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電子報

2020

Sports Administration
Newsletter

目錄 Contents

3

Sea and mountains, cities and towns
You decide the top cycling routes

包山包海好精彩 都會城鎮一「騎」來
最「讚」亮點自行車路線 由你決定

4

Explosion of force The Sports Administration introduces indigenous
student sports talent career guidance for the first time

原力爆發 體育署首推原住民族學生運動人才職涯輔導

6

HYPE SPIN Accelerator Taiwan's 4th training cycle begins
Fully online for the first time

臺灣運動創新加速器第 4 期培訓專案啟動 首採線上課程

8

Asia's First Sports Startup Accelerator Offers More Innovative
Products and Services to the World

亞洲第一運動新創加速器「飛」向全球 「鏢」新立異

12

14

Translation

中文翻譯

Sea and mountains, cities and towns You decide the top cycling routes



Director-General Kao Chun-hsung (middle) invites people to vote for the best cycling route in Taiwan

After the Sports Administration launched an online vote to choose the best cycling routes in Taiwan on April 22, many routes were neck and neck; Tainan's Tsa-bóo-iánn Cycling Path temporarily occupied first place, with New Taipei City Keelung River Cycle Path in second place and Kinmen's Jincheng Circular Cycle Path in third. Your vote could decide the winner. Various city and county governments promoted their local cycle paths in a bid to win votes. Voting closed on May 21 and the results and the winner of the lucky drawer held for voters

were announced on World Bicycle Day June 3. The Sports Administration invites everyone to use the keys words Top Cycling to search online to find out which cycling routes were chosen as the best in Taiwan.

Website: <https://topcycling.uni-net.com.tw/>



Wudu Tunnel then and now

Explosion of force The Sports Administration introduces indigenous student sports talent career guidance for the first time



The Sports Administration has formulated the Indigenous Student Sports Talent Career Guidance Program. Director-General Kao Chin-hsung (right) and Director of the School Physical Education Division Wang Han-chung (left)

Targeting indigenous people, the Sports Administration has handled the Program for Nurturing Excellent Indigenous School Athletes for 9 years, with the objective of nurturing indigenous athletes at grassroots level; athletes are provided with sports medicine monitoring, sports injury prevention assessment, psychological supervision and counselling, nutrition fee, academic guidance fee and other assistance. To date more than 900 indigenous students have received help from the program and many talented athletes have been nurtured.

As well as sports training and academic guidance, to retain athletes and to extend the sports careers of students who have received training, for students going up to senior high school from junior high school and from senior high school to university, this year the Sports Administration has introduced the Higher Schooling and Career Guidance Course that provides guidance on selecting sports courses at a higher level of school and employment direction counselling and is supported by courses on other knowledge to help indigenous senior high school students plan their future direction.

Also, to promote the four grade training system that links elementary, junior high, senior high school and university, this year (2020) the Sports Administration is cooperating with 7 schools that have indigenous student resources centers and sports related departments and is holding the Sports Administration Indigenous Sports Talent Career Lecture Tour; they are National Taiwan Sport University, National Taiwan University of Sport, National Kaohsiung Normal University, Meiho University, National Taitung University, National Dong Hwa University, and Fu Jen Catholic University. Examination related matters for Rules on the Certification of Athletic Trainers, Rules on the Review of Qualification of Full-time Sports Coaches at Every Level of School, National Fitness Tester Training and Certification Exam, National Fitness Instructor Certification Exam and Single Sport Referee and Coach License Examination Information are explained to indigenous students in sports and leisure related departments etc. and directions for exam preparation provided to help students plan careers in sports and leisure, the fitness center industry and health promotion etc. to increase the diversity of career opportunities for indigenous sports talent.

The Sports Administration stated that it will continue to assiduously nurture indigenous student athletes in future and will link indigenous student athletes' selection, training, competition, guidance and incentive accompanying measures to upgrade related logistical resources and will continue to develop and cultivate sports at which indigenous people are

adept at. Also, the nurturing mechanism will be used to discover more indigenous athletes with potential and care paid to both the lives and career development of athletes to implement the policy objective of caring for indigenous sports talent.

**HYPE SPIN Accelerator Taiwan's 4th training cycle begins
Fully online for the first time**



Sports Administration Director-General Kao Chin-hsung (middle), Huang Ching-yao, CIAPS Director (2nd from right) and outstanding teams from the first three training cycles.

