



Conference Program

C1: AIED/ITS/AL
C5: EGG

C2: CSCL/LS
C6: TELL

C3: ALT/LA/DI
C7: PTP

C4: CUMTEL

BOPN Best Overall Paper Award Nominee
 BSPN Best Student Paper Award Nominee
 BTDPN Best Technical Design Paper Award Nominee
 F Full Paper (25 mins presentation + 5 mins Q&A)
 S Short Paper (15 mins presentation + 5 mins Q&A)
 ES Extended Summary (10 mins presentation + 5 mins Q&A)

26 November 2018 (Monday)

09:00-10:30	<p>Workshop W10: The Seventh International Workshop on ICT Trends in Emerging Economies (WICTTEE 2018) <i>Chair: Niwat SRISAWASDI, Khon Kaen University, Thailand</i></p> <p>#W10-01F: A Blended Collaborative Knowledge Construction to Preparing Senior High-School Students for Science Project Development: Learn-Read-Share Academic Journal Publications in Seminar Course <i>Chitphon YACHULAWETKUNAKOR, CharoENCHAI WONGWATKIT, Jintana WONGTA, Ratthakarn Na PHATTHALUNG, & Sumalee KATSUWAN</i></p> <p>#W10-08F: A Development of 3D Augmented Reality Mobile Application to Facilitating Ecotourism-based Herbal Learning in MFU Botanical Garden <i>Ratchanon NOBNOP, CharoENCHAI WONGWATKIT, Jintana WONGTA, & Karn SOPONRONNARIT</i></p> <p>#W10-09F: A Simulation Game to Diagnosing Major Depressive Disorder based on PHQ-9 for Psychiatrist Program in Thailand: An Evaluation of Game Interface Design and Prototype <i>Kanyakon KHAMWANG, CharoENCHAI WONGWATKIT, & Chitphon YACHULAWETKUNAKORN</i></p> <p>#W10-02S: ICT for Self-paced Learning: Mediating Role of Perceived Ease of Use and Perceived Usefulness <i>Priscilla MOSES, Phaik Kin CHEAH, & Jian Heng TAN</i></p>	Room LM
	<p>Tutorial 1: Exploring Computer-Based Learning Behaviour Using Lag Sequential Analysis Technique <i>Tutor: Nurbiha A SHUKOR, Universiti Teknologi Malaysia, Malaysia</i></p>	Room B



26 November 2018 (Monday)

<p>Workshop W08: The 6th Workshop on Technology-Enhanced STEM Education (TeSTEM) <i>Chair: Ying-Tien WU, National Central University, Taiwan</i></p> <p>#W08-10F: A Proposal for Personalized Inquiry-based Flipped Learning with Mobile Technology <i>Pawat CHAIPIDECH & Niwat SRISAWASDI</i></p> <p>#W08-02F: The impact of inquiry-based instruction with inquiry map on conceptions of learning science and approaches to learning science <i>Chia-Jung CHANG, Cai-Ting WEN, Li-Wen TSENG, Ming-Hua CHANG, Chen-Chung LIU, Shih-Hsun FAN CHIANG, & Fu-Kwun HWANG</i></p> <p>#W08-03S: The effectiveness of integrating adaptive learning platform with flipped classroom in students' learning performance and self-learning approach <i>Chia-Ching LIN & Ying-Tien WU</i></p> <p>#W08-07S: Developing and Assessing a Tool for the Evaluation of College Students' Digital Literacy: A Case Study of Khon Kean University <i>Anucha SOMABUT & Grichawat LOWATCHARIN</i></p>	<p>Room C</p>
<p>Workshop W09: 5th ICCE Workshop on Learning Analytics (LA) & Joint Activity on predicting student performance <i>Chair: Brendan FLANAGAN, Kyoto University, Japan</i></p> <p>#W09-04S: Towards an Open Architecture for Learning Analytics in Open and Distance Education <i>Tore HOEL & Jun XIAO</i></p> <p>#W09-05S: Dynamic Adjustment of Teaching Strategy: Dynamic Analysis Using Brain Waves <i>Han-Chieh CHAO, Ting-Mei LI, Wei-Xiang SHEN, & Hsin-Hung CHO</i></p> <p>#W09-08S: How is teachers' feedback-seeking frequency related to their performance scores while using learning analytics-enhanced e-portfolio? <i>Pihel HUNT, Katrin SAKS, Bert SLOF, Ali LEIJEN, & Marieke VAN DER SCHAAF</i></p> <p>#W09-16S: Beyond Learning Analytics: Framework for Technology-Enhanced Evidence-Based Education and Learning <i>Hiroaki OGATA, Rwitajit MAJUMDAR, Gökhan AKÇAPINAR, Mohammad Nehal HASNINE, & Brendan FLANAGAN</i></p>	<p>Room D</p>
<p>Workshop W01: The second International Workshop on Information and Communication Technology for Disaster and Safety Education (ICTDSE2018) <i>Chairs: Hiroyuki MITSUHARA, Tokushima University, Japan & Norio SETOZAKI, Nagasaki University, Japan</i></p> <p>#W01-02F: Evacuation Drill Using Augmented Reality and a Handheld Head-Mounted Display <i>Hiroyuki MITSUHARA, Hiroki IRIE, & Masami SHISHIBORI</i></p> <p>#W01-03F: HyDi: Hydrometeorological Disaster Preparedness Simulator <i>Alyzza May DELGADO, Rodel Patrick NAUI, Lara Angelica SEVERINO, & Liandro Antonio TABOR</i></p> <p>#W01-01S: Review of Hazard Information Collected for Local Disaster Prevention by Residents in a Historical Local Town <i>Yasuhisa OKAZAKI, Sho MATSUO, Hiroshi WAKUYA, Nobuo MISHIMA, Yukuo HAYASHIDA, & Byung-Won MIN</i></p>	<p>Room E</p>





26 November 2018 (Monday)

	<p>Workshop W03: The Applications of Information and Communication Technologies in Adult and Continuing Education <i>Chair: Chunping ZHENG, Beijing University of Posts and Telecommunications, China</i></p> <p>#W03-01F: Exploring Online Self-regulated Learning from a Sociocultural Perspective: The Case of Eight High-achieving EFL Learners <i>Mengya GAO & Chunping ZHENG</i></p> <p>#W03-02F: A Systematic Literature Review of Virtual Reality in Adult Foreign Language Education <i>Lili WANG & Chunping ZHENG</i></p> <p>#W03-03S: Exploring Blended Teaching Mode Based on the Blackboard Platform <i>Qiao LUAN, Wei JIA, & Chunping ZHENG</i></p>	Room F
10:30-11:00	Coffee/Tea Break	Rooms/ Lobby
11:00-12:30	<p>Workshop W10: The Seventh International Workshop on ICT Trends in Emerging Economies (WICTTEE 2018) <i>Chair: Niwat SRISAWASDI, Khon Kaen University, Thailand</i></p> <p>#W10-10F: Digital Game-Based Learning as an Innovation to Enhance Understanding and Motivation for Mathematics and Sciences Classroom <i>Issara KANIJUG, Charuni SAMAT, Parnpitcha KANIJUG, & Waranon MUNKONG</i></p> <p>#W10-11F: Digital Educational Resources Configuration Model and Mechanisms for K-12 in China <i>Jihong DING, Huazhong LIU, Mengsha WEN, Wenzheng YANG, & Bo JIANG</i></p> <p>#W10-17F: Efficacy of Learning Scaffolds in Teaching IT Students in the Zone of Proximal Development <i>Arlene Mae C. VALDERAMA</i></p> <p>#W10-03S: Developing and Assessing a Tool for the Evaluation of College Students' Digital Literacy: A Case Study of Khon Kean University <i>Anucha SOMABUT & Grichawat LOWATCHARIN</i></p>	Room LM
	<p>Tutorial 1: Exploring Computer-Based Learning Behaviour Using Lag Sequential Analysis Technique <i>Tutor: Nurbiha A SHUKOR, Universiti Teknologi Malaysia, Malaysia</i></p>	Room B
	<p>Workshop W08: The 6th Workshop on Technology-Enhanced STEM Education (TeSTEM) <i>Chair: Chia-Ching LIN, National Kaohsiung Normal University, Taiwan</i></p> <p>#W08-04F: A Personalized Mobile Learning System for Solving STEM Teachers' TPACK Problems <i>Tanachai KAJONMANEE, Niwat SRISAWASDI, & Kornchawal CHAIPAH</i></p> <p>#W08-05F: Collaborative and Interactive Online Simulation System for Secondary School Scientific Experiments <i>Supasin RATTANANAKIN, Niwat SRISAWASDI, & Kornchawal CHAIPAH</i></p> <p>#W08-08S: Designing A Mobile Game-based Learning Environment to Enhance Students' Mental Model of Mathematical Ratio Concept <i>Supawadee JANTANOOT & Issara KANIJUG</i></p> <p>#W08-09S: Using Chatbots to Teach STEM Related Research Concepts to High School Students <i>Jennifer URETA & Joanna Pauline RIVERA</i></p>	Room C



ATENEO



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26 November 2018 (Monday)

