

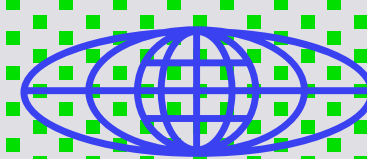
新美館 館校計畫
NTCAM
School
Partnerships

Generation T: Tap to Play

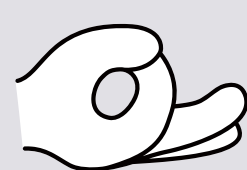
世代

點擊以開啟

2025.10.04



2026.03.15



策展人 Curators

蔡家榛

Tsai Jia-Zhen

李佳霖

Lee Chia-Lin

新美館探索基地

NTCAM Wonder Base



藝術家 Artists

胡鈞荃 Hu Ching-Chuan

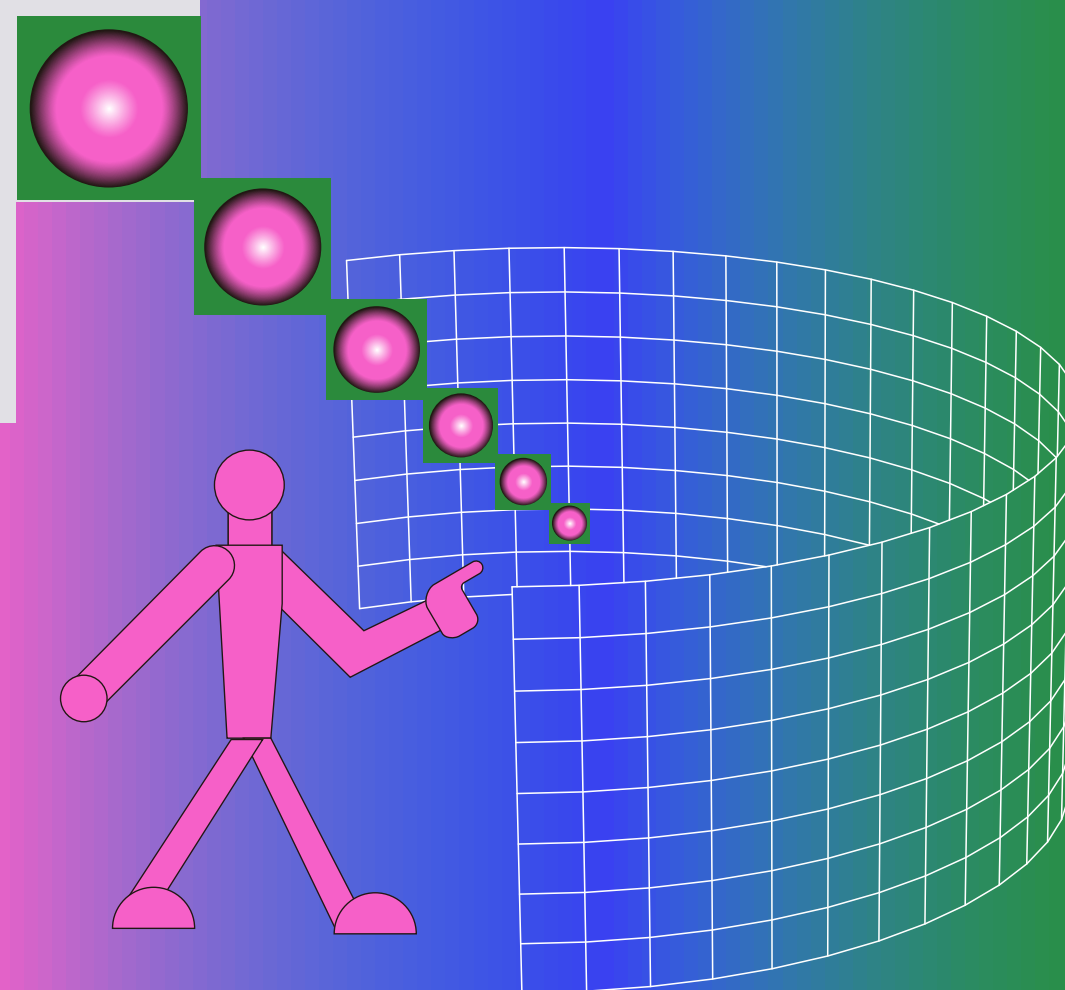
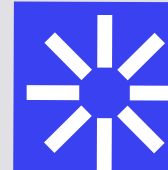
馮志銘 Feng Chih-Ming