HYPE SPIN Accelerator Taiwan jointly created by the Sports Administration and Center of Industry Accelerator and Patent Strategy (CIAPS) of National Chiao Tung University has, to date, held three training cycles, nurturing 32 startups teams from Taiwan and overseas and driving a sports technology trend. On May 5, the Kickoff Bootcamp for the 4th training cycle was officially held at Taiwan Tech Arena. Out of 41 entrees from Taiwan and overseas sports innovation teams, 16 will be initially selected and then 10-12 selected for joining 4th training

cycle that will add vitality to Taiwan's sports innovation industry and advance international links.

In response to the COVID-19 epidemic, this training cycle's launch day Kickoff Bootcamp was conducted online. Sports Administration Director-General Kao Chin-hsung and CIAPS Director Huang Ching-yao were present on-site at event and were joined online by HYPE Sports



Group photo at HYPE SPIN Accelerator Taiwan's 4th training cycle launch

Innovation CEO Ilan Hadar and COO Zvika Popper via Cisco Webex. The activity also staged sports innovation technology experience sharing lectures given by representatives from teams that completed earlier training cycles including Singular Wings Medical, Deepunch, Jingletek and DP Smart who talked about transforming crisis to opportunity in the epidemic and their experiences of entrepreneurship.

The Sports Administration entrusted the CIAPS of National Chiaotung University and HYPE to establish the HYPE SPIN Accelerator Taiwan in 2018. The aim was to use the power and advantages of CIAPS gained from its many years of operation of a startup ecosphere and experience of nurturing almost 100 startups to assist teams interested in sports innovation engage in technical integration spanning technology, manufacturing and the service industries, build a bridge between sports innovation and entrepreneurship, and accelerate linkage with international network resources to move into the international market, raising the sports innovation profile of Taiwan internationally.

HYPE SPIN Accelerator Taiwan's 4th training cycle will be conducted fully online. Apart from providing more opportunity for teams to discuss with mentors, foreign mentors will also be invited. This training cycle will have elite from various industries including Bruce Bateman, CTO of LITE-ON Technology, You Lin-chen of Atelligent Global Consulting, Mr. Huang Yong-yu of Ten Life Health Consultant, Prof. Chen Cheng-ye of National Taiwan Sport University and Prof. He Wei-hua of the University of Taipei. With the domestic and overseas experts with substantial knowledge in sports technology R&D, innovative entrepreneurship, corporate image molding and marketing etc., supported by the international mentor team

from HYPE, the participating teams will have precious opportunity for business counselling and to enhance international linkage.

This cycle will also invite Decathlon and WeiChuan Dragons professional baseball team to take part. Teams will be able to engage in ample discussion and also have the first Proof of Concept opportunity so that, in this difficult time, startup teams have an opportunity to pay attention to epidemic prevention, product growth and relationship development.

Taiwan's excellent sports performance in recent years has gradually won the attention of the world. The policy objective of the Sports Administration is to move onto the international stage through sports and raise Taiwan's international profile. The aim is to assist Taiwan sports innovation combine with the advantages and strengths of Taiwan's technology industry, manufacturing industry and service industry and grasp international sports innovation trends to open up new development areas and potential, showing the world Taiwan's sports innovation soft power and attracting the gaze of the world to Taiwan.

Asia's First Sports Startup Accelerator Offers More Innovative Products and Services to the World



The HYPE SPIN Accelerator TAIWAN program is a joint effort of the Sports Administration and National Chiao Tung University's IAPS and Israel's HYPE Sports Innovation (HYPE). Starting from October 2018, three training cycles have been held; the third 3-month intensive training cycle began in November, 2019.

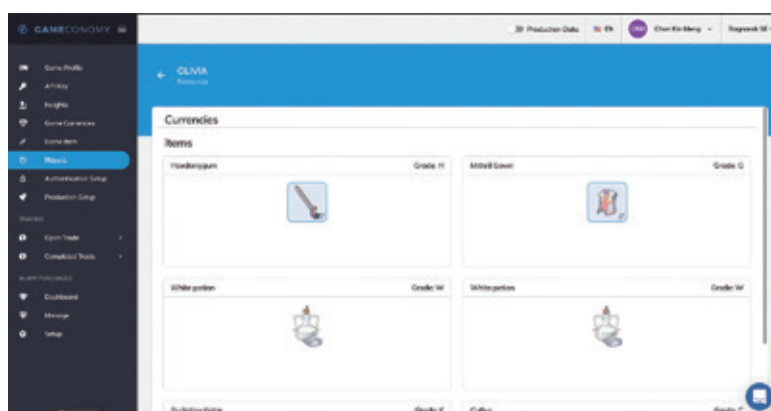
The HYPE SPIN accelerator program provides customized financing and enterprise matching and links to the international sports industry network, as well as a chance to share a team's products and services with leading sport related enterprises and teams such as Chunghwa Telecom, Decathlon, and Weichuan Dragons. While nurturing startup teams, the aim is also to establish Asia's first sports startup and technology industry cooperation eco-sphere. The third HYPE SPIN Accelerator TAIWAN Demo Day was held on January 17 this year; each team had six minutes to make their pitch, displaying the products of Asia's first sports startup accelerator to startup investors, representatives of sport brand enterprises and industry mentors and consultants.

