

Session-85A2

(E-Learning and Education & Interaction)

Session Chair: Tsung-Yen Chuang

1. XML TO USER INTERFACE BINDING

Lendle Tseng, Yue-Sun Kuo, Hsiu-Hui Lee, Chuen-Liang Chen

2. Advantageous Next Generation Adaptivity Through Reflection

Klaus Jantke

3. Hypermedia Note Taking

Klaus Jantke, Jun Fujima

4. DIGITAL GAME-BASED LEARNING IN IMPROVING STUDENTS' REASONING: A PILOT STUDY

Tsung-Yen Chuang, Hsia-Yen Tseng, Su-Chun Liu, Yu-Lun Lin

5. CONSTRUCTING A MULTI-PERSPECTIVE LEARNING ENVIRONMENT USING BLOG TECHNOLOGY AND TOPIC MAPS

Tien-Chi Huang, Yu Shu

6. DIGITAL GAME DESIGN PRINCIPLES FOR SPATIAL ABILITY ENHANCEMENT

Tsung-Yen Chuang, Jia-Hau You, Andrew Duo

7. Using Competitive Digital Game-Based Learning to Improve Learning Motivation

Kuan-Cheng Lin, Ting-Kuan Wu, Yu-Bin Wang