蔡宜豫 Tsai Yi-Yu

PUZZLEMAN

三缺一劇團／賀湘儀 One Player Short Ensemble／Ho Hsiang-Yi

鄭先喻 Cheng Hsien-Yu

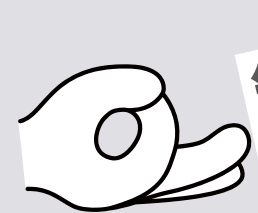


指導單位 Supervisor

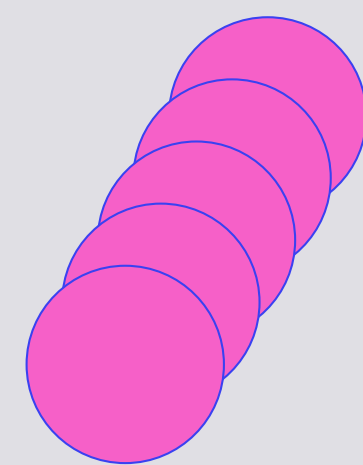


主辦單位 Organizer





策展人 Curators 蔡家榛 Tsai Jia-Zhen、李佳穎 Lee Chia-Lin



拇指世代 點擊以開啟

Generation T: Tap to Play

「拇指世代」一詞的靈感源自法國哲學家 Michel Serres 的著作《拇指姑娘》(Petite Poucette)。他指出新世代透過手機和網路，以拇指操作並與世界互動，這不僅改變了日常，也重新形塑了知識與學習的方式。

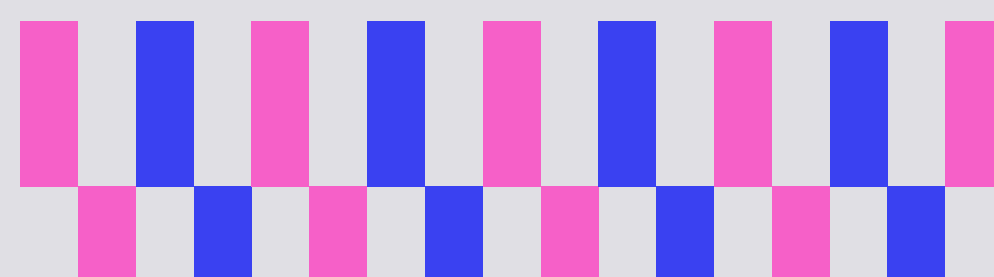
新北市美術館館校計畫「拇指世代：點擊以開啟」從孩子最熟悉的數位使用習慣出發，思考科技如何影響我們的感受與學習方式。計畫由藝術家、學生、教師、美術館與策展團隊共同合作，透過討論與創作，讓當代藝術走進教室，也讓教室成為藝術發生的場域。

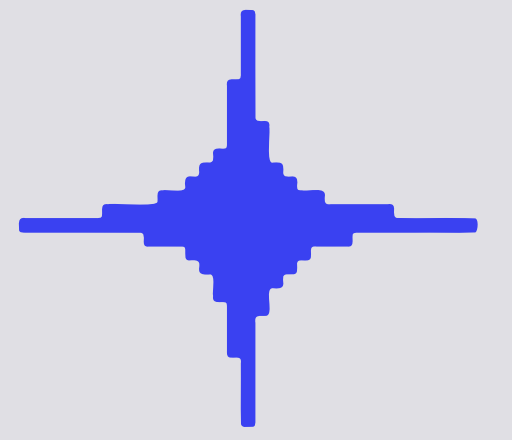
在這裡，「點擊」不只是手指碰觸螢幕的動作，更象徵孩子與家鄉歷史的連結。每一次點擊，都像是翻開一頁、展開一段對話，或觸發新的理解。

