

# 2018 IEDRC BANGKOK CONFERENCES ABSTRACT

**Bangkok, Thailand**

**October 10-12, 2018**

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# Table of Contents

Items	Pages
<b>Welcome Remarks</b>	<b>4</b>
<b>Conference Venue Information</b>	<b>5</b>
<b>Instructions for Publications</b>	<b>6</b>
<b>Instructions for Presentations</b>	<b>7</b>
<b>Conference Keynote Speakers</b>	<b>8-11</b>
<b>Time Schedule</b>	<b>12-13</b>
<b>Session 1: Subject Education and Education Management</b> <b>Venue: Larose 1 (13:30-15:15)</b>	<b>14-16</b>
EY1003: Study on Innovative Personnel Training Mode in Automation Specialty <i>Shufen Liang, Fangchen Yang, Hongwei Yue, Yingying Fu, Chenfei Li and Yihong He</i>	
EY1004: Environmental and Sustainability Studies for Pupils in Elementary Arabic School <i>H. Friman, Y. Sitbon, I. Banner, T. Shauli and Y. Einav</i>	
EY0014: A Preliminary Study of Practice-Led Research in Arts and Design Higher Education: Analysis of Typology <i>Lin Fang-Tzu and Lin Hui-Wen</i>	
EY0016-A: Establishing a Support Center for College Students with Learning Disabilities <i>Rivka Yogev</i>	
EY2021: Course Planning Optimization with Conditional Constraints using Integer Linear Programming <i>Werayuth Charoenruengkit</i>	
EY0003-A: An Investigation of Thai Students' and Thai Lecturers' Understanding of Plagiarism: Multiple-sources Evaluation <i>Phanlapa Khathayut and Caroline Walker-Gleaves</i>	
EY3013: Kindergarten Choice Motive in China--- Case Study at Da Dukou District in Chongqing City, China <i>Hai-Yan Nie</i>	
<b>Session 2: Information Technology and Sociology</b> <b>Venue: Larose 2 (13:30-15:15)</b>	<b>17-19</b>
EY0011: Monitor a Driver Behavior by ECG Measurement <i>Ching-Sung Wang, Yin-Cheng Huang, Teng-Wei Wang and Si-Huei Lee</i>	
EY3012: Human Resource Management Framework Construction under Competency Model <i>Yu Liu and Yu-Cheng (Roscoe) Shen</i>	
EY2014-A: The Exploration and Analysis in the Chinese Landscape Painting Intercultural Communication through the Augmented Reality Technology <i>Zhao Han</i>	
EY1001: Technological Innovation, Entrepreneurship and Internationalisation for Colombian Culture <i>Bianca L. Suárez-Puerta</i>	

EY3007: Combating Distributed Denial Of Service Attacks Using Load Balanced Hadoop Clustering In Cloud Computing Environment <i>Kaushik Sekaran, G.Raja Vikram, B.V. Chowdary and UNP Gangadhar Raju</i>	
EY1002-A: Geography of stuttering: Distribution of preschoolers' stuttering in the German city of Frankfurt/Main <i>Eugen Zaretsky and Benjamin P. Lange</i>	
EY1019-A: New Sun Care Product Development: Understanding Consumers' Need <i>Eua-apha Harnvanich, Supason Wanichwecharungruang, Emeritus Dr.Achara Chandrachai and Pravit Asawanonda</i>	
<b>Session 3: E-Education and E-Learning</b> <b>Venue: Larose 1 (15:40-17:55)</b>	<b>20-23</b>
EY2018: Application of Blended Learning in English Fiction Literature Course <i>Nailya Nurieva, Tatyana Borisova and Margarita Kulikova</i>	
EY2005: Mobile Edutainment Learning Approach: #StopBully <i>Han-Foon Neo, Chuan-Chin Teo and Jackson Lew Han Boon</i>	
EY2007: Impact of Fine Motor Skill Development App on Handwriting performance in Children with Dysgraphia: A Pilot Study <i>Smitha John and Renumol V.G.</i>	
EY3002: The Development of Electronic Assembly Technology Course Aided by Video and Flash Courseware and Teaching Effectiveness Verified by Radio Assembly and Shakedown Test <i>Yi Tian, Yan Wu and Hanming Zhu</i>	
EY2009: Architecture of an Adaptive Personalized Learning Environment (APLE) for Content Recommendation <i>Nisha Raj and Renumol G</i>	
EY2022: Exploring the Effects of Ubiquitous Geometry Learning in Real Situations <i>Lixin Zhao, Wu-Yuin Hwang, Rustam Shadiey, Li-Kai Lin, Timothy K. Shih and Hong-Ren Chen</i>	
EY3004: Learning Media Development for Basic Arithmetic Concept with Interactive Augmented Reality <i>Wibisono Sukmo Wardhono, Issa Arwani and Hermawan Wijay</i>	
EY0013: A Framework for Automatically Generating Quiz-Type Serious Games Based on Linked Data <i>Wei Shi, Kosuke Kaneko, Chenguang Ma and Yoshihiro Okada</i>	
EY1010-A: Making a Text the Sum of its Parts: Using Technology to Support Collaborative Writing Projects <i>Jaime Buchanan</i>	
<b>Session 4: Educational Statistics and Teaching Evaluation</b> <b>Venue: Larose 2 (15:40-17:55)</b>	<b>24-27</b>
EY0019: Computer-Assisted Instruction: Long-term Effects on Early Literacy Skills of Low Socioeconomic Status Students <i>Haya Shamir, Erik H. Yoder, David B. Pocklington and Kathryn C. Feehan</i>	
EY0020: E-assessment: Developing Technology Application Prototype for Easy Evaluation of Students' Assignments <i>Nurul Nisa Omar and Yi Jun Phung</i>	
EY1006: Promoting an Assessment Practice for Modules in Computer Science <i>Jing Hua Ye</i>	

EY3005-A: Validating the Extended Technology Acceptance Model: Facilitating Conditions as a Determinant of Perceived Self-Efficacy <i>Marissa R. Fearnley</i>	
EY0001: Bridging the Achievement Gap for Low-Performing Students Using Computer-Adaptive Instruction <i>Haya Shamir, David Pocklington, Kathryn Feehan and Erik Yoder</i>	
EY0002: Technology Improving Literacy Skills for All Students: Findings from Three Districts <i>Haya Shamir, Erik Yoder, David Pocklington and Kathryn Feehan</i>	
EY0025: Gender Differences and Affective Factors Influencing Mathematics Learning Success in an Enabling Program <i>Pek Foong Ng and Kung-Keat Teoh</i>	
EY2004: Utilizing Augmented Reality in Improving the Frustration Tolerance of ADHD Learners: An Experimental Study <i>Arnel B. Oca, Reynold A. Rustia and Thelma D. Palaoag</i>	
EY2006: Blended Learning for the Development of Teacher Creativity: the Experience of Advanced Training of Pedagogical Staff in the Republic of Uzbekistan <i>Feruzza Zakirova, Feruzza Saidova and Madina Zakirova</i>	
<b>Poster Session (EY009, EY0026, EY1007, EY1021, EY2002, EY2019, EY3006, EY2027, EY2028)</b>	<b>28-30</b>
<b>Listeners</b>	<b>31</b>
<b>Upcoming Conferences Information</b>	<b>32-34</b>
<b>Note</b>	<b>35-36</b>

## Welcome Remarks

On behalf of IEDRC, we welcome you to Bangkok to attend the 2018 8th International Conference on Education, Research and Innovation (ICERI 2018) and 2018 2nd International Conference on Digital Technology in Education (ICDTE 2018). We're confident that over the three days you'll get theoretical grounding, practical knowledge, and personal contacts that will help you build long-term, profitable and sustainable communication among researchers and practitioners working in a wide variety of scientific areas with a common interest in Education and the related topics.

ICERI and ICDTE aim to provide an ideal platform for people to share views and experiences in related areas. This year, ICERI 2018 and ICDTE 2018 receive 90 papers and accepted nearly 70 papers. There are about 45 participants to the conference. We hope that your work and that of your institution or company will be enhanced both by what you learn and by those with whom you connect over the next 3 days. Our field is enriched by the dialogue among colleagues from around the world which occurs during presentation sessions as well as informal conversations. We hope this is a memorable, valuable, and enjoyable experience!

On behalf of all the conference committee, we would like to thank all the authors as well as the program committee members and reviewers. Their high competence, their enthusiasm, their time and expertise knowledge, enabled us to prepare the high-quality final program and helped to make the conference a successful event. Finally, we would like to wish you success in your technical presentations and social networking.