	<p>Workshop W09: 5th ICCE Workshop on Learning Analytics (LA) & Joint Activity on predicting student performance <i>Chair: Stian HÅKLEV, EPFL, Switzerland</i></p> <p>#W09-15S: Joint Activity on Learner Performance Prediction using the BookRoll Dataset <i>Brendan FLANAGAN, Weiqin CHEN, & Hiroaki OGATA</i></p> <p>#W09-03S: Towards Final Scores Prediction over Clickstream Using Machine Learning Methods <i>Mohammad Nehal HASNINE, Gokhan AKCAPINAR, Brendan FLANAGAN, Rwitajit MAJUMDAR, Kousuke MOURI, & Hiroaki OGATA</i></p> <p>#W09-09F: Predicting Student Test Performance based on Time Series Data of eBook Reader Behavior Using the Cluster-Distance Space Transformation <i>Alexander ASKINADZE, Matthias LIEBECK, & Stefan CONRAD</i></p> <p>#W09-07S: SCROLL Dataset in the Context of Ubiquitous Language Learning <i>Hiroaki OGATA, Kousuke MOURI, Noriko UOSAKI, Mohammad Nehal HASNINE, Victoria ABOU-KHALIL, & Brendan FLANAGAN</i></p>	Room D
	<p>Workshop W01: The second International Workshop on Information and Communication Technology for Disaster and Safety Education (ICTDSE2018) <i>Chairs: Yasuhisa OKAZAKI, Saga University, Japan & Hiroyuki MITSUHARA, Tokushima University, Japan</i></p> <p>#W1-05F: Elementary School Students' View to The Educational Game for Children's Awareness of Disaster <i>Didin WAHYUDIN & Shinobu HASEGAWA</i></p> <p>#W1-04S: Using Scenario-Based Learning Applications in Field Work and Group Discussion for Disaster Education <i>Sakuya MURAKAMI & Norio SETOZAKI</i></p>	Room E
	<p>Workshop W03: The Applications of Information and Communication Technologies in Adult and Continuing Education <i>Chair: Chunping ZHENG, Beijing University of Posts and Telecommunications, China</i></p> <p>#W03-05S: Employing Information Technology to Develop Autonomous English Language Learning Strategies <i>Xiyin FAN</i></p> <p>#W03-06S: A Literature Review of Adult Language Learning Based on Virtual Environments <i>Weihong XUE</i></p> <p>#W03-07F: Exploring the Relationships between EFL Learners' Choices of Multimedia and Their Approaches to Learning English <i>Jou-An CHEN, Ching-Fang JUAN, & Jyh-Chong LIANG</i></p>	Room F
12:30-13:30	Lunch	Rooms/ Lobby





26 November 2018 (Monday)

13:30-15:30	<p>Workshop W10: The Seventh International Workshop on ICT Trends in Emerging Economies (WICTTEE 2018) <i>Chair: Bo JIANG, Zhejiang University of Technology, China</i></p> <p>#W10-19F: Cognitive Flexibility of Students Learning with Constructivist Learning Environment Model Enhancing Cognitive Flexibility in Higher Education <i>Sumalee CHAIJAROEN, Kwanjai DEEJIRING, & Charuni SAMAT</i></p> <p>#W10-22F: Investigating the Impact of Smartphone-based Guided-inquiry Laboratory Approach on the Development of Middle School Students' Science Learning Performance <i>Banjong PRASONGSAP & Niwat SRISAWASDI</i></p> <p>#W10-06S: The Development of Experimental Set on Internet of Thing (IoT) Based on Constructivist Theories to Enhance Ill-Structured Problem Solving for Engineering Students <i>Thawach THAMMABUT & Sumalee CHAIJAROEN</i></p> <p>#W10-07S: Reconsidering Digital Natives and Digital Immigrant in the Schools <i>Emelia Fantoza SARAIH, Su Luan WONG, Soaib ASIMIRAN, Mas Nida Md. KHAMBARI, & Mohd Majid KONTING</i></p> <p>#W10-12S: Portraits of Underprivileged Filipino Second Language Learners: Towards the Development of Computer-based Educational Game <i>Rex BRINGULA, Ma. Mercedes T. RODRIGO, Jaclyn L. OCUMPAUGH, Kaska PORAYSKA-POMSTA, Ibukun OLATUNJI, & Rose LUCKIN</i></p> <p>#W10-13S: Influence of Students' Perceived Ease of Use, Perceived Usefulness and Time Spent Towards Students' Continuance Intention Using MOOC among Public University Students <i>Aisha Aminu DANEJI, Mas Nida Md. KHAMBARI, & Ahmad Fauzi MOHD AYUB</i></p>	Room LM
	<p>Tutorial 1: Exploring Computer-Based Learning Behaviour Using Lag Sequential Analysis Technique <i>Tutor: Nurbiha A SHUKOR, Universiti Teknologi Malaysia, Malaysia</i></p>	Room B
	<p>Workshop W08: The 6th Workshop on Technology-Enhanced STEM Education (TeSTEM) <i>Chair: Margus PEDASTE, University of Tartu, Estonia</i></p> <p>#W08-01F: Does Media Exposure Determine Digital Natives' Career Choice Intention in STEM? <i>Priscilla MOSES, Phaik Kin CHEAH, & Tiny Chiu Yuen TEY</i></p> <p>#W08-11F: Fostering High School Students' Innovative Thinking and Design with STEM: Smart School Projects on IT Maker Day <i>Charoenchai WONGWATKIT, Pakpoom PROMMOOL, & Ratchanon NOBNOP</i></p> <p>#W08-12F: Effectiveness of Experiment Design Guidelines for Virtual Laboratories in the SDVice tool <i>Anita DIWAKAR & Santosh NORONHA</i></p> <p>#W08-13F: Designing Digital Card Game Environment to Promote Students' Conceptual Improvement in Newton's Laws of Motion <i>Sakkarach MUANGBANGYUNG & Niwat SRISAWASDI</i></p>	Room C





26 November 2018 (Monday)

	<p>Workshop W09: 5th ICCE Workshop on Learning Analytics (LA) & Joint Activity on predicting student performance <i>Chair: Gökhan AKÇAPINAR, Kyoto University, Japan</i> #W09-10F: Feature analysis for predicting students' performance from reading patterns in an e-learning system <i>Shohei KIKUCHI & Taro TEZUKA</i> #W09-11F: Can Page-Flip Predict Better Reading Comprehension? – A Preliminary Study <i>Yuichi ONO</i> #W09-12F: Good Students Look Back Previous Pages <i>Sachio HIROKAWA</i> #W09-13F: Prediction of Students' Academic Performance based on Tracking logs <i>Anna Y. Q. HUNG, Jian-Xuan WENG, Jeff C. H. HUANG, Owen H. T. LU, Bin-Shyan JONG, & Stephen J. H. YANG</i></p>	Room D
	<p>Workshop W05: Workshop on the 3rd Computer-Supported Personalized and Collaborative Learning <i>Chair: Chiu-Pin LIN, National Tsing Hua University, Taiwan</i> #W05-01F: Study of Multi-Mouse Puzzle Peer Version: Answering with a Peer <i>Juan ZHOU, Hajime KITA, Hideyuki TAKADA, & Ian PIUMARTA</i> #W05-03F: Exploring the Impact of Prior Knowledge on Learning Effectiveness of Competitive Game-based Learning: A Case Study on English Reading Courses <i>Ru-Shan CHEN, Jui-Chi PENG, Gwo-Haur HWANG, Beyin CHEN, & Yu-Ling LAI</i> #W05-06S: Applying Machine Learning Concept to Provide Adaptable Digital Tour Guide System <i>Kai-Yi CHIN, Ko-Fong LEE, Ya-Chuan KAO, & Yen-Lin CHEN</i> #W05-08S: Utilizing Hiteach Platform to Support 5E Inquiry-based Learning for Elementary School Students <i>ChiungLing TUNG, Sulian YANG, & ChiuPin LIN</i></p>	Room E
	<p>Workshop W15: Innovative Designs for Mobile and Ubiquitous Learning: 1:1 and Beyond <i>Chair: Daner SUN, The Education University of Hong Kong, Hong Kong</i> #W15-02S: Designing a Seamless STEM Learning Environment: IN-STEM for Collaborative Problem Solving <i>Daner SUN</i> #W15-03F: A Rubric for Assessing Seamlessized Science Learning Lesson Plans <i>Lung-Hsiang WONG, Chee-Kit LOOI, & Xin Pei VOON</i> #W15-01S: Mobile Learning for Language Literacy: The Effects of Applying Virtual-Reality Implementation for Reflection after Real-Life Investigation <i>Ting-Chia HSU & Chuan-Yi CHAN</i> #W15-04F: Facilitating Collaborative Learning for Japanese Language Learners using Sketchpad <i>Noriko UOSAKI & Gustavo ZURITA</i></p>	Room F
15:30-16:00	Coffee/Tea Break	Rooms/ Lobby





26 November 2018 (Monday)

16:00-18:00	<p>Workshop W10: The Seventh International Workshop on ICT Trends in Emerging Economies (WICTTEE 2018) <i>Chair: Niwat SRISAWASDI, Khon Kaen University, Thailand</i></p> <p>#W10-15S: Using Constructivism Learning Environment Management System to Flipped Classroom and Enhance an EFL'S English Reading Comprehension <i>Napalai TIJAI & Issara KANJUG</i></p> <p>#W10-16S: Development of Constructivist Cooperate Game Learning Environment Model to Enhance Problem Solving for Veterinary Students <i>Pennapa KUMPANG & Suchat WATTANACHAI</i></p> <p>#W10-20S: Design and Development of Constructivism Mobile-Based Learning Environment on English Subject for Junior High School students in Thailand <i>Kunlanan SITTICHANSEN & Issara KANJUG</i></p> <p>#W10-21S: Designing of Constructivist Mobile Application Learning Environments to Foster Creative Thinking on Basic Photography Skill for High School Students <i>Thanaban KWANMAN & Charuni SAMAT</i></p>	Room LM
<p>Community Building: "Development of Information and Communication Technology in the Asia-Pacific Neighborhood (DICTAP)" SIG <i>Chair: Niwat SRISAWASDI, Khon Kaen University, Thailand</i></p>		
<p>Tutorial 1: Exploring Computer-Based Learning Behaviour Using Lag Sequential Analysis Technique <i>Tutor: Nurbiha A SHUKOR, Universiti Teknologi Malaysia, Malaysia</i></p>		
<p>Workshop W08: The 6th Workshop on Technology-Enhanced STEM Education (TeSTEM) <i>Chair: Ying-Tien WU, National Central University, Taiwan</i></p> <p>#W08-14F: An Approach to Design Educational Digital Game to Improve Students' Conceptual Development in Physics of Static Electricity <i>Chanvit JUNNGAM & Niwat SRISAWASDI</i></p> <p>#W08-15F: Development of Gamified Flipped-class Inquiry Learning in Physics Concept of Energy for School Science: An Early Stage <i>Tanakorn PANOMRERNGSAK & Niwat SRISAWASDI</i></p>		
<p>Workshop W09: 5th ICCE Workshop on Learning Analytics (LA) & Joint Activity on predicting student performance <i>Chair: Brendan FLANAGAN, Kyoto University, Japan</i></p> <p>#W09-14F: Benchmarking and Tuning Regression Algorithms on Predicting Students' Academic Performance <i>Owen H.T. LU, Anna Y.Q. HUANG, & Stephen. J.H. YANG</i></p>		





