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

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**Full papers**

Instructional Design Support System Based on Both Theory and Practice and Its Evaluation

*Toshinobu Kasai, Kazuo Nagano, Riichiro Mizoguchi*

Statistical Level Checker with Personalised English Passage Suggestion for Thai Student

*Wasan Na CHAI, Taneth RUANGRAJITPAKORN, Nualsawat HIRANSAKOLWONG, Thepchai SUPNITHI*

Knowledge Augmentation for Experiential Learning in Fieldwork

*Akihiro Kashiara, Ken Ogata*

Ontological Approach to Support Authoring for Game-Based Learning Environments

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

Towards a Bayesian Student Model for Detecting Decimal Misconceptions

*George Gogvadze, Sergey Sosnovsky, Seiji Isotani, Bruce McLaren*

Predicting Academic Emotion based on Brainwaves Signals and Mouse Click Behavior

*Judith Azcarraga, John Francis Ibanez, Ianne Robert Lim, Nestor Lumanas Jr.*

**Short papers**

Similar Movie Search System by Co-occurrence Words on VOD Lecture with Japanese Subtitle

*Nobuyuki Kobayashi, Noboru Koyama, Hiromitsu Shiina, Fumio Kitagawa*

Empirical Investigation of Assistance Dilemma with a Tutoring System that Can Control Levels of Support

*Kazuhisa Miwa, Hitoshi Terai, Tomoo Uno, Ryuichi Nakaike*

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

*Betty Tarning, Magnus Haake, Agneta Gulz*

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

*John Champaign, Robin Cohen, Jie Zhang*

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

*Tomoya Shinohara, Sho Yamamoto, Tsukasa Hirashima*

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

*Youhei Mizuta, Tsukasa Hirashima, Hideo Funaoui*

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

*Takahito Tomoto, Isao Imai, Tomoya Horiguchi, Tsukasa Hirashima*

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

*Kazuaki Kojima, Kazuhisa Miwa, Tatsunori Matsui*

Generator of Related Problem Sets

*Daisuke Iizuka, Tatsuhiko Konishi, Yukihiro Itoh*

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

*Kurt VanLehn, Winslow Bursleson, Helen Chavez Echeagary, Robert Christopherson, Katarzyna Muldner, Yoalli Hidalgo Pontet, Javier Gonzalez Sanchez, Lishan Zhang*

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

*Yusuke Hayashi, Toshinobu Kasai, Riichiro Mizoguchi*

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

*Simone Kopeinik, Michael A. Bed, Paul Seitlinger, Dietrich Albert*

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

*Satabdi Basu, Gautam Biswas*

## Posters

A Support System for Research Trend Survey of Scientific Literature

*Chengjiu Yin, Yoshiyuki TABATA, Kiyota HASHIMOTO, Tetsuya NAKATOH, Sachio HIROKAWA*

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*

Ontology-Driven E-Learning System for Automated Personalized Learning Service

*Bert CHEN, Chen-Yu LEE, I-Chang TSAI*

Construction of Japanese Search Engine Based on Computational Model of Inductive Reasoning

*Hidekazu Kaminishi, Shusuke Suzuki, Asuka Terai, Masanori Nakagawa*

The Affective Meta-Tutoring Project: How to motivate students to use effective meta-cognitive strategies

*Kurt VanLehn, Winslow Burleson, Helen Chavez Echeagary, Robert Christopherson, Javier Gonzalez Sanchez, Yoalli*

*Hidalgo Pontet, Lishan Zhang*

Knowledge Publishing Method for Knowledge Refinement in Self-Directed Learning

*Ryo OKAMOTO, Yukinori NARUTA*

An Experimental Analysis of the Behaviour of a Personalized Case-based Recommendation Strategy for the Learning Domain

*Almudena Ruiz-Iniesta, Guillermo Jiménez-Díaz and Mercedes Gómez-Albarrán*

Metacognitive Student Model

*Alejandro PEÑA-AYALA, Rafel Dominguez, Riichiro Mizoguchi*

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

### **Full papers**

Collaborative Agency in Youth Online Creative Production in Scratch

*Yasmin Kafai, Deborah Fields, William Burke*

Improving the Teacher, Peer and Technological Scaffolds of a Mobile-assisted Chinese Character Forming Game with the SCAPE Framework

