



# "Crafting Next-Gen Experiences: AI-Powered Tools, 3D Spatial Desktops, and Multimodal Interaction"

## 目標

Our focus is on creating intelligent and immersive user experiences. Innovate smart tools such as dynamic game assistants, AI for sustainability, context-aware user interfaces, or adaptive performance optimizers to enhance user interaction.

- **AI-Powered Tools**  
Build intelligent tools that enhance user interaction, think dynamic game assistants, AI for sustainability, context-aware UI, or adaptive performance optimizers.
- **Next-Gen Spatial Desktop — 3D, Webcam & Interaction explorations**  
Design new interaction concepts for 3D desktops—leveraging webcams, spatial inputs, and display innovations to enhance digital workflows.
- **Multimodality — XR, Glasses & Mobile Integration**  
Create seamless multimodal interfaces combining AR/VR, gesture, voice, and mobile for unified user engagement.

[中文]

我們專注打造沉浸式的用戶體驗。創新智能工具,例如動態遊戲助手、永續發展人工智慧、情境感知用戶界面或自適應性能優化器,以增強用戶與產品的互動體驗。

- **AI-Powered Tools**



打造增強用戶互動的 AI 工具,例如動態遊戲助手、永續發展人工智慧、情境感知用戶界面或自適應性能優化器。

- Next-Gen Spatial Desktop 3D, Webcam & Interaction explorations  
設計新的 3D 桌面互動概念——利用網路攝影機、空間輸入和顯示創新來增強數位工作流程。
- Multimodality — XR, Glasses & Mobile Integration  
創建無縫的多模態介面,結合 AR/VR、手勢、語音和行動裝置,實現統一的用戶參與。

## 提供資源

### On-site Workshop (Sept 5th)

- As a guide for development direction, we will introduce the Main theme and its related sub-topics, including goals, scope, and expected outcomes, and conduct Q&A with the participants from each team.
- Provide each team with an opportunity to experience Logitech products and SDK in advance, discuss project ideas and technical architecture, including Q&A.

### Event (Sept 20-21)

- Provide Logitech products and SDK for development and verification.
- Provide technical consultation.

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### On-site Workshop (9月5日)

- 作為引導開發方向,將介紹 Main theme 與其相關子題,包含目標,範疇與預期結果,與各團隊參與者進行 Q&A
- 提供各組提前體驗羅技產品與 SDK,討論專案構想與技術架構,包含 Q&A

### Event (9月20-21日)

- 提供羅技產品與 SDK 作為開發驗證



- 提供技術諮詢

## 評分標準

### Innovation (30%)

- How original and creative is the idea?
- Does it push boundaries and introduce novel solutions or approaches?

### Technical Execution (20%)

- How well does the project demonstrate technical skill and proficiency?
- Is the implementation effective?

### Presentation (20%)

- How clearly and compellingly is the project presented?
- Is the communication effective and engaging?

### Completion (15%)

- To what extent has the project been completed within the given timeframe?
- Is it functional and demonstrates the core concept?

### Feasibility (15%)

- Is the project realistic and achievable given the available resources and constraints?
- Does it have potentially scalability for further development or real-world application?

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### 創新性(30%)

- 該想法是否獨具匠心、富有創意?
- 是否突破了現有框架,引入新穎的解決方案或方法?

### 技術執行(20%)



- 該項目在技術技能和熟練度方面表現如何?
- 是否能在有限時間內有效率地實作?

#### 表達(20%)

- 該專案的展示是否清晰、具有說服力?
- 溝通是否有效、攫取聽眾的注意力?

#### 完成度(15%)

- 該專案在規定時間內完成的程度如何?
- 是否功能完善,並展示了核心概念?

#### 可行性(15%)

- 考慮到可用資源和限制,該專案結果是否切實可行?
- 是否具有進一步開發或實際應用的潛力?