Once again, thanks for coming to this conference. We are delegate to higher and better international conference experiences. We will sincerely listen to any suggestion and comment; we are looking forward to meeting you next time.

Prof. Budsaba Kanoksilapatham  
Silpakorn University, Thailand



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# Conference Venue

## CHATEAU DE BANGKOK

Website: [www.chateaubkk.com](http://www.chateaubkk.com)

Address: 29 Soi Ruamrudee, Ploenchit Road, Lumpini, Patumwan - 10330 Bangkok

E-mail: [sm@chateaubkk.com](mailto:sm@chateaubkk.com)

Tel: +66(0) 2651-4400 Ext. 130

Fax: +66(0) 2651-4500



Centrally located in the shopping and business districts, the hotel is just a short distance from major shopping malls, embassies, office towers and the main BTS Skytrain public transport.

Chateau de Bangkok having served a myriad of functions and highly flexible in space and layout, the meeting rooms of Chateau de Bangkok is ideal for hosting private board meetings, large conferences, seminars, training's and product launches. Let the Chateau de Bangkok team professionally fulfill your needs whether it would be about setting up your events from scratch, buffet lunches or providing one-on-one service during coffee breaks.

It has different types of rooms. Room Facilities: Safety box, Air conditioning, Desk, Ironing facilities, Sitting area, Walk-in closet, Sofa, Shower, Bathtub, Hairdryer, Bathrobe, Free toiletries, Toilet, Bathroom/Bathtub without jacuzzi, Slippers, Telephone, Satellite channels, Cable channels, Refrigerator.

# Introductions for Publications

All accepted papers for the Hong Kong conferences will be published in those proceedings/journals below.

## **2018 2nd International Conference on Digital Technology in Education (ICDTE 2018)**



Accepted papers will be published in the International Conference Proceedings Series by ACM, which will be archived in the ACM Digital Library, and sent to be indexed by EI Compendex and Scopus, and submitted to be reviewed by Thomson Reuters Conference Proceedings Citation Index (ISI Web of Science).

ISBN: 978-1-4503-6599-4

## **2018 8th International Conference on Education, Research and Innovation (ICERI 2018)**



International Journal of Information and Education Technology (IJIET)

ISSN: 2010-3689

DOI: 10.18178/IJIET

Abstracting/ Indexing: EI (INSPEC, IET), Cabell's Directories, DOAJ, Electronic Journals Library, Engineering & Technology Digital Library, Google Scholar, Crossref and ProQuest.



International Journal of Innovation, Management and Technology (IJIMT)

ISSN: 2010-0248

DOI: 10.18178/IJIMT

Abstracting/ Indexing: Google Scholar, Ulrich's Periodicals Directory, Engineering & Technology Digital Library, Crossref and ProQuest, Electronic Journals Library.

## Instructions for Oral Presentations

### **Devices Provided by the Conference Organizer:**

Laptops (with MS-Office & Adobe Reader)  
Projectors & Screens  
Laser Sticks

### **Materials Provided by the Presenters:**

Power Point or PDF Files (Files should be copied to the conference laptop at the beginning of each session)

### **Duration of each Presentation (Tentatively):**

Opening Remark: 5 Minutes  
Keynote Speech: 40 Minutes of Presentation, including 5 Minutes of Q&A  
Regular Oral Presentation: 15 Minutes of Presentation and Q&A

## Instructions for Poster Presentation

### **Materials Provided by the Conference Organizer:**

The place to put poster

### **Materials Provided by the Presenters:**

Home-made Posters  
Maximum poster size is A1, portrait direction  
Load Capacity: Holds up to 0.5 kg

## Best Presentation Award

One Best Oral Presentation will be selected from each presentation session, and the Certificate for Best Oral Presentation will be awarded at the end of each session on Oct. 11, 2018.

## Dress Code

Please wear formal clothes or national representative clothing.

## Warm Tips:

Get your presentation PPT prepared and print out the notification letter before you leave for Bangkok, Thailand. Copy your PPT to the conference computer before your session begins. One best presentation will be selected from each session, and the best one will be announced and awarded at the end of each session. Session group photo will be taken after the award.

## Introductions for Keynote Speakers



**Prof. Murali Krishnamurthi**  
**Northern Illinois University, USA**

Murali Krishnamurthi received a bachelor's degree in mechanical engineering in 1978 from University of Madras, a master's degree in industrial and systems engineering in 1982 from Ohio University, and a doctorate in industrial engineering in 1988 from Texas A&M University.

He is Professor of Industrial and Systems Engineering and Permanent Provost for Faculty Affairs at Northern Illinois University in DeKalb, Illinois, U.S.A. His teaching and research interests include project management, information systems, system simulation, optimization techniques, faculty development, and distance learning.

Dr. Krishnamurthi is a member of the American Association for Engineering Education (ASEE) and the Professional and Organizational Development (POD) Network. In 2011, he received the Presidential Teaching Professor Award and the Deacon Davis Diversity Award at Northern Illinois University.

**Speech Title: Emerging Trends in Higher Education Research and Innovation**

**Abstract:** While higher education is generally slow to change, there have been significant shifts in recent years in the development and delivery of, and accessibility to higher education. These shifts are motivated by changing student demographics, declining financial support, evolving student demands, and increasing opportunities for innovations in instructional technologies, to name a few. Emerging research and innovations in higher education have made teaching and learning more engaging and accessible to a global audience. In this keynote presentation, a number of emerging research and innovations, ranging from infusion of artificial intelligence to integration of block chain concepts, will be discussed and their positive impact on higher education will be addressed.



**Prof. Tomokazu Nakayama**  
**Jissen Women's University, Japan**

T. Nakayama A. was born and raised in Tokyo, Japan. Nakayama earned a bachelor degree in English Literature and Linguistics from Obirin University in 1991, and MA in TESOL at Teachers' College Columbia University in 2001 and Ph.D. at Hiroshima University in 2013. He is specialized in learning science. His current research interests are English as an International Language (EIL) and development of new learning methods to promote proficiency of EIL learners. He developed VA shadowing method to improve Japanese EIL learners' listening skills and the book on its mechanism will be released this year. Now he and his colleagues are developing the new method called Instant Translation method to promote proficiency of Japanese EIL learners. He is currently an associate professor at Jissen Women's University in Tokyo and teaches English and English teacher training courses.

**Speech Title: Does VA Shadowing Method Really Facilitate Learning Pronunciation of Kanji?**

**Abstract:** This study investigates whether visual-auditory shadowing method (VA shadowing method) can better facilitate vocabulary learning of JSL (Japanese as a Second Language) learners than visual-visual shadowing method (VV shadowing method). Learning vocabulary has three aspects; meaning, orthography and pronunciation. Japanese language is complex in orthography and pronunciation. Since Japanese uses a combination of ideographs and phonetic characters, learners of Japanese need to learn three kinds of orthographic characters: ideograph (kanji) and two kinds of phonetic characters (hiragana and katakana). In addition, pronunciation of kanji changes in context, learners have to learn various kinds of pronunciation for one kanji. This study tries to search for a reasonable way to learn pronunciations of kanji and compared the following two conditions: visual-auditory shadowing (N=48), visual-visual shadowing (N=47) to investigate which condition better facilitates learning of pronunciation of Japanese ideographs. The analysis suggests visual-auditory shadowing condition is effective to advanced learners, but not to intermediate or novice learners, compared to visual-visual shadowing condition ( $p < .05$ ).



**Prof. Budsaba Kanoksilapatham**  
**Silpakorn University, Thailand**

Budsaba Kanoksilapatham is currently a professor with the English Department, Faculty of Arts, Silpakorn University. She completed the bachelor's degree in English (Hons.) at the Faculty of Arts, Chulalongkorn University. She received the master's degree in linguistics and EFL from Southern Illinois University at Carbondale and the Ph.D. degree in linguistics with a concentration in applied linguistics from Georgetown University, USA. Her research interests include discourse analysis, sociolinguistics, phonetics, and language teaching. Her most recent books are *Pronunciation in Action* and *English Sociolinguistics at Work*. Her research articles were published in international journals including *English for Specific Purposes* and *The IEEE Transactions on Professional Communication*.