在這個過程中，孩子們逐漸培養三種能力：他們運用想像力，把生活與記憶重新組織成故事；藉由走入社區、觀察與訪談，建立對土地的情感與理解；並透過數位媒體與創作工具，學會把腦中的想法以多樣方式呈現。

教學歷程從藝術家與教師的共備討論開始，接著由藝術家把新的媒材與方法帶進課堂。孩子們在此基礎上展開創作，並在互相交流中修正和完善作品；之後再以策展的角度整理與詮釋，最後將成果帶入展覽，與觀眾分享。

這場展覽不只是靜態的作品呈現，而是將孩子的創作與情境空間交織成可被走入的故事場域。觀眾在其中不只是觀看者，更能與學生的想像、記憶和情感產生共鳴，成為共同的參與者，一起展開一場從指尖延伸、面向未來的敘事旅程。





The term "Generation T" takes inspiration from French philosopher Michel Serres' book *Petite Poucette(Thumbelina)*. Serres observed that today's younger generation interacts with the world through their thumbs—using mobile phones and the internet. This shift has not only changed daily life but also reshaped the ways of knowledge acquisition and learning.

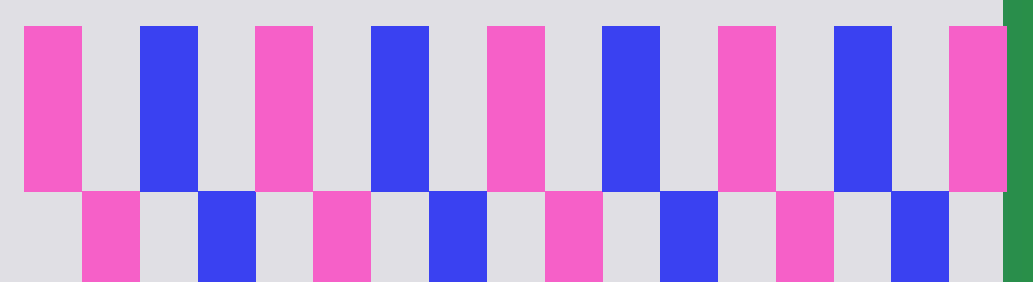
Here, a "tap" is more than just the action of a finger on a screen; it symbolizes the children's connection with the history of their hometowns. Each tap becomes like turning a page, beginning a dialogue, or sparking a new understanding.

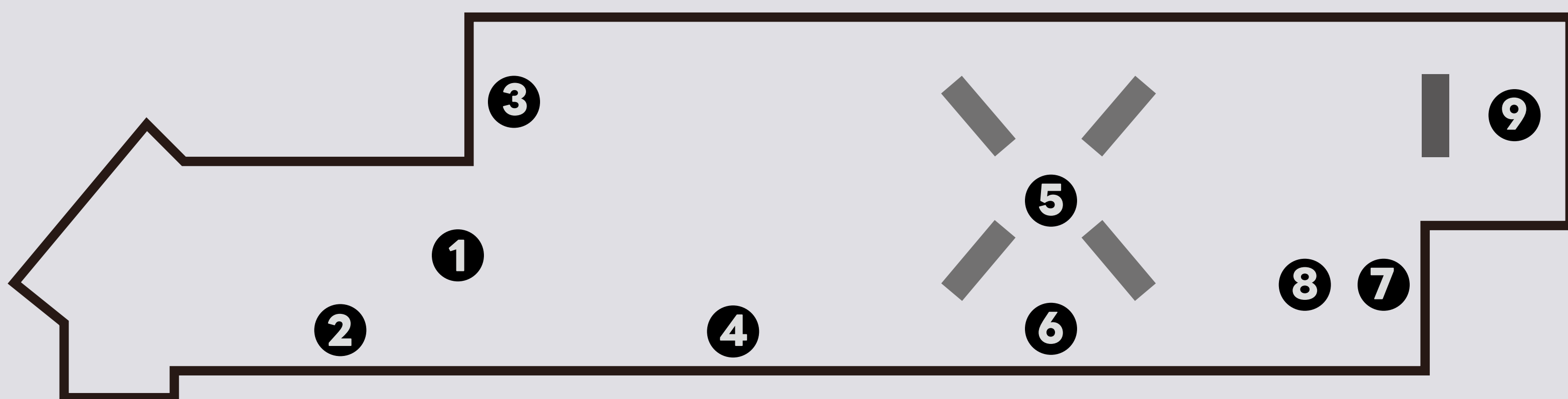
Building on this idea, *Generation T: Tap to Play* starts from the digital habits most familiar to children, reflecting on how technology influences our ways of sensing and learning. The project brings together artists, students, teachers, the museum, and the curatorial team, working collaboratively through dialogue and creative practice to bring contemporary art into classrooms and transform classrooms into sites of artistic encounter.