The 3rd Demo Day had 13 HYPE SPIN teams, eight of which were international, from Russia, New Zealand, India, Israel, Singapore, Malaysia, Singapore and Hong Kong. The main service content developed by the teams spans: sports community, data analysis, sports entertainment, sports training, ball sports training, integrated platform, and muscle massage industry.

Below, two startups respectively engaged mainly in sports data analysis and community data analysis are introduced: Malaysia's Gameconomy and Komodo Monitr from New Zealand.

• Gameconomy

Gameconomy is a game player inventory backend service for game developers that handles all aspect of in game commerce including in app purchase tracking and verification, player virtual items peer to peer trading support and platform and in-depth platform, game economy analytic and player behavior insights to the game developers.



Player Inventory Page of Gameconomy Developer Portal



Gameconomy is proud to have graduated from the 3rd training cycle of HYPE SPIN Accelerator Taiwan.

Game developers integrate our platform via API or SDK for the player inventory, in app purchase verification and for data collection for in-depth platform, game economy and player behavior analysis. On top of that, game developers can also implement a marketplace for virtual items trading within the games.

In the future, we are looking to build a marketplace for players to be able to

view all of their virtual items in all the games and allow them to perform trading too. This marketplace will also serve as a marketing tool for new games to be discovered.

• Komodo Monitr

Komodo Monitr is an intelligent, easy-to-use software product for strength and conditioning coaches working within amateur sport. It's the one-stop-shop for athlete development enabling coaches to make the best training decisions to optimise performance and reduce injuries.

The core features of the product include: Wellness monitoring, workload tracking, automated data collection, injury reporting, communication tools, intelligent insight system, dedicated mobile applications, and data visualisations.

We currently have paying customers across multiple regions such as New Zealand, Australia, Spain and Israel. A majority of these are high schools, but this also includes sporting organisations and teams. In total we have 1,100 active paying users with another 8 organisations on trial.



Komodo Monitr Platform

At present we are raising \$350k USD to provide an 18-month runway for expansion into Australia and develop our own wearable device with a strategic partner in Taiwan.

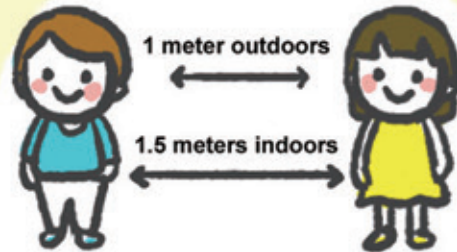
Take pandemic prevention
measures to live with
peace of mind

Navigating through COVID-19

Outdoor living



**Keep your hands clean
by washing regularly**
Bring alcohol-based hand sanitizer



Maintain social distancing
**The deeper the love,
the farther the distance.**



**For outings, choose open spaces
with little traffic.**



**Wear a mask when you take public
transport or when you cannot
maintain a distance from others.**



Take traffic control advice.
Don't go to crowded places.

包山包海好精彩 都會城鎮一「騎」來 最「讚」亮點自行車路線由你決定

體育署所舉辦「票選最讚亮點自行車路線」活動自今（109）年4月22日起跑後，許多條自行車路線得票數極為接近，臺南查畝營自行車道暫居第1、新北基隆河自行車道暫居第2、金門金城環鎮自行車道暫居第3，票選競爭激烈，您的一票將會決定最讚亮點自行車道。各縣市為推廣在地自行車路線，紛紛展開催票，票選活動至今年5月21日截止，並於6月3日「世界自行車日」（World Bicycle Day）公布獲選名單及投票好禮抽獎結果。體育署邀請民眾共同上網搜尋關鍵字「騎亮臺灣」，揭曉「最讚亮點自行車路線」，網站網址：<https://topcycling.uni-net.com.tw/>。

原力爆發 體育署首推原住民族學生運動人才職涯輔導

體育署以原住民族為主體，辦理「培育優秀原住民族學校運動人才執行計畫」至今已9年，以扎根培育原住民族基層學生選手為目標，提供選手運動醫學監控、運動傷害防護評估、心理監控與諮商、營養費及課輔費補助等協助，所參與過的原住民族學生數超過900人，已培訓許多優秀之運動人才。

