Taiwanese literature and natural history, exploring consciousness, forests, and the sea. XR Panorama showcases international highlights, including Titanic: Echoes of the Past and Survival Game. A total of 23 competition entries and special screenings together showcase the diversity and innovation of XR creation.

高雄電影節 Kaohsiung Film Festival

高雄電影節 Kaohsiung Film Festival 於每年十月舉辦，是台灣唯一綜合長片、短片、XR 虛擬實境等影視作品的影展，以具有南方熱情精神的火球人作為象徵。2025 年度主題「極度免疫」要你正面迎戰病痛、災難、畸戀與崩壞，在極端處境中喚醒最原始的求生本能，揭示人在崩壞邊緣如何奮力生存。

The Kaohsiung Film Festival (KFF), held every October, is Taiwan's only film festival that brings together feature films, short films, and XR virtual reality works. Its symbol, the fiery "Fireball Man," embodies the festival's passionate southern spirit. The 2025 theme, "Extreme Immunity," challenges audiences to confront illness, disaster, forbidden love, and collapse - awakening primal survival instincts and revealing how humanity fights to endure on the brink of ruin.

VENUES

展區地圖



國際研討會 INTERNATIONAL FORUM

駁二藝術特區 | 大勇區八號倉庫Pinway2樓
The Pier-2 Art Center | Pinway



高雄電影節 KAOHSIUNG FILM FESTIVAL

高雄市電影館
Kaohsiung Film Archive

內惟藝術中心 | REEL ONE、TWO
Neiwei Arts Center | REEL ONE、TWO

高雄市立圖書館總館
Kaohsiung Main Public Library



XR DREAMLAND

駁二藝術特區 | 大勇區P3倉庫
The Pier-2 Art Center | P3 Warehouse

駁二藝術特區 | 大義區C9倉庫VR體感劇院
The Pier-2 Art Center | VR FILM LAB

駁二藝術特區 | 大勇區八號倉庫Pinway
The Pier-2 Art Center | Pinway

高雄市立歷史博物館
Kaohsiung Museum of History



INNOVATIONS

駁二藝術特區 | 大勇區自行車倉庫
The Pier-2 Art Center | Bicycle Warehouse

駁二藝術特區 | 共創2號基地文策院南部營運中心
The Pier-2 Art Center | TAICCA, Base No.2

夢境現實
Moondream Reality



高雄市立歷史博物館 × 高雄市電影館 Kaohsiung Museum of History × Kaohsiung Film Archive



高雄市立圖書館總館 Kaohsiung Main Public Library



內惟藝術中心 Neiwei Arts Center



AI SYNERGY FOR NEXT CONTENT ECONOMY

TTXC產業活動一覽

日期	時間	展區單元	主題	日期	時間	展區單元	主題
10/4 六	10:00-12:00	跨域新視代影像實驗室	小鎮星熱點幕後揭密	10/23 四	13:30-18:00	INNOVATIONS	【產業媒合】一對一商務媒合：遊戲提案專場
	13:00-15:00	跨域新視代影像實驗室	虛擬場景VAD的藝術		13:30-16:00	國際研討會	單元5 文化體驗新境界
	16:00-18:00	跨域新視代影像實驗室	好萊塢虛擬製作		16:10-17:40	國際研討會	單元6 生成式 AI 如何重新定義創造力
10/21 二	11:20-12:20	INNOVATIONS	【產業講座】IP 多元變現：科技賦能 × 創新商模		19:30-24:00	TTXC	TTXC 產業交流酒會
	13:00-14:00	INNOVATIONS	【產業講座】IP 轉譯沉浸式展演：跨域共製 × 商業落地	10/24 五	10:00-11:00	XR DREAMLAND	沉浸未來–XR跨國產業對談 沉浸式轉生：當IP內容遇上XR
	15:00-16:30	INNOVATIONS	【產業講座】文化科技媒合與國際發行操作實務		11:10-12:10	XR DREAMLAND	沉浸未來–XR跨國產業對談 翻新視角：XR敘事觀點的設計與切換
	17:00-18:30	INNOVATIONS	【產業講座】從 IP 選擇到巡展：沉浸式場館策略指南		13:00-14:00	XR DREAMLAND	沉浸未來–XR跨國產業對談 沉浸共舞：XR作為藝術與表演
10/22 三	10:00-11:25	INNOVATIONS	【產業媒合】提案大會：沉浸式體驗提案專場		14:30-15:20	XR DREAMLAND	沉浸未來–XR跨國產業對談 台灣內容成為XR國際開發題材
	10:30-12:00	國際研討會	單元1 文化科技產業新視野：產業生態 × 全球對話	10/25 六	11:00-12:15	XR DREAMLAND	XR NEXT–產業前驅講座 走動式LBE商業營運趨勢
	11:55-13:05	INNOVATIONS	【產業媒合】提案大會：文化科技技術提案專場		13:15-14:15	XR DREAMLAND	XR NEXT–產業前驅講座 技術與體驗–XR如何實現接納與理解
	13:00-15:30	國際研討會	單元2 虛擬製作新勢力		14:45-15:45	XR DREAMLAND	XR NEXT–產業前驅講座 虛擬平台創作與展演策略
	13:20-18:00	INNOVATIONS	【產業媒合】一對一商務媒合		16:15-17:05	XR DREAMLAND	XR NEXT–產業前驅講座 高雄原創VR單元：《雲在兩千米》發表會
10/23 四	16:00-18:30	國際研討會	單元3 IP娛樂新時代		18:00-20:00	跨域新視代影像實驗室	3D/4DGS、AI與容積捕捉
	10:00-12:30	國際研討會	單元4 沉浸品牌新藍海	10/26 日	10:00-12:00	跨域新視代影像實驗室	虛擬製作整合策略
	11:00-12:30	INNOVATIONS	【產業媒合】提案大會：遊戲提案專場		13:00-15:00	跨域新視代影像實驗室	KPOP獵魔女團幕後揭秘

TTXC2025
TAIWAN TECHNOLOGY X CULTURE EXPO
台灣文化科技大會

文化科技交易所

INNOVATIONS

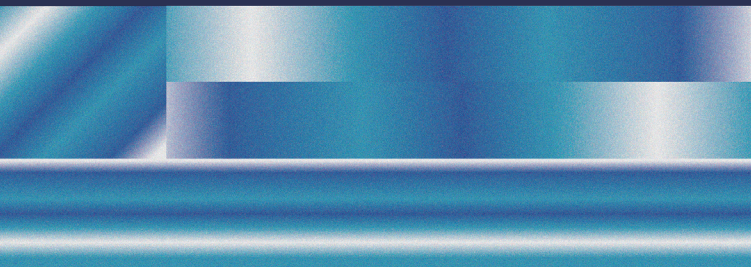
TAICCA 文化內容策進院
TAIWAN CREATIVE CONTENT AGENCY



文化科技交易所

TAICCA

INNOVATIONS



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About TAICCA

文化內容策進院

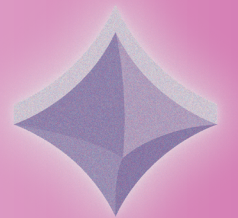
Taiwan Creative Content Agency

文化內容策進院作為中介組織，串連政府與民間資源，在產製、資金、通路、品牌、拓展國際市場等不同面向分進合擊，以推動台灣文化內容產業進步為使命。

台灣具有豐富多元的文化內容作品，以及多元創作量能及頂尖科技實力，內容產業需捲動資本投入、科技導入、國際合作，以促使產業環境更加活絡，增加更多具市場性之作品。為此，本院秉持推動完善內容產業生態系、拓展全球市場和推動關鍵基礎建設等工作，運用國發基金投資、融資等不同金融工具，吸引國內外多元資金投入台灣內容產業；持續拓展海外市場，透過台灣內容的國際合資合製、海外參展及國際銷售合作等，積極連結跨國跨業合作網絡；鼓勵內容產業應用新科技，以戰代練，促成更多具有國際競爭力的產業關鍵角色；提供內容產業調查報告與趨勢商情，營運便於業者應用之線上與線下平台服務，多面向提供產業所需支援服務。



TAICCA



Taiwan Creative Content Agency is an intermediary organization that connects resources in public and private sectors. From production, funding, distribution, branding, to international markets, it is committed to supporting cultural content industries in Taiwan to the next level.

Taiwan has a variety of cultural content, dynamic creativity, and top-notch tech capabilities. Content industries require investment, technology, and international partners to elevate infrastructure and market-oriented works. TAICCA is tasked to optimize the ecosystem, expand global markets, and secure fundamental structures. It is equipped with investment and financing tools to bring domestic and foreign capital into cultural industries in Taiwan. Through international co-productions, exhibitions, and sales, TAICCA actively approaches global networks. It encourages content industries to apply emerging technologies, and play competitive roles in the production chain. TAICCA also compiles and offers market surveys and latest updates, and operates online and offline platforms to support what industries need.

About INNOVATIONS



文化內容策進院為推動文化科技內容主辦 INNOVATIONS，聚焦產業跨域媒合、強化國際資源對接，串聯內容創作者、技術方、通路與平台，促進跨域合作與落地市場。

內容驅動：展示文策院支持之商業性與娛樂性之文化科技體驗。

國際布局：為開拓國際市場邀請國際買家來台，促成跨國合作。

產業連結：精準議題探討、促成產業對話，國際產業趨勢討論，內容交易需求媒合。



Taiwan Creative Content Agency (TAICCA) organizes INNOVATIONS to promote cultural tech content. It connects operators across the field, and aligns with international resources. By bringing creators, technologists, and distributor together, TAICCA facilitates collaborations and market access.



EXHIBITION MAP

展區地圖

A 產業引擎中心
Industry Engine Center

B 共創體驗場
Co-creation Field

C 感知敘事所
Perception Story House

D 全域展窗
Panoramic Window



EXHIBITION

內容驅動

A

產業引擎中心 Industry Engine Center

本區既是文策院政策成果的展示窗口，更是連結創作者、產業方與國際夥伴的核心樞紐，透過呈現補助計畫成效、國際合作案例及未來策略規劃，展示文策院推動的產業發展軌跡，並揭示未來十年文化科技融合的藍圖願景。

This section demonstrates policy outcomes at TAICCA, which connects creators, operators, and international partners. With grant results, international case studies, and future strategies, TAICCA supports industry development, and unveil a cultural tech integration roadmap in the next decade.

B

共創體驗場 Co-creation Field

匯集文化科技創新提案，提供創作者與潛在投資方接觸的平台。這裡不僅展示成果，更展示過程本身的創造性。本區涵蓋遊戲、IP、VTuber 等等多元領域，協助業界發掘潛力項目與合作夥伴。

Creators propose innovative cultural tech pitches to engage with potential investors. Promising projects and partners present creative processes and results include games, IP, and VTuber.

C

感知敘事所 Perception Story House

在虛擬的敘事空間中，每位參與者既是觀眾，也可能是共創者。本區透過虛擬實境（VR）打造感知延伸的多元場域，參與者在此體驗超越日常認知的感官維度，讓作品邊界因互動而流動，體驗因親身參與而豐富。

In virtual narratives, participants are both viewers and co-creators. This section extends perception with VR. Participants go beyond daily dimensions, and create a fluid border to enrich this experience.

D

全域展窗 Panoramic Window

整合視覺與聲音的複合式展示空間。本區作為沉浸式體驗作品的精華預覽，藉「窗」帶領觀眾通往不同感知維度的入口，觀賞多元的創作概念與技術應用，在移動中探索感知經驗的拓展可能。

This audiovisual showroom previews immersive experiences. It's a portal that leads to all kinds of perception dimensions. With a variety of creative concepts and technical applications, this section pushes the boundary in perceptive experiences.

夢境現實沉浸體驗播映 Immersive Experiences at Moondream Reality

文策院將於 10 月 24 日 特別規劃「夢境現實 MR 沉浸式劇院」，呈現多部由文策院扶植的沉浸式作品。觀眾在此不僅能「看見」作品，更能「走進」其中，親身感受科技與文化交融所打造的沉浸體驗。

At Moondream Reality on October 24th, TAICCA arranges multiple immersive titles that it has supported. Participants can not only see these works, but also walk into them. It's an opportunity to feel how technology and culture build immersive experiences.

INNOVATIONS

文化科技交易所 Cultural Tech Exchange



2025/10/21-24
11:00-19:00 Tue-Fri

@ 駁二藝術特區 大勇區・自行車倉庫
Bicycle Warehouse, Pier2 Art Center

跨域動能 打造文化科技新生態
Dynamic Ecosystems Move Beyond



秉持科技賦能文化內容為核心，重新定義文化內容的價值創造模式，推動產業邁向更具前瞻性與影響力的未來。今年以匯聚創作方、技術端與市場經營者的強項，產生超越個別能力的綜合效應，共同探索跨域合作的無限可能。活動分為內容驅動、產業連結與提案大會三個單元，構建一處開放共融的文化科技創新生態圈。

Technologies can empower cultural tech, redefine how cultural content generate values, and drive industries towards pioneering and influential future. Under the theme "Co-create & Resonate", creators, technology providers, and strategic market partners build multiplying effects to explore opportunities for collaboration. Exhibitions, events, and pitches offer an open and inclusive ecosystem for innovations in cultural tech.



產業引擎中心

Industry Engine Center



A-1



IP 內容實驗室
IP LAB

IP 內容實驗室
IP LAB

IP Lab 致力於推動沉浸式影像技術與跨域創作，運用 4D Views 容積擷取技術，為影視製作、表演藝術、互動展演與遊戲產業開創嶄新應用。IP Lab 不僅是技術平台，更是串連創作者與產業之間探索文化與科技融合的橋樑。

IP Lab is committed to driving innovation in immersive imaging technologies and cross-domain creation, utilizing 4DViews' volumetric capture system to pioneer new applications for film and television production, performing arts, interactive exhibitions, and the gaming industry.

Beyond serving as a technical platform, IP Lab acts as a bridge for creators and industries, fostering exploration at the intersection of culture and technology.

A-2



子午計畫有限公司
Meridian Project

「悠遊子午」VTuber 虛實結合 3D 企劃提案
Meridian Voyager: VTuber Virtual-Real 3D Initiative

本計畫將以帶狀形式規劃系列節目，加之跨產業、主題企劃，規劃長期定期節目。加之年度企劃線下演唱會大型流量，以新型動態捕捉技術，結合現實場景、地方景點與台灣特色，帶來新型態企劃面貌。

The project will be developed as a long-term serialized program with regular installments and featuring cross-industry collaborations and themed segments. The annual offline concert will serve as the flagship event to draw in large audiences. By integrating the latest motion capture technology with real-world settings, local landmarks, and Taiwanese specialties, the program will pioneer a brand new format.

#2024 年市場導向之文化科技內容支持計畫
#2024 Grant for Market-oriented Cultural Technology Content

A-3



夕暮股份有限公司
Crimson Dusk Co., Ltd

炎姬
Homura Hime

「炎姬」是一款日系動畫風格並結合了 3D 立體彈幕的爽快第三人稱動作遊戲。遊戲中玩家將與炎姬一同對抗各種富有「情感」的妖魔少女，在一路斬妖除魔的過程中，她將會逐漸發掘出這些妖魔少女們與自身的故事。

Homura Hime is a fast-paced third-person action game, featuring anime-styled visuals and intense 3D bullet hell gameplay. Alongside Homura Hime, players will fight against archdemons possessed by deviant emotions, and get closer to discovering the truth behind both the archdemons and her own veiled legacy.

#2024 年市場導向之文化科技內容支持計畫
#2024 Grant for Market-oriented Cultural Technology Content

A-4



光之語有限公司
Phosepo Inc.

異病偵探
Psycho-Sleuth

《異病偵探》是一款融合心理學與精神疾病元素的推理遊戲。玩家將深入探索一個神秘宗教中的連環殺人案，與擁有各種認知障礙的角色互動，解開背後隱藏的真相。遊戲中的角色因各自的病徵而具備特殊能力，為解謎過程增添挑戰。玩家必須透過線索搜集與論辯對決，逐步揭開命案真凶的面貌，並試圖阻止足以改變世界的驚人陰謀。

Psycho-Sleuth is a mystery game that merges elements of psychology and mental disorders. Players investigate a series of murders within a mysterious religious group, interacting with characters suffering from different cognitive disorders to uncover the underlying truth. In-game characters are granted special abilities due to their conditions, making the sleuthing process more challenging for players. To uncover the truth, players must collect clues, engage in debates, and gradually piece together the identity of the true killer, all while attempting to stop a shocking conspiracy that could change the world.

#2024 年市場導向之文化科技內容支持計畫
#2024 Grant for Market-oriented Cultural Technology Content

A-5



杯狗股份有限公司
CUP DOG GAMES CO., LTD.

紅眼露比
Rubinite

《紅眼露比》是一款像素風格的 Boss Rush 2D 動作遊戲。
強調特殊核心機制－「專注」，透過專注觀察找出敵人的弱點並給予致命的攻擊。
玩家扮演從斯卡雷特王城逃出來的公主－露比，踏上一場復仇並奪回王國的旅途。

Rubinite is a 2D pixel-art boss rush action game that utilizes the unique mechanic of "Focus" to pinpoint enemies' weaknesses and execute thrust attacks.
Follow Ruby, a princess who has escaped from the Scarlet Kingdom, embarking on a journey of revenge to reclaim her kingdom.
#2024 年市場導向之文化科技內容支持計畫
#2024 Grant for Market-oriented Cultural Technology Content

A-6



春魚創意股份有限公司
Springfish Co., Ltd.

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，融合 3D 動態捕捉、即時互動與沉浸式舞台設計，展現台灣虛擬偶像產業的創新能量。本計畫下的《虛實之側 NEXUS》，集結《瀕臨絕種團》、《惡獸時代》、《極深空計畫》及多位合作嘉賓，打造跨越次元的現場演出，突顯數位內容與表演藝術融合的潛力，並推動文化創意與科技應用的深度發展。
Cyber Pulse – Innovative Promotion Plan for a Large-Scale Multi-VTuber 3D Live Concert is at the intersection of the virtual and real worlds, leveraging 3D motion capture, real-time interactions, and immersive stage designs to showcase the innovation of Taiwan's virtual idol industry. Featuring *RESCUTE*, *Monstar*, *Xtreme Deep Field Project*, and more, the *NEXUS* concert is a cross-dimensional live performance that showcases the potential of merging digital content with the performing arts while driving the deeper integration of cultural creativity and technological innovation.
#2024 年市場導向之文化科技內容支持計畫
#2024 Grant for Market-oriented Cultural Technology Content

A-7



柒伍壹遊戲股份有限公司
751Games Co., Ltd.

喬伊的箱子
Project Box

公寓的房客們各自都懷著秘密，而且他們都和十年前的案件緊密相連，同時，主角喬伊和亞當又為什麼會來到公寓，遊戲的時間線設計會引導玩家一路尋找線索，一路解謎，只有到遊戲結束那一刻，才能找到所有的答案。
Every tenant in the apartment has a secret to hide, and all of them are tied to a mystery from ten years ago. The question remains: why are the two protagonists, Joey and Adam, here now? Throughout the game, players will dive deeper and deeper into a web of clues and puzzles, with the truth coming to light only at the very end.
#2024 年市場導向之文化科技內容支持計畫
#2024 Grant for Market-oriented Cultural Technology Content

A-8



迷母豐盛股份有限公司
Memes Creative Partnership Co. Ltd

Kuroro 太空學校『1號火箭基地 X 計畫』
Kuroro Space Academy: Rocket Base 1 –
Project X

Kuroro 太空學校『1號火箭基地 X 計畫』，透過角色 IP 原創內容與活潑設計，把複雜的太空知識、太空元素，甚或太空想像，結合沉浸式互動科技與裝置技術，讓大家透過沉浸式劇場，打開每個人對於火箭基地的探索大門，透過輕鬆有趣的互動體驗，展開屬於自己的冒險旅程！
Kuroro Space Academy: Rocket Base 1 – Project X uses original IP characters, content, and playful designs to transform complex space knowledge, elements, or even imagination into an immersive theater. Using immersive interactive technologies and devices, Memes Creative delivers an immersive theater that welcomes audiences to explore the rocket base and embark on their own adventure through fun and engaging interactions.
#2024 年市場導向之文化科技內容支持計畫
#2024 Grant for Market-oriented Cultural Technology Content

A-9



涅陽造鎮股份有限公司
NAXSUN Media Co., Ltd.

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，是台灣首個面向國際的虛擬音樂節 IP，由夕陽音樂與 NAXS STUDIO 聯手打造，融合「遊戲」、「音樂」、「科技」三者，為樂迷與參與者提供沉浸式的音樂互動旅程，成為了台灣第一個大規模 3D 沉浸式虛擬音樂節。並以獨樹一格的幽默創意，為全球觀眾提供前所未有的沉浸式音樂互動體驗，重新定義音樂節的可能性。

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. Fusing games, music, and technology, the festival offers music fans and participants an immersive and interactive music journey, and is now Taiwan's largest immersive 3D virtual music festival. With unique humor and creativity, the festival offers an unparalleled music experience that is interactive and immersive, redefining the possibilities for music festivals.

#2024 年市場導向之文化科技內容支持計畫
#2024 Grant for Market-oriented Cultural Technology Content

A-10



張碩尹工作室
TTC Studios

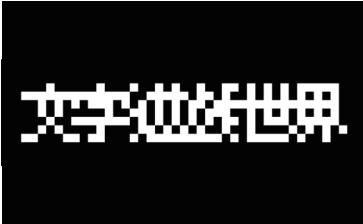
A Song of Angry Men

《A Song of Angry Men》為一沉浸式行動劇場計畫，不同於固定場館的展演，觀眾將搭乘一輛穿梭於城市的巴士，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受災戶自救會行動為背景，並結合聲音設計、劇場元素與手機互動技術，巴士化身為社會的縮影，觀眾們身處運動的暴風之中，體驗個體與群體的抉擇衝突、權力爭奪的過程，以及不同觀點的人性掙扎。

An immersive theater unlike any other, *A Song of Angry Men* unfolds not in a fixed venue but aboard a moving bus. As participants travel through the city, they are drawn into a social movement where reality and fiction intertwine. Set against the backdrop of a fictional self-help movement formed by victims of a public safety incident, *A Song of Angry Men* weaves together sound design, theatrical elements, and interactive mobile technologies. The bus becomes a microcosm of society, placing audiences at the heart of the movement, confronting themes of conflicting individual and collective choices, power struggles, and the complexities of human nature from differing perspectives.

#2024 年市場導向之文化科技內容支持計畫
#2024 Grant for Market-oriented Cultural Technology Content

A-11



煙奈股份有限公司
Team9

文字遊戲世界
Word Game World

《文字遊戲世界》所有元素由中文文字構築，文字不僅是敘事與介面，更是物件、角色、場景。

玩家透過刪除、移動、拆解與組合文字，來解謎與推進劇情。除了遊玩還能創造，開放玩家使用內建編輯器自製關卡，敲出專屬世界。

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.

#2024 年市場導向之文化科技內容支持計畫
#2024 Grant for Market-oriented Cultural Technology Content

A-12



很難很難，圖 | 台北當代藝術館
華麗邏輯有限公司
Luxury Logi Co.

豪華朗機工 宇宙花園 沉浸展示體驗計畫
Cosmic Immersion: An Experiential Art Exhibition of LuxuryLogico

宇宙花園沉浸體驗為結合藝術與科技的展演，透過互動技術和沉浸式體驗帶領觀眾探索宇宙與自然界的奧秘。展演將豪華朗機工的藝術作品與科學場館的展示內容相結合，創造獨特的多感官體驗。沉浸體驗空間中，提供高品質的視覺、聽覺和互動體驗，不僅為民眾呈現藝術展覽，更是一個科學與藝術相融合的平台。觀眾在享受美的同時，也能學習到相關科學知識。該體驗可根據場地需求進行靈活調整和部署，未來也期許推廣至國際市場。

Cosmic Immersion is an exhibition integrating art and technology, combining interactive technologies and immersive experiences to guide audiences on a journey to explore the secrets of the cosmos and the natural world. Created by LuxuryLogico, the experience blends their artworks with science venue exhibits to deliver a unique multi-sensory experience. In this immersive space, LuxuryLogico offers an incredible visual, auditory, and interactive experience that spotlights featured artworks but also highlights the convergence of science and art. Throughout the experience, audiences are invited to appreciate its beauty while gaining scientific insights. *Cosmic Immersion* can be flexibly adapted to various venues and settings, and we hope to launch the experience in different countries around the world.

#2024 年市場導向之文化科技內容支持計畫
#2024 Grant for Market-oriented Cultural Technology Content

A-13



夢境現實股份有限公司
Moondream Reality Co., Ltd.

聯合三大兒童 IP 之光影沉浸年票套裝劇場開發計畫 Annual Pass Immersive Kids Theater Development Project Showcasing Three Taiwanese Children's IPs

本計畫將台灣在地兒童 IP 結合本團隊的光影沉浸劇院技術及策展經驗，推進親子市場新媒體科技藝術的發展。目前，台灣的兒童 IP 通常以書籍、動畫、節目、劇場等形式呈現，但相關 IP 品牌創作團隊卻較少有機會以光影沉浸的形式開發內容。我們運用夢境現實強大的場域資源和光影沉浸互動內容製作能力，與台灣兒童 IP 進行跨域整合，開創高科技高品質的親子市場年票商業模式。

This project integrates local Taiwanese children's IP with our team's expertise in light-based immersive theater and curatorial experience to promote new media and digital arts in the family and children's market. Currently, children's IP in Taiwan is typically presented through books, animation, TV programs, or theater, but few creative teams have the opportunity to explore immersive light art. By leveraging Moondream Reality's venues and capabilities in immersive interactive content production, we collaborate with Taiwanese children's IPs to pioneer a high-tech, high-quality annual pass business model for markets targeting families.

#2024 年市場導向之文化科技內容支持計畫

#2024 Grant for Market-oriented Cultural Technology Content

A-14



墨策國際股份有限公司
Jimmy S.P.A. Plus Co., Ltd.

「與幾米頭碰頭」全境式沉浸互動展 TOUCHING HEAD WITH JIMMY LIAO | IMMERSIVE INTERACTIVE EXHIBITION

以幾米疫情期間新作《頭碰頭說說話》為概念與軸線，包裹兩部經典繪本《向左走·向右走》和《月亮忘記了》，透過多媒體製作、沉浸式投影、肢體動態偵測與互動設計，加上 O2O 遊戲化導入社群行銷，打造「幾米繪本全境式沉浸互動展」，透過售票、周邊商品銷售與海外授權，拓展品牌影響力與國際市場，發揮 IP 長尾效益。

The immersive experience is based on the concept and plot of Jimmy Liao's new illustrated book - *Touching & Talking* - released during the pandemic, but also incorporates elements from two of his classics: *A Chance of Sunshine* and *The Moon Forgets*. The experience leverages multi-media production, immersive projection, motion detection, and interactive designs to bring the stories to life, while O2O gamification extends the experience through social media marketing. Through ticket sales, merchandise, and international licensing, *Touching Head with Jimmy Liao* expands the brand's reach and taps into new markets, maximizing the long-tail value of the IP.

#2024 年市場導向之文化科技內容支持計畫

#2024 Grant for Market-oriented Cultural Technology Content

A-15



前景娛樂有限公司
Flash Forward Entertainment

影子 The Shadow

《影子》是 Blanca Li 全新沉浸式體驗。作品靈感取自安徒生的經典寓言《影子》，並與作曲家 Édith Canat de Chizy 合作，200 位觀眾將配戴 VR 頭顯與耳機，沉浸於現場六名舞者與一名打擊樂手穿梭其間的表演之中。故事講述一位科學家派遣自己的影子去探索世界，最終卻被影子奪去生活與身份，甚至被其完全取代。本作品的創作理念是打造一個身臨其境體驗，觀眾將漫步在安徒生童話的神秘迷人的宇宙。

Blanca Li's latest immersive experience, *The Shadow*, is inspired by Hans Christian Andersen's classic fairy tale *L'Ombre* and created in collaboration with composer Édith Canat de Chizy. Facing six dancers and one percussionist, 200 audience members, equipped with VR headsets and earphones, are invited to freely wander throughout the performance.

The Shadow tells the story of a scientist who has sent his shadow off to explore the world, only to have his life and identity stolen by his shadow, eventually becoming entirely replaced. The creative concept behind this experience is to create a mysterious, spellbinding Andersen-inspired universe where audiences can immerse and wander.

#2024 文化科技國際合資合製支持計畫

#2024 Innovative Content Grant for International Co-Funding or Co-Productions

A-16



超現代映畫製作有限公司
HYPER CURRENT Co.,Ltd

蓮與子：混合紀錄片 Lian & Natsuko: A Hybrid Documentary

蓮與子是一個新媒體混合紀錄片。夏蓮在近二十年前放給孫子看了一部觸目驚心的屠殺影片，影片中的事件導致夏蓮放棄了她的另一個身份：夏子。在夏蓮的女兒和孫子的發起與指導之下，蓮與子試圖紀錄當下的夏蓮，以及夏子關於這個創傷經驗的模糊回憶。

Lian & Natsuko is a new media hybrid documentary.

Nearly twenty years ago, Shia Lian showed her grandson a shocking video depicting a massacre. The events that transpired in the shocking video led Shia Lian to abandon her previous identity: Natsuko.

With the help of Shia Lian's daughter and grandson, Shia Lian and Natsuko attempt to document the Shia Lian of today and the blurred, traumatic past associated with Natsuko.

#2024 文化科技國際合資合製支持計畫

#2024 Innovative Content Grant for International Co-Funding or Co-Productions

A-17



夢境現實
Moondream
Reality

夢境現實股份有限公司
Moondream Reality Co., Ltd.

合作單位 Partner (s)
GEDEON Programmes (法)
Femme Fatale Studio (法)

Caves - The Art of Darkness

團隊攜手法國 GEDEON Programmes 與 Femme Fatale Studio 共同打造的沉浸式展演體驗，融合藝術、歷史與科技，邀請觀眾走入世界知名的史前洞穴壁畫遺址。

In collaboration with GEDEON Programmes (France) and Femme Fatale Studio (France), Moondream Reality delivers an immersive experience of art, history, and technology, inviting audiences into world-famous cave sites to examine prehistoric cave art.

#2024 文化科技國際合資合製支持計畫
#2024 Innovative Content Grant for International Co-Funding or Co-Productions

A-18



綺影映畫有限公司
Serendipity Films Ltd.

合作單位 Partner (s)
Digital Rise (法)

感官協奏曲：四季
Sensory Concerto: The Seasons

《感官協奏曲：四季》是一場融合聲音與球型投影的沉浸式體驗，體驗長度約 20–30 分鐘，透過 ASMR 與心理聲學設計，結合生成式 AI 投影，重新感受韋瓦第《四季》的音樂。

An immersive experience that blends sound and spherical projection, *Sensory Concerto: The Seasons* is a 20 to 30-minute experience that delivers a brand new rendition of Vivaldi's *The Four Seasons* with the help of ASMR, psychoacoustic design, and AI-generated projections.