Throughout the process, children developed three key abilities: the imagination to reorganize life and memory into stories; a sense of place built through fieldwork, observation, and dialogue with their communities; and the technical skills to use digital media and creative tools to express their ideas in multiple forms.

The program began with co-planning between artists and teachers, followed by artists introducing new media and methods into the classroom. Students then created their own works, refining them through exchange and feedback. Finally, they practiced curatorial thinking to interpret and present their projects, culminating in this exhibition shared with the public.

This exhibition is more than a static display of works. Children's creations are interwoven with immersive environments, forming story-spaces that visitors can step into. Here, the audience is not just a viewer but a participant, resonating with the imagination, memories, and emotions of the students, and joining them in a journey that extends from the fingertips toward the future.





1 互動籤詩機 成福國小 × 鄭先喻

Interactive Fortune-Telling Machine

ChenFu Elementary School × Cheng Hsien-Yu

2 ㄅㄨㄣˊ ㄅㄨㄣˊ ㄅㄨㄣˊ 許個願 成福國小 × 三缺一劇團／賀湘儀

I Hope

ChenFu Elementary School ×
One Player Short Ensemble／Ho Hsiang-Yi

3 花園的四個小秘密 埔墘國小 × 蔡宜豫

Four Little Secrets of the Garden

PuQian Elementary School × Tsai Yi-Yu

4 香料在風中變成地圖了 復興國小 × 胡鈞荃 × 馮志銘

Spices Become Maps in the Wind

