

2026

玩紀元

THE
INTELLIGENCE
AGE

人與科技的共創

得獎作品
首演——→



第**4**屆桃園科技
表演藝術獎

THE 4TH
TAOYUAN TECHNOLOGY
PERFORMING ARTS
AWARDS

科技藝術交會， 開拓創作疆界！

Where Technology and Art Meet, New Creative Frontiers Emerge

科技藝術交會，開拓創作疆界

科技不斷向前，人也不斷重新認識自己。當人工智慧、虛擬技術與新媒體逐漸走入生活，科技與表演藝術的交會，不僅拓展了舞台的創作可能，也讓我們重新思考記憶、情感、意識與生命的意義。

第4屆桃園科技表演藝術獎以「紀元：人與科技的共創」為主題，邀請創作者共同探索、反思智慧科技中以人為本的精神。從虛擬角色、動態捕捉到人工智慧，科技在作品中不只是創作工具，更成為藝術家提出問題、探索未知的媒介。當記憶可以被保存、聲音可以被重現，當虛擬與真實的界線逐漸模糊，我們也開始思考：科技將如何改變我們對「人」與「存在」的理解？

桃園市多年來持續支持科技與藝術的跨域創作，期待透過每一次勇於實驗的嘗試，讓更多想像在舞台上發生，也讓觀眾在藝術與科技交會之間，看見屬於未來的無限可能。

感謝所有創作團隊、評審委員及合作夥伴的投入，為本屆帶來精彩的演出作品！

桃園市政府文化局
局長

邱正生

As technology continues to advance, humanity is also constantly rediscovering itself. With artificial intelligence, virtual technology, and new media increasingly becoming part of everyday life, the convergence of technology and the performing arts not only expands the creative possibilities of the stage, but also invites us to reconsider the meaning of memory, emotion, consciousness, and life itself.

Under the theme "The Intelligence Age," the 4th Taoyuan Technology Performing Arts Awards invites artists to explore and reflect upon the human-centered spirit within intelligent technology. From virtual characters and motion capture to artificial intelligence, technology in these works is not merely a creative tool; it becomes a medium through which artists pose questions and venture into the unknown. When memories can be preserved and voices can be recreated, and when the boundary between the virtual and the real grows increasingly blurred, we begin to ask: How will technology transform our understanding of "humanity" and "existence"?

Over the years, Taoyuan City has continued to support interdisciplinary creation at the intersection of technology and art. Through each bold experiment, we hope to inspire more possibilities to unfold on stage, allowing audiences to witness the boundless potential of the future where art and technology meet.

Our sincere gratitude goes to all participating teams, jury members, and partners for their dedication and contributions, which have brought this year's outstanding performances to life.

Director of the Department of Cultural Affairs,
Taoyuan City Government

Cheng-Sheng Chiou

攀登科技頂峰， 眺望人性邊界！

Scaling the Heights of Technology, Gazing Toward the Boundaries of Humanity

攀登科技頂峰，眺望人性邊界

桃園科技表演藝術獎邁入第四屆發表！感謝桃園市政府文化局一路支持、互勉互勵，讓這項難度和複雜度最高的表演藝術，持續精進，為業界建立標竿。

回首近八年，可說是科技爆發的時期，「史詩級革新」頻繁撲岸，新技術不但改變人們生活方式，也影響人類的生命和價值觀，肯定將造成新文化的變貌。

延續上屆「超衍化」精神，本屆以「I紀元：人與科技的共創」為題，探討人工智慧 (AI) 與自我 (I) 之間的共生關係。今年許多作品不約而同聚焦關於生命、記憶、認同，甚至觸及哲學與宗教的作品，在在反映因科技拓展，帶來的思維想像空間。

將抽象概念透過技術轉化，為表演注入新語彙，的確是非常艱巨的挑戰。從提案、評選到孵化首演，看到參賽者、指導者，乃至所有築夢推手付出的苦心和毅力。感謝所有參與者（不論獲獎與否）的勇氣與努力，你們的探索不僅跨越疆界，更在當前混沌的技術叢林中，開闢出未來美學的方向。

廣藝基金會
執行長

楊忠衡

The Taoyuan Technology Performing Arts Awards now enters its fourth edition. We extend our heartfelt gratitude to the Department of Cultural Affairs, Taoyuan City Government, for its steadfast support and encouragement along the way. Thanks to this continued commitment, this highly challenging and complex form of performing arts has been able to advance steadily, setting new benchmarks for the field.

