

AI智慧辨識編輯系統

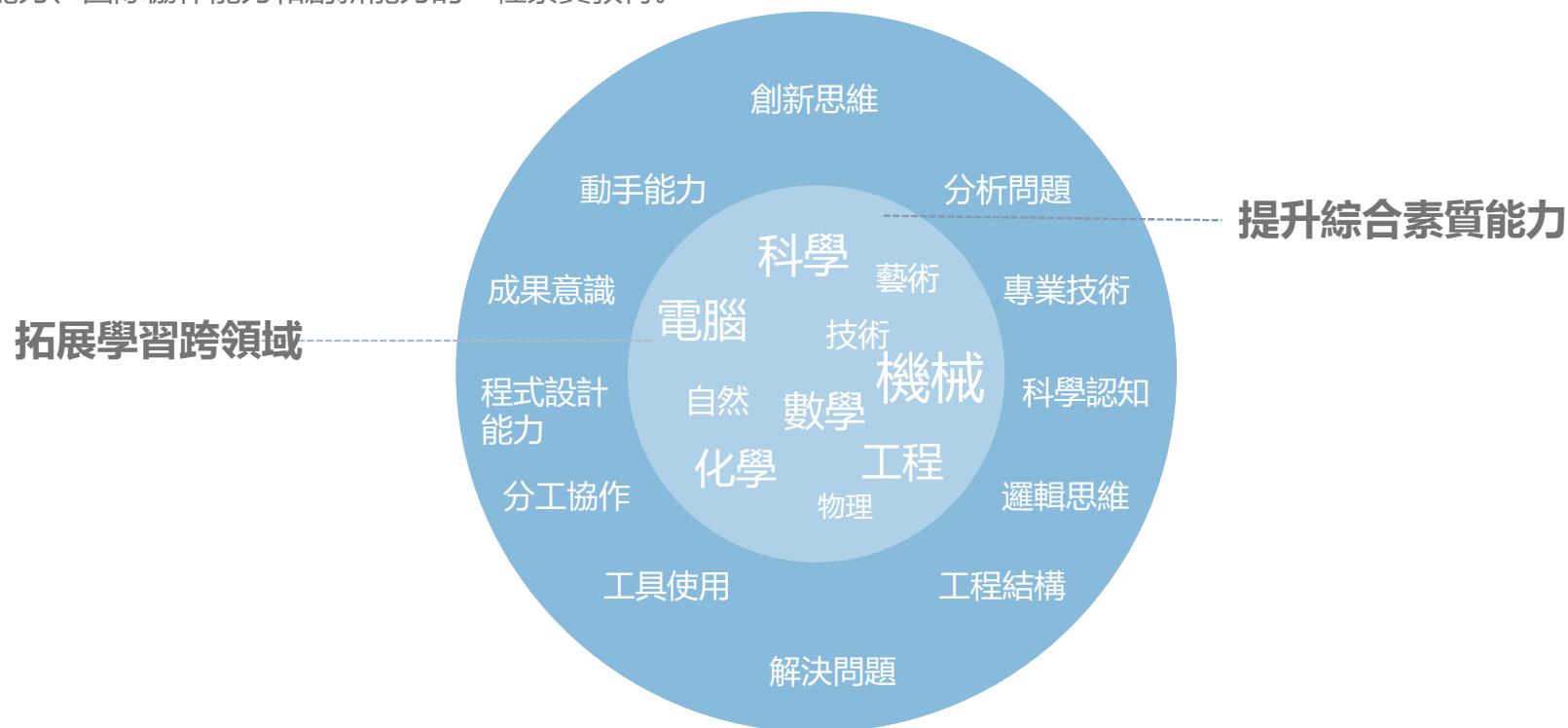
ROBOTICS-EDUCATION

智在教育 樂在學習

邏輯運算思維

Maker education: new education mode of comprehensive quality 創客教育：綜合素質培養新模式

創客教育是創客文化與教育的結合，基於學生興趣，以專案學習的方式，使用數位化工具，宣導造物，鼓勵分享，培養跨學科解決問題能力、團隊協作能力和創新能力的一種素質教育。



