

**C1: AIED, C2: CSCL, C3: ALT, C4: CUMTEL, C5: GTEL&S, C6: TPED**  
**F: Full paper(20min+5min), S: Short paper(10min+5min)**  
**BPAN: Best Paper Award nominee**  
**BSPAN: Best Student Paper Award nominee**  
**BTDPAN: Best Technical Design Paper Award nominee**

**Wednesday 30 November**

**Opening Ceremony, 8:30-9:30, Wednesday 30 November**

**Keynote Speech, 9:30-10:30**

*Chair: Tanja MITROVIC ~ University of Canterbury, New Zealand*

*Now that ITS are as effective as human tutors, how can they become even better?*

*Kurt VanLehn ~ Arizona State University, USA*

**Session1-A (AIED-1): 11:00-12:30, Wednesday 30 November**

*Chair: Riichiro Mizoguchi ~ Osaka University, Japan*

#76F

Instructional Design Support System Based on Both Theory and Practice and Its Evaluation  
*Toshinobu KASAI, Kazuo NAGANO, Riichiro MIZOGUCHI*

#91F

Statistical Level Checker with Personalised English Passage Suggestion for Thai Student  
*Wasan Na CHAI, Taneth RUANGRAJITPAKORN, Nuulsawat HIRANSAKOLWONG, Thepchai SUPNITHI*

#61S

Similar Movie Search System by Co-occurrence Words on VOD Lecture with Japanese Subtitle  
*Nobuyuki KOBAYASHI, Noboru KOYAMA, Hiromitsu SHIINA, Fumio KITAGAWA*

#81S

Empirical Investigation of Assistance Dilemma with a Tutoring System that Can Control Levels of Support  
*Kazuhisa MIWA, Hitoshi TERAJ, Tomoo UNO, Ryuichi NAKAIKE*

**Session1-B (CUMTEL-1): 11:00-12:30, Wednesday 30 November**

*Chair: Marcelo Milrad ~ Linneaus University, Sweden*

#267F

The effect of shared display collaborative mind tools on one-to-one collaborative learning  
*Chen-Wei CHUNG, Chih-Chung LEE, Chen-Chung LIU*

#97F(BSPAN, BTDPAN)

Incorporating Mobile Elements in Collaborative Pedagogical Scripts  
*Dan KOHEN-VACS, Miky RONEN, Oren Ben AHARON, Marcelo MILRAD*

#20S

Trade-offs between didactical and technological design requirements affecting the robustness of a mobile learning activity  
*Hakan SOLLERVALL, Didac Gil De La IGLESIA, Marcelo MILRAD, Aihui PENG, Oskar PETTERSSON, Sadaf SALAVATI, Jane YAU*

#82S

Developing a Real-time Interactive Social Learning Platform Across Classroom Borders  
*Shu-Hua CHANG, Tay-Sheng JENG, Ya-Ting C. YANG*

**Session1-C (CSCL-1): 11:00-12:30, Wednesday 30 November**

*Chair: Lung-Hsiang Wong ~ Nanyang Technological University, Singapore*

#18F

Collaborative Agency in Youth Online Creative Production in Scratch

*Yasmin KAFAL, Deborah FIELDS, William BURKE*

#92F

Improving the Scaffolds of a Mobile-assisted Chinese Character Forming Game with the SCAPE Framework

*Lung-Hsiang WONG, Chee-Kit LOOI, Ivica BOTICKI, Jizhen SUN*

#19S

Collaboration by Choice: Youth Online Creative Collabs in Scratch

*Yasmin KAFAL, Ricarose ROQUE, Deborah FIELDS, Andres MONROY-HERNANDEZ*

#132S

The Effects of Computer-supported Collaborative Learning on E-commerce Applications Professional Competence

*Pansy CHUNG, Sheng-Huang KUO, Ron Chuen YEH, Yi-Cheng CHEN*

**Session1-D (TPED-1): 11:00-12:30, Wednesday 30 November**

*Chair: Jeremy Pagram ~ Edith Cowan University, Australia*

#16F

Effects of Creating Digital Storytelling by Three kinds of Themes

*Isao MIYAJI*

#126F

From Device Centric to People Centric Ubiquitous computing: Pre-service teachers using technology across spaces