26 November 2018 (Monday)

<p>Workshop W05: Workshop on the 3rd Computer-Supported Personalized and Collaborative Learning <i>Chair: Shu-Yuan TAO, Takming University of Science and Technology, Taiwan</i></p> <p>#W05-04F: Generation of Personalized Abstract and Real-World Programming Exercises <i>Thomas James TIAM-LEE & Kaoru SUMI</i></p> <p>#W05-07F: Investigating Effects of Game-based Design Mechanisms on Learners' Reasoning Ability: A Cluster Analysis <i>Shu-Yuan TAO, Tsung-Yen CHUANG, & Wei-Fan CHEN</i></p> <p>#W05-02S: Exploring Students' Learning Outcome and Gender Differences in a Digital Video Clip Course <i>Yi-Wen LIAO, Xu-Jia ZHEN, & Gwo-Haur HWANG</i></p> <p>#W05-05S: Comparing the effect of cognitive style on learners' engagement levels and learning performance by analyzing LMS logs <i>Liang-Yi LI</i></p>	<p>Room E</p>
<p>Workshop W02: New perspectives and methodologies in examining learning <i>Chairs: Elizabeth KOH, National Institute of Education, Nanyang Technological University, Singapore & Hyo-Jeong SO, Ewha Womans University, South Korea</i></p> <p>#W02-01F: Propose a New Archaeology Application (AVI) for Educational Community <i>Zaid MUSTAFA, Julián FLORES, & José M. COTOS</i></p> <p>#W02-02F: Measuring Academic Emotions and Facial Expressions in Online Video-based Learning <i>Jihyang LEE, Hyunjin PARK, & Hyo-Jeong SO</i></p>	<p>Room F</p>
<p>Community Building: "Classroom, Ubiquitous and Mobile Technologies Enhanced Learning (CUMTEL)" SIG <i>Chair: Chengjiu YIN, Kobe University, Japan</i></p>	



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27 November 2018 (Tuesday)

09:00-10:30	<p>Tutorial 2: Application of Text Analytics to Enhance Teaching and Learning Experience <i>Tutors: Venky SHANKARARAMAN & Swapna GOTTIPATI, Singapore Management University, Singapore</i></p>	Room LM
	<p>Doctoral Student Consortia <i>Chairs:</i> Sahana MURTHY, Indian Institute of Technology Bombay, India Hiroaki OGATA, Kyoto University, Japan <i>Mentors:</i> Gautam BISWAS, Vanderbilt University, USA Ben du BOULAY, University of Sussex, UK Stian HÅKLEV, EPFL, Switzerland Tsukasa HIRASHIMA, Hiroshima University, Japan Tatsunori MATSUI, Waseda University, Japan Yanjie SONG, The Education University of Hong Kong, Hong Kong Jennifer Pei Ling TAN, National Institute of Education, Singapore</p>	Room BC
	<p>Workshop W14: Playfulness in the teaching and learning of STE(A)M <i>Chair: Bo JIANG, Zhejiang University of Technology, China</i> #W14-01F: Learning logic, search and cracking through a number guessing game <i>Tsui-Qin MOK, Wei Ming MAU, Calvin Weng Kit WONG, Kian Wheng KOAY, Meng Jeat CHENG, & Chien-Sing LEE</i> #W14-02F: Adaptable Chinese Language Learning Card Game <i>Kai-Kit WONG, Bisjuin Chew-Yun GOH, See-Lic SHUM, Soo-Juin LIM, Yet-Jun KAN, & Chien-Sing LEE</i> #W14-03F: Effectiveness of Debugging-design in 2D Simulations to Facilitate STEAM Learning <i>Tercia-Marie Tafadzwa TEMBO & Chien-Sing LEE</i></p>	Room E
	<p>Workshop W12: Technology Enhanced Language Learning <i>Chair: Pei-Lin LIU, National Chia-Yi University, Taiwan</i> #W12-01S: Designing strategic mobile-assisted language learning activity aimed at minimizing cultural attributes <i>Rustam SHADIEV, Yuliya HALUBITSKAYA, & Yueh-Min HUANG</i> #W12-02F: Learning English Conversations in an Immersive Virtual Reality Environment <i>Ji-Yeon JEONG, Su-Jong SEO, Ye-Jin HAN, Sun-Jung KIM, & Heisawn JEONG</i> #W12-03S: Adopting a PBL Approach to Empower EFL Learners <i>Wen-Chi Vivian WU, Yi-Ting Elsie LEE, Jie Chi YANG, Susy Marlyni DEBATARAJA, & Jun Scott CHEN HSIEH</i> #W12-04F: Comparison among GTM, CLT, and Flipped Classrooms for optimal grammar acquisition <i>Wen-Chi Vivian WU, Sri SUDARSI, Tomoya IKEZAWA, Anthony Y.H. LIAO, & Pei-Chun April CHEN</i></p>	Room F
10:30-11:00	Coffee/Tea Break	Rooms/ Lobby
11:00-12:30	<p>Tutorial 2: Application of Text Analytics to Enhance Teaching and Learning Experience <i>Tutors: Venky SHANKARARAMAN & Swapna GOTTIPATI, Singapore Management University, Singapore</i></p>	Room LM





27 November 2018 (Tuesday)

	<p>Doctoral Student Consortia <i>Chairs:</i> <i>Sahana MURTHY, Indian Institute of Technology Bombay, India</i> <i>Hiroaki OGATA, Kyoto University, Japan</i></p> <p><i>Mentors:</i> <i>Gautam BISWAS, Vanderbilt University, USA</i> <i>Ben du BOULAY, University of Sussex, UK</i> <i>Stian HÅKLEV, EPFL, Switzerland</i> <i>Tsukasa HIRASHIMA, Hiroshima University, Japan</i> <i>Tatsunori MATSUI, Waseda University, Japan</i> <i>Yanjie SONG, The Education University of Hong Kong, Hong Kong</i> <i>Jennifer Pei Ling TAN, National Institute of Education, Singapore</i></p>	Room BC
	<p>Workshop W13: Diversified Endeavors of Implementing Computational Thinking in K-12 Education <i>Chair: Longkai WU, Nanyang Technological University, Singapore</i></p> <p>#W13-02F: Improving on Guidance in a Gaming Environment to Foster Computational Thinking <i>Sören WERNEBURG, Sven MANSKE, Jessica FELDKAMP, & H. Ulrich HOPPE</i></p> <p>#W13-01S: Perceptions of Teacher and Students towards Integrating Computational Thinking into Language Education: A Pilot Study <i>Xiaojing WENG, Ching-Sing CHAI, Morris S. Y. JONG, & Gary K. W. WONG</i></p> <p>#W13-03S: Teaching Programming Languages using Robots based on Experiential Learning <i>Kuo-Chen LI, Shih-Ming PI, & Hsiang-Ting LIN</i></p> <p>#W13-04S: Exploring Design Principles for Unplugged Pedagogy of Teaching Computational Thinking and Programming <i>Liu LIU, Chee-Kit LOOI, & Longkai WU</i></p>	Room D
	<p>Workshop W14: Playfulness in the teaching and learning of STE(A)M <i>Chair: Bo JIANG, Zhejiang University of Technology, China</i></p> <p>#W14-04F: Towards personalized cognitive-social-affective engagement among active seniors: A case study on UX and inclusive design <i>Chien-Sing LEE, Sheng-Yee GUY, & Shanice Wei-Ling CHAN</i></p> <p>#W14-05F: Reform of the Finnish Education System <i>Marja-Liisa TENHUNEN</i></p>	Room E
	<p>Workshop W12: Technology Enhanced Language Learning <i>Chair: Pei-Lin LIU, National Chia-Yi University, Taiwan</i></p> <p>#W12-05S: Web-based Conversation Quest for Enhancing English Speaking Skills <i>Cheng-Ting CHEN, Maiga CHANG, Kuan-Hsing WU, & Pei-Shan YU</i></p> <p>#W12-06F: An Introduction to a New Taxonomy of Apps for Vocabulary Learning <i>Sihui LIU & Di ZOU</i></p> <p>#W12-07F: Using APP to assist students learning English Phrase <i>Chiu-Jung CHEN & Pei-Lin LIU</i></p>	Room F
12:30-13:30	Lunch	Rooms/ Lobby



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27 November 2018 (Tuesday)

