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ANDROID

甫推出的 Android 2.2 Platform 平台 (代號: Froyo) 現正以驚人的速度快速成長中，我們歡迎所有的開發人員進一步認識此開發平台並在該平台上開發應用程式。

你知道嗎:

- 全球有48個國家/ 59家電信公司推出超過60種 Android 機型
- 每天有超過16萬個手持裝置加入 Android 行列
- Android Market 上有超過6萬5千個應用程式
- Android 已躍居美國智慧型手機市場第一名

Android 開發環境:

- Dalvik (Virtual Machine) 運行應用程式的效能提升了2~5倍
- 手機瀏覽器運用 V8 引擎改善了效能
- 提供更新的多媒體開發平台
- 提供雲端與終端溝通服務 (Cloud to Device messaging)，無需自架伺服器也可與終端溝通
- 提供應用程式資料備份服務，讓第三方應用程式可以用 Google 服務做備份



現在就加入 Android 開發人員的行列吧! 請造訪 developer.android.com



歡迎來到 COSCUP / GNOME.Asia 2010 聯合研討會！

"Open Web and Mobile Technologies" 是今年的主題，共有69 場演講，加上 75 分鐘的閃電秀和一整晚的 BOF，一定讓您滿載而歸！

[COSCUP]

如果您是 COSCUP 的老朋友，歡迎再度來到 COSCUP，和老朋友敘舊、認識新朋友、學習新技術。

如果您第一次參加 COSCUP，也許是聽朋友介紹、也許是在網路上讀到推薦文，那請你務必讀完本文，除了瞭解 COSCUP、讓自己在這兩天獲得最大的收穫之外，也能幫助 COSCUP 這個完全由志工舉辦的大活動。

首先，COSCUP 倒底是餘弦盃 (Cosine CUP)、角色扮演盃 (Cosplay CUP)、還是哈利波特消失的密室盃 (Chamber of Secret CUP)？如果查英文版維基百科，COS 還有 34 個其他的條目。XD

其實 COSCUP = Conference for Open Source Coders, Users and Promoters，中文是「開源人年會」，是台灣最大的開放源碼研討會（OS：可是我好想看Cosplay）。幾年來不時有人問：「為什麼是 "Coders"，不是 "Programmers" 或 "Developers"？」還有人覺得用 coders 這個字聽起來有貶抑的味道。

這是因為 open source 的文化「實作的人最大」。在一個 open source 專案中，同一個功能常會有不止一種設計，該採用哪一種？如果有人覺得 A 設計比 B 設計好，最令人信服的做法不是一直講 A 有多好，大家會認為他只會嘴砲，而是動手把程式碼 (code) 寫出來，用 code 說話。這種尊崇 coders 的文化和傳統軟體公司由上而下的開發模式完全不同，因此我們在名字中特別把 coders 點出來。

COSCUP 自從 2006 年由 Knight、KC 和我創辦以來，人數平均每年成長 50%，2009 年達到 450 人，開放報名的名額在 4 小時 8 分鐘之內報完。今年因為大家的捧場，85 分鐘名額就搶光了，預期到場人數更是爆增到 800 人以上。如果您不想在人山人海之中走錯演講廳，請仔細閱讀第 13 頁的議程、第 19 頁的地圖和第 24 - 62 頁的講者介紹。

今年的 COSCUP 講者群來自澳洲、日本、德國、挪威、美國、新加坡、菲律賓、中國大陸和台灣本地，有不少重量級的講者，如果您對相關議題有興趣，可別錯過了！

另一方面，讓這些遠道而來的客人感覺到台灣知名的好客精神，除了籌備團隊的努力之外，就要靠您主動攀談囉！

[GNOME.Asia Summit]

GNOME 亞洲峰會是每年一次在亞洲不同國家城市舉行的聚會，致力於把所有 GNOME 使用者、開發者、基金會成員、政府和企業聚在一起，大會的焦點是在 GNOME 桌面和使用 GNOME 的終端設備，討論範圍包括應用程式和開發環境。所有演講嘉賓都是軟體開發者、企業領袖、自由及開源軟體貢獻者、當然還有 GNOME 基金會成員和各方面的貢獻者。目的是希望在亞洲不同國家吸引更多 GNOME 的開發者和貢獻者，打造更強大的 GNOME 社群。繼 2008 年在北京創辦，2009 年在胡志明市，今年來到台北，請您給她最熱烈的支持！

GNOME 是什麼，應該不需要我贅文介紹了。我自己使用 Linux 桌面的十五、六年來，除了早期用 fvwm 和十年前短暫用過 KDE 之外，一直都在用 GNOME 桌面，算算也超過十年了。從 1999 年開始，GNOME 可以算是自由及開源軟體的代表項目，多年來很多 Linux 發行版本都是用 GNOME 為預設桌面環境的。

GNOME 大改版進行了一段時間，GNOME 3 終於要在今年 9 月推出，這次由對 Accessibility 有深入了解的 GDM 維護人 Brian Cameron 來向大家詳細介紹。咦？GDM 是什麼？使用 GNOME 的人，打帳號密碼登入 Linux 的那個畫面就是 GDM 提供的喔。

這次有從德國、法國、美國、印度、印尼、日本、中國大陸、香港和台灣本地來的 GNOME 講者，如果您是 GNOME 開發者和使用者，或者是對 GNOME 有熱誠，這次是結交國內外同好絕佳的機會，也許台灣的 GNOME 社群就是您發起的！

【COSCUP / GNOME.Asia 2010】

今年 COSCUP 和 GNOME.Asia Summit 合體成為

COSCUP / GNOME.Asia 2010 聯合研討會，在目不暇給的議程之中，您該做些什麼呢？

俗語說：「在 COSCUP，40% 聽演講，60% 交朋友。」聯合大會仍然一樣，所以除了坐在演講廳裡靜靜地聽演講之外，建議您：

- * 在演講中，有問題請不要不好意思問。對講者來說，最無聊的演講經驗就是講得鴉雀無聲，不知道大家是聽不懂還是沒興趣，也會讓他對這個研討會的觀感降低，以後不推薦其他講者來參加。就算是英文講者，也不要害羞，可以用中文問，會有人幫你翻譯成英文的。
- * 排隊拿茶點的時候，不妨舉起名牌向隊伍前後的人自我介紹，互相認識。我的經驗是一定會找到有趣的話題可以聊，而且認識新朋友本來就是件愉快的事。
- * 茶點時間和午餐時間人們經常聚成一小圈一小圈，不要怕打進別人的小圈圈，來開放源碼研討會的人都很和善的。
- * 大會第一天會有人發起晚上 BOF 的題目（BOF = Birds Of a Feather = 同好相聚），如果您對某個題目有興趣，一定要在大會櫃台附近的 BOF 簽名板上簽名。一方面 BOF 場地有限，只能分配給簽名人數多的幾個題目，另一方面參加 BOF 是您認識同好的大好機會！如果沒看到感興趣的題目，也可以自己發起喔！
- * 大會沒有收報名費，所有場地、食物和其他費用都是贊助單位出的，有些贊助單位有攤位，有空請記得去逛一逛，參加他們的活動，常常都會有好康的東西！如果最近剛好在找工作，不少贊助商也在徵才，可以去問一問，就算最後不去那家公司工作，多交個朋友也是好的。
- * 如果您寫了有關 COSCUP / GNOME.Asia 2010 的文章，請把文章的網址貼在 <http://wiki.coscup.org/mediakit-2010> 。
- 如果您拍了照片上傳，請加上 coscup2010 和 gnome.asia2010 標籤，也請把網址貼上來，謝謝！
- * 請密切注意大會有關便當卷和 BOF 兩個簽到時限的公告，免得沒有午餐便當或 BOF pizza 喔！

* 請遵守大會對於飲食和活動的規定，這個場地是中央研究院的，除了大會後要恢復原狀之外，大會期間也要注意音量，不要干擾到在樓上加班作研究的學者。

最後，在大會結束時，不要急著離開，COSCUP 閉幕一向是非常歡樂的，回顧這兩天發生了什麼好玩的事，也幫籌備志工打打氣，幫他們鼓個掌。如果不急著走，可以幫志工收拾善後，讓志工不必錯過晚飯時間，也算對這個研討會出一點力。

- *pingooo*



Welcome to the COSCUP / GNOME.Asia 2010 joint conference!

"Open Web and Mobile Technologies" is the theme of the joint conference. I'm sure you'll be fully energized and inspired with 69 talks, 75 minutes of lightning talks and a full night of BOF.

[COSCUP]

If you are an old friend of COSCUP, welcome back! You'll find old friends, make new friends and learn new technologies here.

If this is your first time here, please read through this article.

Besides understanding what this conference is about and maximizing what you'll get during the conference, you can also make contributions to this volunteer-run event.

First of all, what is COSCUP? Is it Cosine CUP, Cosplay CUP, or Chamber of Secret CUP? If you look up "COS" in Wikipedia, there are 34 more items. XD

Actually COSCUP = Conference for Open Source Coders, Users and Promoters, the biggest open source conference in Taiwan (but I really love to see some cosplay!). People have asked a few times over the years: "Why coders, not programmers or developers?" Some seem to hint that the word coders is a bit supressing.

Well, that's because "you speak with your code" in open source culture. A functionality may have more than one way to implement, if someone feels strongly that design A is better than design B, the most convincing way is not talking about it, but really writing codes to prove it and let the code speak for itself. This culture is very different from the top-down culture in traditional software companies, that's why we want to emphasize it in the name of the conference.

COSCUP has grown by 50% every year since inauguration by Knight, KC and me in 2006. We reached 450 people in 2009, and the quota for public

registration was filled in 4 hours and 8 minutes. This year the quota was filled in 85 minutes and we expect more than 800 attendees. If you don't want to get lost or walk into the wrong conference hall, please carefully read the conference program on p.13, the map on p.19 and the details of the talks on p.24 - p.62.

The COSCUP speakers are from Australia, Japan, Germany, Norway, U.S., Singapore, Phillipines, China and Taiwan. There are many excellent talks. Don't miss any talk that you're interested.

If you have any questions, please feel free to contact the information desk.

[GNOME.Asia Summit]

GNOME.Asia Summit is an annual conference bringing together GNOME users, developers, foundation leaders, individuals, governments and business in Asia. The event focuses primarily on the GNOME desktop and other devices that use GNOME, and also covers GNOME-based applications and GNOME development platform tools. Presentations are given by software developers, business leaders and users who are involved in Open Source, Free Software and of course, GNOME.

The summit strives to attract new developers and contributors as well as build stronger communities all over Asia. After Beijing and Ho-Chi-Minh City GNOME. Asia 2010 is now here in Taipei this year.

I'm sure I don't need to bore you with what GNOME is. Since 1999, GNOME has been one of the leading Free / Open Source Software projects. GNOME is the default desktop environment for many Linux distributions. The major revision has been going on for a while, and GNOME 3 will finally be released around September this year. Brian Cameron, who is deeply into accessibility and is the maintainer of GDM, will give a keynote on GNOME 3.

Speakers from Germany, U.S.A., India, Indonesia, Japan, China, France and Taiwan are gathering to share their passion and knowledge about GNOME. So if you are a GNOME developer / user or interested in ground breaking new desktop such as GNOME, this is your chance to talk to the right people, and contribute to building a stronger GNOME community in Taiwan and across Asia.

[COSCUP / GNOME.Asia 2010]

With a very colorful program of COSCUP / GNOME.Asia 2010, what should you do in the 2 days?

The saying goes like this: "Your success in COSCUP depends 40% on talks and 60% on making new friends." It is the same in COSCUP / GNOME.Asia 2010, or even more so with many friends coming from aboard. Besides sitting in conference room listening to talks, I suggest that:

- * Don't be afraid to ask questions in talks. The most boring thing for a speaker is giving a talk with no feedbacks. He wouldn't know if the audiences don't understand what he's talking about, or are uninterested. He may devalue the conference because of that, and hold back his recommendations for other speakers to come in the future. Even for talks given in Mandarin, the slides are mostly in English. You may ask questions in English, someone will translate it for you.
- * When lining up for the desserts, you may raise your badge and introduce yourself to the one next to you. My experience is that it is not hard to find mutual interests in such a conference.
- * People often gather in small circles in dessert time and lunch time. Don't be afraid to cut in and talk. People are very nice here.
- * People will nominate BOF topics in the first day. If you are interested in a topic, make sure you sign your ID or name on the sign up board. Due to availability of BOF space, the topics with the most names under it are granted a BOF space in the evening. If you don't see anything that interest you, you can freely nominate your own topic.
- * The conference is free to register so all expenses are paid by sponsors. Some sponsors have booths. Please stop by when you have time. They often have goodies for you! If you happen to be looking for a new job, many sponsors are looking for talents, too. Please feel free to talk to them. It is always good to know them even if you don't work for them in the end.
- * If you write an article or blog about COSCUP / GNOME.Asia 2010, please insert the URL to your article in <http://wiki.coscup.org/mediakit-2010>. If you upload photos taken during the conference, please add tags coscup2010 and gnome.asia2010, and insert the URL to the same page, too. Thank you.
- * Please pay attention to the announcements on the deadlines of getting lunch box coupon or signing up for BOF. Don't miss it. It is the easiest way to get a bite around here.

* Please adhere to the rules set by the staff. The venue belongs to Academia Sinica, the most prestigious research institute in Taiwan. Besides restoring everything to its pristine state after the event is done, please maintain reasonable volume in certain area so as not to interfere with researchers who work overtime.

Finally, please don't leave when the talks are complete. The closing has always been enjoyable. You'll see photos taken during the conference, fun things that happened, any many more. The volunteers will appreciate your applause, too. If you are not in a hurry to leave, you can stay a while to help clean up as your contribution to the conference so the volunteers don't have to do everything and miss their dinners.

- *pingooo*



Jouston 總召的話 2010

COSCUP 2010 開催!!!

自從由Pingooo手上接手COSCUP 2010 的籌辦，至今已經 8個月過去了。這一段時間，我們都在鴨子滑水，檯面上看不到太多動作，不過夥伴們都很熱血的在努力籌備的事項。

Fred說得好：哇咧～明明就才剛辦完 2009, 怎麼又進入籌備狀態了 orz

如果你還是不太熟悉COSCUP是什麼？COSCUP = Conference for Open Source Coders, Users and Promoters = 開源人年會，是台灣開放原始碼社群一年一度的大聚會。

去年我很榮幸的被邀請加入 COSCUP 2009 筹備團隊，作為會計長的角色，實際上會計組絕大部分時間只有我一個人。用了一些撇步節省許多時間後，我有很多很多的空餘時間用來提供建議。於是，統計出來的結果，個人的發言居然排名第五。XD

就一個應該很安靜的會計部門來說，我的發言實在是太過超量了。或許就是這個原因，當我們選舉2010年總召時，Pingooo一提名，馬上就全票通過。

在我繼續下去之前，請容我翻翻舊帳，也幫自己複習一下COSCUP是怎麼來的？

COSCUP的起源是因為幾位好朋友期望能夠辦一個真正讓開放原始碼社群都可以參加的嘉年華會，從2006年到現在，參與的朋友愈來愈多，給COSCUP團隊非常大的鼓舞。經過了2006到2008年的成長期，2008年開始擴大舉辦，廣邀台灣各地的社群一同來舉辦COSCUP，使得COSCUP不但是為了社群而辦，更是由社群來辦，成為了一個真正屬於社群的研討會。時間來到了2009年，這一年是COSCUP有史以來辦得最為盛大一年。550人的報名就在短短4小時多就爆滿！衆多琳瑯滿目的國際 A 咖以及本土的一流廠商都加入了我們的贊助行列。講者群也是一個華麗到不行。

最重要的是，參與的群衆們之中，我們就收回來的問卷統計，有高達 97.4% 的比例願意介紹這個活動給他的親朋好友。順道一提，由 2006 年到目前為止，每年的聽眾成長率為 60%，今年若還是依照這個比例走下去，預期會有實際 700 人到場。若是加上贊助商、講者、工作人員，很有可能將會逼近 1000 人參與這個盛會。

COSCUP 2010 團隊立志要把這個研討會辦成「真。社群大拜拜」接下了這個重責大任之後，我的第一個任務就是立即開始把團隊找齊。管理學上，講究 Right people do right thing right，鞏固組織成為我的第一要務。

(OS: 既然被你們推坑，那我也把你們也推坑。XD)

感謝 Pingooo 的努力，2009 年的籌備團隊有極佳的默契，每個人也都有極佳的執行能力。想要『輕輕鬆鬆第一次當總召就上手』的我，當然是請過往有充足經驗的社群朋友一起再接棒 COSCUP 2010。

令人振奮的是，BobChao, Lman, Pingooo, KC, Rex, Ijs, Layla, 魏藥, HYChen, CCLien, Lzy..... 幾位朋友，一句話就充滿著義氣的出來幫忙。

意義是三小，我只知道義氣！

不過，在那個當下，我耳朵邊還嗡嗡著我自己說的話：行銷和公關，2009 年缺乏專職的工頭來執行，是偏弱的事項。

在幾位好友的幫忙推薦以及牽線下，Kevin 自告奮勇接下行銷工頭，Lloyd 也願意下海來當我們的公關。由於 Lloyd 人在高雄，許多需要聯絡的事項，我也幫忙他在台北找了一個幫手 John Lee。



(以上圖文引用自艋舺電影官方部落格)

後來，由於公關和行銷之間溝通的成本太高，紛擾之中，我們把行銷和公關兩組合併，新的行銷公關組由 Lloyd 領軍，Kevin 還是充滿義氣的繼續留下來打拼。眼見行銷的工作順利上軌道，真的要感謝 Kevin 和 Lloyd 兩個人以及整個公關行銷組的合作無間。

若是有看過今年的網站，大家會不會驚呼：哇！好專業啊~~~是的，今年的網站雖然花了比預期還多的時間，不過在網站組的努力之下，整個專業感就塑造出來了。

除了這些以外，各組的努力我也會在日後的官方部落格中一一揭露。

各位工頭以及參與 2010 年籌備事項的朋友，我為了你們的勇氣和熱血感動得很吶~~~

雖然有一些籌備項目的時程上不如預期，小小地滑了一下，COSCUP 2010 還是拉上發射軌道了。期待今年的 COSCUP 還是一場快快樂樂的大拜拜，讓大家來看看老朋友、交交新朋友、順便學點新玩意！

COSCUP 2010 SET OFF

It has been 8 months since we took over the organization of COSCUP 2010 from Pingooo. In this period of time, there have been many tasks we needed to undertake, however through our dedicated team we have succeeded in a smooth transfer.