Looking back over the past eight years, we can say that this has been an era of technological eruption. “Epic innovations” have arrived one after another, reshaping not only the way people live, but also human life and values. These changes will undoubtedly give rise to new cultural transformations.

Continuing the spirit of last year’s theme, “Hyper Generate,” this year’s edition takes “The Intelligent Age” as its theme, exploring the symbiotic relationship between artificial intelligence (AI) and the self (I). Many of this year’s works, quite independently yet in remarkable resonance, focus on life, memory, and identity, even extending into philosophical and religious inquiries. Together, they reflect the expanded space for thought and imagination brought about by technological development.

Transforming abstract concepts through technology and infusing performance with new vocabularies is, without question, an extraordinarily demanding challenge. From proposal and selection to incubation and premiere, we have witnessed the dedication and perseverance of participating artists, mentors, and all those who have helped turn these dreams into reality.

Our sincere thanks go to all participants—award recipients and non-recipients alike—for your courage and hard work. Your explorations have not only crossed boundaries, but have also carved out new directions for the aesthetics of the future amid today’s complex and often bewildering technological jungle.

CEO, Quanta Arts Foundation

Chung Heng Yang

桃園科技表演藝術獎

The 4th Taoyuan Technology
Performing Arts Awards

第4屆桃園科技表演藝術獎以「I紀元：人與科技的共創」為主題，探索人類與智慧科技共創、共生的未來樣貌。競賽鼓勵運用AI、AR、MR、感測技術、動作捕捉、虛擬分身等新媒體技術，結合音樂、戲劇、舞蹈等表演藝術，發展跨域創作。獎項由桃園市政府文化局、桃園市政府藝文設施管理中心主辦，廣藝基金會協辦，數位藝術基金會擔任執行顧問，串聯產官學資源，打造科技藝術實驗平台，促進創新展演、文化交流與國際接軌，展現科技與人文共融的創作能量。

The 4th Taoyuan Technology Performing Arts Awards, under the theme “The Intelligence Age,” explores future possibilities in which humanity and intelligent technologies create and exist together.

The competition encourages artists to incorporate new media technologies such as AI, AR, MR, sensing technology, motion capture, and virtual avatars, integrating them with performing arts disciplines such as music, theatre, and dance to develop interdisciplinary works.

Organized by the Department of Cultural Affairs and the Arts Facilities Management Center of Taoyuan City Government, co-organized by the Quanta Arts Foundation, and with the Digital Art Foundation serving as executive consultant, the Awards bring together resources from industry, government, and academia.

Through this collaborative network, the Awards aim to build an experimental platform for technology and art; foster innovative performances, cultural exchange, and international engagement; and showcase the creative energy generated by the convergence of technology and the humanities.

評審名單

Jury Members

楊忠衡 | 廣藝基金會 執行長

黃文浩 | 數位藝術基金會 董事長(複審委員)

王柏偉 | 臺中國家歌劇院 副總監(初審委員)

王俊傑 | 國立臺北藝術大學新媒體藝術系教授、
藝術與科技中心主任

邱誌勇 | 國立清華大學藝術學院副院長、
科技藝術研究所專任教授暨所長

孫 平 | 景原藝術製作負責人

鄢繼嬪 | 國家文化藝術基金會執行長

蔡奇宏 | C-Lab未來視覺實驗室負責人

Mel Yang | CEO, Quanta Arts Foundation

Wen-hao Huang | (Secondary Reviewer) Chairman, Digital Art Foundation

Po-wei Wang | (Preliminary Reviewer) Deputy Director, National Taichung Theater

Jun-jieh Wang | Professor, Department of New Media Art, Taipei National University of the Arts; Director, Center for Art and Technology

