

天主教輔仁大學英國語文學系學士班畢業成果
ENGLISH DEPARTMENT, FU JEN CATHOLIC UNIVERSITY
GRADUATION PROJECT 2019

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Applied Computer Technology and Programming Project

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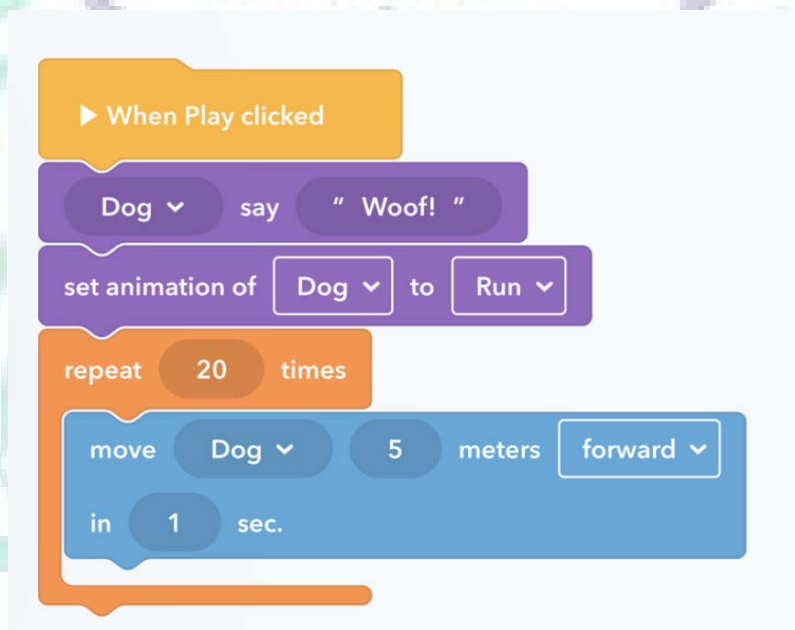
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LOD: Applied Computer Technology and Programming

Link of cospaces: <https://cospac.es/MmjS>

CoSpaces is a tool that allows people to create AR & VR spaces with color block-based programming language for junior coders. It is similar to Scratch. And it is suitable even



for children. It was a special experience because it was the first time I experienced being a programmer creating something that could move. After several discussion, my partner and I decided on adapting the classic—Gulliver's Travels to create our project. There are basically four parts of the story. However, we only covered 2 parts in the story. I created scenes for A Voyage to Lilliput and my partner created scenes for A Voyage to Brobdingnag. It requires quite some effort to create 13 scenes in total, but I kind of enjoyed the process. Sometimes, I could even spend the whole afternoon working on the project, and could still stay focus on it. In this paper, I will first talk about me and my partner's inspiration on adapting Gulliver's

Travels in our project. Secondly, I will briefly talk about my reflection on starting the first scene. Thirdly, the difficulties I met. And lastly, what I benefit from the class.

There are some reasons why we chose Gulliver's Travels as our adaptation. We have considered many other classic, but we think that the size of characters in Gulliver's Travel is more distinctive. For instance, Gulliver is very huge like a giant in chapter 1-- A voyage to Lilliput; whereas he becomes mini size in chapter 2-- A Voyage to Brobdingnag. Gulliver's Travel. Me and my partner thought that the distinguishing size of the characters can make the scenes look interesting, and also it makes the work more unique and thrilling. Another reason was that we both had experience of reading Gulliver's Travels that left us more time to focus on creating the scenes. Both of us agree that Gulliver's Travels is a quite imaginative classic that there are always pictures appearing in our minds when reading it. Therefore, the unique sizes of the characters and our experience of reading Gulliver's Travels made us pick this particular class as adaptation.