**Speech Title: Local Context-Based Lessons and Global English Education: Southern Thailand**

**Abstract:** Due to the existing trend of English as a global language, coupled with the emerging trend of regionalization, individual national culture and identity have become attenuated. Concern regarding the increasing influx of foreign influences through a multitude of channels has been exacerbated by the augmented popularity of social media that permeates most aspects of people's lives. As a consequence, Thai culture and identity remains vulnerable. This presentation represents an attempt to preserve the national identity of Thai learners through the English language and to avoid imminent subjugation. Specifically, this study focuses on cultural features pertaining to southern Thailand, manifested through a set of English lessons, and subsequently implemented to elementary students in southern Thailand. Based on the tests devised to measure the students' knowledge of the southern Thai knowledge and associated English vocabulary, the integration of southern Thai context based-lessons into the English lessons yields positive impacts on English language learning. This study provides insights into how English language education in Thailand can be utilized to pass on information about the learners' local Thai culture. Pedagogical practices and implications are offered to ameliorate and strengthen English language education in Thailand.



**Assoc. Prof. Korakoch Attaviriyapap**  
**Silpakorn University, Thailand**

Korakoch Attaviriyapap is currently an associate professor at the Department of German, Faculty of Arts, Silpakorn University. She completed the Bachelor of Arts in German (1st. class Honours) and the master's degree in Higher Education at Chulalongkorn University. She also got the Bachelor of Communication Arts from Sukhothai Thammathirat Open University and Graduate Diploma in Thai-English Translation from Thammasat University. She received both her master's and Ph.D. degrees in German Linguistics from the University of Berne. Her research interests include German-Thai contrastive linguistics, translation, German as a foreign language and project-oriented learning. Her expertise and experience also include creative writing, song lyrics translation and the integration of German language and Thai culture.

**Speech Title: Creative Integration of Thai Language and Culture in Teaching German as a Foreign Language**

**Abstract:** This presentation shows 3 ways to integrate Thai language and culture in teaching and learning process of German as a Foreign Language (GFL) for Thai university students. They can be considered as trial of innovation to preserve Thai art and culture, one of the four missions of Thai universities which seems irrelevant to foreign language teaching at first glance. The three forms of integration are creative translation, creative writing and creative musical setting. All of them not only prove themselves as possible methods in the teaching and learning process of a foreign language in Thai context, but they have also shown positive results in increasing learners' motivation and awareness of linguistic elements in both L1 and L2. With this kind of creative integration in classroom or as extracurricular activities, the intercultural concept of "the self and the other" and "contrastive linguistics" can be reflected at the same time.



# Time Schedule

## Day 1: Registration: Oct. 10, 2018 (Wednesday)

10:00-17:00	Arrival and Registration Venue: Lobby
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- (1) Certificate of Participation can be awarded after the session.
- (2) Your paper ID will be required for the registration.
- (3) The organizer won't provide accommodation, and we suggest you make an early reservation.
- (4) One best oral presentation will be selected from each oral session. The Certificate for the best one will be awarded at the end of each session on Oct. 11, 2018.

## Day 2: Conference: Oct. 11, 2018 (Thursday)

	<b>Keynote Speeches</b>
9:00-9:05 Venue: Larose (3 <sup>rd</sup> Floor)	<b>Opening Remark</b> Prof. Budsaba Kanoksilapatham Silpakorn University, Thailand
9:05-9:45 Venue: Larose (3 <sup>rd</sup> Floor)	Keynote Speech I  <b>Prof. Murali Krishnamurthi</b> Northern Illinois University, USA <b>Speech Title:</b> Emerging Trends in Higher Education Research and Innovation
9:45-10:05	<b>Coffee Break &amp; Group Photo</b>
10:05-10:45 Venue: Larose (3 <sup>rd</sup> Floor)	Keynote Speech II  <b>Prof. Tomokazu Nakayama</b> Jissen Women's University, Japan <b>Speech Title:</b> Does VA Shadowing Method Really Facilitate Learning Pronunciation of Kanji?

<p>10:45-11:25 Venue: Larose (3<sup>rd</sup> Floor)</p>	<p style="text-align: center;">Keynote Speech III</p>  <p style="text-align: center;"><b>Assoc. Prof. Korakoch Attaviriyapap</b> <b>Silpakorn University, Thailand</b></p> <p style="text-align: center;"><b>Speech Title:</b> Creative Integration of Thai Language and Culture in Teaching German as a Foreign Language</p>
<p>11:25-12:05 Venue: Larose (3<sup>rd</sup> Floor)</p>	<p style="text-align: center;">Keynote Speech IV</p>  <p style="text-align: center;"><b>Prof. Budsaba Kanoksilapatham</b> <b>Silpakorn University, Thailand</b></p> <p style="text-align: center;"><b>Speech Title:</b> Local Context-Based Lessons and Global English Education: Southern Thailand</p>
<p>12:05-13:30</p>	<p style="text-align: center;">Lunch Break</p>
<p>13:30-15:15</p>	<p style="text-align: center;">Session 1: Subject Education and Education Management Venue: Larose 1 (3<sup>rd</sup> Floor) PP: 14-16</p>
	<p style="text-align: center;">Session 2: Information Technology and Sociology Venue: Larose 2 (3<sup>rd</sup> Floor) PP: 17-19</p>
<p>15:15-15:40</p>	<p style="text-align: center;">Coffee Break</p>
<p>15:40-17:55</p>	<p style="text-align: center;">Session 3: E-Education and E-Learning Venue: Larose 1 (3<sup>rd</sup> Floor) PP: 20-23</p>
	<p style="text-align: center;">Session 4: Educational Statistics and Teaching Evaluation Venue: Larose 2 (3<sup>rd</sup> Floor) PP: 24-27</p>
<p>18:00-20:00</p>	<p style="text-align: center;">Dinner Banquet</p>

**Session 1**

13:30-15:45

Venue: Larose 1

Theme: Subject Education and Education Management

Session Chair: **Prof. Tomokazu Nakayama****Jissen Women's University, Japan**

\*The time slots assigned here are only tentative. Presenters are recommended to stay for the whole session in case of any absence.

\*\*After the session, there will be a group photo for all presenters in this session.

ID	Title+ Author's Name
EY1003 13:30-13:45	<p>Study on Innovative Personnel Training Mode in Automation Specialty  <b>Shufen Liang</b>, Fangchen Yang, Hongwei Yue, Yingying Fu, Chenfei Li and Yihong He  WUYI University, China</p> <p><b>Abstract:</b> As guide to follow the development pace of higher education, the project education mode and innovative personnel training mode, this paper contributes to students' integrated development and adapt to society. As aim to these disadvantages in traditional automatical undergraduate education where there are around with paying attention on theory study more than innovative training, and the shortcomes about traditional teaching patterns. In terms of reforming talent training modes, studying and discussing the way of training automation professional engineering practice ability deeply on adjusting training program and innovating teaching modes and cooperation between school and enterprise, come up with the "3+1" semester system and bring in the modern teaching techniques for innovative education and teaching patterns, establish effective training modes to promote innovation in training and teaching, so as to form a new mode for school enterprise cooperation training.</p>
EY1004 13:45-14:00	<p>Environmental and Sustainability Studies for Pupils in Elementary Arabic School  <b>H. Friman</b>, Y. Sitbon, I. Banner, T. Shauli and Y. Einav  H.I.T - Holon Institute of Technology, Israel</p> <p><b>Abstract:</b> How should pupils in elementary school be taught about renewable energy, Sustainability, what is the air pollution and how does harming sea creatures affect all of us? In the last year students from the HIT, Holon Institute of Technology participated in a course "green ambassadors" which combines practical work. As part of the course requirements, students were asked to conduct enjoyable lessons within the topic of preserving the environment to fifth and sixth grade pupils in the Arabic elementary school "Alomaria" situated in the city of Ramle. The students from various faculties: design, engineering, technology management, learning technologies and computer science studied the environmental and sustainability issues themselves and the material they learnt was passed enjoyably to the pupils of the school. For the first time in the history of HIT the course worked in collaboration with an Arabic school, as part of a general trend in the college of multi-pluralism and cultural competence in the frame of "Israeli hope in the academia". During meetings held within the school, the students taught the pupils via games and activities what renewable energy means, how to turn waste into a resource, what energy conversion and renewable energy mean etc. In order to illustrate the topics studied by the pupils, the students used a moveable laboratory containing demonstrations, experiments and creative activities. The results show higher rates of success and involvement due to an enriching and challenging experience of learning. Thanks to all these, the pupils turned more aware and learned an important lesson about the ways to preserve the environment.</p>
EY0014 14:00-14:15	<p>A Preliminary Study of Practice-Led Research in Arts and Design Higher Education: Analysis of Typology  <b>Lin Fang-Tzu</b> and Lin Hui-Wen  National Cheng Kung University, Taiwan</p> <p><b>Abstract:</b> In recent years, it has been a trend in higher education to do practice-led research rather than theoretical research in art and design. The ability of making creative work is indispensable. However, the definition and the methodology of practice-led research has still been discussed. The</p>