<p>13:30-15:30</p>	<p>Early Career Workshop <i>Chairs:</i> <i>Hyo-Jeong SO, Ewha Womans University, South Korea</i> <i>Maiga CHANG, Athabasca University, Canada</i> <i>Morris JONG, Chinese University of Hong Kong, Hong Kong</i> <i>Advisors:</i> <i>Heisawn JEONG, Hallym University, South Korea</i> <i>Chen-Chung LIU, National Central University, Taiwan</i> <i>Wen-Chi Vivian WU, Asia University, Taiwan</i></p>	<p>Room LM</p>
	<p>APSCE Student Wing Workshop: Academic Survival Tips <i>Mentors:</i> <i>Tanja MITROVIC, University of Canterbury, New Zealand</i> <i>Fu-Yun YU, National Cheng Kung University, Taiwan</i></p>	<p>Room B</p>
	<p>Workshop W06: The 2nd Workshop on Digital Game-Based Learning and Gamification Instructional Strategies for K-12 Schools <i>Chair: Shu-Ming WANG, Chinese Culture University, Taiwan</i> #W06-01F: Game Design and Learners' Attitude Based on Keyboard-Vocabulary-Learning-Method <i>Xiaohe YANG & Feng-Kuang CHIANG</i> #W06-02F: The Development and Preliminary Evaluation of a Chemistry Educational Virtual Reality Game with Authentic Manipulation and Situated Learning <i>Chih-Chen KUO, Shu-Ming WANG, Kuang-Chung HAO, Chang-Hsin WU, & Hwei-Tse HOU</i> #W06-03F: Research of Educational Board Games on Learning Effectiveness and Flow State <i>Chih-Ming CHU</i> #W06-04F: Using Mobile Game-like Simulation to Promote Inquiry-based Laboratory Learning in Elementary School Science <i>Daranee JAIMEETHAM & Niwat SRISAWASDI</i></p>	<p>Room C</p>
	<p>Tutorial 3 (Invited Tutorial): Introduction to Computational Thinking (CT) <i>Tutors:</i> <i>Ulrich HOPPE, University of Duisburg-Essen, Germany</i> <i>Chee-Kit LOOI, Nanyang Technological University, Singapore</i> <i>Gautam BISWAS, Vanderbilt University, USA</i></p>	<p>Room D</p>
	<p>Workshop W07: Analysis and Design of Problems/Questions: The 11th Workshop on Technology Enhanced Learning by Posing/Solving Problems/Questions <i>Chairs: Kazuaki KOJIMA, Teikyo University, Japan & Jon MASON, Charles Darwin University, Australia</i> #W07-02F: Experimental Use of Problem-Posing Exercise System for Efficient Calculation to Promote Relational Interpretation of Numerical Expression <i>Hiro Yoshi ENOMOTO, Yusuke HAYASHI, & Tsukasa HIRASHIMA</i> #W07-05F: Proposal of an Adaptive Programming-Learning Support System Utilizing Structuralized Tasks <i>Kento KOIKE, Takahito TOMOTO, Tomoya HORIGUCHI, & Tsukasa HIRASHIMA</i> #W07-03F: A Vocal Approach in Measuring Critical Thinking Skill in Elementary School Students <i>Xuan-Yang HUANG, Sie Wai CHEW, & Nian-Shing CHEN</i> #W07-04S: Preliminary Study on Fostering Computational Thinking by Constructing a Cognitive Model <i>Kazuaki KOJIMA & Kazuhisa MIWA</i></p>	<p>Room E</p>





27 November 2018 (Tuesday)

	<p>Workshop W04: Innovative technologies for enhancing interactions and learning motivation <i>Chair: Jerry Chih-Yuan SUN, National Chiao Tung University, Taiwan</i> #W04-01 (Invited Speech): Automatically detecting academic emotions and motivation in blended learning environment: The use of a supervised machine learning approach <i>Sunny San-Ju LIN</i> #W04-02F: The Impacts of an Academic English Competitive Mahjong Game on Learners' Motivation <i>Yu-Ming CHANG & Sherry Y. CHEN</i> #W04-03S: An innovative approach to improving university students' situational interest using the wearable spherical video-based virtual reality <i>Hota Chia-Sheng LIN, Shih-Jou YU, Jerry Chih-Yuan SUN, & Morris Siu Yung JONG</i> #W04-04F: Applying Online Learning Environment for Argumentation of Students with Different Level of Prior-knowledge <i>Bo-Wei LIU, Xin LIU, & Yu-Ren LIN</i></p>	Room F
15:30-16:00	Coffee/Tea Break	Rooms/Lobby
16:00-18:00	<p>Early Career Workshop <i>Chairs:</i> <i>Hyo-Jeong SO, Ewha Womans University, South Korea</i> <i>Maiga CHANG, Athabasca University, Canada</i> <i>Morris JONG, Chinese University of Hong Kong, Hong Kong</i> <i>Advisors:</i> <i>Heisawn JEONG, Hallym University, South Korea</i> <i>Chen-Chung LIU, National Central University, Taiwan</i> <i>Wen-Chi Vivian WU, Asia University, Taiwan</i></p>	Room LM
	<p>APSCE Student Wing Workshop: Academic Writing <i>Speaker: Sherry Y. Chen, National Central University, Taiwan</i></p>	Room BC
16:00-17:00	<p>Tutorial 3 (Invited Tutorial): Introduction to Computational Thinking (CT) <i>Tutors:</i> <i>Ulrich HOPPE, University of Duisburg-Essen, Germany</i> <i>Chee-Kit LOOI, Nanyang Technological University, Singapore</i> <i>Gautam BISWAS, Vanderbilt University, USA</i></p>	Room D
	<p>Workshop W07: Analysis and Design of Problems/Questions: The 11th Workshop on Technology Enhanced Learning by Posing/Solving Problems/Questions <i>Chairs: Kazuaki KOJIMA, Teikyo University, Japan & Jon MASON, Charles Darwin University, Australia</i> #W07-01 (Poster/Demonstration): The Learning Potential of Student-Generated Feedback with Multimedia Shareability for Online Student-Generated Multiple-Choice Questions <i>Fu-Yun YU</i> #W07-06 (Poster/Demonstration): Design of Meta-Problem with Open Information Structure Approach <i>Tsukasa HIRASHIMA & Yusuke HAYASHI</i></p>	Room E
	<p>Community Building: "Educational Use of Problems/Questions in Technology-Enhanced Learning" SIG <i>Chair: Tsukasa HIRASHIMA, Hiroshima University, Japan</i></p>	





27 November 2018 (Tuesday)

	<p>Workshop W04: Innovative technologies for enhancing interactions and learning motivation <i>Chair: Cheng-Yu HUNG, Central China Normal University, China</i></p> <p>#W04-05F: Engaging Children in Conversations during Story Reading <i>Lynette Danielle CHAN & Ethel ONG</i></p> <p>#W04-06F: Application of multi-touch gestures in science education: Interactive digital simulation for improving students' understanding of optical imaging and learning motivation <i>Yi-Xi LI, Lan-Lan MA, & Cheng-Yu HUNG</i></p> <p>#W04-07F: The effect of computer simulation designs on students' learning motivation and conceptual scientific understanding <i>Lan-Lan MA, Yi-Xi LI, & Cheng-Yu HUNG</i></p> <p>#W04-08S: Investigating the Effects of Web-Based Instant Response System on Learning and Teaching in Pre-Service Teacher Courses <i>Hsin-Tzu (Tommy) CHEN</i></p>	Room F
18:30-20:00	Welcome Reception	Ace Hotel and Suites



ATENEIO



ATENEIO LABORATORY FOR THE LEARNING SCIENCES





28 November 2018 (Wednesday)		
09:00-10:00	Opening Ceremony	Hall A & B
10:00-11:00	Keynote Speech 1: "Artificial Intelligence in Education – the next 10 years" <i>Speaker: Benedict DU BOULAY, University of Sussex, UK</i> <i>Chair: Chee Kit LOOI, Nanyang Technological University, Singapore</i>	Hall A & B
11:00-11:30	Coffee/Tea Break	Hall A & B
11:30-12:30	International Program Committee (IPC) Meeting (Open meeting) **All program committee members are welcome to attend this meeting <i>Chair: Jie Chi YANG, National Central University, Taiwan</i>	Hall A
	ALT/LA/DI-1 <i>Chair: Stian HÅKLEV, École Polytechnique Fédérale de Lausanne, Switzerland</i> #47F: Latent Dirichlet Allocation for Textual Student Feedback Analysis <i>Swapna GOTTIPATI, Venky SHANKARARAMAN, & Jeff Rongsheng LIN</i> #48S: Identifying Common Code Reading Patterns using Scanpath Trend Analysis with a Tolerance <i>Christine Lourrine TABLATIN & Ma. Mercedes RODRIGO</i>	Hall B
	EGG-1 <i>Chair: Morris S.Y. JONG, The Chinese University of Hong Kong, Hong Kong</i> BTDPN #104F: ctGameStudio – A Game-Based Learning Environment to Foster Computational Thinking <i>Sören WERNEBURG, Sven MANSKE, & H. Ulrich HOPPE</i> #79S: Development of Game-based learning Application for First Aid Awareness <i>Marjory Faye DANDO, Princess Karen DE GUZMAN, Evander TAMPOS, & Francis BALAHADIA</i>	Room BCD
	CUMTEL-1 <i>Chair: Margus PEDASTE, University of Tartu, Estonia</i> #140F: Mobile Based Inquiry Learning Application for Experiment Planning in the 8th Grade Chemistry Classroom <i>Küllli KALLAS & Margus PEDASTE</i> #23S: Aesthetics of Web and Mobile Interfaces of a Learning Management System: A Comparative Analysis <i>Nergiz KILINÇ & Ömer DELIALIOĞLU</i>	Room E
	AIED/ITS/AL-1 <i>Chair: Tsukasa HIRASHIMA, Hiroshima University, Japan</i> #197F: Structure-mapping Support for Learning by Analogy with Kit-Build Concept Map <i>Yusuke HAYASHI, Kan YOSHIDA, Keisuke MAEDA, Akira YAMANAKA, & Tsukasa HIRASHIMA</i> #11S: Let's Take a Break: Analysis of the Incubation Effect Among Students Using a Learning Game for Physics <i>May Marie P. TALANDRON & Ma. Mercedes T. RODRIGO</i>	Room F
12:30-13:30	Lunch	Hall A & B
13:30-14:30	Keynote Speech 2: "ICT-enabled Teacher Professional Development at Scale for Quality Access to Education" <i>Speaker: Cher Ping LIM, The Education University of Hong Kong, Hong Kong</i> <i>Chair: Ma. Mercedes T. RODRIGO, Ateneo de Manila University, Philippines</i>	Hall A & B