#2024 文化科技國際合資合製支持計畫
#2024 Innovative Content Grant for International Co-Funding or Co-Productions

A-19



原金國際有限公司
ENGINE STUDIOS LLC

合作單位 Partner (s)
智威資訊科技股份有限公司
BROGENT TECHNOLOGIES INC.

妖怪森林飛行劇院
Luda: i-Ride Flying Theater

本公司原創 IP「妖怪森林」攜手智威資訊科技打造「妖怪森林飛行劇院」，運用其領先的體感技術。以動態座椅模擬飛行穿越多變場景，並搭配風、香氣、光影等多重感官特效，宛如真實踏上空中探險之旅。

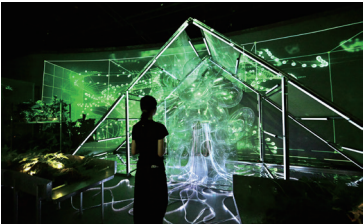
旅程中將跟隨主角的飛行，深入以台灣妖怪傳說與生態景觀構築的「妖怪森林」。沿途將遇見神秘的魔神仔、地牛、石頭小妖等多個來自台灣民間故事的妖怪角色，體驗結合在地文化與科技的獨特魅力。

With its original *Luda* IP, ENGINE STUDIOS collaborated with Brogent Technologies to capitalize on its leading motion technologies for the *Luda: i-Ride Flying Theater*. In the flying theater, motion seats simulate flight through changing landscapes that are complemented by wind, scents, and lighting effects for a multi-sensory experience. With i-Ride technologies, viewers experience a realistic sensation of soaring through the sky.

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.

#2024 文策院與智威合作「i-Ride 飛行劇院」IP 轉譯計畫
#2024 TAICCA & Brogent Technology's i-Ride Flying Theater IP Program

A-20



日目視覺藝術有限公司
247Visualart

合作單位 Partner (s)
双融域股份有限公司
Ambi Space Inc.

《自造自然—超越有機的共生》未來生態藝術展
Nature and Artificial Natures: Symbiosis Beyond the Organic

《自造自然—超越有機的共生》展覽由文策院支持、双融域與藝術家陳普共同策劃，展覽橫跨藝術與科學、自然與科技、觀察與感知的多重對話，不只融合 AI 生成互動影像、裝置藝術、夜光植物，更結合 1:1 生物實拍投影，打造出一座橫跨時間與空間的感官場域，讓大眾一同走入其中思索未來文明的生成與生命形態的多重可能。

The Nature and Artificial Natures: Symbiosis Beyond the Organic exhibition is supported by TAICCA and co-curated by AMBI SPACE ONE and Artist Pu Chen. The exhibition is a dialogue transcending art and science, nature and technology, and observation and perception. It merges AI-generated interactive images, installation art, and bioluminescent plants with lifesized projections of real organisms, culminating in a sensory space that stretches across time and space. The exhibition invites the public into a space that ponders the multifarious possibilities of future civilizations and different forms of life.

#2024 示範案與應用案
#2024 Demonstration and Application Programs

A-21



群真有限公司
QUZ ZHEN LTD

合作單位 Partner (s)
英業達股份有限公司
INVENTEC CORPORATION

AI 虛擬藝人 Mila Mii Virtual Artist Mila Mii

本計畫以虛擬藝人「Mila Mii 米拉蜜」為核心，結合 AI 生成內容、即時動作捕捉與 Unreal Engine 虛擬舞台，完成 3 場線上與 1 場實體售票演唱會，累積近千名觀眾，建立品牌辨識度與粉絲基礎。透過音樂 × 科技 × 社群的三軌策略，驗證虛擬演出的市場可行性，後續預計將技術模組化、會員制度和國際合作等規劃，打造可規模化輸出的文化科技營運模式。

The project centers on the virtual artist Mila Mii and delivered three online and one ticketed offline concert with the help of AI-generated content, real-time motion capturing, and a virtual stage powered by Unreal Engine. The four concerts attracted nearly a thousand viewers, helping Mila Mii develop her brand and fan base.

With the three-pronged strategy of music, technology, and community, the Mila Mii concerts verified the market feasibility of virtual performances. In the future, QUZ ZHEN plans to modularize the technology, develop a membership system, and collaborate with international partners to build a cultural technology operating model that is scalable and replicable.

#2024 示範案與應用案
#2024 Demonstration and Application Programs

A-22



墨雨互動設計有限公司
MONOLAB

合作單位 Partner (s)
法國國家電影與動畫中心
法國巴黎 104 文化中心
高雄市電影館
法國在台協會
法國藝文推廣總署
French National Centre of Cinema (CNC)
CENTQUATRE-PARIS
Kaohsiung Film Archive
French Office in Taipei
French Institute

《瓶中的永恆花園：不穩定系統中的無限演算與數位生命》 The Eternal Garden in a Bottle: Infinite Algorithms and Digital Life in Unstable Systems

《瓶中的永恆花園》是藝術家吳哲宇的作品，靈感源自封閉的數位生態瓶。系統內的生態包含天氣系統與虛擬生物，這些元素會產生數據，並轉化為獨特的「扭曲樂譜」。音樂家根據樂譜即興演奏，其訊號經採樣後反饋影響生態系的演化，形成一個在混沌與秩序間不斷演化的人機互動封閉迴圈。結合觀眾互動創造每次獨一無二的體驗。此作品融合 XR、視覺投影、演算聲響與 AI 分析系統演化生成的詩句，呈現沉浸式新媒體藝術裝置與演出。

The Eternal Garden in a Bottle, created by artist Che-Yu Wu, is inspired by the concept of a closed digital terrarium. The ecosystem in the terrarium features a weather system and virtual organisms that generate data, which is transformed into uniquely "distorted" musical scores. Musicians improvise based on these scores, and the resulting signals are sampled and fed back into the system, influencing the ecosystem's ongoing evolution. This creates a closed loop of human-machine interaction that evolves between chaos and order.

The work incorporates audience interaction to deliver experiences unique to each audience member. Integrating XR, visual projection, algorithmic sound, and AI-generated poetry, it presents an immersive new media art installation and live performance.

#2024 臺法沉浸式內容駐地開發計畫 - 台灣人赴法原型開發
#2024 Villa Formose Immersive - France XR Prototyping Residency

A-23



李賴虎娛樂事業有限公司
ReLiveProject Entertainment CO., LTD.

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

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.

#2025 年文化科技內容場域商業驗證計畫：HTC BEATDAY 虛擬平臺展演計畫

#2025 Cultural Technology Content Business Verification Program: HTC BEATDAY Virtual Platform Performance Program

A-24



飛天膠囊數位科技有限公司
E-CAPSULE CO., LTD.

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

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) 提案以「HTC BEATDAY 虛擬平台」為舞台，融合台灣原創 IP 的沉浸式演唱會。為夏語遙規劃三場主題鮮明的 3D 演出，結合 AI 歌聲、3D 建模、動作捕捉與 Unity 互動模組，觀眾可透過集氣解鎖服裝與新曲參與其中，驗證台灣虛擬演出商業潛力。

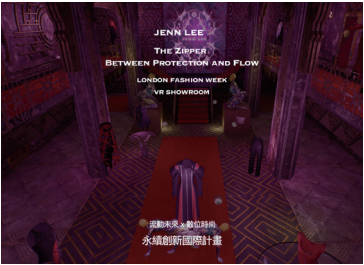
Set on the stages of the HTC BEATDAY virtual platform, *The Idol Evolution: Xia Yu Yao x BEATDAY Online Concert* is an immersive concert featuring an original IP from Taiwan.

Three 3D concerts of distinctive themes were organized for the virtual idol Xia Yu Yao using AI-generated vocals, 3D modeling, motion capture, and an interactive module powered by Unity. Audience members can send stickers to show their support and unlock new costumes and songs, demonstrating the untapped commercial potential of virtual performances in Taiwan.

#2025 年文化科技內容場域商業驗證計畫：HTC BEATDAY 虛擬平臺展演計畫

#2025 Cultural Technology Content Business Verification Program: HTC BEATDAY Virtual Platform Performance Program

A-25



錚李服裝設計有限公司
JENN LEE Co., Ltd

合作單位 Partner (s)
聚陽實業股份有限公司
Makalot Industrial Co., Ltd.

JENN LEE | 流動未來 X 數位時尚永續創新國際計劃 JENN LEE | Fluid Future X Digital Fashion Sustainability & Innovation International Project

本計畫以 JENN LEE 最新系列作品「流動未來：拉鍊系列」為核心主軸，融合精品時尚策展思維與數位科技展演手法，採實體 Showroom 與虛擬 Showroom 雙軌並行的策展模式，推動台灣時尚設計品牌在國際市場的辨識度與競爭力。運用品牌標誌性的獨家拉鍊開發技術，打造突破性、敘事導向的虛實展演場域，實現虛擬科技與精品時尚的跨域融合，將台灣科技時尚推上國際精品舞台。

This project centers around JENN LEE's latest collection – *Fluid Future x Digital Fashion Sustainability & Innovation International Project* – and merges luxury fashion curation with digital performance techniques. Employing a dual exhibition model that combines both physical and virtual showrooms, the VR installation aims to enhance the visibility and competitiveness of Taiwanese fashion brands in the global market.

Featuring the brand's signature and proprietary zippers, the work creates an innovative, narrative-driven hybrid exhibition space that fuses virtual technology with high-end fashion, propelling Taiwanese technology and fashion into the world of international luxury.

#2025 年文化科技內容聯合徵件：『Portal:M』科技時尚海外行銷拓展計畫徵選

#2025 Innovative Co-Production Program: Call for Entries - Overseas Marketing and Expansion for Portal: M Tech Fashion

A-26



光之塔動畫事業有限公司
Mangowork Studio Co., Ltd.

合作單位 Partner (s)
紅然 MAGIC BOX 魔術方塊數位故事館
RYB STUDIO CO., LTD.

小梅的奇幻冒險：尋回心意之書 Deer May's Adventure: The Lost Book of Heart

小梅花鹿的奇幻冒險與魔法森林閃亮登場！由台灣特有動物設計出發的《小梅的奇幻冒險：尋回心意之書》是台灣首座沉浸式動畫互動親子劇場，為影集 IP 延伸的全新篇章！從動畫角色引導故事內容體驗，結合互動科技，打造奇幻童話的親子體驗！故事講述小梅與動物夥伴探索魔法森林小鎮的秘密，透過互動體驗，一起尋找缺失的心意拯救同伴，每關皆藏有不同的驚喜與收穫！快來陪小梅一起展開奇幻精彩的冒險吧！

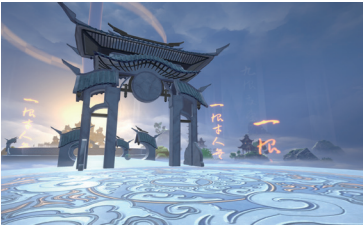
Say hello to Deer May's adventures and the magical forest. Designed based on species endemic to Taiwan, *Deer May's Adventure: The Lost Book of Heart* is Taiwan's first interactive animated theater for families and a new chapter that expands on the Deer May IP. In this production, the animated characters drive the story and experience, delivering a fairytale experience for parents and children with interactive technologies.

Deer May's Adventure: The Lost Book of Heart tells the journey of Deer May and her animal friends as they explore the secrets of the town in the magical forest and try to save their friends through interactive experiences. Each level is hidden with surprises, so come join Deer May on a fantasy adventure!

#2025 年文化科技內容聯合徵件：紅然 Magic Box 魔術方塊數位故事館全境式沉浸互動體驗展演

#2025 Innovative Co-Production Program: Full Immersive and Interactive Experience at RYB Studio's Magic Box

A-27



哇哇科技股份有限公司
WOWWOW TECHNOLOGY
CORPORATION

合作單位 Partner (s)
宏願數位股份有限公司
HTC VIVERSE

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，變身成為霹靂世界中的英雄。玩家不再是觀影者，而是能親身參與戰鬥、並讓自己的身影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 become a hero in the world of Pili. In this game, players are no longer simply viewers. Join in combat and inscribe your name in the end credits as a Pili hero.

#2025 年文化科技內容聯合徵件：HTC VIVELAND VR 虛擬樂園棧架庫商業驗證

#2025 Innovative Co-Production Program: Business Verification for the HTC VIVELAND VR Arcade in Kaohsiung

A-28



南瓜虛擬科技股份有限公司
Pumpkin VR

合作單位 Partner (s)
Astrea (法)

聖環獵人 Devil Hunter

《聖環獵人 Devil Hunter》是一款 VR Roguelike 射擊遊戲。玩家化身驅魔者，擊殺惡魔獲取經驗並構築卡牌流派，逐步強化技能與武器，最終挑戰強大 BOSS，完成獵殺之旅。

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.

#2025 年文化科技內容國際平台商業驗證：VR 遊戲開發計畫

#2025 Innovative Co-production: VR Game Early Access Production Program

A-29



煙奈股份有限公司
Team9

合作單位 Partner (s)
Astrea (法)

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廢墟高塔中攀登挑戰。以體感與吠叫提升跳躍力，探索與收藏。以低價高重玩性瞄準直播與二創社群，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.

#2025 年文化科技內容國際平台商業驗證：VR 遊戲開發計畫

#2025 Innovative Co-production: VR Game Early Access Production Program

A-30



橡實洞遊戲有限公司
Acorn Den Studio

合作單位 Partner (s)
Astrea (法)

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》是款療癒系 VR 遊戲。玩家陪伴化為天使的貓咪，手持風車吹風推動小船，航行於南國群島，在椰林浪花間邂逅新朋友，尋找能遙望主人的神祕鏡池，展開一場充滿海風與回憶的旅程。

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.

#2025 文化科技內容國際平台商業驗證：VR 遊戲開發計畫

#2025 Innovative Co-production Program: VR Game Early Access Production

A-31



浮點有限公司
Floating Point Art Co., Ltd.

合作單位 Partner (s)
FilmGate Miami, Phillip and Patricia Frost Museum of Science (美)

時間層理
TEMPORAL STRATA

《時間層理》（TEMPORAL STRATA）是一部沉浸式穹頂聲音影像作品，長約 20–30 分鐘。作品以生成演算法影像與 Ambisonics 空間音訊為核心，搭配 4K+ 全景規格，為觀眾開啟 360 度包覆式感知場域。作品兼具藝術探索與技術實驗，可於博物館、藝術節與沉浸式場館放映，並具備售票展演、教育推廣與品牌合作等應用潛力，已規劃於國際巡演與產業合作推廣。

TEMPORAL STRATA is a 20 to 30-minute immersive dome and audio experience. Created using AI-generated images and full-sphere Ambisonics surround sound, *TEMPORAL STRATA* is complemented with a 4K+ panoramic view, offering audiences a 360-degree enclosed sensory experience.

The production is ideal for artistic exploration and technical experiments as well as screening in museums, art festivals, and immersive spaces. *TEMPORAL STRATA* can also be turned into a ticketed event, educational activity, and branding collaboration. There are currently plans for *TEMPORAL STRATA* to tour Taiwan and collaborate with businesses for marketing exposure.

#2025 年文化科技內容聯合徵件：穹頂投影展演計畫【台灣原創內容組】

#2025 Innovative Co-Production Program: Dome Projection [Taiwanese Original Content Exhibition]

A-32



革風創研股份有限公司
Reform Creative INC

「波感溫室 SensWave」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 攜手打造，坐落於溫室場域的沉浸式感官體驗空間。融合自然、科技與情緒、生成式藝術，邀請觀眾遠離城市喧囂，走入一座綠色庇護所。

透過光線、空氣與聲音的交織，引導人們喚醒與生俱來的「波感」，感受環境與情緒之間細膩的共鳴。在這裡，您可以慢下腳步、重新調頻，盡情感知並與空間共振，重拾與內在的深層連結。

SensWave

Created in 2025 by LoFi Land and the curating team ANKR, *SensWave* is a space for immersive sensory experiences located in a greenhouse. Merging nature, technology, emotions, and generative art, *SensWave* invites audiences to step far away from the bustling city and into a shelter of greenery.

Through light, air, and sound, *SensWave* reawakens people's innate waves, empowering them to experience the quiver of resonance between their surroundings and emotions. Here, you can slow down and re-align. Enjoy the sensory experience, resonate with the space, and rediscover your inner connection.

#2025 年文化科技內容商業驗證支持計畫

#2025 Grant for Business Verification of Cultural Technology Content

A-33



故事工場文創股份有限公司
StoryWorks and Creative Industries Co., Ltd.

《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.

#2025 年文化科技內容商業驗證支持計畫

#2025 Grant for Business Verification of Cultural Technology Content

A-34



驚喜製造股份有限公司
SURPRISE LAB

2025《微醺大飯店》沉浸式劇場 高雄站 The Great Topsy

歡迎來到無法真正入住的《微醺大飯店》
走入這座神秘現身的飯店中，你將跳脫現實、穿梭於奇幻場景與故事間，與久留於此的房客相遇。

在微醺之間，想起 —

說不出口的話、放不下的人、無法面對的選擇

或許，你將「因微醺，而清醒」

遇見看似不變，卻已鬆動的自己

這是一場超乎想像的沉浸式體驗，累計超過 15,000 名觀眾參與，並榮獲德國紅點設計獎、金點設計獎肯定。

Welcome to The Great Topsy – a place you can never truly check into.

Step inside this hotel that has mysteriously appeared, where reality fades and you wander through mesmerizing scenes and stories, meeting guests who have lingered here for far too long.

In the haze of tipsiness, begin to remember—

the words left unsaid, the people you can't let go, the choices you cannot face.

Perhaps here, you will find yourself "sobered by the tipsy," discovering the subtle shifts within what once seemed unshakable.

An immersive experience beyond imagination, The Great Topsy has hosted over 15,000 audience members to date and received both the Red Dot Design Award (Germany) and the Golden Pin Design Award.

#2025 年文化科技內容商業驗證支持計畫

#2025 Grant for Business Verification of Cultural Technology Content

A-35



當若科技藝術股份有限公司
IF PLUS CO., LTD.

合作單位 Partner (s)
OASIS Immersion (加)

Z：輪迴之境 The Cycle of Z to ZZZ

與加拿大蒙特婁沉浸式展演場館 OASIS Immersion 攜手，展出以「身心療癒」為核心，融合東方療癒美學與體感互動，呈現台灣原創精神的沉浸式體驗。

Created in collaboration with OASIS Immersion in Montreal, Canada, *The Cycle of Z to ZZZ* is, at the core, a therapeutic experience for the mind and body. Merging therapeutic aesthetics from the East and motion-based interactions, *The Cycle of Z to ZZZ* is an immersive experience that captures Taiwan's spirit of originality.

#2025 年文化科技內容聯合徵件：沉浸式內容展演計畫【台灣原創內容組】

#2025 Innovative Co-production Program: 360 Immersive Exhibition [Taiwanese Original Content Exhibition]

A-36



再現影像製作股份有限公司
RENO STUDIOS CO., LTD.

合作單位 Partner (s)
嘉義市政府
嘉義市政府文化局
Chiayi City Government
Cultural Affairs Bureau of Chiayi City

諸羅紀：人在神在 城就在 Chiayi

以嘉義建城 320+1 為契機，《諸羅紀：人在神在 城就在》開啟一段跨越時空的光影旅程。展覽融合影像詩劇場、多元媒材與數位技術，從諸羅城的記憶碎片、城隍夜巡的儀式，到當代藝術的再詮釋，構築一座虛實交錯的嘉義城剖面。觀者將在多重感官體驗中聆聽城牆的回聲，感受信仰與守護的力量，重新思索嘉義市的文化靈魂。

Chiayi was produced to celebrate the 320+1 anniversary of Chiayi's establishment, bringing audiences on a journey of light and shadows across time. The exhibition merges visual poetry, diverse media, and digital technologies to construct a real and virtual profile of Chiayi City. It pieces the fragmented memories of Jhuluo Town, the night parades of the Chenghuang Temple, and the city's reinterpretation under modern arts. In *Chiayi*, audiences will discover a multi-sensory experience and listen to the echoes of Chiayi's city walls. Experience the power of faith and protection, and reconsider the cultural soul of Chiayi City.

#2025 年文化科技內容聯合徵件：嘉義市特色元素文化科技內容展演作品徵選

#2025 Innovative Co-Production Program: Call for Entries - Chiayi City Cultural Technology Content

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。

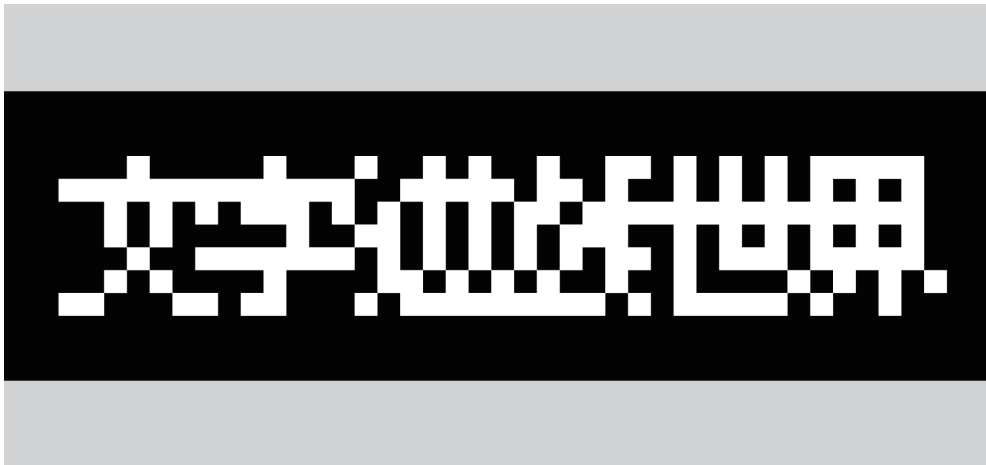
Yutuo (fish printing) is an art form that uses ink to make prints of fish, preserving the species and size of a catch as a lasting memory. We believe this reflects the essence of games: to play and to create memories. At YUTUO GAMES, our goal is not only to develop games that bring moments of joy but 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

- 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）
- 周邊商品開發，促進品牌推廣
- 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)
- 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。

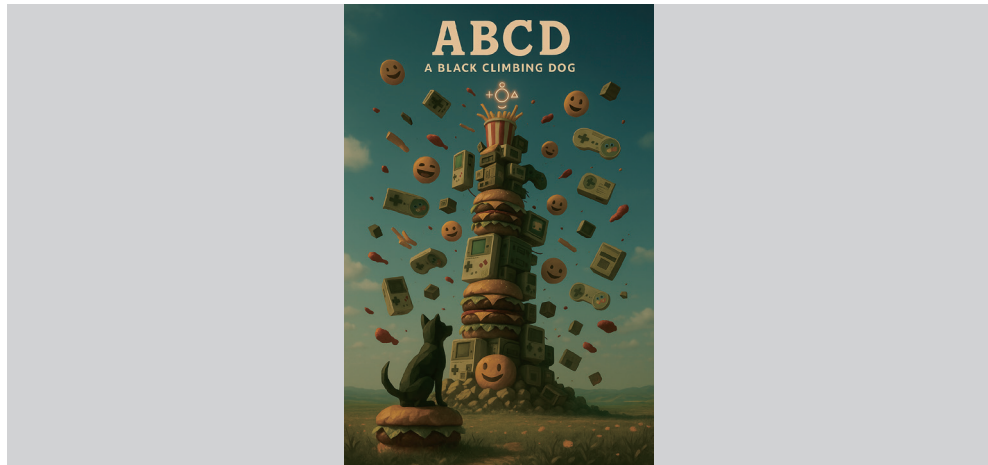
延伸系列作品《文字遊戲世界》之外，Team9 持續關注全球數位娛樂發展，投入 XR 實境遊戲開發，目前正在製作 (a)_losing<game>. (MR) 與 A Black Climbing Dog LITE (VR) 等實境遊戲。

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。

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 (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.

B-9



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祕鏡池，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.

B-10



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

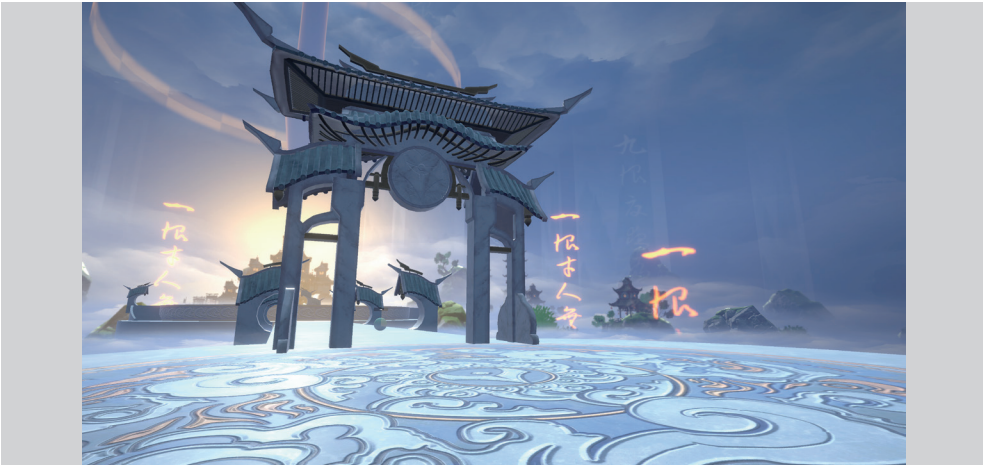
原創虛擬內容的製作與發行，探索的領域包含 XR 電影、藝術、演唱會以及場域型娛樂。

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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B-11



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

- 1. Cultural IP owners
- 2. Marketing consultants (for market strategies, data analysis, advertising, fundraising, social media management, and influencer marketing)
- 3. Overseas venue operators or IP managers

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.

B-12



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

1. 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。
2. 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。
3. 國際合作：國際藝術節、跨國策展組織。
4. 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。
5. 技術強化：新創科技、跨界整合、互動裝置研發。
1. Venue operators: Real estate owners, department stores, cultural and creative parks, art and cultural spaces, and hotels with previous experiences.
2. Investors: Film and entertainment, startup investment, cultural and creative investment, immersive content investment, sustainable enterprises, and educational foundations.
3. International partners: International art festivals or international curating organizations.
4. Marketing consultants: Market strategies, data analysis, advertising, fundraising, social media management, and influencer marketing.
5. 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

洽商資訊 Contact Information

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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

洽商資訊 Contact Information

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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

洽商資訊 Contact Information

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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Move SnapMove

《拍拍Move》以「文化／IP × AI × 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 × 線上延伸，滿足參與感、品牌傳播與內容變現。

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 × 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 × 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、長期維運外包與共同投標。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.

洽商資訊 Contact Information

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創科互動有限公司 TRONK Interactive

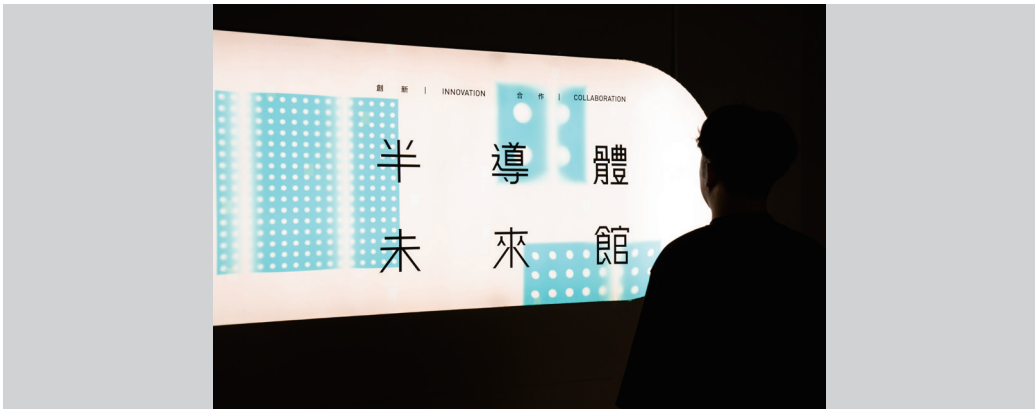
創科互動（TRONK）是一家將內容、設計、工程與AI整合的互動體驗公司。擅長AR／VR與沉浸投影、感測器串接、Unity／Node.js系統與資料儀表板，提供從策略、企劃、設計到製作佈建與維運的一站式服務，協助展館與企業以科技講好故事，並支援多語、多裝置與資料回收另提供流程優化、培訓與交接教戰手冊。

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

洽商資訊 Contact Information

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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.

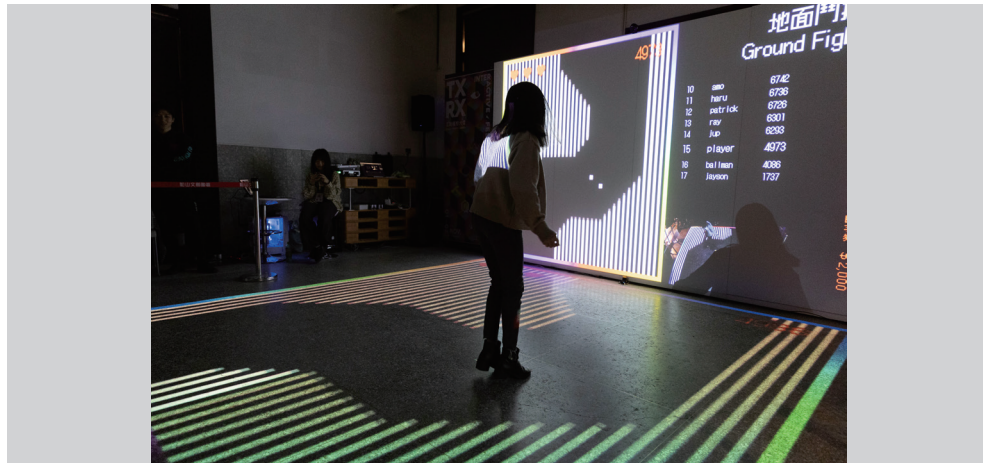
擅長領域及優勢 Expertise & Strengths

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，輕鬆融入各種場所。

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

※ 本次未參與現場展示
Online Only, Not Featured at the TTXC

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 裸眼沉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.

洽商資訊 Contact Information

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感知敘事所

Perception Story House





八洞妖 Hungry

八洞妖 Hungry 《小果》描繪布袋戲師父興仔的兒子，在父母離異後隨父於野台後台成長，缺乏母愛與穩定生活。在一次酬神演出中，他誤入金光閃爍的奇幻洞穴，遇見化身母親的妖怪。作品融合布袋戲偶、美術設計與 VR 技術，結合台灣語言、獨立音樂與 2D 動畫，打造沉浸式移動展演，為傳統戲曲注入新生命。

Hungry tells the story of Xiao Guo, the son of a glove puppetry master named Xing Zai. After his parents' divorce, Xiao Guo was raised by his father behind the scenes of outdoor performances without a mother or any stability. During a ritual performance dedicated to the gods, Xiao Guo stumbles into a glistening, golden cave and encounters spirits and monsters that have taken the form of his mother. The art installation merges glove puppetry, artistic design, and VR technologies with the Taiwanese language, independent music, and 2D animation to deliver a mobile immersive experience and inject new life into traditional opera.

