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Abstract
The traditional culture of aborigines is important historical assets of Taiwan. The fable of aborigines stands for the belief, destiny and value of Taiwan. It also implies special meaning and value in the course of exploring native history of Taiwan. Generally, the process of game playing has the properties of high entertainment and real-time interaction and concentration. In this approach, we design a specific game to attract and interest people. By the process of game playing, people can easily realize the traditional culture of Taiwanese aborigines naturally. Moreover, the historical culture of Taiwan can be inherited from generation to generation. In the future, we believe that the applications of game design can be extended to different areas not only in scientific but also in cultural.
The script of game subject in this research is mainly based on a fairy tale of Amis Tribe in Taiwan. The script is then designed and transformed into sequential modules by which the system can arrange and show appropriate roles in the process of game playing. To enrich the whole game system, vivid pictures and explanations will appear at proper time in the game playing process. Besides, the system also provides a way of acquiring corresponding information of aborigines. Over the internet communication, the use can easily obtain the information directly without the process of game playing. Successful experimental results confirm the effectiveness of the proposed approach.
Advisory Committee Chen Kuang-Hsiung - advisor

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