FuSing Elementary School × Hu Ching-Chuan × Feng Chih-Ming

5 逐格動畫工作室

Stop-Motion Animation Studio

6 故事牌卡

Storyteller Cards

7 寒假作業 埔墘國小 × PUZZLEMAN

Winter Break Homework

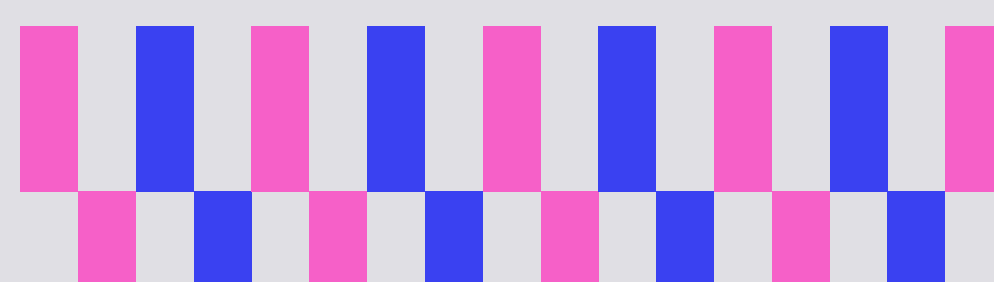
PuQian Elementary School × PUZZLEMAN

8 手指鼓工作室

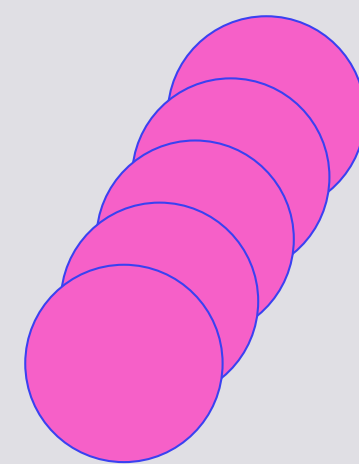
Finger Drumming Studio

9 三校教學紀錄片

A Documentary on Teaching at the Three Schools



1



互動籤詩機

Interactive Fortune-Telling Machine

成福國小 × 鄭先喻

ChenFu Elementary School
×
Cheng Hsien-Yu

模型與互動裝置，尺寸依場地而定，2025

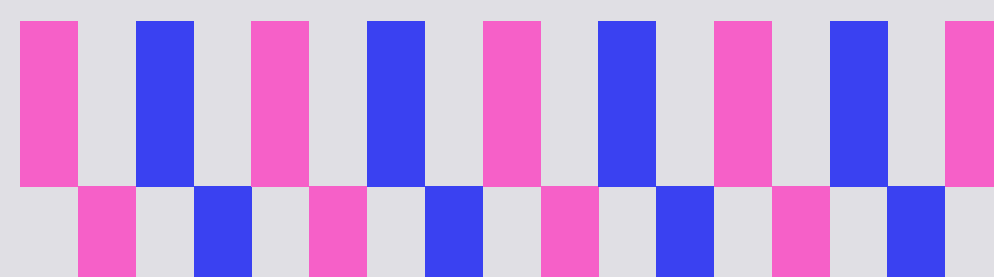
Model and interactive installation, dimensions variable, 2025

由藝術家鄭先喻帶領，成福國小的同學們共同製作了三峽祖師廟的模型。他們也在寒假期間寫下每日日記，記錄生活中「最幸運」、「爛透了」和「不好不壞」的事情。

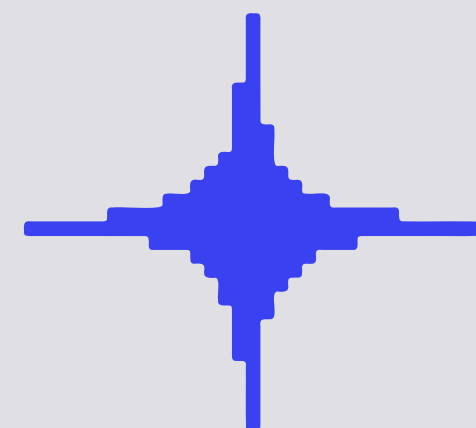
鄭先喻將這些充滿童趣的日常點滴，轉化為互動式的籤詩機，讓觀眾從中體驗孩子們的喜怒哀樂與對日常生活的觀察。

Led by artist Cheng Hsien-Yu, students from ChenFu Elementary School collaboratively created a model of the Sanxia Zushi Temple. During their winter break, they kept daily diaries, recording one "luckiest," one "worst," and one "not good, not bad" event from their day.

Cheng transformed these childlike observations of daily life into an interactive fortune-telling machine, allowing audiences to experience the students' joys, sorrows, and unique perspectives.



2



ㄎㄨㄣˊ ㄎㄨㄣˊ ㄎㄨㄣˊ 許個願 I Hope

成福國小 × 三缺一劇團／賀湘儀

ChenFu Elementary School

×

One Player Short Ensemble／Ho Hsiang-Yi

錄像，4分15秒，2025（拍攝／剪輯：駱思維）

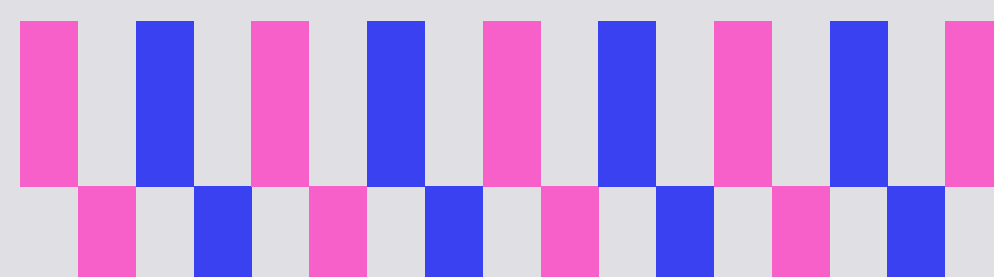
Video, 4 min 15 sec, 2025 (Videography&Editing: Luo Sih-wei)