媒合需求 We are looking for

1. 北、中、南大型沉浸式場域
2. 具場域營運經驗的異業品牌
(如購物中心、咖啡廳/書店、藝文空間)
3. 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)

1. Large immersive venues in Northern, Central, and Southern Taiwan
2. Cross-industry brands with experiences in operating and managing venues (e.g., shopping malls, coffee shops, book stores, and art/cultural spaces)
3. Marketing consultants (for market strategies, data analysis, advertising, fundraising, social media management, and influencer marketing)

洽商資訊 Contact Information

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光電音造社

HYLIGHT STUDIO

由劉育樹導演帶領的團隊，結合光影藝術、聲音設計、數位科技與文化內容，打造沉浸式體驗。我們以光電與聲音為核心，融合動畫、互動與在地敘事，讓觀眾進入「可被感受的世界」，在藝術與科技交會處找到信仰與想像力。服務涵蓋光雕投影、互動裝置、動畫影像、文化影音、聲音藝術及跨國文化合作。

The team led by Director Yu-Shu Liu combines light art, sound design, digital technology, and cultural content to craft immersive experiences. At the core of the experience is optronics and sound, which is then fused with animation, interactive technologies, and local stories to bring audiences into a "world that can be felt" and help them find faith and imagination at the intersection of art and technologies. Our services include projection mapping, interactive devices, animation, cultural videos, sound art, and cultural collaboration across borders.

擅長領域及優勢 Expertise & Strengths

劉育樹導演為台灣動畫電影先驅，專注於以動畫、光影與科技轉譯文化。他的代表作《八洞妖》入選安錫國際動畫影展、加拿大奇幻影展，展現台灣妖怪文化的國際影響力。劉導演擅長結合 VR、沉浸投影、轉描動畫等數位技術與傳統美學，創造具實驗性與突破性的作品，並以民俗、信仰為核心，持續推動跨國製作與文化交流。

Director Yu-Shu Liu is a pioneer of Taiwanese animations and specializes in translating culture with animation, light, and technology. His signature work, *Hungry*, was selected for the Annecy International Animated Film Festival and Fantasia International Film Festival (Canada), introducing Taiwan's folklore to international audiences. Liu often combines VR, immersive projection, and rotoscope animation to deliver experimental and ground-breaking works. His works spotlight folklore and folk beliefs to facilitate international productions and cultural exchanges.



家將 VR VR gia giang

1. 採用法將文化 VR 化，動作捕捉有請禾一文化傳承舞團，次世代製程可實現 VR 與 steamPC 體驗。
2. 3D 建模次世代技術，人物角色與台灣宮廟，雙界合一之動態與靜態的數位典藏。
3. 打鬼新樂風，東方樂器 X 金屬樂 X 電子樂，讓玩家擁有電影級般的享受。音樂與血肉果汁機合作。
4. 未來計畫將加入媽祖文化，台灣地氣進軍國際。

1. The project transforms Pat Ka Chiong (traditional temple performance troupes) culture into VR, with motion capture performed by the Hoyi Dance Crew. Using next-gen production techniques, the experience is available on both VR and Steam PC platforms.
2. Through next-generation 3D modeling, Pat Ka Chiong characters and Taiwanese temples are both preserved in dynamic and static digital archives.
3. The soundtrack for Pagui introduces a new musical style, fusing Oriental instruments with metal and electronic music to give players a cinematic audio experience. The music is produced in collaboration with Flesh Juicer.
4. In the future, we hope to incorporate Mazu culture and bring the local customs of Taiwan to the world.

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.

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.

擅長領域及優勢 Expertise & Strengths

科技藝術與傳統文化結合、人物採用文化技藝團體與民俗人士、3D 場景建模台灣知名景點、自己文化自己做的精神、台灣地氣進軍國際

At PADENDON, we combine technology, art, and traditional culture, spotlighting characters and groups from folk cultures and building 3D models based on famous attractions in Taiwan. As we invest in our own culture, we hope to introduce Taiwan to the world.

洽商資訊 Contact Information

林岳漢 Lin Yue Han
製作人 Producer
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C-3



之間
Blur

《之間》是一場混合實境沉浸式劇場，融合現場演員與虛擬實境，帶領 10 位觀眾同時進入超現實世界，探索生命與死亡、真實與虛構的邊界。觀眾將穿越層層展開的景觀，親身體驗科學發展帶來的奇蹟與不安成果，在未知之境中前行。作品以沉浸式手法巧妙引導觀眾於不同媒介間無縫轉換，創造獨特觀看體驗。

Blur is a mixed-reality theater experience that explores this liminal state between life and death, fact and fiction. The production immerses the ten audience members in a surreal world that integrates a live performer with the digital wonders of virtual reality. Stepping into the unknown, the audience journeys through an unfolding landscape, encountering firsthand the magical possibilities and terrifying consequences of these scientific advancements. Utilizing immersive theater, *Blur* brings audiences seamlessly across different media to deliver a unique viewing experience.

媒合需求 We are looking for

尋求作品發行機會，包括藝術節、劇院、美術館、影展或有意經營多人沉浸式作品的單位。

We are looking for opportunities to present our works at art festivals, theaters, art museums, film festivals or other organizations hoping to host multi-viewer immersive experiences.

河床劇團有限公司
Riverbed Theatre Ltd.

河床劇團創作橫跨劇場、視覺與科技藝術。2025 年最新 XR 沉浸式劇場作品《之間》，由加拿大 PHI 工作室與希臘歐納西斯文化共製，於國家兩廳院 TIFA 及臺中國家歌劇院 NTT Arts NOVA 隆重首演，並入圍威尼斯影展沉浸式內容競賽單元。近年 VR 作品《遺留》、《彩虹彼端》、《寂靜》屢獲國際肯定。

Riverbed Theatre's works span theater, visual art, and digital art. Their latest XR immersive theater production – *Blur* – was launched in 2025 and is an international co-production with PHI Studio (Canada) and Onassis Culture (Greece). It premiered at Taiwan's National Theater & Concert Hall's TIFA and the National Taichung Theater's NTT Arts NOVA, and was selected for the competition segment of the Venice Immersive. Recent VR works such as *All That Remains*, *Over the Rainbow*, and *A Simple Silence* have all received international acclaim.

擅長領域及優勢 Expertise & Strengths

擅長：跨域創作、虛實整合、國際合製及觀眾體驗設計

優勢：藝術成就 - 連續四年作品入選威尼斯影展沉浸單元，並獲多項國際獎項肯定。

巡演潛力 - 作品模組化設計，能靈活適應不同場館（劇院、美術館、影展等）。議題前瞻性 - 關注生命、科技與存在的哲學問題，把觀眾帶入深度反思場域。

Services: Cross-domain creations, merging the virtual with reality, international co-production, and audience experience designs. Critical Acclaim: Selected for the Venice Immersive for four consecutive years and received several international awards and accolades. Touring Potential: Our works feature modular designs that can be adapted for different venues (theaters, art museums, film festivals, etc.). Visionary Themes: Riverbed Theatre spotlights philosophical questions on life, technology, and existence, ushering audiences into a space of deep, reflective thinking.

洽商資訊 Contact Information

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C-4



面具嘉年華 — 第一章：皮亞羅的魔鬼之舞
MASQUERADE. CHAPTER 1: PILLARO'S DEVIL DANCE

《面具嘉年華 — 第一章：皮亞羅的魔鬼之舞》為台灣與厄瓜多合製的 VR 互動紀錄作品。觀眾將隨「魔鬼」面具進入皮亞羅的傳統舞蹈儀式，沉浸於地貌與文化起源。透過互動式舞蹈體驗，作品將歷史、傳統與情感交織，並使世界各地觀眾與厄瓜多文化產生跨域共鳴。

Masquerade. Chapter 1: Pillaro's Devil Dance is an interactive VR documentary co-produced by Taiwan and Ecuador. The audience steps into Pillaro's traditional dance ceremony with a devil mask, immersing themselves in the landscape and the dance's cultural origins. Through an interactive dance experience, the work weaves together history, tradition, and emotions, allowing audiences around the world to resonate with Ecuadorian culture.

媒合需求 We are looking for

1. 北、中、南沉浸式體驗活動場域，結合節慶、嘉年華與影展曝光
2. 異業合作，於全球博物館、畫廊與文化中心展覽
3. 尋找國際文化交流合作對象，並爭取國際行銷及社會影響相關支持資金，推動計畫持續發展。

1. Immersive experience spaces in Northern, Central, or Southern Taiwan for exposure during holidays, carnivals, or film festivals
2. Cross-industry collaboration with international museums, art galleries, and exhibitions at cultural centers
3. We are looking for international cultural exchange and collaboration partners and grants for international marketing and social impact to support our projects.

洽商資訊 Contact Information

詹前後 JAN Chian-jiun
執行長 CEO
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逐光幕影股份有限公司
MOVIE IN CO., LTD.

以「逐光幕影」為名，期許藉由影像反映群體的一瞬之光、從光影與逐格的縫隙中探尋不同層面的創作觀點。以華文內容為基礎，精準執行更多好看動人的影視作品。

Under the name MOVIE IN (pursuing light and shadow), the studio aims to capture the collective's fleeting glimmer of light through moving images, uncovering diverse creative perspectives in the spaces between light, shadow, and each frame. With a focus on Mandarin-language content, the studio is committed to delivering powerful and moving works of film.

擅長領域及優勢 Expertise & Strengths

擅長以影像說故事，創作領域涵蓋電影長片、短片、紀錄片及 VR。現正開發電影劇本《消失頻率》，並製作電影《在河之舟》及紀錄片《洄游》，皆進入後期製作。短片《仰望大尖山的我們》榮獲 2025 美國全球電影競賽亞洲主題紀錄短片傑出獎。

We tell stories in feature films, short films, documentaries, and VR works. We are developing a new film script, and two other projects, one feature and one documentary, are both in the post-production stage. Our short film, *Gazing at Mount Da-Jian*, also received the Award of Excellence at the Accolade Global Film Competition in 2025.

C-5



蓮與子 Lian & Natsuko

蓮與子是一個新媒體混合紀錄片，關於一位現年九十八歲的一位台灣外婆：夏蓮。夏蓮在近二十年前放給孫子看了一部觸目驚心的屠殺影片，影片中的事件導致夏蓮放棄了她的另一個身份：夏子。在夏蓮的女兒和孫子的發起與指導之下，蓮與子試圖紀錄當下的夏蓮，並用人工智慧科技重現日治時期年輕單純的夏子，以及夏子關於這個創傷經驗的模糊回憶。

Lian & Natsuko is a new media hybrid documentary about a 98-year-old Taiwanese grandma: Shia Lian. Nearly twenty years ago, Shia Lian showed her grandson a shocking video depicting a massacre. The events that transpired in the shocking video led Shia Lian to abandon her previous identity: Natsuko. With the help of her daughter and grandson, Shia Lian and Natsuko attempt to document the Shia Lian of today and recreate the young and naive Natsuko of the Japanese colonial period and blurred memories of her traumatic past using AI.

媒合需求 We are looking for

1. 沉浸式項目製作夥伴
2. 沉浸式項目發行顧問
3. 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)
1. Immersive project production partners
2. Immersive project distribution advisors
3. Marketing consultants (for market strategies, data analysis, advertising, fundraising, social media management, and influencer marketing)

合作單位 Partner (s)

Fifth Atrium、
Local Formations (美)

洽商資訊 Contact Information

盧德昕 Lu Te-Hsing
創意總監 Creative Director
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超現代映畫製作有限公司

HYPER CURRENT CO., LTD.

超現代映畫團隊橫跨台灣與美國，專注於內容開發與製作，擅長活用新科技與跨媒材詮釋真實故事，以新媒體藝術、動畫、展場設計、XR 體驗等方式來製作「混合紀錄片」，延展傳統紀錄片的邊界。作品：《油井之殤：鯨落 4993 尺》、《矽利克》、《蓮與子》

Operating in both Taiwan and the United States, the HYPER CURRENT team specializes in content development and production, and is adept at leveraging new technologies and cross-media approaches to tell true stories. Through new media art, animation, exhibition design, and XR experiences, the team creates hybrid documentaries that expand the boundaries of traditional documentaries. Their works include *4993 Feet Under*, *SILIQ*, and *Lian & Natsuko*.

擅長領域及優勢 Expertise & Strengths

有長期配合洛杉磯後期製作團隊與行銷團隊，可協助國際合製與海外行銷。

We work with post-production teams and marketing teams in Los Angeles to assist in international co-production and marketing.

C-6



JENN LEE | 流動未來 X 數位時尚永續創新國際計畫 JENN LEE | Fluid Future X Digital Fashion Sustainability & Innovation International Project

本計畫以 JENN LEE 最新「流動未來：拉鍊系列」為核心，融合精品時尚策展思維與數位科技展演手法，打造虛實展間雙軌並行的策展模式。計畫運用品牌標誌性的獨家拉鍊技術，建構突破性、敘事導向的虛實展演場域，實現時尚與科技的跨域融合，並提升台灣時尚設計品牌於國際市場的辨識度與競爭力。

This project centers around JENN LEE's latest collection – *Fluid Future* × *Digital Fashion Sustainability & Innovation International Project* – and merges luxury fashion curation with digital performance techniques, developing a dual exhibition model that combines both physical and virtual showrooms. Featuring the brand's signature and proprietary zippers, the work creates an innovative, narrative-driven hybrid exhibition space that fuses fashion with technology and elevates the visibility and competitiveness of Taiwanese fashion brands on international markets.

媒合需求 We are looking for

希望媒合對象為具備品牌建構、展演活動、文化行銷、虛實整合（如 VR / AR）、服裝設計或視覺內容製作需求的單位。我們專長於美學策劃、敘事設計與沉浸式體驗開發，能協助品牌提升形象與市場影響力，並擴展其營運價值。歡迎政府、企業、文化機構或新創團隊等有實際應用需求者洽談合作。

We hope to collaborate with partners looking for brand development, event production, cultural marketing, virtual-reality integration (VR/AR), fashion design, or visual content creation. We specialize in aesthetic curation, narrative design, and immersive experiences. We can help brands elevate their image and market impact to enhance the value of their operations. We welcome government agencies, corporations, cultural agencies, startup teams, or any parties that require our services to reach out and explore collaborations with JENN LEE.

合作單位 Partner (s)

聚陽實業股份有限公司
Makalot Industrial Co., Ltd.

洽商資訊 Contact Information

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錚李服裝設計有限公司

JENN LEE Co., Ltd

JENN LEE 以跳脫框架的新能量展現時裝之美，透過新世代思維販售有故事的夢。時裝設計、產品設計、品牌視覺規劃皆為我們的服務範疇，主要項目為設計與販售品牌自家商品，跨界合作與舉辦國際時裝秀也是我們的強項之一。我們有別於業界的獨樹一格形象，將設計與藝術結合並帶出當代之美。

JENN LEE highlights the beauty of fashion with ground-breaking new energy, selling storied dreams with an innovative mindset. Our services include fashion design, product design, and brand visuals, but we largely focus on the design and sales of our own products. Our strengths include cross-domain collaboration and staging international fashion shows. With a unique brand that sets us apart in the industry, we fuse design and art to showcase contemporary beauty.

擅長領域及優勢 Expertise & Strengths

我們擅長策展式敘事與世界觀建立，並以獨特的美學設計與敘事手法，協助品牌完成時尚化的行銷與包裝。我們將抽象的概念轉化為具象的故事，使專案超越單純商業計畫，成為具有文化厚度的品牌體驗。憑藉多年於倫敦與國際時裝週的實戰經驗，我們能將品牌帶入全球語境，提升形象並創造國際能見度。

We excel in curatorial narratives and building world views. With unique aesthetic designs and narrative approaches, we support brands in delivering fashion marketing and packaging. We transform abstract concepts into substantial stories, empowering projects to transcend commercial plans and transform into brand experiences with rich cultural layers. With years of experience at fashion weeks in London and around the world, we are capable of placing brands into global contexts, elevating their images, and creating international visibility.



全域展窗

Panoramic Window





《自造自然—超越有機的共生》未來生態藝術展 Nature and Artificial Natures: Symbiosis Beyond the Organic

《自造自然—超越有機的共生》展覽由文策院支持、雙融域與藝術家陳普共同策劃，展覽橫跨藝術與科學、自然與科技、觀察與感知的多重對話，不只融合 AI 生成互動影像、裝置藝術、夜光植物，更結合 1:1 生物實拍投影，打造出一座橫跨時間與空間的感官場域，讓大眾一同走入其中思索未來文明的生成與生命形態的多重可能。

The Nature and Artificial Natures: Symbiosis Beyond the Organic exhibition is supported by TAICCA and co-curated by AMBI SPACE ONE and Artist Pu Chen. The exhibition is a dialogue transcending art and science, nature and technology, and observation and perception. It merges AI-generated interactive images, installation art, and bioluminescent plants with lifesized projections of real organisms, culminating in a sensory space that stretches across time and space. The exhibition invites the public into a space that ponders the multifarious possibilities of future civilizations and different forms of life.

媒合需求 We are looking for

海外展出平台媒合、海外 IP 內容授權媒合、國內 IP 內容授權媒合

247Visualart is looking for overseas exhibition platforms, overseas IP licensing partnerships, and domestic IP licensing partnerships

合作單位 Partner (s)

雙融域股份有限公司
Ambi Space Inc.

日目視覺藝術有限公司 247Visualart

日目 247Visualart 致力於跨域創作、體驗設計、IP 塑造與數位藝術，透過跨媒介敘事營造感知體驗。合作涵蓋總統府、文化部、文策院、各級政府與博物館，並與誠品、台泥、富邦、台新、台中國家歌劇院等企業及藝文單位合作，展現跨界整合與藝術創新實力。

Specializing in cross-domain creation, experience design, IP development, and digital art, 247Visualart crafts sensory experiences through cross-media storytelling. Previous partners include the Office of the President, Ministry of Culture, TAICCA, and various levels of government and Museums as well as Eslite, TCC Group Holdings, Fubon, Taishin, and National Taichung Theater – a testimony to their strength in cross-domain and artistic innovation.

擅長領域及優勢 Expertise & Strengths

體驗設計、IP 塑造、多媒體應用、品牌視覺整合、展覽企劃

Experience design, building IPs, multimedia applications, cohesive brand visuals, and exhibition planning

洽商資訊 Contact Information

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感官協奏曲：四季 Sensory Concerto: The Seasons

《感官協奏曲：四季》是一場融合聲音與球型投影的沉浸式體驗，體驗長度約 20–30 分鐘，可容納 12–15 位觀眾。參與者將躺在穹頂空間中，透過 ASMR 與心理聲學設計，結合生成式 AI 投影，重新感受韋瓦第《四季》的音樂。

An immersive experience that blends sound and spherical projection, *The Sensory Concerto: Seasons* is a 20 to 30-minute experience that can accommodate 12 to 15 people at the same time. For the experience, viewers lie in a domed space and reexperience Vivaldi's *The Four Seasons* through a generative AI projection created with ASMR and psychoacoustic designs.

媒合需求 We are looking for

1. 發行合作夥伴（穹頂展演場域）：
作品以身心靈療癒為主題，結合古典音樂，若對身心靈、音樂藝術等主題有興趣，歡迎與我們聯繫。

2. 可建造穹頂空間之場館：作品須搭建可拆式穹頂空間，基本需求為直徑 8 公尺，期待與各場館及策展單位合作。

1. Distribution partners (with domed spaces): Our work employs classical music and is therapeutic for the mind, body, and soul. Please reach out if you're interested in themes of the body, mind, soul, music, and the arts.

2. Venues that can accommodate domed spaces: The work requires the construction of a removable dome space with a minimum diameter of eight meters. We look forward to collaborating with venues and curatorial teams that are able to accommodate.

合作單位 Partner (s)

Digital Rise (法)

洽商資訊 Contact Information

林晏如 Jamie Lin
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綺影映畫有限公司

Serendipity Films Ltd.

綺影映畫於 2015 年成立，立足台灣與澳門，專注於電影、影集與沉浸式製作，並拓展作品至國際發行。秉持「融合文化、映照生活」的理念，將想像力與技術結合，持續創造多元的作品。團隊成員遍布亞洲、美洲與歐洲，以專業且靈活的合作方式，在多元媒介中帶來創意驚喜。

Established in 2015, Serendipity Films is based in both Taiwan and Macau. The studio produces films, TV series, and immersive experiences and has been expanding its international distribution. With the belief of merging cultures and capturing life, Serendipity Films blends imagination with technology to deliver more diverse works. Team members span Asia, the Americas, and Europe, delivering surprising creativity in diverse mediums with their expertise and flexible collaborative models.

擅長領域及優勢 Expertise & Strengths

綺影映畫旗下品牌「綺影幻境」，專注於沉浸式體驗與內容策劃，擁有橫跨原創開發、展演設計、品牌合作、國際影展顧問與代理銷售的多元經驗，結合創意製片與體驗策略設計，一方面扶植新銳創作者開發具獨特敘事風格的原創作品，另一方面也協助品牌、場館、機構打造兼具文化深度與商業潛力的沉浸式體驗。

Serendipity specializes in immersive experiences and content. Our works span original development, exhibition design, brand collaboration, film festival consulting, and distribution. With creative productions and experiential design, we support emerging creators to develop original stories with unique narrative styles. We also assist brands, venues, and institutions with building immersive experiences that combine cultural depth with commercial potential.



聯合三大兒童 IP 之光影沉浸年票套裝劇場開發計畫 Annual Pass Immersive Kids Theater Development Project Showcasing Three Taiwanese Children's IPs

本計畫將台灣在地兒童 IP 結合本團隊的沉浸劇院技術及策展經驗，推進親子市場新媒體科技藝術的發展。目前，台灣兒童品牌較常以書籍、動畫、節目、劇場等形式呈現，卻少有以沉浸式形式開發內容。夢境現實運用強大的場域資源和製作能力，與台灣兒童 IP 進行跨域整合，開創高科技高品質的親子市場年票商業模式。

The project integrates local Taiwanese children's IP with our team's expertise in curating immersive theaters to develop interactive, immersive theater experiences based on children's IPs, promoting the development of new media and technology art for children's markets. Currently, children's IP in Taiwan is typically presented through books, animation, TV programs, or theater, with few developing immersive content for children. At Moondream Reality, we leverage our powerful resources in venues and production to collaborate with children IPs in Taiwan and pioneer a high-tech, high-quality annual pass business model for markets targeting families.

媒合需求 We are looking for

具有行銷動能與廣大粉絲基礎的 IP 方合作
我們具備專業的製作能力與自營沉浸式劇場，可以承接從內容製作到展演呈現的完整流程。幫助 IP 方拓展新的展演形式與商業模式，並結合雙方市場與粉絲基礎，擴大影響力。
透過行銷與粉絲動能的結合，我們希望與 IP 方共創沉浸式娛樂的新篇章，提升票房與品牌價值。

We are looking for IP owners with strong marketing capabilities and a large fan base.
As an experienced producer with our own immersive venue, Moondream Reality can offer services spanning from the initial content production stage to final presentation. We are ready to help IP owners explore new presentation formats and business models, combining both our markets and fan bases to amplify our influence. By capitalizing on marketing campaigns and existing fan bases, we hope to work with IP owners to increase ticket sales and brand value, co-creating a new chapter in immersive entertainment.

洽商資訊 Contact Information

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夢境現實股份有限公司 Moondream Reality Co., Ltd.

夢境現實是全世界第一座 MR 沉浸式劇院。

結合混合實境（Mixed Reality）與沉浸式投影，以科技推進藝術的界線，打造新型態的藝術場域。讓參與者在欣賞藝術的同時更全面地投入，成為藝術的一部分。2021 年是夢境現實的起點，前所未見的感官體驗、夢境中才能實現的夢幻場景，都在這裡成為現實。

Moondream Reality is the world's first immersive MR theater.

By integrating mixed reality with immersive projection, Moondream Reality pushes the boundaries of art through technology to create a new artistic landscape. In this new domain, participants experience a fuller and more comprehensive immersion as they appreciate the artworks, ultimately becoming part of the work itself. Founded in 2021, Moondream Reality transforms fantastical dreamscapes into reality.

擅長領域及優勢 Expertise & Strengths

專注於沉浸式、互動科技與跨領域內容開發。作品涵蓋互動沉浸展、VR、AR、MR 等多元形式，融合技術、設計與故事，創造以觀眾感受為核心的體驗。前身為夢想動畫的互動部門，2024 年正式獨立成為子公司，具備完整的內容製作能力，並享有母公司豐富的美術與影視資源，持續推進藝術與科技的界線，拓展創作的更多可能。

Moondream Reality specializes in producing immersive, interactive, and cross-domain content. Our works are presented in diverse formats such as immersive exhibitions, VR, AR, and MR, and supported with technology, design, and storytelling to deliver experiences that center on audience emotions. Previously the interactive design division at Moonshine Studio, Moondream Reality, became an independent subsidiary in 2024. We are equipped to produce content and are backed by Moonshine Studio's robust artistic and film and TV resources. At Moondream Reality, we will continue to push the boundaries of art and technology to explore the potential of creativity.



《瓶中的永恆花園：不穩定系統中的無限演算與數位生命》 The Eternal Garden in a Bottle: Infinite Algorithms and Digital Life in Unstable Systems

《瓶中的永恆花園》由藝術家吳哲宇創作，靈感源自數位生態瓶。系統內含天氣與虛擬生物，產生數據轉化為「扭曲樂譜」，由音樂家即興演奏，聲音再回饋影響生態演化，形成一個在混沌與秩序間不斷演化的人機互動封閉迴圈，觀眾亦可參與使展演獨一無二。作品融合 XR、視覺投影、演算聲響與 AI 詩句，呈現沉浸式新媒體藝術體驗。

The Eternal Garden in a Bottle, created by artist Che-Yu Wu, is inspired by a digital terrarium. In the terrarium, a weather system and virtual organisms generate data that are converted into "distorted" musical scores, which musicians improvise on to impact the evolution of the terrarium's ecosystem. This creates a closed loop of human-machine interaction that evolves between chaos and order, with audience interaction resulting in each iteration being always unique and different. Merging XR, visual projection, algorithmic sounds, and AI-generated poetry, *The Eternal Garden in a Bottle* delivers a new, immersive media art experience.

媒合需求 We are looking for

1. 北、中、南、東以及國外大型沉浸式場域
2. 具場域營運經驗的異業品牌（如購物中心、藝文空間、藝廊、餐酒館、酒吧）
3. 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）
1. Large immersive venues in Northern, Central, Southern, and Eastern Taiwan or abroad
2. Cross-industry brands with experiences in operating and managing venues (e.g., shopping malls, art/cultural spaces, art galleries, restaurants, and bars)
3. Marketing consultants (for market strategies, data analysis, advertising, fundraising, social media management, and influencer marketing)

合作單位 Partner (s)

法國國家電影與動畫中心、法國巴黎 104 文化中心、高雄市電影館、法國在台協會、法國藝文推廣總署

National Centre for Cinema and the Moving Image, Centquatre-Paris, Kaohsiung Film Archive, French Office in Taipei, The French Institute

洽商資訊 Contact Information

朱德淮 Wade Zhu
執行長 CEO
wade.zhu@monoame.com

墨雨互動設計有限公司 MONOLAB

MONOLAB 是專注於藝術互動展演與創新場域設計的品牌，融合藝術、時尚與科技，為探索身心靈成長的人們打造全新體驗。我們相信藝術能喚起最真摯的情感，每一次展演不僅是視覺與感官的享受，更是觸動心靈印記的媒介。以「物哀」美學為核心，MONOLAB 鼓勵觀眾在無常中體悟力量，從感動與共鳴裡找到勇氣，走向更深邃而豐富的人生。

Dedicated to interactive art exhibitions, performances, and innovative spatial design, MONOLAB blends art, fashion, and technology to craft new experiences for those seeking growth of mind, body, and spirit. We believe that art awakens the most sincere emotions, and that each exhibition and performance is not only a visual and sensory experience but also a medium that touches the soul. Guided by the aesthetic of mono no aware (the sorrow of human existence), MONOLAB invites audiences to find strength in impermanence and draw courage from moments of emotion and resonance, encouraging them to lead a more profound and enriching life.

擅長領域及優勢 Expertise & Strengths

獨特前衛的美學思維、科技與藝術的系統整合、善於創造空間氛圍的場域、多感官情感的共鳴

With unique, avant-garde aesthetics, MONOLAB integrates technology and artistic systems to create unique ambient spaces that resonate with human senses.



「與幾米頭碰頭」全境式沉浸互動展
TOUCHING HEAD WITH JIMMY LIAO | IMMERSIVE INTERACTIVE
EXHIBITION

以幾米疫情期間新作《頭碰頭說說話》為概念與軸線，包裹兩部經典繪本《向左走·向右走》和《月亮忘記了》，透過多媒體製作、沉浸式投影、肢體動態偵測與互動設計，加上 O2O 遊戲化導入社群行銷，打造「幾米繪本全境式沉浸互動展」，透過售票、周邊商品銷售與海外授權，拓展品牌影響力與國際市場，發揮 IP 長尾效益。

This immersive exhibition centers on one new picture book and two classics by Jimmy Liao. The experience leverages immersive projection, interactive design, and multimedia production to bring these stories to life, while O2O gamification extends the experience through social media marketing. Through ticket sales, merchandise, and international licensing, the exhibition expands the brand's reach and taps into new markets, maximizing the long-tail value of the IP.

媒合需求 We are looking for
贊助、專案投資
Sponsors, project investments

合作單位 Partner (s)
紅然 MAGIC BOX 魔術方塊數
位故事館
RYB STUDIO CO., LTD.

洽商資訊 Contact Information
楊惠華 Jeannie Yong
品牌發展業務經理
Business Development Department
Manager
jeannie.yong@jimmyspa.com

墨策國際股份有限公司
Jimmy S.P.A. Plus Co., Ltd.

墨策國際為拓展幾米品牌而成立，運用各種形式演繹、轉化、串接和跨界，開創幾米繪本的多元價值。公司專職各類跨界合作專案、影視動畫、展覽演出、公共藝術、主題空間與國際業務，秉持創意與創新的發展、藝術與商業的平衡、形象與品質的控管，展現幾米作品的精神與魅力，確立幾米由文化內容衍生為文化品牌的特殊地位。

Jimmy S.P.A. Plus was founded to expand the Jimmy Liao brand, specializing in cross-industry collaborations, film and animation, exhibitions and performances, public art installations, themed spaces, and international partnerships. With a strong focus on creativity and innovation, balancing art and business, and maintaining strict control over brand image and quality, the company creates unprecedented added value for Jimmy Liao's picture books.

擅長領域及優勢 Expertise & Strengths

墨策國際以「IP 內容價值再創造」為核心，持續嘗試將繪本內容轉化為不同類型的多元體驗。我們在專案整合與創意策劃上累積經驗，努力在藝術美感與市場需求之間找到平衡，並關注每個細節以維持品質。透過創新策劃與精準執行，我們致力建立品牌差異化優勢，並在新媒體與多場景應用中持續拓展影響力，開啟更多內容延伸的可能。

Jimmy S.P.A. Plus aims to add value to IP content, consistently exploring ways to transform illustrated books into different types of experiences. We have accumulated extensive expertise in project integration and creative planning, striving to strike a balance between artistic aesthetics and market demand, while paying close attention to detail to ensure quality. Through innovative planning and precise execution, we are committed to building a differentiated brand advantage and continuously expanding our influence across new media and multi-scenario applications, creating more possibilities for IP content.