Chih-yung Chiu | Associate Dean, College of Arts, National Tsing Hua University; Professor and Director, Graduate Institute of Art and Technology

Ping Sun | Head of Luyuan Arts Production

Chi-ping Yen | CEO, National Culture and Arts Foundation

Warrick Tsai | Head of C-LAB Future Vision Lab

樓頂《自動販賣機》

——→ 金獎 Gold Award

作品簡介

在生與死交界的公園裡，亡者等待自動販賣機掉出專屬飲料，喝下才能前往下一站。唯獨停留在公園的管理員，飲料始終未現……

本作結合劇場、動態捕捉、虛擬角色與手機互動，與觀眾一起穿梭虛實世界，陪伴亡者完成最後告別。

The Introduction of Vending Machine

At a park on the threshold between life and death, the deceased wait for a vending machine to dispense the drink meant for them—only after drinking it can they move on to their next destination. Only the caretaker who remains in the park has yet to receive his drink...

Combining theatre, motion capture, virtual characters, and mobile interaction, the performance shuttles between physical and virtual worlds together with the audience, accompanying the deceased through their final farewells.

團隊簡介

樓頂，開放且封閉的創作場域，在私密與公共之間延展想像的邊界。擅長以敘事為核心，結合多元媒材，將個人經驗轉化為可被感知的表現形式。

Team Introduction

Loading (樓頂, means "Rooftop"), an open yet enclosed creative space that extends the boundaries of imagination between the private and the public. With narrative at its core, the team works across diverse media, transforming personal experiences into forms of expression that can be sensed and shared.

製作團隊

製作人 | 黃力文

Producer / HUANG Li-Wen

編導 | 李品萱

Director / Gina Lee

舞台設計 | 游懷茹

Stage Designer / YU Huai-Ju

燈光設計 | 魏丞專

Lighting Designer / WEI Cheng-Chuan

音樂設計 | 王元宏

Music Designer / WANG Yuan-Hong

音場設計 | 許育璋

Sound Designer / HSU Yu-Wei

影像設計 | 葉澈

Visual Designer / YehChe

影像技術 | 陳彥齊

Visual Technology / CHEN Yen-Chi

影像美術 | 周喚

Visual Art / CHOU Huan

手機互動設計 | 吳承儒

Mobile Interaction Designer / WU Cheng-Ru

服裝設計 | 黃力文

Costume Designer / HUANG Li-Wen

舞台監督 | 李庭葳

Stage Manager / LI Ting-Wei

排練暨製作助理 | 黃若茵

Rehearsal and Production Assistant / Yin Huang

平面設計 | Sogare

Graphic Designer / Sogare

演員 | 古峰

Performer / KU Fong

聲音演員 | 謝淇安

Voice Actor / Anita

影像暨動態捕捉演員 | 王婷、阿舜順

Video & Motion Capture Performers /

WANG Ting, Jason Lin

段子協力 | 阿舜順

Comedy Writing Consultant / Jason Lin

孵化導師 | 王柏偉、蔡遵弘

Incubation Mentor / Po Wei Wang, Tsun Hung Tsai

設備協力 | X Vision 株式会社 (東京)

Equipment Support / X Vision Co., Ltd.

(based in Tokyo)



FB



IG

混將《電波訊號：昏迷父親連線對話》

——→ 銀獎 Silver Award 廣藝特別獎 Quanta Arts Special Award

作品簡介

一名三十歲的女兒，想再次和昏迷二十年的父親說話。為了確定父親是否仍保有意識，她走進醫院參與腦科學研究，並將父親生前的記憶建構成AI虛擬人，希望重新開啟等待二十年的父女對話。《電波訊號：昏迷父親連線對話》改編自導演的真實生命經驗，以紀錄劇場獨角戲的形式，追問一個至今沒有答案的問題：「當一個人被困在身體裡，我們如何知道，他依然存在？」

The Introduction of F.project

A 30-year-old daughter yearns to converse once again with her father, who has lain in a coma for two decades. Driven to find out whether awareness still lingers within him, she enters a hospital to join a neurological study. By reconstructing his lifetime memories into an AI virtual persona, she seeks to rekindle a dialogue that has waited twenty years.

