



## Beyond Boundaries:

### Enhance creativity, productivity and gaming experience with AI

#### 題目說明

Logitech aims to continuously innovate the user experience by exploring the potential applications of AI in various usage scenarios. By integrating a variety of existing AI-assisted technologies with Logitech products, including keyboards, mice, headphones, and webcams, Logitech products can help users expand their capabilities and achieve personal success, whether they're an office worker, a creative professional, or a gamer. The focus covers the following three areas:

1. Empower Everyday Experiences
2. Unlock Creativity and Productivity
3. Enrich Gaming Experience

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羅技期望透過探索 AI 在各種使用場景中的潛在應用，不斷創新使用者體驗。結合現有的多種 AI 輔助技術與羅技產品，包括鍵盤、滑鼠、耳機及視訊鏡頭等，不論是辦公室工作者、創意工作者，還是遊戲玩家，羅技產品都能幫助使用者拓展能力、實現個人成就。重點涵蓋以下三個方向：

1. 增進生活體驗
2. 激發創造力和生產力
3. 豐富遊戲體驗

#### 提供資源

##### 1. Remote Briefing (Oct 4th)

| 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.

作為開發方向指引，將介紹主題及相關的子題，包括目標、範圍和預期結果，並與參賽者進行問答交流。



## 2. On-site Workshop (Oct 18th)

\*因羅技瑞士總部工程師將參與工作坊並與參賽者交流，因此羅技隊伍需至少一人具備英文溝通能力

| Provide each team with an opportunity to experience Logitech products and SDK in advance, discuss project ideas and technical architecture, including 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、以及 Q&A。

## 3. Event (Oct 19th, Oct 20th)

| Provide Logitech products and SDK for development and verification.

提供 Logitech 產品和 SDK 來幫助開發和測試。

| Provide technical consultation.

提供技術諮詢服務。

## 評分標準

### 1. Innovation (30%)

| How original and creative is the idea?

該想法是否獨具匠心、富有創意?

| Does it push boundaries and introduce novel solutions or approaches?

是否突破了現有框架，引入新穎的解決方案或方法?

### 2. Technical Execution (20%)

| How well does the project demonstrate technical skill and proficiency?

在技術技能和熟練度方面表現如何?

| Is the implementation effective?

是否能在有限時間內有效率地實作?



3. Presentation (20%) \*羅技所屬之參賽隊伍需要使用英文製作簡報和報告

| How clearly and compellingly is the project presented?

該專案的展示是否清晰、具有說服力?

| Is the communication effective and engaging?

溝通是否有效、攫取聽眾的注意力?

4. Completion (15%)

| To what extent has the project been completed within the given timeframe?

該專案在規定時間內完成的程度如何?

| Is it functional and demonstrates the core concept?

是否功能完善，並展示了核心概念?

5. Feasibility (15%)

| Is the project realistic and achievable given the available resources and constraints?

考慮到可用資源和限制，該專案結果是否切實可行?

| Does it have potential scalability for further development or real-world application?

是否具有進一步開發或實際應用的潛力?