ICCE 2012 Poster Sessions

C1: AIED; C2: CSCL; C3: ALT; C4: CUMTEL; C5: GTEL&S; C6: TELL; C7: TPED
WIPP: Work-in-Progress Posters

(Updated on: 14 November, 2012)

Poster/WIPP Session I

28 November, 2012 (Wednesday), 11:00-12:30

Venue: TR205

#180: Analysis of Qualities of Effective Teachers and Issues on Designing Educational Robots (C1) (E-Poster)
Ilker YENGIN, Sau-Lai LEE, Martin SAERBECK

#247: Online Discussion Forums for Mass Events in a Medical PBL Curriculum (C2) (E-Poster)
Stefan P. MINDER, Michele NOTARI, Sissel GUTTORMSEN SCHÄR

#272: Fostering the acquisition of conceptual understanding in electricity instruction: Combining traditional instruction and simulation-based inquiry learning (C2) (E-Poster)
Ton de JONG, Bas KOLLÖPFEL

#96: Three Methods of Applying Digital Technologies to Enhance Teaching and Learning Traditional Chinese Paintings (C7) (E-Poster)
Shih-Lun CHEN, Yuan-Hsun CHUANG

#15: Analyzing lecturer’s speech and slide by estimated word difficulty (C1)
Yoshinobu KITO, Kiyoshi NAKANISHI, Nobuyuki KOBAYASHI, Hiromitsu SHIINA, Fumio KITAGAWA

#31: Hybrid Question Generation Approach for Critical Review Writing Support (C1)
Ming LIU, Rafael CALVO, Vasile RUS

#98: Should We Use Examples in Intelligent Tutors? (C1)
Amir SHAREGHI NAJAR, Antonija MITROVIC

#16: The Effects of STEAM by RST Instruction Using Writing on Elementary School Student’s Problem-Solving Skills (C7)
SuRyun JEON, SunHwoi KIM, DooSoo NAM, TaeWuk LEE

#41: Facilitating Story Revision through Peer Questioning on a Scribble Environment (C7)
Siou-Lan WANG, Chang-Yen LIAO, Tak-Wai CHAN

#262: Using Self-generated Drawings to Support Writing and Storytelling in Language Learning (C7)
Chang-Yen LIAO, Yi-Chian LEE, Maureen WU, Tak-Wai CHAN

Venue: TR206

#63: An Audience Response System with iGoogle Gadgets Using Mobile Devices (C4) (E-Poster)
Manuel CAEIRO-RODRIGUEZ, Juan Gonzalez TATO, Martin Llamas NISTAL

#68: The CALL Workshop: Help English Teachers Develop TPACK Proficiency to Integrate CALL Through Integrating CALL (C6) (E-Poster)
Shu-Ju Diana TAI, Hsueh-Hua CHUANG

#85: Using ‘You tube’ video to examine the effect of task repetition on oral language (C6) (E-Poster)
Abas SURIATI

#139: Towards a system architecture for ICALL (C6) (E-Poster)
Elena VOLODINA, Hrafn LOFTSSON, Birna ARNBJÖRNSDTTIR, Lars BORIN, Guðmundur Örn LEIFSSON

#136: A Case Study of Creativity Development through Scientific Boat Construction (C2)  
Ruey SHIEH

#38: Nurturing self-regulating learners by guided mathematical inquiry in a TEL environment (C4)  
Håkan SOLLERVALL

#42: Examination of Effective Information Presentation Using an AR Textbook (C4)  
Norio SETOZAKI, Tsutomu IWASAK, Yusuke MORITA

#53: Exploration of the influence of instructional material annotation on 'teaching and learning' by teachers and students (C4)  
Kuo-Hung CHAO, Kuo-En CHANG, Yao-Ting SUNG, Stefan CHAO

#54: Training of Differential Diagnosis of Dissociative Disorders with Virtual Reality Simulations. Effectiveness and Usability (C4)  
Jose GUTIERREZ-MALDONADO, Angel AGUILAR-ALONSO, Marta FERRER-GARCIA

Venue: TR215 (WIPP)

WIPP-C1-01: Resource Organization System for Self-directed/Community-based Learning (E-Poster)  
Li Hangyu, Shinobu HASEGAWA, Akihiro KASHIHARA

WIPP-C1-03: A Preliminary Study on Context-Aware Ubiquitous Learning Strategies Integrated Affective Tutoring System (E-Poster)  
Chia-Chun CHANG, I-Chien CHEN, Hao-Chiang Koong LIN

WIPP-C1-04: Error-based Simulation for Learning of Meaning of Class Structure by Concept Mapping (E-Poster)  
Takahito TOMOTO, Isao IMAI, Tomoya HORIGUCHI, Tsukasa HIRASHIMA

WIPP-C2-02: Development of Communication Tool for Informal Learning in Small Groups  
Godai NAKAMURA, Naoto NAKAMYRA

WIPP-C4-02: Development and Evaluation of Presentation Support Software Using Mobile Device  
Anish Man SHRESTHA