The dedication of our team was summarized by Fred in a joking manner, "WOW~ COSCUP 2009 just ended, yet are we in the state of preparing again! Oh dear".

COSCUP, if you are not aware, stands for Conference for Open Source Coders, Users and Promoters which is an annually run gathering for Taiwan Open Source Communities. It is the largest open source conference held in Taiwan.

Last year, I had the honor of being invited to join the COSCUP 2009 team as chief accountant. For the most part I undertook a lone role in the accounting division and armed with many time saving tips I was able to offer a lot of suggestions to COSCUP.

Departments in general are supposed to be quiet. However, I am a person that likes engaging in conversation! Maybe that is why when Pingooo was nominated in the election; everyone agreed unanimously!

Before continuing, please allow me to review how COSCUP came into existence.

COSCUP originated from several friends who wanted to organize an event for Open Source communities. Since 2006, COSCUP has gone from strength to strength gaining members each year. After initial expansion during 2006 to 2008, COSCUP started to widely invite communities from every corner of Taiwan to participate. COSCUP isn't only organized for communities, but also by communities, which makes COSCUP a true community conference. COSCUP 2009 was the most successful to date as the 550 available places were taken within 4 hours.

In addition to this, not only has COSCUP been successful attracting high caliber speakers, but it has been equally successful on a business front attracting sponsorship from various international A+ enterprises and numerous great local companies.



The most important point for our team is the satisfaction of our attendees. According to our questionnaires, up to 97.4% attendants are willing to introduce this event to their friends.

This is excellent news and demonstrates the quality of conference.

Through this quality we have maintained an extremely high growth rate. Since 2006 the growth rate has been 60%! If this rate remains constant there will be 700 attendants this year. Add to the sponsors, speakers, and staffs, there may be approximately 1000 people there!

The COSCUP 2010 team is determined to make this conference an awesome community gathering again.

Taking on this big responsibility, my first mission was to seek team members. A famous management saying has always stuck with me "Right people do things right". Therefore strengthening the organization with talented people became my top priority.

Thanks to Pingooo's effort, COSCUP 2009 had an excellent team. As the new Chairman, I invited experienced friends from the community to help with COSCUP 2010. Inspiringly, BobChao, Lman, Pingooo, KC, Rex, Ijs, Layla, MedicalWei, HYChen, CCLien, and Lzy all stepped forward to take on the mantle.

Meaning is nothing, while loyalty means everything!

However, at that moment, COSCUP was still lacking a head for marketing and PR. With the support of several friends, Kevin took lead of the marketing group and Lloyd led the PR team. Since Lloyd lives in Kaohsiung, I also found a helper, John Lee, to maintain affairs in Taipei.



The picture and texts are quoted from
The official blog of movie "Monga"

Due to some communication difficulties between the marketing group and PR team, we combined the two with Lloyd's leading and Kevin offering his assistance. I really appreciated the co-operation of Kevin and Lloyd as well as both teams commitment to COSCUP.

If you have already visited our website this year, you will be amazed by its professional look. The website team has done a great job as always!

I have to say I am moved by everyone's commitment to COSCUP and thank them for their excellent work throughout the year.

Despite some delays, COSCUP 2010 is on track at this moment. I am looking forward to COSCUP this year, meeting up with old and new friends as well as seeing some fresh gadgets!



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Nokia N900



- ▶ 超強高效能電腦級ARM Cortex-A8核心處理器
- ▶ Maemo 5作業系統的全螢幕高速網路瀏覽器
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N900為英文版本的Maemo作業系統，為方便你使用，手機內已先行安裝了由蒙恬科技所提供的N900中文翻



國際會議廳		第一會議室	第二會議室	第三會議室
09:15 09:30			Opening	
09:30 10:30		HTML5 — More Web for More People Charles McCathieNevile (Chief Standards Officer, Opera)		
10:30 11:00			Tea Break	
11:00 11:30	HTML5 for Programmers Michael(tm) Smith (HTML Activity / WG lead, W3C)	 How to Design Email Apps for Specific Devices?	 Snowy — GNOME Online Service Ray Wang (QA engineer)	OpenOffice.org 的 UNO 魔術 — 那些 MS Office 做不到的事 楊士青 依瑪貓 (昇陽教育中心講師)
11:30 12:00	HTML5: Building the Next Generation Web Application Eric Bidelman (Developer Advocate, Google)		網頁設計師必備: CSS3 新功能大補帖 謝子暉 (Web Evangelist, Opera)	打雜的事情交給 Ant 吧 吳政璋 (小璋丸)
12:00 13:00			Lunch	
13:00 13:45		Qt 應用於 Meego 開源生態系統 Zhang Chi / 張弛 (技術經理, Nokia)		
13:45 14:00			Break	
14:00 14:30	社文字 D: 轟趴開交物語 唐圓 (Pugs 專案發起人)	Linpus Lite MeeGo Edition: Enabling MeeGo for Production Tim Yang (Product Manager, Linpus)	簡介 GNOME 輔助科技與建議改進事項 葉志偉 (北斗國小 特教組長)	Doxygen — 文件、程式一家親 李圭峰 Thinker
14:30 15:00	nodejs 於互動式網站之應用 畢竟易 ericpi (資深工程師, KKBOX)	Nokia Symbian 新一代作業系統演進：從 S60 5.0、Symbian^3 到 Symbian^4 詹宗翰 (Product Manager, Nokia)		Gcc — 4.5 Plugin Hacking 程任全 (Singapore Management University) 



表示本場次為英文 (in English)



國際會議廳	第一會議室	第二會議室	第三會議室
15:00 15:30		Tea Break	
15:30 16:00	Writing Web Applications in C++? Eric Bidelman (Developer Advocate, Google) 	自由軟體授權運用的重要概念、類型說明，以及常見爭議 林誠夏 (專案經理, 中央研究院)	GNOME Accessibility Development and Testing 苗濤 + Ke Wang (Sun China)
16:00 16:30	Frontend Development Environment 蔣定宇 Josephj (專案副理, D-Link)	Ensuring Freedom of Action in Free Software Through Collaboration & Partnership Shane Coughlan (Open Invention Network) 	自由軟體於互動技術 甘泰璋 DK
16:30 17:00	HTML5 電子書閱讀器 陳宜辰 freedom (工研院)	GNU GPL Compliance in Embedded Devices Harald Welte (gpl-violations.org) 	以中文的名义，融入开源世界 Funda Wang (简体中文本地化协调人)
17:00 17:30	Jetpack SDK: 瀏覽器擴充套件的新可能性 尤孝庭 笨笨的小B (Mozilla Jetpack 大使)	Implementation of a FOSS License Compliance Program Soeren Rabenstein (ASUSTeK Computer Inc.) 	由馬鈴薯小子看軟體在地化 黃佑仁 Rock (台大資工)
17:30 18:45		Lightning Talk 閃電秀 COSCUP / GNOME.Asia All Star	Elements of Typographics Freedom Christopher Adams (Sharism.org)
18:45 19:00		Break	
19:00 21:00		BoF	



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	國際會議廳	第一會議室	第二會議室	第三會議室
09:15 09:30			Announcement	
09:30 10:30		Road to GNOME 3 Brian Cameron 		
10:30 11:00			Tea Break	
11:00 11:30	Debugging: Linux Kernel by Ftrace 高嘉琪 AceLan (Kernel Engineer, Canonical)	Introducing GStreamer, the Media Framework on GNU/Linux 李世元 FourDollars	Building and Using a Memory Profiler Holger Hans Peter Freyther (zecke) 	How to Become a Debian Developer 劉穎璇 PaulLiu (Debian Developer)
11:30 12:00	ScalaTest — 連貓都會的單元測試與 BDD 許洛豪 Brian Hsu	GNOME Build Environment on Solaris Dave Lin (Release Engineer, Sun)	xPad — Building Simple Tablet OS with Gtk/WebKit 陳品勳 penk (xpud.org) 	Ubuntu Kernel Factory Ike Panhc (Canonical)
12:00 13:00		Lunch		
13:00 13:30	Exploring New Paradigms of Computing for GNOME Allan Patrick D. Caeg (Philippine Open Source Network Inc.) 	Bugzilla, Bug squad and GNOME 3 Akhil Laddha (Novell) 	The Culture of Sharing Sascha Pallenberg (netbooknews.de) 	Android Game Engine 比較 朱立 walkingice (Oxlab)
13:30 14:00	Adapting UCD for Open Source Software Development 翁千婷 whiteg (中研院 研究助理) 		SFD 2010: Why and Where? Frederic Muller (President, Software Freedom International) 	經驗分享：Porting a New Architecture to OpenWrt Project 林智斌 Macpaul
14:00 14:30	Android UI Design Pattern Tony Chan (Developer Advocate, Google) 	透視 GNOME 3: 架構與交互的革新 周鼎	Understanding Internals of WebKit/GTK+ Holger Freyther (zecke) 	Be "Android" Tick Chen + Matt Hsu (Oxlab)
14:30 15:00	Cloud Experience — from Google to Delta 翟本喬 (台達電子 資深處長)			Have Fun on Andes Platform — Game Emulator an overview 劉昱賢 thomaslyliu





	國際會議廳	第一會議室	第二會議室	第三會議室
15:00 — 15:30				Tea Break
15:30 — 16:00	Building a Cloud Computing Platform by Using Open Source Software Michael Pan (CEO, nephosity)	Contributing to GNOME: Getting Involved is Easy! Will LaShell (VURIA Creative Technologies)	BlankOn Community and BlankOn Linux Utian Ayuba (BlankOn Community in Indonesia)	A Safe and Stateless Platform — Introduction to Google Chrome OS Security Model 林弘德 piaip (Google Chrome OS team)
16:00 — 16:30	快速佈署叢集式的搜尋引擎 nutchez 郭文傑 (國網中心)	Introduction to Modern Web Development with Free Software Will LaShell (VURIA Creative Technologies)	Javascript in Linux Desktop yurenju	打造特製的 Android Toolchain 黃敬群 jserv (Oxlab)
16:30 — 17:00	Yahoo Traffic Server, a Powerful Cloud Gatekeeper Shih-Yong Wang (Software engineer, Yahoo! Taiwan)	eekboard Daiki Ueno (Red Hat i18n team)	GNOME in Asia Emily Chen (GNOME Asia)	OsmocomBB: An Open Source GSM Baseband Firmware Harald Welte (Openmoko project)
17:00 — 17:30	Solr on Cassandra Gasol (PIXNET)	IDebian Policy — 5.6.12 Version 李世元 FourDollars	Hosting GNOME.Asia is Fun! Pockey Lam (GNOME.Asia)	Android-x86 Open Source Project 黃志偉 cwhuang (android-x86.org)
17:30 — 18:00			Closing Team COSCUP / GNOME.Asia	



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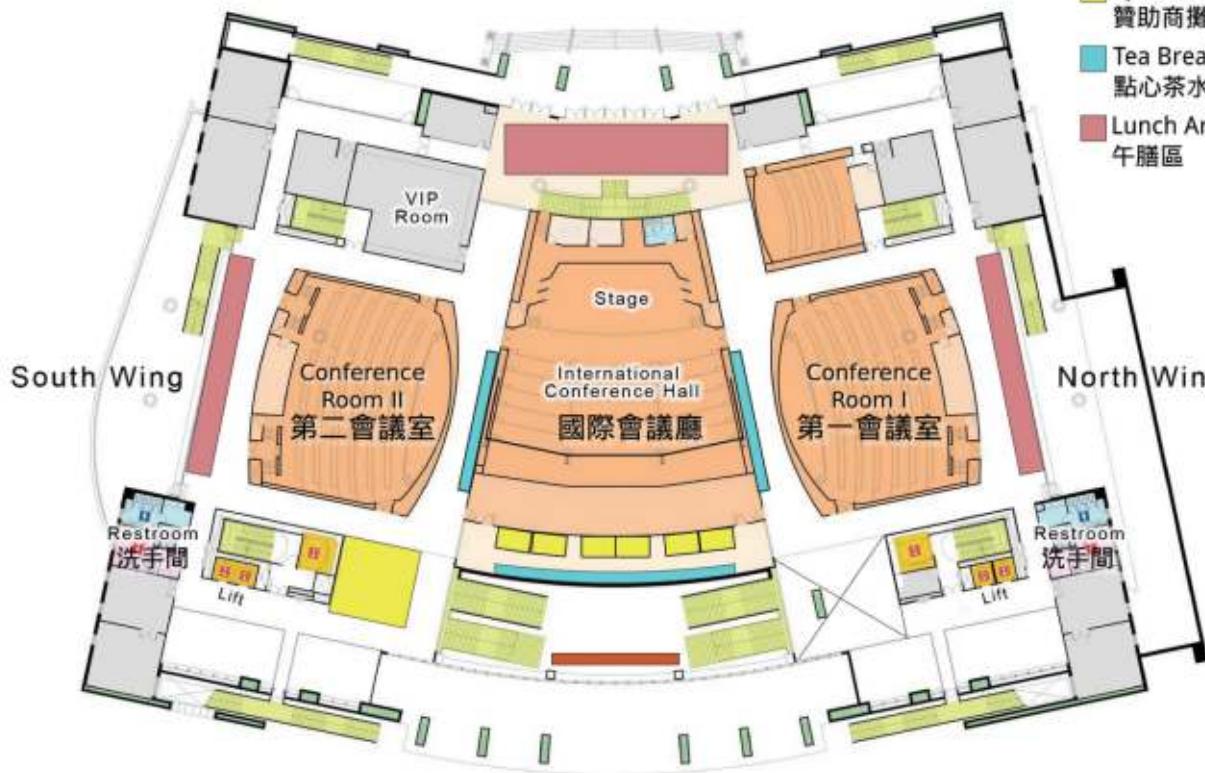
- Senior Architect 資深系統架構工程師
- Senior Quality Engineer 資深QE工程師
- Senior Front-End Engineer 資深前端工程師
- Senior Service / System Engineer 資深系統服務工程師
- Senior Software Development Engineer 資深軟體研發工程師

