

設計好自在？從〈吉他英雄〉談互動設計師的社會期許與責任

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摘要

The rapid advancements in digital technology has changed entertainment and education in many ways. When it comes to music education, youngsters today acquire, listen to, and in many cases, create music with digital devices and software programs that are ubiquitous in their every days life. From the internet to video games, preteens and teenagers today are involved in music in ways most of us, digital immigrants, could never imaging before.

Those charged with teaching students music through the general education program must be prepared to cultivate esthetics, inspire creative strategizing, and engender critical thinking. However, as suggested by a study published in the latest issue of the Journal of Research in Music Education, students today are downloading music off the Internet, composing music on laptops, or playing video games daily, yet a significant number of them are turned off to the formal study of music in school. It is essential for us to rethink the models that we are using to engage students in music.

Due to the fact that the new generation is first exposed to music through popular video games such as Guitar Hero, interaction designs who are responsible for making these games must rethink their own role in the society and how their work will effect the contemporary culture. Besides the entertainment value, the interaction designers should also see themselves as the providers of informal education which has powerful impact on people's lives. This assay, The Social Responsibility and Value in Interaction Design - From the Perspective of a Case Study on Guitar Hero, discusses the social responsibility and interaction design from the perspective of music education.

關鍵字：Video Game, Guitar Hero, Music Education, Interaction Design,  
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