國立臺中教育大學九十九學年度研究所碩士在職專班招生考試

數位藝術與設計(含多媒體概論及手繪) 試題

適用學系：數位內容科技學系

一、選擇題（50%）

1. 視覺感知部份最基礎的是（A）圖像（B）文字（C）聲音（D）色彩

2. 聲音要素的描述，何者為非？（A）音強 （B）音量（C）音調（D）音色

3. 人類對於 RGB 色光較為敏感，基本上能分辨多少種顏色？
   （A）80,000 （B）90,000 （C）100,000 （D）100,000 以上

4. 電影院播放一分鐘動畫需要幾張畫面構成？
   （A）720 張 （B）1440 張 （C）1782 張 （D）1800 張

5. 下列何種圖檔格式使用破壞性壓縮方式壓縮檔案？（A）gift（B）tif（C）png（D）jpg

6. 「音調」是指聲音的（A）大小（B）寬窄（C）高低（D）厚薄

7. 下列哪一個不是聲音檔案的模式？（A）AU（B）GIF（C）MIDI（D）WAV

8. 概念開始於非理性的內心情感狀態，稱之為（A)感知（B）感覺（C)感性（D)感想

9. 形式和內容之辯義上以下何者為非？
   （A）形式是視覺作品的核心 （B）形式在物理意義上是可感、可觸、可嗅的
   （C）內容是作品的內在的東西 （D）內容與形式可分割處理

10. 概念的表達特徵哪者為非?
    （A）概念是可以通過語言形式或片語來表達 （B)概念既有內涵也有外延
    （C）概念不是恆久不變 （D）概念是人們對虛幻世界的定義與傳達

二、問答題

1. 請敘述新媒體(New Media)之特性以及在創作上所呈現的新美學觀。請舉出至少兩種不同新媒體的例子加以申論之。(20%)

2. **請以「節約用水，珍惜水資源」為標題，設計兩張系列海報。(30%)**

※背景介紹：根據聯合國的調查，臺灣在全世界缺水地區中，排名第十八名！而且每人每天平均用水二百三十七公升，較其他缺水國家多……，臺灣是個四面環海的島國，如果大家再不開始節約用水，將來恐怕每年都會面臨無水可用的窘境！如果必須再多蓋水庫，那抗爭活動又要走上街頭，因為蓋水庫會把大自然環境給破壞，那不是更得不償失嗎？因此，平常多用點心，如何透過宣導喚起全民「節約用水，珍惜水資源」的意識十分迫切。

請按照以下問題解答，並**於答案卷最後一頁之空白紙作答**
(1)設計概念的描述；本小題占 15%。
(2)創意的發想地圖；本小題占 15%。

國立臺中教育大學九十九學年度研究所碩士在職專班招生考試

計算機概論(含資料結構) 試題

適用學系：數位內容科技學系

一、選擇題 (40%)

1.(　　) 做為 CPU 和主記憶體緩衝的是
(A) 虛擬記憶體　　　　(B) 快取記憶體
(C) 唯讀記憶體　　　　(D) 次記憶體

2.(　　) 148 相當於十六進位的　(A) 94　(B) A4　(C) 54　(D) D4

3.(　　) 00100110 的 2 補數為　(A)11010010　(B) 11011010　(C) 11100100　(D) 11101110

4.(　　) 11010101 XOR 01001110 =
(A) 11001101　　(B) 10011011　　(C) 11011111　　(D) 01000100

5.(　　) Which one of the following graph problems can be solved by Greedy algorithm?
(A) Vertex-Coloring　　　　　(B) All-Pair Shortest Path
(C) Minimum-Spanning Tree　　(D) Max-Flow

6.(　　) What is the function of Domain Name Server (DNS)?
(A) Translate host name to its IP address　(B)Translate MAC address to IP address
(C)Translate IP address to MAC address　(D) Translate IP address to IPX address

7.(　　) If Cyclic Redundancy Check(CRC) method is used for the Frame Check Sequence
(FCS), what would be the message to be sent if the original message is
1010001101 and the generator is 110101?
(A)1010001101110101　　　(B)1010000110101110
(C)101000110111100　　　(D)101000110100110

8.(　　) 軟體專家提出軟體工程理論與軟體發展方法是為了解決下列那一個問題？
(A)軟體計價問題　(B)軟體危機　(C)軟體智慧財產權問題　(D)軟體行銷問題。

<<背面尚有試題>>

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9.( ) 軟體發展生命週期之主要步驟有： 1．可行性研究 2．系統設計 3．系統分析
4．系統實施 5．系統維護 6．系統測試， 請按先後順序排出
(A) 1 , 2 , 3 , 4 , 5 , 6　　　　(B) 1 , 3 , 2 , 4 , 5 , 6
(C) 1 , 3 , 2 , 4 , 6 , 5　　　　(D) 1 , 2 , 3 , 5 , 6 , 4