在三缺一劇團團長賀湘儀的課程中，孩子們打開感官，用身體去感受周遭的環境。他們將長木棍繪製成獨一無二的長籤，並以「我希望...」為句型，寫下心中的願望，回應三峽祖師廟作為地方信仰中心的重要性。

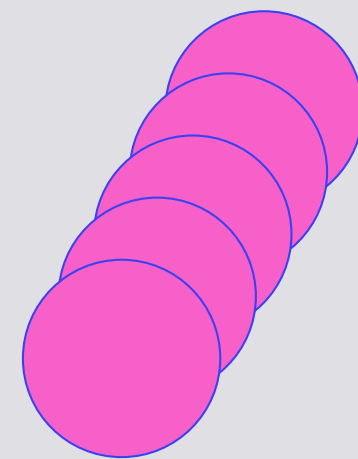
在藝術家的引導下，學生們利用這些長籤作為輔助工具，分組編排出一系列肢體動作。最後，他們回到祖師廟，用身體表達出各自的願望。

During the class with Ho Hsiang-Yi, the director of One Player Short Ensemble, students were encouraged to open their senses and use their bodies to connect with their surroundings. They decorated long wooden sticks, turning them into unique "fortune sticks," and wrote their wishes using the phrase "I hope..." to reflect on the Sanxia Zushi Temple's significance as a local center of faith.

Guided by the artist, the students used these long sticks as props to choreograph a series of movements in groups. Their final performance at the Zushi Temple was a physical expression of their hopes and dreams.



3



花園的四個小秘密

Four Little Secrets of the Garden

埔墘國小 × 蔡宜豫

PuQian Elementary School
×
Tsai Yi-Yu

錄像，12分44秒，2025

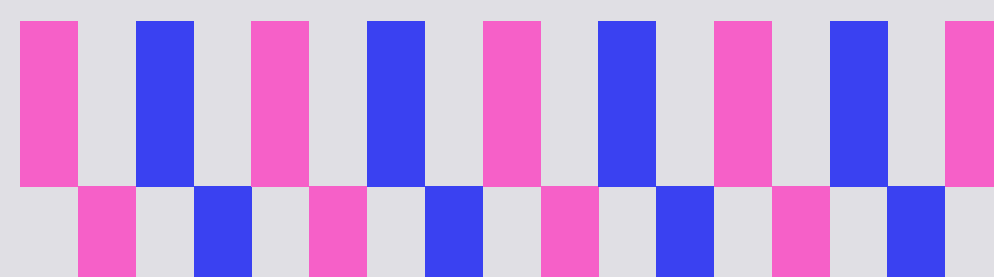
Video, 12 min 44 sec, 2025

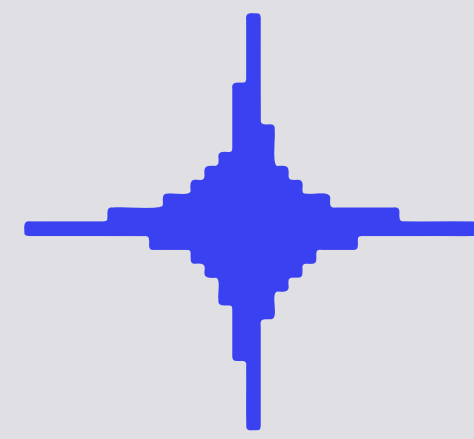
在藝術家蔡宜豫的引導下，埔墘國小的同學們探索了影像的發展史，從手翻書、默片到景框的聯想，逐步認識視覺敘事的奧妙。

同學們實際走訪學校附近的林家花園，將這趟踏查之旅的觀察，轉化為逐格動畫創作。他們分組發展出不同的主題：透過林家花園建築特色漏窗展開童趣的奇想；從銃眼回望歷史上內亂外患與族群的記憶；藉由格柵探討過去女性的社會地位；用三進院落的餐廳呈現不同的階級與飲食文化。

Led by artist Tsai Yi-Yu, students from PuQian Elementary School explored the history of moving images, from flip books and silent films to the use of framing, gradually uncovering the wonders of visual storytelling.