	<p>definition and the use varies among countries, institutions, disciplines. It leads to some problems such as the dissemination and the application of practice-led research. More and more scholars in Taiwan began to discuss about this approach. Yet in Taiwan, doctoral theses in arts and design still tend to be theoretical research. Professors may need a certain criteria and standards to instruct students.</p> <p>This paper focused on literature review and analysis of postgraduate practice-led theses. The purpose is to clarify the application methodologies of practice-led theses and to view the research methodologies, research results, and the connection between practice and research. Furthermore, to talk about the pedagogy design on practice-led research. This paper analyzed around fifty postgraduate theses and categorized into two main categories of practiced-led theses in art and design, which are Creation Practice and Teaching Practice. Hoping to provide scholars in arts and design some references on instructing practice-led research to their students.</p>
<p>EY0016-A 14:15-14:30</p>	<p>Establishing a Support Center for College Students with Learning Disabilities <b>Rivka Yogev</b> The College For Academic Studies, Israel</p> <p><b>Abstract:</b> The present paper reports the process of establishing a support center for students with Learning Disabilities (LD) at The Center for Academic Studies College in a framework of an Action Research.</p> <p>Stage 1. A survey intended to identify more specifically the needs of students with LD was performed. 136 students responded to a questionnaire and were recognized as needing support in different degrees of severity. Based on the information gathered in the survey, a draft defining the measures to deal with these needs was prepared, and methods of support as well as monitoring measurements tools were suggested. The support focused on the following issues: Getting organized, Time management, Learning strategies, Tests anxiety, and Emotional support. Measuring consisted of triangulation of questionnaires and interviews data. A pilot was executed, a process of reflection was performed in which the program was evaluated, and finally a modified program was prepared and executed in stage 2.</p> <p>Stage 2. The revised program was applied and monitored, and by the end of this stage evaluated. Following the lessons from stage 1 the program included appointing students as tutors, holding personal meetings with students with special needs, small group workshops, and guidance for self-aid. The whole activity was monitored. At the end of this stage the data showed that the students improved both in mental welfare, satisfaction, and self-esteem as well as in academic achievements. It also showed that involvement of the regular college teachers in the program was missing.</p> <p>Stage 3. The same program with minor modifications was performed with the addition of special workshops for the teachers and scheduled meetings with them according to the students' difficulties. The results showed again improvements in mental welfare, satisfaction, and self-esteem as well as in academic achievements. In conclusion, the study supported the claim that support center for LD students is essential in a higher education institute, and that the program devised in the present center proved to be effective.</p>
<p>EY2021 14:30-14:45</p>	<p>Course Planning Optimization with Conditional Constraints Using Integer Linear Programming <b>Werayuth Charoenruengkit</b> Srinakharinwirot University, Thailand</p> <p><b>Abstract:</b> With the limited resources such as the number of classrooms and instructors in educational institutions, course planning can be challenged in terms of determining which courses to offer to students in each term. The course planner needs to offer a minimum number of appropriate courses by examining the course sequences and the enrolled courses of every students in each term. The proposed problem formulation for an optimization with conditional constraints based on Integer Linear programming establishes an approach for efficient course planning. A course advising process assisted by this optimization allows students to enroll in appropriate courses in every terms. In this paper, students are enrolled in each term a set of 3 courses following the course sequence defined by the study plan such that every individual student can complete the program within 4 terms. The simulation carries out for 4 consecutive terms on students from 3 study programs with varied number of students in each term to quantitatively demonstrate that the high advising quality can achieved in spite of several resource constraints. A proposed evaluation index %Q is developed to confirm the advising quality.</p>

<p>EY0003-A 14:45-15:00</p>	<p>An Investigation of Thai Students' and Thai Lecturers' Understanding of Plagiarism: Multiple-sources Evaluation <b>Phanlapa Khathayut</b> and Caroline Walker-Gleaves Newcastle University, United Kingdom</p> <p><b>Abstract:</b> Plagiarism incidence in academic contexts has gradually increased due to easiness of information access through the Internet. Universities can be platforms to inform this incidence to students and lecturers in the community to create an academic integrity environment. This study aims to investigate Thai university students' and Thai lecturers' understanding of plagiarism in academic contexts with a mixed-methods approach. The participants were 137 undergraduate students and 44 lecturers from a Thai university in the South of Thailand. This study was conducted in the first semester of academic year 2017. The results indicated that the students and the lecturers had limited understanding of plagiarism either in academic writing or the concept of plagiarism. More training and practices on plagiarism avoidance including correct information about plagiarism are recommended for the students and the lecturers at the university.</p>
<p>EY3013 15:00-15:15</p>	<p>Kindergarten Choice Motive in China--- Case Study at Da Dukou District in Chongqing City, China <b>Hai-Yan Nie</b> Wenzhou University, China</p> <p><b>Abstract:</b> With the rapid progress of the society and the development of early childhood education and care reform, parents are becoming increasingly value children's education. This paper aim at investigating the most preferred factors chosen by the parents when selecting kindergarten for their children. The research analyzed what motivated parents to take such decision by exploring the strength and weaknesses of these kindergartens by exploring elements and problems faced by parents when deciding to select any institution for their children. This research used a questionnaire survey in Da Dukou District, Chongqing City, China to determine the factors that affecting the parents' choice, and based on the research result, the author has provided reasonable suggestions for parents.</p>

**Session 2**

13:30-15:45

Venue: Larose 2

Theme: Information Technology and Sociology

Session Chair: **Prof. Murali Krishnamurthi****Northern Illinois University, USA**

\*The time slots assigned here are only tentative. Presenters are recommended to stay for the whole session in case of any absence.

\*\*After the session, there will be a group photo for all presenters in this session.

ID	Title+ Author's Name
EY0011 13:30-13:45	<p>Monitor a Driver Behavior by ECG Measurement  <b>Ching-Sung Wang</b>, Yin-Cheng Huang, Teng-Wei Wang and Si-Huei Lee            Oriental Institute of Technology, Taiwan</p> <p><b>Abstract:</b> This study focus for a driver in day care, real-time ECG monitoring is required, because symptoms of cardiac arrhythmia and hypoxia can occur unexpectedly. To prevent any cardiovascular problems unknown to a driver and to enhance care service and quality, in this system, the front-end sensor extracts the measured physiological signals from a driver's hand in the vehicle, subsequently wirelessly transmitting these signals to the Android system for processing. This research proposes a continue ECG monitoring system for transmitting ECG signals to Android mobile phones or tablets through Bluetooth transmission in vehicles. These signals are then uploaded to a cloud database, enabling health care physicians and nurses to instantly monitor and access ECG data. The system can effectively reduce the rate of accidents caused by drivers.</p>
EY3012 13:45-14:00	<p>Human Resource Management Framework Construction under Competency Model            Yu Liu and <b>Yu-Cheng (Roscoe) Shen</b>            Wenzhou University, China</p> <p><b>Abstract:</b> How do you define the skills, behaviors, and attitudes that workers need to perform their roles effectively? How do you know they're qualified for the job? In other words, how do you know what to measure? Some people think formal education is a reliable measure. Others believe more in on-the-job training, and years of experience. Others might argue that personal characteristics hold the key to effective work behavior. All of these are important, but none seems sufficient to describe an ideal set of behaviors and traits needed for any particular role. Nor do they guarantee that individuals will perform to the standards and levels required by the organization. A more complete way of approaching this is to link individual performance to the goals of the business. To do this, many companies use competencies. These are the integrated knowledge, skills, judgment, and attributes that people need to perform a job effectively. By having a defined set of competencies for each role in your business, it shows workers the kind of behaviors the organization values, and which it requires to help achieve its objectives. Not only can your team members work more effectively and achieve their potential, but there are many business benefits to be had from linking personal performance with corporate goals and values. This research firstly gives a systematic job-analysis of the networked education college and establishes the framework of the competency model. Then, coupled with relative statistical analysis and data validation works, the Behavioral Event Interview (BEI) method is applied to different sample groups to give elaborate definition of the general competency characters, the job-family competency characters and specific-job competency characters step by step. A three-leveled competency model composed of 14 general competency characters, 11 job-family competency characters and 14 specific-job competency characters is finally constructed, and its value for the further study on competency development is detailed at the end.</p>
EY2014-A 14:00-14:15	<p>The Exploration and Analysis in the Chinese Landscape Painting Intercultural Communication through the Augmented Reality Technology  <b>Zhao Han</b>            Shanghai International Studies University, China</p> <p><b>Abstract:</b> This paper first presents the special creation ways of Chinese Landscape Painting and its abstract characters are too hard for foreigner to accept and enjoy, which also set the a lot of barriers for its successful intercultural communication. And then, with the new media theoretical base and the</p>