*Wenli CHEN, Cheryl LEE*

#288F

Pedagogical Factors Influencing University Instructor Use of e-Learning

*Su-Chen WANG*

#141S

Writing Wikipedia Articles as Course Assignment

*Wei qin CHEN, Rolf REBER*

**Session2-A(AIED-2): 14:00-15:30, Wednesday 30 November**

*Chair: Sagaya Amalathas ~University of Canterbury, New Zealand*

#167F

Knowledge Augmentation for Experiential Learning in Fieldwork

*Akihiro KASHIHARA, Ken OGATA*

#171F

Ontological Approach to Support Authoring for Game-Based Learning Environments

*Takanobu UMETSU, Takuya AZUMA, Tsukasa HIRASHIMA, Akira TAKEUCHI*

#84S

On-task and Off-task Engagement in a Teachable Agent based Math Game

*Betty TARNING, Magnus HAAKE, Agneta GULZ*

#96S

The Validation of an Annotations Approach to Peer Tutoring Through Simulation Incorporating the Modeling of Reputation

*John CHAMPAIGN, Robin COHEN, Jie ZHANG*

**Session2-B (CUMTEL-2): 14:00-15:30, Wednesday 30 November**

*Chair: Hiroaki Ogata ~ Takushima University, Japan*

#255F

Identifying the potential needs to provide mobile context-aware learning hints to support students' learning

*Jane YAU, Didac Gil De La IGLESIA, Marcelo MILRAD, Oskar PETTERSSON, Sadaf*

*SALAVATI, Hakan SOLLERVALL*

#99S

Personalization and Context-awareness Supporting Ubiquitous Learning Log System

*Mengmeng LI, Hiroaki OGATA, Bin HOU, Noriko UOSAKI, Yoneo YANO*

#122S

Passive Capture for Ubiquitous Learning Log Using SenseCam

*Bin HOU, Hiroaki OGATA, Toma KUNITA, Mengmeng LI, Noriko UOSAKI, Yoneo YANO*

#156S

Transforming schooling with 1:1 mobile computer support

*Paul NEWHOUSE*

**Session2-C (CSCL-2): 14:00-15:30, Wednesday 30 November**

*Chair: Friedrich Hesse ~ Knowledge Media Research Center, Germany*

#230F(BPAN)

A Flexible Approach to Metacognitive Scaffolding in Computer-mediated Inquiry Learning

*Yongwu MIAO, Stefan WEINBRENNER, Jan ENGLER, Adam GIEMZA, H. Ulrich HOPPE*

#179S

Method for Evaluating Participants' Roles in Online Text Discussion Using Network Analysis

*Kanako NIKI, Takehiro FURUTA, Takako AKAKURA, Takahito TOMOTO, Yuri NISHIHORI,*

*Keizo NAGAOKA*

#206S

An Article Revising Support System for Facilitating Research Activities

*Shinobu HASEGAWA, Kazuya YAMANE*

#220S

Innovating Collaboratively and Collectively

*Micheline T. H. CHI*

#227S

Computer-supported Collaborative Learning for Elementary School Students on the Effectiveness of Reading Comprehension

*Su-Jian YANG, Chiu-Pin LIN, Mei-Hwa YANG, Yin-Juan SHAO, Wenli CHEN*

**Session2-D (TPED-2): 14:00-15:30, Wednesday 30 November**

*Chair: Isao Miyaji ~ Okayama University of Science, Japan*

#120F

Comparison of Kit-Build and Scratch-Build Concept Mapping Methods on Memory Retention

*Hideo FUNAOI, Kouhei ISHIDA, Tsukasa HIRASHIMA*

#164F

DIGITAL ASSESSMENT IN SECONDARY SCHOOLS: A Western Australian Experience Focusing on a Senior Engineering Course

*Jeremy PAGRAM, P John WILLIAMS*

#10S

Cognitive Load Factors Moderating the Redundancy Effect in Multimedia Learning

*Slava KALYUGA*

#13S

Multimedia Redundancy Effect in Learning Chinese with Pinyin

*Chee Ha LEE, Slava KALYUGA*

**Keynote Speech, 16:00-17:00, Wednesday 30 November**

*Chair: Thepchai Supnith ~ National Electronics and Computer Technology Center (NECTEC), Thailand*

**Lessons-Learned in Technology, Pedagogy and Education**

*Tinsiri Siribodhi ~ Southeast Asian Ministers of Education Organization Secretariat (SEAMEO Secretariat), Thailand*

**Poster/WIPP Presentations, 17:00-19:00, Wednesday 30 November**

**Thursday 1 December**

**Keynote Speech, 9:00-10:00, Thursday 1 December**

*Chair: Weiqin Chen ~ University of Bergen, Oslo and Akershus University, Norway*

