

“The Next-Wave Technology” Mini-Workshop

Introduction



2006 Spring

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Background

- This workshop is inspired by the course “*Improving Your Research Skills*,” which was delivered by Professor Lui Sha.
- The more energy that I put into a subject, the more I can remember.
- To me, research means re-search.

“The path to success consists of three simple elements. Find what interests you that you can do well, and is needed by the people.”



Lui Sha

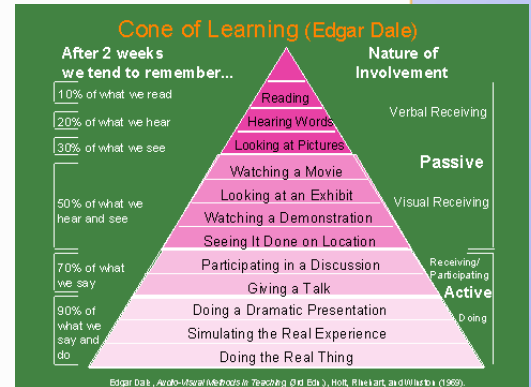
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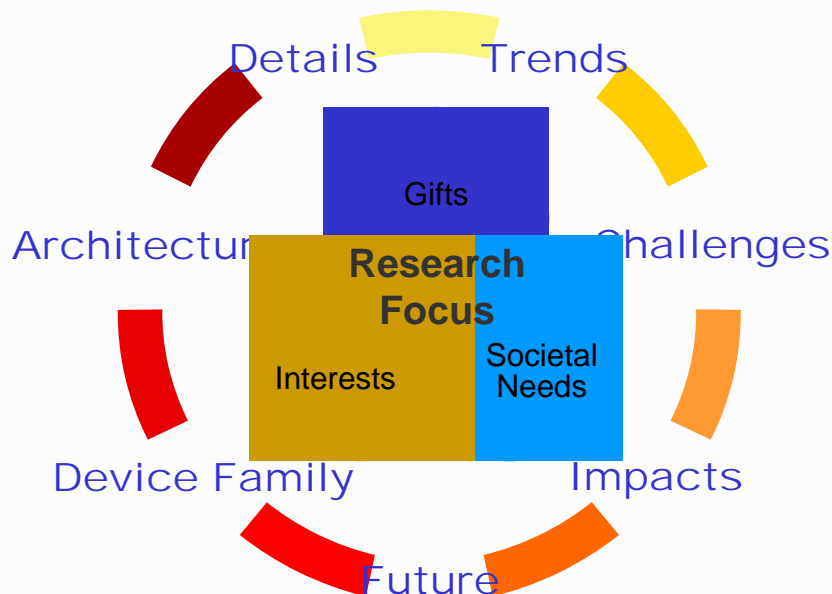
Cone of Learning (Edgar Dale)

- Passive Learning
 - 10% of what we read
 - 20% of what we hear
 - 30% of what we see (pictures)
 - 50% of what we hear and see
- Active Learning
 - 70% of what we say
 - 90% of what we say and do
- In this mini-workshop, we want you to talk.



Creative Thinking Process

The creativity is a mechanical, learnable process.





R. Keith Sawyer

- Innovation requires no special thought processes, says an expert. Creative people just work harder at it.
- Ideas don't magically appear in a genius' head from nowhere. They always build on what came before. And collaboration is key.
- Creative people have tons of ideas, many of them bad. The trick is to evaluate them and mercilessly purge the bad ones. But even bad ideas can be useful.

*from "The Hidden Secrets of the Creative Mind"
Time Magazine, Jan. 16, 2006*



What's Next in Taiwan?

- The World is FLAT.
 - Are we still in East Asian Four Tigers?
 - How could we compete with BRICs?
- What are you going to do after graduation?



Why Should I Join?

- I do not want to be the lower part of M-Society.
- It is my responsibility and duty as a person lived in Taiwan.
- Recognize myself.



Syllabus (1/2)

Meeting 0 (03/27): Introduce Success Stories.

Meeting 1 (03/31): Identify your gifts and know new friends.

Meeting 2 (04/03): Form the team.

Meeting 3 (04/07): Why did some of start-ups succeed but others fail?

Meeting 4 (04/10): Each team presents two potential research topics.

Meeting 5 (04/14): Experience the creative process (I).



Syllabus (2/2)

Meeting 6 (04/17): Experience the creative process (II).

Meeting 7 (04/21): Experience the creative process (III) and midterm presentation.

Meeting 8 (04/24): Experience the creative process (IV).

Meeting 9 (04/28): Present the final results.

Meeting 10 (05/01): Conclude all the innovations.

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Target Innovation Contest

- 台大系統晶片中心 第四屆系統設計創新競賽
<http://soc.ee.ntu.edu.tw/soc/95contest/contest95.htm>
- 比賽時程
 - 4月7日前提出構想書摘要 (Abstract)
 - 初審於4月21日前公佈
 - 通過初審之團隊必須於5月5日前完成構想報告書
- 競賽方式
報告書內容應包含下列項目：創意構想之源起、新穎性、進步性、創意之可應用性、模擬及實作方案、預期目標、參考資料，以不超過十頁 A4 size 紙為限
- 評分標準
50% 原創性、30% 報告內容完整性、20% 實用價值

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“It is difficult to say what is impossible, for the dream of yesterday is the hope of today and the reality of tomorrow.”

Robert H. Goddard

“There are none so blind as those who refuse to see.”

Helen Keller