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國際會議廳 3F 平面圖 Floor Plan

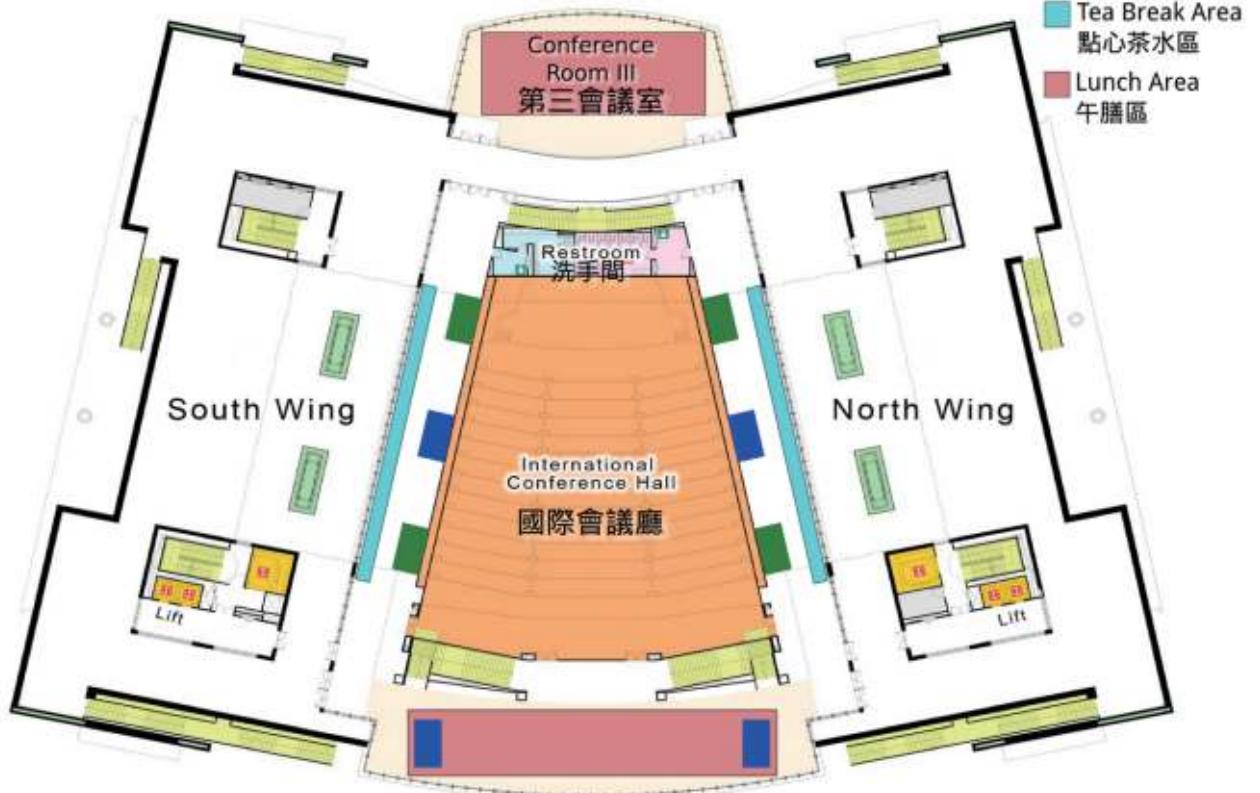
Building for Humanities and Social Sciences (Level 3)



- Check-in Counter
報到處
- Sponsorship Booth
贊助商攤位
- Tea Break Area
點心茶水區
- Lunch Area
午膳區

國際會議廳 4F 平面圖 Floor Plan

Building for Humanities and Social Sciences (Level 4)



姓名：張大

二年三班

部落格就是痞客邦。
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中央研究院學術活動中心

人文館直走右轉



二樓平面圖

Second Level Floor Plan

2010
開放原始碼
open source
創新應用開發大賽

http://www.oss.org.tw/contest_2010/

為了鼓勵國內使用與開發自由軟體
促進國內開放原始碼軟體的豐富應用
財團法人資訊工業策進會特舉辦

2010 開放原始碼創新應用開發大賽
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- ◆ 競賽主題：各種開放原始碼/自由軟體皆可；如Linux-based(包括 Android, MeeGo, 各種Linux distribution...等) 應用程式之功能新增強化...等
- ◆ 參賽對象：不限制，歡迎社群或學生參加
- ◆ 報名期間：至2010年08月31日止
- ◆ 收件期間：至2010年10月15日止

主辦單位： 經濟部工業局
INDUSTRIAL DEVELOPMENT BUREAU
MINISTRY OF ECONOMIC AFFAIRS

執行單位： 財團法人資訊工業策進會創新應用服務研究所

聯絡人：蘇志倫 02-2713-9000 #160

HTML5 - more web for more people

Charles McCathieNevil | Chief Standards Officer Opera

Eng



8/14
KEYNOTE
0930~1030

@International
Conference
Hall

演講摘要

Charles 將探討 HTML5 及其他網際標準的發展，包括標準發展的過程、以及這些標準為網頁開發者乃至於其他應用軟體開發人員所提供的新世界。他也將描述以 HTML 為根基的開放網路技術如何讓各種人、以各種連接網路的設備、平台都能取用，增進應用軟體的使用體驗。

講者經歷

Charles McCathieNevil 自 2005 年起於 Opera Software 擔任首席網路標準長（Chief Standards Officer）。加入 Opera 之前，他曾於全球資訊網協會（World Wide Web Consortium，簡稱 W3C）工作，參與制定大部份核心的網路標準如 HTML、CSS、SVG 與其他開放性標準技術等。他現在代表 Opera 在 W3C 的網路應用小組擔任共同主持人，並且是 W3C 諮詢委員會一員。同時，Charles 在國際上是公認知名的無障礙網頁（Web Accessibility）專家，在網際網路方面涉略廣泛，包括網際網路的社會層面、如何幫助開發者更簡易有效地創造網頁內容與應用，適合給所有人、所有裝置上存取。

Charles 是澳洲人，在學時修習西洋中古世紀歷史並取得學位，目前在西班牙與挪威之間兩地工作。





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HTML5 for Programmers

Eng

Mike Smith | HTML Activity/WG lead of W3C

This talk presents an overview of new programming features in HTML5 and some related draft standards for browser technologies. The talk is designed to be of high interest both to non-Javascript programmers -- such as, for example, Python or Java programmers -- who may not necessarily already familiar with Javascript-based Web programming, but also to programmers who *are* already Javascript-savvy but want to learn what's new in HTML5 that they can use *now*, today. In that spirit, the talk will focus on HTML5 programming features that you can already use in current development versions of major browsers.

Mike Smith is the HTML Activity/WG lead of W3C and also an active player of WHATWG, the group that started the HTML5. He now mediates between people who have issues around HTML5. He is also a main developer of validator.vu, an HTML5 validator which is now being integrated into the famous W3C validator.



How to Design Email Apps for Specific Devices?

Eng

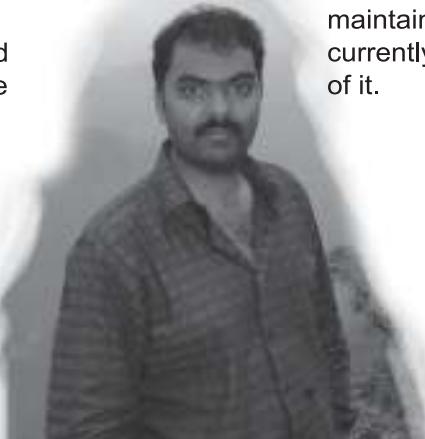
Srinivasa Ragavan |
Director, GNOME Foundation Board

This is all about my experience in designing Anjal (Email for Netbooks) and the Evolution Express, which MeeGo ships currently. This talk would cover about specific challenges and ideas on designing application for small screen/low memory environments.

User interface carving is also a huge challenge and would be good to be discussed from my experience.

I live in India. I'm contributing to GNOME since 2003. I currently work for Intel's Open Source Technology Center, and hack on MeeGo for various components. I'm a director to the GNOME Foundation Board (July 2009

to June 2010). I was also the maintainer of Evolution and currently hack on various pieces of it.



**第二
會議廳**
Conf Room II
**8/14
11:00**

Snowy -- GNOME Online Service

Eng

Ray Wang | QA Engineer

Snowy, a.k.a tomboy-online, is a GNOME online service, it enables users to synchronize, view, share, and edit your Tomboy notes online. In this slides, we will brief introduce what is snowy, its features, how to setup on tomboy and how to participate etc.

Ray Wang, a FLOSS fan since 1999 and became a real GNU/Linux user since 2005. He mostly participate in GNU and GNOME communities, and has became a GNOME foundation member since 2008. Other than that, he has been taking part in Beijing Linux User Group and Beijing GNOME User Group actively. He used to be a build and QA engineer of mono accessibility project, but now he work as a OEM QA engineer.



**第三
會議廳**
Conf Room III
**8/14
11:00**

OpenOffice.org 的 UNO 魔術—那些 MS Office做不到的事

華語

依瑪貓 | 昇陽教育中心講師

OpenOffice.org 的 API 稱為 UNO (Universal Network Object) , 是個跨語言通用的網路 (Network) 物件 (Object) 系統。透過 UNO API , 開發者可以操控 OpenOffice.org 的 Writer 、 Calc 、 Impress … 等，做出各式各樣的神奇魔術。

依瑪貓／楊士青，曾任 OpenOffice.org 應用開發工程師，目前擔任昇陽電腦教育訓練中心專任講師，資策會教育訓練中心兼任講師等，並於最近加入 Debian 的 OpenOffice.org 套件團隊。並擅長 Perl/PHP 程式語言與網站系統開發，為資深的 Perl 燒機測試人員，MySQL AB Basic Quality Contributor 。





HTML5: Building the Next Generation Web Applications

Eng

Eric Bidelman |
Developer Advocate, Google

This session covers topics like HTML5, CSS3, WebM, and Chrome's Developer Tools. Learn how to design web applications that leverage these exciting APIs!

Eric is an engineer and developer advocate on Google's Developer Relations team. Over the last two years he's worked on various developers focused products, including Google Docs, Sites, Health, and OAuth. Recently, Eric joined the Chrome team to help spread HTML5 goodness around the globe. Prior to Google, Eric worked as a software engineer at the University of Michigan where he designed rich web applications and APIs for the university's 19 libraries. Eric holds a B.S.E in Computer Engineering and a B.S.E in Electrical Engineering from the University of Michigan, Ann Arbor.



網頁設計師必備: CSS3 新功能大補帖

華語

謝子斌 | Web Evangelist, Opera

-CSS3新功能簡介以及W3C現行所規範與未來即將通過的CSS3
-現行各瀏覽器與裝置支援CSS3狀況
-如何做出在各瀏覽器與各裝置皆支援CSS3, 注意事項與案例分享

謝子斌從事網路標準研究，現任挪威 Opera 軟件公司網路標準專（Web Evangelist），其工作包括了推廣 HTML5 和 CSS3 的發展。除了在台灣 PC ADV／電腦王雜誌有專欄文章發表之外，今年也會在北京 W3C Day 演講。

(<http://webrebuild.org/y/beijing/2/>)。
他預測德國今年會贏得世界杯，如果沒有你可以在會場和他要一件 Opera t-shirt。
Twitter : zibin



打雜的事情交給 Ant 吧

華語

吳政璋 (小璋丸)



我是個小小的程序員
喜歡用 Open Source 的資源來完成自己的工作
此外自己也正在研發一些屬於自己的好玩事物
關於我的作品可以參考
<http://code.google.com/p/uvajava>

1. Ant 功能介紹
2. 程式開發應用 javac,java,svn
3. 遠端控制應用 ftp,scp,sshrobot(獨家的喔!)
4. Ant task DIY !!
5. 程序員有哪些打雜工作呢？
6. 為什麼不用 shell script 或是 make?

8/14
14:00

社文字D：轟趴開交物語/Socialtext 4: A tale of Shindig and OpenSocial

華語

唐鳳 | Pugs 專案發起

據維基百科記載：家居派對（Home party），俗稱轟趴，是舉辦在一個早已約定好的房子內的派對。這場派對叫Shindig，這個約定叫 OpenSocial，這間房子叫 Socialtext。派對的成員來自四面八方，包括華納、藝電、通用汽車、DHL 快遞、英代爾、紅十字會、ICANN、Perl 基金會等六千多個組織。在派對裡，來賓們逐漸熟習開源社群常用的協作工具，用它們來跨越組織裡部門科層的藩籬，協力擺脫讓人忙到不可開交的資訊焦慮。這三十分鐘裡，我會介紹建立“企業人際層”所牽涉到的幾種技術協定，以及相關的各項開源專案。



唐鳳。真核域。動物界。脊索動物門。
脊椎動物亞門。哺乳綱。靈長目。人科。
人屬。智人。（啊，你也是？真巧！）
(註：據維基百科描述，唐鳳是 Pugs 專案的發起人，領導 Haskell 和 Perl 社群協力開發 Perl 6 語言。唐鳳也致力於自由軟體的國際化工作，包括設計 Kwiki、RT 及 Slash 等系統的國際化架構，並發起多項開放源碼書籍的翻譯計劃。)

在 CPAN 上，唐鳳負責維護 100 餘項的 Perl 相關專案，包括 Perl Archive Toolkit (PAR) 這項跨平台封裝及建置工具，以及 CPAN 的自動測試及數位簽署系統等。)

8/14
14:00

Linpus Lite MeeGo Edition: Enabling MeeGo to Production

Eng

Tim Yang | Product Manager, Linpus

The presentation will talk about Linpus' enhancements on both MeeGo netbook and Slate editions and share how to bring MeeGo into production based on the previous experience from Linpus.

Tim Yang got his B.E. from University of Science and Technologies of China and MSC from University of Western Ontario, Canada, both in Computer Science.

He holds a position as product manager in Linpus Technologies Inc starting from Apr.

2009. In Linpus, he is in charge of the product design for Linpus Linux Lite series. Prior to join Linpus, he worked in HP for three years as a project manager.



Qt 應用於 Meego 開源生態系統

Zhang Chi / 张 弛 | 技术经理, Nokia

華語

8/14
KEYNOTE
1300~1345

@International
Conference
Hall

演講摘要

Qt 框架已经持续16年为致力於多个平台上开发应用和用户介面的开发者，提供便利的开发工具和直观的应用开发介面。 Qt 已经成为 KDE 的基础，以及跨越70 多个行业数以万计的开源和商业应用的基础。 本文将从应用开发者到终端设备制造商等不同角度，介绍 Qt 将为 Meego 平台和其开源生态环境所带来优势。

講者經歷

张弛先生现任 Nokia, Qt 开发框架大中国地区技术经理，负责战略客户以及合作伙伴的技术咨询和业务拓展等工作。并在商业客户，开源社区和大学中积极推广 Qt 技术。此前，他一直任职于奇趣科技（Qt 公司前身）和摩托罗拉公司，在移动通讯领域有著丰富的知识和经验。张弛是公认的Qt专家，在许多公开会议中发表演讲。对移动生态系统，包括手机及消费电子，中间件以及第三方应用，有著丰富的经验。





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**第三
會議廳**
Conf Room III
GNOME.Asia 2010 Conference
**8/14
14:00**

Doxxygen -- 文件、程式一家親

華語

李圭峰 Thinker

是否永遠沒空寫文件？或者為了文件在熬夜？
其實你不用這麼辛苦，寫完程式的同時，你也可以完成文件。
透過工具的輔助，文件可以是 coding 的一部分，讓你快快樂樂的作文件。

Thinker 開發了 MadButterfly, ajaxmind, netgraffiti 等專案，
您可以在這裡找到他的心得
http://heaven.branda.to/~thinker/GinGin_CGI.py



**第二
會議廳**
Conf Room II
GNOME.Asia 2010 Conference
**8/14
14:00**

簡介 GNOME 輔助科技與建議改進事項

華語

葉志偉 | 北斗國小特教組長

簡述 GNOME 對身障者的重要性，探討使用目的與期望。簡介身障者所需要使用的輔助功能，與如何協助他們擴大或替代他們原有的功能。最後論及 GNOME 輔助科技建議事項，提出幾點輔助功能需要改進的地方，建議請身障者做測試，以期日後版本的輔助科技功能可更完善。

葉志偉，北斗國小資源班教師兼任特教組長，台灣第一本國小 Linux 課本「Ubuntu 自由學電腦」作者，深信 Linux 資訊教育適用於國民教育階段的國中小。專門研究作業系統的輔助科技，希望能將特殊教育與自由軟體結合，帶給身障者更多的支持與服務。



nodejs 於互動式網站之應用

華語

畢 瑩易 ericpi | 資深工程師, KKBOX

Nodejs是Ryan Dahl所開發的evented I/O框架，使用V8引擎為基礎，具有高效且簡易開發的特徵，適合開發高負載網站後端。相對於過去大量使用 threads的 server程式，nodejs處理連線上的成本低廉，同時 Ryan Dahl在 API 設計上，大量使用 javascript 的 event與 callback語言特性，大幅降低開發難度，也提供了良好的維護性。

現今互動式web應用大量採用comet等技術，網站後端連線也日趨複雜，nodejs於這些應用提供了良好的解決方案，我們將對 nodejs於互動網站應用做實務探討。

畢任北京天玩科技技術經理，目前於
聯境網訊股份有限公司（KKBOX）的
研發中心擔任資深工程師，主要負責
KKBOX後端系統平台相關的設計開發
工作；喜愛各種 Open Source 應用，
及 Gentoo、FreeBSD 愛好者。



Nokia Symbian 新一代作業系統演進： 從 S60 5.0、Symbian^3 到 Symbian^4

華語

詹 宗翰 | Product Manager, N

自 Nokia 5800 XpressMusic 開始採用新一代作業系統 Nokia S60 5.0 以來，提供了觸控操作與更為個人化的使用者介面，而今年即將問世的第一款 Symbian^3 作業系統手機 Nokia N8 即將帶來什麼新的功能與設計，Nokia 行動解決方案總裁 Anssi Vanjoki 日前於官方部落格中揭露的 Symbian^4 又會帶來怎樣嶄新的面貌？在這場分享中希望能帶給您更進一步的資訊。

Nokia Product Manager



第三
會議廳
Conf Room III
國際會議廳
Int'l Conf Hall
8/14
14:30

Gcc-4.5 Plugin Hacking

華語

程任全 | Singapore Management University

The GCC-4.5 is eventually released recently (this April), one significant improvement is its plugin framework, since gcc-4.5 above, it's now possible to extend the compiler without having to modify gcc source code and without recompiling the whole gcc package. One of my research projects here at Singapore Management University involves to customize a c/c++ compiler, for binary-rewriting for software security purpose: since late 2009, and before gcc, we have tried PLY (Python-Lex-Yacc) and several other tools, and finally realized gcc was the best one for this purpose; and having gcc plugin framework is even making gcc hacking life easier; due to lack of documentation, in recent 6 months I was digging into this framework.