*Lung-Hsiang Wong, Chee-Kit Looi, Ivica Boticki, Jizhen Sun*

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

*Yongwu Miao, Stefan Weinbrenner, Jan Engler, Adam Giemza, H. Ulrich Hoppe*

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

*Timothy Charoenying, Dragan Trninic*

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

*Calvin C. Y. Liao, Zhi-Hong chen, Hercy N.H. Cheng, Charles Y. C. Yeh*

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

*Oliver Scheuer, Bruce McLaren, Maralee Harrell, Armin Weinberger*

### **Short papers**

Collaboration by Choice: Youth Online Creative Collabs in Scratch

*Yasmin Kafai, Ricarose Roque, Deborah Fields, Andres Monroy-Hernandez*

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

*Pansy Chung, Sheng-Huang Kuo, Ron Chuen Yeh, Yi-Cheng Chen*

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

*Kanako Niki, Takehiro Furuta, Takako Akakura, Takahito Tomoto, Yuri Nishihori, Keizo Nagaoka*

An Article Revising Support System for Facilitating Research Activities

*Shinobu Hasegawa, Kazuya Yamane*

Innovating Collaboratively and Collectively

*Micheline Chi*

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

*Su-Jian Yang, Chiu-Pin Lin, Yin-Juan Shao, Mei-Hwa Yang*

Critical Thinking and Participation in an Online Collaborative Inquiry

*Jing Leng*

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

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

A Computer-Assisted Environment for Learning Function Finding

*Wing-Kwong Wong, Kai-Jie Jhuang, Yunn-Wen Lien, Chao-Jung Wu*

**Posters**

The relationships among science-related major students' information commitment, mental load and mental effort

*Ya-Hui Hsieh, Chin-Chung Tsai*

Influence of Prior Knowledge and Cognitive Styles in Adaptive Hypermedia Learning Systems

*Freddy Mampadi, Sherry Chen, Gheorghita Ghinea*

Investigating University Student Learning Conceptions and Approaches of Web- Searching

*Jui Feng, Meilun Shih, Chia-Pin Kao*

Design of Interactive Computer-based Laboratory Tool for Inquiry-based Learning Environment

*Niwat SRISAWASDI*

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

**Full papers**

EAGLE: an Error tAGger for Learner of English

*Akkharawoot Takhom, Kanokorn Trakultaweekoon, Ananlada Chotimongkol, Sanooch Segkhoonthod Na-Thalang, Thepchai Supnithi*

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*

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

*Yoshinori Miyazaki, Shosaku Tanaka, Yukie Koyama*

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

*Hisashi Ogawa, Hiroki Kobayashi, Noriyuki Matsuda, Tsukasa Hirashima, Hirokazu Taki*

A novel approach for enhancing student reading comprehension by activating prior knowledge

*Jun-Ming Chen, Meng Chang Chen, Yeali S. Sun, Ying Ying Chen*

### **Short papers**

Towards a Matching Strategy of Constructivism and Instructionism

*Preecha TANGWORAKITTHAWORN, Lester GILBERT, Gary WILLS*

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

*Hiroshi Matsuda, Yoshiaki Shindo*

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

*Tuan-Anh Doan, Jie Zhang, William Chandra Tjhi, Bu Sung Lee*

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

*Satoru Kogure, Makoto Okamoto, Yasuhiro Noguchi, Tatuhiro Konishi, Yukihiro Itoh*

The Relevant Question and the Question of Relevance

*Jon Mason, Tore Hoel*

A Study on a Method of Estimating the Difficulty of Quizzes Focused on Quiz Types

*Shinichi Ikeda, Teruhiko Takagi, Masanori Takagi, Yoshimi Teshigawara*

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*

A Study of Building e-Portfolio in Higher Education via Blog Service Provider

*Hui-Chun Hung, Chia-Shan Wu, Shelley Shwu-Ching Young*

### **Posters**

Learning objectives in Web-Based Continuous Inquiry Learning Using Social Bookmark