***The Ecology of Resources, a Pedagogy of Plenty for Contextualized Learning***

*Rose Luckin ~ the London Knowledge Lab, UK*

**Session3-A (AIED-3): 10:30-12:30, Thursday 1 December**

*Chair: Tomoya Horiguchi ~ Kobe University, Japan*

#221F

Towards a Bayesian Student Model for Detecting Decimal Misconceptions

*George GOGUADZE, Sergey SOSNOVSKY, Seiji ISOTANI, Bruce M. MCLAREN*

#128S

Kit-Build External Expression of Problem Solving Process in Physics Learning

*Tomoya SHINOHARA, Sho YAMAMOTO, Tsukasa HIRASHIMA*

#129S

Support for Concept Map Building based on Learner's Building History

*Youhei MIZUTA, Tsukasa HIRASHIMA, Hideo FUNAOI*

#130S

Error-based Simulation in Dynamics and its Evaluation in Junior High School

*Takahito TOMOTO, Isao IMAI, Tomoya Horiguchi, Tsukasa HIRASHIMA*

#168S

Study on the Effects of Learning Examples through Production in Problem Posing

*Kazuaki KOJIMA, Kazuhisa MIWA, Tatsunori MATSUI*

#215S

Generator of Related Problem Sets

*Daisuke IIZUKA, Tatsuhiko KONISHI, Yukihiro ITOH*

**Session3-B (CUMTEL-3): 10:30-12:30, Thursday 1 December**

*Chair: Lung-Hsiang Wong ~ National Institute of Education, Singapore*

#88F(BPAN)

Analyzing Students' After-School Artifact Creation Processes in a Mobile-Assisted Language Learning Environment

*Lung-Hsiang WONG, Yanjie SONG, Ching-Sing CHAI, Ying ZHAN*

#217S

Group Scribbles to Support Elementary Students' Writing Based on VSPOW Model: A Preliminary study

*Lung-Hsiang WONG, Chiu Pin LIN, Yuan-Lin SUNG, Chih-Cheng LIN*

#303S

Effectiveness of Ubiquitous Learning Log System

*Hiroaki OGATA, Mengmeng LI, Bin HOU, Noriko UOSAKI, Yoneo YANO*

#307S

Seeking for Seamless Language Learning: How can we entwine formal learning with informal learning?

*Noriko UOSAKI, Hiroaki OGATA, Taro SUGIMOTO, Bin HOU, Mengmeng LI, Yoneo YANO*

#62S(TPED)

The Implementation and Evaluation of Training Course for Chinese as Second Language Teachers' e-Learning Capacity

*Shu-Ping CHANG, Huei-Tse HOU, Kuo-En CHANG, Yao-Ting SUNG*

**Session3-C (CSCL-3): 10:30-12:30, Thursday 1 December**

*Chair: Calvin C. Y. Liao ~ National Central University, Taiwan*

#247F

Evocation and Enactment: Understanding Trajectories of Conceptual Development in Artifact-Mediated Situations

*Timothy CHAROENYING, Dragan TRNINIC*

#282F(BSPAN)

Revealing Students' Behaviors in a Game-based Learning Environment: A Sequential Analysis Approach

*Calvin C. Y. LIAO, Zhi-Hong CHEN, Hercy N.H. CHENG, Tak-Wai CHAN*

#310F

Scripting Collaboration: What Affects Does it Have on Student Argumentation?

*Oliver SCHEUER, Bruce M. MCLAREN, Maralee HARRELL, Armin WEINBERGER*

#229S

Critical Thinking and Participation in an Online Collaborative Inquiry

*Jing LENG*

#253S

A Computer-Assisted Environment for Learning Function Finding

*Wing-Kwong WONG, Kai-Jie JHUANG, Yunn-Wen LIEN, Chao-Jung WU*

#218F(TPED)

The Effects of Multimedia Annotations via PDA on EFL Learners' Vocabulary Learning

*Chih-Cheng LIN, Hsien-Sheng HSIAO*

**Session3-D (TPED-3): 10:30-12:30, Thursday 1 December**

*Chair: Paul Newhouse ~ Edith Cowan University, Australia*

#165F

Practical Consideration of the Support Function for Analyzing the Behavioral Factors of People Suffering from Autism Spectrum Disorder in a Video Annotation System

*Hisashi OGAWA, Yuji FUJII, Junichi KAKEGAWA, Miyuki TAKANO, Koichiro MORIHIRO*

#209F(BSPAN)

