

**姓名:**

黃俊宏 助理教授

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現任:

本系專任助理教授兼企業資訊管理科主任
兼教發中心主任

學歷:

淡江大學資訊工程所博士

經歷:

- (一) 龍華科技大學 資訊網路工程系 專任教師(2007/08/2025/7/31)
- (二) 龍華科技大學 資訊圖書處 處長(2012/08~2023/07)
- (三) 龍華科技大學 資訊圖書處系統組 組長(2012/02~2012/07)
- (四) 龍華科技大學 進修部課務組 組長(2007/08~2012/01)
- (五) 淡江大學資訊工程學系兼任講師(2004/08~2007/06)
- (六) 聖約翰技術學院資訊工程學系兼任講師(2003/08~2006/06)
- (七) 河左岸文化社區大學電腦課程講師(2001/09~2005/06)
- (八) 淡江大學專任助教(2000/08 ~ 2001/07)
- (九) 文江實業有限公司業務工程師(1999/09 ~ 2000/07)

專長 :

人工智慧、多媒體、虛擬實境、擴增實境

證照:

Microsoft Certified Fundamentals:

A. AI-900: Microsoft Azure AI Fundamentals

1. Microsoft Technology Associate:

A. 98-366: MTA: Networking Fundamentals

2. Adobe Certified Professional:

A. Visual Design using Adobe Photoshop 2020 (v 21.x)

B. Visual Design using Adobe Photoshop CC 2015

C. Graphic Design and Illustration using Adobe Illustrator CC 2015

D. Visual Communication using Adobe Photoshop CC 2013

資格:

國際證照監評資格:

1. Certiport Proctor for Microsoft Technology Associate (MTA)

2. Certiport Proctor for Adobe Certified Associate (ACA)

專利:

1. 新型專利-組合式多功能手杖，M430188，2012/06/01~2022/01/0

研究成果目錄：

期刊論文

1. Yenjou Wang, Jason C. Hung, Chun-Hong Huang, Sadiq Hussain, Neil Y. Yen, and Qun Jin (2024, Apr). Design of TAM-based Framework for Credibility and Trend Analysis in Sharing Economy: Behavioral Intention and User Experience on Airbnb as an Instance. *Computer Science and Information Systems*, 21(2):547–568. (SCI).
2. Chun-Hong Huang, Su-Li Chin, Li-Hua Hsin, Jason C. Hung, and Yi-Pei Yu

- (2011, May). A Web-based E-learning Platform for Physical Education. *JOURNAL OF NETWORKING*, VOL. 6, NO. 5, PP.721-727. (EI). NSTC 99-2410-H-262-014. 本人為第一作者、通訊作者。
3. Jason C. Hung, Yu-Bing Wang, Lawrence Y. Deng, Schummi Yang, Chun-Hong Huang (2010, Oct). A framework of online chain store integrated with personalised recommendation for e-commerce. *International Journal of Wireless and Mobile Computing (IJWMC)*, Vol. 4, No. 3, P.228-P.239. (EI).
 4. Chun-Hong Huang, Su-Li Chin (2009, Dec). Automatic Retrieval for 3D Human Kinematical Motion. *International Journal of Information and Technology*, P.51-P.61. (其它). 本人為第一作者、通訊作者。
 5. Yi-Chun Liao, Chun-Hong Huang (2009, Apr). Automatic Video Segmentation and Story-Based Authoring in E-Learning. *JOURNAL OF SOFTWARE*, VOL. 4, NO. 2, 140-146. (EI). 本人為通訊作者。
 6. Jason C. Hung, Chun-Hong Huang, Yi-Chun Liao, Nick C. Tang, Ta-Jen Chen, (2008, Dec). Exemplar-based Image Inpainting base on Structure Construction. *JOURNAL OF SOFTWARE*, VOL. 3, NO. 8, 57-64. (EI).
 7. Chun-Hong Huang, Chao-Kang Feng, Hui-Huang Hsu, Nick C. Tang, Timothy K. Shih (2007, Nov). A Collaborative Virtual world application to the Hyper-Interaction Platform. *Journal of Internet Technology*, Volume 8, No.4, 493-503. (EI). 本人為第一作者、通訊作者。
 8. Chun-Hong Huang, Su-Li Chin and Jason C. Hung* (2007, Sep). Using Video Technologies in Defensive and Offensive Strategies in Basketball Games. *淡江理工期刊*, 10 期, P.287-P.295. (EI). NSTC 94-2413-H-032-013. 本人為第一作者。
 9. Chun-Hong Huang, Ching-Sheng Wang, Timothy K. Shih (2007, May). 3D Human Kinematical Motion Retrieval System. *WSEAS Transactions on Information Science and Applications*, 4 期, P.901-P.908. (EI). 本人為第一作者、通訊作者。