The project itself would end in a couple of months, while as a side product, the precious gcc plugin hacking experiences I'm willing to share with all COSCUP/GNOME.Asia Summit audience.

Cheng Renquan(程任全), has been working in Shenzhen in Linux Kernel industry for years and relocated to work in Singapore since 2009; He has many contributions to the Linux Kernel and for recent 1 year working in Singapore Management University for academic research projects, during this period he has also increased interests on Gcc compiler infrastructure.



國際
會議廳
Int'l Conf Hall
8/14
15:30

Writing Web Applications in C++!

Eng

Eric Bidelman | Developer Advocate, Google

Although browser JavaScript performance is rapidly improving, there are still applications for which native code is a better choice. Learn about Google's Native Client technology and how you can use it to build rich applications with all of the advantages and power of the web.

Eric is an engineer and developer advocate on Google's Developer Relations team. Over the last two years he's worked on various developers focused products, including Google Docs, Sites, Health, and OAuth. Recently, Eric joined the Chrome team to help spread HTML5 goodness around the globe. Prior to Google, Eric worked as a software engineer at the University of Michigan where he designed rich web applications and APIs for the university's 19 libraries. Eric holds a B.S.E in Computer Engineering and a B.S.E in Electrical Engineering from the University of Michigan, Ann Arbor.

第三
會議廳
Conf Room III
8/14
15:30

Processing -- 專為設計師、建築師、藝術家設計的簡易又強大的數位藝術工具！

華語

沈 聖博 (shengpo)

Processing 是以Java為基礎的數位藝術工具，專為設計師、建築師及藝術家而設計的。Processing 將Java的語法簡化並提供直覺式地聯想，即使沒有程式背景，仍能很容易地學習並上手。演講中將介紹 Processing的寫法及外掛，也會介紹本人利用 Processing做的數位藝術作品，及國外著名的 Processing作品。

1980年生，新生代數位藝術家。

認為生活本身即是藝術，而人與人之間的許多活動是生活的成份，這是最原型的互動形態，你我之間一定存在著至少一種互動媒介將你我連結起來。因此，擅於觀察並找出你我之間的隱性連結，並透過作品加以呈現。



第一
會議廳
Conf Room I
8/14
15:30

自由軟體授權運用的重要概念、類型說明，以及常見爭議

華語

林 誠夏 | Product Manager, N

以自由軟體授權元件來加速產品開發已漸成時代趨勢，但隨著大型商業利用活動的進展，許多自由軟體授權運用的重要概念仍未完全普及與被正確的認識，以至後續衍生出許多授權方面的爭議問題，此講場將依下列要項進行說明，讓參與者能夠透過此講場，更深刻的掌握 COSCUP / GNOME.Asia 2010 各法律議程的重要內容：

- 1、與自由軟體程式開發有關的智慧財產權利
- 2、自由軟體授權的常見名詞、重要概念，與類型說明
- 3、商業運用自由軟體的衍生爭議

林誠夏 (Lucien Lin)，網路暱稱為 “Lucien” 或 “lucien.cc”，知識背景是科技法律，但是也喜歡了解任何新奇有趣的東西。於2005年開始專職研究自由軟體授權條款，專長在於自由軟體授權條款的解說分析，以及自由軟體商業運用模式的觀察記錄。目前任職於中央研究院自由軟體鑄造場，兼任專案經理與法政研究，同時亦負責自由軟體鑄造場電子報的編輯工作。

更多的活動參與及工作記錄請參閱
OSSF Who's Who的個人資料表：
<http://whoswho.openfoundry.org/people/userprofile/lucien.html>。



第二
會議廳
Conf Room II
8/14
15:30

GNOME Accessibility Development and Testing

華語

苗 涛 + Ke Wang | Sun China

The talk will introduce GNOME accessibility development and GNOME accessibility testing.

Topic covers from GNOME accessibility infrastructure to implementation, GNOME assistive technology tools, GNOME accessibility testing and automation testing.



Ke Wang, working in Sun China Engineering and Research Institute on GNOME Accessibility development. Be the author and maintainer of Java ATK Wrapper (an ATK implementation to help in Java accessibility), and have helped in many accessibility related bug fixing. Have also been actively involved in many other GNOME development.



Tim Miao, working in Sun China Engineering and Research Institute on GNOME Accessibility testing for more than 4 years, leads accessibility testing for OpenSolaris/Solaris Next desktop products, also be responsible for 508 Assessment related works in Sun/Oracle desktop team. Attended the first GNOME Asia Summit.

Track
A
8/14
16:00

Frontend Development Environment

華語

蔣定宇 josephj | 專案副理, D-Link

1. Solid code Standards

- * Make it difficult to make mistakes -- Engineer can only commit your code after standard checking tool.

2. Modular development (Nicholas Zaka's Idea)

- * YUI Implementation
- * JS/CSS Combiner & Minifier on the fly

3. Make good uses of debugging proxy

- * Eliminate Code Difference w/ Production
- * Hijacking the page

4. Static Files Deployment Tasks

- * Image optimization check/task
- * Only submit combined & minified JS & CSS

5. JavaScript I18N/L10N using YUI Intl



蔣定宇，網路代號 josephj，對於新技術跟程式碼有著強烈的偏執狂：開發注重 Semantic、Maintenance、Accessibility 、Usability。

目前任職於 D-Link 友訊科技擔任專案副理，利用 YUI 3 OOP 的概念製作跨網站的服務。

Track
B
8/14
16:00

自由軟體於互動技術

華語

甘泰瑋 DK

面對著層出不窮的互動科技新浪潮，無論藝術、設計抑或工程領域都紛紛跨來靠攏，而FLOSS將為不同領域的人才降低了跨領域的門檻，大家都能透過經驗分享融入自己原本不擅長的領域，也能透過合作與討論將各個領域的專長合而為一，蹦出新的火花！

演講主題

1. 何謂自由軟體於互動技術
2. 自由軟體於互動技術之創作與研究經驗分享
3. 國際最新互動技術與資訊分享(ACM SIGGRAPH 2010 Emerging Technologies)



甘泰瑋目前就讀於元智大學資訊傳播學系碩士班互動科技組。其研究興趣廣泛，主要致力於擴增實境(AR)、互動界面與情境感知(Context-awareness)相關議題之研究。擴增實境研究成果曾於數個虛擬實境相關國際研討會中獲得認同，部分研究成果更獲今年ACM SIGGRAPH評審青睞，暑假將赴洛杉磯以Poster形式發表。在互動裝置創作方面，今年(2010)有兩樣作品於ACM SIGGRAPH SPACETIME 互動競賽中獲入圍，並將在洛杉磯展出。而過去的創作也曾被404國際電子藝術節與國內創作競賽中被認同，情境感知運算相關創作方面則於ISEA國際電子藝術研討會與國內研討會中獲得認同。

在研究與創作的過程中，常常會運用到FLOSS開放原始碼軟體，如 Pure Data, Processing, ARToolKit, Arduino等。因此在研究所就讀期間，累積了不少使用經驗與心得可與同好分享，目前已有部分心得與教學於個人部落格中與網友分享。

今年九月將赴台灣大學資訊網路與多媒體研究所攻讀博士學位，未來將以行動裝置的情境感知與適地性服務之設計為研究與創作方向，也期許自己能持續的在學術或創作上付出更多心力，並將所學回饋社會。

個人網站<http://www.twkan.com>
部落格<http://jwill.pixnet.net>

Track
C
8/14
16:00

Ensuring Freedom of Action in Free Software Through Collaboration & Partnership

Eng

Shane Coughlan | Open Invention Network

Free Software allows great freedom of action and potential for collaboration. It creates real value, with research by IDC suggesting that Free Software will power a 49 billion USD economy by 2011.

The question is how to maintain and grow Free Software's value without compromising freedom. This speech will explore Open Invention Network's contribution, and explain its mission to promote and protect innovation through support around patent issues and defensive publications.

Shane Coughlan is an expert in communication methods and business development. He is best known for building bridges between commercial and non-commercial stakeholders in the technology sector. His professional accomplishments include establishing a legal department for the main NGO promoting Free Software in Europe, building a professional network of over 200 legal counsel and technical experts across 27 countries, and aligning corporate and community interests to launch the first law dedicated to Free/Open Source Software.



Shane has extensive knowledge of Internet technologies, management best practice, community building and Free/Open Source Software.

His experience includes engagement with the server, desktop, embedded and mobile telecommunication industries.

He does business in Europe, Asia and the Americas, and maintains a broad network of contacts.

HTML5 電子書閱讀器

華語

Koan-Sin Tan

最近一年多來，Amazon 的 Kindle 與其他同採 e Ink 電子書閱讀器以及 iPad 的問世帶來新一波電子書熱潮。在各式各樣的電子書規格中較有公開標準的是IDPF所定的EPUB格式。目前通用的EPUB版本基本上是使用的是 XML 和 XHTML 1.1。不過隨著 HTML5 的普及與人們想在電子書求新求變的想法，EPUB也將開始導入一些 HTML5 的特性如 <video>, <audio>, <canvas>。目前網路尚可以找到一些用 JavaScript 做的 epub reader，不過都是需要有 web server 來放 JavaScript 以及讀者要讀得電子書，這種做法有兩個大問題，第一是需要 always-connected 的網路還需要有一定頻寬，第二是 web 或者說 HTML5 終究不是萬能，有時也需要做 native application。基於這兩個原因，我們開始在 iPhone/Android 上用 UIWebView/WebView 加上 HTML5 以及 Objective-C/Java 做電子書閱讀器。

在這個 talk 中，我們將回顧 EPUB，然後簡介用 XHTML5 在 iBooks.app 中可做的事，接著會講用 UIWebView/WebView + HTML5 + native code 的經驗。

Koan-Sin Tan is a veteran open source / unix user. He learned to use simple Basic programs on Multitech MPF-II (宏碁 小教授二號) in early 1980s, then learnt to use and write code for Unix on a VAX-11/780 running 4.3BSD in late 1980s.

GNU GPL Compliance in Embedded Devices

Eng

Harald Welte | gpl-violations.org

GNU/Linux is the most popular choice of an Operating System in many areas of Embedded computing. It can be found in embedded networking equipment, personal navigation systems, media players, mobile phones to print servers, NAS, in-flight entertainment systems and even bicycle ergometers. Using the Linux kernel and other GPL licensed software is a convenient and especially inexpensive choice. However, it is still copyrighted software subject to a license: The GNU General Public License. The presentation will look at typical GPL violations in the embedded market and how they could have easily been avoided by little extra effort in product development.

Harald Welte is a Free Software developer involved with many projects from the Linux Kernel to Openmoko as well as various GSM and RFID related projects. In 2004 he has started the gpl-violations.org project which has enforced more than 150 cases of GPL license infringements till today.



Ubuntu Hardware Summit 2010

Friday September 24th
Victoria Grand Hotel, Taipei

The second Ubuntu Hardware Summit will take place at the Victoria Grand Hotel in Taipei on Friday 24th September.

Register now to participate in the event by visiting the website
www.ubuntu.com/uhs2010



**第三
會議廳**
Conf Room III
8/14
16:30

我是 Programmer 我也想當 Musician

華語

張正一 | 魔法設計師 Openlab, Taipei

1. 以Ubuntu Studio為例，介紹現在GNU/Linux上的開源音樂創作環境的概觀
2. 從程式設計師轉換為音樂人的思路轉換
3. 程式設計與音樂創作的異同



自由軟體工作者-libdgg 動態組字引擎開發、MonkeyGTK 中譯版等 FLOSS+art 音樂創作人兼推廣者現為 Openlab.Taipei 的一員

**第二
會議廳**
Conf Room II
8/14
16:30

以中文的名义，融入开源世界 Participating Opensource world, in the name of Chinese

華語

Funda Wang | 简体中文本地化协调人

主要是介绍目前正在积极运作的致力于中文相关事宜的两岸开放源代码项目：

- a) 字体 Fonts
- b) 输入法 Input method platforms
- c) 翻译工程 Translation projects
- d) 编程项目 Coding projects

Funda Wang 是简体中文本地化的协调人，领导著GNOME、KDE 等诸多翻译项目。同时，他致力于在不同的国际化项目中改进中文化支持，包括输入法、字体，以及有关中文的bug修复和提交。他以一个专业的国际化人士的身份，活跃于整个 Linux 社区。

國際
會議廳
Int'l Conf Hall
8/14
17:00

Jetpack SDK: 瀏覽器擴充套件的新可能性

華語

尤孝庭（笨笨的小B） | Mozilla Jetpack 大使

在各家瀏覽器紛紛推出擴充瀏覽器的新 API 形式之時，Mozilla 也正研發 Jetpack SDK 作為新的擴充套件開發方案。驅動 Jetpack SDK 的「CommonJS」函式庫替套件中 JavaScript 的模組管理和擴充性帶來了新的可能、而在支援 XUL 的同時提供 HTML5 的支援也是 Jetpack SDK API 中的發展重點。本講希望將用最短的時間帶大家體會 Jetpack SDK 下，未來瀏覽器擴充開發的新可能性！

尤孝庭（笨笨的小B），Mozilla 官方指派之 Jetpack 大使。
阿宅一枚。台灣大學電機工程學系學生、MozTW志工、長年專研 Web Programming 領域。



第一
會議廳
Conf Room 1
8/14
17:00

Implementation of a FOSS License Compliance Program

Eng

Soeren Rabenstein | ASUSTeK Computer Inc.

An overview on motivations, tools and challenges to implement FOSS license compliance in hardware manufacturing environments. The presentation will focus on the practical steps that need to be taken within a company to implement legal compliance and the need for cooperation throughout the supply chains.