Investigating Transitions in Affect and Activities for Online Learning Interventions

*Paul Salvador INVENTADO, Roberto LEGASPI, Merlin SUAREZ, Masayuki NUMAO*

#15S

Small Group Knowledge Management and the Support of Student Learning

*Stuart GARNER*

#23S

Blogics! A Learning Tool for Enabling Wearable Computing Modules for Beginners

*Eduardo VELLOSO, Denise FILIPPO, Hugo FUKS*

#25S

Practice and Effects of Algorithm Education through Manual Procedures

*Junko SHINKAI, Isao MIYAJI*

#54S

Preliminary Research on the Utilization of Electronic Textbooks

*Wakio OYANAGI, Toshiaki HONDA*

**Theme-Based Invited Talks, 14:00-16:00, Thursday 1 December**

- *Theme-Based Invited Talks by ALT*  
Chair: Kiyoshi NAKABAYASHI ~ Chiba Institute of Technology, Japan

**Harmonizing content technology with standards technology**  
Yusuke Hayashi ~ Nagoya University, Japan

- *Theme-Based Invited Talks by CUMTEL*  
Chair: Lung-Hsiang Wong ~ Nanyang Technological University, Singapore

**Advantages of Using Mobile Devices in Learning Situations**  
Makiko Takenaka ~ Oita University, Japan

- *Them-Based Invited Talks by GTEL&S*  
Chair: Ming-Puu CHEN ~ National Taiwan Normal University, Taiwan

**The Praxis of Designing 3D Learning Games with the Sustainment of Theories and Strategies**  
Ju-Ling Shih ~ National University of Tainan, Taiwan

**Session4-B (ALT-1): 16:30-17:30, Thursday 1 December**

Chair: Yoshinori Miyazaki ~ Shizuoka University, Japan

#116F

EAGLE: an Error tAGger for Learner of English  
Akkharawoot TAKHOM, Kanokorn TRAKULTAWEEKOON, Ananlada CHOTIMONGKOL, Peerachet PORKAEW,  
Sanooch Segkhoonthod NA-THALANG, Thepchai SUPNITHI

#187S

Towards a Matching Strategy of Constructivism and Instructionism  
Preecha TANGWORAKITTHAWORN, Lester GILBERT, Gary B WILLS

**Session4-C (Theme-based Highlighted Talk): 16:30-17:30, Thursday 1 December**

- *Theme-based highlighted talk by CSCL*  
Chair: Looi Chee Kit ~ National Institute of Education, Singapore

**Differentiating four Levels of Engagement with Learning Materials: The ICAP Hypothesis**  
Michlene Chi (Arizona State University, USA),

- *Theme-based highlighted talk by TPED*  
Chair: Siu Cheung, ~ The Hong Kong Institute of Education, Hong Kong

**Bringing Ideas into Practice: An overview of ICT Masterplans for Education in Singapore**  
Cheah Horn Mun ~ National Institute of Education, Singapore

**Session4-D (TPED-4): 16:30-17:30, Thursday 1 December**

Chair: Masayuki Numao ~ Osaka University, Japan

#71S

Current Development of Information Technology in Education in Hong Kong - Key findings of a territory-wide review survey  
Kai-Ming LI, Siu-Cheung KONG

#73S

The Effects of Pair Programming in an Introductory Programming Course in Thailand  
Alisa SONGSRIWITTAYA

#83S

Realising the investment in ICT in schools: School Leadership the missing piece  
Paul NEWHOUSE



#265S

Predicting SLA Students' Behavioral Intentions to Use Multimedia Web-Based English Learning Systems

*Yi-Chien LIN, RonTung YEH, Yi-Cheng CHEN, Wen-Tung HUNG*

**Special Session: IT Human Resource Development with IT Professional Examination : 16:30-17:30, Thursday 1 December (Convention Hall 3)**

**Friday 2 December**

**Keynote Speech, 9:00-10:00, Friday 2 December**

*Chair: Chen Wenli ~ National Institute of Education, Singapore*

**Applications and Benefits of Network Analysis in Technology-Enhanced Learning**

*H. Ulrich Hoppe (the University of Duisburg-Essen, Germany)*

**Session5-A (AIED-4): 10:30-12:30, Friday 2 December**

*Chair: Virach Somlertlamvanich ~ National Electronics and Computer Technology Center (NECTEC), Thailand*

#232F(BSPAN)