28 November 2018 (Wednesday)

14:30-15:00	Coffee/Tea Break	Hall A & B
15:00-18:00	<p>15:00-16:30 TELL-1 <i>Chair: Jiyou JIA, Peking University, China</i> BOPN, BSPN #74F: An Investigation of Turkish EFL Teachers' Development through an Online Professional Development Program <i>Behice Ceyda SONGÜL, Ömer DELIALIOĞLU, & Çağrı ÖZKÖSE BIYIK</i> #186S: Score Prediction by SVM and its Implication for Japanese EFL Learners' Essay Evaluation <i>Yuichi ONO, Takeshi KATO, & Brendan FLANAGAN</i> #189S: Promoting Chinese Students' Participation in English classes by Mobile Learning <i>Zhenzhen CHEN, Jiyou JIA, Qianqian CHENG, & Xu LIN</i></p> <hr/> <p>16:30-18:00 Panel 2: Designing an Innovative PBL Pedagogy to Empower Language Learners <i>Chair: Wen-Chi Vivian WU, Asia University, Taiwan</i> Panelists: <i>Ching-Huei CHEN, National Changhua University of Education, Taiwan</i> <i>Lu-Fang LIN, National Taiwan Ocean University, Taiwan</i> <i>Lung-Hsiang WONG, Nanyang Technological University, Singapore</i> <i>Tosh YAMAMOTO, Kansai University, Japan</i></p>	Hall A
	<p>ALT/LA/DI-2 <i>Chair: Tsuneo YAMADA, The Open University of Japan, Japan</i> BOPN #66F: Using Sequence Analysis to Characterize the Efficiency of Small Groups in Large Online Courses <i>Dorian DOBERSTEIN, Tobias HECKING, & H. Ulrich HOPPE</i> #77F: Personalized Guidance on How to Review Paper-based Assessments <i>Yancy Vance PAREDES, I-Han HSIAO, & Yiling LIN</i> BTDPN #201F: A Temporal Model of Learner Behaviors in OELEs using Process Mining <i>Ramkumar RAJENDRAN, Anabil MUNSHI, Mona EMARA, & Gautam BISWAS</i> #90S: Application of Speech Recognition in a Japanese Dictogloss System <i>Satoru KOGURE, Toshiaki NAKAHARA, Yasuhiro NOGUCHI, Tatsuhiro KONISHI, Makoto KONDO, & Yukihiro ITOH</i> #117S: A Sustainable Training Method of Metacognitive Skills in Daily Lab-activities <i>Ryo OGINO, Yuki HAYASHI, & Kazuhisa SETA</i> #156S: Investigating Students' e-Book Reading Patterns with Markov Chains <i>Gökhan AKÇAPINAR, Rwitajit MAJUMDAR, Brendan FLANAGAN, & Hiroaki OGATA</i> #169S: A Learning Environment Case Study: Posing One-step Multiplication and Division Word Problems to Learners with Reading Disabilities <i>Sho YAMAMOTO & Tsukasa HIRASHIMA</i></p>	Hall B



ATENEO



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28 November 2018 (Wednesday)

<p>15:00-17:00 EGG-2 <i>Chair: Ju-Ling SHIH, National University of Tainan, Taiwan</i> #95S: An Investigation of the Influence of Learning Effectiveness and Motivations in a Taiwan History Digital Game – Govern Formosa <i>Chang-Hsin LIN, Chien-Ming CHEN, Ju-Ling SHIH, Shu-Hsien HUANG, & Chia-Chun TSENG</i> #126S: Design of a Game-Based Intelligent Learning Environment for Elementary Fractions <i>Candy Joyce ESPULGAR, Jarl Brent OBEDOZA, Jazmine Veneth SACE, Ryan Samuel DIMAUNAHAN, & Raymund SISON</i> #175S: Identifying Meaningful Gamification-Based Elements Beneficial to Novice Programmers <i>Jenilyn AGAPITO & Ma. Mercedes RODRIGO</i> #ES-09: Gender Difference in Internet Cognitive Fatigue and Gameplay Interest and Anxiety while They Played a Category Game with Attribute Classification <i>Jon-Chao HONG, Mei-Syuan CHEN, & Jian-Hong YE</i> #ES-12: Gender difference in abductive reasoning game playing <i>Jon-Chao HONG, Tsai-Ru FANG, & Jian-Hong YE</i> #ES-07: Groups difference in the use of inquiry-based learning platform of the flow experience, cognitive load and learning performance <i>Jon-Chao HONG, Kuan-Cheng CHU, & Chi-Ruei TSAI</i></p>	<p>Room BCD</p>
<p>17:00-18:00 Community Building: “Educational Gamification and Game-based Learning (EGG)” SIG <i>Chair: Morris S.Y. JONG, The Chinese University of Hong Kong, Hong Kong</i></p>	
<p>15:00-16:00 SIG Leaders’ Meeting <i>Chairs:</i> <i>Tsukasa HIRASHIMA, Hiroshima University, Japan</i> <i>Lung-Hsiang WONG, Nanyang Technological University, Singapore</i></p>	<p>Room E</p>
<p>16:00-18:20 PTP-1 <i>Chair: Longkai WU, Nanyang Technological University, Singapore</i> BTDPN #112F: A Collaborative Video Annotation and Analytics Environment (CoVAA) Intervention: User Experiences and Reflections of Teacher-Practitioners <i>Jennifer Pei-Ling TAN, Elizabeth KOH, Noriff Elyn MOHAMED ARIFFIN, Ee Zi TEO, Siu Hua TAY, & Shyam SINGH</i> #143F: Learning experience interaction (LxI): Pedagogy for peer-connect in MOOCs <i>Gargi BANERJEE, Jayakrishnan WARRIEM, & Shitanshu MISHRA</i> #27S: Development of a Visualization-based System for Analyzing Teachers’ Emotional Experience in Classroom Observation Activities <i>Axi WANG, Shengquan YU, Ling CHEN, Xuemin GAO, & Dan WANG</i> #73S: Cascade Model of Teacher Professional Development: Qualitative Study of the Desirable Characteristics of Secondary Trainers and Role of Primary Trainers <i>Lucian Vumilia NGEZE, Ulfa KHWAJA, & Sridhar IYER</i> #89S: Refining Conjecture Mapping for Design-based Research <i>Jing WU & Victor Der-Thang CHEN</i> #209S: Teachers’ Perception of Using STEM Video for Teaching and Learning <i>Nurbiha A SHUKOR, Zaleha ABDULLAH, & Norwani MAMAD</i></p>	<p>Room E</p>





28 November 2018 (Wednesday)

	<p>15:00-17:00 AIED/ITS/AL-2 <i>Chair: Riichiro MIZOGUCHI, Japan Advanced Institute of Science and Technology, Japan</i> #12F: Predicting Task Persistence within a Learning-by-Teaching Environment <i>Cristina DUMDUMAYA & Ma. Mercedes RODRIGO</i> #139F: Identifying teamwork indicators in an online collaborative problem-solving task: A text-mining approach <i>Dhivya SURESH, Hsiang Hui LEK, & Elizabeth KOH</i> #61S: Supporting Novices and Advanced Students in Acquiring Multiple Coding Skills <i>Geela Venise Firmalo FABIC, Antonija MITROVIC, & Kouros NESHATIAN</i> #131S: Long-term Practice of Ontology Based Support System for Organizing Thoughts to Cultivate Intention Sharing Skills <i>Natsumi MORI, Yuki HAYASHI, & Kazuhisa SETA</i> #211S: Knowledge Tracing Within Single Programming Exercise Using Process Data <i>Bo JIANG, Yun YE, & Haifeng ZHANG</i></p>	Room F
	<p>17:00-18:00 Community Building: "Artificial Intelligence in Education/ Intelligent Tutoring Systems/ Adaptive Learning (AIED/ITS/AL)" SIG <i>Chair: Amali WEERASINGHE, The University of Adelaide, Australia</i></p>	Room F
18:30-23:00	<p>APSCE Executive Committee Meeting (Closed Meeting)</p>	



ATENEO



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29 November 2018 (Thursday)		
09:00-10:00	Keynote Speech 3: “Thinking about Computational Thinking and How Learning Sciences Can Shape Deeper Learning of Computer Science in Schools” <i>Speaker: Shuchi GROVER, Edfinity, USA</i> <i>Chair: Siu Cheung KONG, The Education University of Hong Kong, Hong Kong</i>	Hall A & B
10:00-10:30	Coffee/Tea Break	Hall A & B
10:30-11:10	Theme-based Invited Speaker 1: “Creating a Technology-Rich English Language Learning Environment to Enhance Language Learning and Teaching” <i>Speaker: Wen-Chi Vivian WU, Asia University, Taiwan</i> <i>Chair: Ting-Chia HSU, National Taiwan Normal University, Taiwan</i>	Hall A
	CUMTEL-2 <i>Chair: Rwitajit MAJUMDAR, Kyoto University, Japan</i> #7S: Research on the Impact of e-Schoolbag on Teachers' Professional Development: from the Perspective of Teachers <i>Yuan LIAO, Chu LIU, Dongmin QIAN, & Youqun REN</i> #84S: Developing Agricultural Damage Simulation in the Impact of Typhoon and Flashflood in Laguna <i>Oliver BALELA, Paul Julian MARONILLA, Michelle MAGPANTAY, & Francis BALAHADIA</i>	Hall B
11:10-12:30	11:10-11:30 TELL-2 <i>Chair: Ting-Chia HSU, National Taiwan Normal University, Taiwan</i> #180S: Image Recommendation for Informal Vocabulary Learning in a Context-aware Learning Environment <i>Mohammad Nehal HASNINE, Kousuke MOURI, Brendan FLANAGAN, Gokhan AKCAPINAR, Noriko UOSAKI, & Hiroaki OGATA</i>	Hall A
	11:30-12:30 Community Building: “Technology Enhanced Language Learning (TELL)” SIG <i>Chair: Ting-Chia HSU, National Taiwan Normal University, Taiwan</i>	
	CUMTEL-3 <i>Chair: Yuichi ONO, Tsukuba University, Japan</i> BOPN #178F: Student Questioning Tendencies and Learning Performances in a Classroom Inquiry Curriculum: An SEM Analysis <i>Longkai WU, Chee-Kit LOOI, Meng-Leong HOW, & Sujin HE</i> #53S: A Comparative Study on Achievement Degree of Teaching Objectives based on an Interactive AR Physical-Simulation Experimental Procedure <i>Xiaojie NIU, Xueying XU, Lu CHENG, & Su CAI</i> #163S: Adult Learners' Perspectives about Microlearning: Implications on the Design of Bite-Sized Content <i>Hyo-Jeong SO, Seak-Zoon ROH, Jeong-Eun OH, Hyeran LEE, Jihyang LEE, & Seohyeon JI</i>	Hall B