夢境現實沉浸體驗播映

IMMERSIVE EXPERIENCES AT MOONDREAM REALITY

「夢境現實MR沉浸式劇院」，呈現多部由文策院扶植的沉浸式作品。
觀眾在此不僅能「看見」作品，更能「走進」其中，感受科技帶來全新沉浸體驗。

Moondream Reality will be presenting several immersive titles supported by
TAICCA. Participants will be able to see these works and walk into them,
experiencing a brand new immersive experience created by technology.

10.24 FRI.

夢境現實 Moondream Reality 高雄市苓雅區海邊路15號鯨魚堤岸O1館

Whale Wharf O1, No. 15, Haibian Road, Lingya District,
Kaohsiung City, Taiwan

每場次開演時間

10:00 11:38 13:16 14:54 16:32



聯合三大兒童 IP 之光影沉浸
年票套裝劇場開發計畫

ANNUAL PASS IMMERSIVE KIDS THEATER
DEVELOPMENT PROJECT SHOWCASING
THREE TAIWANESE CHILDREN'S IPS

夢境現實股份有限公司 Moondream Reality Co., Ltd.



《瓶中的永恆花園：不穩定系統中的
無限演算與數位生命》

THE ETERNAL GARDEN IN A BOTTLE: INFINITE
ALGORITHMS AND DIGITAL LIFE IN UNSTABLE
SYSTEMS

墨雨互動設計有限公司 MONOLAB
法國國家電影與動畫中心
National Centre for Cinema and the Moving Image
法國巴黎 104 文化中心 Centquatre-Paris
高雄市電影館 Kaohsiung Film Archive
法國在台協會 French Office in Taipei
法國藝文推廣總署 The French Institute



《自造自然—超越有機的共生》
未來生態藝術展

NATURE AND ARTIFICIAL NATURES:
SYMBIOSIS BEYOND THE ORGANIC

日目視覺藝術有限公司 247Visualart
雙融域股份有限公司 Ambi Space Inc.



「與幾米頭碰頭」全境式沉浸互動展

TOUCHING HEAD WITH JIMMY LIAO
IMMERSIVE INTERACTIVE EXHIBITION

墨策國際股份有限公司 Jimmy S.P.A. Plus Co., Ltd.
紅然 MAGIC BOX 魔術方塊數位故事館 RYB STUDIO CO., LTD.

產業連結

Industry Network



台灣文化科技作品於國際獲獎無數，驗證台灣具備文化與科技發展優勢。今年文策院規劃一系列產業連結，串聯資源、建構跨域共製生態。辦理國內外講座，聚焦科技賦能 IP 發展，從創新商模到商業市場全攻略，從國際線上體驗消費到巡展經紀經營，邀請科技巨擘、場域平台、國際策展人與經紀人分享與交流，提案大會與一對一媒合會為尋求合作之團隊與企業，加速促成跨域合作至市場落地。

Cultural tech works from Taiwan have received many recognitions around the world, based on cultural and tech achievements over the years in the country. TAICCA organizes a series of industry networks this year to support co-production ecosystems with resources needed. Panels and presentations focus on how tech enables IP development. From innovative business models, commercial strategies, online experience consumption, to touring management, we invite tech conglomerates, venue/platform operators, curators, and agents for their insights. Pitches and meetings help teams and companies to identify their partners and markets faster.

SCHEDULE

時程



10 / 21

Tue

11:20-12:20

IP 多元變現：科技賦能 × 創新商模
IP Monetization:
Tech Empowerment &
Innovative Business Models



@ 駁二藝術特區 大勇區 自行車倉庫
Bicycle Warehouse, Pier2 Art Center

13:00-14:00

IP 轉譯沉浸式展演：
跨域共製 × 商業落地
Co-production and
Commercialization: Translate IP into
ImmersiveExperiences



@ 駁二藝術特區 大勇區 自行車倉庫
Bicycle Warehouse Pier2 Art Center

10 / 21

Tue

15:00-16:30

文化科技媒合與國際發行操作實務
Creation to Market: Cultural-Tech
Distribution for Global Reach



@ 駁二藝術特區 大勇區 自行車倉庫
Bicycle Warehouse, Pier2 Art Center

17:00-18:30

從 IP 選擇到巡展：
沉浸式場館策略指南
IP to Touring：
Global Trends and Success Storytelling
in Immersive Content



@ 駁二藝術特區 大勇區 自行車倉庫
Bicycle Warehouse, Pier2 Art Center

10 / 22

Wed

10:00-11:25

提案大會：沉浸式體驗提案專場
Session 1:
Immersive Experience Pitching
Session



@ 駁二藝術特區 大勇區 自行車倉庫
Bicycle Warehouse, Pier2 Art Center

11:55-13:05

提案大會：
文化科技技術提案專場
Session 2:
Cultural Technology Pitching Session



@ 駁二藝術特區 大勇區 自行車倉庫
Bicycle Warehouse, Pier2 Art Center

13:20-18:00

邀請制

一對一商務媒合
one-on-one
matchmaking meetings



@ 駁二藝術特區共創 2 號基地
文策院南部營運中心
TAICCA, Pier-2 Base No.2

10 / 23

Thu

11:00-12:30

提案大會：遊戲提案專場
Session 3:
Gaming Pitching Session



@ 駁二藝術特區 大勇區 自行車倉庫
Bicycle Warehouse, Pier2 Art Center

13:30-18:00

邀請制

一對一商務媒合：遊戲提案專場
Gaming Section one-on-one
matchmaking meetings



@ 駁二藝術特區 共創 2 號基地
文策院南部營運中心
TAICCA, Pier-2 Base No.2

10 / 24

Fri

10:00-16:55

夢境現實沉浸體驗播映
Immersive Experiences at
Moondream Reality

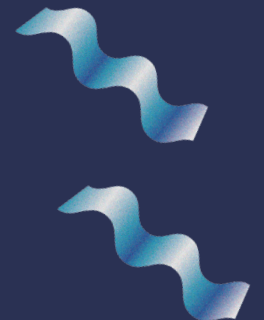


@ 夢境現實
Moondream Reality



播映場次

10:00
11:38
13:16
14:54
16:32



IP 多元變現： 科技賦能 × 創新商模

IP Monetization: Tech Empowerment & Innovative Business Models

隨著原創 IP 逐步成熟，內容業者正面臨如何將創意轉化為穩定收益的挑戰。本場活動聚焦「IP 變現」的多元商業模式，邀請展演作品深獲好評與熱賣的團隊，分享虛擬演出、沉浸展覽、異業聯名等多元商業應用，解析票房、品牌合作、線上線下活動等多重收益來源，並探討 AI 技術應用潛力、內容設計到整體營運的策略整合。適合正思考 IP 商轉的創作者、公司參考借鏡。

As original IPs mature, content producers are confronted with the challenge of converting creativity into sustainable revenues. The session will spotlight diverse business models that can empower IP monetization, inviting teams behind widely acclaimed and best-selling works to share their commercial applications across virtual performances, immersive exhibitions, and cross-industry collaborations. Speakers will break down different revenue sources – including ticket sales, brand collaborations, or online/offline events – and explore the strategic integration of potential AI applications, content design, and overall operations. This session is great for content creators or businesses looking to commercialize and monetize their IPs.

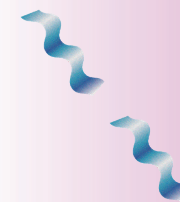
主持人 Moderator



柯智豪 Blaire Ko
音樂製作人 Producer

台灣音樂家、音樂製作人，近年製作獲獎：巴奈《夜婆》獲 2024 金曲獎最佳台語專輯、同根生《邊緣轉生術》獲 2023 金曲獎最佳專輯製作人，也曾獲最佳客語專輯；入圍金馬獎、金鐘獎、台北電影節配樂、歌曲獎項等。近年作品如：茶金、孤味、血觀音等。

Blaire Ko is a Taiwanese musician and music producer. As a producer, Ko has won the 2024 Golden Melody Awards for Best Taiwanese Album for producing Panai's *Iā-Pô*, the 2023 Golden Melody Awards for Best Album Producer for A_Root's *Holy Gazai*, and the Golden Melody Awards for Best Hakka Album. Ko has also been nominated for the Golden Horse Awards, Golden Bell Awards, and the Taipei Film Awards for his music scores and soundtracks. Recent works include music scores and soundtracks for *Gold Leaf*, *Little Big Women*, and *The Bold, the Corrupt, and the Beautiful*.



10/21 Tue. 11:20-12:20
自行車倉庫主舞台

講者 Speaker

打造虛擬明星 IP：VTuber 的演出經濟與粉絲營運術

VTuber: Build Your Business with Fandom



王舜平 | 春魚創意股份有限公司商務經紀人
Hi-Chat | Business Development Manager of Springfish Co., Ltd.

我是春魚創意商務部的海雀，專注於策略合作與市場拓展。以「為虛擬帶來真實溫度，勇於多挑戰半步」為核心，打造具文化深度與商業價值的虛擬娛樂體驗外，同時關注南部市場發展及產業聯盟，與春魚一同成長並開創新局。

Hi-Chat specializes in strategic partnerships and market expansion at Springfish Co., Ltd. Guided by the core belief of "bringing great stories to life through virtual IP" he is committed to developing virtual entertainment experiences that combine cultural depth with commercial value. His current focus includes advancing the southern Taiwan market and fostering cross-industry alliances, growing in step with Springfish to open new horizons for the future.

講者 Speaker

打造 IP 虛擬演唱會的技術與市場布局

Virtual Concerts: Tech and Market Plans



楊乃甄 | VIVE ORIGINALS 企劃總監
NaiChen Yang | Content Planning Director of HTC VIVE ORIGINALS

宏達電 VIVE ORIGINALS 企劃總監，參與品牌 XR 作品之開發、創作與製作統籌，團隊作品曾獲威尼斯等國際影展入圍及全球華文永續報導獎肯定；亦參與虛擬娛樂平台 BEATDAY 之上市與營運，致力於探索沉浸式娛樂內容的可能。

NaiChen Yang has led the development and production of award-nominated XR projects recognized by the Venice International Film Festival and the Global Chinese Sustainable Reporting Awards. She also contributed to the launch and operation of BEATDAY, a virtual entertainment platform, advancing innovations in immersive entertainment.

講者 Speaker

空間即內容：沉浸式 IP 策展的場域再造術

Space as Content: How to Develop Immersive Programs



周琍敏 | 科文雙融股份有限公司總經理／
雙融域股份有限公司執行董事／合方創意股份有限公司董事長
Jasmine Chou | General Manager of CT Ambi Inc. / Executive Director of AMBI SPACE ONE Co., Ltd. / Chairman of Have fun Creative Co., Ltd.

專長策略定位、空間營運、藝文策展。推動創新創意平台，培育優秀文化藝術新媒體創作者。

2021 年加入雙融域，雙融域以打造科技藝術整合平台與推動科技藝術與文化內容策略為目標，於台北 101 建置全台首創 5G+4K 全沉浸場域，透過沉浸式展演平台結合文化內容、場域及顯示科技等領域強項，以沉浸式互動展演帶動周邊育樂的創新模式與市場應用，策劃製作數位內容展覽包括絕美之島縮時映像誌 / 台灣當代藝術大師江賢二沉浸光影互動展，目標建構台灣文化科技體驗經濟產業生態系。

Specialized in strategic positioning, space operation, and art curation.

In 2021, joined AMBI SPACE ONE, a company dedicated to creating a technology-art integration platform and promoting technology, art, and cultural content strategies. Pioneering the first 5G+4K fully immersive venue at Taipei 101, leveraging immersive exhibition platforms and combining strengths in cultural content, venues, and display technology. Through immersive interactive exhibitions, aiming to drive innovation in the surrounding entertainment sector. Involved in curating and producing digital content exhibitions, including the breathtaking island time-lapse journal "Taiwan: The Beautiful Isle" and the immersive interactive exhibition of Taiwanese contemporary art master Paul Chiang. The ultimate goal is to construct Taiwan's cultural technology experiential economy ecosystem.

講者 Speaker

設計 × 科技 × 內容：以 AI 與文化 IP 構築的創新展演與商業通路

Innovative Exhibition and Commercial Channels with AI and IP



陳普 | 日目視覺藝術有限公司總監／跨領域創作者
Pu Chen | Director of 247 Visual Art Co., Ltd. / Multidisciplinary Artist

擅長透過多維度媒材與 IP 敘事打造創新的體驗場景。作品曾於森美術館策展之六本木藝術之夜、阿姆斯特丹市立美術館、台北 101 雙融域、台灣國家美術館等展出。

Pu Chen excels at creating innovative experiential scenarios through multi-dimensional media and IP storytelling. His works have been exhibited at Roppongi Art Night curated by the Mori Art Museum, the Stedelijk Museum in Amsterdam, Taipei 101's Double AMBI SPACE ONE, and the National Museum of Fine Arts in Taiwan, among other venues.

IP 轉譯沉浸式展演： 跨域共製 × 商業落地

Co-production and Commercialization: Translate IP into Immersive Experiences

在沉浸式體驗成為日常娛樂的時代，場域如何結合 IP 走進觀眾的感官世界？本次活動邀請 IP 內容方 × 場域平台方對談，從夢幻繪本走進《幾米繪本全境式沉浸互動展》，到原創動畫《妖怪森林》轉譯為 i-Ride 飛行劇院體感內容，分享如何將 IP 變成沉浸式展演並創造商業價值，AI 技術的多元應用、以及跨域合作中的挑戰與市場觀察，探索 IP 延伸價值的潛力。

In an era where immersive experiences have become everyday entertainment, how can venues leverage IPs to appeal to their audiences? The session brings together IP owners and venue operators for a conversation on transforming and commercializing IPs through immersive experiences. Through case studies such as the *Touching Head with Jimmy Liao: Immersive Interaction Exhibition* and *Luda: i-Ride Flying Theater*, the session will explore the diverse applications of AI, challenges from cross-domain collaborations, and market insights, uncovering the unlimited potential and untapped value of IPs.



主持人 Moderator



張文櫻 Alice Chang

文化內容策進院副院長

Chief Executive Officer, TAICCA Deputy

國立台灣科技大學碩士，現為國立台北藝術大學博士候選人。具多年科技產業推動與文化內容跨域經驗，曾於科技會報辦公室負責前瞻科技政策規劃與跨部會協商，並在資策會推動數位典藏、數位內容、新媒體藝術展演與博物館科技等計畫。兼具產官研歷練，現專注於文化科技領域及全球市場拓展，相信跨域協作能共創多贏。

Alice Chang, Deputy CEO of the Taiwan Creative Content Agency (TAICCA), holds a Master's degree from National Taiwan University of Science and Technology and is currently a PhD candidate at Taipei National University of the Arts. She has extensive experience bridging technology and cultural content, having worked at the National Science and Technology Council on foresight policy planning and inter-ministerial coordination, and at the Institute for Information Industry on initiatives in digital archiving, digital content, new media art exhibitions, and museum technology. With a background spanning industry, government, and academia, she now focuses on cultural-tech innovation and global market development, believing that cross-sector collaboration can generate win-win outcomes.

10/21 Tue. 13:00-14:00
自行車倉庫主舞台

講者 Speaker

i-Ride 國際佈局策略：飛行劇院如何攜手文化 IP 破圈而出

How i-Ride Expands Internationally with Cultural IPs



彭彥倫 | 智崙科技股份有限公司營運中心處長
Josh Peng | Director of Operations Center of Brogent Technologies Inc.

智崙營運中心處長彭彥倫，擁有墨爾本大學資訊管理碩士學位及逾十年媒體經驗。他於 2015 年加入智崙擔任董事長特助，負責公關、業務與行銷。自 2021 年接任處長後，主導集團國內據點營運及海內外業務拓展。

Josh Peng holds a Master's degree in Information Management from the University of Melbourne and brings over a decade of media industry experience. He joined Brogent Technologies Inc. in 2015 as Special Assistant to the Chairman, supporting public relations, business development, and marketing efforts. Since 2021, he has led domestic operations while driving the company's international business expansion.

講者 Speaker

IP 的感官升級術：如何與科技平台共構體驗

Construct Upgraded IP Experiences with Tech Platforms



王世偉 | 原金國際有限公司動畫導演
Vick Wang | Animation Director of Engine Studios LLC

於電腦動畫領域擁有豐富的資歷，同時也是實踐大學媒體傳達設計學系系主任，參與過許多跨國際合作的電影及動畫的製作。執導過之動畫影集共獲得如法國安錫動畫影展競賽片等百項國際影展肯定，其共同導演與監製作品「再探飛鼠部落」、「吉娃斯愛科學」原創動畫影集前後獲得二座金鐘獎最佳動畫節目獎，並於 2018 年受邀於 TEDxTaipei 演講。2024 年推出新作品《妖怪森林》動畫電影以本土怪物傳說為基礎，講述了一個關於小女孩和魔神仔之間冒險與信任的奇幻故事。自上映以來已經授權發行至全球三十幾個國家。

Vick Wang (Wang Shih-Wei) is the Chair of the Department of Media Communication Design at Shih Chien University. With rich experience in computer animation, he has worked on numerous international co-productions. His works have been selected by major festivals such as Annecy, and his co-directed "GoGoGiwas" animation series won the Golden Bell Award for Best Animation Program. In 2018, he was invited as a TEDxTaipei speaker. His latest feature, *LUDA: Monsters of the Forest* (2024), inspired by Taiwanese folklore, has been licensed to over thirty countries worldwide.

講者 Speaker

打造可複製的 IP 展演模型：從 MagicBox 出發的實戰經驗

MagicBox: Build a Replicable IP Exhibition Model



Amily 楊 | 紅然股份有限公司共同創辦人暨營運總監
Amily Yang | Co-Founder / Chief Operating Officer of RYB Studio Co., Ltd.

具豐富時尚品牌與商場經營管理及文化科技產業經驗，專長於沉浸式展演規劃與 IP 跨域合作。曾監製「Magic Box」智慧型展演場域作品及多項國際專案，包含迷宮書店全境式舞台音樂劇、日本集英社《我推的孩子》沉浸式光影展與原住民沉浸式演唱會，致力推動智慧場域應用與文化內容國際化。

With extensive experience in fashion brand management, mall planning, and cultural technology, Amily Yang specializes in immersive experience design and IP cross-sector collaboration. Her productions include the patented "Magic Box" venue, the immersive musical Labyrinth Bookstore, the *Oshi no Ko* Immersive Exhibition by Shueisha, Japan, and indigenous immersive concerts. She is dedicated to advancing smart venue applications and the internationalization of cultural content.

講者 Speaker

幾米 IP 再進化：沉浸式互動如何延續經典繪本生命

How Interactive Exhibitions Extend IP Lifecycles



李雨珊 | 墨策國際股份有限公司總經理
Yusan Lee | General Manager of Jimmy S.P.A. Plus Co., Ltd.

自 2000 年成立幾米品牌以來，策劃並主導多項展覽與公共藝術專案，監製電影、短片動畫及 VR 互動作品。近期推動迷你動畫影集《小蝴蝶小披風》與沉浸互動展《與幾米頭碰頭》，持續拓展品牌國際影響力，開啟數位新篇章。

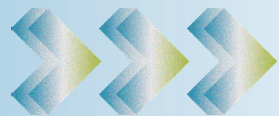
Since the establishment of the Jimmy Liao brand in 2000, Yusan Lee has planned and led numerous exhibitions and public art projects, and has also produced films, short animations, and VR interactive works. Most recently, she spearheaded the mini animation series *Shiny and Moony* and the immersive interactive exhibition *Touching Head with Jimmy Liao*, further expanding the brand's international reach and opening a new chapter in the digital era.

文化科技媒合與國際發行操作實務

Creation to Market: Cultural-Tech Distribution for Global Reach

文化科技內容正加速走向全球舞台，沉浸式敘事涵蓋藝術、娛樂與創新體驗。透過發行策略、在地化與跨國合作，作品得以進入主流平台，開啟文化價值與國際市場的全新可能。

Cultural tech content is going global fast. Immersive storytelling covers art, entertainment, and innovative experiences. With distribution strategies, localization, and international partnership in mind, projects can become mainstream, and unlock new opportunities for cultural values and international markets.



主持人 Moderator



嚴睿淇 Rae YEN

文化內容策進院文化科技處國際拓展組組長

Senior Manager, International Partnership, Dept. of Content & Culture Technology, Taiwan Creative Content Agency (TAICCA)

專注於國際合作，致力於推動台灣文化內容與科技的融合，並將相關成果導入市場。擁有劇場與數位藝術的背景，曾擔任獨立製作人，並於廣藝基金會與台灣會展產業發展協會擔任專案經理。擅長跨領域的國際合作策略規劃、商業開發與協商，並擁有豐富的展覽與現場演出製作經驗。

Rae is currently serving as a senior manager at the Taiwan Creative Content Agency (TAICCA), focusing on international cooperation, promoting the fusion of Taiwanese cultural content with technology, and bridging these initiatives to the market. Coming from a background in theater and digital arts, Rae has previously worked as an independent producer and held positions as a project manager at the Quanta Arts Foundation and Taiwan Convention & Exhibition Association.

Rae excels in cross-disciplinary strategic planning for international cooperation, business development, and negotiation, and has extensive experience in the production of exhibitions and live performances.

10/21 Tue. 15:00-16:30
自行車倉庫主舞台

講者 Speaker



Marie POINT | Dark Euphoria 總監
Marie POINT | Director, Dark Euphoria

關注藝術、科學與科技之交會，具備超過十五年推動創新藝術專案的經驗，並擁有巴黎第九大學文化管理碩士學位。
 現任 Dark Euphoria 總監，該機構專注於數位藝術、沉浸式及互動式作品的文化製作與創新。Marie Point 致力於表演藝術與 XR 的融合，並於亞維儂藝術節發起「Performing Arts, Digital Stages」計畫。

她同時擔任法國數位體驗製作人協會（PXN）共同主席，並於 2024 年獲選為法國「文化界百大女性」之一。

Marie Point is passionate about the intersections between art, science, and technology. A graduate of the Master's program in Cultural Management at Paris Dauphine University, she has been working for over 15 years in the development of innovative artistic projects.

She is the Director of Dark Euphoria, a cultural production and innovation agency specializing in digital art, immersive, and interactive artworks. She has a particular interest in the convergence of performing arts and XR and initiated the "Performing Arts, Digital Stages" event at the Avignon Festival.

As Co-President of PXN, the French network of digital experience producers, she was named one of the "100 Women of Culture" of France in 2024.

講者 Speaker



Jordan MOUTAMANI | Astrea 營運長
Jordan MOUTAMANI | Chief Operating Officer, Astrea

自 2022 年加入 Astrea 起，即為全球最龐大沉浸式內容目錄的建立作出重要貢獻。自此，Astrea 作品屢獲國際肯定，包括以《Madrid Noir》榮獲艾美獎，並於威尼斯影展獲頒獅子獎。

Jordan Moutamani 於 2024 年出任 Astrea 營運長，主導多部重要作品於 Meta Horizon Store 發行，包括《Wallace & Gromit in The Grand Getaway》及《Mobile Suit Gundam: Silver Phantom》。

Jordan Moutamani joined Astrea in 2022, contributing significantly to the creation of the world's most expansive catalog of immersive content. Since then, Astrea's works have garnered multiple accolades, including an Emmy Award for *Madrid Noir* and a prestigious Lion at the Venice Film Festival.

In 2024, he took the helm of Astrea and oversaw the distribution of major titles on the Meta Horizon Store, such as *Wallace & Gromit in The Grand Getaway* and *Mobile Suit Gundam: Silver Phantom*.

講者 Speaker



Elie LEVASSEUR | 坎城影展沉浸式單元總監
Elie LEVASSEUR | Head of Immersive, Festival de Cannes

自 2023 年起出任坎城影展沉浸式項目總監，Elie Levasseur 主責「沉浸競賽」與「沉浸市場」兩大單元的策劃與推動，專注於提升沉浸式敘事作為新興藝術形式的國際影響力。過去，他曾先後擔任 Cannes XR 總監、NewImages XR 市場總監，以及 Cross Video Days 節目總監，皆為國際間聚焦沉浸式與互動創作的重要平台。

Elie Levasseur was appointed Head of Immersive at the Festival de Cannes in 2023, where he currently oversees both the Immersive Competition and the Immersive Market—two programs dedicated to advancing the recognition of immersive storytelling as a new art form. Previously, he served as Head of Cannes XR, Head of the NewImages XR Market, and Head of Programming at Cross Video Days, three leading marketplaces focused on immersive and interactive creation.

講者 Speaker



竹川潤一 | MUTEK JP association 創意總監
Junichi TAKEKAWA | Creative Director, MUTEK JP association

具前瞻視野的文化領導者，致力於結合藝術與科技，開創人類創造力的新形式。以創新的專案規劃與策展方式，串連跨領域產業與多元思維，拓展全新的體驗疆界。

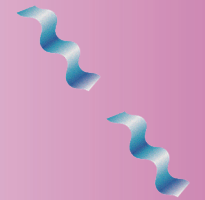
現任 MUTEK.JP 創意總監，推動亞洲重要的電子音樂與數位藝術節，並擔任 MUTEK Japan 理事，強化其作為文化創新平台的角色。同時亦為 PEACE NIPPON PROJECT 理事，專注於保存與再現日本美學傳統，以及日本無人機展協會理事，探索空中娛樂的新可能。身兼 David Watts Inc. 執行長，他持續引領突破既有框架的跨域創意計畫。

Junichi Takekawa is a visionary cultural leader who bridges art and technology to uncover new forms of human creativity. With his innovative approach to project planning and direction, he connects diverse industries and mindsets to forge new experiential frontiers.

He is the Creative Director of MUTEK.JP, Asia's premier electronic music and digital arts festival, and a Board Member of MUTEK Japan, advancing its role as a platform for cultural innovation. He also serves on the boards of the PEACE NIPPON PROJECT, dedicated to Japanese aesthetic heritage, and the Japan Drone Show Association, exploring cutting-edge aerial entertainment. As CEO of David Watts Inc., Takekawa leads creative initiatives that challenge conventional boundaries.

從 IP 選擇到巡展： 沉浸式場館策略指南

IP to Touring：Global Trends and Success Storytelling in Immersive Content



聚焦沉浸式場域的策劃與營運，探討全球巡展的操作模式、IP 授權與品牌合作經驗，分享跨國合作的實務案例，並解析如何透過科技強化文化價值與推動 IP 商業化。展望未來趨勢，開啟跨界應用的新可能。

The session concentrates on strategies and operations for immersive venues, and how to manage international tours, licensing, and brand collaborations. Technologies can be used to elevate cultural values and IP commercialization, with emerging trends and applications.

主持人 Moderator



譚傳穎 Jo TAN

聯合數位文創文創二部策展中心經理

Curating Manager, Event Department, udnFunLife Co., Ltd.

現任職聯合數位文創策展中心，投入特展工作 16 年，相信資訊隨手可得，知識必須累積，為了更強大跑去蘇富比學策展，樂於在倫敦當怪咖，志在讓台灣展覽與世界接軌。曾參與恐龍、古埃及、慕夏、梵谷等大型特展，協助公司與海外場館建立直接合作關係，引進倫敦自然史博物館、設計博物館、泰德美術館、荷蘭庫勒慕勒美術館等。

Jo has been in the exhibition field for 16 years, joining various themes of exhibitions ranging from dinosaurs to mummies and fine arts. She believes that every information is not necessarily a knowledge, but all knowledge is an information. Working with udnFunLife, a sub company of United Daily News, and benefiting from the incredible connections UDN has as one of the largest newspaper companies in Taiwan, UDN has built a rich history of events including exhibitions and performances, collaborating directly with museums and galleries in most projects. UDN is always looking forward to bringing inspiring cultural events to Taiwan.

10/21 Tue. 17:00-18:30

自行車倉庫主舞台

講者 Speaker



Marie KUSS | Kunstkraftwerk Leipzig 沉浸式展覽管理及製作人
Marie Kuss | Project Manager and Curator, Kunstkraftwerk Leipzig

現任 Kunstkraftwerk Leipzig 專案經理暨策展人，具備豐富跨領域與國際合作經驗，專注於沉浸式展覽的策劃與推動。

Marie Kuss 策劃的專案著重於透過創新形式串聯多元敘事，並開創全新體驗，強調在藝術、科技與社會的交會中探索展演可能。她熱衷於搭建文化交流橋樑，融合不同觀點，並從國際交流中汲取養分，進而推動能激發思考與對話的展覽與體驗。

Marie Kuss works as a Project Manager and Curator at Kunstkraftwerk Leipzig, focusing on immersive exhibitions and interdisciplinary and international collaborations. Her projects aim to connect narratives with innovative formats and to create new experiences. She is passionate about building cultural bridges, bringing together diverse perspectives, and learning from international exchange. What inspires her most is developing projects or experiences where art, technology, and society intersect with spaces that invite reflection and dialogue.

講者 Speaker



關夢桐 | 美國林肯表演藝術中心藝術節目副總監
Mengtong GUAN | Associate Director, Artistic Programming, Lincoln Center

關夢桐自 2013 年起投入非營利表演藝術領域，專注推動跨文化合作，逐步成為該領域的重要推動者。她曾任國際組織「乒乓製作 (Ping Pong Productions)」執行總監，致力於實踐「透過表演藝術連結人群」的使命。自 2022 年春季起加入紐約林肯表演藝術中心 (Lincoln Center for the Performing Arts)，現任藝術節目部副總監。

她曾參與歐洲藝術節協會舉辦的「青年藝術節經理人工作坊 (Atelier for Young Festival Managers)」及「紐約藝術新興領袖計畫 (Emerging Leaders of New York Arts Fellowship)」，並現任國際表演藝術協會 (International Society of Performing Arts, ISPA) 會員委員會與全球研究員委員會成員。

學術背景方面，關夢桐擁有美國印第安納大學藝術行政碩士學位，以及北京大學英美文學學士學位。她成長於中國北京，如今定居紐約。

Mengtong Guan is an active change-maker promoting cross-cultural collaborations in the non-profit performing arts field since year 2013. She was the Executive Director of Ping Pong Productions, an international organization with the mission to Bring People Together through the Performing Arts.

She joined Lincoln Center for the Performing Arts in New York City since spring 2022 and is currently the Associate Director on the Artistic Programming team. Mengtong is an alumnus of Atelier for Young Festival Managers by the European Festival Association, and Emerging Leaders of New York Arts Fellowship program.

She currently serves on the Membership and Global Fellowship Committees of International Society of Performing Arts. Mengtong Guan received a Master's degree in Arts Administration from Indiana University Bloomington, and Bachelors of Arts in English Literatures from Peking University. She grew up in Beijing, China, but now calls New York City home.

講者 Speaker



Hyunseok KIM | UNQP Ltd. 製作人
Hyunseok KIM | Producer, UNQP Ltd.