Predicting Academic Emotion based on Brainwaves Signals and Mouse Click Behavior

*Judith AZCARRAGA, John Francis IBANEZ, Ianne Robert LIM, Nestor Lumanas JR., Rhia TROGO, Merlin Teodosia SUAREZ*

#224S

The level up procedure: How to measure learning gains without pre- and post-testing

*Kurt VANLEHN, Winslow BURLESON, Helen Chavez ECHEAGARY, Robert CHRISTOPHERSON, Javier Gonzalez SANCHEZ, Yoalli Hidalgo PONTET, Katarzyna MULDNER, Lishan ZHANG*

#285S

A Practical Approach toward Deployment of an ID Knowledge-aware Authoring System

*Yusuke HAYASHI, Toshinobu KASAI, Riichiro MIZOGUCHI*

#291S

The Artificial Mentor: An assessment based approach to adaptively enhance learning processes in virtual learning environments

*Simone KOPEINIK, Michael A. BEDEK, Paul SEITLINGER, Dietrich ALBERT*

#300S

Multiple representations to support learning of complex ecological processes in simulation environments

*Satabdi BASU, Gautam BISWAS*

#233S (CSCL)

A Scenario-triggered Learning Environment with Augmented Reality for Situated Learning

*Jyun Sian JIANG, Gwo-Dong CHEN, Chia-Jung WU, Wan-Ju LEE*

**Session5-B (ALT-2): 10:30-12:30, Friday 2 December (Journey-2)**

*Chair: Tore Hoel ~ Oslo and Akershus University, Norway*

#197F(BSPAN)

Reconstructing the contextual cues (space) of a textbook for building a study guide on the e-book-based SQ3R method

*Sheng-Jie YANG, Yu-Hsuan LEE, Gwo-Dong CHEN, Liang-Yi LI, Yoko YANG*

#93F

Development and Improvement of a Corpus-based Web Application to Support Writing Technical Documents in English

*Yoshinori MIYAZAKI, Shosaku TANAKA, Yukie KOYAMA*

#263F(BTDPAN)

Knowledge Externalization Based on Differences of Solutions for Automatic generation of Multiple-choice Question

*Hisashi OGAWA, Hiroki KOBAYASHI, Noriyuki MATSUDA, Tsukasa HIRASHIMA, Hirokazu TAKI*

#190S

Development of Virtual Exploratory Learning for Cyber Assistant Professor (CAP)

*Hiroshi MATSUDA, Yoshiaki SHINDO*

#90S

Analyzing Students' Usage of E-Learning Systems in the Cloud for Course Management

*Tuan-Anh DOAN, Jie ZHANG, William Chandra TJHI, Bu Sung LEE*

#195S

Programs and Algorithm Learning Environment by Visualizing Relations among Program Codes, Operations and World Model

*Satoru KOGURE, Makoto OKAMOTO, Yasuhiro NOGUCHI, Tatuhiro KONISHI, Yukihiko ITOH*

**Session5-C (GTEL&S-1): 10:30-12:30, Friday 2 December**

*Chair: Miriam Reitenbach ~ Waag Society, The Netherlands*

#117F

Development of an Animation Making System for Students to Represent Dynamic Phenomenon

*Kazuhiro URA, Shuhei FUJISAWA, Toshihiro HAYASHI, Hayashi NAKAYAMA, Hiroyuki TARUMI*

#198F(BPAN)

Why we should design educational games with learners: The affordances of informant design

*Beaunie KIM, Lynde TAN, Mi Song KIM*

#234F

My-Avatar: Using Avatars to Promote Self-Competition in Pupils' Idiom Learning

*Zhi-Hong CHEN, Tzu-Chao CHIEN, Tak-Wai CHAN*

#121S

An Empirical Study on Gender Switching of MMORPG Players

*Shih-Ting WANG, Wen-Chi KUO, Jie-Chi YANG*

#140S

Investigating 3rd Graders' Behavioral Patterns of Playing an Educational Game for Learning Light and Shadow

*Chung-Yuan HSU, Hwei-Tse HOU*

#192S

Gamescape Principles: Basic Approaches for Studying Visual Grammar and Game Literacy

*Banphot NOBAEW, Thomas RYBERG*

**Session5-D (TPED-5): 10:30-12:30, Friday 2 December**

*Chair: Tak-Lam Wong ~ The Hong Kong Institute of Education, Hong Kong*

#264F(BSPAN)

Scaffolding for Integrated Reflection

*Jon MASON*

#284F

Parental Influence on Children's Home Computer Use and Digital Divide in Education