Based on the director's true life story, F.project is a documentary theatre solo performance that wrestles with a timeless, unanswered question: "When a soul is trapped within the body, how can we truly know they still exist?"

團隊簡介

混將 Blend,. Co 以劇場、表演藝術與設計為核心，匯聚多元創作者與觀點，在混沌與未知中尋找秩序、探索可能，融合跨域思維，創造連結當下與未來的獨特作品。

Team Introduction

Blend,. Co is rooted in theatre, performing arts, and design, bringing together diverse creators and perspectives to trace threads of order within chaos and the unknown. Through cross-disciplinary thinking, we explore possibilities and create distinctive works that connect the present with the future.

製作團隊

編導 | 莊衿葳

Director & Playwright / ZHAUNG, JING-WEI

戲劇顧問 | 楊凱鈞

Dramaturgy / YANG, KAI-CHUN

醫學顧問 | 藍亭

Timothy / Joseph Lane

孵化導師 | 汪俊彥

Incubation Mentor / WANG, CHUN-YEN

燈光設計 | 林翰生

Lighting Design / LIN HAN-SHENG

影像設計 | 李國漢

Video Design / LEE, KUO-HAN

燈光技術指導 | 張凱萊(中原站)、廖思嘉(廣藝站)

Master Electrician / CHANG, KAI-FEN, LIAO, SSU-CHIA

音響技術指導 | 廖梓傑(中原站)、陳語萱(廣藝站)

Sound Engineer / LIAO, TZU CHIEH / CHEN YU-HSUAN

燈光技術執行 | 李侑芯(中原站)、鄭為靖(中原站)、陳家綺(中原站)

Lighting Technician / LEE, YU-HSIN / CHENG, WEI-CHING / CHEN, CHIA-CHI

導演助理暨音樂音效執行 | 廖涓翎

Assistant Director & Music and Sound Effects Coordinator / PEILING LIAO

特別感謝前期複審合作夥伴 | 林秉昕、彭久芳、李文媛、林照明、蕭合萱

Special Thanks to Our Partners for the Preliminary Review /

LIN, PING-HSIN / ENG, CHIU-FANG / LEE, WEN YUAN / LIN, CHAO-MING / SIAO, HE-SYUAN



FB



IG

活動期程

Event Timeline



樓頂

《自動販賣機》

演出全長：60分鐘，無中場休息，每場次皆有演後座談。

11.21 Sat 13:00、16:00 中原文創園區14倉

11.22 Sun 13:00、16:00 中原文創園區14倉

★ 開演後將不開放
遲到觀眾進場。



● 立即索票



中原場線上索票者請於演出開始前10分鐘完成報到，
逾時未報到者，名額將開放現場候補觀眾入場。



混將

《電波訊號：昏迷父親連線對話》

演出全長：40分鐘，無中場休息，每場次皆有演後座談。

11.7 Sat 13:30、16:30 中原文創園區14倉 **11.19** thu 18:30 廣藝廳



● 立即索票



中原場線上索票者請於演出開始前10分鐘完成報到，
逾時未報到者，名額將開放現場候補觀眾入場。

★ 節目單圖片取自2026複審試演記錄

製作名單

Production Team

製作名單

指導單位 | 桃園市政府、桃園市議會
主辦單位 | 桃園市政府文化局、桃園市政府藝文設施管理中心
協辦單位 | 廣藝基金會
執行顧問 | 數位藝術基金會
出版人 | 張善政
藝術總監 | 邱正生
製作統籌 | 楊宗哲、蔡依帆
行政統籌 | 李家瑩
行政執行 | 范嘉麟
計畫主持人 | 楊忠衡
計畫統籌 | 明濟慈
專案執行 | 李珮齊、陳亭妤、鄭文傑、林耿邦
行銷宣傳 | 張嘉祐
視覺設計 | 許家銘