After a field trip to the nearby Lin Family Mansion and Garden, the students transformed their observations into a stop-motion animation. They worked in groups to develop different themes, using architectural features as a starting point: they explored whimsical ideas through the unique see-through windows, looked back at the history of armed confrontation and ethnic conflict through the gun ports, examined the social status of women in the past through the window lattices, and used the three-courtyard restaurant to represent how different social classes were reflected in both the architecture and dining culture.





香料在風中變成地圖了

Spices Become Maps in the Wind

復興國小 × 胡鈞荃 × 馮志銘

FuSing Elementary School × Hu Ching-Chuan × Feng Chih-Ming

錄像，7分31秒，2025

Video, 7 min 31 sec, 2025

復興國小位於華新街附近，這個街區是許多緬甸華人來台後主要生活的地方。為了認識街區的歷史，同學們首先參訪了燦爛時光書店，了解緬甸華僑來台的歷程。回到學校後，他們根據「建築」、「飲食」、「信仰」與「歷史」四大主題分組，共同發展出獨特的敘事。

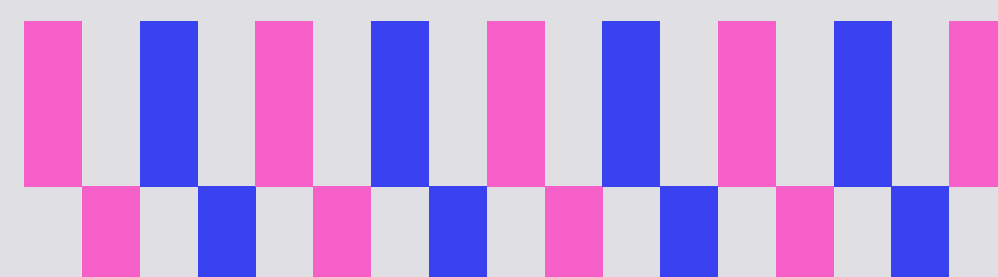
藝術家胡鈞荃引導同學們學習使用 3D 掃描 App 創作影像，並發展分鏡腳本與對白。藝術家馮志銘則與同學們分享各種聲音的概念與聆聽方式，並教導他們基礎的錄音知識。

在學習了影像與聲音的製作技巧後，同學們再訪華新街拍攝與錄製素材。最後，他們將所見所聞轉化為以 3D 動畫為視覺美學、搭配環境錄音的錄像作品。

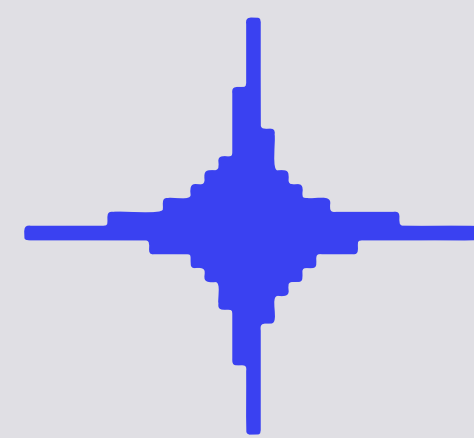
FuSing Elementary School is located near Huaxin Street, a neighborhood that has become home to many Burmese Chinese immigrants in Taiwan. To learn about the history of the area, the students first visited Brilliant Time Bookstore to understand the journey of the Burmese Chinese community to Taiwan. Back at school, they formed groups to develop narratives based on four themes: architecture, food, beliefs, and history.

Artist Hu Ching-Chuan taught the students how to create images using a 3D scanning app and guided them in developing storyboards and dialogue. At the same time, artist Feng Chih-Ming introduced them to different concepts of sound and listening, as well as basic recording techniques.

After learning both image and sound production skills, the students returned to Huaxin Street to film and record their materials. They ultimately transformed their observations into a unique video piece, combining the aesthetic of 3D animation with field recordings.