	<p>attempt to integrate AR technology (Augmented Reality) with Chinese Landscape Painting as the start point, we come up with the necessity to pay more attention to the aesthetic significance in Chinese culture communication and the promotion of understanding and enjoying Chinese Landscape Painting all over the world with the use of AR technology. Last, the paper designed an AR APP for presenting the creative process of Chinese Landscape Painting to show the feasibility of AR and traditional art integrating.</p>
<p>EY1001 14:15-14:30</p>	<p>Technological Innovation, Entrepreneurship and Internationalisation for Colombian Culture <b>Bianca L. Suárez-Puerta</b> Universidad EAN, Colombia</p> <p><b>Abstract:</b> Most of the world has very little knowledge about Colombian culture, its diversity, dances, theatre, music and cinema. But, it is widely known for many popular groups sponsored by large multinationals. Many cultural entrepreneurs and small enterprises, which in most cases are empirical people who have learned an art through passion, reaching a level of experience worth giving. This cultural experiences can be found not only in local markets, but also can be trade at a global competitive level. The main objective of this article is to show a business model designed by students, developed in a research center of the cultural management program, to support an offer an application to mobilise through an 19 egitimizing 19 ization strategy for Colombian culture entrepreneurs. This business plan based on technology is supported by communication, information and social technologies. Increasingly, research is understood as a practical, productive and innovative activity that leads to obtaining knowledge for the benefit of the community. The critical route method were used as the proper methodology, which is highlighted with an algorithm to program a set of project activities, such as making a preliminary market study, applying the main requirements to be considered in various cultural markets, festivals, art fairs, and its requirements like insurance and visas. Through this research on innovation we were able to see how every day is more important for artists as well as for galleries and independent art projects to have a presence in international markets, to have media 19egitimizing them and to have greater visibility of the works, the artists, the galleries and the cultural projects to have greater sales opportunities.</p>
<p>EY3007 14:30-14:45</p>	<p>Combating Distributed Denial Of Service Attacks Using Load Balanced Hadoop Clustering In Cloud Computing Environment <b>Kaushik Sekaran, G.Raja Vikram, B.V. Chowdary and UNP Gangadhar Raju</b> Vignan Institute of Technology &amp; Science, India</p> <p><b>Abstract:</b> The Security threats in the cloud computing are drastically growing as the number of cloud resource usages are increasing continuously for various services. The analysis is significant as the rate of increase of DDOS attacks has been increasing over the past few years and no effective system has yet been developed to safeguard our systems against potential attackers. It presents a highlight of the challenges, which are caused by these attacks, and discusses the various scenarios of tackling them. It recognizes the limitation and strengths of each strategy, which have been introduced thus far to combat DDOS attacks. This paper provides the existing countermeasures under one roof and discusses the effectiveness of each methodology. This survey will help in the further development of measures to reduce and eventually prevent DDOS attacks, thereby making the Internet a more secure network. This paper analyzes and reviews various methods used to mitigate distributed denial of service (DDOS) attacks by using load balanced hadoop clustering mechanism to filter HTTP (Hypertext Transfer Protocol) requests to avoid and fight against DDOS attacks.</p>
<p>EY1002-A 14:45-15:00</p>	<p>Geography of stuttering: Distribution of preschoolers' stuttering in the German city of Frankfurt/Main <b>Eugen Zaretsky and Benjamin P. Lange</b> University Hospital of Marburg, Germany</p> <p><b>Abstract:</b> In this study, associations between German preschoolers' sociolinguistic /sociodemographic characteristics and severity of stuttering were examined. A sample of four- to five-year-old German preschoolers (N = 495) was tested in the German city of Frankfurt/Main with a validated short version of the language test "Marburger Sprachscreening". All children were classified by kindergarten teachers as stuttering "never – seldom – sometimes – often – always".</p>

	<p>Sociolinguistic/sociodemographic characteristics of children were documented in the questionnaires for parents and kindergarten teachers. Characteristics of 45 Frankfurt districts are available on its official web site <a href="http://www.frankfurt.de">www.frankfurt.de</a>. Children with severe stuttering lived in the districts with a high population density, a high number of registered foreign citizenships, a high percentage of unemployed inhabitants and those under the age of 18, of Germans with immigration background, large families, inhabitants with extremely low wages, elderly and impaired people receiving financial help etc. A high percentage of (linguistically comparatively advanced) Italians and, generally, Europeans in the respective district was associated with a lower severity of stuttering, whereas a high percentage of (linguistically less advanced) Turks was associated with a higher severity of stuttering. All correlation coefficients were low, but statistically significant. Immigrant children received speech/language(-related) therapies significantly less often than monolingual Germans although they needed such therapies significantly more often according to university language experts. To sum up, severity of stuttering was linked to the factors unfavorable for German language acquisition.</p>
<p>EY1019-A 15:00-15:15</p>	<p><b>New Sun Care Product Development: Understanding Consumers' Need</b>  <b>Eua-apha Harnvanich</b>, Supason Wanichwecharungruang, Emeritus Dr. Achara Chandrachai and Pravit Asawanonda  Chulalongkorn University, Thailand</p> <p><b>Abstract:</b> Objective: Here we have investigated buying behavior and purchase intention of consumers towards facial sunscreens. The obtained information should be useful for customize new sun care product via the new product development (NPD) model.  Methods: NPDs and consumes' behaviors theories are reviewed and used to design a study conceptual framework. Research tool is a questionnaire which has been tested for reliability and distributed online by convenience sampling method. Calculated sample size was 400. Closed-end questions were used to collect consumers' behaviors while 5-Likert scale was applied to rate importance of marketing mix. Person correlation and Sample t Test statistic was used to test hypothesizes.  Findings: Most respondents are female (70%), under 25 years old (45.75%), student (43.50%), average income of less than 10,000 THB/month (38%). Majority uses facial sunscreen daily. The most preference formulation is cream with SPF 36-50. Health and beauty shop is a place they usually buy products at less than 500 THB/time. Respondents read articles from website or magazine; however, they make their own decision whether to buy or not to buy products.  Demographics (age, education and monthly income) have statistically significant affecting purchase intention of the new facial suncare containing natural extract. Additionally, routine use of sunscreen and cost has significant effect on their purchase intention.  Respondents rated product the most important attribute when buying a facial sunscreen followed by price, place and promotion, respectively. The highest score for each attributes are hypo allergic for product, value for money for price, convenience to buy for place and sale campaign including free gifts for promotion. Furthermore, it was shown importance of price, place and promotion are statistically significant related to purchase intention.  Application: Understanding consumers' behavior and requirements is advantage to ensure a successfully launch of a new sun care product. This is not only benefiting for product design, but also during planning for marketing.</p>

**Session 3**

15:40-17:55

Venue: Larose 1

Theme: E-Education and E-Learning

Session Chair: **Nailya Nurieva****BMSTU, Russia**

\*The time slots assigned here are only tentative. Presenters are recommended to stay for the whole session in case of any absence.

\*\*After the session, there will be a group photo for all presenters in this session.