29 November 2018 (Thursday)

	<p>PTP-2 <i>Chair: Siu Cheung KONG, The Education University of Hong Kong, Hong Kong</i> #158F: Training Teachers in "Action-oriented Learning" through "Action-oriented Learning" <i>Yongwu MIAO, Li XIANG, & H. Ulrich HOPPE</i> #15S: An Online Course for Learning Basic Statistics Concepts in Higher Education: An Evaluation Study <i>Siu Cheung KONG</i> #106S: Assessing Students' Mathematical Misconceptions through Concept Maps and Online Discussion Transcripts: Inner Product Spaces <i>Kasiyah JUNUS</i></p>	Room BCD
	<p>EGG-3 <i>Chair: Yi Chun LIU, Chia Nan University of Pharmacy and Science, Taiwan</i> #167F: The Effect of Cognitive Styles and Guidance Strategies on Children's Performance in Learning Programming <i>Chia-Yen FENG & Ming-Puu CHEN</i> #72S: Igpaw: Loyola – Design of a Campus-Wide Augmented Reality Game Using MAGIS <i>Eric Cesar E. VIDAL Jr., Melvin Luis MENDOZA, Japheth Duane SAMACO, John Michael SANTOS, Walfrido David DIY, Jonathan DL CASANO, Jenilyn L. AGAPITO, & Ma. Mercedes T. RODRIGO</i> #179S: Blending Gamification and Augmented Reality in XploreRAFE+ Module: Intriguing Excitement and Promoting Collaborative Learning among Learners in Higher Education <i>Mas Nida Md. KHAMBARI</i></p>	Room E
	<p>CSCL/LS-1 <i>Chair: Nicole HUTCHINS, Vanderbilt University, United States</i> #83S: Faith in the 'Digital Native' during online search in Australian home-schools <i>Renee MORRISON</i> #121S: Types of uncertainty and collaborative uncertainty management strategies evidenced during the engineering design process <i>Navneet KAUR & Chandan DASGUPTA</i> #ES-01: Core Research Publications of Learning Sciences and Computer-Supported Collaborative Learning <i>Heisawn JEONG & Joomi KIM</i> #ES-02: Creating and Sharing Multimedia Cases for Authentic Learning <i>Young Hoan CHO, Mi Hwa KIM, & Ying ZHOU</i></p>	Room F
12:30-13:30	Lunch	Hall A & B
13:30-15:00	Posters / Work-in-Progress Posters (WIPP)	Lobby
15:00-15:30	Coffee/Tea Break	Hall A & B



29 November 2018 (Thursday)

15:30-18:00	<p>15:30-17:00 Panel 1: "Smartness of Technology" or "Smartness of Learners": Is it a Zero-Sum Game? Or Can We Have Both? <i>Chair: Lung-Hsiang WONG, Nanyang Technological University, Singapore</i> <i>Panelists:</i> <i>Gautam BISWAS, Vanderbilt University, USA</i> <i>Ben DO BOULAY, University of Sussex, UK</i> <i>Ulrich HOPPE, University of Duisburg-Essen, Germany</i> <i>Riichiro MIZOGUCHI, Japan Advanced Institute of Science and Technology, Japan</i> <i>Discussant: Chee-Kit LOOI, Nanyang Technological University, Singapore</i></p> <hr/> <p>17:00-18:00 PTP-3 <i>Chair: Yuichi ONO, Tsukuba University, Japan</i> #41F: Sokrates Teaching Analytics System (STAS): An Automatic Teaching Behavior Analysis System for Facilitating Teacher Professional Development <i>Oskar KU, Jen-Kai LIANG, Sung-Bin CHANG, & Michael WU</i> #208F: Understanding and Developing In-Service Teachers' Perceptions towards Teaching in Computational Thinking: Two Studies <i>Longkai WU, Chee-Kit LOOI, Liu LIU, & Meng-Leong HOW</i></p>	Hall A
	<p>CUMTEL-4 <i>Chair: Noriko UOSAKI, Osaka University, Japan</i> BSPN #92F: Analysis of Behavior Sequences of Students by Using Learning Logs of Digital Books <i>Lingyu LI, Noriko UOSAKI, Hiroaki OGATA, Kousuke MOURI, & Chengjiu YIN</i> #114F: Enhancing Spatial Cognition Skills Based on Cognitive Map Formulation Processes <i>Ayumi YAMAZAKI, Yuki HAYASHI, & Kazuhisa SETA</i> BTDPN #200F: GOAL: Supporting Learner's Development of Self-Direction Skills using Health and Learning Data <i>Rwitajit MAJUMDAR, Yuan Yuan YANG, Huiyong LI, Gökhan AKÇAPINAR, Brendan FLANAGAN, & Hiroaki OGATA</i> #62S: Class Discussion Management and Analysis Application <i>Venky SHANKARARAMAN, Swapna GOTTIPATI, Sheshan RAMASWAMI, & Chirag CHHABLANI</i> #64S: Modularization of Information Sharing System "SharedPanel" to Accommodate Inputs from more SNSs and Expand Display Patterns <i>Chikako NAGAOKA, Toshihiro KITA, Naoshi HIRAOKA, Hiroshi NAKANO, & Katsuaki SUZUKI</i> #25S: Exploring Chinese Undergraduate Students' Perceptions of Collaboration and Satisfaction in the Context of Online Collaborative Learning <i>Si ZHANG, Wenli CHEN, & Chee Kit LOOI</i></p>	Hall B





29 November 2018 (Thursday)

<p>15:30-17:00 ALT/LA/DI-3 <i>Chair: Stian HÅKLEV, École Polytechnique Fédérale de Lausanne, Switzerland</i> #154F: Learner's Annotative Activity as a Data Source of Personalized Web Services Recommendation <i>Omar MAZHOU, Anis KALBOUSSI, & Ahmed Hadj KACEM</i> #98S: Design and Evaluation of a 360 Degrees Interactive Video System to Support Collaborative Training for Nursing Students in Patient Trauma Treatment <i>Romain C. HERAULT, Alisa LINCKE, Marcelo MILRAD, Elin-Sofie FORSGARDE, Carina ELMQVIST, & Anders SVENSSON</i> #198S: Sectional Review Recommendations based on Learner's Comprehension in Video-based Learning <i>Yusuke HAYASHI, Keisuke MAEDA, Toshio HONDA, & Tsukasa HIRASHIMA</i> #ES-06: Using VoiceThread to Facilitate Students' Engagement and Social Presence in Online Course Discussions <i>Chen GUO & Xiangdong CHEN</i></p>	<p>Room BCD</p>
<p>17:00-18:00 Community Building: "Learning Analytics and Educational Data Mining" SIG <i>Chair: H. Ulrich HOPPE, University of Duisburg-Essen, Germany</i></p>	
<p>EGG-4 <i>Chair: Wen-Chi Vivian WU, Asia University, Taiwan</i> BOPN, BSPN #68F: A Review of Empirical Studies on Educational Games: 2013-2017 <i>Jialing ZENG & Junjie SHANG</i> #129F: Design of a Game-Based Intelligent Learning Environment for Elementary Geometry <i>Luis MADRIGAL, Neil ROMBLON, Maynard SI, Ryan DIMAUNAHAN, & Raymund SISON</i> #196F: Teaching Design Thinking Using Online Whiteboarding in a Graduate-level Digital Innovation Course <i>Wisam ZAQOOT & Lih-Bin OH</i> #69S: Values and Design Strategies of Emotional Design in Educational Games <i>Mingze YUAN & Junjie SHANG</i> #146S: Toward an Outcome-Based Methodology for Developing Game-Based Learning Environments <i>Raymund SISON, Candy ESPULGAR, Luis MADRIGAL, Jarl Brent OBEDOZA, Neil ROMBLON, Jazmine SACE, & Maynard SI</i> #ES-08: How to Support Fraction Learning with Math Game "Run Fraction": Theory, Design and Application <i>Junjie SHANG, Lu ZHANG, Ruonan HU, Sijie MA, Jialing ZENG, Mingze YUAN, & Jingang SUN</i></p>	<p>Room E</p>





29 November 2018 (Thursday)

	<p>CSCL/LS-2 <i>Chair: Navneet KAUR, Indian Institute of Technology Bombay, India</i></p> <p>#9F: Gaze Collaboration Patterns of Successful and Unsuccessful Programming Pairs <i>Maureen VILLAMOR & Ma. Mercedes RODRIGO</i></p> <p>BTDPN #136F: Preliminary Study on the Use of Reciprocal Kit Build for Collaborative Learning <i>Lia SADITA, Tsukasa HIRASHIMA, Yusuke HAYASHI, Warunya WUNNASRI, Jaruwat PAILAI, Kasiyah JUNUS, & Harry Budi SANTOSO</i></p> <p>#182F: 'Touchy-Feely Vectors' changes students' understanding and modes of reasoning <i>DurgaPrasad KARNAM, Harshit AGRAWAL, & Sanjay CHANDRASEKHARAN</i></p> <p>#168S: The Effect of Integrating Algebraic Thinking in Problem-Based Learning via Virtual Environment among Secondary School Students <i>Najihah MUSTAFFA, Mohd Nihra Haruzuan MOHAMAD SAID, Zaleha ISMAIL, & Zaidatun TASIR</i></p> <p>#58S: Lecturers' perceptions of the acceptance of the Systematic Analysis of Learner Self Appraisal (SALSA) software <i>Dobriila LOPEZ</i></p> <p>#ES-04: A Digital Formative Assessment of Teamwork in Collaborative Inquiry Student Teams <i>Yi Huan TEE & Elizabeth KOH</i></p>	Room F
19:00-22:00	Banquet	Marco Polo Ortigas



