

**姓名:**

黃俊宏 助理教授

E-Mail:

ch.huang@mail.nou.edu.tw

現任:

本系專任助理教授兼企業資訊管理科主任

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. (SCD).
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。