*Yasuo Miyoshi, Ryo Tadokoro, Masahiro Yoshizawa, Ryo Okamoto, Kazuhide Kanenishi*

Algorithm Learning Environment for Linked List with Programmers' Perspective

*Yasuhiro Noguchi, Satoru Kogure, Tatsuhiko Konishi, Yukihiro Itoh*

Designing a Scaffolding-based CALL System with corrective feedback

*Yi Hsuan Wang, Shelley S. C Young*

Development of Notetaking Instruction System with Handwriting Interface

*Shunsuke Nakamura, Hisaharu Tanaka, Kenzi Watanabe, Yasuhisa Okazaki*

Cognitive Assessment Applying with Item Response Theory

*Onjira Sithisak, Tasanawan Soonklang, Lester Gilbert*

Detecting Redundant Item in Construction of Multiple Equivalent Test Forms using Latent Dirichlet Allocation

*Pokpong Songmuang, Maomi Ueno, Keizo Nagaoka*

Development of new e-Learning content using the Augmented Reality Technology

*Akinori Toguchi, Hitoshi Sasaki, Arimitsu Shikoda, Kazunori Mizuno*

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

##### **Full papers**

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

*Lung-Hsiang Wong, Yanjie Song, Ching-Sing Chai, Ying Zhan*

Incorporating Mobile Elements in Collaborative Pedagogical Scripts

*Dan Kohen-Vacs, Miky Ronen, Oren Ben Aharon, Marcelo Milrad*

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

*Jane Yau, Didac Gil, Marcelo Milrad, Oskar Pettersson, Sadaf Salavati, Hakan Sollervall*

The effect of shared display collaborative mind tools on one-to-one collaborative learning

*Chen-Wei Chung, Chih-Chung Lee, Chen-Chung Liu*

### **Short papers**

Trade-offs between didactical and technological design requirements affecting the robustness of a mobile learning activity

*Håkan Sollervall, Didac Gil de la Iglesia, Marcelo Milrad, Aihui Peng, Oskar Pettersson, Sadaf Salavati, Jane Yau*

Developing a Real-time Interactive Social Learning Platform Across Classroom Borders

*Shu-Hua Chang, Tay-Sheng Jeng, Ya-Ting C. Yang*

Personalization and Context-awareness Supporting Ubiquitous Learning Log System

*Mengmeng Li, Hiroaki Ogata, Bin Hou, Noriko Uosaki, Yoneo Yano*

Passive Capture for Ubiquitous Learning Log Using SenseCam

*Bin Hou, Hiroaki Ogata, Toma Kunita, Mengmeng Li, Noriko Uosaki, Yuqin Liu, Yoneo Yano*

TRANSFORMING SCHOOLING WITH 1:1 MOBILE COMPUTER SUPPORT

*Paul Newhouse*

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

*Lung-Hsiang Wong, Chiu Pin Lin, Yuan-Lin Sung*

Effectiveness of Ubiquitous Learning Log System

*Hiroaki Ogata, Mengmeng Li, Bin Hou, Noriko Uosaki, Yoneo Yano*

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*

### **Posters**

The Mobile-Based Training in an EFL Classroom

*Yuichi ONO, Manabu ISHIHARA*

About a Platform Independent Client for Mobile Quizzes in Moodle

*Marc Jansen, Stefan Geisler*

Collaborative learning using LEBEL(Learning Ecology Based E-Learning)

*Toshiaki Honda, Wakio OYANAGI, Ryo TAKAOKA*



Using Android Mobile Device for Physics Experiments and Inquiry

*Wing-Kwong Wong, Jia-Ming Xu, Tsung-Kai Chao*

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

### **Full papers**

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

*Kazuhiro Ura, Shuhei Fujisawa, Toshihiro Hayashi, Hayashi Nakayama, Hiroyuki Tarumi*

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

*Beaumie Kim, Mi Song Kim, Lynde Tan*

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

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

Practice and Evaluation with Planetary Simulator in Junior High School Science Classes