Hyunseok Kim 為跨領域文化製作人，專長涵蓋展覽策劃、平面設計與聲音錄製。2011 年創立 UNQP (Unique Piece Ltd.) 後，持續將國際知名的文化內容引介至亞洲。其職涯起始於取得《普立茲新聞獎攝影展》亞洲發行權，隨後合作單位包括 Excurio、LIFE 生活雜誌典藏、美國史密森學會、亨利·卡蒂耶-布列松基金會、國家地理，以及德國傳奇爵士廠牌 ECM Records。

Hyunseok Kim is a multidisciplinary cultural producer whose work spans exhibition making, graphic design, and acoustic recording. As the founder of UNQP (Unique Piece Ltd.), established in 2011, he has brought internationally acclaimed cultural content to audiences across Asia. His career began with securing the Asian distribution rights for the Pulitzer Prize Photographs Exhibition and has since included collaborations with the Excurio, LIFE Magazine Archives, the Smithsonian Institution, the Henri Cartier-Bresson Foundation, National Geographic, and the legendary German jazz label ECM Records.

提案大會 PITCHING

「TTXC INNOVATIONS PITCHING 提案大會」匯聚本院近二年扶植具有市場潛力的沉浸式作品，涵蓋遊戲 (PC、VR)、虛擬體驗、沉浸式體驗、VTuber、技術 (AI、綜合策展) ... 等，另邀請具 IP 內容轉譯經驗與能力之文化科技技術團隊參與，共計包含「沉浸式體驗提案專場」、「文化科技技術提案專場」、「遊戲提案專場」三大系列專場，提案作品近 25 組團隊，作品在下一階段進入商業市場營運發展，需要資金與資源等跨域合作夥伴，提案大會邀請來自產業界投資人、發行商、代理商、科技大廠、沉浸式場域、虛擬平台等，另邀請國際買家來台，包含：國際策展人、國際場域經營者、國際巡演經紀人 ... 等，在提案大舞台展現團隊實力後，透過一對一商務媒合促成更多潛在夥伴跨國跨域合作機會。



TTXC INNOVATIONS PITCHING includes immersive titles that TAICCA has supported in the past two years. They range from PC/VR games, virtual experiences, immersive experiences, VTuber, to AI technologies. Other teams capable of IP translation are also invited to participate in three pitches about immersive experiences, cultural technologies, and games. These 25 teams look for funding and resource partners to bring their projects to the next stage. These sessions welcome investors, distributors, tech companies, immersive venue operators, virtual platforms, curators, and touring agents to attend. After pitches, interested parties can meet each other for potential collaborations.





10/22 WED

10:00-11:25

沉浸式體驗提案專場

Session 1: Immersive Experience Pitching Session

目的在促成已製作完成的文化科技內容對接市場資源。本場活動將由文策院2024~2025年支持且已製作完成之沉浸式體驗內容團隊，向具商業資源的場域營運單位、投資人、經紀代理、技術與設備廠商等單位進行提案與說明，期能促成已製作完成之文化科技內容獲得後續市場營運資源，並進行商業營運。

The session aims to connect existing cultural technology projects with market resources. Immersive experience project teams supported by TAICCA between 2024 and 2025 who have completed their projects will pitch and present to venue operators, investors, talent agencies, and tech or equipment providers with commercial resources. The goal is to secure market and operating resources for completed cultural technology projects, enabling them to kick off commercial operations.

10/22 WED

11:55-13:05

文化科技技術提案專場

Session 2: Cultural Technology Pitching Session

目的在促成科技與 IP 內容跨域合作，共同開發具市場性的文化科技內容。本場活動將由具 IP 內容轉譯經驗與能力的互動體驗設計技術團隊，向 IP 權利單位、場地營運團隊、策展團隊等進行自我介紹與提案，期促成技術業者與 IP 合作，將既有 IP 轉譯為沉浸式體驗內容。

The session aims to connect experience design teams with IP owners to develop marketable cultural technology projects. Experience design teams with experience in producing interactive experiences from IPs will introduce and pitch themselves to IP owners, venue operators, and curatorial teams. The goal is to facilitate collaborations between experience design teams and IPs and, ultimately, translate IPs into immersive experiences.

10/23 THU

11:00-12:30

遊戲提案專場

Session 3: Gaming Pitching Session

遊戲專場提案大會，聚焦遊戲內容、技術、IP 與市場合作機會，打造產業交流與合作的新平台。活動邀請國內外投資人、發行商、科技企業及跨域夥伴，與具潛力的遊戲團隊交流，開啟多元合作的新契機。

A brand new platform for industry exchange and collaboration, the session spotlights market opportunities for gaming content, technologies, and IPs. Investors, distributors, tech companies, and other cross-industry partners from Taiwan and beyond are invited to engage in discussion with high-potential game developers, hopefully inspiring new opportunities for diverse collaborations.



產業代表

Industry Guests



大慕可可股份有限公司 KOKO ENTERTAINMENT CO., LTD.



公司出席者 Company Representative
高玉芬

職稱 Job Title
財務總監 CFO

公司 / 機構介紹 Company / Institute Introduction

大慕可可致力於影視產業 IP 轉譯開發、作品孵化、人才培育與加大投資劇場及影視作品，並推動劇場與影視人才跨界匯流，打造橫跨「劇場」及「影視」的作品。孵育影集包括 BL 劇《About Youth》、恐怖影集《都市懼集》；找樣造劇計畫作品包括票房秒殺舞台劇《愛在年老色衰前》，投資現象級音樂劇《勸世三姊妹》及《妳歌》、《九月啊九月》。

KOKO ENTERTAINMENT is dedicated to adapting and developing IPs for film and television, incubating content, cultivating talent, and increasing investments in theater and audiovisual works. The company bridges talents from theater, film, and television to create works that span both theater and film/TV. Projects incubated by KOKO ENTERTAINMENT include the BL (Boys' Love) drama *About Youth* and the horror series *Urban Horror*. With their z-young initiative, KOKO ENTERTAINMENT produced the instantly sold-out play *Before Outdated* and invested in revolutionary musicals including *Don't Cry*, *Dancing Girls: The Musical*, *Your Song*, and *September Dreams*.

媒合標的 Matchmaking Target

AI 技術、IP 內容、展演項目。

AI technologies, IP content, and performances or events.

公司 / 機構網站 Company / Institute Website

https://www.facebook.com/damoukoko/?locale=zh_TW

擅長領域及優勢 Areas of expertise and advantages

影視投資、影視製作、影視內容／IP 開發、影視發行、舞台劇內容開發／製作。

Film and television investment, production, content/IP development, distribution as well as content development/production for plays.

可提供資源 Available resources

依團隊階段與需求提供彈性資源與合作方案，包含但不限於：投資、產品／內容共創、通路與行銷推廣、營運與商務協作、IP 授權與收益分配等。合作模式不設限，將依需求共同討論與設計。

Depending on the stage and needs of the team, we can offer flexible resources and collaboration plans, including but not limited to investments, product/content co-creation, distribution and marketing promotion, operations and business collaboration, and IP licensing and revenue sharing. We are flexible in how we collaborate and are willing to explore and design partnership models based on your actual needs.

大慕影藝國際事業股份有限公司 DAMOU ENTERTAINMENT CO., LTD.



大慕影藝
D A M O U

公司出席者 Company Representative
林玲惠 Carolyn Lin

職稱 Job Title
企劃總監

公司 / 機構介紹 Company / Institute Introduction

大慕影藝專注於影視專案開發與投資製作，及藝人經紀發展。憑藉精準市場眼光，歷年投資製作作品皆有極佳評價。作品包括《我們與惡的距離》、《做工的人》、《做工的人 電影版》、《人選之人—造浪者》、《我們與惡的距離 II》；即將推出改編自韓國網漫《梨泰院 Class》的《來！金來號！》，持續拓展及開發台灣作品。

DAMOU ENTERTAINMENT specializes in film and television project development, investment, production, and talent management. Armed with keen market observations, DAMOU ENTERTAINMENT has delivered highly acclaimed investment and production projects over the years. Their works include *The World Between Us*, *Workers*, *Workers: The Movie*, *Wave Makers*, and *The World Between Us II*. They are also preparing to launch *Fired Up!*, an adaptation of the Korean webtoon *Itaewon Class*, and continue to expand and develop original works from Taiwan.

媒合標的 Matchmaking Target

AI 技術、IP 內容。

AI technologies and IP content.

公司 / 機構網站 Company / Institute Website

<https://damou.com.tw/>

擅長領域及優勢 Areas of expertise and advantages

影視投資、影視製作、影視內容／IP 開發、影視發行、藝人經紀。

Film and television investment, production, content/IP development, and distribution as well as talent management.

可提供資源 Available resources

依團隊階段與需求提供彈性資源與合作方案，包含但不限於：投資、產品／內容共創、通路與行銷推廣、營運與商務協作、IP 授權與收益分配等。合作模式不設限，將依需求共同討論與設計。

Depending on the stage and needs of the team, we can offer flexible resources and collaboration plans, including but not limited to investments, product/content co-creation, distribution and marketing promotion, operations and business collaboration, and IP licensing and revenue sharing. We are flexible in how we collaborate and are willing to explore and design partnership models based on your actual needs.

小公視 PTS XS



公司出席者 Company Representative
唐翊雯 Joyce TANG

職稱 Job Title
公視節目部兒少中心 專案組組長
PTS XS: Kids and Teens Channel
Scripted Content Team: Animation and Drama
Team Leader

公司 / 機構介紹 Company / Institute Introduction

公廣集團於 2024 年 8 月正式推出小公視（PTS XS），成為台灣第一個專為 3～18 歲年輕觀眾打造的影音平台。這具開創性的公共媒體計劃旨在培育本地兒少內容產製人才，更希望一同將動畫人才納入，共同製作兼具娛樂性、知識性與陪伴性的優質兒少內容，成為台灣兒少影音的第一品牌。透過與國際合作，小公視致力提升台灣在亞洲的創意影響力，並在全球青年媒體領域建立一個卓越的品牌形象。

PTS XS, Taiwan's new public service kids & youth platform, envisions becoming Taiwan's creative hub for children's content and animation.

Through its Content Incubations and Labs, PTS XS invests in original programs across genres and format— from animation to program— while embracing multilingual storytelling to promote diversity and cultural inclusion.

With the PTS Animation Lab, we support the original IP, foster emerging talent, and connect Taiwan's animation industry with international talents to build globally competitive, cross-media works. Serving preschoolers, school-age children, and teens, PTS XS aspires to be a trusted companion, inspiring young audiences to imagine, explore, and grow.

媒合標的 Matchmaking Target

互動遊戲相關開發者、有興趣與小公視開發 XR 相關體驗

Interactive game developers and those interested in developing XR-related experiences with PTS XS

公司 / 機構網站 Company / Institute Website

<https://ptsxs.pts.org.tw/>

公司出席者 Company Representative
許雅馨 Ya Shin HSU

職稱 Job Title
公視節目部兒少中心 專案組專員
PTS XS: Kids and Teens Channel
Scripted Content Team: Animation and Drama
Team Specialist

擅長領域及優勢 Areas of expertise and advantages

希望以台灣兒少原創動畫 IP 出發，延伸跨平台的相關應用

PTS XS focuses on developing original Taiwanese children's animation IPs, with the goal of adapting them for cross-platform applications

可提供資源 Available resources

在 XR 領域相關台灣兒少原創動畫 IP 的開發與應用之投資

Investments for projects adapting original Taiwanese children's animation IPs into XR experiences

台智雲 AI 超算加速器 Taiwan AI Cloud AIHPC Accelerator



公司出席者 Company Representative
周秉輝 Kevin Chou

職稱 Job Title
AI 超算加速器計畫 執行長 CEO

公司 / 機構介紹 Company / Institute Introduction

台智雲 AI 超算加速器結合華碩集團品牌、創新與全球市場資源，為 AI 新創與企業提供高效能、低門檻、低碳排的 AI 雲平台與雲原生方案，加速數位轉型與生成式 AI 落地。透過跨域合作，串聯垂直產業、技術夥伴與資金資源，促進投資與商機，共創 AI 數位經濟生態系，擴展台灣 AI 產業鏈全球影響力。

Taiwan AI Cloud AIHPC Accelerator leverages the ASUS Group's brand, innovation, and global market resources to provide AI startups and businesses with a high-performance, low-barrier, and low-carbon AI cloud platform and cloud-native solutions – accelerating digital transformation and the adoption of generative AI. Through cross-domain collaboration, we connect vertical industries, technology partners, and capital resources to drive investment and enterprise opportunities, co-creating an AI-driven digital economy ecosystem and expanding the global impact of Taiwan's AI industry chain.

媒合標的 Matchmaking Target

台智雲專注 AI 產業鏈資源媒合，涵蓋新創、生成式 AI 公司、雲端解決方案商及製造、醫療、金融、零售、教育等產業。我們串聯創投、加速器與策略夥伴，推動資金與技術整合，協助驗證與應用落地，並透過「AI 超算創新聯合體」及「AI 新創創櫃啟航計畫」支持募資、導入與市場開發，打造 AI 創新生態圈。

Taiwan AI Cloud specializes in connecting resources across the AI value chain, including startups, generative AI companies, cloud solution providers, and industries such as manufacturing, healthcare, finance, retail, and education. By bridging venture capital, accelerators, and strategic partners, we facilitate funding and technology integration and support validation and applications. Through initiatives like the AI Supercomputing Innovation Alliance and AI Startup Launchpad for GISA & TIB, we support fundraising, adoption, and market expansion to build an ecosystem for AI innovation.

擅長領域及優勢 Areas of expertise and advantages

台智雲 AI Foundry Service (AFS) 提供 AI 算力代工、模型代訓練與商用公有雲三大服務，結合 AI 超級電腦資源、生成式 AI 技術與產業鏈整合，協助企業及新創快速導入 AI、降低成本、加速市場化，並透過國際合作打造具全球競爭力的 AI 創新平台。

Our AI Foundry Service (AFS) delivers three core services: AI computing foundry, model training, and commercial public cloud. By combining AI supercomputing resources, generative AI technologies, and industry chain integration, we help enterprises and startups rapidly roll out AI, reduce costs, and accelerate go-to-market strategies. International collaborations further strengthen the platform's role as a globally competitive hub for AI innovation.

可提供資源 Available resources

提供 AI 算力與雲平台，支援 GPU、VM、資安、繁中優化大模型與 API 服務，滿足 AI 訓練與應用需求。透過 AFS ModelSpace 協助企業串接 AI 應用，並提供技術顧問、PoC 合作與募資支持，結合創投、加速器與產業夥伴，為新創與企業提供從技術到市場的全方位支援，打造創新生態。

We provide AI computing power and cloud platforms supporting GPU, VM, cybersecurity, traditional Chinese-optimized large models, and API services to meet AI training and application needs. Through our AFS ModelSpace, we help enterprises integrate AI applications and provide technical consulting services, PoC collaboration, and fundraising support. We also provide connections to venture capital, accelerators, and industry partners to offer startups and enterprises with end-to-end support from technology to market, building an ecosystem for innovation.

公司 / 機構網站 Company / Institute Website

<https://tws.twcc.ai/>

安發天使投資股份有限公司
AVA Angels



公司出席者 Company Representative
葉旭榮

職稱 Job Title
有限合夥人

公司 / 機構介紹 Company / Institute Introduction

AVA Angels 是一個專注於早期投資的創新型早期投資機構。聚集一群具創業精神與專業背景的投資人，結合基金運作與個人天使共同投資機會，帶來新的投資模式與價值。我們不僅投資，更主動創造獨特的投資機會，並透過加速器資源協助創業者快速成長。AVA Angels 致力於釋放非傳統資本與資源，成為頂尖創業家最值得信賴的成長夥伴。

AVA Angels is an innovative early-stage investment firm focused on seed and early-phase ventures. Bringing together a group of investors with entrepreneurial spirit and professional expertise, we leverage our fund to create investment opportunities for individual angel investors, generating a new investment model and value. We are not only investors, we also seek to create unique investment opportunities and leverage accelerator resources to help entrepreneurs scale rapidly. AVA Angels is dedicated to unlocking non-traditional capital and resources, striving to be the most trusted growth partner for elite founders.

媒合標的 Matchmaking Target

遊戲團隊、互動技術應用

Game development teams and interactive technology applications

公司 / 機構網站 Company / Institute Website

<https://www.angeltoventure.com/>

擅長領域及優勢 Areas of expertise and advantages

產業 AI 轉型、AI 垂直領域應用、軟體科技、SaaS、金融科技、消費者科技、WEB3、ESG

AI-driven industry transformation, vertical AI applications, software technology, SaaS, fintech, consumer tech, Web3, and ESG

可提供資源 Available resources

資金投資、市場資源

Capital investment and market resources

宏碁股份有限公司
acer



公司出席者 Company Representative
薛仁傑

公司 / 機構介紹 Company / Institute Introduction

宏碁股份有限公司 (Acer Inc.) 致力於推動台灣文化科技產業的創新與國際化，積極參與 2025 TTXC 台灣文化科技大會，支持獨立遊戲與沉浸式體驗團隊的媒合活動。透過旗下多元事業體，宏碁提供商務、資本合作建議及集團子公司的綜效資源，促進文化內容與科技的深度融合，並強化台灣在全球文化科技領域的競爭力。

Acer Inc. is committed to driving innovation and internationalization in Taiwan's cultural technology industry, taking part in the 2025 TTXC Taiwan Technology X Culture Expo to support matchmaking activities for independent game developers and immersive experience teams. With a wide range of business units, Acer provides business, capital collaboration guidance, and integrated resources from the group and its subsidiaries to promote deeper integration of cultural content and technology and to strengthen Taiwan's competitiveness in the global cultural technology arena.

媒合標的 Matchmaking Target

尋找標的 1：具創新互動設計的沉浸式體驗內容，已完成原型開發，期望導入電競設備、雲端技術與展示場域等資源，並透過宏碁集團的合作網絡進行市場推廣。

尋找標的 2：獨立遊戲團隊，具備原創 IP 與國際潛力，期望獲得遊戲美術代工、代理市場性評估、資安技術導入等支援，加速產品商品化並拓展全球市場。

Target 1: Immersive experience content with innovative interactive design. Teams should already have completed prototype development and seek resources such as e-sports equipment, cloud technology, and exhibition venues, along with market promotion through Acer's partner network.

Target 2: Independent game developers with original IP and international potential, looking for support in game art outsourcing, market potential assessment for distribution, and cybersecurity implementation to accelerate commercialization and global market expansion.

公司 / 機構網站 Company / Institute Website

<https://www.acer.com/tw-zh/>

擅長領域及優勢 Areas of expertise and advantages

宏碁擅長整合電腦、電競、雲端服務與資安等技術資源，並具備豐富的跨領域合作經驗。透過集團子公司，宏碁可協助創作者進行遊戲美術代工、雲端技術導入、資安架構建置，或評估遊戲代理的市場潛力，提供從內容開發到商業化的全方位支持，發揮電競產業的媒合優勢。

Acer excels in integrating expertise across computers, e-sports, cloud services, and cybersecurity and is backed by extensive experience in cross-domain partnerships. Leveraging its subsidiaries, Acer can assist creators with outsourcing game art, introducing cloud technologies, deploying cybersecurity architecture, and assessing the game's market potential. This allows Acer to provide comprehensive support from content development to commercialization, while maximizing the matchmaking advantages of its e-sports industry presence.

可提供資源 Available resources

一、商務面：提供展示場域與行銷資源，協助團隊產品於市場曝光及驗證。

二、合作面：宏碁可協助創作者媒合集團子公司資源，包含雲端服務、遊戲代理、遊戲美術代工、資安技術等，並提供市場性評估與合作建議。

三、產業連結面：透過宏碁的產業網絡與技術平台，協助創作者探索多元合作可能性，強化產品競爭力與市場拓展。

1. Business Support: Acer offers exhibition venues and marketing resources to help teams achieve product exposure and market validation.

2. Partnership: Acer can connect creators with subsidiaries for services such as cloud services, game distribution, art outsourcing, and cybersecurity solutions, while also providing market assessments and partnership recommendations.

3. Industry Connections: Teams can leverage Acer's industry networks and technology platforms to help creators explore diverse collaboration opportunities, enhance product competitiveness, and expand into new markets.

肖楠資本股份有限公司 Calocedrus Venture Capital

公司出席者 Company Representative
李易鴻 Manny Li

職稱 Job Title
董事長特助

公司 / 機構介紹 Company / Institute Introduction

由知名財經 Podcast《股癮》製作人謝孟恭創立，全台最大群眾集資平台嘖嘖參與投資，專注投資具全球潛力的台灣早期遊戲開發團隊，結合玩家經驗與資本資源，解決原創遊戲早期資金與資源不足問題。另與遊戲孵化 GameWorks 合作，目標 2026 年底管理資產規模達新台幣三億元，培育本土遊戲新創發展。

Calocedrus Venture Capital was founded by Hsieh Meng-Kung, producer of the popular Taiwanese finance podcast *Gooye*, and partially funded by ZECZEC, Taiwan's largest crowdfunding platform. The fund focuses on supporting Taiwanese game development teams with global potential, specifically teams in their early stages. By combining player insights with funding resources, Calocedrus VC helps original game developers overcome early challenges of limited funding and resources. We have also partnered with game incubator GameWorks, aiming to reach NT\$300 million in assets under management by the end of 2026 to support the growth of new game developers in Taiwan.

媒合標的 Matchmaking Target

台灣原創遊戲、PC 遊戲、各階段遊戲開發團隊。

Original Taiwanese games, PC games, and game development teams at all stages.

擅長領域及優勢 Areas of expertise and advantages

核心團隊皆擁有「既是玩家，也懂資本」的雙重身份，能精準評估遊戲潛力並提供耐心且長期的資本與資源，協助開發團隊將創意資本化。除資金支持外，長期合作夥伴 GameWorks 亦與有豐富打磨新創團隊作品、媒合全球發行資源的經驗，能有效串連開發端與市場端，為投資標的提供從開發諮詢到市場鏈結的深度支持。

Members of our core team are all gamers adept with the game of capital as well. As such, we are able to accurately assess a game's potential while providing long-term funding and resources – with patience – to help developers turn creativity into capital. Calocedrus VC can provide more than funding. Our long-term partner GameWorks has extensive experience in honing startup projects and connecting them with global distributors. Together, we bridge development and market needs, offering investees comprehensive support ranging from development consultation to market networks.

可提供資源 Available resources

提供遊戲開發資金投資、遊戲開發諮詢、市場鏈結協助。

Investment funding for game development, consulting services for game development, and market connections.

明安國際企業股份有限公司 ADVANCED INTERNATIONAL MULTITECH CO., LTD.



公司出席者 Company Representative
陳致融 Stan Chen

職稱 Job Title
Project Specialist Strategic Investment

公司 / 機構介紹 Company / Institute Introduction

明安集團成立於 1987 年，總部位於高雄市小港區。公司專精於金屬製造、及碳纖維複合材料，並應用在高爾夫、3C、輪圈領域。憑藉其先進的技術能力，特別是在高爾夫球桿與相關設備的製造方面廣受認可，為全球前三大高爾夫供應商之一。

The Advanced Group was founded in 1987 and is headquartered in Xiaogang District, Kaohsiung City. The company specializes in metal manufacturing and carbon fiber composites, with applications across golfing supplies, consumer electronics, and wheel rim products. With its advanced technical expertise, especially in the manufacturing of golf clubs and related equipment, the Advanced Group is widely recognized as one of the world's top three golfing product suppliers.

媒合標的 Matchmaking Target

有實際用戶經驗、已開發完成作品。

Completed works that have already been experienced by real-world users.

公司 / 機構網站 Company / Institute Website

<https://www.adgroup.com.tw/>

擅長領域及優勢 Areas of expertise and advantages

精密鑄造、碳纖維材料應用、國際規模化

Precision casting, carbon fiber material applications, and globalized production.

可提供資源 Available resources

資金、原型製作、協助制度化、後段資源整合

Funding, prototyping, support for subsequent systemization, and downstream resource integration.

松山文創園區 (台北市文化基金會)

Songshan Cultural and Creative Park(Taipei Culture Foundation)



公司出席者 Company Representative
葉子飴 Aurora Yeh

職稱 Job Title
產業發展處 資深副理
Business Development Division Senior Assistant Manager

公司 / 機構介紹 Company / Institute Introduction

松山文創園區位於台北市信義區，前身為 1937 年建成之松山菸廠，為國定歷史建築。園區以文化資產保存再利用為核心，結合展覽、會議、演出及國際交流，成為推動台灣文化創意產業與城市發展的重要基地。

Songshan Cultural and Creative Park is located in Taipei's Xinyi District. Originally built in 1937 as the Songshan Tobacco Factory, the site is now a designated national historic building. Focused on preserving and revitalizing cultural heritages, the Park has now become an important hub for promoting Taiwan's cultural and creative industries and urban development, hosting exhibitions, conferences, performances, and international exchanges.

媒合標的 Matchmaking Target

1. 沉浸式劇場、沉浸式體驗、親子向、缺資金。
 2. 多人 VR、台灣 IP 轉譯。
1. Immersive theater, immersive experiences, and family-oriented products that are in need of funding.
2. Multi-player VR projects and Taiwanese IP adaptations.

公司 / 機構網站 Company / Institute Website

<https://www.songshanculturalpark.org/>

擅長領域及優勢 Areas of expertise and advantages

松山文創園區以文化資產保存再利用為核心，擅長展覽、會議與跨域合作，鏈結設計、時尚、影視與文創品牌。園區兼具歷史底蘊與國際視野，交通便利，具備完整場域與專業營運，為推動台灣文化創意產業及國際交流的重要基地。

The Songshan Cultural and Creative Park aims to preserve and revitalize cultural assets. We excel in exhibitions, conferences, and cross-domain collaborations as well as connecting design, fashion, film and TV, and cultural and creative brands. As an important hub for promoting Taiwan's cultural and creative industry and industry exchanges, the Park boasts a rich history, international perspective, great and accessible location, and comprehensive venue services.

可提供資源 Available resources

可提供資源支持，涵蓋資源面（媒合作、人脈鏈結、產製工具、展示場域、廣告資源、學習課程、法律服務）、資金面（投資、徵案輔導），協助內容團隊從前期開發到市場拓展，掌握趨勢、擴展商機，強化競爭力並加速進入國際市場。

We can provide support in the form of resources (business matchmaking, networks and connections, production tools, exhibition spaces, advertising resources, learning programs, and legal services), funding (investments and consultations for open calls), and assistance to content teams from initial development to, later on, market expansion – helping them to gain insight into trends, develop business opportunities, strengthen competition, and accelerate their entry into the global market.

松竹株式會社

Shochiku Co., Ltd.



公司出席者 Company Representative
陳鴻遠 Charlie

職稱 Job Title
創辦人 / 執行長 Founder / CEO

公司 / 機構介紹 Company / Institute Introduction

松竹株式會社為一綜合性的娛樂集團，業務涵蓋影音、劇場、房地產及其他多元領域。

自 1895 年創立以來，我們始終致力於透過劇場、電影及各類媒體，提供優質的娛樂內容。希望藉此傳遞夢想的無限價值，並藉由高品質的電影與舞台作品，將這份感動分享給更多觀眾。

The Shochiku Group is a comprehensive group of entertainment corporations formed of the three major pillars of audio and video, theatre, and real estate and the rest.

Since being founded in 1895, we have worked to provide wholesome entertainment through theatre, motion pictures, and other media. Our goal is to provide the priceless value of fantasy and to touch as many people as possible by offering quality motion pictures and theatrical performances.

媒合標的 Matchmaking Target

開發中或開發完畢遊戲專案

Developing or developed games

公司 / 機構網站 Company / Institute Website

<https://game.shochiku.co.jp/>

擅長領域及優勢 Areas of expertise and advantages

遊戲 / 電影 / 歌舞伎 / 動畫 / 不動產

Games, film, kabuki, animation, and real estate

可提供資源 Available resources

獨立遊戲開發資金及發行協助

Development funding and distribution support for independent games

致探量子股份有限公司 ZTQ Games Taiwan



公司出席者 Company Representative
周言達 Matthew Chou

職稱 Job Title
CCO

公司 / 機構介紹 Company / Institute Introduction

ZTQ Games Taiwan 專注於全球市場的遊戲發行與數據驅動營運。我們持續尋找並挖掘具高度潛力的遊戲 IP，連結台灣、日本、韓國與國際市場。透過行銷策略、本地化及合作網絡，協助開發者將創新內容推向全球舞台，並推動 IP 價值轉化，打造多元娛樂體驗。

ZTQ Games Taiwan focuses on global game distribution and data-driven operations. We continuously seek and cultivate high-potential game IPs, connecting Taiwan, Japan, Korea, and international markets. Through marketing strategies, localization, and collaboration networks, we help developers bring innovative content to the global stage while driving value conversion for IPs and creating diverse entertainment experiences.

媒合標的 Matchmaking Target

希望媒合具國際潛力的遊戲團隊，特別是獨特玩法、美術風格或具 IP 延伸價值的作品。我們尋求發行、授權或跨媒體合作，攜手拓展亞洲與全球市場。

We seek to collaborate with game development teams that have international potential, especially those with unique gameplay, distinctive art styles, or strong potential for IP value conversion. We are open to publishing, licensing, or cross-media collaborations for expansion across Asian and global markets.

公司 / 機構網站 Company / Institute Website

<http://www.ztqgames.com/>

擅長領域及優勢 Areas of expertise and advantages

擅長跨國發行、精準數據行銷與本地化服務，累積韓國、日本、中國市場合作經驗。長期參與國際展會，具備專業市場洞察與合作資源，能協助團隊快速拓展海外市場與品牌影響力。

We specialize in cross-country distribution, precision data marketing, and localization services, with proven collaboration experience across Korea, Japan, and China. With long-term participation in major international trade shows, we bring strong market insights and an extensive partner network, enabling teams to rapidly expand into overseas markets and strengthen brand influence.

可提供資源 Available resources

提供跨國發行資源：策略、數據分析、本地化、KOL/ 媒體支援。串聯韓國 NEXON、Smilegate 生態，及 GIGCAT、KMGA 等協會；展會資源涵蓋 PlayX4、TIG、BitSummit、BIC、Gamescom。協助提案、授權、投資連結與 IP 合作，加速進軍國際市場。

We provide cross-country distribution resources including strategy, data analytics, localization, and KOL/media support. Our network connects with ecosystems such as Korea's NEXON and SmileGate, as well as associations including GIGCAT and KMGA. We also have access to trade shows and expos such as the PlayX4, TIG, BitSummit, BIC, and Gamescom. We also assist with pitching, licensing, investment connections, and IP partnerships to accelerate entry into the international market.

時藝多媒體傳播股份有限公司 Mediasphere Communications Ltd.