*Mingmei YU, Allan H.K. YUEN, Jae PARK*

#86S

Process Writing: an online collaborative writing environment for primary school students

*Kevin Kai-Wing CHAN, Siu Cheung KONG*

#87S

Assessing teachers' acceptance of educational technologies: Beware for the congruency between user acceptance and actual use

*Bram PYNOO, Jo TONDEUR, Johan van BRAAK, Wouter DUYCK, Bart SIJNAVE, Philippe DUYCK*

#133S

Implementation of E-portfolio Assessment in Hong Kong: Preliminary Findings

*Ming-Yan NGAN, Kai-Ming LI*

**Panel Session: Policy, Practices and Research on e-Learning in School Education: 10:30-12:30, Friday 2 December (Ballroom1)**

**Session6-A (TPED-6): 14:00-15:30, Friday 2 December**

*Chair: Chih-Cheng Lin ~ National Taiwan Normal University, Taiwan*

*Chair: Bram Pynoo ~ Ghent University Hospital, Belgium*

#290F

A Practice and Evaluation of Distance TA Training Program to Enhance Learning Supporter's Distance Support Ability  
*Ryo TAKAOKA, Masayuki SHIMOKAWA, Shigeki AHAMA, Toshiaki HONDA, Toshio OKAMOTO*

#150S

Augmenting Teacher-Student Classroom Interaction Using Mobile Messaging  
*Gerardo S. DOROJA, Shayryl Mae L. RAMOS, Joseph Anthony C. SABAL, Harriet B. FERNANDEZ*

#155S

ICT Integration among Visual Art Education Teachers: A Study on Malaysian Secondary School Teachers  
*Mohd Khairizan RAHMAT, Wing K. AU*

#158S

Potential of using Computer-Mediated-Communication tools for After-School Learning  
*Tak-Lam WONG, Siu Cheung KONG, Aihua WANG*

#163S

E-YEARNING: An examination of the use and preferences of students using online learning materials.  
*Jeremy PAGRAM, Martin COOPER*

**Session6-B (ALT-3): 14:00-15:30, Friday 2 December (Journey-2)**

*Chair: Yusuke Hayashi ~ Nagoya University, Japan*

#85F

A novel approach for enhancing student reading comprehension by activating prior knowledge  
*Jun Ming CHEN, Meng Chang CHEN, Yeali S. SUN, Ying Ying CHEN*

#178S

The Relevant Question and the Question of Relevance  
*Jon MASON, Tore HOEL*

#176S

A Study on a Method of Estimating the Difficulty of Quizzes Focused on Quiz Types  
*Shimichi IKEDA, Teruhiko TAKAGI, Masanori TAKAGI, Yoshimi TESHIGAWARA*

#119S

Mechanism Behind The Number of Teachers and Education Personnel: Empirical Study Data Collection of Teacher and Education Personnel (UNTEP) in Indonesia  
*Sofiana NURJANAH, Herru DAMARJATI*

#243S

Toward an Understanding of the University Students' Behavioral Intention to Building e-Portfolio via Blog Service  
*Hui-Chun HUNG, Chia-Shan WU, Shelley Shwu-Ching YOUNG*

**Session6-C (GTEL&S-2): 14:00-15:30, Friday 2 December**

*Chair: Toshihiro Hayashi ~ Kagawa University, Japan*

#245F

Practice and Evaluation with Planetary Simulator in Junior High School Science Classes  
*Ryo FUKUDA, Mariko SUZUKI, Kazuhiko SAWADA, Masato SOGA*

#268F(BSPAN)

My-Bookstore: The Design of a Management Game to Promote Classroom Reading Activity  
*Tzu-Chao CHIEN, Zhi-Hong CHEN, Hwa-wei KO, Yu-Min KU, Tak-Wai CHAN*

#193S

Learning Application with the Multi-Touch Interactive Technology-A Study of Jigsaw Game  
*ChengYu HUNG, Ting-Wen CHANG, Pao-Ta YU*

#226S

Exploring playful language education through co-creation with children  
*Miriam REITENBACH, Dick Van DIJK, Marieke HOCHSTENBACH, Emilie RESINK*

**Session6-D (TPED-7): 14:00-15:30, Friday 2 December**

*Chair: Shaun Nykvist ~ Queensland University of Technology, Australia*

#302F

Promoting Sustainable Teacher Change during Design Research on Seamless Learning  
*Baohui ZHANG, Lung-Hsiang WONG, Peter SEOW, Gean CHIA, Chee Kit LOOI*

