

## C1: Science of Learning, Computer Supported Collaborative Learning, and Artificial Intelligence in Education

Long Paper		
No.	Author(s)	Paper Title
16	惠婷 林 and 聲毅 吳	國中學生性別分組於社群討論學習成效之初探
26	一珍 許, 仁智 林, 雪玲 陳 and 文錡 謝	互動式電子白板融入國小特教班功能性數學課程教學之行動研究
56	Chang Xu, Yafeng Zheng, Jia Kang, Hening Hu and Yanyan Li	Analyzing Individual Contribution in Online Collaborative Discussions
96	Yaping Xiong, Caiping Xiong and Jun Ge	基於知識圖譜的國內學習科學研究綜述
119	映儒 陳	Designing online discussion-role mechanism and providing scaffolding to facilitate reading discussion activity
120	Lingliang Shen, Jiaojiao Zhong, Yongling Wang and Dongfang Zheng	Curriculum Design of Maker Education Based upon Bloom's Digital Taxonomy - A Case Study of the "Intelligent Transportation" Curriculum
129	Lingyu Yang, Qianxia Jing, Menglu Jiang, Ruiying Huai and Feng-Kuang Chiang	基于LEGO的“MCIC”物理探究式教学模式的实施与评估
153	Tonny Meng-Lun Kuo and Shelley Shwu-Ching Young	A Preliminary Study of Using SPOC to Enhance Deeper Conceptual Understanding in Life Science
162	顯勝 蕭, 俊臣 陳, 政翰 陳 and Yi Wei Lin	腦波測量專注力分析在自然科學學習之應用
188	Min Chai Hsieh, Meng Chun Tsai, Jia Chang Chen and Hao Chiang Koong Lin	擴增實境互動遊戲於認知風格之評估
192	Zu-Xian Wu, Jhong-Hong Du, Ming-Hsun Lu, Kuang-Yu Lin, Chang-You Chen and Hao-Chiang Lin	Development and Research of Affective Learning System Combined with Motion-Sensing Interaction, Augmented Reality and Mid-Air Projection
231	Liang Yue, Li Xin and Wang Yu	A case study on the interactive analysis of synchronous online collaborative learning based on QQ
252	斐卿 陳	老師的數位教學行動能力——行動者網絡理論觀點
Short Paper		
No.	Author(s)	Paper Title

2	Nizar Omheni and Ahmed Hadj Kacem	Improving Students' Reading Comprehension Achievement through Sharing Annotations in Peer Learning Environment
21	鹏飞 吴 and 胜泉 余	语义关联数据动态交互可视化系统设计与实现
23	Tian Yuling and Zhang Hongxian	基于改进 B 细胞算法的人脸检测方法研究
46	I-Ting Yang, Huang-Yao Hong and Hsien-Ta Lin	Effects of Computer-Supported Knowledge Building Pedagogy on Students' Creative Perception and English Composition
90	Jia Kang, Yafeng Zheng, Chang Xu, Hening Hu and Yanyan Li	在线协作学习中社会交互对知识加工水平的影响
127	Menglu Jiang, Xue Han, Jing Zheng and Yanyan Li	Case Study on Gender Differences of Conversation in LEGO Collaboration Process
142	丹 汪, 海鹏 万 and 胜泉 余	协同备课系统中课例的个性化推荐研究——以学习元平台为例
160	Liu Yongna, Sun Bo, Zhang Di and Luo Jihong	Emotion Analysis Based on Facial Expression Recognition in Virtual Learning Environment
174	王 胜楠	Research of Teaching Lesson Under the E-book Package Environment ——Case in Little Painter in the Snow
217	小清 顾, 惠 乔 and 慧英 蔡	协作问题解决中影响个体认知的团体因素探究
259	政弘 王, 裕宸 黄 and 于歡 時	Image Rendering Experience of Brainwave Focus and Relieve Pressure Degree Influences Study
260	Hsueh-Tao Chen and Sy-Chyi Wang	間斷性電腦休憩活動對於電腦使用者專注力、自覺收獲及學習成效之影響研究
268	碩延 洪, 政弘 王 and 雅屏 黃	Digital Technology Import to Interactive Learning field on Audiences' Satisfaction Research
272	韩 博文, 于 鷄 and 苏 依然	基于即时通讯工具和概念图的翻转课堂教学模式设计与实现
276	勝麟 張 and 淑真 鄭	電腦適性化微積分學習平台
284	政弘 王, 雅茹 范 and 映萱 莊	以穿戴式腦波儀偵測兒童對於圖像認知與感受研究初探
287	政弘 王 and 子真 邱	探討 QR-code 圖形應用於戶外展覽或戶外活動之實用性
291	Yaping Wang	以知识建模为基础的课程资源开发模式及

		其教育应用
299	Tzu-Chao Chien	以開放式學生模型的社交關係牽引促進線上閱讀討論
<b>Poster</b>		
<b>No.</b>	<b>Author(s)</b>	<b>Paper Title</b>
9	Zuo Xianzhi and Wang Hongjiang	大数据时代背景下美国自适应学习系统浅析及对我国的启示
20	Yang Zong and Guangxin Wang	Anthropomorphism: The Psychological Application in the Interaction between Human and Computer
28	张越, 熊才平, 葛军 and 胡甜	基於多元智慧理論的個性化網路學習者模型構建 Personalized Network Learner' s Model Construction Based on Multiple Intelligences Theory
48	张凯黎 and 何加晋	Research of the Effects on the Project-Based Learning Promoting Students Participation
159	Hoi Ming Yue, Tsz Wing Chu and Yi Hsin Chen	Implement the eBag scheme to all students
207	Yonglin Zhang, Yingyuan Zhang, Mengjiao Liu and Zongling Fu	基于自然人机交互的 STEAM 课程开发探究
222	吴强 and 杜玉霞	基于 VR-Platform 的中学物理虚拟实验设计与实现 -以“太空失重实验”系统为例
262	Chunli Wang and Xiaoqing Gu	K-12 學生協作問題解決準備讀的量表編制與檢驗