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30 November 2018 (Friday)		
09:00-10:00	<p>Keynote Speech 4: “Towards Personalized Support for Learning Transferable Skills via Active Video Watching” <i>Speaker: Tanja MITROVIC, University of Canterbury, New Zealand</i> <i>Chair: Riichiro MIZOGUCHI, Japan Advanced Institute of Science and Technology, Japan</i></p>	Hall A & B
10:00-10:30	Coffee/Tea Break	Hall A & B
10:30-11:10	<p>Theme-based Invited Speaker 2: “Design, implement and orchestrate mobile and seamless learning in school education: A pedagogical perspective” <i>Speaker: Yanjie SONG, The Education University of Hong Kong, Hong Kong</i> <i>Chair: Chengjiu YIN, Kobe University, Japan</i></p>	Hall A
	<p>PTP-4 <i>Chair: Wen-Chi Vivian WU, Asia University, Taiwan</i> #78S: A Learning Support System for Visualizing Behaviors of Students’ Programs Based on Teachers’ Intents of Instruction <i>Koichi YAMASHITA, Daiki TEZUKA, Satoru KOGURE, Yasuhiro NOGUCHI, Tatsuhiro KONISHI, & Yukihiro ITOH</i> #195S: Predictors of Cyber-plagiarism: The Case of Jose Rizal University <i>Ryan EBARDO</i></p>	Hall B
11:10-12:30	<p>Panel 3 (Invited Panel): An International Forum on Computational Thinking Education in K-12: Why, What and How Computational Thinking Education is Being Implemented in Different Parts of the World? <i>Chairs:</i> <i>Siu Cheung KONG, The Education University of Hong Kong, Hong Kong</i> <i>Chee Kit LOOI, Nanyang Technological University, Singapore</i> <i>Panelists:</i> <i>Marcelo MILRAD, Linnaeus University, Sweden</i> <i>Chee Kit LOOI, Nanyang Technological University, Singapore</i> <i>Siu Cheung KONG, The Education University of Hong Kong, Hong Kong</i> <i>Discussant: Gautam BISWAS, Vanderbilt University, USA</i></p>	Hall A
	<p>ALT/LA/DI-4 <i>Chair: Judith AZCARRAGA, De La Salle University, Philippines</i> BSPN #52F: A Scaffolding Tool to Assist Learners in Argumentation Abilities <i>Cheng-Yu FAN, Chia-Ying LEE, Jui-Yi WANG, Yu-Ling HUANG, & Gwo-Dong CHEN</i> #60F: Semi-Automated Assessment of SQL Schemas via Database Unit Testing <i>Nigel STANGER</i> #ES-05: Analysis and Visualization of Group Discussion Based on Sound Source Angle Obtained Using Kinect <i>Junichi TAGUCHI, Izumi HORIKOSHI, & Yasuhisa TAMURA</i></p>	Hall B



30 November 2018 (Friday)

	<p>CUMTEL-5 <i>Chair: Ivica BOTICKI, University of Zagreb, Croatia</i> #59S: Re-Thinking Out-of-School Learning in Rural Pakistan <i>Faisal BADAR, Jon MASON, & Khalid KHAN</i> #108S: A novel feedback system for pedagogy refinement in large lecture classrooms <i>Pankaj CHAVAN, Shreya GUPTA, & Ritayan MITRA</i> #138S: Identifying Patterns in Computational Thinking Problem Solving in Early Primary Education <i>Ivica BOTIČKI, Petar KOVAČEVIĆ, Danica PIVALICA, & Peter SEOW</i> #147S: Research on the design of parent-child worksheet in the museum context <i>Xiaochen WANG, Yuxuan LIU, Yihan ZHANG, Mengrong LIU, & Peng CHEN</i></p>	Room BCD
	<p>CSCL/LS-3 <i>Chair: Durga Prasad KARNAM, HBCSE, Tata Institute of Fundamental Research, Mumbai, India</i> #14F: Impact of Pair Programming Dynamics and Profiles to Pair Success <i>Maureen VILLAMOR & Ma. Mercedes RODRIGO</i> #144S: Enhancing a techno-pedagogical tool for student teamwork growth <i>Varun K ADVANI, Elizabeth KOH, Yi-Huan TEE, Dhivya SURESH, & Jennifer Pei-Ling TAN</i> #193S: A Dialogue Model for Collaborative Storytelling with Children <i>Dionne Tiffany ONG, Christine Rachel DE JESUS, Luisa Katherine GILIG, Junlyn Bryan ALBURO, & Ethel ONG</i></p>	Room E
	<p>AIED/ITS/AL-3 <i>Chair: Tanja MITROVIC, University of Canterbury, New Zealand</i> #24F: Identifying Student Learning Patterns with Semi-Supervised Machine Learning Models <i>Jeffrey MATAYOSHI & Eric COSYN</i> #93S: Identifying Changes in Math Identity Through Adaptive Learning Systems Use <i>Stefan SLATER, Jaclyn OCUMPAUGH, Ryan BAKER, Junyi LI, & Matthew LABRUM</i> #173S: Inferring Academic Emotion in Online Learning based on Spontaneous Facial Expression <i>Cun-Ling BIAN, De-Liang WANG, Ya ZHANG, & Wei-Gang LU</i></p>	Room F
12:30-13:30	Lunch	Hall A & B
13:30-14:10	<p>Theme-based Invited Speaker 3: “STEAMING the ships for the Great Voyage–The innovative design and practice of an interdisciplinary education” <i>Speaker: Ju-Ling SHIH, National University of Tainan, Taiwan</i> <i>Chair: Maiga CHANG, Athabasca University, Canada</i></p>	Hall A
	<p>CUMTEL-6 <i>Chair: Brendan FLANAGAN, Kyoto University, Japan</i> #160S: Lecturer’s Silhouette Display System for Distance Education Using Screen Sharing between Interactive Whiteboards <i>Satoru KOMATSU, Yasuo MIYOSHI, Yuichiro MORI, & Ryo OKAMOTO</i> #177S: Augmented Reality in Innovating Pedagogy: Ethical Issues on Persuasive Technologies <i>Hazel A. TRAPERO</i></p>	Hall B



30 November 2018 (Friday)

14:10-15:30	<p>14:10-14:30 ALT/LA/DI-5 <i>Chair: Judith AZCARRAGA, De La Salle University, Philippines</i> #159S: Learner Centered Requirements for Enhancing an Existing Software Architecture to Support Learning Using On-line Videos <i>Dan KOHEN-VACS, Marcelo MILRAD, & Alejandro SPIEGEL</i></p>	Hall A
	<p>14:30-15:30 Community Building: “Advanced Learning Technologies (ALT), Open Contents, and Standards” SIG <i>Chair: Jon MASON, Charles Darwin University, Australia</i></p>	
	<p>CUMTEL-7 <i>Chair: Chengjiu YIN, Kobe University, Japan</i> #184S: Application of Microcontrollers for Fostering Computational Thinking by Using the Calliope System in School <i>Tanja LÜBBERS & Marc JANSEN</i> #190S: Influence of Individual Differences on Learning with Digital Textbooks <i>Young Hoan CHO, Sun Young HUH, & Gyu Tae JO</i> #192S: Students' perspective of Social Media Role in Technical and Vocational Education and Training (TVET) <i>Didin WAHYUDIN, Yoyo SOMANTRI, Erik HARITMAN, & Shinobu HASEGAWA</i></p>	Hall B
	<p>TELL-3 <i>Chairs: Anneli HERSHMAN & Juliana NAZARÉ, Massachusetts Institute of Technology, USA</i> BTDPN #6F: Family Learning Coach: Engaging Families in Children's Early Literacy Learning with Computer-Supported Tools <i>Anneli HERSHMAN, Juliana NAZARE, Ivan SYSOEV, Lauren FRATAMICO, Juanita BUITRAGO, Mina SOLTANGHEIS, Sneha MAKINI, Eric CHU, & Deb ROY</i> #28S: Towards the Development of a Computer-based Game for Phonemic Awareness <i>Rex BRINGULA, Ma. Mercedes T. RODRIGO, Jaclyn L. OCUMPAUGH, Kaska PORAYSKA-POMSTA, Ibukun OLATUNJI, & Rose LUCKIN</i> #63S: Becoming Better Versed: Towards the Design of a Popular Music-based Rhyming Game for Disadvantaged Youths <i>Jaclyn L. OCUMPAUGH, Ma. Mercedes T. RODRIGO, Kaska PORAYSKA-POMSTA, Ibukun OLATUNJI, & Rose LUCKIN</i></p>	Room BCD
	<p>CSCL/LS-4 <i>Chair: Elizabeth KOH, National Institute of Education, Singapore</i> BOPN, BSPN #204F: Studying Synergistic Learning of Physics and Computational Thinking in a Learning by Modeling Environment <i>Nicole HUTCHINS, Gautam BISWAS, Luke CONLIN, Mona EMARA, Shuchi GROVER, Satabdi BASU, & Kevin McELHANEY</i> #172S: Strategies for Idea Improvement using an Idea-Centric Discourse Analysis <i>Alwyn Wven Yen LEE & Seng Chee TAN</i> #170S: Characterizing Individual Gaze Patterns of Pair Programming Participants <i>Maureen VILLAMOR & Ma. Mercedes RODRIGO</i></p>	Room E





30 November 2018 (Friday)

	<p>AIED/ITS/AL-4 <i>Chair: Ma. Mercedes T. RODRIGO, Ateneo de Manila University, Philippines</i> #30F: Modeling the Learning That Takes Place Between Online Assessments <i>Ryan S. BAKER, Sujith M. GOWDA, & Eyad SALAMIN</i> BOPN, BSPN #36F: The Implications of a Subtle Difference in the Calculation of Affect Dynamics <i>Shamya KARUMBIAH, Juliana Ma. Alexandra L. ANDRES, Anthony F. BOTELHO, Ryan S. BAKER, & Jaclyn OCUMPAUGH</i></p>	Room F
15:30-16:30	Closing Ceremony	Hall A & B