#205S

The Effect of Robot Programming Education by Pico Cricket on Creative Problem-Solving Skills  
*Dongsoo NAM, Taewuk LEE*

#207S

Mapping students use of technologies in Problem-Based-Learning Environment  
*Nikorn RONGBUTSRI, Md. Saifuddin KHALID, Thomas RYBERG*

#216S

Robo-Blocks: A Tangible Programming System with Debugging for Children  
*Nussarin NUSEN, Aman SIPITAKIAT*

#225S

Effects of Reading Habit on Blog Adoption  
*Benazir QUADIR, Daniel Chia-En TENG, Nian-Shing CHEN*

**Session7-A (TPED-8): 16:00-17:00, Friday 2 December**

*Chair: Ryo Takaoka ~ Yamaguchi University, Japan*

#231S

A Computer Supported Peer Response Approach for Elementary Student Writing  
*Jen-Hang WANG, Shih-Hsun HSU, Chan-Chio LAO, Tak-Wai CHAN*

#281S

Human Factors Engineering and Design of Learning Pedagogies in a KM framework  
*Sylvia Ping-Ping CHIN, Chien-Sing LEE*

**Session7-C (GTEL&S-3): 16:00-17:00, Friday 2 December**

*Chair: Masato Soga ~ Wakayama University, Japan*

#257S

The Long-term Influence of Game-based Network Homework on Cognitive Effectiveness and Affective Experience in Math Learning  
*Calvin C. Y. LIA, o Maureen WU, Hercy N. H. CHENG, Charles Y. C. YEH, Zhi-Hong CHEN, Tak-Wai CHAN*

#261S

A Decision-Making Model Based on Persuasive Consistency Applied to MMORPGs  
*Helio Cavalcante Silva NETO, Leonardo Filipe Batista Silva de CARVALHO, Fabio PARAGUACU, Roberta Vilhena Vieira LOPES*

#280S

A Case Study of a Gamer-student in Game-based Learning  
*Morris S.Y. JONG, Junjie SHANG, Fong-lok LEE, Jimmy H.M. LEE*

**Session7-D (TPED-9): 16:00-17:00, Friday 2 December**

*Chair: Baohui Zhang ~ Nanjing University, China*

#283S

How Reading-Writing Model to Facilitate Writing Ideas and Affect Writing Attitude at Prewriting  
*Shih-Hsun HSU, Jen-Hang WANG, Chan-Chio LAO, Tak-Wai CHAN*

#287S

Educational Process Reengineering and Diffusion of Innovation in Formal Learning Environment  
*Md. Saifuddin KHALID, Mohammad Shahadat HOSSAIN, Nikorn RONGBUTSRI*

#295S

Connecting online with external students: Do we really know how to?  
*Shaun NYKVIST*

Closing Ceremony, 17:00-17:30, **Friday 2 December**

**Poster Presentations**  
**Wednesday 30 November**  
**17:00-19:00**

**C1 : ICCE Conference on Artificial Intelligence in Education/Intelligent Tutoring System (AIED/ITS) and Adaptive Learning**

#166

A Support System for Research Trend Survey of Scientific Literature  
*Chengjiu YIN, Yoshiyuki TABATA, Kiyota HASHIMOTO, Tetsuya NAKATOH, Sachio HIROKAWA*

#196

Dialog Strategy in a FonF-Based Language Education System: Relative Necessity of a Form in a Task  
*Ryo SANO, Yoshihiro MASUDA, Yasuhiro NOGUCHI, Satoru KOGURE, Tatsuhiko KONISHI, Makoto KONDO, Yukihiro ITOH*

#200

Ontology-Driven E-Learning System for Automated Personalized Learning Service  
*Bert CHEN, Chen-Yu LEE, I-Chang TSAI*

#202

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*Shayryl Mae L. RAMOS, Izza G. LEGASPI, Gerardo S. DOROJA*

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**C1: ICCE Conference on Artificial Intelligence in Education/Intelligent Tutoring System (AIED/ITS) and Adaptive Learning**

Analysis of Students' Emotion from a Text Corpus

*Liang-Chih YU, Shou-Fang LIANG, Wei-Hua LIN, K. Robert LAI, Baw-Jhiune LIU*

Practical Use of Kit-Build Concept Map in Classroom with Tablet-PC

*Shinsuke NAKATA, Hideo FUNAOI, Tsukasa HIRASHIMA*

An Adaptive ICT Education Service based on Course Knowledge Database in Science and Technologies