*Ryo Fukuda, Mariko Suzuki, Kazuhiko Sawada, Masato Soga*

My-Bookstore: The Design of a Management Game to Promote Classroom Reading Activity

*Tzu-Chao Chien, Zhi-Hong Chen*

### **Short papers**

An Empirical Study on Gender Switching of MMORPG Players

*Shih-Ting Wang, Wen-Chi Kuo, Jie-Chi Yang*

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

*Chung-Yuan Hsu, Huei-Tse Hou*

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

*Banphot Nobaew, Thomas Ryberg*

Learning Application with the Multi-Touch Interactive Technology-A Study of Jigsaw Game

*ChengYu Hung, Ting-Wen Chang, Pao-Ta Yu*

Exploring playful language education through co-creation with children

*Miriam Reitenbach, Dijk Van Dijk, Marieke Hochstenbach, Emilie Resink*

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*

A Decision-Making Model Based on Persuasive Consistency Applied to MMORPGs

*Helio Cavalcante Silva Neto, Leonardo Filipe Batista Silva de Carvalho, Fábio PARAGUAÇU, Roberta Vilhena Vieira Lopes*

A Case Study of a Gamer-student in Game-based Learning

*Morris Jong, Junjie Shang, Fong-lok Lee, Jimmy Lee*

## **Posters**

Combining Affective Computing and Facebook API Social Computing to Establish a Mobile Platform with Automatic Emotion Status Updating Functions

*Chen Syan Lyu, Meng Shian Ou, HC Koong Lin*

Eye Tracking for Evaluating an AR-based Learning System on Monocotyledons/Dicotyledons

*Ching-Ju Chao, Hao-Chiang Koong Lin, Cheng-Hung Wang, Min-Chai Hsieh*

My Teaching Forest: Design of a Game-based Teacher Management System

*Ying-Yen Huang, Nien-Heng Cheng, Zhi-Hong Chen*

Effectiveness of Information Presentation using Augmented Reality Teaching Equipment for Statue Appreciation

*Norio Setozaki, Tsutomu Iwasaki, Yusuke Morita*

Mobile Interactive DaMath Game for Basic Numeracy Exercise

*Shayryl Mae Ramos, Izza Legaspi, Gerardo Doroja*

Understanding Learners' Differences for Designing Educational Multimedia Interfaces

*Ahmed Al-Hunaiyyan, Rana Al-Hajiri, Salah AL-Sharhan, Nabeel Al-Huwail*

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

**Full papers**

Effects of Creating Digital Storytelling by Three kinds of Themes

*Isao Miyaji*

Comparison of Differences in Memory Effect Depending on the Building Method of Concept Maps

*Hideo Funaoi, Kouhei Ishida, Tsukasa Hirashima*

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

*Wenli Chen, Cheryl Lee*

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

*Jeremy Pagram, John Williams*

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, Koichiro Morihiro, Miyuki Takano*

Investigating Transitions in Affect and Activities for Online Learning Interventions

*Paul Salvador Inventado, Roberto Legaspi, Merlin Suarez, Masayuki Numao*

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

*Chih-Cheng LIN, Hsien-Sheng HSIAO*

Scaffolding for Integrated Reflection

*Jon Mason, Tore Hoel*

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

*Mingmei Yu, Allan H.K. Yuen, Jae Park*

Pedagogical Factors Influencing University Instructor Use of e-Learning

Su-Chen Wang

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*

Promoting Sustainable Teacher Change during Design Research on Seamless Learning

*Baohui Zhang, Lunghsiang Wong, Peter Seow, Gean Chia, Chee Kit Looi*

### **Short papers**

Cognitive Load Factors Moderating the Redundancy Effect in Multimedia Learning

*Slava Kalyuga*

Multimedia Redundancy Effect in Learning Chinese with Pinyin

*Chee Lee, Slava Kalyuga*

Small Group Knowledge Management and the Support of Student Learning

*Stuart Garner*

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

*Eduardo Velloso, Denise Filippo, Hugo Fuks*

Practice and Effects of Algorithm Education through Manual Procedures

*Junko Shinkai, Isao Miyaji*

Preliminary Research on the Utilization of Electronic Textbooks

*Wakio Oyanagi, Toshiaki HONDA*

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*

Current Development of Information Technology in Education in Hong Kong - Key findings of a territory-wide review survey