研討會論文

1. Bo-Yan Chen, Chun-Hong Huang, Chih-Chen Chien, Ji-Hong Ko, Guan-Yu Luo, Xiang-Yann Lim, Lawrence Y. Deng and Yuan-Lin Liang(2025, Jul). A Two-Stage Deep Learning Framework for Fall Detection. The 15th International Conference on Frontier Computing (FC 2025), 日本 大阪. 本人為通訊作者。
2. Chuan-Feng Chiu, Chun-Hong Huang, Hsiang-Chieh Tseng, Pei-Jung Wu, Wei-Sheng Lin and Hsiang-Min Peng(2024, Jul). The Design of Portrait Photography

- Guiding System using VGG16 Model. The 14th International Conference on Frontier Computing (FC 2024), 新加坡.
3. Wei-Hsiang Chiu, Jason C. Hung, Hao-Shang Ma and Chun-Hong Huang (2024, Jul). Developing an Esports Assistant System for First Person Shooting Game based on Multimodal Learning. The 14th International Conference on Frontier Computing (FC 2024), 新加坡.
 4. Cheng-Yu Hsueh, Jason C. Hung, Jian-Wei Tzeng, Hui-Chun Huang, and Chun-Hong Huang (2023, Jul). A Study on the Design of Eye and Eyeball Method based on MTCNN. The 13th International Conference on Frontier Computing (FC 2023), 日本 東京. 本人為通訊作者.
 5. Chien-Ying Chen, Yu-Wei Chan, Chih-Hung Chang, Tsan-Ching Kang, Chun-Hong Huang, Yin-Te Tsai (2020, Jul). The Design and Implementation of Blockchain-based Supply Chain System with Traceability. The 10th International Conference on Frontier Computing (FC 2020), Singapore. 本人為通訊作者.
 6. Chun-Chia Wang, Shih-Cheng Wang, Chun-Hong Huang, Chiung-Pei Chu (2019, Jul). An Eye Tracking for Virtual Reality Advertising: A Pilot Study Understanding Visual Attention. The 9th International Conference on Frontier Computing, Kitakyushu, Japan. 本人為通訊作者.
 7. Jason C. Hung, Zong-Qi Lin, Chun-Hong Huang, Kuan-Cheng Lin (2019, Jul). The Research of Applying Affective Computing based on Deep Learning for eSports Training. The 9th International Conference on Frontier Computing, Kitakyushu, Japan. 本人為通訊作者.
 8. Chun-Chia Wang, Jason C. Hung, Chun-Hong Huang, Jia-Yu Chen (2018, Jul). Advertising Visual Attention to Facebook Social Network: Evidence from Eye. 7th International Congress on Advanced Applied Informatics, Yonago, Tottori, Japan.
 9. Chieh-Hung Liu, Chun-Hong Huang*, Enkhtogtokh Togootogtokh, Kuo-Chin Fan (2016, Aug). Real-Time Hand Tracking and Guitar Chord Gesture Recognition in 3D Space. The 9th IEEE International Conference on Ubi-Media Computing, UMEDIA2016, Moscow, Russia. 本人為通訊作者.
 10. Jing-De Weng, Martin M. Weng, Chun-Hong Huang, Jason C. Hung (2015, Sep). An Using Experiment On Social Learning Environment Base on an Open Source Social Platform . The 4th International Conference on Frontier Computing (FC 2015), 曼谷, 泰國.
 11. Hon-Hang Changa, Chun-Hong Huang, Ting-Kuo Lin, Timothy K. Shih, Shulei Wu (2015, Aug). Real-Time Virtual Instruments Based On Neural Network System. 2015 8th International Conference on Ubi-Media Computing (UMEDIA), 斯里蘭卡.