Education

- Second German State Exam in Law (bar admission, eligibility as judge), Berlin, focus: International Private Law
- Master of Laws, University of Cape Town, research focus: Information Technology Law, International Trade Law
- First German State Exam in Law, FU and HU Berlin, study focus: Commercial Law, Intellectual Property Law

Work Experience

- Corporate Counsel Legal Compliance (European Law and Free Open Source Licenses) at ASUSTeK Computer Inc., Taiwan
- Interim Manager of Operations at Behringer Holdings Pte. Limited, Singapore
- Project Counsel e-commerce at Payment Processing Corporation, Philippines
- Barrister pupillage at Berlin High Court, Germany
- Lecturer on Media Convergence topics at Graduate School of Business, University of Cape Town, South Africa





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- 擁有 20 種音樂分類，百萬首音樂收藏
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- 獨家『明星圖逐字K歌』介面
- 支援離線聽歌，實現音樂帶著走
- 可安裝於 PC 及手機上使用

第二
會議廳
Conf Room II
8/14
17:00

由馬鈴薯小子看軟體在地化

華語

黃佑仁 Rock | 台大資工

ktuberling(potato guy)為一套OpenSource的幼教語言學習軟體，本身即具有多國語言架構且客製化容易等優點，為學習語言的利器。不過該軟體目前的劇本僅有極少數的劇本，也就是參與客製化與在地化的人並不多。希望藉由分享如何在地化馬鈴薯小子與延伸製作，推廣自由軟體”站在巨人的肩膀上，觀望更遼闊的世界”的價值。

台灣大學資訊工程學系大學生，2009年10月開始參與自由軟體推廣活動。目前跟著台灣教育部自由軟體諮詢中心，為開發”給初學者用的自由作業系統 – Ezgo” 的一份子。



第三
會議廳
Conf Room III
8/14
17:00

Elements of Typographic Freedom

Eng

Christopher Adams | Sharism. Org

This talk aims to give an inspiring overview of excellence in the typographic arts, with a special emphasis on fonts and world-class book design using free software. Special emphasis is on the best of open source font stacks and book design with the TeX typesetting engine.

Christopher Adams is a publishing professional and free culture advocate. *Freesouls: captured and released* by Joi Ito was his first Creative Commons-licensed publishing project. Christopher is a founding member of Sharism.org, and a member of the Creative Commons Network.



Road to GNOME 3

Brian Cameron

Eng



8/15
KEYNOTE
0930~1030

@International
Conference
Hall

Abstract:

The GNOME project began in 1997 and version 1.0 was released in March, 1999. GNOME 2.0 followed in June, 2002. After eight years, GNOME 2.30 has recently been released. The evolutionary time-based release schedule enabled the project to progress in an evolutionary way for years, and the cumulated changes are huge.

Now the GNOME community is on the cusp of releasing GNOME 3.0. In this talk, we will discuss the work done in GNOME 2.x which led to the new major release and also the many new technologies that will be introduced in **GNOME 3.0**.

New GNOME 3.0 technologies that will be discussed in this talk include GTK+ 3.0, GNOME Shell, Clutter, Dconf/GSettings, and more.

Bio:

Brian Cameron is a free software advocate and has worked for the past 10 years as a senior engineer on the GNOME Desktop at Sun Microsystems and now Oracle. Brian has served on the GNOME Foundation board of directors for the past 2.5 years and is currently acting as secretary. Brian has also been the maintainer of GDM since January, 1995.



A Distinct Mission: Keeping Open Source Open

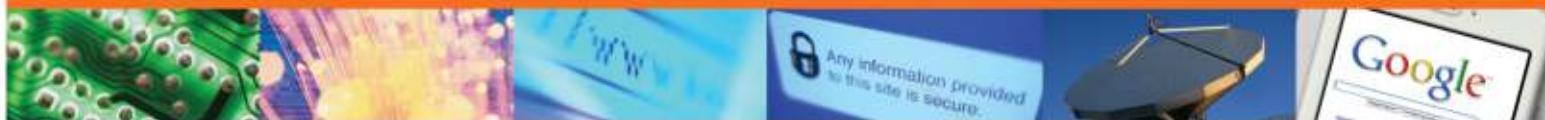
Open Invention Network® is a collaborative enterprise that enables innovation in open source and an increasingly vibrant ecosystem around Linux by acquiring and licensing patents, influencing behaviors and policy and protecting the integrity of the ecosystem through strategic programs such as Linux Defenders. It enables the growth and continuation of open source software by fostering a healthy Linux ecosystem of investors, vendors, developers and users.

Open Invention Network (OIN) has considerable industry backing. It was launched in 2005, and has received investments from IBM, NEC; Novell, Phillips, Red Hat and Sony.

One of the key methods in which OIN promotes Linux is by acquiring patents across a wide range of technologies.

Patents owned by OIN are available royalty-free to any company, institution or individual that agrees not to assert its patents against the Linux Community. This enables companies to continue to make significant investments in Linux—helping to fuel economic growth. More than 120 companies have licensed the OIN portfolio, including Google and Oracle, among others.

For more information on how to license the OIN portfolio, contact info@openinventionnetwork.com.



Linux Defenders (www.linuxdefenders.org)

Open Invention Network is seeking creative and energetic individuals from the Open Source Community to actively contribute to Linux Defenders.

Linux Defenders offers the Linux and broader open source community a unique opportunity to harness its collaborative passion, intelligence and ingenuity to ensure Linux's natural path of growth and innovation. The free program is designed to benefit open source innovation by significantly reducing the number of poor-quality patents that might otherwise be used by patent trolls, or other organizations, whose behaviors and business models are in opposition to those of the open source community.

The success of the program will be driven by contributions from the open source community. OIN encourages prior art and raw invention contributions that will be leveraged with the United States Patent and Trademark Office to invalidate poor-quality patents and patent applications. To allow all community members to participate efficiently, OIN has set up an online portal at www.linuxdefenders.org to capture the community's prior art submissions.

For all inquiries regarding Linux Defenders, please email info@linuxdefenders.org



國際
會議廳
Int'l Conf Hall
8/15
11:00

Debugging Linux Kernel by Ftrace

華語

高 嘉璘 AceLan | Kernel Engineer, Canonical



Ftrace 是直接由 Linux kernel 支援的除錯工具。不需要特別安插程式碼，就可以在執行時期觀查 kernel 運作的情形。而且在不使用的時候不會影響系統效能。將討論 Ftrace 運作原理及其使用方式。

Canonical kernel engineer，曾任 KDE@Taiwan coordinator，及參與 {linux,debian}.org.tw 各項事務

第一
會議廳
Conf Room I
8/15
11:00

Introducing GStreamer, the Media Framework on GNU/Linux.

華語

李 世元 FourDollars

簡單介紹一下 GStreamer 這個多媒體框架，並且示範一些範例程式。



第二
會議廳
Conf Room II
8/15
11:00

Building and Using a Memory Profiler

Eng

Holger Hans Peter Freyther | zecke

This talk explains and demonstrates how the GNOME Memory Profiler (memprof) is working and how and where it is gathering its data and what other things could be used.

My name is Holger Hans Peter Freyther and I have adopted the GNOME Memory Profiler to use it on WebKit.

第三
會議廳
Conf Room III
8/15
11:00

How to Become a Debian Developer

華語

劉 穎駿 PaulLiu | Debian Developer



Debian New Maintainer Process 的中文簡介。希望能增加台灣 DD 數量。同時 DD 越多也越能幫助 Debian community

* Debian Developer (2009~).



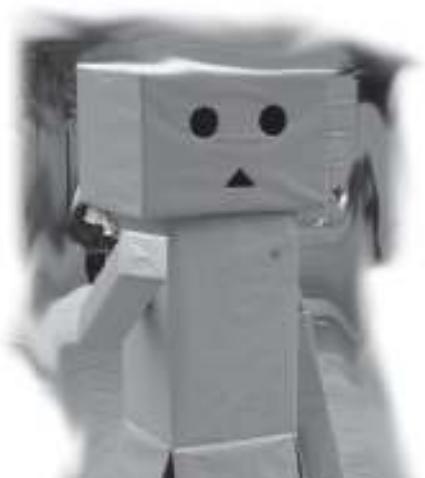
ScalaTest – 連貓都會的單元測試與 BDD

華語

許洛豪 Brian Hsu (墳墓)

ScalaTest 是一套支援多重種測試風格的單元測試框架，提供了程式開發人員以相當直覺的方式撰寫單元測試案例，並且可應用至 Scala 及 Java 程式開發環境中。在這個講題中，我們將示範如何使用 ScalaTest，以 BDD 的方式開發 Java 程式。

Brian Hsu (墳墓) 只是個萌程式、動畫、漫畫、遊戲和輕小說的阿宅。



GNOME Build Environment on Solaris

Eng

Dave Lin | Release

The talk is about GNOME build environment on Solaris, so-called Common Build Environment(CBE). The main component of CBE is pkgbuild(<http://pkgbuild.sourceforge.net>), which is a rpmbuild-like tool for building Solaris packages. The talk will also give the introductions of how we deliver over 300 packages(GNOME modules as well as GNOME-based apps) on Solaris.

I'm the release engineer in Desktop team, Oracle/Sun. I'm responsible to drive the build process to ensure each Desktop module is built/delivered on schedule; support QA and development goals; and assist in adherence to a good software process(nightly builds, automation testing). I also manage a lab, which has the capacity of 100 workstation/servers and provides services, such as auto-install/nfs/web/cvs/sunray, to over 30 users.

**第二
會議廳**
Conf Room II
**8/15
11:30**

xPad – Building Simple Tablet OS with Gtk/WebKit

華語

陳 品軒 Penk | xpad.org

Web is becoming the new graphic library, based on the success of xPUD project, we make it further by adding following components:

- 1) WebKit-based browser with finger scrolling and double-tap zooming function,
- 2) A BPMF-friendly virtual keyboard integrated with SCIM input method and
- 3) Touch-enhanced user interface based on xPUD's plate framework.

By using simple software stack, we're pretty confident that xPad could be an alternative of MeeGo or Android as a lightweight and easily customizable tablet OS.



Ping-Hsun Chen (penk) is a web and FOSS developer, project leader of xPUD, enjoying in old-school rock 'n' roll, Sci-Fi novels and volleyball, participating open source related activities, writing in free software, translating documents and books, loves NightWish, Vonnegut and Perl.

**第三
會議廳**
Conf Room III
**8/15
11:30**

Ubuntu Kernel Factory

華語

Ike Panhc | Canonical

分享 Ubuntu Kernel 在開發流程中，怎麼去挑選下一個版本，檢討上一個版本，實際包裝核心套件，測試及回報，和貢獻回上游，並在維護期內持續維護其安全性的細節和實際作法

• Share the experience of how to packaging Ubuntu kernel, including pick up a version, review delta and config file, testing and report, push back to upstream, and maintain the released kernel.

Ike Panhc, works in Hardware Enablement Team at Canonical. Canonical is the number-one provider of Ubuntu services.



Exploring New Paradigms of Computing for GNOME

8/15
13:00

Eng

Allan Patrick D. Caeg |
Philippine Open Source Network Inc.

User Experience is of primary importance to GNOME, like to other software projects. The demand for well-designed software is exponentially growing, which is magnified by issues like the increasing number of computing distractions and the need to focus on and speed up productive work.

To address this, GNOME 3 is redefining the User Experience of the GNOME desktop with GNOME Shell. On the other hand, other pieces of software also created new paradigms of computing for improved User Experience. Software makers like Apple and Microsoft are revolutionizing computing through operating systems like iOS and Windows Phone 7. Paradigms like application- and context-centrism were introduced. Though those operating systems are initially built for smartphones, it is suggested that those new computing paradigms should move to people's primary computers. With new ideas and inspirations, GNOME Shell can be shaped to create an even more revolutionary paradigm of desktop computing.

I am a User Experience professional who learned about this field by contributing to Open Source design. I contribute mostly to Ubuntu and GNOME. My FOSS advocacy includes my being a board member of the Philippine Open Source Network, being a Coordinator of Mozilla Philippines Community, and my enthusiasm for Android. I design for web, desktop, and mobile platforms.

You can find more information
about me here

<http://live.gnome.org/AllanCaeg>



8/15
13:00

Bugzilla, Bug squad and GNOME 3

Eng

Akhil Laddha | Novell

This year the GNOME Bug Squad has decided to channelize all its efforts into handling GNOME Bugzilla better for the milestone GNOME 3 release, to motivate a lot more volunteers to get involved by making them aware of the simple processes involved.

We at the Bug Squad, make it easy and beautiful for users and developers. This presentation will shed light on Bugzilla statistics about incoming bugs, work flow of the Bug Squad and also on how to make it easy for beginners to jump start with triaging by helping them understand,

- * What does bug triaging mean and what is the bug life cycle.
- * How a beginner could jump in bug triaging
- * What are things which he should watch out for

The session would wrap up with a discussion on the following issues with the interested community.

- * How to attract more people for triaging
- * What are best practices we can follow and improve bug squad
- * How we can improve bug reporting process



Akhil has been working on GNOME for more than three years.

His major contribution includes testing of evolution and GNOME wide bug triaging. Last year he topped the bug closer list. He was the top bug reporter for Q4 in last year. Last to last year, he was at 4th position in bug closer list. He is an active member of bug squad.

**第二
會議廳**
Conf Room II
**8/15
13:00**

The Culture of Sharing

Eng

Sascha Pallenberg | Netbooknews.de

I would like to explain why the culture of sharing is the most powerful movement on the internet. Why open source and creative commons is not only changing the way we exchange information but also what impact it has on the industry. How can we even monetize free information and what are the key elements of managing a successful community which is based on free content

Sascha Pallenberg has been a leading proponent of the small form factor and mobile computing market for several years. With the rise of the netbooks he started his first mobile computing blog Eeepcnews.de back in December 2007, while he was still living in the US. After just 2 months he quit his job at his US startup and relocated to Taipei/Taiwan to cover the recent netbook news directly from its' source. Netbooknews.de became a leading source for all the netbook related news, even though he is still blogging in German. Together with Nicole Scott he founded Netbooknews.com in June 2009 to publish daily mobile computing videos. In just 6 months it became the most viewed reporter channel on Youtube for Taiwan and one of the global Top 100 reporter channels.



**第三
會議廳**
Conf Room III
**8/15
13:00**

Android Game Engine 比較

華語

朱立 walkingice | 0xlab

隨著 Android 的蓬勃發展，遊戲亦如雨後春筍般冒出。避免重複造輪子，勢必要藉助現有的遊戲引擎，讓遊戲開發者可以專注在遊戲的最核心價值 — 樂趣。

0xlab developer,
blog: <http://walkingice.twbbs.org/blog>



**國際
會議廳**
Int'l Conf Hall
**8/15
13:30**

Adapting UCD for Open Source Software Development

華語

翁千婷 whiteg | 工研院 研究助理

我想嘗試用使用者為本的設計方法（user-centered design, UCD）來協助處理開源/自由軟體在開發上可能遇到的問題。以 Mozilla Taiwan 進行中的「抓火狐 (gfx.tw)」網站為對象，透過訪談來瞭解開發者目前面臨的非技術性問題，希望能用UCD的方法來為這些問題提供解答。內容比較會是進行中的專案報告，提出階段性的發現與心得。

Currently a research assistant in IIS, Sinica. Interested in human-computer interaction and F/OSS.



第二
會議廳
Conf Room II
8/15
13:30

SFD 2010: Why and Where?

Eng

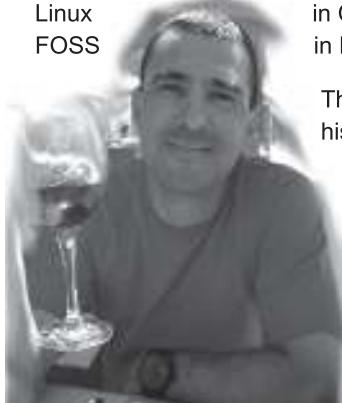
Frederic Muller |
President of Software Freedom International

Software Freedom Day (SFD), going into its 6th iteration, is a grassroots celebration and encouragement to use Free and Open Source Software. Why should we care, and what can we do? Frederic Muller, President of Software Freedom International, the non-profit organization behind SFD will try to cover those two crucial aspect of SFD and answer any other question you may have.

Frederic Muller is the President of Software Freedom International. He is also the founding member and former President of the Beijing LUG, member of China Open Source Promotion Union, co-organizer of many international OSS events in China such as Linux Developer Symposium (2008), the Gnome.Asia Summit, OOoCon 2008, local SFDs and blogger on ZDNet Asia about Linux FOSS

in China, Fred is now focusing on in Education.

The rest of the time he is assisted in his tasks at SFI with all the board members and of course the happy members of the now famous BLUG!