WIPP-C4-03: Analysis of C-Programming Iteration Type Courseware by Mahalanobis-Taguchi System  
Hiroyuki WATANABE

Venue: TR213

#40: Development of Moodle Plug-ins that support SCORM 2004 (C3)  
Yosuke MORIMOTO, Kiyoshi NAKABAYASHI, Hidenori SUGIYAMA, Junji SHIBASAKI

#62: Improve Students’ Reading by Taking a Question-Based Learning Process on E-books (C3)  
Li-Hsiang HSIAO, Hsin LEE, Shing-Tsaan HUANG, Liang-Yi LI, Gwo-dong CHEN

#170: Development of Air-squat Supporting System using Microsoft Kinect (C5)  
Youji OCHI

#187: Video Gaming Scale Effect on Spatial and Graphical Patterns Recognition on Eye Movement Behavior (C5)  
Ben CHANG, Meng-Lung LAI, Yu-Cheng TSAI

#281: Exploring Teachers as game-based learning courseware and scenario co-designers for enhancing student English learning (C5)  
Shelley Shwu-Ching YOUNG, F.W.LIN

#34: The metacognitive development of adult language learners in self-directed settings. A look at a distance learning course (C6)  
Claudia GUIDI

#72: Chances and Challenges of Using WebQuest in Academic Reading (C6)  
Min-Tun CHUANG, Kuan-Yin CHEN
#109: Exploring the effects of using mixed-modality vocabulary learning strategy on vocabulary retention (C6)
Fang-Chuan OU YANG, Kuo-Yu LIU

Venue: TR214 (WIPP)

WIPP-C5-01: Exploring the Technology Acceptance and Flow State of a Chamber Escape Game-Escape the Lab for Learning Electromagnet Concept
Huei-Tse HOU, Yi-Shiuan CHOU

WIPP-C6-01: Improving graduate students' reading comprehension and summary writing in CSC
Yu-Fen YANG, Pei-Yin HSIEH

WIPP-C6-02: Kanji Learning Strategies: Acquisition of Motor Skills
Hironari NOZAKI, Tetsuro EIIMA, Kyoko UMEDA, Yoshiko TANAKA

WIPP-C7-01: A Test Method of Background Questionnaire in Programme for the International Assessment of Adult Competences (PIAAC)
Toru FUKUMOTO

WIPP-C7-02: Multimedia Motivational Agent: The Impact on the Middle School Students' Science Learning and Motivation
Ching-Huei CHEN, Ming-Shuan CHOU

WIPP-C7-04: Visualization of Chemical Reactions for Teaching Material Based on Quantum Calculation – Thermochemical Handling about NaCl –
Haruo OGAWA
Poster/WIPP Session II

28 November, 2012 (Wednesday), 17:00-18:30

Venue: TR205

#106: Analysis of Socratic Method in Computer Supported Dialog Games (C2) (E-Poster)
   Ilker YENGIN, Sebastian FELLER

#260: Schema-based Scaffolding for Creating Presentation Documents (C3) (E-Poster)
   Yasuo SHIBATA, Akihiro KASHIHARA, Shinobu HASEGAWA

#193: Interface Design of Three Modules for Child-Computer Interaction (C4) (E-Poster)
   Lai-Chung LEE, Whei-Jane WEI

#137: Adapting Guidance and Externalization Support Features to Program and Algorithm Learning Support Environment (C3)
   Satoru KOGURE, Makoto OKAMOTO, Yasuhiro NOGUCHI, Tatsuhiro KONISHI, Yukihiro ITOH

#296: Has the time come to discuss technical affordances of standards? (C3)
   Tore HOEL

#92: Evaluation of a Mobile Plant-Identification System to Support the Study of Vegetation Succession (C4)
   Haruka INOUE, Fusako KUSUNOKI, Yoshiaki TAKEDA, Etsuji YAMAGUCHI, Shigenori INAGAKI, Hiroshi MIZOGUCHI, Masanori SUGIMOTO

#116: Using Activity Tree Structure to Edit Materials of the Multi-Touch eBook (C4)
   Yuan-Hsun LIAO, Hsiao-Hui LI, Po-Jen CHENG Ming-Hsiang SU, Cheng-Yu TSAI, Pao-Ta YU

#118: Development of Supporting System for Nature Observation and Investigation Activities around Users Using Smartphones (C4)
   Yukihiko SATO, Hisaharu TANAKA, Kenzi WATANABE, Yasuhisa OKAZAKI

#209: Rediscovering scientific laws in high school physics labs with mobile devices (C4)
   Wing-Kwong WONG, Tsung-Kai CHAO, Yunn-Wen LIEN, Chao-Jung WU

Venue: TR206

#167: Podcasting for Language Learning through an Integrated Approach (C6) (E-Poster)
   Hsiu-Ting HUNG

#182: The annotation functionality to support language teaching and learning (C6) (E-Poster)
   Shih-Hsien YANG, Sheng-Shiang TSENG, Hui-Chin YEH

#278: English for Academic purposes in an Online Writing System (C6) (E-Poster)
   Hui-Chin YEH, Yi-Fang CHANG