12. Jason C. Hung, Wen-Hsing Kao, Chun-Hong Huang, Wei-Hao Chang, Hui-Qian Chen (2015, Aug). The Application Model based on Petri Net in Location-Based Service. 2015 8th International Conference on Ubi-Media Computing (UMEDIA), 斯里蘭卡. 本人為通訊作者.
13. Martin M. Weng, Jing-De Weng, Jason C. Hung, Neil Y. Yen, Chun-Hong Huang (2014, Jul). A Combination with Knowledge Acquisition Petri Net for Location-Based Service. 2014 7th International Conference on Ubi-Media Computing and Workshops, Ulaanbaatar, 外蒙古.
14. Hui-Wen Wan, Timothy K. Shih, Shwu-Huey Yen, Chun-Hong Huang (2013, Nov). Affective Color Transfer Based on Skin Color Preservation. 2013 International Joint Conference on Awareness Science and Technology & Ubi-Media Computing (iCAST 2013 & UMEDIA 2013), Aizu Wakamatsu, Japan.
15. Yi-Hong Lu, Chun-Hong Huang (2013, Nov.) (2013, Nov). RTL/FPGA Implementation of Color Correction for Digital Cameras. 2013 International Joint Conference on Awareness Science and Technology & Ubi-Media Computing (iCAST 2013 & UMEDIA 2013), Aizu Wakamatsu, Japan. 本人為通訊作者.
16. Jason C. Hung, Chun-Hong Huang, Victoria Hsu (2012, Dec). An Adaptive Recommendation System for Museum Navigation. The 8th International Conference on Active Media Technology, 大陸, 澳門.
17. Cheng Wei Hsieh, Chun-Hong Huang, Yi-Chun Liao, Kanoksak Wattanachote, Timothy K. (2012, Aug). LOCATION SENSITIVE PETRI NET FOR SITUATED COLLABORATIVE LEARNING. The IET International Conference on Ubi-media Computing, 大陸青海省西寧市. 本人為通訊作者.
18. Chun-Hong Huang, Su-Li Chin, Li-Hua Hsin, and Kuo-Chao Chen (2012, Aug). AN ASSISTANT LEARNING SYSTEM OF SPORTS SKILL USING SYNCHRONOUS VIDEO WITH MULTIPLE ANGLES. The IET International Conference on Ubi-media Computing, 大陸青海省西寧市. NSTC 100-2410-H-262-012. 本人為第一作者、通訊作者.
19. Chuan-Feng Chiu, Chun-Hong Huang, Steen J. Hsu, and Sen-Ren Jan (2011, Jul). The Design of a Video-Based OSGi-compliant Remote Home Network Control System. The 4th IEEE International Conference on Ubi-media Computing, 巴西 聖保羅. 本人為通訊作者.
20. Chun-Hsiung Tseng, Chun-Hong Huang, Sung-Min Liao and Wen-Nung Wang (2011, Jul). Web of Web: A User-centric Technology for Relation-Oriented Web Querying. The 4th IEEE International Conference on Ubi-media Computing, 巴西 聖保羅.
21. Pei-Yao Chen, Chun-Hong Huang and Tsai, J.C. (2011, Jul). Human Motion Extrapolation via Motion Analysis and 2D-3D Motion Estimation. The 4th IEEE

International Conference on Ubi-media Computing, 巴西 聖保羅.