第三
會議廳
Conf Room III
8/15
13:30

經驗分享：Porting a New Architecture to OpenWrt Project

華語

林 智斌 Macpaul

我們曾經在歷屆的開源研討會，談過如果台灣的網通產業，要提昇軟體附加價值，做一些實用又有去的產品，使用 OpenWrt 來製作軟體，也許是一個有效而且快速的方案。現今的 OpenWrt 已經非常成熟，但是我們將談談，如何從 IP 廠商，到 SoC 廠商，在實務上如何支援 OpenWrt。我們將分享如何移植一個新的計算機架構到 OpenWrt，也會展示用 OpenWrt 打造的 Thin Client 桌面。

Macpaul，喜歡亂入，愛管閒事的人。對環保、非主流議題有興趣。在學校裡頭學網通領域出身，曾經在台灣的網通系統整合廠服務過。現在在產業鍊的最上游服務，希望藉由這種機會，來把產業升級的理念，落實到產業鍊之中。





Android UI Design Pattern

Eng

Tony Chan | Developer Advocate, Google

In this talk, the speaker will show the types of patterns developers can use to build a great Android application. He'll share UI best practices and things developers should avoid.

Tony Chan joined Google in 2007 as a developer program engineer. Since then, he helped developers with various Google products/APIs like Google Checkout, Apps and Android. Currently, Tony is a developer advocate for Android. Prior joining Google, Tony was a senior application developer at the University of Michigan and a management consultant at PricewaterhouseCooper. He received his M.B.A and M.S.E. degrees from University of Michigan, Ann Arbor.



透視GNOME 3：架構與交互的革新

華語

周鼎

從GNOME 3的底層library (GTK+3, Gobject Introspection) 講起，介紹其基本組件 (clutter, mutter, GNOME Shell)，講述GNOME 3如何利用Web技術進行創新，並通過演示桌面環境展示其在用戶交互上的改善，另外演示基於GNOME Shell的開發extension的demo。

大陸浙江人，當前在杭州工作，是一個熱衷於GNU/Linux、GNOME、Ubuntu的自由軟體愛好者兼開發者，三年前在學校創建了Ubuntu Tweak專案，至今仍在不斷開發，已擁有大量國內國際的用戶。個人部落格是：<http://imtx.cn>，經常在上面撰文分享Linux和其他方面有趣的東西，有不少讀者。

在部落格上分享了大量關於GNOME 3的文章：

<http://imtx.cn/tag/gnome-shell/>，關於GNOME 3的文章也有發表至國內《程序員》雜誌：<http://imtx.cn/archives/1478.html>，同時我還是香港《Linux Pilot》雜誌

的長期作者。除GNOME方面，

我也曾在HZGTUG成立大會上

演示過Chromium OS：

<http://imtx.cn/archives/1377.html>。

在線下我還與朋友組織過關於

“Netbook OS”的交流會：

<http://imtx.cn/archives/1395.html>



第二
會議廳
Conf Room II
8/15
14:00

Understanding Internals of WebKit/GTK+

Eng

Holger Freyther | zecke

The WebKit project is building a Web Content Engine that is used in Safari, Chrome and various other browsers and has a rather large and active contributor base. Like any project of that size it can be tough to get started. The talk attempts to show that getting started in one area is quite easy and is providing hints on how to get started.

My name is Holger Hans Peter Freyther and I have been hacking on Free and OpenSource Software for the last decade and since about 2006 I am involved with the WebKit project.

第三
會議廳
Conf Room III
8/15
14:00

Be “Android”

華語

Tick Chen+Matt Hsu | Oxlabs

將Oxdroid 打造成為機器人平台 Robocat 是為Oxdroid所設計的機器人控制系統，此議程將從硬體架構，系統設計，函式庫及應用程式等不同層面切入，介紹如何打造自己的 ” Android”

講者簡介： Oxlabs developer

blog (Tick Chen): <http://linuxocarina.blogspot.com/>

blog (Matt Hsu): <http://matthsu-abacus.blogspot.com/>

Matt Hsu



Tick Chen



國際
會議廳
Int'l Conf Hall
8/15
14:30

Cloud Experience -- from Google to Delta

華語

翟 本喬 | 台達電子資深處長

最近兩年大家都在談雲端運算，很多人都想靠雲端運算賺錢。到底什麼是雲端運算？很多人說 Google 是雲端運算的先驅，Google 究竟做了什麼？翟本喬和你分享他在 Google 的經驗，以及未來台達電子在雲端運算發展的方向。

翟本喬博士畢業於紐約大學電腦科學系，2003 年進入 Google 主持伺服器平台之規劃，共設計四代之伺服器以及其他多項硬體，Google 之高效率單電壓電源供應器設計即出自其手，貨櫃型資料中心及內建電池之伺服器亦是由其團隊所設計，2007-2009 在 Google 台北工程中心主持軟體研發計劃，2009-2010 回到美國 Google 進行資料中心之研發。2010 年 4 月回到台灣加入台達電子，擔任雲端技術中心資深處長，負責有關雲端運算硬體及軟體之整合與開發。

第三
會議廳
Conf Room III
8/15
14:30

Have Fun on Andes Platform -- Game Emulator an Overview

華語

劉 昱賢 thomasysliu

生活不忘娛樂，來點輕鬆的小遊戲增添一些歡樂吧！

使用 Andes CoreTM N1213 的 platform SoC 所建構的發展系統硬體主板，並搭配 3.5 吋 320 × 240 畫質 Panel，展示了此平台開發掌上型遊戲機，遊戲軟體與 Andes Core 的完美結合。趁著這次 COSCUP / GNOME.Asia 的機會跟大家分享一些在 Embedded Linux 上執行 Emulator 的使用心得。

交通大學電子工程系學生，對嵌入式系統領域稍有涉獵。Thomas 之前於晶心科技，一間台灣 32 位元處理器的 IC 設計公司打工。在台灣心的開發平台，都靠 Game Emulator 騙吃騙喝。近年來由於工作與興趣關係研究 Game Emulator，熱於探索應用自由軟體的應用模式與機會。



Building a Cloud Computing Plat form by Using Open Source Software

Eng

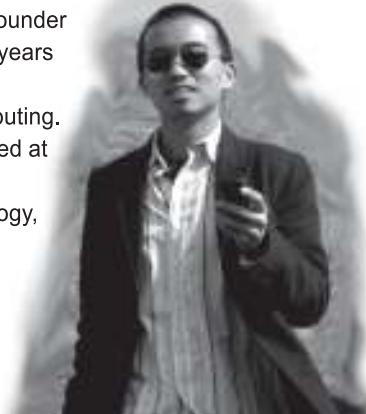
Michael Pan | CEO, nephosity

There are seven major IaaS and PaaS technologies that must be configured together in the development and deployment of a SaaS such as GMail or Facebook. The seven are

- virtual machines
- dynamic provisioning
- map reduce
- data storage and distribution
- workflow management
- unified messaging
- analytics

this talk will introduce the audience to the available options in open source when it comes to choosing these technologies.

Michael Pan is the CEO and founder of nephosity. He has over 10 years working on high performance (distributed, grid, cloud) computing. In a previous life, he has worked at DreamWorks animation, NIH Center for Computational Biology, JPL, and HPLabs.



Contributing to GNOME: Getting Involved is Easy!

Eng

Will LaShell | VURIA Creative Technologies

As a new member of the free software community you may not know how to become more involved. This talk will guide you in the various ways you can contribute to free software, including bug reporting and application testing, translation and internationalization, code patches and advocacy.

Will LaShell leads the development team of Scottsdale, Arizona based VURIA Creative Technologies. Will has been a free software community member for the past 14 years, and has been a GNOME advocate since its beginning. Will has worked in several roles within the GNOME project including bug reporting and triage, infrastructure development and maintenance of various utility applications.



**第二
會議廳**
Conf Room II
**8/15
15:30**

BlankOn Community and BlankOn Linux

Eng

Utian Ayuba | BlankOn Community Indonesia

The BlankOn Community is a community of Indonesian FOSS contributors. Member of our community are volunteers from various background such as professionals, entrepreneurs and students. Our Community develops a Linux distribution called "BlankOn". The BlankOn Community's mission is to provide free and open operating system, applications and contents that suited to the habits and needs of Indonesia people and also effective and efficient to be implemented at home, schools, government office and business.

Elements of Our's Mission:

- ~ The BlankOn Community consistently seeks to not only use but also create, improve and spread FOSS in Indonesia. It is also becomes a medium for Indonesian people to learn and be motivated to produce inventions and innovations.
- ~ Preserve and promote some of Indonesia culture such as art and literacy.
- ~ Together with society consistently seeks to create economic opportunity to improve welfare of society.

I work as a Linux System and Network Engineer, that provide training, support and consulting services on Linux and computer network implementation to enterprises. I also involved voluntary to BlankOn Community as a Marketing Team Coordinator and became Head of BlanKonf #2 and 5th Indonesia Linux Conference (2010) Organizing Committee.

**第三
會議廳**
Conf Room III
**8/15
15:30**

A Safe and Stateless Platform – Introduction to Google Chrome OS Security Model

華語

林 宏德 piaip | Google Chrome OS team

隨著網路技術的普及，電腦病毒(virus)、間諜程式(spyware)及木馬(trojan)已成為每位使用者擺脫不了的惡夢；盡管安裝了再多的掃毒與防護程式，層出不窮的系統安全漏洞總是會讓人擔心自己的電腦是否已淪為被遠端操控的衆多受害者之一。這場演講將介紹 Google Chrome OS 如何在不受舊有架構的限制下，重新設計一個從硬體開機時就環環相扣的安全認證系統。使用者將可輕易的確認自己的系統是否已被竄改，也有方便的機制可隨時還原至未經修改的版本，同時兼顧開發者與使用者對自己電腦的完整控制權。

current member of the Google Chrome OS team

- * skilled in reverse engineering and tamper resistance technology
- * participated in open source projects such as Mozilla, VIM, PuTTY, PTTBBS



國際
會議廳
Int'l Conf Hall
8/15
16:00

快速佈署叢集式的搜尋引擎(CrawlZilla)

華語

郭文傑 Kuo Wen-Chieh | 國網中心

Nutch 是目前最知名也是最好的 opensource 搜尋引擎專案之一，想製作自己的客製化搜尋引擎？用 Nutch 就對了！但是 Nutch 的設定繁瑣，因此我們之前試著開發 CrawlZilla 來幫助簡化安裝、設定以及操作的步驟。只要安裝 CrawlZilla 後就，再加上幾個指令，就可以輕鬆的產生出你自己的搜尋引擎囉！目前正開始第二版本的 CrawlZilla v0.2，希望能開發出功能更強，選項更多，但操作更人性化的專案。

nchc 自由軟體實驗室

第一
會議廳
Conf Room I
8/15
16:00

Introduction to Modern Web Development with Free Software

Eng

Will LaShell | VURIA Creative Technologies

This talk will cover web development using various free software development tools and the Django framework. We will use the GNOME.Asia website infrastructure as case study showcasing some of the features of this development stack.

Bio: Will LaShell leads the development team of Scottsdale, Arizona based VURIA Creative Technologies. Will has been a free software community member for the past 14 years, and has been a GNOME advocate since its beginning. Will has worked in several roles within the GNOME project including bug reporting and triage, infrastructure development and maintenance of various utility applications.



**第二
會議廳**
Conf Room II
**8/15
16:00**

Javascript in Linux Desktop

華語

Yuren Ju

自從網頁應用程式如 gmail, facebook platform 逐漸在電腦中佔有重要地位後，Javascript這門歷史悠久的程式語言也重新獲得重視，在 Ajax 的應用下嶄露頭角。雖然衆人對於 Javascript 的焦點至今都放在網際網路的應用，事實上它在桌面程式的應用卻也悄悄的蔓延開來。 Javascript in Linux Desktop 分別從 Javascript Engine, Desktop runtime 與 Desktop Application 來分享介紹 Javascript 在桌面環境的應用與發展，並展示數個以 Javascript 撰寫的桌面應用程式作為Javascript in Desktop的火力展示！

Yuren Ju, 現實生活中叫作小朱，對開放源碼軟體社群的參與跟撰寫軟體充滿興趣。從南到北的生活分別參加了 KaLUG 與 Hacking Thursday 的社群活動。在與開放源朋友相處時感到很歡樂。



**第三
會議廳**
Conf Room III
**8/15
16:00**

打造特製的 Android Toolchain

華語

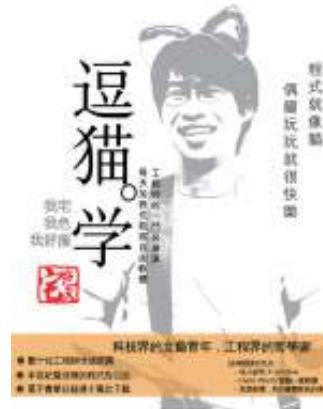
黃 敬群 jserv | Oxlabs

本議程探討 Oxlabs 近來的實驗，從修改 Android 的 GNU Toolchain 到提供 source-to-source compiler，提出若干基於特定需求，從而發展的編譯器技術的新應用

Oxlabs developer

blog (Oxlabs): <http://jserv.blogspot.com/>

blog: <http://blog.linux.org.tw/jserv/>





Yahoo Traffic Server, a Powerful Cloud Gatekeeper

華語

Shih-Yong Wang | Software engineer, Yahoo! Taiwan

Yahoo Traffic Server (YTS for short) is used in-house at Yahoo to deliver significant amount of HTTP traffic. It enables session management, authentication, configuration management, load balancing, and routing for entire cloud computing software stacks. YTS was designed as a multi-threaded event-driven model, and scales very well on modern multi-core servers. It can be used to proxy and cache a variety of workloads, from single site acceleration to CDN deployment and very large ISP proxy caching. With a quad core 1.86GHz processor, YTS can do more than 35,000 requests per second for certain traffic patterns. YTS is serving more than 30 billion Web objects a day across the Yahoo! network, delivering more than 400 terabytes of data per day.

YTS is a piece of software initially acquired by Yahoo! from Inktomi. We actively developed and used YTS in recent years. In Nov/2009, Yahoo donate the source to Apache Software Foundation.

Software engineer, Yahoo! Taiwan



eekboard
Eng

Daiki Ueno | Red Hat i18n team

eekboard is a virtual keyboard software package (aka on-screen keyboard, “vkbd” hereafter), which ships with a standalone virtual keyboard application (eekboard), and a library to create keyboard-like UI (libeek). While there are a number of alternative vkbd's for GNU/Linux desktop, our main goal is not to create a single ultimate vkbd application, but to provide a library to support diverse implementations of keyboard-like user interfaces. With the eekboard library (libeek), a developer is free to combine different UI toolkits (GTK+, Clutter, …) with different keyboard layouting mechanisms (XKB, libxklavier, …), without any knowledge of underlying implementation details. In this talk we will present a brief overview of how the library is organized and how to implement custom keyboard UI and embed it into your application.

eekboard homepage: <http://ueno.github.com/eekboard/>

Daiki Ueno (Given Family) has been involved in free software development for a dozen years. His recent contributions are: Japanese SKK input-method for IBus (2009), a session resuming extension for GNUTLS (2009), ssh-agent support for libssh2 (2009), and GNUPG interface for Emacs (2006). In April 2010 he joined the Red Hat i18n team.



**第二
會議廳**
Conf Room II
**8/15
16:30**

GNOME in Asia

Eng

Emily Chen | GNOME Asia

GNOME.Asia Summit is the yearly GNOME Users and Developers Asian Conference. The event focuses primarily on the GNOME desktop, and also covers applications and the development platform tools. It brings together the GNOME community in Asia to provide a forum for users, developers, foundation leaders, governments and businesses to discuss both the present technology and future developments.

GNOME.Asia Summit was held in Beijing, China during 2008 and in Ho-Chi-Minh City, Vietnam during 2009. We would like to continue finding new national locations as we spread GNOME throughout Asia.

The work for GNOME.Asia 2010 is starting already. A good potential spot is Taiwan, where there is interest and where the summit could be co-hosted with local events. GNOME.Asia is much like a few trees just planted and we want to grow a forest in Asia. We would like present below point:1. GNOME.Asia Summit plan and road. GNOME in Beijing — Beijing GNOME Users Group3. How to better grow GNOME community in your city



Emily Chen is a software engineer working on OpenSolaris desktop. Now she is responsible for the quality of the Mozilla products like Firefox and Thunderbird on OpenSolaris. She is passionate about open source. She is core contributor of OpenSolaris community in 2009. She worked on Google Summer of Code program as a mentor in 2006 and 2007. She organized the first ever GNOME.Asia Summit 2008 in Beijing and found the Beijing GNOME Users Group. She graduated from Beijing Institute of Technology with a masters degree in computer science. In her spare time, she likes snowboarding, hiking and swimming.