ID	Title+ Author's Name
Opening 15:40-15:55	<p>Application of Blended Learning in English Fiction Literature Course <b>Nailya Nurieva</b>, Tatyana Borisova and Margarita Kulikova BMSTU, Russia</p> <p><b>Abstract:</b> With the development of technology, the traditional education approach has been combined with some new forms of teaching. This tendency brings new teaching modes such as blended learning. Its application improves EFL teaching. The paper considers the theoretical backgrounds for the crucial necessity to efficiently teach such courses as Fiction Literature Reading. It describes the implementation of digital technology into the course and analyzes the results of the experimental teaching. The integration of web-enhanced instruction represents a progress in teaching complex and grand courses. Being involved into the general system of education the course helps provide young generation with good knowledge and morals.</p>
EY2005 15:55-16:10	<p>Mobile Edutainment Learning Approach: #StopBully <b>Han-Foon Neo</b>, Chuan-Chin Teo and Jackson Lew Han Boon Multimedia University, Malaysia</p> <p><b>Abstract:</b> An effective approach to enhance the understanding of bully and cyber bully concepts among students is through edutainment learning process. This objective is achieved by designing and developing an Android-based app in this paper, namely #StopBully. The app consists an opening splash video which depicts the broken friendship as a result of bullying. There are six features proposed in this app. Firstly, an informative page of Befrienders information is provided. Secondly, an emergency button is embedded so that user could contact the authority to report bullying cases easily. Next, an edutainment games is designed which deepens the user's knowledge on #StopBully concepts. Subsequently, users are tested via quizzes on the amount of information that they have obtained from using the app. The concept of cyber bully is introduced through a series of animated comic strips. Finally, cyber bullying prevention videos are designed to educate users to avoid being a victim of cyber bully in the virtual realms. An experimental analysis was carried out to a total of 30 undergraduate students from Multimedia University, Malacca Campus, Malaysia. There exists significant difference in the mean and standard deviation of the pre-test and post-test analysis. The findings further reveal that this app is an effective tool to learn, enhance and concretize the theory of #StopBully.</p>
EY2007 16:10-16:25	<p>Impact of Fine Motor Skill Development App on Handwriting performance in Children with Dysgraphia: A Pilot Study <b>Smitha John</b> and Renumol V.G. Cochin University of Science and Technology, India</p> <p><b>Abstract:</b> Use of digital technology in education has a potential to influence children's learning experience and quality. In particular, integration of an appropriate technology tool plays an important role in learning environment and cognitive development. The primary objective of this study was to explore the dexterity performance outcome of children with dysgraphia in a technology-enhanced learning environment. The study participants were nine elementary school students in an age group of 5 to 10. They had writing difficulties (dysgraphia), according to the occupational therapists and clinical psychologists. An iOS application namely dexterity was used in this study. A pretest was conducted in them by paper-and-pencil method to know their current performance. After that they were introduced to the software dexterity in a tablet computer. This touch-based training software provides three sessions of activities – 'Tap it', 'Pinch it' and 'Write it'. The tap and pinch activities are</p>

	<p>intended to improve their fine motor skills and the ‘Write it’ is a letter tracing activity. Fifteen minutes were allotted for each activity per child per day for the training, so a total of 45 minutes spent by each participant in a day. Each participant received a total of 27 hours training on iPad to develop handwriting readiness. After the training a post-test was conducted. The results showed that these children have improved in their handwriting legibility and speed. The study concluded that the iPad-based training program focusing on visual motor skill training appeared to be effective in enhancing the handwriting readiness and time taken for completing the activity among children with dysgraphia. This pilot study is part of an ongoing research to design and develop a sophisticated technology tool for dysgraphic children.</p>
<p>EY3002 16:25-16:40</p>	<p>The Development of Electronic Assembly Technology Course Aided by Video and Flash Courseware and Teaching Effectiveness Verified by Radio Assembly and Shakedown Test <b>Yi Tian, Yan Wu and Hanming Zhu</b> Suzhou Institute of Trade &amp; Commerce, China</p> <p><b>Abstract:</b> Based on the content and characteristics of electronic assembly technology course, the paper has put forward and implemented the teaching method aided by video and flash courseware for about two academic years. The main teaching contents by using video and flash courseware are described in this paper: correct usage of multimeter; correct usage of electric soldering iron; dip soldering, wave soldering and reflow soldering technology; safe production, electrostatic prevention and first aid of electric shock; printed circuit board designing and manufacturing, etc. The middle level examination of radio assembly and shakedown test is an assessment of relevant professional theories and skills learned by students majoring in applied electronic technology. The importance of correctly mastering the skills of testing electronic components and devices and soldering is obtained by analyzing the causes of failure in the past students’ examination. On the basis of analysis and comparison to the one time pass rate and related factors of the above examination taken by two term classes, the conclusion has been drawn that the proposal teaching method possesses the validity and practicability.</p>
<p>EY2009 16:40-16:55</p>	<p>Architecture of an Adaptive Personalized Learning Environment (APLE) for Content Recommendation <b>Nisha Raj and Renumol G</b> Cochin University of Science and Technology, India</p> <p><b>Abstract:</b> With the development of sophisticated learning environments and learner-centric didactic approaches, personalized learning is in high demand. Personalization in learning environments occurs when such systems fit the learner profiles, which help in increasing their performance and quality of learning. Personalized learning refers to the pedagogy where the pace of learning, the instructional preferences and the learning objects are optimized as per the needs of each learner. To support customization, recommender systems can be used to recommend appropriate learning objects (LOs) corresponding to the learner attributes. This paper proposes an architecture of an Adaptive Personalized Learning Environment (APLE) and its features. APLE assists the learners by content recommendation and adapts to the learning preferences and performance of the learner. It has three modules such as Learner modelling Unit (LModU), Content Managing Unit (CMU) and Learner Monitoring Unit (LMU). LModU creates a Learner Model (LM) from the learner attributes.</p> <p>The system proposes to represent learner attributes as an ontology and learner modelling using Dynamic Bayesian Networks. The LMU should perform the knowledge assessment of the learner and monitor their changing preferences. CMU got two components, LO Manager and Content Recommendation Engine (CRE). LO Manager is responsible for creating the metadata corresponding to the learning resource following the IEEE LOM specification. CRE is an expert system which will map the learner attribute with the LOs. Currently, the CRE is implemented as a rule-based prediction engine where the rules represent the association between each LOM field with the learner attributes. This on-going research work aims at answering questions regarding the feasibility and effectiveness of mapping LO attributes and learner attributes.</p>

<p>EY2022 16:55-17:10</p>	<p>Exploring the Effects of Ubiquitous Geometry Learning in Real Situations Lixin Zhao, <b>Wu-Yuin Hwang</b>, Rustam Shadiev, Li-Kai Lin, Timothy K. Shih and Hong-Ren Chen National Central University, Taiwan</p> <p><b>Abstract:</b> Geometry ability and spatial estimation ability are perceived as important abilities that humans should learn. However, current geometry teaching at elementary schools mostly focuses on calculation process with the traditional approaches such as paper, pencils and rulers, but rarely connects geometry learning to students' real life. So we developed a Ubiquitous Geometry (UG) system to support ubiquitous geometry learning in real situation. This study explored whether ubiquitous geometry learning in real situation can improve geometry learning, especially deeply investigating learning behaviors using the UG system and their effects to learning. After a quasi-experiment, the results showed that the users had high learning motivation and intention to use the UG system. Furthermore, it was found that geometry learning performance and spatial estimation ability of the experimental group were significantly higher than those of the two control groups. Further analysis found that the participants who had measured more real objects had better learning performance. Hence, the UG system and learning activities in this study provided a good approach to enrich applying geometry to real life and had good effects on geometry learning. Based on the results of the study, we give some advice on the design of teaching activities and teaching methods.</p>
<p>EY3004 17:10-17:25</p>	<p>Learning Media Development for Basic Arithmetic Concept with Interactive Augmented Reality <b>Wibisono Sukmo Wardhono</b>, Issa Arwani and Hermawan Wijay Universitas Brawijaya, Indonesia</p> <p><b>Abstract:</b> Demands and needs for learning media are now increasingly complex. These demands become a challenge to build an interactive instruction system that is designed and implemented as a basic arithmetic learning media prototype in Mathematics. Every student's learning interest in Mathematics, especially basic concept of Arithmetic, might be increased by stimulating the visual senses with an Augmented Reality technology. It allows students to interact with the learning media as a visual object that is incorporated into the real world through video display. The prototype that has been developed in this research used Augmented Reality Technology that is integrated with the basic concept of arithmetic involving its operands and operators as physical marker and visual objects that appear on the Smartphone screen with a real-world background captured by the camera. This application was developed by applying Linked List Concept to store a temporary sequence of markers that are successfully read by the device then processed in sequences as simple arithmetic operations. The results of the implementation testing show a low risk of complexity and meet all the designed functions. Then the application is ready to be tested for usability as a learning media.</p>
<p>EY0013 17:25-17:40</p>	<p>A Framework for Automatically Generating Quiz-Type Serious Games Based on Linked Data <b>Wei Shi</b>, Kosuke Kaneko, Chenguang Ma and Yoshihiro Okada Kyushu University, Japan</p> <p><b>Abstract:</b> Quiz-type serious games are widely used not only for evaluating quiz users' learning effects but also for supporting quiz users' learning activities. Normally, quiz games are composed by the quiz questions, their choices and maybe complements, such as the hints and explanations. These resources are stored in a database called the quiz resource bank. Traditional quiz games are wildly used, but they still have some demerits. First, the storage of the similar quiz questions is extravagant. Second, the choices for each quiz question almost have no or only few changes, which may reduce the training and evaluating effects. Furthermore, current quizzes only provide scores to quiz users without analyzing users' activities. We believe that by analyzing users' activities we can provide the questions with more effective training efforts.</p> <p>For solving the above problems, we propose a new framework which supports quiz makers to easily create their customized quiz games. The resources for making quiz games are stored as the Linked Data. Linked Data technology supports the easy sharing and update of the quiz resources and the definition of the interlinkage among quiz resources. We can retrieve the quiz resources and the linkages among these resources using SPARQL. The linkages among data also makes the automatic generation of the choices of each quiz question become possible. Such kind of quiz generation method can realize the wrong choices of the same question are different for each time.</p>