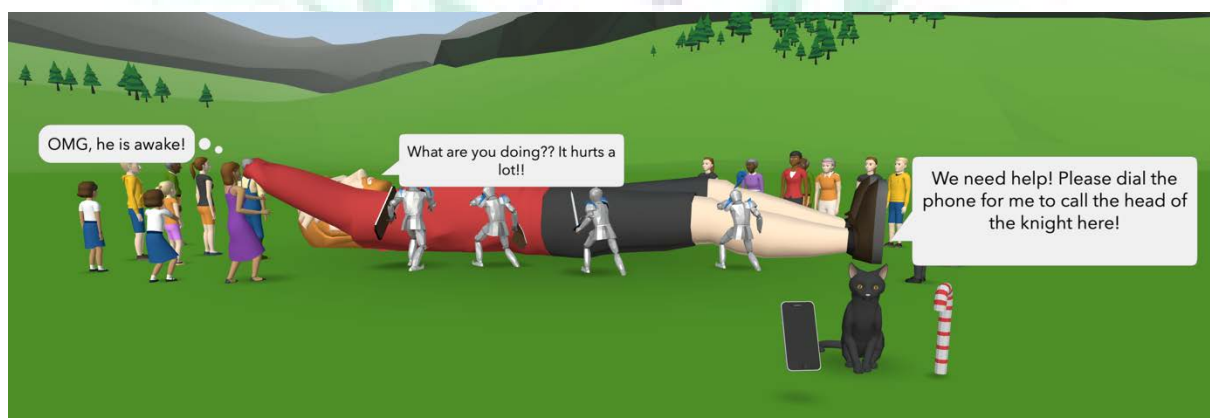
I remembered the first scene I created was when Gulliver first came to Lilliput unconsciously. The knights in Lilliput were stabbing him because he was a monstrous giant. It was fun to arrange and decorate the scene with the material. And the most exciting thing is that we could make the figures move. I spent quite a lot of time making the first scene because at that time I was not quite familiar with the tools. And the process is not so smooth.

I remembered it took me so long to make the head of the knight riding a horse from one point to another.

It is always difficult at the beginning to learn new things. At first, I felt that the manipulation of CoSpaces is quite hard because I had never been in touch with coding and programming. But after the demonstration of Professor Chou, I gradually found the pattern of the functions. It was really an entry-level coding tool for beginners to start with because it categorized different command into certain colors so that it becomes a natural response to select and it also assist us to spot the check back and forth when there is a bug or error in the coding process.

During the process of creating the scenes, I felt that I got much closer to the story Gulliver's Travel. When we were creating scenes, we picked up the most significant plots that can represent the whole story. To do that, I reread the story again and again, I wrote summaries and then decided certain plots to be created. By doing so, I got much more familiar with the story ever than before.

In order to present the story and make it interactive with the audience, I learned to be



creative. For instance, I made the black cat as my host and prop working as a connection between scenes. In the second scene, the black cat asked the audience to dial the phone and call the head of the knight here in order to stop the fight. And the head of the knight then introduced the place Lilliput. The candy-cane next to the black cat is another prop that

connect to the next scene—kitchen. This way, the audience can participate in the story and stay focused.

There is a scene that I learned to organize and combine a long plot into just one scene. Gulliver, the protagonist was a controversial figure in Lilliput that the king's trusted subordinate wanted to kill him because he was too huge that they think he will cause famine to Lilliput, and that they think they should starve him to death which causes another problem that his corpse would cause disease in Lilliput. On the other hand, there are several knights that were saved by Gulliver wanted to persuade the king for not killing Gulliver. Therefore, I included these plots into an interactive scene that the audience could click on any person to read their statements. It requires some process of coding to make one character speak and make other characters silent. I felt a sense of achievement completing this scene because I



felt happy to integrate such a long plot into one scene, and make it interactive.

Since that I am going to graduate, I think the project can be a plus for me to look for jobs. Because it can serve as a proof to my computer skill. Being an English major, our skills are mostly soft power. For example, critical thinking, being creative and productive. The

capabilities are more abstract and harder to proof at once. Therefore, the project can be used as a concrete example to prove my ability and make me more competitive in the job market.

In conclusion, I learned and enjoyed a lot through the process of this project. I am glad that I have the chance to utilize my creativity. And also, I felt a sense of achievement that I could make Gulliver's Travel into vivid scenes.



Gulliver's Travels

MADELINE HSU & SANDY CHENG





Voyage to Lilliput

Gulliver has been a surgeon on a ship called the Swallow for three years. And then, he settles in London as a doctor, and have a family. Unfortunately, his business starts to fall, so he decides to travel again. He got a job on a ship called the Antelope.

On the way of his journey, they encounter a severe storm. Many people on the ship dies. At first, Gulliver escapes with a rowboat with few companions, but soon the rowboat collapse. Luckily, Gulliver swims safely to shore.

When he wakes up, he finds out that he is tied by dozens of ropes, and he can barely move! He see those tiny knights stabbing on him. And it hurts! They all speak a language that he doesn't understand. They are so small with about six inch tall. While his yelling for help, the head of the knight finally comes and ask them to stop. He indicates that he is very hungry without eating for days. People starts to prepare lots of food for Gulliver to eat. People works corporately, and delivers them into his mouth. The head of the knight tells Gulliver that he is in Lilliput now.