*Kai-Ming LI, Siu-Cheung Kong*

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

*Alisa Songsriwittaya*

REALISING THE INVESTMENT IN ICT IN SCHOOLS: SCHOOL LEADERSHIP THE MISSING PIECE

*Paul Newhouse*

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

*Kevin Kai-Wing Chan, Siu Cheung Kong*

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*

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

*Ming-Yan NGAN, Kai-Ming LI*

Writing Wikipedia Articles as Course Assignment

*Wei-qin Chen, Rolf Reber*

Augmenting Teacher-Student Classroom Interaction Using Mobile Messaging

*Gerardo Doroja, Shayryl Mae Ramos, Joseph Anthony Sabal, Harriet Fernandez*

ICT Integration among Visual Art Education Teachers: A Study on Malaysian Secondary School Teachers

*Mohd Khairezan Rahmat, Wing Au*

Potential of using Computer-Mediated-Communication tools for After-School Learning

*Tak-Lam Wong, Siu Cheung Kong, Aihua Wang*

E-YEARNING: An examination of the use and preferences of students using online learning materials.

*Martin Cooper, Jeremy Pagram*

The Effect of Robot Programming Education by Pico Cricket on Creative Problem-Solving Skills

*Dongsoo Nam, Taewuk Lee*

Mapping students use of technologies in Problem-Based-Learning Environment

*Nikorn Rongbuttsri, Md. Saifuddin Khalid, Thomas Ryberg*

Robo-Blocks: A Tangible Programming System with Debugging for Children

*Nussarin Nusen, Arnan Sipitakiat*

Effects of Reading Habit on Blog Adoption

*Benazir QUADIR, Daniel Chia-En TENG, Nian-Shing CHEN*

A Computer Supported Peer Response Approach for Elementary Student Writing

*Jen-Hang Wang, Shih-Hsun Hsu, Chan-Chio Lao, Tak-Wai Chan*

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

*Yi-Chien Lin, Ron Chuen Yeh, Yi-Cheng Chen*

Human Factors Engineering and Design of Learning Pedagogies in a KM framework

*Sylvia Chin, Chien-Sing Lee*

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*

Educational Process Reengineering and Diffusion of Innovation in Formal Learning Environment

*Md. Saifuddin Khalid, Nikorn Rongbutsri, Mohammad Shahadat Hossain*

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

*Shaun Nykvist*

## **Posters**

Effects of Different Online Student Question-Generation Types on Learning

*Fu-Yun Yu, Ming-Huan Li*

Bridging lectures with summary podcasts

*Guillaume Schiltz*

A practice of anti-BOT education for high school students

*Kazumitsu MASUYAMA, Naoshi SATO*

Time-Invariant Framework of Information Ethics Education

*Koji TAKEGUCHI, Akira KIKUCHI*

Using time management system with SQ3R method to improve student's time management capability

*LanAnh Pham, Gwo-Dong Chen, Liang-Yi Li*

The Effects of Convergence Education based STEAM on Elementary School Students' Creative Personality

*SoonBeom Kwon, DongSoo Nam, TaeWuk Lee*

Development of Simulation-based Contents for Exploratory Science Education Connecting Real and Virtual World

*Jeonghoon Woo, Youngcook Jun, Hongjoon Park*

Analysis of Elements in Teaching Simultaneous Piano Playing and Singing from the Viewpoint of the Acquisition of Physical Skills

*Katsuko T. Nakahira, Miki Akahane, Yukiko Fukami*

Social Motivation and Goal Orientations with a Teachable Agent: Implications for Improving Test Performance

*Björn SJÖDÉN*

Learning conceptions of web-searching: a comparison between pre-service and in-service kindergarten teachers

*Meilun Shih, Chia-Pin Kao, Jui Feng*

Prediction-Based Learning: An Example of Weather Forecast Practicing

*Ben Chang, Hsue-Yie Wang, Kuo-Chen Lu*