公司出席者 Company Representative
張宗義 Sam Chang

職稱 Job Title
副總經理 Deputy General Manager

公司 / 機構介紹 Company / Institute Introduction

成立於 1998 年，在過去的二十年裡，舉辦了數百場展覽、活動和表演，受到大眾的高度讚揚和讚賞。在藝術和娛樂領域發揮著主導作用，提供有關展覽、活動和表演的策劃和組織、文化創意產品的創作和銷售以及公司贊助管理的專業服務。

Mediasphere Communications Ltd., founded in 1998, has organized hundreds of exhibitions, events, and performances over the past two decades, receiving wide recognition and acclaim from the public. The company plays a leading role in the fields of art and entertainment, offering professional services in the planning and organization of exhibitions, events, and performances, the creation and sales of cultural and creative products, and management of corporate sponsorships.

媒合標的 Matchmaking Target

尋求與沉浸式體驗、多人互動 VR 團隊合作，並能針對不同目標族群提供適用內容的單位。無論已有開發完成作品，或是具備核心技術、尚在研發中的夥伴，皆為理想合作對象。結合時藝的策劃與營運經驗，共同打造具國際水準的演繹內容。

We seek to collaborate with teams working on immersive experiences and multiplayer interactive VR, especially those able to provide content suited to different target audiences. Ideal partners include those with completed works as well as those still in development but possessing core technologies. By combining Mediasphere's expertise in planning and operations, we aim to co-create performance content of international caliber.

公司 / 機構網站 Company / Institute Website

<https://www.mediasphere.com.tw/>

擅長領域及優勢 Areas of expertise and advantages

專精於 IP 實體化、數位內容商業化，具備完整策劃、行銷、營運與銷售的一條龍能力。曾成功策劃多項博物館典藏展覽、授權 IP，引進與輸出兼具，展現豐富的文創產業整合與商模化經驗，協助合作夥伴將內容轉化為具商業價值的文化商品與服務。

We specialize in materializing IPs and commercializing digital content, with the ability to provide one-stop services from planning, marketing, and operations to sales. We have successfully curated numerous museum collection exhibitions and licensed IP projects, both introducing and exporting content. This demonstrates our extensive experience in integrating cultural and creative industries and building business models, enabling us to help partners transform content into cultural products and services with commercial value.

可提供資源 Available resources

提供專業策劃與營運服務，並具備實體場域資源，可支持展示與活動合作。時藝亦能投入資金或進行合作媒合，協助專案順利推展。透過資金支持與資源共享，與夥伴共同創造具市場影響力的成果。

We offer professional planning and operational services, along with access to physical venues that can support exhibitions and event collaborations. Mediasphere is also able to invest funds or facilitate partnerships to ensure project progress. Through financial support and shared resources, we work with partners to create outcomes with strong market impact.

財團法人公共電視文化事業基金會 Taiwan Public Television Service Foundation



公司出席者 Company Representative
李淑屏 Shuping Lee

職稱 Job Title
節目部戲劇組組長
Head of Drama Section, Program Dept

公司出席者 Company Representative
張勻 Yun Chang

職稱 Job Title
節目部戲劇組製作協調
Commissioning Editor, Drama Section,
Program Dept

公司 / 機構介紹 Company / Institute Introduction

公共電視為大眾信任的獨立公共電視台，提供廣泛類型的節目，在沒有商業色彩與政治干預下，呈現豐富多元又富有創造力的台灣。公共電視深耕戲劇品牌如學生劇展、人生劇展、新創短片、新創電影，製作優質戲劇，開發劇本、參與藝術、議題電影、VR 與國際合製，期許成為台灣影視創作重要的平台。

Taiwan Public Television Service (PTS) Foundation is an independent public service broadcaster trusted by the public. PTS aims to provide programming services covering a wide range of categories to present the diversity and creativity in Taiwan without the intervention of commercial and political power. PTS has cultivated strong drama brands such as Innovative Story, Life Story, PTS Shorts, and PTS Originals, producing high-quality works while also developing scripts, supporting art and issue-driven films, exploring VR, and engaging in international co-productions, with the hopes of becoming a key platform for film and television creation in Taiwan.

媒合標的 Matchmaking Target

單人或多人 VR、AR、沉浸式體驗

Single-player or multi-player VR, AR, and immersive experience projects

公司 / 機構網站 Company / Institute Website

<https://www.pts.org.tw/>

擅長領域及優勢 Areas of expertise and advantages

內容開發企劃、產製戲劇、動畫及 VR

【公視企劃出品・國際合製 VR】

2025《雲在兩千米》導演 陳芯宜 / 原著 吳明益

獲獎：2025 威尼斯影展 最佳沉浸體驗大獎

2020《星際大騙局》導演 徐漢強 / Marco Lococo

入圍：2020 威尼斯影展 VR 主競賽

Content development and planning; theater, animation, and VR production

PTS/International Co-production VR Experience:

The Clouds are Two Thousand Meters Up (2025)

Directed by Singing Chen & Adapted from the original works of Ming-Yi Wu

Honors: 2025 Venice Immersive Grand Prize

Great Hoax: The Moon Landing (2020)

Directed by John Hsu & Marco Lococo

Honors: Nominated for the Venice VR Expanded Competition of the 2020 Venice Biennale

可提供資源 Available resources

項目前期共同開發、製作資金。

製作人及製作協調協助與管控內容、執行與經費。

公視無線及公視 + 平台播映、公視行銷宣傳及影展、發行團隊協力。

Joint development of projects at early stages, production funding

國立故宮博物院 National Palace Museum



公司出席者 Company Representative
陳中禹 Chen, Chung-Yu

職稱 Job Title
專門委員 Senior Specialist

公司出席者 Company Representative
羅勝文 Lo, Sheng-Wen

職稱 Job Title
助理研究員 Assistant Researcher

公司 / 機構介紹 Company / Institute Introduction

國立故宮博物院秉持「專業服務、開放多元、友善共融、永續發展」理念，推動跨域展覽、教育推廣與國際合作，守護專業並促進知識共享，向公眾提供教育、社群參與及知識共享之多元體驗，強化文化軟實力，致力成為全民的、生活的、世界的故宮。

The National Palace Museum believes in "professional services, openness and diversity, inclusivity, and sustainable development." The museum promotes cross-domain exhibitions, educational outreach, and international cooperation, safeguarding professionalism while facilitating knowledge sharing. It provides diverse experiences in education, community engagement, and knowledge sharing to the public, enhancing cultural soft power, and aims to become a museum for everyone, daily life, and the world.

媒合標的 Matchmaking Target

AI 賦能導入智慧分析與生成式互動，提升文化內容體驗；數位再現之美融合科技藝術與前瞻展示科技，細緻展現文物之美和創新詮釋經典美學。老 IP 新創意以創新故事與多媒體手法重塑經典題材，吸引多元觀眾，實現文化傳承與市場拓展。

1. AI-powered smart analysis and generative interactive technologies to enhance cultural content experiences.
2. Digital reproductions to recreate beauty through technological art and forward-looking exhibition technology. These works should aim to showcase the aesthetic beauty of artifacts and reinterpret classical aesthetics in an innovative way.
3. Reinvention of classic IPs through innovative storytelling and multimedia techniques to attract a diverse audience, pass down our cultural heritage, and expand the market.

公司 / 機構網站 Company / Institute Website

<https://www.npm.gov.tw/>

擅長領域及優勢 Areas of expertise and advantages

本院以策展專業與跨領域合作規劃特展，促進連結民眾生活；推動數位典藏開放與參與式展示，鼓勵全民參與；優化設施與導覽，營造友善共融環境；深化國際在地交流，融合數位科技推動跨域數位展，推出《眾神降臨—沉浸故宮 3.0》、《捕捉靈光》、《故宮魔幻山水歷險》、《經典之美—新媒體藝術展》，展現創新能量與永續發展。

The museum specializes in curating exhibitions and cross-domain collaborations to plan special exhibitions relevant to the public's everyday life. We maintain a public digital archive and interactive exhibits to encourage public involvement. Additionally, we have enhanced our facilities and guides to create a welcoming, inclusive environment. We also hope to deepen international and local exchanges by leveraging digital technologies to launch cross-domain digital exhibitions, such as *Gods Among Us: Immerse in the NPM Digital Exhibition 3.0*, *Evoking Aura: Invoking Visionary Insights*, *Exploring a Wondrous Landscape*, and *The Epitome of Aesthetics: New Media Art Exhibitions*, showcasing our institution's innovative energy and sustainable development.

可提供資源 Available resources

文物數位典藏逾 69 萬件；開放書畫、器物、織品類中低階圖像約 41 萬幅，3D 文物 92 件；學術與出版成果；近百件數位展件。計畫以故宮為核心，從景觀、展覽、活動、交通與國際行銷強化南北院服務；結合數位科技與開放資料推動藝術教育，並將前瞻科技導入典藏、展覽及服務，實踐智慧博物館理念。

Currently, our digital archive features over 690,000 artifacts, including around 410,000 low- and medium-resolution images of books, paintings, calligraphy, artifacts, and textiles; 92 3D artifacts; academic achievements and publications; and nearly 100 digital exhibits. Our strategy focuses on enhancing services for both the northern and southern branches of the museum, using landscape, exhibitions, activities, transportation, and international marketing. We combine digital technology and open data to promote art education and introduce cutting-edge technology into collections, exhibitions, and services to create a smart museum.

翔英融創股份有限公司 SHOEI CONTENT CORP.



公司出席者 Company Representative
徐德航

職稱 Job Title
副總經理

公司 / 機構介紹 Company / Institute Introduction

翔英融創由智寶國際與文策院合資成立，致力於推動台灣原創 IP 踏上國際舞台。透與日本製作、發行公司合作，引進產業技術與人才交流等，期許作為台、日動畫產業對接的專業橋樑，串聯更多國際資源，扶植更多台灣 IP 成功產製動畫並躍上國際市場。

SHOEI CONTENT CORP. was co-founded by NADA HOLDINGS and TAICCA with the mission of bringing original Taiwanese IPs onto the global stage. By collaborating with Japanese production and distribution companies, SHOEI CONTENT aims to bring in industry technologies and talent exchanges. The company hopes to serve as a professional bridge between the Taiwanese and Japanese animation industries, connecting international resources to help more Taiwanese IPs successfully develop into animations and enter the global market.

媒合標的 Matchmaking Target

具獨創性故事的獨立製作遊戲，遊戲類型不限。

具獨創性的故事創作者，創作形式為小說、漫畫等。

願意推展日本動漫市場的商業合作夥伴。

尋找合適 IP 製作遊戲的遊戲開發公司。

想要投資台灣原創動畫 IP 符合 ESG 要求的企業

Independent game developers with original stories of any genre.

Original storytellers creating novels, manga, etc.

Commercial partners interested in expanding into the Japanese anime market.

Game studios looking for IPs to adapt into games.

ESG-minded companies interested in investing in original Taiwanese animation IPs.

公司 / 機構網站 Company / Institute Website

<https://nadaholdings.com/>

擅長領域及優勢 Areas of expertise and advantages

翔英融創以台灣原創 IP 跨國合作為核心，結合日本動漫產業資源與市場，快速提升作品影響力。公司直接對接日本動畫投資公司，縮短台灣作品進入市場的時間與風險。同時強調 IP 跨領域發展，涵蓋動畫、影視、遊戲、音樂與周邊，實現一源多用與產業整合。透過市場數據分析，精準掌握趨勢與獲利模式；並重視品質管控與人才培育，推動台灣創作者進軍日本市場，提升國際競爭力。

At its core, SHOEI CONTENT focuses on international collaborations for original Taiwanese IPs, leveraging the resources and markets of Japan's anime industry to raise the work's visibility. By directly connecting with Japanese animation investors, SHOEI CONTENT reduces both the time and risk for Taiwanese works entering the market. The company also emphasizes cross-domain IP development across animation, film, games, music, and merchandise to achieve industry integration and IP applications across multiple markets. Through market data analysis, it identifies trends and profitable models, while prioritizing quality control and talent development to empower Taiwanese creators to expand into Japan and boost their global competitiveness.

可提供資源 Available resources

擁有多款台灣原創 IP，目前計有：

貴族轉生～得天眷顧一出生就獲得最強力量～
(NOBLE REINCARNATION -BORN BLESSED, SO I' LL OBTAIN ULTIMATE POWER-)

好想去台玩！台灣旅行同好會 (KIKITAIWAN! TAIWAN RYOKOUDOUKOUKAI)

被貶職的「無能」宮廷魔法使，沒有魔法其實已是最強 (【無能】宮廷魔法使い、実は魔法がなくても最強)、刀姬 (KATANA HIME)、成為奪心魔之必要 (How To Be A Mind Reaver)

SHOEI CONTENT CORP. owns several original Taiwanese IPs, including: *Noble Reincarnation ~Blessed With the Strongest Power From Birth~, Ikitaiwan! Taiwan Ryokou Doukokuai*, *The "Incompetent" Royal Mage that is Secretly Strong*, *KATANA HIME*, *How To Be A Mind Reaver*

華南金控 Hua Nan Financial Holdings Co., Ltd.



公司出席者 Company Representative
鄭宇東

職稱 Job Title
投資部副理

公司 / 機構介紹 Company / Institute Introduction

華南金創投資股份有限公司 (華南金創投) 隸屬華南金控，專注於創新事業與新興產業投資，以「專業、穩健、創新、共贏」為理念。投資範疇涵蓋金融科技、生技醫療、綠能環保、智慧製造等前瞻領域，透過專業團隊與完善風險管理，支持高成長企業並推動產業升級。憑藉金融背景與資源整合力，華南金創投積極建構產業生態鏈，成為資本與創新的關鍵平台，實現投資人與企業雙贏。

Hua Nan Venture Capital Co., Ltd. (Hua Nan VC), a subsidiary of Hua Nan Financial Holdings, focuses on innovative businesses and emerging industries. Guided by the principles of professionalism, stability, innovation, and shared success, its investment scope covers fintech, biotechnology and healthcare, green energy and environmental protection, and smart manufacturing. Through a professional team and comprehensive risk management, Hua Nan VC supports high-growth companies and promotes industrial upgrading. Leveraging its strong financial background and integration capabilities, Hua Nan VC actively builds industrial ecosystems, serving as a key platform connecting capital and innovation to achieve win-win results for both investors and enterprises.

媒合標的 Matchmaking Target

華南金創投鎖定高成長與創新產業，主要鎖定以下公司與產業方向：金融科技、生技醫療、綠能與環保產業，近期則聚焦於智慧製造與半導體。此外，也積極關注數位內容、雲端運算與電商平台、互動遊戲等新興服務業。華南金創投偏好具備明確商業模式、強大研發能力與國際市場潛力的團隊，並致力於透過資金與資源挹注，協助其快速成長，成為產業領導者。

Hua Nan VC targets high-growth and innovative industries, focusing on fintech, biotechnology and healthcare, green energy and environmental protection, with a recent emphasis on smart manufacturing and semiconductors. We are also actively exploring emerging service industries such as digital content, cloud computing and e-commerce platforms, and interactive gaming. Hua Nan VC prefers teams with clear business models, strong R&D capabilities, and global market potential, and is committed to accelerating their growth through funding and resource injections to help them become industry leaders.

公司 / 機構網站 Company / Institute Website

<https://www.hnfhc.com.tw/HNFHC/index.do>

擅長領域及優勢 Areas of expertise and advantages

華南金創投專注金融科技、生技醫療、綠能環保、半導體及智慧製造等高成長產業，憑藉專業團隊與縝密風險管理，精準掌握趨勢並挖掘具突破性的企業。依託華南金控資源，除資金外更提供策略夥伴、資源整合與市場拓展支持。公司強調長期合作與共創價值，透過專業治理與策略規劃，協助企業成長並推動產業升級，打造資本與產業雙贏格局。

Hua Nan VC specializes in high-growth industries such as fintech, biotechnology and healthcare, green energy and environmental protection, semiconductors, and smart manufacturing. With a professional team and rigorous risk management, we accurately identify trends and uncover groundbreaking companies. Supported by Hua Nan Financial Holdings' resources, we not only provide funding but also support for strategic partnerships, resource integration, and market expansion. The company emphasizes long-term collaboration and value co-creation, helping enterprises grow and drive industrial upgrades through professional governance and strategic planning to foster a win-win relationship between capital and industries.

可提供資源 Available resources

華南金創投除資金支持外，更提供資源與情報三重助力。在資金面，股權投資、策略性增資與後續融資協助，穩定支持企業營運與擴張；在資源面，依託華南金控體系，串聯合作夥伴、拓展供應鏈與銷售管道，並提供法規遵循、財務與顧問服務；在情報面，憑藉市場研究與產業分析，提供趨勢、競爭與政策資訊。

In addition to financial support, Hua Nan VC offers resources and intelligence across three key areas. For funding, we provide equity investment, strategic capital increases, and follow-up financing assistance to support stable operations and expansion. On the resource side, we leverage the Hua Nan Financial Holdings system to connect partners, expand supply chains and sales channels, and provide regulatory compliance, financial, and consulting services. For market insights, we provide market research and industry analysis, offering insights into trends, competition, and policy landscapes.

華研國際音樂股份有限公司 HIM International Music Inc.



公司出席者 Company Representative
呂宗益

職稱 Job Title
投資部副理

公司 / 機構介紹 Company / Institute Introduction

華研國際音樂（華研音樂）為一流行音樂製作發行及歌手、演員、主持人、文創圖文作家與運動明星全經紀之影視娛樂公司，為目前全球華人流行音樂產業唯一股票上市櫃公司，代表作有〈當〉、〈小幸運〉、〈別讓我走遠〉。旗下藝人包括 S.H.E、動力火車、林宥嘉、田馥甄、飛輪海、Karencici 等，並代理爽爽貓、馬來貘、江宏傑等文創與運動明星。擁有逾 2000 首歌曲版權，業務涵蓋音樂、經紀、授權與演唱會，致力打造多方共贏。

HIM International Music is an entertainment company specializing in pop music production and distribution, as well as talent management for singers, actors, hosts, cultural creative illustrators and authors, and sports stars. It is the only publicly listed company in the global Mandarin pop music industry. Its most popular works include *When*, *A Little Happiness*, and *Don't Let Me Drift Away*. Talents under management include S.H.E., Power Station, Yoga Lin, Hebe Tien, Fahrenheit, and Karencici. The company also represents cultural creative IPs and athletes such as Song Song Meow, Ma Laimo, and Chiang Hung-Chieh. Boasting over 2,000 copyrighted songs, HIM International Music's business spans music, talent management, licensing, and concerts, and is committed to creating win-win scenarios.

媒合標的 Matchmaking Target

生活及娛樂相關、文創類產品或團隊

Lifestyle and entertainment-related cultural and creative products or teams.

公司 / 機構網站 Company / Institute Website

<https://www.him.com.tw/>

擅長領域及優勢 Areas of expertise and advantages

主要關注「生活及娛樂相關」的領域，促使其投資後能達策略投資之效果；如團隊具創新專業技術或商業模式，亦不排除財務性投資。

We primarily focus on fields related to lifestyle and entertainment, ensuring that our investments generate strategic synergy. We are also open to investing in teams with innovative technologies or business models.

可提供資源 Available resources

- 一、致力於協助新創、公司內部問題解決對接、BD、募資需求，新創所需資源
- 二、直接投資、策略投資、轉介投資。後續投資人介紹尋找
- 三、資本市場、產業情報等。

1. We are committed to supporting startups by providing problem-solving, business development and fundraising services as well as other necessary resources.
2. We can provide direct investments, strategic investments, and investor referrals for initial or follow-up funding.
3. Access to capital markets and industry insights.

鈕扣倉庫（行空倉庫有限公司、很派創意整合有限公司代表） New Cut Warehouse (Xingkong Warehouse, Ltd. | Hunper Creative, Ltd. Representative)



公司出席者 Company Representative
李健榮 Jeff Lee

職稱 Job Title
特約企劃 Special Project

公司 / 機構介紹 Company / Institute Introduction

鈕扣倉庫位於恆春，原為日治時期工業廠房，經活化再利用後，轉型為結合藝術、文化與商業店家的多元空間。建築保留歷史風貌，並融入在地特色，成為展覽、市集、表演與社群交流的重要據點。這裡提供藝術家與青年團隊發揮的平台，讓文化、創意與生活在此交會。鈕扣倉庫不僅承載歷史記憶，更展現老建築的新生命。

New Cut Warehouse, located in Hengchun, was originally an industrial factory built during the Japanese colonial period. After revitalization and renewal, the factory was transformed into a multi-purpose space that brings together art, culture, and shops. The building preserves its historical character while incorporating local elements, becoming an important hub for exhibitions, markets, performances, and community exchange. It provides a platform for artists and young teams to showcase their work, creating a space where culture, creativity, and life intersect. New Cut Warehouse not only carries historical memories but also demonstrates how old architecture can find new life.

媒合標的 Matchmaking Target

1. 沉浸式體驗，結合歷史地景，缺資金。
2. 主題策展，新舊展品皆可，缺資金。
3. 地方創生，文史轉譯，缺資金。
1. Immersive experiences that integrate historical landscapes and are in need of funding.
2. Themed exhibitions, featuring both new and old works, that are in need of funding.
3. Local revitalization projects focused on cultural and historical contexts, that are in need of funding.

公司 / 機構網站 Company / Institute Website

<https://www.facebook.com/newcutwarehouse>

擅長領域及優勢 Areas of expertise and advantages

1. 鈕扣倉庫佔地 3000 坪，室內空間 300 坪，保留完整日治時期工業風廠房，擁有寬廣草原與停車場，運用彈性高。
2. 恆春半島最具代表性的經濟作物製糖與瓊麻工廠所在地，承載深厚歷史意義。
3. 鈕扣倉庫以酒吧經營為核心，結合 Live 樂團與專業表演者演出，並不定期舉辦多元主題活動，累積豐富的娛樂與文化經營經驗。

1. The New Cut Warehouse spans over 9,900 square meters and has over 990 square meters of indoor space. It preserves the industrial factory architecture from the Japanese colonial period and boasts an expansive grassland and parking lot that can be adapted for different uses.
2. Located on the Hengchun Peninsula, the site was home to sugar and agave factories, two of the region's most iconic cash crops, giving the venue deep historical significance.
3. At the core, New Cut Warehouse is a bar that also organizes live bands and professional performances and regularly hosts diverse themed events, leading to extensive experience in cultural and entertainment management.

可提供資源 Available resources

1. 3000 坪室內外歷史現場空間可運用。
2. 歷史現場文史背景資料提供及相關資源調度。
3. 酒吧營運資源提供。
4. 地方表演團隊及資源媒合。
1. Over 9,900 square meters of indoor and outdoor space at a historic venue.
2. The history and background information of the site and access to related resources.
3. Resources for bar operations.
4. Connections to local performing groups and resources.

愛吠的狗娛樂股份有限公司 Barking Dog Technology Inc.



公司出席者 Company Representative
唐磐聲

職稱 Job Title
商務長

公司 / 機構介紹 Company / Institute Introduction

擅長開發 XR+AI 的虛實整合互動內容，公司於 2018 年成立，近期主打「AI Amaze 慧星大使」智慧客服平台產品，結合最新 ChatGPT 生成式語言模型技術，以獨家向量檢索架構 (LLM) 開發 AI 智慧客服應用，適用於觀光導覽、業務推廣、行銷互動、顧客服務、教育訓練、隨身助理等多方面應用。

Founded in 2018, Barking Dog Technology specializes in developing XR + AI-integrated interactive content. Our latest flagship product, the AI Amaze Bright Star Ambassador, is a smart customer service platform powered by the latest ChatGPT generative language model. Leveraging our proprietary vector retrieval architecture (LLM), we deliver AI-driven customer service applications for guided tours, business development, marketing interactions, customer support, educational training, and personal assistant services.

公司 / 機構網站 Company / Institute Website

<https://www.barkingdog.ai/about>

擅長領域及優勢 Areas of expertise and advantages

互動科技、虛擬實境

Interactive technologies and VR

可提供資源 Available resources

互動科技、虛擬實境

Interactive technologies and VR

嘖室股份有限公司 ZECZEC CO., LTD.



公司出席者 Company Representative
徐震 Quake Hsu

職稱 Job Title
共同創辦人 Co-founder

公司 / 機構介紹 Company / Institute Introduction

於 2011 年成立，是全台最大、最具影響力的群眾集資平台，成立至今已協助涵蓋科技、設計、出版、影視、遊戲等多元領域，超過 8,500 個專案累積了逾 160 億新台幣的資金。透過回饋型集資模式，讓創作者在正式量產或上市前，向大眾募集資金，同時也能驗證市場需求，降低開發成本，提供新創團隊實現理想與創意的機會。

Founded in 2011, ZECZEC is Taiwan's largest and most influential crowdfunding platform. To date, we have supported over 8,500 projects across diverse fields, including technology, design, publishing, film, and gaming, helping creators raise more than NT\$16 billion in total. Through our reward-based crowdfunding model, creators can secure funding from the public before mass production or launch, while simultaneously validating market demand, lowering development costs, and gaining the opportunity to turn ideas into reality.

媒合標的 Matchmaking Target

1. 具市場潛力之沉浸式體驗項目
 2. 台灣原創遊戲、PC 遊戲、各階段遊戲開發團隊
 3. 具有可長期經營 IP 者尤佳（以 ACG 領域為主）
1. Immersive experience projects with strong market potential
 2. Original games, PC games, and game development teams from Taiwan, across all stages
 3. Projects with long-term IP potential, especially in the ACG (Anime, Comics, Games) field

公司 / 機構網站 Company / Institute Website

<https://www.zeczec.com/>

擅長領域及優勢 Areas of expertise and advantages

在群眾集資領域經營長達 14 年，擁有廣大的會員基礎和豐富的成功案例，提供提案團隊最完整的集資策略規劃建議與行銷顧問服務。透過回饋型集資模式，讓創作者、新創團隊在產品正式量產或上市前，向群眾募集資金，同時也能驗證市場需求，降低開發成本，增加團隊實現理想與創意的機會。

With 14 years of experience in crowdfunding, ZECZEC has built a strong member base and an extensive track record of successful cases. We provide proposal teams with comprehensive fundraising strategy planning and marketing consulting services. Through our reward-based model, creators and startups can raise funding prior to production or launch, validate market demand, reduce development costs, and increase their chances of realizing their visions and ideas.

可提供資源 Available resources

1. 提供全面性的群眾集資諮詢顧問服務、嘖嘖群眾集資平台上架與曝光資源。
 2. 提供具市場潛力之遊戲、表演、影視專案開發資金投資管道。
1. ZECZEC provides comprehensive crowdfunding consulting services, along with placement and exposure opportunities on the ZECZEC platform.
 2. We also provide investment channels for game, performance, and film/TV projects with strong market potential.

夢境現實股份有限公司 Moondream Reality Co., Ltd.



公司出席者 Company Representative
廖純夙 Zoe Liao

職稱 Job Title
監製 Producer

公司出席者 Company Representative
李育玉 Yuyu Lee

職稱 Job Title
專案經理 Project Manager

公司 / 機構介紹 Company / Institute Introduction

夢境現實是全世界第一座 MR 沉浸式劇院。

結合混合實境 (Mixed Reality) 與沉浸式投影，以科技推進藝術的界線，打造新型態的藝術場域。讓參與者在欣賞藝術的同時更全面、整體地投入，成為藝術的一部分。

2021 年是夢境現實的起點，前所未見的感官體驗、夢境中才能實現的夢幻場景，都在這裡成為現實。

Moondream Reality is the world's first immersive MR theater.

By integrating mixed reality with immersive projection, Moondream Reality pushes the boundaries of art through technology to create a new artistic landscape. In this new domain, participants experience a fuller and more comprehensive immersion as they appreciate the artworks, ultimately becoming part of the work itself.

Founded in 2021, Moondream Reality delivers unprecedented sensory experiences, transforming fantastical dreamscapes into reality.

媒合標的 Matchmaking Target

具有行銷動能的 IP 方合作：

我們具有專業製作能力以及自營運的沉浸式劇場，一條龍承辦從製作到上映的全部業務，可供 IP 方開發更多創作模式，並透過彼此的市場強化雙方 TA，達到共營的目標。我們擅長將 IP 內容轉化為沉浸式體驗，結合多媒體技術與場景設計，創造獨特觀演體驗。行銷聯手更是至關重要的資源合作，透過雙方粉絲基礎交流互動，擴大作品影響力，創造長期品牌價值，共同開創沉浸式娛樂新篇章。

Collaborations with IP partners with strong marketing potential: We bring professional production capabilities and operate our own immersive theater, offering end-to-end services from production to release. This enables IP partners to explore new creative models and allows both of us to grow our target audiences through each other's fan base, achieving the goal of joint operations. We excel in transforming IP content into immersive experiences and blending multimedia technologies with scene design to craft unique viewing experiences. We believe that partnering on marketing campaigns is also an integral part of combining resources. Leveraging both parties' fan bases and their engagement can help increase the work's reach and create long-term brand value, co-creating a new chapter in immersive entertainment.

公司 / 機構網站 Company / Institute Website

<https://moondreamreality.com/>

擅長領域及優勢 Areas of expertise and advantages

專注於沉浸式體驗、互動科技與跨領域內容開發。作品涵蓋互動沉浸展覽、VR、AR、MR 等多元形式，融合技術、設計與故事，創造以觀眾感受為核心的體驗。前身為夢想動畫的互動部門，2024 年正式獨立成為子公司，具備完整的內容製作能力，並享有母公司豐富的美術與影視資源，持續推進藝術與科技的界線，拓展創作的更多可能。

Moondream Reality specializes in producing immersive, interactive, and cross-domain content. Our works are presented in diverse formats such as immersive exhibitions, VR, AR, and MR, and supported with technology, design, and storytelling to deliver experiences that center on audience emotions. Previously the interactive design division at Moonshine Studio, Moondream Reality, became an independent subsidiary in 2024. We are equipped to produce content and are backed by Moonshine Studio's robust artistic, film, and TV resources. At Moondream Reality, we will continue to push the boundaries of art and technology to explore the potential of creativity.

可提供資源 Available resources

一、資源面

媒合協作（人脈、合作夥伴）、內容產製工具（技術、軟硬體設備）、實體場域（展示、試營運、活動空間）、學習資源（工作坊、課程、顧問）

二、情報面

產業研究（產業趨勢、關鍵報告）、市場洞察（消費行為、競品分析）、原創故事素材（IP、內容資料庫）、深度專題報導（議題分析、案例研究）

1. Resources

Business matchmaking (networks, partners), content production tools (technologies, software, hardware equipment), physical spaces (for demos, soft openings, activities), and learning resources (workshops, courses, consulting services)

2. Insights

Industry research (industry trends, reports), market insights (consumer behavior, competitor analysis), materials for original stories (IPs, content database), and in-depth features (analyzing issues or case studies)

翡冷翠文創事業股份有限公司 Firenze Cultural Exchange International Co., Ltd.



公司出席者 Company Representative
鄭清煌 Ching-Hwang Cheng

職稱 Job Title
總經理 General Manager

公司 / 機構介紹 Company / Institute Introduction

整合 30 年經營文創產業的經驗和資源，以 IP 結合展覽、出版、商品、活動…等多角化經營模式，落實藝術生活化的經營理念，把世界經典藝術帶入台灣。

Firenze Cultural Exchange boasts 30 years of experience and resources in the cultural and creative industry. Through a diversified business model that combines IPs with exhibitions, publishing, merchandise, and events, we put the philosophy of "art as a way of life" into practice and bring world-class art to Taiwan.