除了在運動培訓及課業輔導的協助外，為留住優秀選手，針對國中升高中及高中升大學階段之培訓選手，延續其運動生涯，體育署今年度特別規畫辦理「升學及職涯輔導課程」，提供各體育運動專項升學科系選填輔導及就業方向諮詢，並輔以相關知能課程，以協助原住民族高中學生選手規劃未來方向。

另外，為推展連接小學、國中、高中、大學四級培訓體制，今（109）年也規劃在國立體育大學、國立臺灣體育運動大學、國立高雄師範大學、美和科技大學、國立臺東大學、國立東華大學及輔仁大學等7間具原住民族學生資源中心及體育相關科系之大專校院合作，試辦「教育部體育署原住民族學生運動人才職涯巡迴講座」，針對具體育運動及運動休閒相關科系之大專校院原住民族學生，宣導說明「運動防護員資格檢定辦法」、「各級學校專任運動教練資格審定辦法」、「國民體適能檢測員培訓暨檢定考試」、「國民體適能指導員檢定考試」及「各單項運動裁判教練證考試資訊」等考照事項，並提供證照報考準備方針，協助學生朝運動休閒、健身產業、健康促進等方向做職涯規劃，以強化原住民族體育運動人才之多元發展。

體育署表示，未來也將持續戮力培育優秀原住民族學生選手，落實串聯原住民族學生體育選手之選才、訓練、競賽、輔導及獎勵之配套措施，提升相關後勤資源，並以廣續擴大發展及培育原住民族擅長之運動種類及項目。另藉由培訓機制系統化發掘更多具潛力的原住民族運動選手，兼顧運動選手生活及生涯發展，以落實照顧原住民族運動選手之政策目標。

臺灣運動創新加速器第 4 期培訓專案啟動 首採線上課程

教育部體育署與國立交通大學產業加速器中心共同為臺灣體育產業打造的「臺灣運動創新加速器」(HYPE SPIN Accelerator Taiwan)，至今已舉辦 3 期培訓專案，培育國內外共 32 個新創團隊，帶動運動科技風潮。5 月 5 日在國際科技創業基地 (Taiwan Tech Arena) 舉行啟動日 (Kickoff Bootcamp) 活動，宣布第 4 期培訓專案正式啟動。本期專案共有 41 個國內外運動創新團隊報名參與，活動將從通過初選的 16 個國內外團隊中，遴選 10 至 12 個名額進入第 4 期培訓，為我國運動創新產業注入更多能量並與國際接軌。

為因應嚴重特殊傳染性肺炎疫情影響，本期啟動日採線上方式進行。教育部體育署高俊雄署長及交大加速器中心黃經堯主任皆親自出席本活動第一現場，與透過 Cisco Webex 線上參與的 HYPE 運動創新基金會 (HYPE Sports Innovation, HYPE) 總裁 Ilan Hadar 與營運長 Zvika Popper，共同為活動增溫。本活動亦特別安排運動創新科技相關經驗分享講座，邀請 Singular Wings Medical (奇翼醫電)、Deepunch (震藝科技)、Jingletek (勁格貝爾運動科技) 及 DP Smart (達標智源科技) 等前期優秀結業團隊，分享如何在疫情期間把危機化為轉機，以及創業等相關經驗。

體育署自 107 年委託交大加速器中心與 HYPE 共同創建臺灣運動創新加速器，目的在結合交大加速器長年經營新創生態圈的實力及優勢，以及培育近百個創新團隊的經驗，協助有志參與運動創新的團隊進行跨科技、製造與服務業的技術整合，搭建運動創新與創業之間的橋梁，並加速鏈結國際網絡資源，前進國際市場，提升我國運動創新之國際知名度。

臺灣運動創新加速器第 4 期培訓專案，將採全線上之創新加速課程辦理，除能夠讓團隊與業師的約談機會與頻率提高，更能邀請海外業師一同參與。本期培訓專案邀請各業界精英，包括光寶科技技術長 Bruce Bateman 先生、悅智全球顧問游森楨先生、天來智慧健康科技顧問黃永裕先生、國立體育大學陳成業教授、臺北市立大學何維華教授等，透過在運動科技研發、創新創業知識、企業形象塑造行銷等領域具有豐富經驗的國內外專家學者，輔以 HYPE 的國際業師團，帶領參與團隊獲得商機諮詢與國際接軌的寶貴機會。

此外，本期也將特別邀請臺灣迪卡儂與味全龍職業棒球隊代表一同參與，共同討論並首次提供合適團隊進行產品測試合作的概念驗證 (Proof of Concept) 機會，讓新創團隊得以在此艱難時期，同時兼顧防疫、產品成長與人脈拓展的機會。

