

網路 EFP 多機轉播消費級硬體技術應用 -以第 22 屆 TDK 盃全國大專院校創思設計與製作競賽轉 播實務為例

曾昱琨* 黎煥勤**

*國立虎尾科技大學數位內容創意產業研究所 研究生

**國立虎尾科技大學數位內容創意產業研究所 助理教授

摘 要

隨著網路科技的發展，能讓世界各地的人們看見任何地方所發生的事情，資訊傳播無遠弗屆，在現在生活快速便捷的當下，可以利用手機記錄當下的自己，甚至編輯成影片與多人同享，科技的進步，使得影音節目製作門檻降低，讓越來越多人投入經營自媒體的行列，甚至運用直播與粉絲互動，可讓更多人一起關注需要留意的活動及議題，串聯大眾對於社會的動態有更多的了解。

本次要探討的是如何運用較低成本設備需現場多機 EFP 作業轉播的競賽，將第 22 屆 TDK 盃全國大專院校創思設計與製作競賽轉播實務的規畫過程記錄下來，可讓更多人了解如何以有限的設備及規模完成網路現場多機 EFP 作業轉播的業務，成果檢討發現，本次轉播為比賽的第一次在網路上直播賽事，獲得五千多次的觀看數，使得本次自媒體轉播的效果有助於提升賽事活動的關注度。

關鍵詞：自媒體、賽事轉播、網路直播、現場多機作業

*聯繫作者：國立虎尾科技大學多媒體設計系數位內容創意產業研究所，雲林縣虎尾鎮文化路 64 號。

Tel: +886-5-6315871

Fax: +886-5-6315870

E-mail: mmdesign@nfu.edu.tw

An Exploratory Report of A Streaming Live with EFP by Used Consumer Product: A Case Study of 2018 Taiwan TDK Robcon Live Broadcast Service

Yu-Ti Tseng* Huan-Chin Li**

***Master Student/Department of Multimedia Design College of Applied Arts and Sciences, National
Formosa University**

****Assistant Professor/Department of Multimedia Design College of Applied Arts and Sciences, National
Formosa University**

Abstract

With the development of network technology, people around the world can see what is happening anywhere. The information dissemination is far-reaching. Nowadays, when life is fast and convenient, you can use your mobile phone to record your current self and even edit it into a movie. The multi-person sharing, the advancement of technology, the threshold for the production of audio-visual programs is reduced, so that more and more people are engaged in the operation of the media, and even the use of live broadcast and fan interaction, so that more people can pay attention to activities and issues that need attention. Tandem Volkswagen has a better understanding of the dynamics of society.

This time I will discuss how to use the costdown equipment broadcast competition, which will be recorded in the process of the 2018 TDK Robocon, so that more people can understand how to The network broadcast service was completed with limited equipment and scale. The results review found that this broadcast was the first live broadcast of the game on the Internet, and it received more than 5,000 views, which made the effect of this self-media broadcast. Helps to increase the attention of the event.

Key words: We Media, Event Broadcasts, Live Streaming, EFP.

* Corresponding Author : Department of Multimedia Design College of Applied Arts and Sciences, National Formosa University, 64, Wen-Hua Road, Hu Wei, Yun Lin, 63208, Taiwan.
Tel: +886-5-6315871
Fax: +886-5-6315870