媒合標的 Matchmaking Target

具多元開發價值之沉浸式體驗項目，兼具藝術性、教育性、娛樂性、社交性及商業性。

Immersive experience projects with potential for diverse developments. The projects should have artistic, educational, and commercial value while also offering entertainment and encouraging social interactions.

公司 / 機構網站 Company / Institute Website

<https://www.firenzecx.com/>

擅長領域及優勢 Areas of expertise and advantages

台灣唯一專注於自創及引進藝文 IP、打造沉浸式體驗及服務的民間企業單位，並具備整合產業上下游的能力與經驗，可為消費者及合作夥伴提供一條龍的服務和支持。

We are the only private enterprise in Taiwan dedicated to both creating and importing arts and cultural IPs while developing immersive experiences and services. With proven expertise in integrating the entire industry value chain, we provide end-to-end support and services for consumers and partners alike.

可提供資源 Available resources

共同協作（IP 創造及應用）、內容產製（硬體設備）、營運推廣（線上及線下）及投資挹注。

Collaboration (IP creation and application), content production (hardware equipment), operations and promotional campaigns (online and offline), and investment support.

臺中國家歌劇院 National Taichung Theater



公司出席者 Company Representative
黃本婷 Pen Ting Huang

職稱 Job Title
藝術教育部經理
Manager, Arts Education Department

公司 / 機構介紹 Company / Institute Introduction

臺中國家歌劇院 (NTT) 是一座人與藝術共生的劇場，是表演藝術的搖籃，也是生活休憩與吸取新知的地方。核心三大系列展演「NTT 藝想春天」、「NTT 夏日放／FUN 時光」、「NTT 遇見巨人」，從藝術新觀點出發，重視全齡共賞，強調經典，邀請觀眾一起打開藝術世界的想像與創意，與世界同行。

The National Taichung Theater (NTT) is a theater space where people and art co-exist, a cradle for the performing arts, and a place for life, leisure, and learning. The theater's three core events – NTT Arts Nova, *NTT Summer Fun Time*, and *NTT Fall for Great Souls* – adopt a new artistic perspective focusing on delivering classics and age-friendly experiences. At the NTT, we invite audiences to join us as we explore the imagination and creativity of the art world and journey alongside the global stage.

媒合標的 Matchmaking Target

音像藝術、沉浸式劇場、新媒體藝術、多人體驗互動展演、XR 結合現場演出等形式。

Audiovisual art, immersive theater, new media art, interactive multi-person events, and XR live performances.

公司 / 機構網站 Company / Institute Website

<https://www.npac-ntt.org/index>

擅長領域及優勢 Areas of expertise and advantages

多元人才培育、作品原型提案、共製單位資源、製作經費挹注、專業網絡連結、展演場域等。

Diverse talent cultivation, original proposals, co-production resources, production funding, connections to professional networks, and performance spaces.

可提供資源 Available resources

表演藝術跨領域展演場域、徵案機會、教學場地等。

Cross-domain spaces for performing arts, open calls for works, and teaching venues.

臺北流行音樂中心 Taipei Music Center



公司出席者 Company Representative
郭俊昱 Ryan Kuo

職稱 Job Title
策略合作開發 Strategic Partnership

公司 / 機構介紹 Company / Institute Introduction

臺北流行音樂中心介於南港車站與捷運藍線昆陽站之間，採複合型園區設置，基地面積 8.96 公頃，以市民大道區隔為北基地及戶外表演空間。專屬流行音樂演出的中大型表演場地「表演廳」座落於北基地，另一側則有以主題策展方式呈現台灣流行音樂歷史的「文化館」、以培育台灣音樂人才為目標的「產業區」等場館。

Taipei Music Center is located between Nangang Station and MRT Blue Line Kunyang Station, with a multi-functional park design of 8.96 hectares that is separated into the North Base and outdoor performing space by the Civic Boulevard. The Concert Hall, dedicated to medium and large-scale pop music performances, is located in the North Base. On the other side is the Cultural Cube, which showcases the history of Taiwan's pop music through themed exhibits, and the Plaza, which aims to cultivate Taiwan's musical talents.

媒合標的 Matchmaking Target

希望媒合邀約海內外音樂／唱片公司／廠牌、海內外音樂節品牌、藝術展演單位、多媒體應用展演單位參與臺北流行音樂中心年度系列活動，或有意承租中心場域／場館之各類單位。

We are looking to partner with domestic and international music and record companies/labels, music festivals, performing arts organizations, and multimedia exhibition units to participate in the Taipei Music Center's annual events. We also welcome partnerships with any organizations interested in renting the Center's spaces and venues.

公司 / 機構網站 Company / Institute Website

<https://www.tmc.taipei/tw/>

擅長領域及優勢 Areas of expertise and advantages

台灣音樂產業重要場館，並於近兩年籌辦 Taipei Music Expo (TMEX) 台北音樂博覽會，廣納海內外音樂產業商務資源，並衍伸 JAM JAM ASIA (JJA) 亞洲音樂節。

As one of Taiwan's key venues for the music industry, we have also organized the Taipei Music Expo (TMEX) over the past two years, bringing together business resources of the music industry from Taiwan and abroad and giving rise to the Asian music festival JAM JAM ASIA (JJA).

可提供資源 Available resources

演出場館場域、面向國內外音樂市場的連結及行銷宣傳資源。

Performance venues, connections to both domestic and international music markets, and marketing and promotional resources.

遠星文創股份有限公司
Distant Nova Creations CO., LTD.



公司出席者 Company Representative
劉東行 Vincent Liu

職稱 Job Title
執行長 CEO

公司出席者 Company Representative
冉獻璞 Ryan Ran

職稱 Job Title
行銷長 CMO

公司 / 機構介紹 Company / Institute Introduction

亞洲原創出海加速器：以 Crowdfund-to-Global（群募→在地化→通路→授權）讓作品上國際貨架並持續賣動。合作含《How to be a mind reaver》、《Etariya》（BIGF Best Family Game）。

Distant Nova Creations is an Asia-based accelerator for original IPs expanding overseas. Through our Crowdfund-to-Global model (crowdfunding → localization → distribution → licensing), we help projects reach international shelves and sustain sales. Our portfolio includes collaborations such as *How to Be a Mind Reaver* and *Etariya* (winner of BIGF Best Family Game).

媒合標的 Matchmaking Target

尋找策略投資人、國際通路 / 經銷、出版 / 影視 / 遊戲授權夥伴、在地化與 3PL、可共開之原創 IP 與創作者；亦歡迎政府 / 文化機構合作專案。

We are looking for strategic investors, international distribution channels/distributors, publishing/film/TV/game licensing partners, localization and 3PL services, and creators with original IPs for co-development. We also welcome collaborations with government agencies and cultural institutions.

公司 / 機構網站 Company / Institute Website

<https://www.distantnova.com/>

擅長領域及優勢 Areas of expertise and advantages

專長：Kickstarter/Late pledge 經營、亞馬遜與海外通路、製造與 QC、全球物流、授權開發與談判。

優勢：資料驅動營運、跨語在地網絡、可複製 SOP 與供應鏈治理。

Expertise: Kickstarters and late pledges, Amazon and overseas distribution, manufacturing and quality control, global logistics, and licensing development and negotiations.

Strengths: Data-driven operations, multilingual local networks, replicable SOPs, and supply chain management.

可提供資源 Available resources

群募到零售運營、量產管理、全球運輸規劃、跨國行銷與展會資源。

Crowdfunding-to-retail support, mass production management, global shipping planning, international marketing, and trade show resources.

親子天下股份有限公司
CommonWealth Education Media and Publishing Co., Ltd



公司出席者 Company Representative
李佳穎 Rita Lee

職稱 Job Title
品牌暨設計中心總監
Brand & Design Center Director

公司出席者 Company Representative
陳娟娟 April Chen

職稱 Job Title
國際版權業務中心總監

公司 / 機構介紹 Company / Institute Introduction

華文圈最具影響力教育教養品牌，旗下橫跨教育書、童書出版、雜誌媒體、電商平台、IP 經營、線上學習平台、兒童影音多媒體、社群經營等業務。作為台灣最具影響力童書出版平台，旗下擁有近百位台灣本土作繪者版權，旗下知名自營 IP 如《動物警探達克比》、《樂樂小宇宙》、《仙靈傳奇》等，都有亮眼的商務與跨界合作成績。

As the most influential education and parenting brand in the Chinese-speaking world, our business spans educational books, publication of children's books, magazines, e-commerce platforms, IP management, online learning platforms, children's multimedia content, and community management. As Taiwan's most influential publishers for children's books, we boast copyrights from nearly a hundred local Taiwanese authors. Our most popular IPs include *Duckbill: The Animal Detective*, *Lele's Universe*, and *Legends of the Immortals* – all of which have produced outstanding commercial and cross-domain success.

媒合標的 Matchmaking Target

需要內容合製或授權單位

Organizations seeking co-production or IP licensing partnerships.

公司 / 機構網站 Company / Institute Website

<https://www.parenting.com.tw/>

擅長領域及優勢 Areas of expertise and advantages

擅長領域為 0-15 歲的教育教養生態圈，主要針對書籍出版、議題操作、社群經營、產品開發、電商通路、影音串流通路平台（有聲故事 APP、影音閱讀平台）等，旗下擁有針對教育教養客群，超過 100 萬註冊會員。

We specialize in the education and parenting ecosystem for children aged 0 to 15, with our primary focus being in book publishing, content development, community management, product development, e-commerce distribution, and multimedia streaming platforms (audiobook applications, video-on-demand) - boasting over one million registered members within the education and parenting audience segment.

可提供資源 Available resources

IP 授權合作、專案合作、通路合作等

IP licensing partnerships, project collaborations, and partnerships with distribution channels.

聯合報系（總管理處事業投資）
United Daily News Group



公司出席者 Company Representative
劉承啟 Charles Liu

職稱 Job Title
資深投資經理 Senior Investment Manager

公司 / 機構介紹 Company / Institute Introduction

中文報業集團，目前集團中有聯合報經濟日報兩份報紙，並擁有多家關係事業。如聯合線上、聯合數位文創、聯經數位等，是國內指標性媒體集團之一。

The Chinese Newspaper Group currently has two newspapers, the United Daily News and the Economic Daily, and has a number of related businesses. Such as United Online, United Digital Cultural Creativity, Lianjing Digital ... etc., it is one of the domestic benchmark media groups.

媒合標的 Matchmaking Target

音樂、藝術、出版、新媒體新科技、XR 沉浸式體驗、生成式 AI、科技應用。

Music, Art, Publishing, New Media and New Technologies, XR Immersive Experiences, Generative AI, Technology Applications.

公司 / 機構網站 Company / Institute Website

www.udngroup.com

擅長領域及優勢 Areas of expertise and advantages

聯合報集團投資部門目前正在評估以下領域，包括：AI、數據、產研財經、熟齡銀髮、教育、健康領域、文創 IP、ESG、影音視頻、Life Style 等以及與報系媒體相關服務的領域，原則上投資的階段為 Pre-A 輪以上為主。期待透過與新創的投資與能量結合，創造更多新的可能性。

We are currently evaluating the following areas: AI/Data, Industry and Financial Research, Aging Populations, Education, Health, Cultural and Creative IP, ESG, Video and Media, Lifestyle, and other sectors related to media services. In principle, the investment focuses primarily on Pre-A rounds and beyond. Look forward to creating more new possibilities by combining the investment efforts with the innovation and potential of startups.

可提供資源 Available resources

投資評估，合作團隊轉介，轉介專案投資單位。

Investment appraisal, referral to partnering teams, referral to project investors.

媒合標的 Matchmaking Target

聯合數位文創股份有限公司
udnFunLife Co., Ltd.



公司出席者 Company Representative
李彥甫 Owen Lee

職稱 Job Title
董事長 Chairman

公司出席者 Company Representative
陳文娜 Anna Chen

職稱 Job Title
市場發展部總監
Director of Market Development

公司出席者 Company Representative
李威葳 Vivian Lee

職稱 Job Title
市場發展部經理
Manager of Market Development

公司 / 機構介紹 Company / Institute Introduction

聯合數位文創股份有限公司累積近廿年藝術展演與活動策展經驗，結合售票服務等，打造良善文創產業生態鏈，近年亦致力文創場域開發、台灣劇場及影視 IP 投資，結合科技應用、創新服務，進行泛文創嘗試與突破，實現把世界帶進台灣，讓台灣走向國際的企業願景，給大眾想像無限、樂趣無限，用想像力影響世界。

udnFunLife has accumulated nearly 20 years of experience in art performances, event curation, and ticketing services, building a healthy ecosystem for the cultural and creative industries. In recent years, the company has also expanded into cultural venue development, theater and film/TV IP investment, and cross-disciplinary ventures that integrate technology and innovative services. Through these efforts, udnFunLife continues to push the boundaries of cultural and creative ventures. Our vision is to bring the world to Taiwan and take Taiwan to the world, offering audiences unlimited imagination and fun and using creativity to impact the world.

媒合標的 Matchmaking Target

- 1. 沉浸式體驗、缺資金
- 2. 多人 VR、IP 轉譯
- 1. Immersive experiences in need of funding
- 2. Multi-player VR experiences and IP adaptations

公司 / 機構網站 Company / Institute Website

<https://www.udnfunlife.com/>

擅長領域及優勢 Areas of expertise and advantages

具備近廿年藝術展演與活動策展經驗，擅長舉辦國內外精采多元活動，藝文表演、展覽策畫，屢屢締造驚人票房紀錄

- 自有活動預購售票平台「udn 售票網」
- 文化娛樂專案投資，跨團跨域 IP 延伸
- 多元媒體資源，整合行銷宣傳
- 提供完整豐沛資源，藉以提升企業品牌價值
- 延伸授權應用，週邊商品開發及銷售

With nearly 20 years of experience in art performances and event curation, we excel in producing diverse cultural events and exhibitions both in Taiwan and abroad, consistently achieving outstanding ticket sales.

- Self-owned pre-sales and ticket sales platform: tickets.udnfunlife.com
- Cultural and entertainment project investment, cross-company and cross-domain IP adaptations
- Diverse media resources with integrated marketing and promotion services
- Comprehensive resources to help elevate corporate brand value
- Expansion of licensing applications, merchandise development, and sales

可提供資源 Available resources

投資挹注（直接投資）、媒合協作（人脈、合作夥伴）、商機連結（洽談管道、曝光機會）、媒體曝光渠道。

Investment support (direct investment), business matchmaking (networks, partners), referral to business opportunities (connection to network, opportunities for exposure), and opportunities for media exposure.

鏡文學股份有限公司
Mirror Fiction Inc.



公司出席者 Company Representative
陳昱俐 Lily Chen

職稱 Job Title
內容開發籌製總監
Content Development & Production Dept, Director

公司出席者 Company Representative
蔡孟勳 Damon Tsai

職稱 Job Title
品牌企劃部經理
Brand Strategy Dept. Manager

公司 / 機構介紹 Company / Institute Introduction

鏡文學是台灣第一家專注華文智慧財產的全版權公司、發展圖書出版、創作課程「說故事學院」、IP 授權等業務，協助創作者作品改編、授權為紙書、影視、舞台劇、漫畫、遊戲等十數種衍生版權，另擁有聲音內容平台品牌「鏡好聽」、影視製作公司「鏡好看」，專注製作富娛樂性的優質影視作品，透過國際合資合製，致力 IP 多元化發展。

Mirror Fiction is the first in Taiwan to specialize in Mandarin intellectual property, focusing on full copyright management, book publishing, the Storytelling Academy creative courses, and IP licensing. We assist creators in adapting and licensing their works into books, films, stage plays, comics, games, and more than a zone of copyrighted derivative works. We also own the audio content platform brand Mirror Voice and the film production company Mirror Fiction Series, which focuses on producing high-quality, entertaining works of film and TV. With international co-funding and co-production, we are dedicated to diverse IP development.

媒合標的 Matchmaking Target

1. 尋求 IP 轉譯、拓展的團隊
2. 沉浸式體驗內容投資、代理
1. Teams looking to adapt or expand on their IPs
2. Investors and agents for immersive experience contents

公司 / 機構網站 Company / Institute Website

<https://www.mirrorfiction.com/>

擅長領域及優勢 Areas of expertise and advantages

鏡文學專注於華文智慧財產全版權經營，涵蓋圖書出版、聲音內容、閱讀平台與影視製作，並延伸至原創故事開發、深度專題報導及跨媒體改編，同時透過完善的人才培育機制持續挖掘新創作者。其優勢在於全產業鏈的一站式整合，從題材開發、出版到影視製作與 IP 授權皆能掌握；並積極推動國際合資合製，拓展跨國市場版圖。

Mirror Fiction specializes in the full copyright management of Mandarin intellectual property, covering book publishing, audio content, reading platforms, and film production. We've also branched out to original story development, in-depth reporting, and cross-media adaptations. We continuously cultivate new creators through a comprehensive talent development mechanism. Our advantage lies in a one-stop integration of the entire industry chain, managing everything from topic development, publishing, to film production and IP licensing. Additionally, we actively promote international co-funding and co-production to expand into overseas markets.

可提供資源 Available resources

我們能提供多面向支持，包含人脈與合作夥伴的媒合、國內外商機與 IP 授權連結、專業法律服務（合約、智財、授權諮詢）、原創故事與內容資料庫，以及媒體曝光宣傳。其次，在資金面，我們可提供投資挹注，成為專案推動與落地的重要後盾。

We can offer support in many dimensions, including networking and partnership matchmaking, domestic and international business opportunities, IP licensing connections, professional legal services (including contracts, intellectual property, and licensing consultation), original stories and content databases, and media exposure and marketing. In terms of funding, we are able to provide investment support and serve as a crucial partner to back the execution and implementation of projects.

鵬碩系統股份有限公司
Pengshuo Systems Co., Ltd. - Autonomous,
AI-driven Digital-Twins System

Agaruda

鵬碩系統股份有限公司
Autonomous, AI-driven Digital-Twins System

公司出席者 Company Representative
吳佳龍 Wesley Wu

職稱 Job Title
執行長 CEO

公司 / 機構介紹 Company / Institute Introduction

鵬碩系統自 2023 年創立，始創人團隊從華碩集團開始以數位雙生技術為核心，建立數位雙生平台、數位城市、數位內容等，致力於打造以真實世界為藍本的 Minecraft 元宇宙。鵬碩系統基於 AI 運算技術，專注於 DX（Digital Transformation）數位轉型領域的解決方案，提供領先的 Digital Twins 技術系統平台與服務，應用於：場域自動化建模、數據融合管理與模擬、資產管理分析、文化資產保護和智慧城市治理等領域。

Pengshuo Systems was established in 2023 when the founding team began developing digital twin technologies within the ASUS Group, building digital twin platforms, digital cities, and digital content. At Pengshuo Systems, we are committed to building a Minecraft metaverse inspired by our real world. Powered by AI computing technologies, Pengshuo Systems specializes in digital transformation (DX) solutions, offering cutting-edge digital twins platforms and services that can be applied to areas such as automated domain modeling, data integration management and simulation, asset management and analytics, cultural heritage preservation, and smart city governance.

媒合標的 Matchmaking Target

1. 沉浸式體驗、已開發完成、地方創生
2. 多人走動 VR、遊戲向、台灣 IP 轉譯內容
1. Immersive experiences, developed/completed projects, local revitalization projects
2. Multi-player walking VR experiences, game-oriented experiences, content adapted from Taiwanese IPs

公司 / 機構網站 Company / Institute Website

<https://agaruda.io/>

擅長領域及優勢 Areas of expertise and advantages

鵬碩系統致力於運用 A.I. True Technologies，推動 All in One 系統整合平台與服務。我們透過量身打造的策略，協助您解決業務關鍵挑戰，加速數位轉型，提升企業競爭力。作為強化數位轉型與企業韌性的雲端夥伴，我們助您實現即時且沉浸式的元宇宙體驗，開創無限可能。

Pengshuo Systems applies A.I. True Technologies to drive all-in-one system integration platforms and services. Through customized strategies, we help businesses tackle critical challenges, accelerate digital transformation, and increase competitiveness. As a cloud partner striving to enhance digital transformation and corporate resilience, we enable real-time and immersive metaverse experiences that unlock unlimited potential.

可提供資源 Available resources

數位孿生解決方案技術服務及雲端服務平台

Digital twin solutions and technical services, and cloud service platforms

Antwort Capital

Antwort.

公司出席者 Company Representative
翁榮志 Stone Weng

職稱 Job Title
管理合夥人 Managing Partner

公司 / 機構介紹 Company / Institute Introduction

Antwort Capital 是一家盧森堡的私募基金公司，在盧森堡持牌投資基金管理，受盧森堡金融監理委員會監管。公司與歐洲私人財富通路黏著度高，長期與海外 FO、品牌方合作投資。與盧森堡政策長年扶植創意與文化內容產業合作。這為台灣相關文創與科技跨境投資提供成熟的海外資源與產業合作機會。

Antwort Capital is a private equity fund company based in Luxembourg, licensed as an investment fund manager and regulated by the Commission de Surveillance du Secteur Financier (CSSF). With strong connections to Europe's private wealth funds, the company has long collaborated with overseas family offices and brand partners in investment. Antwort also works closely with Luxembourg's longstanding initiatives to support the cultural and creative content industries, providing Taiwan's cultural and creative industry and technological sectors with mature overseas resources and opportunities for cross-border collaboration.

媒合標的 Matchmaking Target

1. 內容技術平台、內容通路平台、life style 相關、文化資產與展設相關、視覺藝術相關、具有可驗證性但缺資金導入市場。
 2. 尋找國際 IP 或專業團隊跨國合作項目。
 3. 需要國際市場擴大並且已開發完成、但缺資金或是商業合作導入海外市場。
1. Content technology platforms, distribution platforms, lifestyle-related projects, cultural heritage and exhibition-related projects, and visual arts projects that are validated but require funding to enter the market.
 2. International IPs or professional teams seeking cross-border collaboration.
 3. Projects that are already developed and looking to expand into international markets but lack funding or business partners to enter overseas markets.

公司 / 機構網站 Company / Institute Website

<https://www.antwort.lu/>

擅長領域及優勢 Areas of expertise and advantages

Antwort 在國際長期與歐洲品牌合作。管理團隊在科技與文創可鏈結更多海外機會，如優秀專業人才引進、內容出海、資金投資、創造跨平台內容或全球市場拓展，具備涵蓋產業上下游的整合能力。優勢如下：1. 海外資源豐沛，媒合擴大市場、歐美場域鏈結與展演、海外商機連結；2. 國際資金投資、企業策略投資及品牌合作。

Antwort has extensive experience in long-term collaboration with European brands. Our management team connects technology and cultural and creative businesses with overseas opportunities in the form of talent recruitment, global content distribution, investment, cross-platform content creation, and market expansion. As such, we have the ability to integrate across the entire industry value chain. Our key strengths include: 1. Abundant overseas resources to expand markets, connect with European and U.S. venues and performances, and introduce business opportunities abroad; and 2. Investments from international capital, strategic corporate investment, and brand partnerships.

可提供資源 Available resources

- 一、資源面
媒合協作（海外人脈、國際品牌合作夥伴）、內容產製（專業技術）、歐美實體場域（展示活動空間），商機連結（投資或商業合作、歐美文創展演機會）
 - 二、資金面
投資挹注（直接投資、SPV）、融資協助（貸款、資金媒合）
 - 三、市場面
產業發展機會（歐美項目合作需求）、市場洞察（歐美政策與市場分析）
1. Resources
Business matchmaking (overseas networks, international brand partners), content production (professional technologies), and physical spaces in Europe or the U.S.
Referral to business opportunities (investments or commercial partnerships, opportunities to present cultural creative events in Europe or the U.S.)
 2. Funding
Investments (direct investments, SPVs), financing support (loans, investor matchmaking)
 3. Market
Expansion opportunities (project collaborations in Europe and the U.S.), market insights (policy and market analysis of Europe and the U.S.)

Cluster, Inc.

cluster

公司出席者 Company Representative
龔學珊 Hsueh Shan Kong

職稱 Job Title
事業部 Enterprise Sec

公司出席者 Company Representative
施霏蓮 Sandra

職稱 Job Title
事業部 Enterprise Sec

公司 / 機構介紹 Company / Institute Introduction

Cluster 是日本知名的虛擬活動平台公司，專注於打造沉浸式的 3D 虛擬空間，能為企業客戶提供從企劃、製作到營運的一站式虛擬空間服務。替企業打造專屬展館、舉辦發表會或品牌體驗活動等，透過互動提升參與度，並展現創新形象。

Cluster is a leading Japanese virtual event platform company specializing in immersive 3D virtual spaces. We provide one-stop services for enterprises, spanning planning, production, and operations. With Cluster, businesses can create exclusive virtual pavilions, host product launches, or stage brand experience events, enhancing engagement through interactivity while showcasing an innovative image.

媒合標的 Matchmaking Target

有建置線上虛擬空間需求的企業。

Businesses looking to build virtual spaces online.

公司 / 機構網站 Company / Institute Website

平台網址：<https://cluster.mu/zh-TW>

企業網址：<https://corp.cluster.mu/en>

擅長領域及優勢 Areas of expertise and advantages

1. 每年 250 間以上企業合作，由日本團隊提供從企劃、製作到營運的高品質服務。
 2. 手機、PC、VR 裝置、瀏覽器都能夠進到同一個空間。
 3. 日本最大虛擬空間平台，協助企業透過虛擬空間觸及日本及全球用戶。
 4. 空間中提供革新品牌體驗的 AI 導覽「AI Agent Flex」（申請專利中）。
1. Every year, Cluster collaborates with over 250 businesses, with our Japanese team providing high-quality services spanning planning, production, and operations.
 2. Cluster empowers accessibility to the same space through mobile phones, PCs, VR devices, and browsers.
 3. Cluster is Japan's largest virtual space platform. We can help businesses reach users from Japan and around the world through our virtual spaces.
 4. We also offer an innovative brand experience, the AI guide AI Agent Flex (patent pending).

可提供資源 Available resources

提供多元金額方案的客製化虛擬空間建置服務。

Customized services for building virtual spaces, with flexible pricing plans.

FREES 自由的設計 FREES



公司出席者 Company Representative
馮建彰 Feng Chien-Chang

職稱 Job Title
創意總監 CD

公司 / 機構介紹 Company / Institute Introduction

FREES 運用創意將藝術與科技融合，視「將創意內容視覺化」為核心使命，作品超越現實與虛擬世界間的界線，將創意推向無限境界。當今視覺藝術產業正處於革命性邊緣，在實驗性多媒體藝術與商業應用間，展演內容無時無刻不斷進化與發展，透過藝術與科技的展演規劃，幫助音樂與品牌說出好故事。

FREES merges art and technology with creativity and considers its core mission as "visualizing creative content." Our works transcend the boundaries between the real and virtual worlds, pushing creativity toward infinite possibilities. As the visual arts industry stands on the cusp of revolution, our performances constantly evolve between experimental multimedia art and commercial applications. Through the integration of art and technology for events, FREES helps music and brands tell compelling stories.

媒合標的 Matchmaking Target

1. VR 核心開發 — Unreal Engine VR 開發、OpenXR 與跨平台移植，互動程式與 AI 設計。
2. 技術美術 — UE5 Niagara 特效、場景優化與低模資產製作，兼顧效能與視覺。
3. VR 展演整合 — UE VR 內容結合感測器與沉浸式空間，互動裝置、展演落地及硬體串接。

1. VR Core Development: Unreal Engine VR development, OpenXR and cross-platform porting, interactive programming, and AI design.
2. Technical Art: UE5 Niagara effects, scene optimization, and low-poly asset production balancing performance and visuals.
3. VR Performance Integration: Combining UE VR content with sensors and immersive spaces, developing interactive installations, event execution, and hardware integration.

公司 / 機構網站 Company / Institute Website

<https://www.frees.com.tw>

擅長領域及優勢 Areas of expertise and advantages

FREES 涵蓋演唱會、頒獎典禮、音樂祭與策展，跨足文化、藝術、科技、音樂等領域，並以大型光影藝術與互動多媒體見長。隨全球創新科技發展，FREES 聚焦於創新內容，打造虛擬 IP 角色，將 VR、AR 融入展演，並投入 MR 沉浸式創作，更首創全球首個 XR 線上流行音樂節目品牌《在田星球》。

FREES works across concerts, award ceremonies, music festivals, and curatorial projects, bridging culture, art, technology, and music. We specialize in large-scale light art and interactive multimedia projects. Keeping pace with global technological innovation, we focus on creating innovative content such as developing virtual IP characters, integrating VR and AR into performances, and pioneering MR immersive creations. FREES also created *Farmland*, the world's first XR online pop music program.

可提供資源 Available resources

FREES 在資源面，能協助人脈與合作夥伴媒合、文化題材內容產製、沉浸展館與文化節等實體場域，以及行銷通路、商機連結與技術規格支援；在資金面，包含製作費投資、補助徵案與計畫申請協助；在情報面，則提供文化研究資料庫、沉浸展演與 VR 遊戲市場洞察、原創 IP 素材庫，以及專題報導與案例研究。

In terms of resources, FREES can support with networking and connecting partners, production of cultural content, provide physical spaces for immersive events and cultural festivals, and assist with marketing, distribution, referrals to business opportunities, and technical specifications. In terms of funding, we can provide investments for production fees, tenders, and project applications. In terms of market insight, we can provide cultural research databases, market insights into immersive events and VR gaming markets, original IP databases, feature reports, and case studies.

Legacy 傳音樂展演空間 Legacy Taipei



公司出席者 Company Representative
陳姿蓉 Jill CHEN

職稱 Job Title
營運總監 Director of Operations

公司 / 機構介紹 Company / Institute Introduction

Legacy 自 2009 年 12 月成立至今，成為音樂唱作人必訪的指標型舞台，成功塑造音樂產業起點與生活空間結合的典範。用心的節目規劃與空間特性，期許觀眾近距離的音樂體驗。從台北發聲，擴散至香港、星馬以及國際，持續創造區域影響力，將傳承現場演出的熱情與力量，持續製造新的傳奇。

Since its establishment in December 2009, Legacy has become a landmark stage for musicians and singer-songwriters, setting the standard for venues that merge the music industry into a lifestyle space. Through thoughtful programming and the space's unique characteristics, Legacy aims to provide audiences with intimate musical experiences. Starting in Taipei and expanding its influence to Hong Kong, Singapore, Malaysia, and beyond, Legacy continues to spread the passion and energy of live performance - writing new legends time and time again.

媒合標的 Matchmaking Target

我們希望將科技融入現場體驗，如 XR/AR/VR 與沉浸式投影，創造虛實共演的沉浸式感受；結合空間音訊、沉浸聲與 AI 音樂生成，提升聲音表演的互動與創意；運用即時互動平台或 Web3 技術，讓觀眾參與燈光、合唱或專屬收藏；並透過智慧票務、觀眾數據與場館管理，優化現場營運與安全。

We hope to integrate technology into live experiences, such as XR/AR/VR and immersive projection, to create hybrid real-virtual performances. By incorporating spatial audio, immersive sound, and AI-generated music, we aim to enhance the interactivity and creativity of live shows. We are also interested in real-time interactive platforms and Web3 technologies that allow audiences to participate in lighting, chorus, or exclusive collectibles. In addition, we also look forward to leveraging smart ticketing, audience data, and venue management systems to help optimize live operations and safety.