The trend of Maker Education 創客教育的發展趨勢

※ 政府支持宣導

近年來，政府部門積極推進的各類課程課綱修訂工作中都強調了對創客教育的重視和引導。

※ 行業發展需要

教育界突破傳統教育模式，極需更多創新的教學形式及教育資源的實際呈現

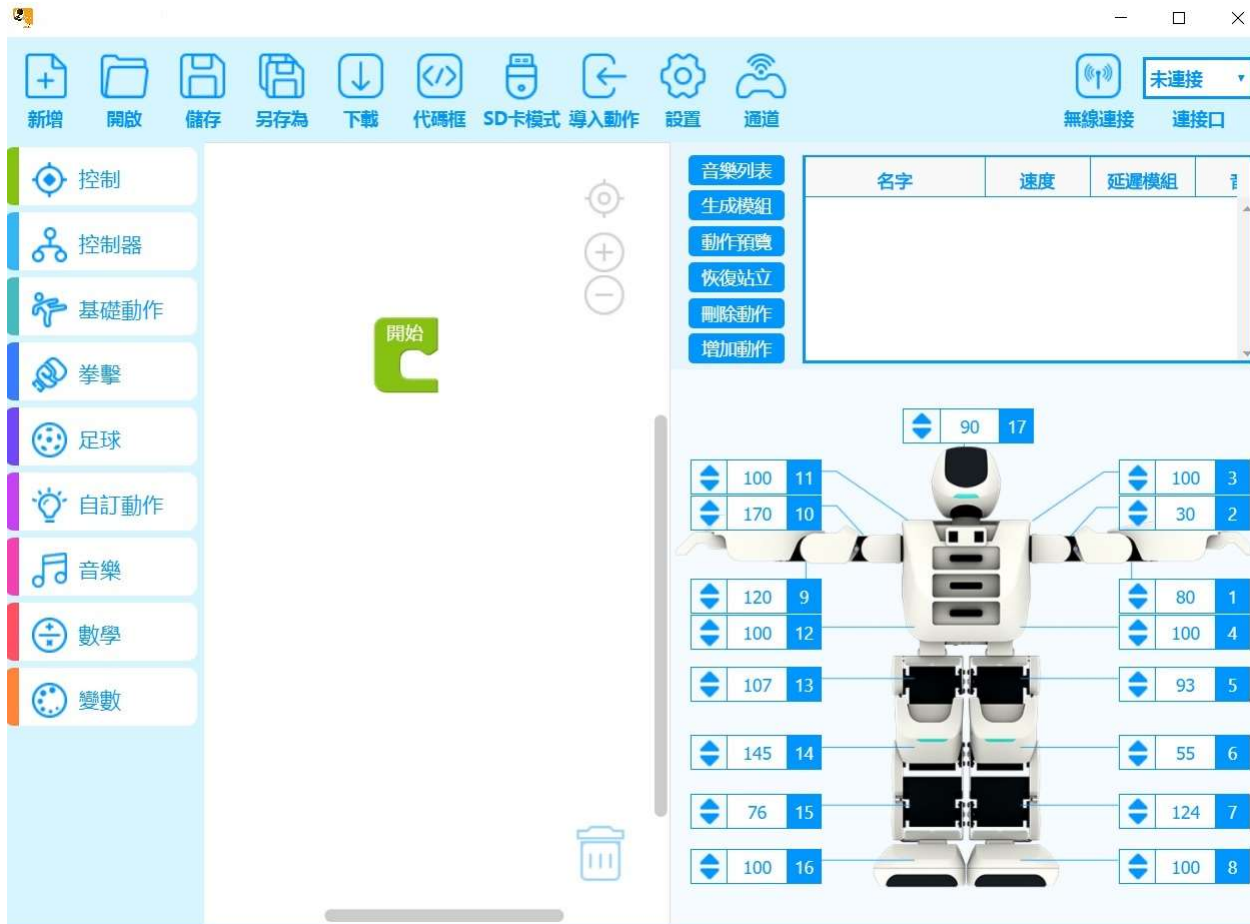
※ 人才培養需求

隨著社會及科技的進步，需要更多具備創新能力、動手能力及解決問題能力的綜合型人才的需求，以滿足社會的高速發展。



The software features

軟體特色 **AI智慧辨識編輯系統 旗艦版** 著重於用更簡便的步驟進行機器人動作操控學習。



Perfect robot education system 完善機器人教育體系

The screenshot displays a user interface for programming a robot. The interface is divided into several sections:

- Top Bar:** Contains icons for file operations (新增, 開啟, 儲存, 另存為, 下載), code management (代碼框), SD card mode (SD卡模式), import actions (導入動作), settings (設置), and channels (通道). On the right, there are wireless connection (無線連接) and connection port (連接口) buttons, with a status indicator showing "未連接".
- Left Panel:** A vertical menu with categories: 控制 (Control), 控制器 (Controller), 基礎動作 (Basic Actions), 拳擊 (Boxing), 足球 (Soccer), 自訂動作 (Custom Actions), 音樂 (Music), 數學 (Math), and 變數 (Variables).
- Code Editor:** A block-based programming environment. The current script starts with a "開始" (Start) block, followed by an "如果執行" (If executed) block. Inside this block, there are three sub-blocks: "傳感器模組" (Sensor module) with "選擇端口 1" (Select port 1) and "選擇操作變數" (Select operation variable); "伸展手臂" (Extend arms); and "否則執行" (Otherwise execute) with "右側縮起" (Retract right side). Below this is an "音樂動作模組" (Music action module) with "請選擇音樂" (Please select music) and "執行" (Execute).
- Right Panel:** A control area for the robot. It includes a table for "音樂列表" (Music list) with columns for "名字" (Name), "速度" (Speed), and "延遲模組" (Delay module). Below the table are buttons for "生成模組" (Generate module), "動作預覽" (Action preview), "恢復站立" (Restore standing), "刪除動作" (Delete action), and "增加動作" (Add action). At the bottom, a 3D robot model is shown with 17 numbered sliders for joint control, ranging from 90 to 17.

The target of humanoid robot education 機器人教育培養目標

22%
提高認知

1. 提升學生對前沿科技成果的認識;
2. 提高學生對機器人設計原理的認識;
3. 提高學生對機器人工程原理的認識;
4. 提高學生對機器人運動原理的認識;
5. 提高學生對機器人程式設計的認識;
6. 培養學生對創客教育的認知與興趣;
7. 改變學生對學習的認知;

The screenshot shows a software interface for programming a humanoid robot. The central workspace contains a block-based script starting with '開始' (Start), followed by three '賦值' (Assign) blocks for 'start' (100), 'End' (125), and 'Stop' (75). Below these are blocks for '傳感器模組' (Sensor module), '選擇端口' (Select port), '音樂動作模組' (Music action module), '請選擇音樂' (Please select music), '播放音樂 nobody' (Play music nobody), '執行' (Execute) blocks for '右側攻擊' (Right attack) and '左側攻擊' (Left attack), '向前轉頭' (Turn head forward), another '執行' block for '左前攻擊' (Left front attack), '左後攻擊' (Left back attack), '右前攻擊' (Right front attack), and '右後攻擊' (Right back attack), '蹲下行走' (Crouch and walk), '連續出拳' (Continuous punches), and '停止信號' (Stop signal).

The right sidebar features a '音樂列表' (Music list) table:

音樂	舵機1	舵機2	舵機3
nobody	85	30	130
	100	10	185
	20	70	140

Below the table is a 3D model of a humanoid robot with 17 numbered sliders for joint angles, ranging from 23 to 177. The version number 'Version: 1.2.0-51-g5416a58' is visible at the bottom.

About thinexpress
關於憶傑科技

創客創新教育踐行者

憶傑科技從事教育教具、教材研發於一體，不斷在創客實驗、程式設計教育領域開拓創新，是專業為各級學校研發創客課程解決方案的教育科技公司。提供創客課程設計、教材、師資等全方位教育服務，是創客創新教育的執行者。

憶傑科技擁有專業的技術研發和研究團隊，秉承“品質教育、STEAM教育”理念，堅持技術創新與產、學、深度融合，研發出創客教育的整套教育體系，並依機器人教育服務和技術自主研發等方面的資源優勢，為憶傑科技的創新教育發展奠定了堅實基礎，為其始終處於行業領先地位。