我國近年優異之運動表現逐漸廣受國際注目，藉由運動邁向國際，提升臺灣能見度，是體育署的政策目標，期望藉此協助臺灣運動創新結合我國在科技業、製造業與服務業的優勢與強項，並掌握國際運動創新趨勢脈動，開拓嶄新發展領域與潛能，向世界展現臺灣的運動創新軟實力，打響我國國際能見度

亞洲第一運動新創加速器「飛」向全球「鏢」新立異

教育部體育署及國立交通大學產業加速器暨專利開發策略中心（IAPS）共同與以色列國際運動創新加速器 HYPE Sports Innovation（簡稱 HYPE）合作，進行 HYPE SPIN Accelerator TAIWAN 運動加速器計畫，從 2018 年 10 月開始，共進行了三期加速培訓，其中第三期於去年（2019）11 月展開了連續三個月密集加速訓練。

透過 HYPE SPIN 加速計畫，提供客製化資金及企業媒合、鏈結跨國運動產業網絡，也提供與中華電信、迪卡農、味全龍等體育界代表性企業與球隊領隊分享產品或服務的機會。扶植新創團隊的同時，也期望在臺灣建立亞洲第一且唯一的運動新創與科技產業合作的生態圈。而在今年 01 月 17 日，HYPE SPIN Accelerator TAIWAN 將舉辦第三期的 Demo Day，藉由 6 分鐘全英文的 Pitch，向新創投資人、運動品牌企業代表、業界導師顧問等展現亞洲第一的運動新創加速器。

本次 3rd Demo Day 共有 13 組 HYPE SPIN 團隊，其中 7 組為國際團隊，來自於俄羅斯、紐西蘭、印度、以色列、新加坡、馬來西亞、新加坡及香港。本期團隊的主要開發服務內容涵蓋：運動社群、數據分析、運動娛樂、運動項目訓練、球類訓練、整合平台、肌肉按摩產業等領域。以下將介紹兩家以整合平台、數據分析為主的運動新創公司：來自馬來西亞的 Gameconomy 與來自紐西蘭的 Komodo Monitr。

• Gameconomy

Gameconomy 是專門為遊戲開發人員打造的玩家清單後端服務，能夠一手搞定與遊戲相關的商業交易，包括追蹤和驗證 APP 的購買程序、支援玩家之間的虛擬物品交易以及針對平台、遊戲經濟與玩家行為進行深度分析。

遊戲開發人員可透過 API 或 SDK 整合我們的平台，整理玩家清單、APP 購買驗證以及數據蒐集，進一步深度分析遊戲經濟和玩家行為。除此之外，遊戲開發人員還可以打造虛擬寶物的交易市場。

我們希望未來能為玩家建立一個市場，方便玩家查看所有遊戲中的所有虛擬寶物品並且進行交易，也可以透過市場發現新遊戲，兼具行銷功能。

• Komodo Monitr

Komodo Monitr 是一款使用方便的智慧軟體產品，專門為教導業餘人士的肌力和體能訓練教練所設計，提供運動人士所需的一站式服務，幫助教練做出最佳的培訓決策，使學員達成登峰造極的表現並減少運動傷害。

產品的核心功能包括：健康監測、運動量追蹤、自動蒐集數據、運動傷害報告、通訊工具、智慧深度分析系統、專屬行動 APP 以及資料視覺化。

目前，我們的付費用戶分布於不同地區，包括紐西蘭、澳洲、西班牙和以色列，大部分付費用戶是高中，但也包括體育組織和團隊。我們總共有 1,100 個付費的活躍用戶，另有 8 個組織正在試用。

我們目前以籌資 35 萬美元為目標，打算用 18 個月的時間拓展澳洲市場，並與台灣的戰略夥伴合作開發專屬的可穿戴設備。

2020 臺灣運動產業博覽會 TAIWAN SPORT INDUSTRY EXPO

撼動未來

MOVING THE FUTURE

7/17 FRI.
8/09 SUN.

松山文創園區
臺北市信義區光復南路133號

運動日常

運動專業

電競
及多功能館

撼動館

未來館

運動廣場

運動風格市集

服務區

臺北文鼎大樓

Taipei New Horizon

松山文創園區

Songshan Cultural & Creative Park

忠孝東路四段553巷

忠孝東路四段



運動 | 產業連結 | 臺灣

體育署官方網站
<https://www.sa.gov.tw/>



主辦單位 | 教育部體育署

共同主辦 | 臺北市政府 中華奧林匹克委員會

廣告