	<p>Because the structure of the Linked Data is flexible, it is difficult for quiz makers to use. Then, our framework provides a tool to extract and visually represent the schema of the Linked Data. The quiz games created by our framework are web applications. Each quiz game includes a set of quiz pages generated from a user-defined template. Our framework provides an authoring tool for supporting quiz makers to define such a template. This tool includes a set of components, and quiz makers can define the layouts and contents of their quizzes using these components. These components are defined by HTML5 technologies. The contents of these components can be an absolute value or directly related with the tuple of the Linked Data. Then the automatically generation of quiz pages will be realized.</p> <p>The quizzes generated by our framework can collect quiz users' feedbacks and record the users' activities and scores. These collected data will be used for the further analyzation. Through the analyzing results, we expect to find out the weaknesses of different uses and to improve the created quizzes and improve the training efforts.</p>
EY1010-A 17:40-17:55	<p>Making a Text the Sum of its Parts: Using Technology to Support Collaborative Writing Projects  <b>Jaime Buchanan</b>  Zayed University, United Arab Emirates</p> <p><b>Abstract:</b> Teaching EAP in the Arabian Gulf region to students who plan to study in an EMI university offers a number of challenges. Students at the UAE's Zayed University often enroll with a lack of sufficient ability both academically as well as linguistically. When teaching writing, very often, learners at our EMI university are unaware of genre conventions, and so are grappling with creating a text at both the sentence and whole-text level. As such, a major strand of our writing curriculum focuses on discrete elements of essay and report writing. While our program employs a number of strategies to teach particular structural elements of essay writing, very often our students still struggle to incorporate these disparate items into a coherent whole. Frequently, this focus on the individual components of a genre serves to confuse students and they fail to understand how the parts relate to the whole. This presentation is based on classroom experience with a group of pre-sessional university students at CEFR B2 level and outlines a strategy making use of the online collaborative writing platform Quip that has been used to enable students to integrate the various parts into a coherent text, thereby increasing students' explicit text knowledge and reinforcing a stronger understanding of the text as a whole. This presentation may be of interest to those who are looking to meaningfully integrate technology into their writing teaching or those interested in collaborative learning strategies.</p>

**Session 4**

15:40-17:55

Venue: Larose 2

Theme: Educational Statistics and Teaching Evaluation

Session Chair: **Prof. Budsaba Kanoksilapatham****Silpakorn University, Thailand**

\*The time slots assigned here are only tentative. Presenters are recommended to stay for the whole session in case of any absence.

\*\*After the session, there will be a group photo for all presenters in this session.

ID	Title+ Author's Name
EY0019 15:40-15:55	<p>Computer-Assisted Instruction: Long-term Effects on Early Literacy Skills of Low Socioeconomic Status Students Haya Shamir, Erik H. Yoder, <b>David B. Pocklington and Kathryn C. Feehan</b> The Waterford Research Institute, USA</p> <p><b>Abstract:</b> The study investigated the longitudinal impact of computer-assisted instruction (CAI) technology on early literacy skills. The use of technology in the classroom has been explored in the literature, but there has been limited evidence that the effects of CAI are long-lasting. Access to well-designed early childhood education can lay the foundation for academic success regardless of challenges arising from personal circumstances: Therefore, strong and methodologically valid research into the efficacy of approaches to early childhood education is necessary to ensure all students have a path to academic success. Pre-kindergarten students from low socioeconomic status homes in Florida were provided with a CAI program, Waterford Early Learning (WEL), for five days per week for fifteen minutes per day during the 2014-2015 school year. Students did not use WEL during the 2015-2016 school year while in kindergarten. At the end of the 2015-2016 school year, these students (experimental) were assessed on a literacy assessment, and their scores were compared to the scores of kindergarten students who did not have access to WEL (control). Differences between experimental and control groups were analyzed and parsed in terms of demographic factors, including English learner (EL) status, ethnicity, and socioeconomic status (SES). Students who used WEL in pre-kindergarten outperformed students who did not use WEL in pre-kindergarten at the end of their kindergarten year. This study demonstrated that, after using WEL, young learners from disadvantaged backgrounds were positively impacted in their academic performance, improving their learning beyond the immediate use of the software. The large effect sizes show that students, particularly EL and Hispanic students, saw substantial, long-term, meaningful improvement as a result of using WEL. These results indicate that CAI technology can have a lasting positive effect on early literacy skills.</p>
EY0020 15:55-16:10	<p>E-assessment: Developing Technology Application Prototype for Easy Evaluation of Students' Assignments <b>Nurul Nisa Omar</b> and Yi Jun Phung KDU University College, Malaysia</p> <p><b>Abstract:</b> This study aims to develop a prototype of an electronic assessment tool to assist lecturers in evaluating students' assignments via technology application platform. This paper documents the process of creating the prototype content and requirements that can easily evaluate students' assignments. The research utilizes qualitative method by analyzing focus group discussions. The findings will be used as the foundation for generating the basic function and concept in the development of an e-assessment application called Operational Metric Assessment and Rubrics (OMAR). This prototype includes features such as an easy-to-use template to generate assignment rubrics, operationalized the metric calculation of students' marks, an automatic generated feedback function and video capture or tapping features in assessing students' presentation. Developing a prototype that can enhance the innovative use of technologies in assessment activity is a great breakthrough in the research world.</p>

<p>EY1006 16:10-16:25</p>	<p>Promoting an Assessment Practice for Modules in Computer Science <b>Jing Hua Ye</b> The Cork Institute of Technology, Ireland</p> <p><b>Abstract:</b> Assessment is perhaps the most principal and imperative feature of teaching and the curriculum. It powerfully frames how students learn and what students achieve. It has a noteworthy influence on the quality of learning. A review of various contemporary assessment strategies in the light of international best practice will be presented in this paper. In the computer science field, most instructors employ teacher-centered assessments to evaluate learners' performances. In this paper, we discuss how to adopt student-centered assessments in computer science modules. The application of these strategies will be analyzed with a specific module from the computer science discipline. This module offers students opportunities to build up some necessary problem-solving skills and to analyze and to disseminate some important concepts. The applied nature of the module necessitates a varied and multi-faceted assessment approach. In accordance with these analyses, some valuable suggestions on further enhancements are proposed in this paper.</p>
<p>EY3005-A 16:25-16:40</p>	<p>Validating the Extended Technology Acceptance Model: Facilitating Conditions as a Determinant of Perceived Self-Efficacy <b>Marissa R. Fearnley</b> De La Salle-College of Saint Benilde, Manila, Philippines</p> <p><b>Abstract:</b> This main objective of this study is to validate the extended technology acceptance model (ETAM) with a focus on the relationship between facilitating conditions and perceived self-efficacy. Forty-eight faculty respondents self-reported their acceptance of a learning management system (LMS) by completing a survey questionnaire measuring their responses to eight ETAM constructs, namely perceived usefulness, perceived ease of use, attitudes toward LMS usage, behavioral intention to use the LMS, actual LMS use, system quality, facilitating conditions, and perceived self-efficacy. The results as analyzed by partial least squares-structural equation modelling (PLS-SEM) reveal that facilitating conditions have a strong and significant effect on perceived self-efficacy such that faculty members' confidence to use a technology improves when technical support and specialized instructions are present. Findings from this study enhance understanding of the TAM and technology acceptance among faculty users.</p>
<p>EY0001 16:40-16:55</p>	<p>Bridging the Achievement Gap for Low-Performing Students Using Computer-Adaptive Instruction Haya Shamir, <b>David Pocklington, Kathryn Feehan</b> and Erik Yoder The Waterford Research Institute, USA</p> <p><b>Abstract:</b> Prior research into computer-assisted instruction (CAI) has demonstrated that the use of technology in the classroom has the potential to help underperforming young learners. The literature has also stressed that thorough evidence-based testing is needed to ensure that effective instruction is provided to students and that accurate information is available to educators. This study explored the effect of an adaptive CAI program on learning outcomes for young students. Kindergarten and first grade students used the Waterford Early Learning Program (WEL), a computer-adaptive reading curriculum, and were assessed at the beginning and end of the 2016-2017 school year. Analysis of gains found that students in both grades who used WEL benefited from significantly greater growth in literacy skills than a historic dataset of students from the previous year who did not use WEL. Students who used WEL outperformed their control counterparts on end of year scores despite having lower beginning of year scores on most strands. In this study, WEL improved the literacy scores of the students who used it, indicating that computer-assisted instruction can make a positive impact on students' early literacy skills.</p>
<p>EY0002 16:55-17:10</p>	<p>Technology Improving Literacy Skills for All Students: Findings from Three Districts Haya Shamir, Erik Yoder, <b>David Pocklington and Kathryn Feehan</b> The Waterford Research Institute, USA</p> <p><b>Abstract:</b> Research has suggested that computer-adaptive curriculum may be an effective means of closing demographic achievement gaps. The current study reports findings for young learners in kindergarten and first grade using a computer-adaptive instruction (CAI) literacy curriculum called</p>