**第三
會議廳**
Conf Room III
**8/15
16:30**

OsmocomBB: An Open Source GSM Baseband Firmware

Eng

Harald Welte | Openmoko project

Project OsmocomBB is the worlds first Free/Open Source Software project to implement a GSM protocol stack as well as hardware-related drivers for a GSM baseband processor.

This presentation will introduce the software architecture, supported hardware and include a project demonstration.

Harald Welte is a Free Software developer involved with many projects from the Linux Kernel to Openmoko as well as various GSM and RFID related projects. In 2004 he has started the gpl-violations.org project which has enforced more than 150 cases of GPL license infringements till today.



第一
會議廳
Conf Room I
8/15
17:00

Debian Policy -- 5.6.12 Version

華語

李世元 FourDollars

解釋一般的軟體版號跟 Debian 套件版號之間的關係，還有在 Ubuntu 上的套件版號跟上游的 Debian 套件版號又有什麼關係，如果自己在打包 Debian 套件應該要使用怎麼樣的版號會比較好。

自由軟體與開放原始碼軟體的實習生，取之於社群，回饋於社群。



第二
會議廳
Conf Room II
8/15
17:00

Hosting GNOME.Asia is Fun!

Eng

Pockey Lam | GNOME Asia

Involved in GNOME.Asia Summit since its first inception in 2008 in Beijing, Pockey will share her experiences of hosting the event, talk about what has happened after each event in different countries and why you should consider participating in the 2011 chapter!

Pockey has been very active in promoting FOSS. She is a board member of GNOME.Asia, Software Freedom International, SFDChina.org, China OSS Promotion Union and a founding member of the Beijing GNOME User Group that was established not long after the GNOME.Asia Summit 2008. She was also the President of Beijing Linux User Group and has been actively contributing to a lot of international Free and Open Source events.



Android-x86 Open Source Project

華語

黃志偉 cwhuang | android-x86.org

Android-x86 是將 Google Android 作業系統移植至 x86 平台，特別是小筆電與小型可攜式裝置的開放源碼計劃。

希望能讓 Android 在 x86 平台的開發有統一的窗口，以便整合各方力量，吸引更多 Android 的開發高手加入，發揮開放源碼的滾雪球效應。為 Android 在 x86 平台上的應用，提供完整的解決方案。採用 Apache License 2.0 授權。



講者參與開放源碼運動已有超過十年的時間。發起或主持過 CLE、CLDP、Android-x86 等計劃，並參與 GNU Gatekeeper、OpenH323、Asterisk、KDE、GNOME 等開發工作。

非常婚禮®
veryWed 誠徵 · 網站工程師
programmer

待遇優 福利佳 準時下班 交通便利

email履歷表 HR@veryWed.com

自2000/8網站上線至今剛好10週年的 [veryWed.com 非常婚禮] 網站，一直以open source technology為建置網站的唯一選擇。veryWed網站從一開始上線即以在當時算創新的web 2.0的概念在經營，因此成為台灣結婚社群網站的先驅者與領導品牌，10年後的今天，veryWed依然努力的引進各種最新的網路科技與經營概念，期望能以最創新的科技提供最人性化的網路服務，近年veryWed更努力提昇自己成為台灣獨一無二的婚姻生活社群網站。未來的網路科技勢必朝向行動網路發展且以影音及多媒體互動內容為主，因此除了將本業的經營延伸到行動網路之外，veryWed也投資以多媒體互動內容分享為主題的[motionTree.com 動力樹]，期望能再次以創新的科技提供創新的體驗。

veryWed希望對open source technology有研究的工程師加入我們的行列。與我們一起利用科技的力量提供台灣人獨一無二的線上幸福經驗。



COSCUP

總召: Jouston Huang (Ubuntu Taiwan)

總舖師兼銷售工頭: Rex Tsai (HackingThursday)

議程工頭: Bob Chao (Mozilla Taiwan Community, MozTW)

網站工頭: medicalwei (Ubuntu Taiwan, LXDE)

公關行銷工頭: Lloyd Huang (Kaohsiung Linux User Group)

會衆工頭: cclien

會計工頭: Hsin-Yi Chen (HackingThursday)

行政與帳務工頭: Layla (Ubuntu Taiwan)

場務工頭: Ijs (Ubuntu Taiwan)

攤位工頭: Lzy

線路工頭: David Huang

紀錄工頭: Choupi

(Taipei Open Source Software User Group, Tossug)

輔導工頭: Iman

輔導組: pingooo

(Taipei Open Source Software User Group, Tossug)

輔導組: KC Chen

GNOME.Asia Summit

Marketing and promotion: Pockey Lam

Program: Emily Chen

Web site: Will LaShell

Operational support: Brian Cameron

General support: Frederic Muller

Foundation support: Stormy Peters

◎ 總招 / Convenor

* Jouston : 大家好，我是今年的總著急人 Jouston... (無誤)聽說我是歷屆最愛自婊的總召 - jouston

◎ 總舖師 / COO

* Rex : 是本來只負責搶錢後來被推坑來辦幾百人大食團的總舖師 Orz 因為找不到反對理由，所以就被推了。
2010 年前半年投注 COSCUP 時間是 419.1 hours. 預計七八月會爆表
Orz- chihchun

◎ GNOME.Asia Summit Committee

* Pockey Lam : 香港人流連汕頭，蜥蜴、烏龜、衝浪、大海、自由開源？愛也！（正在餵食）
* Emily Chen : 我住在北京，奔三張了還在看漫畫和穿洞洞牛仔褲
Emily 姊姊（以及 GNOME.Asia Summit 委員會的大家）歡迎來台灣
~>w<- medicalwei 謝謝medicalwei，我想在台灣買漫畫，到時候要問問你在哪買了。 - emilychen522

其實你可以讓我幫你買，因為我在上海！呵呵 -lman
我都在都是在淘宝买的，不过书都是从台湾发来的 - emilychen522
這問我同學會比較 OK，他們對宅區地形比較熟悉（召喚下面海大同學六個） - medicalwei * Frederic Muller

* yippi/Brian Cameron: Brian Cameron lives in Chicago, is a secretary, and plays a mean Gibson SG Guitar
* terral/Will LaShell * Stormy Peters (GNOME Foundation)

◎ 輔導組 / Advisors

* pingooo : 碎碎唸特多的老年人
還不老阿 - sony1733.tw
他怎麼會是老人...說老人足以形容他的蒼老嗎...不行嘛...他已經成仙了！ - lman
* lman : 就是電話平常打也不會有人接就是了...我在匪區啊~~
沒差，基哥這次能回台灣就好，哈哈哈~- 蝦蝦
你這樣講 雨蒼會哭哭 - lagunawang

◎ 會計組 / Accountant

* hychen/陳信屹：現在我終於知道為什麼前公司的會計會因為差了個

8塊,帳對不起來而晚下班....

有一種很悲情的感覺..... - lagunawang

◎ 行政組 / Cashier and Administration

* Layla : 一人獨大行政組～哇哈哈
開源界社群的正妹之一- sony1733.tw
偶像~~~ 花~花在那！給我拿過來！（什麼？只有菊花？這...） - lman

◎ 行銷組 / Marketing Team

◎ 公關組 / Public Relations Team

* lloyd/黃宇新(工頭)：是個好吃鬼，臺愛義式咖啡，最大的榮耀是曾經擁有一台無敵的TP240，以及一群值得信賴，擁有熱血與愛的好朋友。

* goodififagun/魏兆言：目前為替老闆做牛做馬的研究生...
辛苦了... - Toby
* Aminzai/王綱民：最近很容易裝死，也很想裝死的死研究牲.... (躺地)
* John Lee/李中陽：
* 凍仁翔(小啄發言人)：現任阿紫的男友，是個剛踏入電腦業界的初心者，只有 Linux 比較行 :Pd
* 西歪街/CYJ : SA台南的苦力窗口
* kevin
* shiashia/蝦蝦：從海裡游來的蝦子一隻，但不可當作食物食用XD
專食正太的蝦蝦姊姊！ - Toby

不能食用，所以屬觀賞用？來人啊！太水族箱在那？ - lman
* 紫色星宇：超愛紫色與宇宙的阿紫是也！現任凍仁的女友...
* Toby / 劉憲鈞：大家好，我是假裝學測還很遠的高二生...我被手冊吃掉了！

Toby是認真勤勞負責的好孩子！- 蝦蝦
* billy3321/雨蒼：在上海工作(跟大陸人宣傳coscup)的行銷組小工人
得罪方仗還想跑.... - ugalman
他想在大陸跳鋼管吸引大陸陸人來！！
這隻會回來嗎？ - locy69
肯定回不來...因為..他的位置被我搶走了！ - lman
雨蒼表示：哭哭
* honki/鄭鴻旗

◎ 議程組 / Program Committee

* 柏強：我是高師大附中資訊社1屆社長小強，很喜歡玩電腦，請多多指教。（不要拿拖鞋打我。）<http://blog.bobchao.net>

是團長！是團長大人XD - 蝦蝦

* pofeng：喜歡在空閒時間推廣開源軟體的兒科醫師。（Pofeng Lee is a pediatrician who enjoys to promote open source software in his spare time）

論資歷的話pofeng才是前輩啊。（茶） - jouston

你讓我想起pcman大神 - paulintoro

pcman 才是大神啊，我只是螻蟻 :p - pofeng

* hychen/陳信屹：今年沒做什麼議程組的事

* smallfish：議程組的小執秘（@～@）

* kiang：<http://twpubg.net/> <== 一直狀況外的組員，預計今年步入愛情墳墓...

* Timothy Clare：Tim is a technology evangelist of ZK, specializing in web and mobile applications.

* Ernest Chiang：我是高師大附中資訊社1屆副社小鑑鑑，很喜歡玩拖鞋，請多多指教。（不要拿電腦打我。）

<http://blog.ernestchiang.com>

◎ 銷售組 / Sponsorship Team

* Rex Tsai：<http://people.debian.org.tw/~chihchun/>

* Ernest Chiang：從台積研究所畢業後投靠開源幫的歐尼斯特。熱愛跨領域整合。（Ernest was an integration engineer in tsmc, and come back to open source world now. He is interested in multi-field integration.）

* Betty Hsu

* pingooo：搶錢特快車（嘆？）

◎ 會衆組 / Attendee Relations

* cclien：旅行社小組工頭，進香團的農友請跟我這邊來

* Sinsun : cclien不嫌棄，小弟就進來幫忙了。

文采洋溢的大大幫我寫邀請函~ - cclien

* Tim：我是總招Jouston的同事。

人帥真好(這麼啊?) - jouston

* pingooo：傷肝 Pythoneer，讓許多人看到 App Engine 內臟亂噴的原兇

◎ 線路組 / Circuits Team

* David：本次場地在中研院得以打混一次，不過好像還是要作視訊場控，Orz，這邊要更正，沒得打混了，交誼廳的桌椅跟電力供應還沒搞定呀，網路中研院計算機中心也還沒講狀況呀，有沒有辦法4 Class C 1Gb對外還不知道勒，我還缺十台AP XDDD 20100706 0000。

我要打十台！ - mrmoneyc

都不夠了！！還打十台！！XD - lagunawang

mmc, 你給我記著.... - davihuau

* 小飛機/黃秉鈞：此人專長黑正妹機器吃蕃茄醬

這我改的XD - RJ

蕃茄醬掌門人大黑機是也！ - 蝦蝦

King of Ketchup - mrmoneyc

光看番茄醬顏色就猜廠牌的神人 - CYJ

◎ 網站組 / Web Team

* Fred：<http://people.linux.org.tw/~fred/>

* 魏藥：網站組的幼稚工頭，去年亂入 GNOME.Asia Summit 演講 ~>w< / I am a naive website team leader, who have been to GNOME.Asia Summit for speech by chance last year.

* Justin/阿修/李易修：www.lis186.com 對使用者介面、設計方面比較在行，之前在設計logo時有提案過。

* timdream / 提姆 / 簡冠庭：<http://timc.idv.tw/> <-- 好像填網址比較帥
我可以說填網址很偷懶嘛？ :p - lagunawang

我也要改填網址就好 - Dca
to Dca 你去死！XD - lagunawang

* RJ：大家好，我是RJ，我最不擅長的就是自我介紹，我最擅長的就是說：「我最不擅長的就是自我介紹」...我幾乎只是掛名的了吧Orz
是我忘了你了~T_T - medicalwei

◎ 記錄組 / Documentation Team

* Tim：我是總招Jouston的同事。

* choupi：我是目前還缺兩台DV的記錄組 QQ

* star：被 Layla 抓來的！不過好像沒被工頭認領@@!？已成為記錄組超強大將之一! <http://blog.cti.tw/>

你甚麼時候弄了個cti.tw我怎麼都不知道呀..... - davihuau
用很久了！ - locy69

* Stefan : 記錄組超強大將!!
* Yuren/朱昱任 : 記錄組超強大將!! 上次超詳細開會記錄就是Yuren做的喔! <== 都是 Rex 長輩教的好 (害羞)
blah - yurenju
* 硬三 /in3 : 大家好，我是新來的，什麼都能幹，請大家多多指教 <--
PTT Linux 版版主
(blush) - mrmoneyyc
* Kevina : 哪賀! 大家好! 我是掉進Aminzai的"窟辣"的Kevina，什麼都可以做，請大家多多指教，大家8月見 :-)
* Roto * philippe

◎ 攤位組 / Booth Team

* Izzy : 沒事就喜歡亂放炮 酸人的水電打雜工。
啪啦啪啦啪啦啪啦~ - medicalwei
* Becky : 被樓上莫名其妙拉來的正妹。(有真相!) (內部福利)
我是個發文附圖的好孩子 :P - Izzy

◎ 場務組 / Event Staff Team

* ljs : 專業研討會工作人員，我在2010等你唷～啾咪！
我論這個啾咪為本次報名貢獻了500人次的進帳(誤) - threesecond
超萌小蘿莉! - 蝦蝦
* BlueT : Ubuntu-TW 社群水電工頭目 XD 今年 COSCUP 是擔任場務組副工頭。 <http://BlueT.org>
可惡的布魯踢，不要跟我搶當水電工啦，我才是正牌水電工，有加入水電公會的唷～啾咪！ - Izzy
媽，我想跟 ljs 還有 BT 在一起 T__T。 - mosky.tw
一次兩個～野心很大喔XD - lagunawang
不行嗎 XD ? - mosky.tw
* freesamael/燒賣/王哲輝 : 我是正在想盡辦法讓自己畢業(T^T)的燒賣
* mrmoneyyc : 清純可愛正直錢（無誤），現在是台中 SA 打雜窗口
我知道黑鬼都還蠻正直的- paulintoro
哭哭 T_T - mrmoneyyc
我看到money腰桿挺直了！(他的正直樣) - lagunawang
我承認錢錢很可愛而已XD - 蝦蝦
我不介意一併承認清純正直唷 XD - mrmoneyyc
* Shawn
* sony : 非常廢的廢才sony，常常在 TOSSUG

<http://www.tossug.org>鬼混摸魚。（徵女友(我很專一的 無誤)，非常喜歡使用自由軟體
請皇上立刻下令追捕索尼！ - threesecond
* 碰鍵 : 被BlueT大大抓來的!首次參加 COSCUP活動，8/13、8/14見囉^^"
聽說要擔櫃台正妹ㄟ - locy69
* 三秒表示：「我今天也大過了。」
是三秒大大耶！ - 蝦蝦
三秒老大耶 - sony1733.tw
是三秒大大大！多大幾次不嫌多 - mrmoneyyc
是三秒大大大大！ - CYJ
* Andy * 大鳥 (Ryan) * TW1943 * icman
* 眼鏡虎
* 巧a : 我是巧a～請大家多多指教>///<
* sanyuan/三元 : 大家好，我是三元，是王水大學畢業生，目前在電力公司工作，喜好用 FreeBSD 解決所有的問題。希望在COSCUP能夠看到更多後起之秀在 OSS/FSS 發光發熱
三元是清大核工的嗎？同是王水大學來認親 XDD- dwchiang
* 曰京三子 : 大家好，我是三子。首次參加 COSCUP的活動，還希望能融入大家！
想要蓋三子布袋也要你夠格！！ - CYJ
三子也出現了^0^ - 蝦蝦
姓三的該不會這一場全到齊了吧？要開三氏宗親會嗎？ - threesecond
* Sandy : 大家好，我是台灣駭客年會行政組的Sandy~~,很高興有機會在這裡跟大家一起為COSCUP而努力。加油~~ 對資安有興趣的朋友也別忘了一起來參加 HITCON 2010 喔~~
* Mosky : 準大學生，Ubuntu-TW 的一份子！非常榮幸可以在報名如此迅速的研討會尬上一個工作人員的位置 >////<。
mosky大萌神！ - threesecond
* 小宇 : 在下小小準高三生啊 只能弱弱的發聲 唔喔喔喔～ 大家好！(汗
同是天涯淪落人… - Toby
這東西真酷！ - fk455290
不酷就不好玩了！ - lagunawang
* ID/Iris Du/ : 目前是準研究生,第一次參與COSCUP,希望能認識很多人還有跟大家一起玩樂XD,因為不是正妹,所以有點害羞>///<
* dreamcwli : 我是高雄大學資工所的學生。過去除了在 2006 年的