22. Chun-Hong Huang , Yi-Chun Liao , Chun-Yeh Liu, Che-Chi Yang, and Yi-Pei Yu (2010, Dec). E-learning on Physical education of Utilizing Multimedia Contents. Annual International Conference on Computer Science Education: Innovation & Technology(CSEIT 2010), 泰國普吉島. NSTC 99-2410-H-262-014. 本人為第一作者、通訊作者.
23. Chun-Hong Huang, Chuan-Feng Chiu, Su-Li Chin, Li-Hua Hsin, and Yi-Pei Yu (2010, Jul). A Sports E-learning Platform: teaching and learning by using Multimedia Contents. The 3rd. IEEE International Conference on Ubi-media Computing 2010, 大陸浙江省. 本人為第一作者、通訊作者.
24. Liang-Hwa Chen, Po-Lun Chang, Chun-Hong Huang (2010, Jul). Learning for Two-Dimensional Principal Component Analysis. The 3rd. IEEE International Conference on Ubi-media Computing 2010, 大陸浙江省.
25. Chun-Hong Huang, Ching-Sheng Wang, Yong-Si Chen, Li-Jie Zheng (2009, Dec). An Implementation of Positioning System in Indoor Environment based on Active RFID. The 2nd IEEE International Conference on Ubi-media Computing, 台灣新北市. NSTC 98-2221-E-156-007. 本人為第一作者、通訊作者.
26. Chun-Hong Huang, T. L. Won, Chun-Yeh Liu, Yen-Da Chen, Yung-Hui Chen (2009, Dec). Multiple-video-based E-learning Platform for Physical Education. The 2nd IEEE International Conference on Ubi-media Computing, 台灣新北市. 本人為第一作者、通訊作者.
27. Yung-Hui Chen, Lawrence Y. Deng, Chun-Hong Huang, Neil Y. Yen (2009, Dec). Vocational Professional Certification Learning Cognitive Assessment Evaluation Based on Rule-Space Model and Relevance Feedback. The 2nd IEEE International Conference on Ubi-media Computing, 台灣新北市.
28. Chun-Hong Huang, Su-Li Chin, Chun-Yeh Liu, Yi-Pei Yu (2009, Nov). Digital Contents Apply to E-learning on Physical Education. National Computer Symposium, 台灣新北市. 本人為第一作者、通訊作者.
29. Chun-Hong Huang, Jason C. Hung, Nick C. Tang, and Ta-Jen Chen (2008, Jul). Cartoon repairing via Color Segmentation and Bézier curves. The First IEEE International Conference on Ubi-Media Computing and Workshops, 大陸甘肅蘭州. 本人為第一作者、通訊作者.
30. Chun-Hong Huang, Tang, N.C., Wei-Sung Yeh, Che-Min Hsieh, and Yi-Chun Liao (2008, Jul). Using multiple cameras to construct 3D avatar from 2D video based on thinning and tracking algorithm. The First IEEE International Conference on Ubi-Media Computing(2008), 大陸甘肅蘭州. 本人為第一作者、通訊作者.
31. Yi-Chun Liao, Chun-Hong Huang (2008, Jul). Learning Video Segmentation and Presentation System Based on Visual and Audio Information. The First IEEE

International Conference on Ubi-Media Computing(2008), 大陸甘肅蘭州.

32. Chun-Hong Huang, Hui-Huang Hsu, Timothy K. Shih, Rong-Chi Chang (2006, Dec). A VR-BASED HYPER INTERACTION PLATFORM. The Winter Simulation Conference(2006), 美國 加州. NSTC 95-2221-E-468-007. 本人為第一作者、通訊作者.
33. Chao-Kang Feng, Timothy K. Shih, Hui-Huang Hsu, Chun-Hong Huang, and Chia-Ton Tan (2006, Jul). Space Walker: a Hyper Interaction Platform for Cosmonaut Training. Proceedings of GraphiCon 2006.
34. 覃素莉,黃俊宏,譚家棟,洪啟舜 (2005, Dec). An Application Based on Spatial-Relationship to Basketball defensive strategies. IFIP International Federation for Information Processing 2005, 日本長崎. 本人為通訊作者.
35. 黃俊宏 (2003, Sep). A Web-Based 3D Object Search Engine with Agent. Proceeding of DMS2003. 本人為第一作者、通訊作者.
36. 黃俊宏, 陳永輝, 余宜珮, 林琨峰, 蔡逸鐘 (2009 年 11 月)。多重影像為基礎之體能教育數位學習系統。2009 資訊教育與科技應用研討會, 台灣, 台中。本人為第一作者、通訊作者。
37. 陳永輝, 鄧有光, 黃俊宏, 薛琬蓁, 翁煒翔 (2009 年 06 月)。基於鷹架和 Bloom's 理論之評估系統。2009 資訊管理技術與實務應用發展暨資訊人才培育研討會, 台灣 新北市。
38. 陳永輝, 鄧有光, 黃俊宏, 薛琬蓁, 游振山 (2009 年 06 月)。規則空間模型及相關回饋演算法之認知學習評估-以ITE 課程為案例。2009 資訊管理技術與實務應用發展暨資訊人才培育研討會, 台灣 新北市。
39. CHUN-HONG HUANG, CHING-SHENG WANG and MENG-LIANG YU (2007 年 01 月)。Automatic 3D CBIR on Kinematical Human Motion。The 2007 WSEAS International Conference on Computer Engineering and Applications, Gold Coast, Australia。本人為第一作者、通訊作者。