Production Team

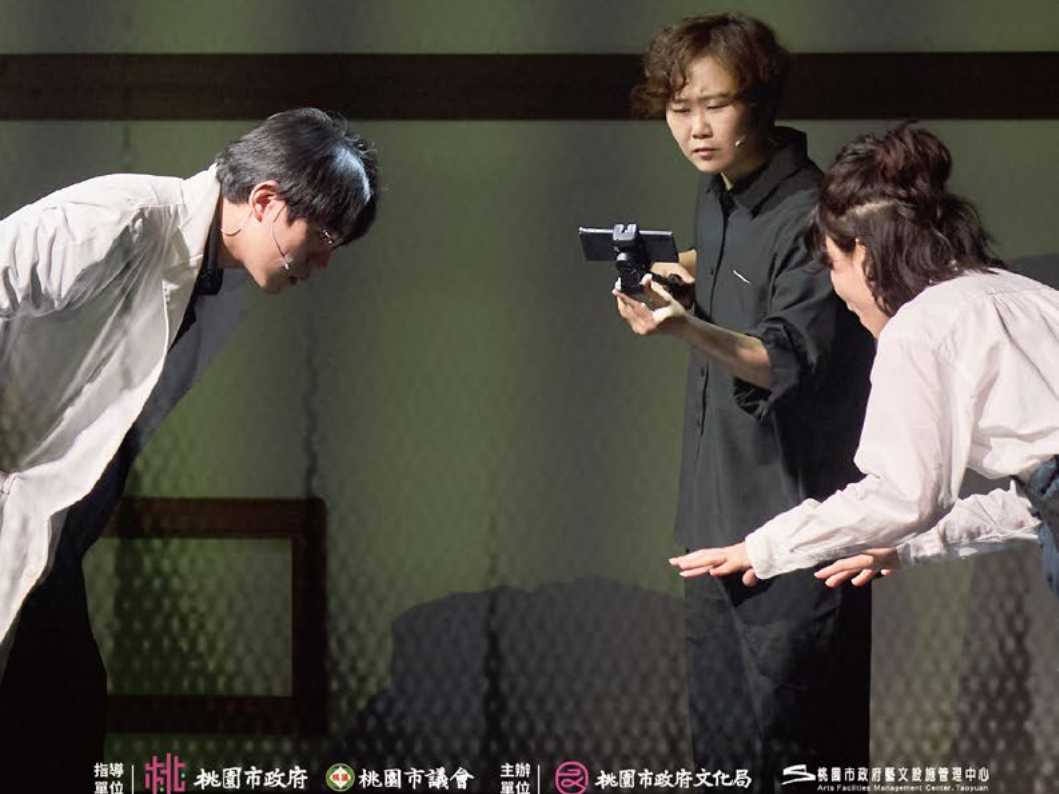
Advisor | Taoyuan City Government, Taoyuan City Council
Organizer | The Department of Cultural Affairs and the Arts
Facilities Management Center of Taoyuan City Government
Co-organizer | Quanta Arts Foundation
Executive Consultant | Digital Art Foundation
Publisher | Shan-cheng Chang
Art Director | Cheng-sheng Chiu
Production Coordinator | Tsung-che Yang, I-fan Tsai
Administrative Coordinator | Jia-ying Li
Administrative Executive | Chia-lin Fan
Project Leader | Mel Yang
Project Coordinator | Chi-tzu Ming
Project Executive | Pei-chi Li, Ting-yu Chen, Wen-chieh Cheng,
Keng-pang Lin
Marketing & PR | Chia-yu Chang
Graphic Designer | Chia-ming Hsu



演後問卷

THE INTELLIGENCE AGE

人與科技的共創



指導
單位



桃園市政府



桃園市議會

主辦
單位



桃園市政府文化局



桃園市政府藝文政策管理處中心
Aris Facility Management Center, Taoyuan

協辦
單位



QAF 廣藝基金會

執行
協力



財團法人數位藝術基金會
Digital Art Foundation