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Posters (P) and Work-in-Progress Posters (WIPP)

C1: AIED/ITS/AL

- #17P: Generating Abstract and Real-World Coding Exercises with Adjustable Difficulty
Thomas James TIAM-LEE & Kaoru SUMI
- #67P: Cluster-based Outlier Analysis of Carefulness Among Students using Physics Playground
Michelle BANAWAN & Ma. Mercedes RODRIGO
- #88P: Investigating the Generalizability of Affect Detectors from Facial Expressions
Emily TABANAO & Ma. Mercedes RODRIGO
- #113P: Design of Problem-Posing Exercise for Efficient Calculation
Hiro Yoshi ENOMOTO, Yusuke HAYASHI, & Tsukasa HIRASHIMA
- #124P: Real-time Estimation of Learners' Mental States from Learners' Physiological Information Using Deep Learning
Yoshimasa TAWATSUJI, Tatsuro UNO, Siyuan FANG, & Tatsunori MATSUI
- #133P: Historical Cartoon Semantics Based Learning Support to Enhance Historical Interpretation
Daiki MUROYA, Kazuhisa SETA, & Yuki HAYASHI
- #WIPP-02: The Case Study of a Flipped Classroom Using an Adaptive Learning System
Haruki UENO, Tatsumi KATO, Kenichi FUKAMACHI, Hitoshi TATENO, Hiroto YAMAKAWA, & Hiroshi KOMATSUGAWA
- #WIPP-05: Exploring Self-regulated Learning Behaviors in a Negotiated Online Reading Assessment
Hercy N. H. CHENG, Liansheng JIA, Xiaotong ZHANG, Calvin C. Y. LIAO, & Jianwen SUN
- #WIPP-06: Fostering Students' Idea Generation through Corpus -based Recommendation in Online Writing Environment
Calvin C. Y. LIAO, Hercy N. H. CHENG, & Wan-Chen CHANG
- #WIPP-09: A Trial Study about the Effect of Hi-Speeded Educational Video Utilizing Synthetic Speech
Toru NAGAHAMA, Masahiro MAKINO, & Yusuke MORITA
- #WIPP-12: Comment Generation by LSTM for Procedure Learning System
Akiyoshi TAKAHASHI, Hiromitsu SHIINA, & Nobuyuki KOBAYASHI
- #WIPP-17: Learners' Need for Including Teachers' Moving Images in Online Learning Video Materials
Hideaki SHIMADA

C2: CSCL/LS

- #37P: A systematic review of computational thinking: Analysing research hot spots and trends by CiteSpace
Peng CHEN, Yang TIAN, Wei ZHOU, & Ronghuai HUANG
- #171P: Community of Inquiry: An instructional approach to promote collaborative learning in blended learning
Lingling GONG
- #174P: Exploring teachers' knowledge and beliefs for developing knowledge-building environments
Huang-Yao HONG, Pei-Yi LIN, & Chiu-Pin LIN
- #WIPP-08: Design and Improvement of e-Portfolio Configuration Guidelines for Adult Learners
Naoshi Hiraoka, Chikako NAGAOKA, Makoto MIYAZAKI, Shin-Ichiro KUBOTA, Ryuichi MATSUBA, & Toshihiro KITA
- #WIPP-13: A proposed flipped classroom method: Using online collaboration to enhance students' out-of-class oral academic English learning
Ian D. FISCHER, Jie Chi YANG, & Chih-Hung LAI
- #WIPP-15: Investigating Students' Choice for Online Communication Tools in Flipped Classroom
Katerina EVERS & Sufen CHEN



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C3: ALT/LA/DI

#20P: Analysis of Basic Characteristics of Presented Instructional Materials and Study of Factors of Comprehension

Yasuhisa OKAZAKI & Atsushi YOSHIKAWA

#26P: Investigating the Learning Performance toward Geometry Learning in an Augmented Reality System

Chia-Hui CHENG, Fang-Ying YANG, Kaushal Kumar BHAGAT, Wei-Kai LIOU, Chun-Yen CHANG, & Yan ZHANG

#29P: Git as a support to assess students' contribution in teamwork

Mélissa Clarisse NTIRANDEKURA & Thierry EUDE

#44P: A Block Programming Environment Enabling Online Peer Assessment for Promoting Collaborative Learning

Masanori FUKUI, Jo HAGIKURA, Tomoya BANSHO, Yuji SASAKI, Masakatsu KURODA, Jun MORIYAMA, & Tsukasa HIRASHIMA

#70P: Transferring Learning Footprints Across Versions within E-Book Reader

Christopher Ching-Yuan YANG, Gokhan AKCAPINAR, Brendan FLANAGAN, & Hiroaki OGATA

#81P: VR Learning System to Support Active Locomoting Viewpoint for Astronomy Education

Norio SETOZAKI, Yuya TOMINAGA, & Yusuke MORITA

#111P: Feature Extraction of Learners' Motivation from Peer Assessment Process Logs

Izumi HORIKOSHI & Yasuhisa TAMURA

#123P: A Learning Support System for Understanding Pointers in C Language Based on Program Behavior Visualization

Satoru KOGURE, Yun YE, Koichi YAMASHITA, Yasuhiro NOGUCHI, Tatsuhiro KONISHI, & Yukihiro ITOH

#125P: A Presentation Robot for Promoting Model-based Self-Review

Keisuke INAZAWA & Akihiro KASHIHARA

#127P: Assessment of Interactive Virtual Learning Environment to Observe Non-actual Phenomena through Explorative Activities

Yusuke MORITA, Yuyako MIYANISHI, & Toru NAGAHAMA

#191P: A Radial Basis Function Neural Network Prediction Model Based on Association Rules

Meng-yuan CHEN, Morris Siu-yung JONG, Ming-wen TONG, & Ching-sing CHAI

C4: CUMTEL

#39P: Designing a Virtual Reality Flight Simulator

Ilona HALIM, John CASEY, & Nilufar BAGHAEI

#56P: Design and Effectiveness of Instruction model for learning, assessment and utilization in Smart Classroom

Jing CHEN, Zhixun ZHOU, Xianlong XU, & Xiaoqing GU

#135P: Proposal of Balloon Type Drone for Overhead Shooting in Remote Joint Classroom

Ryo OKAMOTO, Yasuo MIYOSHI, & Yuichiro MORI

#153P: How We Can Support International Students' Job Hunting in Japan Seamlessly

Noriko UOSAKI, Kousuke MOURI, Chengjiu YIN, & Hiroaki OGATA

#183P: Seamless Learning Infrastructure for Finding Relationships Between Lectures and Practical Training

Kousuke MOURI, Mohammad Nehal HASNINE, Takafumi TANAKA, Uosaki NORIKO, Chengjiu YIN, Atsushi SHIMADA, & Hiroaki OGATA

#WIPP-01: An Online Service Encouraging Museum Visitors to Learn Related Research Fields

Chikako NAGAOKA, Naoshi HIRAOKA, & Toshihiro KITA



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C5: EGG

- #122P: Tocky Talk: A Mobile Phone Application to Help Address Communicative Problems of Engineering and Technical Graduates in the Philippine Context
Samantha Jade SADURAL, Kathleen Gay FIGUEROA, Noel Nicanor II SISON, Francis Miguel QUILAB, Alain Andrew BOQUIREN, Kiel GONZALES, Janelle TAN, Mario CARREON, & Celine SUGAY
- #176P: Experiencing the Journey of Confucius and Learning in a Virtual Reality-based Game
Zhi-Hong CHEN & Ting-Wei YANG
- #WIPP-03: The Development and Evaluation of an Educational Board Game Integrated with Augmented Reality, Role-Playing, and Situated Cases for Anti-Drug Education
Cheng-Tai LI, Su-Han KENG, You-Yun LI, Ying-Sang FANG, & Huei-Tse HOU
- #WIPP-11: Designing the Integration of Hexad User Type Gamification Elements to XIPHIAS
Joshua Daniel LOPEZ, Philip Joseph CACERES, Dean Simon DAMASIG, & Jonathan CASANO

C6: TELL

- #101P: Digital Storytelling for EFL University Students
Ying-Hsueh CHENG & Yi Chun LIU
- #151P: Integrating the Online Collaborative Tool into Oral Training
Yi Chun LIU & Ying-Hsueh CHENG
- #181P: Generalization-based Learning Support System for Understanding Way to Use English Words
Tomoko KOJIRI & Takushi YAMADA
- #WIPP-16: Technology Enhanced English Language Labs in Multilinguistic Public Schools in India — Pilot Intervention
Panchalee TAMULEE, Deepa BALASUBRAMANIAN, & Aryadev A. R.

C7: PTP

- #32P: Factors Influencing Peer Online Citing Behavior
Fu-Yun YU & Shannon SUNG
- #119P: Comparative Analysis of Current Situation of Education Informatization in Urban and Weak Areas in China
Yi-Yang ZHAO & Dong-Ming QIAN
- #120P: An Empirical Study on the Influence of Urban-rural Consortium on Teacher Development in Poor Districts
Xing-Juan WANG & Dong-Ming QIAN
- #161P: Differences of university's ICT introduction effects by the university scale and the presence of technical or educational support system
Yasuhiko TSUJI, Mieko TAKAHIRA, Rieko INABA, & Mana TAGUCHI
- #185P: Improvisation of Circuit Design and Analysis Skills of students for Analog Electronics Course Using Virtual labs
Swati MAHAJAN, Anita DIWAKAR, Amey GAWADE, Kartik PATEL, & Ruchira JADHAV
- #205P: Automatic Generation of Contents Models for Digital Learning Materials
Brendan FLANAGAN, Gökhan AKÇAPINAR, Rwitajit MAJUMDAR, & Hiroaki OGATA
- #WIPP-04: Technical Support System for Puncture Training on Special Blood Vessels in Hemodialysis
Ren KANEHIRA, Atsushi OHASHI, Emiko ASAI, Naoki MIWA, & Hideo FUJIMOTO