Ubuntu Installfest 幫忙場務工作之外，大部分僅在社群活動中扮演參加者的角色，平時多在接觸 KDE/Qt 開發與伺服器管理相關的技術。

* 跪趴熊：準碩士生，目前在用 *open source* 做嵌入式系統，很高興認識大家，其他就 *Aminza* 學弟，然後請多多指教。*ps*：偶很軟，不要戳偶。

囧！”義守大學”被我刪掉了...不太會用阿 QQ...不好意思趴趴熊 - *wj4wj4*

* *Dca*：我是很像低咖的 *DCA*，我會加油早日升級 C 咖的!!
信 *Dca* 得豬腳 /flee - *mrmoneyc*

豬腳豬腳！！要加菜了嘛？！ - *lagunawang*
是 *D神*！*XD* - *lagunawang*

* 澄鑑：我是許澄鑑，親切一點叫我澄鑑就可以了。2009 年底完成人生的其中一項挑戰，透過雙腳徒步環島台灣一週。每年期許自己自發性二項以上的公益活動，對社會付出為弱勢團體盡一份心力，相信這樣的的理念會不間斷的持續

* 海大一黃兆淳 * 海大二陳宗翰 * 海大三鄭翔祐 * 海大四莊傑安

* 海大五楊力維

* 海大六 *pupu*/廖崇善：大家好，我是非常不專業的阿宅。
噗噗噃~>w< - *medicalwei*

* 小步：我是北一資研 24 屆的學術小步，很喜歡玩電腦，請多多指教
研究生都很小隻？ - *locy69*

* 草：我是北一資研 24 屆的公關草，請多多指教。

* 小子芸：我是北一資研 24 屆的學術長子芸，很喜歡寫程式，請多多指教。

好強大 *dca35311*

* 大星：我是北一資研 24 屆的公關大星，很喜歡認識人，請多多指教。

* 跪趴：我是北一資研 24 屆的社長趴趴，專長是跳舞，請多多指教。

* 麥仔：我是北一資研 24 屆的文書麥仔，請多多指教。

* 小牛：我是北一資研 24 屆的副社小牛，很喜歡看小說，請多多指教。

* 333：我是北一資研 24 屆的總務 333，很喜歡看小說，請多多指教。

* 衛斯理：我是建中電研 30 屆的文書長，請多多指教。

* 仁豪：大家好，我是仁豪，去年在場務組幫忙，因為玩得非常愉快，今年希望繼續跟大家打拚，請大家多多指教。

* *RJ*：同網站組 - *RJ*

嗚！改過來了 *Orz* - *RJ*

網路組？（哭） - *medicalwei*

活動附錄 Appendix

網站 Website <http://coscup.org/>

部落格 Blog <http://blog.coscup.org/>

大會聊天室 IRC <irc://irc.freenode.net/coscup>

網頁介面 <http://webchat.freenode.net/>

臉書 Facebook <http://www.facebook.com/coscup>

噗浪 plurk <http://www.plurk.com/coscup>

推特 twitter <http://twitter.com/coscup>



Taipei Metro System - Blue Line (TuChen, BanQiao, NanGang Line)



Taipei Metro System - Brown Line (MuZha, WenShan Line)



Buses from Taoyuan Int'l Airport to downtown Taipei

Routes	Stops	Fare (NTD)	Service Hours	Journey Time (mins)	Headway (mins)
Taiwan Bus Corp. (Kukung Line)	Japan St. 1000 Bridge Taoyuan Main Station	\$125	Taoyuan Airport: 06:40-24:00 Taoyuan Main Station: 06:00-23:30	65	15-20
	Japan St. MRT Nanshan W. Pk Station MRT Chongqian Station Evergreen Marine City Xinjia Hotel/Hotel MRT Xinying East Road Station MRT Zhonghe Xuepu Station MRT Zhonghe Xizhuang Station Evergreen Laurel Hotel Luchu Hotel HongJiang Hotel/Tour	\$125	Taoyuan Airport: 06:00-00:30 Taoyuan City: 06:00-23:00	60	15-20
Toward You Air Bus (East Line)	Hyatt Hotel MRT Zhonghe Xizhuang Station Howard Hotel Mrt Eastern Plaza Hotel Hyatt Hotel	\$145	Taoyuan Airport: 06:50-00:50 Hyatt Hotel: 04:40-23:00	60-70	15-20
Toward You Air Bus (West Line)	Taipei Taoyuan Airport Song Terminal Kuoh Chuan Xiong Tai Mei Van Han Hot Star Hotel/Chegar Fortune Hotel Taoyuan Main Station Sheraton Hotel Taipei Formosa Pacific Taipei Antecomm Hotel Taipei Hyper Hotel	\$145	Taoyuan Airport: 06:00-23:00 Loft Sheraton Hotel Taipei: 04:40-23:00	70-90	15-20

Taxi

Taxis are available at Taoyuan Airport 24 hours a day.

Airport taxis charge according to the meter in addition to a 50% surcharge (highway tolls not included) and provide transport to anywhere in Taiwan. (A typical taxi fare to Taipei is approx. NT\$1,100.)

For further information about Terminal I Taxis, please call +886-3-3982832.

For further information about Terminal II Taxis, please call +886-3-3983599

To report a complaint about airport taxi service, please call +886-3-3982241 or +886-3-3982177

Transfer to High Speed Railways via High Speed Rail Shuttle

Routes	Stops	Fare (NTD)	Service Hours	Journey Time (mins)	Headway (mins)
High Speed Rail Shuttle	Taoyuan Int'l. Airport - THSR Taoyuan Station	\$50	Taoyuan Int'l. Airport: 07:00-22:00 THSR Taoyuan Station: 06:00-22:00	20-30	10-15
THSR	THSR Taoyuan Station -> Taipei Main Station	\$110 (for standard class) \$260 (for business class)	THSR Taoyuan: 06:00-09:00 THSR Taoyuan: 09:00-22:00 THSR Taipei: 09:00-22:00	20-30	30

Location of Academia Sinica

C.K.S. International airport-Academia Sinica



C.K.S. International airport
Dayuan IC.

Tanyuan IC.
National Highway No.1
Airport System Interchange
Nantouyuan IC.
National Highway No.2

Jhongli IC.
Pingtung System Interchange

Qianan IC.
Yingge System Interchange
Sanyang IC.

Dasi IC.
Longtan IC.

Litien IC.

Wugu IC.
Tuishan T.S.
National Highway No.1
(Sijhih-Wugu Section)
Sanchong IC.
Taipci IC.
Yuanshan IC.

Huabei IC.
Sishui Off-Ramp
Neihu IC.
Tidong IC.

Donghu IC.
Sijhih System Interchange
Sijhih IC.
Nangang Concession Route
Sizihau Rd. IC.
Nengneng IC.
Nangang System Interchange

Nangang Rd. Off-Ramp
Shihlin IC.
National Highway No.5
Wufang IC.
Muhe IC.
Xinshian IC.
Jhonghe IC.
Arikeng IC.

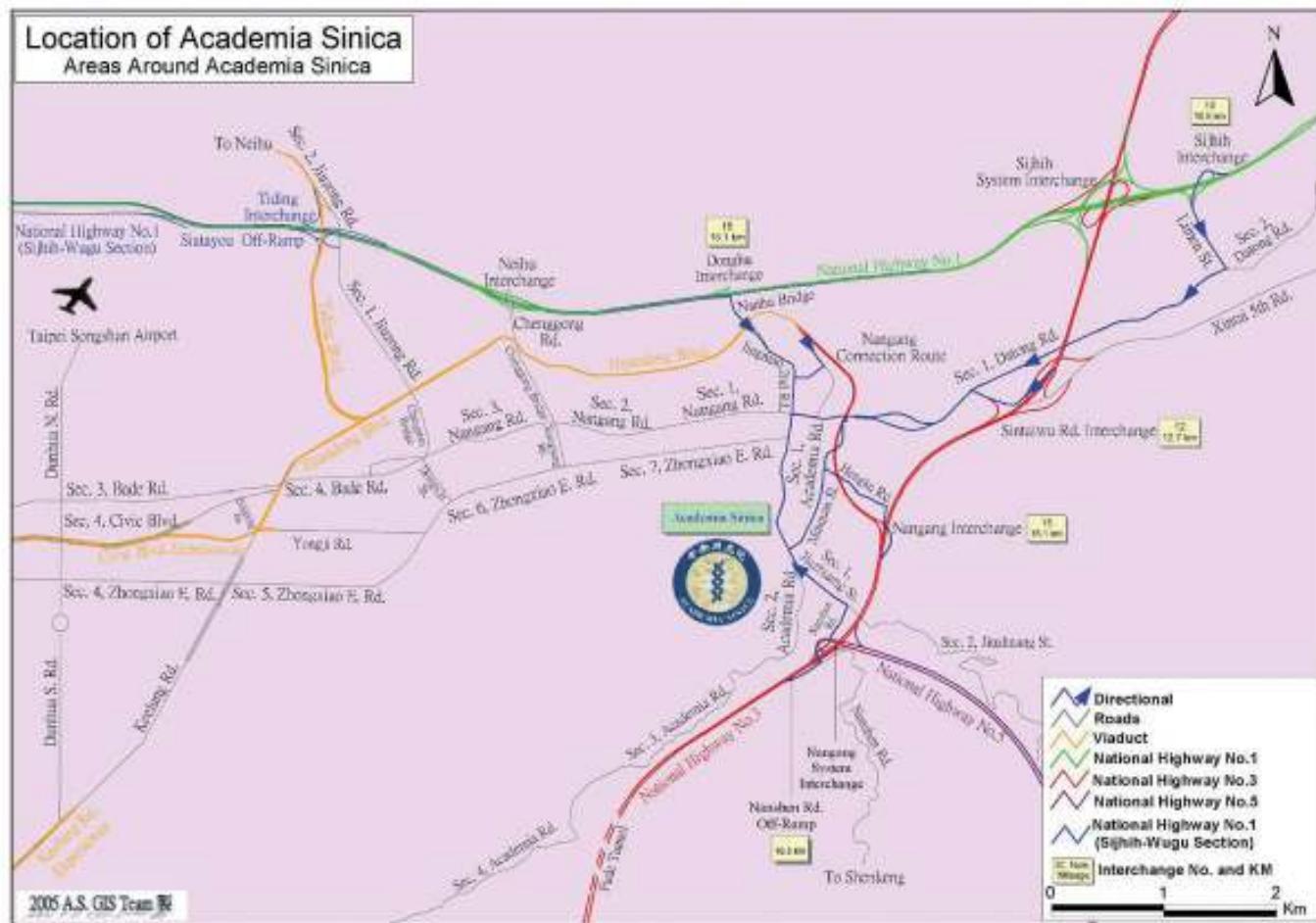
- IC. = interchange
- T.S. = Toll Station
- △ Provincial Highway No.64(Bali-Sizihau)
- △ Provincial Highway No.66(Guazyin-Dasi)
- National Highway No.1
- National Highway No.10(Sijhih-Wugu Section)
- National Highway No.2
- National Highway No.3
- National Highway No.3A
- National Highway No.5
- Interchange No. and KM

5 0 5 Km

2005 A.S. GIS Team 製

Location of Academia Sinica

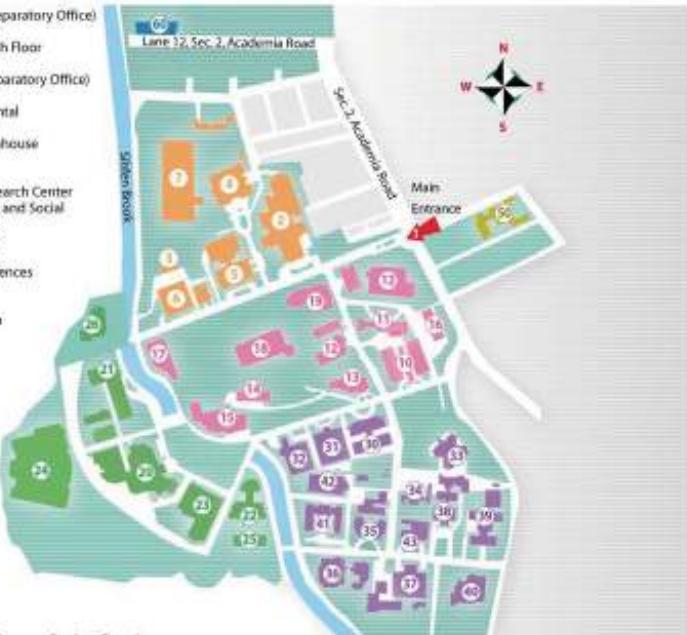
Areas Around Academia Sinica



Campus of Academia Sinica



- 1 Main Entrance
- 2 Institute of Biomedical Sciences
- 3 Wastewater Management Facilities
- 4 Institute of Cellular and Organismic Biology
- 5 Biodiversity Research Center (Museum/Zoological Collections)
- 6 Institute of Molecular Biology
- 7 Institute of Biological Chemistry
- 8 Life Science Library
- 9 National Laboratory Animal Center, NALB
- 10 Central Office of Administration
- 11 Biodiversity Research Center (Museum/Botanical and Zoological Collections)
- 12 Institute of Plant and Microbial Biology
- 13 Institute of Mathematics
- 14 Tsai Yuan-Pei Memorial Hall
- 15 Center for Survey Research
- 16 Post Office, Garage, and Grocery Store
- 17 Ecological Pond
- 18 Genomics Research Center
- 19 Agricultural Technology Building
- 20 Center of Academic Activities (Auditorium, bookstore, restaurants and guest rooms)
- 21 Institute of Chinese Literature and Philosophy
- 22 Institute of Earth Sciences
- 23 Gymnasium
- 24 Humanities and Social Sciences Building (HSSB)
- 25 Joint Library of Humanities and Social Sciences (1st~2nd Floor of HSSB)
- 26 Institute of Linguistics (5~7th Floor of South HSSB)
- 27 Institute of Sociology (8~10th Floor of South HSSB)
- 28 Research Center for Applied Sciences (11th Floor of South HSSB)
- 29 Research Center for Environmental Changes (11th Floor of SouthHSSB)
- 30 Institute of Political Science (Preparatory Office) (5~6th Floor of North HSSB)
- 31 Institute of Taiwan History (7~8th Floor of North HSSB)
- 32 Institutum Iurisprudentiae (Preparatory Office) (9~10th Floor of North HSSB)
- 33 Research Center for Environmental Changes (Laboratories)
- 34 Plant Molecular Breeding Greenhouse
- 35 Institute of Chemistry
- 36 Agricultural Biotechnology Research Center
- 37 Research Center for Humanities and Social Sciences
- 38 Institute of Information Science
- 39 Institute of Physics
- 40 Research Center for Applied Sciences (Laboratories)
- 41 Wu Ta-Yu Memorial Hall
- 42 Research Center for Information Technology Innovation
- 43 Hu Shih Memorial Hall
- 44 Institute of Modern History
- 45 Institute of European and American Studies
- 46 Museum of the Institute of History and Philology
- 47 Institute of History and Philology
- 48 Fu Ssu-nien Library
- 49 Institute of Economics
- 50 Institute of Ethnology
- 51 Lingnan Fine Arts Museum (JinMei Building)
- 52 Archive Building, Institute of Modern History
- 53 Building for Taiwan Archaeological Studies
- 54 Taiwan International Graduate Program Student Dormitory
- 55 Teaching and Administration Building (TA Building)
- 56 Taiwan International Graduate Program Office and Service for Foreign Faculty (2nd~3rd Floor of TA Building)
- 57 Kindergarten (1st Floor of TA Building)



The Institute of Atomic and Molecular Sciences, the Institute of Astronomy and Astrophysics (Preparatory Office) and part of Institute of Biological Chemistry are located in the National Taiwan University campus.