#154: Preliminary Study on Factors Affecting Aptitude Level for Social Learning Focusing on EFL Online Discussion (C6)
   Yoshiko GODA, Masanori YAMADA, Hideya MATSUKAWA, Kojiro HATA, Seisuke YASUNAMI

#204: Using Peer Review to Enhance EFL Writing via a Web-based System under Cross-Institutional Setting (C6)
   Wen-chi Vivian WU, ChingHuei CHEN, Yu-Chuan Joni CHAO

#275: “Facebook-to-Facebook” Everyday Communication in English (C6)
   Hsing-Chin LEE

#295: Automatic exercise generation in an essay scoring system (C6)
   Itziar ALDABE, Montse MARITXALAR, Olatz PEREZ DE VIÑASPRE, Larraitz URIA

#287: Mobile Learning Numeracy in Ontario (C7)
   Serene Jin Yan HE, Maiga CHANG, KINSHUK

#288: The Exploration of Online Engagement Data in LMS as Predictors to E-Learning Outcomes (C7)
   Ching-rong LEE
Venue: TR215 (WIPP)

WIPP-C4-01: OnCampus: A Mobile Personal Assistant for College Students (E-Poster)
Zhen CHEN, Feng XIA, Rui CHENG, Jialiang KANG, Cui LI

WIPP-C6-03: The Design of a Synchronized Multimedia-based English Self-Study System for Elementary Students (E-Poster)
Kuo-Yu LIU, Fang-Chuan OU YANG

WIPP-C3-01: Developing an Online Map Mind-tool to Help College Students Learn Socio-Scientific Issues: An Example of Disaster Prevention Knowledge
Yi-Xuan WU, Huei-Tse HOU, Kuo-En CHANG

WIPP-C4-04: Development of an HTML5 Presentation Software with Camera and Web Sharing Functions
Hidekazu KAMINISHI, Nobuhiro SAKATA, Masao MUROTA

WIPP-C5-02: Fishing Master: An Educational Game for Number Sense of Mathematics Arithmetic for Elementary Students
Frankie Feng-Bin CHOU

WIPP-C6-04: Corpus-based online common error detector
John BLAKE

Venue: TR213

#121: Developing Program Grading Suggestion Mechanism by Reusing Teacher Grading Records (C1)
Chih-Yueh CHOU, You-Chia CHENG

#181: Design of Learning Hyperspace Construction System for Knowledge Refinement in Self-Directed Learning (C1)
Yukinori NARUTA, Ryo OKAMOTO

#184: A Course Guidance System based on Learner Characteristic Analysis: Case study of Chiangmai Rajabhat University (C1)
Phrimphrai WONGCHOMPHU, Thepchai SUPNITHI, Chom KIMPAN, Jiracha VICHEANPANYA

#290: Students’ understandings of collaborative discourse: A knowledge building approach (C2)
Feng LIN, Carol K. K. CHAN

#88: Design of Penalties against Useless Plays in Educational Games (C5)
Takanobu UMETSU, Tomoka BABA, Tsukasa HIRASHIMA, Akira TAKEUCHI

#123: Full-body Interactive "Board"game for Learning Vegetation Succession Based on Identification of People and 3D Position Measurement (C5)
Masafumi GOSEKI, Takayuki ADACHI, Hiroshi TAKEMURA, Hiroshi MIzOGUCHI, Fusako KUSUNOKI, Masanori SUGIMOTO, Etsuji YAMAGUCHI, Shigenori INAGAKI, Yoshiaki TAKEDA

#161: Training My-Dragon: Using Educational Agents to Facilitate Student Learning (C5)
Zhi-Hong CHEN, Chia-Chi YEH

Venue: TR214 (WIPP + Special Session)

WIPP-C2-01: Exploring the effect of incorporating Facebook with project based learning activity on learners’ creativity - A preliminary investigation
Shu-Ming WANG, Huei-Tse HOU

WIPP-C7-03: Evaluation of pre-service teachers’ technology acceptance of a mobile social networking App for teachers’ professional development
Chi-Yen LI, Huei-Tse HOU, Kuo-En CHANG

WIPP-C7-05: Tapping Technology to give Formative Feedback for Practical Learning in Medicine
Lakshmi SELVARATNAM, Arkendu SEN

WIPP-C7-06: Affordances of an innovative ecosystem of multiple tabletops and Anatomy resources for supporting collaborative practical learning
Arkendu SEN, Lakshmi SELVARATNAM

**(Special Poster Session on Technology-Enhanced Learning in Indonesia)**

- e-Learning for Business English
  - **Masnidar TANJUNG**

- The Correlation between the Students’ Attitude towards ICT with the Students’ Achievement in Learning English
  - **Endy SJAIFUL ALIM**

- Intimacy to Others: Scale Based Internet
  - **Resty Wales PRATANDANI, Subhan El HAFIZ**

- Hardiness Test: Find Your Score about Hardiness
  - **Siti KHADIJAH, Fahrul ROZI**