After few days there is a king's meeting. Gulliver is untied but being prisoned in a place. The king holds a meeting to ask his knights and secretaries they opinion whether to kill Gulliver or not. The secretaries all think that he is a big trouble. One says that he eats too much, and it will cause famine to Lilliput, another says that they should starve him into death and shoot arrows into his face, and other says that if he dies, his corpse will cause a serious disease in Lilliput. On the other side, the knights who are given mercy and saved by Gulliver ones want to rescue Gulliver. Last time six of them break the rule and shoot him with arrows. when

they were going to be executed, he forgives them and saves their lives. Another says that He has so far been nice and well-behaved toward the people in Lilliput. He might be useful for them. At last, the king makes a final decision. He says, “Gulliver has been very gentle and kind. And he might be useful for us against our enemy--Belfuscu. We should not kill him...yet...”

After some days, Gulliver starts the battle with Belfuscu. He walks to the ocean and see lots of tiny boats. He acts as if he is destroying the boats, but actually he is just slapping the water which makes the scene very brutal. He talks to the people of Belfuscu that he won't kill them if they keep the peace with Lilliput. The boats of Belfuscu then head back to their country. The king and people are so happy and cheer for Gulliver that they win the battle.

One day, two knights come to Gulliver and want to persuade him to leave the country. Gulliver asks why? The knight says that Because last time you did not destroy Belfuscu's boats on the king's demand..., and also you urinate the royal palace in order to save the queen from the fire. Another knight says that the king is going to sentence you to death!

Gulliver is very sad but quickly pack his things and flees to Belfuscu. The king is very thankful for his mercy, so that the people can live. After a short visit in Belfuscu, Gulliver went back to England.



Adventures in Brobdingnag

After taking a break for two months in England from his first travel, Gulliver sets sail again on his new adventure. While aiming for the Cape of Good Hope and Madagascar, Gulliver hits a monsoon and drifted off course, leading him to a place called Brobdingnag.

This country is the exact opposite from the last place he visited, Lilliput, where Gulliver is a giant and everything else is tiny. In Brobdingnag, Gulliver is the tiny person while the other people are giants. He walks along a huge highway with twenty-feet-high grass next to him, realizing it is only a small path in a cornfield. A farm servant discovers Gulliver while he screams at the servant for his attention. The servant brings Gulliver to his master, who is the farmer of the fields. The other servants gather around in a circle with Gulliver in the middle, curious of this unknown creature. Later on, the farmer brings Gulliver home to his family, meeting the farmer's wife, son, and daughter. The farmer's wife is afraid of Gulliver. During their first meal together, the son teases Gulliver and is punished by the farmer, Gulliver suggested the farmer forgive his son. Then, the farmer's wife let Gulliver sleep on her bed, yet waking up to two rats his size attacking him.

Next, the farmer's daughter takes care of Gulliver, offering her doll bed to him, which is the perfect size. As being more adapted to Brobdingnag, the farmer takes Gulliver from city to city and makes him perform on a table with people around him to make money. Gulliver is shown ten times a day, pleasing many visitors with his performance. Due to the heavy traveling and performing, Gulliver becomes thin. Meanwhile, he receives a court order to perform in front of the Queen, after that the farmer sold Gulliver to the Queen for a thousand gold

pieces. However, the King assigns scholars to examine Gulliver because the King is suspicious of him, thinking Gulliver as a mechanical invention. The Queen loves Gulliver so much that she gives him a tiny box his size for him to live in the palace permanently.

As a result of being a tiny person who is living in the palace and loved by the Queen, Gulliver rises to fame and travels around the country. He is carried around in a little box while people flocked to see this legendary character. Although Gulliver is beloved by the Queen and the citizens, no one takes him seriously due to his size. People view him as an object that entertains the nation. Also while having conversations with the King, Gulliver tells the King about England's politics and other things such as gunpowder. Unfortunately, King detests the ideas and is disgusted by some of England's concepts and possessions.

Two years pass by, after Gulliver's time in Brobdingnag, he wants to go back to England. He thinks the people are ignorant and poorly educated who cannot accept new information. A page boy takes Gulliver's box with him inside to the shore for some fresh air. Suddenly, an eagle sweeps in and flies away with the box while Gulliver is still inside it. After a while, the eagle drops the box and Gulliver is afloat at sea. Just when Gulliver is giving up on hope, he feels something is pulling the box. When he came to, he finds out it is his people saving him, tying the box to an English ship, ready to bring him home.