7



寒假作業

Winter Break Homework

埔墘國小 × PUZZLEMAN

PuQian Elementary School
×
PUZZLEMAN

錄像，5分00秒，2025

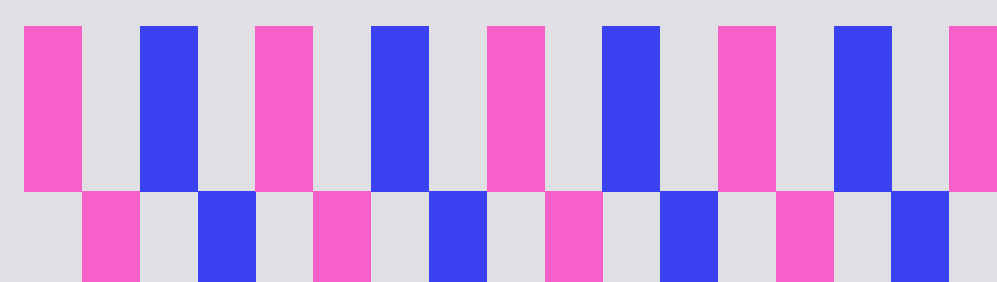
Video, 5 min, 2025

音樂人 PUZZLEMAN 從世界音樂賞析入門，邀請同學們進入一場聲音的探索旅程。課程中，孩子們利用平板練習手指鼓，並學習如何利用取樣 App 創作與演奏歌曲。此外，課程也邀請音樂製作人呂菱瑄帶領擬音體驗課程，讓孩子們透過實作，了解電影配樂與遊戲音效是如何被創造出來的。

經過一學期的課程與練習之後，同學們再次回到林家花園，錄製了一場獨特的現場演奏，用音樂記錄下這座百年園林的美麗聲景。

Musician PUZZLEMAN introduced the students to world music, leading them on a journey of sound exploration. During the course, the students practiced finger drumming on iPads and learned to create and play songs using a sampling app. They also had a foley workshop with music producer Sophie Lu, who taught them how music for films and video games is created through practical exercises.

After a semester of learning and practice, the students returned to the Lin Family Mansion and Garden to record a unique live session, using music to capture the beautiful soundscape of this century-old garden.



製作團隊

策展人

蔡家榛、李佳霖

藝術家

胡鈞荃
馮志銘
蔡宜豫
PUZZLEMAN
三缺一劇團／賀湘儀
鄭先喻

合作學校

成福國小
謝基煌主任
陳彥樺老師

埔墘國小

林惠美主任
張福英老師

復興國小

林岑怡主任
王燕昭老師
洪育慧老師

執行單位

自牧文化事業有限公司

展覽專案經理

梁予瀨

展場設計／技術統籌

葛大乘 | 適格藝術工作室

技術執行

林哲宇、許哲豪、王詠翔、江卓豫

美術陳設

周品妍 | 鶴藝有限公司

視覺設計

林彥志

逐格動畫軟體開發

蔡侑霖

教學紀錄剪輯

陳彥成 | 散景影像製作公司

訪談影片剪輯

洪寶儀

靜態攝影

林玟伶

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塔巴瓦禪修協會
釋慈戒
黃正玉
郭哲希

Production Team

Curators

Tsai Jia-Zhen, Lee Chia-Lin

Artists

Hu Ching-Chuan
Feng Chih-Ming
Tsai Yi-Yu
PUZZLEMAN
One Player Short Ensemble／Ho Hsiang-Yi
Cheng Hsien-Yu

School Partners

ChenFu Elementary School
Hsieh Chi-Huang
Chen Yen-Hua

PuQian Elementary School

Lin Hum-Mai
Chang Fu-Ying

FuSing Elementary School

Lin Tsen-Yi
Wang Yen-Chao
Hung Yu-Hui

Executive Organizer

ZIMU CULTURE CO., LTD

Exhibition Project Manager

Liang Yu-Jing

Space Design&Technical Coordinator

Ko Ta-Sheng | UN ART STUDIO

On-site Production&Installation

Lin Che-Yu, Hsu Zhe-Hao, Wang Young-Hsiang, Chiang Tso-Yu

Set Decorator

Chou Pin-Hsin | HÈ.ART STUDIO

Visual Design

Robert Lin

Stop Motion Software Development

Eric Tsai

Documentary Editing

Chen Yen-Cheng | Bokeh STUDIO

Interview Editing

Hong Bao-Yi

Still Photography

Lin Wen-Ling

Special Thanks

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Kuo Che-Hsi