公司 / 機構網站 Company / Institute Website

<https://www.legacy.com.tw/page/topic/>

擅長領域及優勢 Areas of expertise and advantages

規劃多元節目、提供演唱會級的專業器材、集結跨領域的專業經營團隊。

Planning diverse programs, providing concert-grade professional equipment, and bringing together a cross-disciplinary team of professionals.

可提供資源 Available resources

Legacy 由若谷有限公司營運，涵蓋台北、台中、Tera 等空間，構成台灣重要的音樂展演網絡。我們具備專業場館與製作能量，連結國內外藝術家與樂團，並與品牌、影視、科技、新媒體跨界合作。Legacy 不僅是音樂現場，更是文化與科技實驗的合作平台。

Operated by The Roar Company, Legacy maintains venues in Taipei and Taichung and the Legacy TERA, forming one of Taiwan's most important live music networks. With professional venues and strong production capacity, we connect domestic and international artists and bands, while also collaborating across brands, film and television, technology, and new media. Legacy is not only a stage for live music but also a collaborative platform for cultural and technological experiments.

YAMAHA 山葉音樂股份有限公司 YAMAHA MUSIC & ELECTRONICS TAIWAN CO., LTD.



公司出席者 Company Representative
李建璋 ChienCheng Lee

職稱 Job Title
課長 Section Manager

公司 / 機構介紹 Company / Institute Introduction

YAMAHA 台灣山葉音樂股份有限公司－專業音響部門，致力於提供最先進的音訊解決方案，融合日系技術與精緻工藝，打造兼具穩定性與音質表現的專業音響產品。從大型表演場館、會議空間、教育機構到企業應用，我們的產品線涵蓋混音器、數位處理器、功率擴大機、喇叭系統與網路音訊解決方案，滿足各式空間需求。

YAMAHA Musics & Electronics Taiwan's Professional Audio Department is dedicated to providing cutting-edge audio solutions, blending Japanese technology and exquisite craftsmanship to create professional audio products that deliver both stability and high-quality sound performance. Our product line includes mixers, digital processors, power amplifiers, speaker systems, and network audio solutions, serving a wide range of applications from large performance venues and conference spaces to educational institutions and corporate settings.

媒合標的 Matchmaking Target

1. 現場演出表演團體：如交響樂團、室內樂團、現代舞團、劇場表演團體、樂團，適合嘗試沉浸式聲音演出。
2. 演出場館：劇院、音樂廳、表演藝術中心，適合進行沉浸式音響系統導入。
3. 跨界表演團體與藝文單位：結合音樂、舞蹈、裝置藝術，追求創新演出體驗的團體。
4. 大型藝文活動或展演策展方：有興趣打造沉浸式聲音體驗的主辦單位。
1. Live Performance Groups: Such as symphony orchestras, chamber music ensembles, modern dance groups, theater performance groups, and bands interested in experimenting with immersive sound performances.
2. Performance Venues: Theaters, concert halls, performing arts centers compatible with immersive sound systems.
3. Cross-Domain Performing Arts Groups and Cultural Groups: Teams combining music, dance, and installation art, seeking to create innovative performance experiences.
4. Large Art or Cultural Events or Curators: Organizers interested in creating immersive sound experiences for their events.

公司 / 機構網站 Company / Institute Website

<https://tw.yamaha.com/zh/products/proaudio/afc/index.html>

擅長領域及優勢 Areas of expertise and advantages

專業音響與聲學工程領域，擁有完整的音響技術與豐富的國際專案經驗。

優勢技術包含 AFC Image（沉浸式聲音定位技術）與 AFC Enhance（沉浸式殘響技術），可為場館、劇院、藝術展演提供沉浸式聆聽體驗。

全球音響技術標準制定者之一，產品廣泛應用於音樂演出、會議及展演場域。

We specialize in professional audio and acoustics engineering, with comprehensive audio technologies and extensive experience in international projects. Our key technologies include: AFC Image (immersive sound localization technology) and AFC Enhance (immersive reverberation technology), which can be used to provide immersive listening experiences for venues, theaters, and artistic performances.

As one of the global benchmarks for audio standards, our products are widely applied in music performances, conferences, and exhibition venues.

可提供資源 Available resources

1. 專業音響設備（包括沉浸式 AFC 系統硬體與軟體），目前北流 Live house-Legacy TERA 沉浸式設備進駐中，未來可做為演出合作場地
2. 技術支援與專業工程團隊（顧問）
3. 系統安裝與調校服務
4. 聲學顧問與沉浸式聲音體驗設計（工作坊、研討會）
5. 品牌合作與市場推廣資源（曝光機會、廣告交換）
1. Professional audio equipment (including immersive AFC system hardware and software), Our immersive equipment is now installed at the TMC Live house-Legacy TERA, which could serve as a venue for future performance collaborations
2. Technical support and professional engineering teams (consulting services)
3. System installation and tuning services
4. Acoustic consulting and immersive sound experience design (workshops, seminars)
5. Brand partnerships and marketing resources (exposure opportunities, advertising exchanges)

國際產業代表 Industry Guests





職稱 Job Title
總監
Director

公司 / 機構 Company / Institute
Dark Euphoria

公司 / 機構介紹 Company / Institute Introduction

Dark Euphoria 是家藝術製作與文化創新公司，設於法國南部，作品由藝術及數位科技交匯而成，如互動裝置、沉浸式體驗、擴增實境節目等，創作持續探索新藝術語彙和科技裝置並與藝術家、創意技術專家、文化機構合作，很早就作品中結合 XR 與現場演出，期望不斷翻轉劇場、音樂、舞蹈形式，並重構觀眾的角色。

Dark Euphoria is an artistic production and cultural innovation agency based in Montpellier and Marseille, in the South of France. We produce projects at the crossroads between art and digital technologies: interactive installations, immersive experiences, augmented shows. We explore new artistic languages and technological devices, shared between artists, creative technologists and cultural institutions. A pioneer in productions combining XR and live performance, Dark Euphoria is especially committed to reinventing theatrical, musical, and choreographic forms, as well as the role of the audience.

參與目標 Participation Goal

- 開發合作夥伴，如劇院、藝術中心、數位藝術中心、博物館的文化機構及專注於數位藝術、表演藝術、XR 及沉浸式形式的藝術節，並與相關領域的策展人及節目策劃人交流。
- 為目前開發中的 XR 體驗作品 CHRONICA 尋找合製與技術資源夥伴。
- 與表演藝術生態系圈交流
- Meeting target partners such as cultural institutions: theaters, art centers, digital art centers, museums, and festivals (focused on digital art, performing arts, XR, and immersive formats) + curators and programmers operating in the fields mentioned above
- Meeting potential coproducers and technological resources for CHRONICA, our XR experience currently in development
- Connecting with the performing arts ecosystem

公司 / 機構網站 Company / Institute Website
www.dark-euphoria.com

個人介紹 Personal Introduction

關注藝術、科學與科技之交會，具備超過十五年推動創新藝術專案的經驗，並擁有巴黎第九大學文化管理碩士學位。

現任 Dark Euphoria 總監，該機構專注於數位藝術、沉浸式及互動式作品文化製作與創新。Marie Point 致力於表演藝術與 XR 融合，並於亞維儂藝術節發起「Performing Arts, Digital Stages」計畫。

她同時擔任法國數位體驗製作人協會（PXN）共同主席，並於 2024 年獲選為法國「文化界百大女性」之一。

Marie Point is passionate about the intersections between art, science, and technology. A graduate of the Master's program in Cultural Management at Paris Dauphine University, she has been working for over 15 years in the development of innovative artistic projects.

She is the Director of Dark Euphoria, a cultural production and innovation agency specializing in digital art, immersive, and interactive artworks. She has a particular interest in the convergence of performing arts and XR and initiated the "Performing Arts, Digital Stages" event at the Avignon Festival.

As Co-President of PXN, the French network of digital experience producers, she was named one of the "100 Women of Culture" of France in 2024.

在台灣尋求的資源 Resources to connect with in Taiwan

- 希望和台灣藝術家或機構合作開發在地作品，提供法國籌資支援、XR 技術、創意團隊與國際發行資源
- 希望在當地文化場館展出代表作：No Reality Now（舞蹈 + VR）、Live Immersion by Verlatour 與 Chronica
- 希望和台灣創意生態圈合作舉辦一場以「表演藝術與數位舞台」為題的活動
- 提供客製化工作坊與導師課程，協助台灣團隊探索創新科技與藝術創作的融合
- Potential co-production of a Taiwanese project, in collaboration with local artists or institutions - we can raise funding in France for international coproduction, and we have access to creative technologists, artistic talents, XR studios and a great distribution network (venues, cultural places, art centers...)
- Presenting one or more of our projects within local cultural institutions, including No Reality Now our dance + VR show, Live Immersion by Verlatour, and Chronica
- Creating a professional event or gathering on the topic of Performing arts and Digital stages, in partnership with one or more actors from the Taiwanese creative ecosystem
- Offering workshops and mentorship sessions tailored for local creative teams, focused on artistic & creative use of innovative technologies



職稱 Job Title
沉浸式展覽經理人／製作人
Management Immersive Exhibition / Producer

公司 / 機構 Company / Institute
Kunstkraftwerk Leipzig

公司 / 機構介紹 Company / Institute Introduction

Kunstkraftwerk Leipzig 是德國第一家沉浸式藝術及數位文化中心，由舊電廠改建而成，如今已匯集國際創新展演、多媒體節目、跨領域作品，其中搭建藝術、科學和技術的橋樑，打造體驗文化的新途徑，屢屢呈現大型沉浸式製作、互動裝置及國際協作範例，成為數位及當代藝術的領先場館。

Kunstkraftwerk Leipzig is Germany's first center for immersive art and digital culture. Located in a former power plant, it has become an international hub for innovative exhibitions, multimedia shows, and cross-disciplinary projects. The institution brings together art, science, and technology, creating new ways of experiencing culture. With large-scale immersive productions, interactive installations, and international collaborations, Kunstkraftwerk Leipzig has established itself as a pioneering venue for digital and contemporary art.

參與目標 Participation Goal

探索沉浸式與數位藝術領域的合作機會，發掘新的創作方式，以強化國際連結，並將創新專案帶給全新的觀眾群體。

My goal in participating is to explore collaborative opportunities in the field of immersive and digital art, while discovering new creative approaches, to strengthen global connections and bring innovative projects to new audiences.

公司 / 機構網站 Company / Institute Website
<https://www.kunstkraftwerk-leipzig.com/>

個人介紹 Personal Introduction

現任 Kunstkraftwerk Leipzig 專案經理暨策展人，具備豐富跨領域與國際合作經驗，專注於沉浸式展覽的策劃與推動。

Marie Kuss 策劃的專案著重於透過創新形式串聯多元敘事，並開創全新體驗，強調在藝術、科技與社會的交會中探索展演可能。她熱衷於搭建文化交流橋樑，融合不同觀點，並從國際交流中汲取養分，進而推動能激發思考與對話的展覽與體驗。

Marie Kuss works as a Project Manager and Curator at Kunstkraftwerk Leipzig, focusing on immersive exhibitions and interdisciplinary and international collaborations. Her projects aim to connect narratives with innovative formats and to create new experiences. She is passionate about building cultural bridges, bringing together diverse perspectives, and learning from international exchange. What inspires her most is developing projects or experiences where art, technology, and society intersect with spaces that invite reflection and dialogue.

在台灣尋求的資源 Resources to connect with in Taiwan

很期待此次能跟台灣的創作者、藝術家、沉浸式科技工作室，以及有意參與國際合作的文化機構進行交流。

我特別關注的是藝術、科學與科技交會的創作領域，並對發展適用於博物館、藝術節及數位平台的創新敘事形式深感興趣。同時，也渴望更深入了解台灣的文化科技環境、觀眾互動策略，以及在地文化如何與數位創新融合的實踐經驗。

I am looking forward to connecting with creators, artists, immersive technology studios and cultural institutions interested in international collaboration. I am particularly interested in meeting partners who explore the intersection of art, science and technology and who develop innovative storytelling formats for museums, festivals and digital platforms. I am also keen to learn more about Taiwan's cultural-tech and art landscape, audience engagement strategies, and approaches to integrating tradition with digital innovation.

Jordan MOUTAMANI



職稱 Job Title
營運長
Chief Operating Officer

公司 / 機構 Company / Institute
Astrea

公司 / 機構介紹 Company / Institute Introduction

許多 VR 和 MR 獲獎內容都交由 ASTREA 負責全球發行，我們擅長發行、在地化、溝通和授權，提供業界頂尖敘事及遊戲體驗。

ASTREA is the leading global distributor of award-winning virtual and mixed reality content. We excel in publishing, localization, communication, and licensing, offering the industry's top immersive storytelling and gamified experiences.

參與目標 Participation Goal

參與提案大會並和受邀台灣創作者和公司負責人

- 一對一交流
- 建立人脈網絡
- 參與媒合交流活動
- 參與座談會

Attend Pitching sessions & Exclusive 1-on-1 Meetings with selected Taiwanese creators and company representatives.

- Build connections
- Join networking events
- Potentially take part in forum sessions

公司 / 機構網站 Company / Institute Website

<https://astreammersive.io/>

個人介紹 Personal Introduction

自 2022 年加入 Astrea 起，即為全球最龐大沉浸式內容目錄的建立作出重要貢獻。自此，Astrea 作品屢獲國際肯定，包括以《Madrid Noir》榮獲艾美獎，並於威尼斯影展獲頒獅子獎。

Jordan Moutamani 於 2024 年出任 Astrea 營運長，主導多部重要作品於 Meta Horizon Store 發行，包括《Wallace & Gromit in The Grand Getaway》及《Mobile Suit Gundam: Silver Phantom》。

Jordan Moutamani joined Astrea in 2022, contributing significantly to the creation of the world's most expansive catalog of immersive content. Since then, Astrea's works have garnered multiple accolades, including an Emmy Award for *Madrid Noir* and a prestigious Lion at the Venice Film Festival.

In 2024, he took the helm of Astrea and oversaw the distribution of major titles on the Meta Horizon Store, such as *Wallace & Gromit in The Grand Getaway* and *Mobile Suit Gundam: Silver Phantom*.

在台灣尋求的資源 Resources to connect with in Taiwan

- 合製夥伴
- 創作者、內容
- 資金
- 展演空間合作方
- Co-production partners
- Creators, contents
- Fundings
- Venue partnership

Elie LEVASSEUR



職稱 Job Title
沉浸式單元總監
Head of Immersive

公司 / 機構 Company / Institute
Festival de Cannes

公司 / 機構介紹 Company / Institute Introduction

全球最具指標性與聲望的國際影展，以其深遠的藝術影響力、紅毯魅力，以及作為全球最大電影交易市場－坎城電影市場展（Marché du Film）之地位而享譽國際。

The Cannes Film Festival is the the leading and most prestigious film festivals globally, renowned for its artistic significance, red carpet glamour, and as the world's foremost film marketplace, the Marché du Film

參與目標 Participation Goal

我們正在尋求技術合作夥伴，共同籌劃一場將於世界頂尖藝術節舉辦的劃時代競賽。同時，我們也積極徵集運用空間運算、光雕投影、XR 及 AI 等技術，打造具敘事性、突破傳統 2D 螢幕限制的創新體驗作品。

Looking for tech partners to help support the organization of a groundbreaking competition at the heart of the world's leading festival. We are also seeking works that harness the unique potential of spatial computing, video mapping, XR, and AI to create narrative-driven experiences that push beyond the boundaries of the traditional two-dimensional screen.

公司 / 機構網站 Company / Institute Website

<https://competitionimmersive.festival-cannes.com/en/>

個人介紹 Personal Introduction

Elie 自 2023 年起出任坎城影展沉浸式項目總監，主責「沉浸競賽」與「沉浸市場」兩大單元的策劃與推動，專注於提升沉浸式敘事作為新興藝術形式的國際影響力。過去，他曾先後擔任 Cannes XR 總監、NewImages XR 市場總監，以及 Cross Video Days 節目總監，皆為國際間聚焦沉浸式與互動創作的重要平台。

Elie was appointed Head of Immersive at the Festival de Cannes in 2023, where he currently oversees both the Immersive Competition and the Immersive Market—two programs dedicated to advancing the recognition of immersive storytelling as a new art form. Previously, he served as Head of Cannes XR, Head of the NewImages XR Market, and Head of Programming at Cross Video Days, three leading marketplaces focused on immersive and interactive creation.

在台灣尋求的資源 Resources to connect with in Taiwan

坎城影展能為沉浸式創作者提供豐富的機會：讓作品被看見、獲得國際認可，並與策展人、節目策劃人交流，同時提高在媒體間的可見度。

We offer a unique combination of opportunities for immersive creators: the chance to showcase their work, gain international recognition, connect with curators and programmers, and make a meaningful impact in the media.

Hyunseok KIM



職稱 Job Title
製作人
Producer

公司 / 機構 Company / Institute
UNQP Ltd.

公司 / 機構介紹 Company / Institute Introduction

獨立製作公司，自 2011 年創立以來，製作了多項多元文化作品。本公司擅長串聯表演藝術與視覺藝術領域的創作者、機構和公司，透過團隊內不同專業領域的觀點整合為完整且具創意的成果。曾與國家地理、龐畢度中心與 Excurio，共同推出展覽與教育內容。

UNQP (Uniquepiece Ltd.) is an independent production company that has been producing diverse cultural projects since 2011. We collaborate seamlessly with artists, institutions, and companies in the performing and visual arts, delivering cohesive results informed by our team's varied expertise. UNQP has partnered with National Geographic, Centre Pompidou, and Excurio to produce a range of exhibitions and educational content.

參與目標 Participation Goal

具商業價值潛力的 XR 內容

I am looking for new XR content with strong commercial potential.

公司 / 機構網站 Company / Institute Website

<https://unqp.kr/>

個人介紹 Personal Introduction

Hyunseok Kim 為跨領域文化製作人，專長涵蓋展覽策劃、平面設計與聲音錄製。2011 年創立 UNQP (Unique Piece Ltd.) 後，持續將國際知名的文化內容引介至亞洲。其職涯起始於取得《普立茲新聞獎攝影展》亞洲發行權，隨後合作單位包括 Excurio、LIFE 生活雜誌典藏、美國史密森學會、亨利·卡蒂耶-布列松基金會、國家地理，以及德國傳奇爵士廠牌 ECM Records。

Hyunseok Kim is a multidisciplinary cultural producer whose work spans exhibition making, graphic design, and acoustic recording. As the founder of UNQP (Unique Piece Ltd.), established in 2011, he has brought internationally acclaimed cultural content to audiences across Asia. His career began with securing the Asian distribution rights for the Pulitzer Prize Photographs Exhibition and has since included collaborations with the Excurio, LIFE Magazine Archives, the Smithsonian Institution, the Henri Cartier-Bresson Foundation, National Geographic, and the legendary German jazz label ECM Records.

在台灣尋求的資源 Resources to connect with in Taiwan

展覽策展和宣傳團隊

Exhibition Producer and Promoter

關夢桐

Mengtong GUAN



職稱 Job Title
藝術節目副總監
Associate Director, Artistic Programming

公司 / 機構 Company / Institute
林肯表演藝術中心
Lincoln Center for the Performing Arts

公司 / 機構介紹 Company / Institute Introduction

林肯表演藝術中心是紐約市極具意義的文化與公民核心。作為該園區的主要管理方，本中心主要促進駐地機構間的合作與深化其社會影響力，推動包容並擴大藝術的可及性與觸及範圍，在各場域持續培育創新，確保藝術成為公共生活的核心。每年推出數百場免費或自由付費活動，並特別設計多場活動給年輕、家庭與身心障礙受眾。

Lincoln Center for the Performing Arts (LCPA) is a cultural and civic cornerstone of New York City. The primary advocate for the entire Lincoln Center campus, our strategic priorities include: fostering collaboration and deepening impact across the Lincoln Center resident organizations; championing inclusion and increasing the accessibility and reach of Lincoln Center's work; and nurturing innovation on stage and off to help ensure the arts are at the center of civic life for all. LCPA presents hundreds of programs each year, offered primarily for free and choose-what-you-pay, including many specially designed for young audiences, families, and those with disabilities.

參與目標 Participation Goal

在這次活動中，期待看見台灣的新作品、認識更多業內人士，並全面了解台灣創意產業的樣貌和藝術家。

See new works in Taiwan, make connections and learn the landscape of creative industries in Taiwan and about Taiwan artists.

公司 / 機構網站 Company / Institute Website

<https://lincolncenter.org/series/lincoln-center-presents>

個人介紹 Personal Introduction

關夢桐自 2013 年起投入非營利表演藝術領域，專注推動跨文化合作，逐步成為該領域的重要推動者。她曾任國際組織「乒乓製作 (Ping Pong Productions)」執行總監，致力於實踐「透過表演藝術連結人群」的使命。自 2022 年春季起加入紐約林肯表演藝術中心 (Lincoln Center for the Performing Arts)，現任藝術節目副總監。

她曾參與歐洲藝術節協會舉辦的「青年藝術節經理人工作坊 (Atelier for Young Festival Managers)」及「紐約藝術新興領袖計畫 (Emerging Leaders of New York Arts Fellowship)」，並現任國際表演藝術協會 (International Society of Performing Arts, ISPA) 會員委員會與全球研究員委員會成員。

學術背景方面，關夢桐擁有美國印第安納大學藝術行政碩士學位，以及北京大學英美文學學士學位。她成長於中國北京，如今定居紐約。

Mengtong Guan is an active change-maker promoting cross-cultural collaborations in the non-profit performing arts field since year 2013. She was the Executive Director of Ping Pong Productions, an international organization with the mission to Bring People Together through the Performing Arts. She joined Lincoln Center for the Performing Arts in New York City since spring 2022 and is currently the Associate Director on the Artistic Programming team. Mengtong is an alumnus of Atelier for Young Festival Managers by the European Festival Association, and Emerging Leaders of New York Arts Fellowship program. She currently serves on the Membership and Global Fellowship Committees of International Society of Performing Arts. Mengtong Guan received a Master's degree in Arts Administration from Indiana University Bloomington, and Bachelors of Arts in English Literatures from Peking University. She grew up in Beijing, China, but now calls New York City home.

在台灣尋求的資源 Resources to connect with in Taiwan

我們致力於推動來自全球（包括台灣）的藝術與表演作品，特別關注台灣在沉浸式創作領域的創新。

We are international presenter of works from all continents including Taiwan and deeply interested in Taiwan's innovative immersive works in the sector of arts and performances.

竹川潤一 Junichi TAKEKAWA



職稱 Job Title
創意總監
Creative Director

公司 / 機構 Company / Institute
David Watts inc. / MUTEK JP association

公司 / 機構介紹 Company / Institute Introduction

MUTEK.JP 是亞洲具代表性的電子音樂與數位藝術節。為在地與國際藝術家建立平台，使命在於打造能夠遇見新銳與未被發掘人才的交流基地。節目特別重視突破界限的藝術家與觀眾之間的對話，在 MUTEK，所有參與者都能從不斷挑戰可能性的創作者中汲取靈感。

MUTEK.JP is one of Asia's leading festivals for electronic music and digital arts. It positions itself as a platform that presents both local and international artists to the world, with the mission of creating a hub for discovering new and emerging talent. The festival places particular emphasis on fostering dialogue between boundary-pushing artists and their audiences, as all participants in MUTEK are invited to draw inspiration from creators who relentlessly challenge the limits of possibility.

參與目標 Participation Goal

尋找能夠引發共鳴、擁有相近觀點的藝術家。

Finding artists who share a perspective one can empathize with.

公司 / 機構網站 Company / Institute Website

<https://tokyo.mutek.org/>

個人介紹 Personal Introduction

具前瞻視野的文化領導者，致力於結合藝術與科技，開創人類創造力的新形式。以創新的專案規劃與策展方式，串連跨領域產業與多元思維，拓展全新的體驗疆界。

現任 MUTEK.JP 創意總監，推動亞洲重要的電子音樂與數位藝術節，並擔任 MUTEK Japan 理事，強化其作為文化創新平台的角色。同時亦為 PEACE NIPPON PROJECT 理事，專注於保存與再現日本美學傳統，以及日本無人機展協會理事，探索空中娛樂的新可能。身兼 David Watts Inc. 執行長，他持續引領突破既有框架的跨域創意計畫。

Junichi Takekawa is a visionary cultural leader who bridges art and technology to uncover new forms of human creativity. With his innovative approach to project planning and direction, he connects diverse industries and mindsets to forge new experiential frontiers.

He is the Creative Director of MUTEK.JP, Asia's premier electronic music and digital arts festival, and a Board Member of MUTEK Japan, advancing its role as a platform for cultural innovation. He also serves on the boards of the PEACE NIPPON PROJECT, dedicated to Japanese aesthetic heritage, and the Japan Drone Show Association, exploring cutting-edge aerial entertainment. As CEO of David Watts Inc., Takekawa leads creative initiatives that challenge conventional boundaries.

在台灣尋求的資源 Resources to connect with in Taiwan

竹川潤一充滿好奇心，對人、事及各類體驗皆抱持高度興趣，並渴望不斷探索與學習，致力於創意生活的實踐。他目前尋求國際合製合作夥伴、創作者、內容資源、技術提供者、資金支持及場館合作機會。

Junichi Takekawa is highly curious, deeply interested in people, ideas, and experiences, with a constant desire to explore and learn. Dedicated to a creative life, he is currently seeking international co-production partners, creators, content, technology providers, funding, and venue collaborations.

金鐘敏 Jay KIM



職稱 Job Title
創意長
Chief Creative Officer

公司 / 機構 Company / Institute
Studio Realive, SM Entertainment Group

公司 / 機構介紹 Company / Institute Introduction

Studio Realive 為全球娛樂科技與創意內容工作室，致力於定義並引領「虛擬娛樂」（Virtual Entertainment）的未來發展。

Studio Realive is a Global Entertainment Technology & Creative Contents Studio, defining and leading the world of VIRTUAL ENTERTAINMENT.

參與目標 Participation Goal

體驗全球 XR 作品，尋找虛擬娛樂平台的合作夥伴，並發掘優秀的藝術家與工作室進行合作。

To experience global XR projects. To find partners for our Virtual Entertainment platform. To find good artists or studios to collaborate.

公司 / 機構網站 Company / Institute Website

<https://www.studio-realive.com/>

個人介紹 Personal Introduction

新媒體內容創作者與 XR 策展領域的先驅，擁有豐富的沉浸式敘事與影展策劃經驗。自 2016 年起擔任富川國際奇幻影展（Bucheon International Fantastic Film Festival, BIFAN）的 XR 策展人，是首位將 VR 內容引入韓國影展的策展人，並打造出影展專屬的 BIFAN Beyond Reality 單元。

製作的多部 XR 作品備受肯定，曾入選日舞影展（Sundance）、翠貝卡電影節（Tribeca）、西南偏南影展（SXSW）及阿姆斯特丹國際紀錄片電影節（IDFA）等國際知名影展。2020 年創立 GiiÖii Studio，致力推動韓國新媒體內容生態的發展。

自 2024 年 2 月起，擔任隸屬 SM Entertainment 集團的 Studio Realive 創意長（CCO），主導內容、科技與娛樂的跨域創意策略。

Jay Kim is a pioneering New Media Content Creator and XR Curator with extensive experience in immersive storytelling and the film festival circuit.

He is the XR Curator of the Bucheon International Fantastic Film Festival (BIFAN) since 2016, where he was the first to introduce VR content to a Korean film festival and has shaped the festival's XR program, including establishing the BIFAN Beyond Reality section.

He has produced numerous internationally acclaimed XR projects that have been featured at prestigious festivals such as Sundance, Tribeca, SXSW, and IDFA.

In 2020, he founded GiiÖii Studio, focusing on the growth of the new media content ecosystem in South Korea.

Since February 2024, he has served as Chief Creative Officer (CCO) at Studio Realive, SM Entertainment Group, leading creative strategy in the convergence of content, technology, and entertainment.

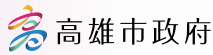
在台灣尋求的資源 Resources to connect with in Taiwan

國際共製合作夥伴、資金夥伴與場館合作夥伴

International co-production partners, funding partners and venue partners

CREDIT LIST

主辦單位
Organizers



合作單位
Partners



執行單位
Implementers



合作夥伴
CORPORATE PARTNER



統籌協力
EXECUTED BY



支持單位
Supporting Organization



INNOVATIONS Team

執行團隊

主辦單位執行團隊 Organizer

文化內容策進院 | TAICCA

董事長 Chairman

王時思 Sue WANG

院長 CEO

王敏惠 Erica WANG

副院長 Deputy CEO

張文櫻 Alice CHANG

副院長 Deputy CEO

胡婷俐 Tina HU

INNOVATIONS 執行團隊 | INNOVATIONS Exhibition Team

總籌 | Exhibition Manager

李佳穗 Ivory LEE

前期策劃 | Preliminary Planning

嚴睿淇 Rae YEN

嚴睿淇 Rae YEN

吳彥嫻 Yan Xian WU

行政統籌 | Administration Manager

吳商平 Sean WU

晉安佐 Andrew CHIN

展務統籌 | Administration Manager

吳欣蕙 Sheron WU

李佳蓉 Rita LI

總籌協力 | Exhibition Coordinator

張嘉軒 Sasha CHANG

林欣頤 Shane LIN

活動組 | Event

活動經理 | Event Manager

張綺芬 Doris CHANG

黃韻軒 Aimee HUANG

活動執行 | Event Coordinator

翁嘉翊 Chia Yi WENG

活動執行 | Event Coordinator

劉巧敏 Joy LIU

國際組 | International Collaboration

接待經理 | Hospitality Manager

吳彥嫻 Yan Xian WU

國際活動執行 | International Event Coordinator

張嘉珊 Chia Shan CHANG

國際活動執行 | International Event Coordinator

楊冀臨 Jilin YANG

國際活動協力 | International Event Support

郭旻薇 Min Wei KUO

國際活動協力 | International Event Support

李懷瑾 Grace LEE

行銷公關 | Marcom

行銷公關統籌 | Marcom Manager

羅融 Jung LO

行銷公關 | Marcom Coordinator

林怡君 Antonia LIN

行銷公關 | Marcom Coordinator

劉子榮 Lyle LIU

執行協力 | Executed by

三立電視股份有限公司 SETTV CO., LTD.

當若科技藝術股份有限公司 IF Plus Co., Ltd.

同心圓設計有限公司 CONCENTRIC PRODUCTION

特別感謝 | Special Thanks

駐紐約台北文化中心 Taipei Cultural Center in New York

駐泰國台北經濟文化辦事處文化組

Taipei Economic and Cultural Office in Thailand

TAICCA 文化內容
策進院
TAIWAN CREATIVE CONTENT AGENCY