*Hiroto YAMAKAWA, Hiroshi KOMATSUGAWA, Junichi YOSHIDA*

Proposal for a Conversational English Tutoring System that Encourages User Engagement

*Michal MAZUR, Rafal RZEPKA, Kenji ARAKI*

A Personalized Patient Education Framework to Support Diabetes Patients Selfmanagement

*Marut BURANARACH, Thepchai SUPNITHI, Nattanun THATPHITHAKKUL,  
Suwaree WONGROCHANANAN, Wiroj JIAMJARASRANGSI*

**C2: ICCE Conference on Computer-supported Collaborative Learning (CSCL) and Learning Sciences**

Analyzing the Dimensions of Social Knowledge Construction of a Socio-scientific Issue Instructional Activity under an nline Collaborative Discussion Environment: A Preliminary Quantitative Content Analysis

*Huei-Tse HOU, Jui-Chu LIN*

**C3: ICCE Conference on Advanced Learning Technologies, Open Contents, and Standards**

Developing E-learning System of Japanese Language for Foreign Students in Japan

*Masako FURUKAWA, Asuka ICHIHARA, Shingo IMAI*

Development of a New Presentation Tool for Cognitive Enhancement by Controlling the Whole Writing Processes

*Akihiro HOSOKI, Hisaharu TANAKA, Kenzi WATANABE, Yasuhisa OKAZAKI*

Math e-Learning System STACK2.2 and a Prototype of Question Authoring Tool

*Yasuyuki NAKAMURA, Takahiro NAKAHARA*

**C4: ICCE Conference on Classroom, Ubiquitous, and Mobile Technologies Enhanced Learning (CUMTEL)**

Development of teaching material in tablet computer based on computer graphics by quantum chemistry calculation

*Akira IKUO, Hiroshi NAGASHIMA, Yusuke YOSHINAGA, Haruo OGAWA*

Multi-touch Gesture and User Mental Representation Research

*Yu-Ching HUANG & Jiunde LEE*

A Multiple Language Voice Search System for Japanese VOD Lecture using Mobile Tablet PC

*Hiromitsu SHIINA, Nobuki KOBAYASHI, Yusuke KIMURA & Fumio KITAGAWA*

**C5: ICCE Conference on Game and Toy Enhanced Learning and Society (GTEL&S)**

Designing a Digital Adventure Game Integrating Instant Feedbacks with Simulation Manipulation to Promote Learners' Knowledge of Computer Hardware  
*Huei-Tse HOU, Yi-Shiuan CHOU*

Study of Virtual Button Design in a Vision Based Interface  
*Hsueh-Wu WANG, Chi-Shan YU, Wei-Hsien WU, Wei-Zhen ZHANG, Ping-Lin FAN, Jau-Fu TSAI*

The Factors Affecting Players' Problem-solving Performances and Knowledge Acquisitions in a Role-playing Game Environment  
*Jiunde LEE, Yu-Ching HUANG*

**C6: ICCE Conference on Technology, Pedagogy and Education**

Innovative Pedagogy for Enhancing Web-based Collaborative Learning in Tertiary Teacher Education Using Wikis  
*Wing-Shui NG*

The Framework of Online Writing System  
*Yu-Ting LAN, Jen-Hang Wang, Tak-Wai Chan*

A practice of anti-BOT education for high school students  
*Kazumitsu MASUYAMA, Naoshi SATO*

A Web2.0 High Interactive Platform for Composition Teaching  
*Hsueh-Wu Wang, Chi-Shan Yu, Wei-Zhen Zhang, Ping-Lin Fan, Wei-Hsien Wu, Hui-Ling Liang, Jau-Fu Tsai*

Laptop Initiative in Malaysia: Exploring Mathematics and Science Teachers' Laptop Use  
*Priscilla MOSES, Su Luan WONG, Kamariah ABU BAKAR, & Rosnaini MAHMUD*

Technology Enhanced Self-Monitoring for Warm-up before Class  
*Yih-Ruey JUANG, Chih-Yueh CHOU & James CHAN*

The e-Learning Project of Distance Learning Television in Thailand  
*Pornchai TUMMARATTANANONT, Narasak APITIWONGMANIT, Neetiwit BUASROUNG, Sub Lt. Pukkapol TANTIKITIPISUT, Thatsanee CHAROENPORN, Yaowalak KHONKLONG, Manutchol HIRUNRUT, Nopporn MUANGRAYA, Sayam CHUNWIJITRA*