10. (   ) 下列何者不是資訊系統安全之措施？
(A) 識別(Identification)　　　(B) 備份(Backup)
(C) 稽核(Audit)　　　　　　　(D) 測試(Testing)

二、問答題
1. 請簡述 OSI 模型的網路七層協定中每一層之主要功能為何？ (20%)

2. Explain the difference between preemptive and non-preemptive scheduling (20%)

3. 請舉例說明在日常生活的例子中，何時適合使用堆疊，何時使用佇列的方式來處理。
(20%)

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英文 試題

適用學系：數位內容科技學系、語文教育學系

I. Reading: Choose the best answer for each item. (30%)

(i) Cyberspace communications, _(1)_ email discussion groups, chat rooms, bulletin boards and blogs, offer people an opportunity to experience a form of social contact, _(2)_ no real social presence. Some people find it so attractive that they do not know when to stop. Others might think the Net a cold place, _(3)_ it need not be. In the cold isolation of our large cities, _(4)_ people often live separately from kin or lonely in the crowds, the Net can become a surrogate social-life—a _(5)_ source of interpersonal contact.

1. (A) include
   (B) includes
   (C) including
   (D) included

2. (A) in
   (B) on
   (C) at
   (D) with

3. (A) and yet
   (B) but yet
   (C) although
   (D) though

4. (A) where
   (B) if
   (C) what
   (D) that

5. (A) mortal
   (B) vital
   (C) brutal
   (D) gentle

(ii) Jim Davis is an American cartoonist _(6)_ created the popular comic strip Garfield in 1978. _(7)_ an Art and Business major at Ball State University, Davis distinguished _(8)_ by earning one of the lowest accumulative grade point averages in the history of the school. Prior to _(9)_ Garfield, Davis worked for a local advertising agency. Garfield is now one of the most _(10)_ cartoon characters in the world.

6. (A) who
   (B) which
   (C) what
   (D) whose

7. (A) In
   (B) As
   (C) With
   (D) On

8. (A) him
   (B) himself
   (C) it
   (D) itself

9. (A) create
   (B) creates
   (C) creating
   (D) created

10. (A) population
    (B) populated
    (C) popularity
    (D) popular

(iii) You just think you know what will make you happy. Researchers in the new science of happiness know _(11)_. They have evidence that married people on average _(12)_ being no happier than they were before the wedding. Winning the lottery will probably reduce your pleasure in the ordinary events that _(13)_ make you happy. And being _(14)_ good health isn't as much of a factor as the right genes when it _(15)_ to life satisfaction.

11. (A) good
    (B) well
    (C) better
    (D) worse

12. (A) end
    (B) end up
    (C) end with
    (D) end on

13. (A) used to
    (B) is used to
    (C) was used to
    (D) being used to

14. (A) in
    (B) on
    (C) with
    (D) for

15. (A) came
    (B) gone
    (C) went
    (D) comes

II. Translation

(i) Translate the following passage into Chinese: 20%

A. Milne is an internationally well-known author who writes literature for children. Only some people knew that he started out his works by writing literature for adults. His works included writing humorous essays on subjects, plays, comedies, stories, and novels. Yet, these efforts did not earn him any fame. In 1925, he was asked by some editors to write a story for the Christmas holiday. His wife Daphne suggested him to write one of the bedtime stories he told to his son, Christopher. The editors loved the story, so Milne continued to write more stories, and at last he published the book "Winnie-the-Pooh." It never occurred to him nor to the editors that the book would sell out so many copies. Milne later chose to go back to write literature for adults. Even so, Milne had already drawn lots of people's attention towards him as an author of children's literature rather than that of adult's literature, although writing literature for children only played a small role in his career.

(ii) Translate the following passage into English: 20%

格林兄弟和安徒生都寫童話故事，但他們所寫的童話故事其來源和觀點卻是很不同的。例如，第一、格林兄弟的童話故事是收集改寫而來的，而安徒生的童話故事是自己想像出來的。第二、格林兄弟的童話故事大多反應出當時社會對性別角色的期望，而安徒生的童話故事大多反應出自己不被上流社會接受的痛苦。從第二點衍生出來的是，格林兄弟的童話故事大多以人為主角，像是男、女等；而安徒生的童話故事就比較有以動物為主角的安排，像是美人魚、醜小鴨等。原因是，安徒生利用動物與人的不同，說明動物永遠無法成為人類，也就是，階級不同的痛苦。其目的暗指，出生低階的他，即使擁有再

好的天賦，丹麥的貴族也永遠不會接受他。雖然格林兄弟和安徒生使

用不同的方式寫出他們的童話，但他們對文學均做出不凡的貢獻，這

也是他們贏得世界級名氣的主要原因。

III. Composition: 30%

Instruction: Write about your proudest achievement. You may want to
describe a difficult situation and how you overcame it.