	<p>the Waterford Early Learning Program (WEL) in three geographically diverse school districts. The aim of the study was to determine how an adaptive, educational technology program targeting early reading skills impacts literacy scores of early elementary school students when used in a traditional classroom setting for just fifteen minutes (for kindergarten students) or thirty minutes (for first and second grade students) per day, five days per week. Experimental students in all three districts used the Waterford Early Learning Program; control students either did not use the Waterford Early Learning Program or had low usage of the program. In all districts, experimental group students benefited from significantly higher gains, percent gains, or end of year scores than control group students. Students in the experimental group from traditionally disadvantaged backgrounds benefited from higher scores. This study shows promise of the efficacy of computer-assisted instruction when utilized in a traditional classroom setting.</p>
<p>EY0025 17:10-17:25</p>	<p>Gender Differences and Affective Factors Influencing Mathematics Learning Success in an Enabling Program <b>Pek Foong Ng</b> and Kung-Keat Teoh University of South Australia, Australia</p> <p><b>Abstract:</b> Mathematics learning and teaching is an area of interest to the teaching community in first year higher education and enabling programs due to the large gap of expected mathematics knowledge and the actual mathematics abilities of students in these programs with the goal of find solutions to bridge the gap of knowledge so that students can meet the expected knowledge required in a degree program of their choice. One of the factors of interest in the research community is the impact of gender on mathematics learning. This study investigates if there is a gender difference in terms of enabling students' mathematics achievement and affective factors related to mathematics, particularly, their self-efficacy, active learning strategies, perceived usefulness of mathematics, perception on learning environment that have an impact to their mathematics learning, achievement-oriented goals, enjoyment of mathematics, and mathematics anxiety based on a sample of 507 students undertaking an enabling program at a university in South Australia. Results indicated that male and female students' achievement in mathematics are statistically and significantly similar but male students scored higher in self-efficacy and enjoyment of learning mathematics while female students scored higher in mathematics anxiety. A discussion of the results and its implications are also presented.</p>
<p>EY2004 17:25-17:40</p>	<p>Utilizing Augmented Reality in Improving the Frustration Tolerance of ADHD Learners: An Experimental Study <b>Arnel B. Ocay</b>, Reynold A. Rustia and Thelma D. Palaoag Urdaneta City University, Philippines</p> <p><b>Abstract:</b> Low frustration tolerance can obstruct a person to accomplish an activity or achieve a specified goal. Studies show that low frustration tolerance can be directly characterized to children with Attention Deficit Hyperactivity Disorder (ADHD). This experimental study examined the use of Augmented Reality (AR) in improving frustration tolerance of ADHD learners. The researchers have conducted activity tasks using Mirror Tracing Persistence Task (MTPT) and Augmented Reality learning application to ADHD participants of the study. Results of the measured frustration tolerance of ADHD participants in the MTPT and AR sessions were used. Further, the time spent on each activity in the different setting by the participants were recorded for analysis. The use of AR can improve the frustration tolerance of the ADHD children was the hypothesis of the study. Favorably, the researchers found that there is a significant increase in the frustration tolerance in the implementation of an AR-based environment.</p>
<p>EY2006 17:40-17:55</p>	<p>Blended Learning for the Development of Teacher Creativity: the Experience of Advanced Training of Pedagogical Staff in the Republic of Uzbekistan <b>Feruza Zakirova</b>, Feruza Saidova and Madina Zakirova Tashkent University of Information Technologies, Uzbekistan</p> <p><b>Abstract:</b> This article is devoted to the problem of using blended learning and influence on the development of creativity of teachers in the system of retraining and advanced training of pedagogical staff of the highest educational institutions of the Republic of Uzbekistan. Organizational and</p>

	<p>pedagogical conditions of implementation, specific functions and methods of organization of blended learning are revealed on the basis of the information system for monitoring the continuous retraining and advanced training of pedagogical staff. With the help of statistical analysis of experimental data, it is shown that the implementation of blended learning in the system of advanced training is an effective model in improving not only professional knowledge and competences of teachers of higher education, but also their creativity, namely, promotes the flexibility of thinking and the development of original approaches to problem situations.</p>
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## Poster Session

\*The posters will be displayed in the conference room from 9:00 to 18:00 on October 11.

EY0009	<p>A Study on the Education of Data Analysing Technology for the Urban Planning in the New Data Environment  <b>Yan Xiao</b>, Hui Sun and Bin Luan  Dalian University of Technology, China</p> <p><b>Abstract:</b> The evolution of the internet and data technologies has formed the new impetus for rapid development of the architecture and urban planning, more broadly, for relative industries and educations. New paradigms and research methodologies are established for the urban planning and designing in this new environment and spatial quantitative analysis has become an indispensable part of the designing process. Using internet thinking to explore possible innovations in teaching methods has become a hotspot of the educators in Urban Planning. This paper has attempted to propose new teaching methods, which is essential in the new environment for the education of Architecture and Urban Planning, from the perspectives of quantitative cognitions on the architectures and city layouts. The outcomes of this research could be considered as a reference for the featured professional education in Architecture.</p>
EY0026	<p>Preschool Children's Life Style and Preferences for Toy in Taiwan  <b>Jo-Han Chang</b>, Chan-Jyuan Zhang and Ssu-Min Chang  National Taipei University of Technology, Taiwan</p> <p><b>Abstract:</b> Advancements in information and mobile technologies have changed the life style the next generation of children. Children engage in less outdoor activities and their dynamic activities are gradually replaced by static activities. This study analyzed lifestyles and provided suggestions for future product designers to respond properly to individual differences. The lifestyle research by previous scholars was used as the basis. An AIO scale was combined in a self-devised questionnaire to explore the lifestyles of young children in Taiwan. A total of 79 male and 80 female participants were surveyed. The age was between 2 and 6 years old. Factor analysis results yielded seven factors of Health-promoting, Outdoor exploration, Joint amusement, Independent enjoyable learning, Obedience, Home-based parenting, and Relaxed nature. Subsequently, a cluster analysis method was employed to divide the lifestyles of the participants into clusters of Home-based parenting, Social and self-discipline, Indoor enjoyable learning, and Playing outdoors alone. The distribution of clusters revealed that the majority of the population was in Indoor enjoyable learning, representing the major population of young children in Taiwan. The children in the Indoor enjoyable learning cluster preferred Lego and similar block toys the most. The results of this study can serve as a reference for lifestyle scales of young children in the future. A series of further exploration of young children's lifestyle will be conducted in the future.</p>
EY1007	<p>A Study on the Function of Academic Activities to Improve Academic Environment —— Illustrated by the Academic Week of Dalian University of Technology  <b>Dongyang Wang</b>, Yan Xiao and Jie Tao  Dalian University of Technology, China</p> <p><b>Abstract:</b> By means of practical case studies and site visits, this paper uses the Academic Week held in School of Architecture and Fine Art of Dalian University of Technology as the research objects and explores the organizational pattern of student-arranged activities in universities. The results demonstrate that during the activity, diversified contents and forms as well as academic platforms composed of multiple subjects can stimulate students' academic competence, thereby improving the academic environment. Moreover, the paper has also revealed the problems in the activity and provided relevant suggestions in this regard. This aside, it provides a new method to explore research-oriented instruction and it also enhances the overall academic ambience, and the arrangement of this event has greatly promoted the research and academic level of the school, effectively improving its reputation in the field and sector.</p>

EY1021	<p>Research on Improving Prediction Accuracy of Sports Performance by Using Glowworm Algorithm to Optimize Neural Network  <b>Fan Zhang</b>  Nanjing Forest Police College, China</p> <p><b>Abstract:</b> In order to improve the accuracy of sports performance prediction and solve the shortcomings of low precision and slow speed of current sports performance prediction model, this paper proposes a prediction model based on glowworm optimization neural network. Firstly, the training samples and test samples of the neural network are generated by pretreatment of the sports performance; secondly, the connection weights and thresholds of the BP neural network are determined by using the glowworm optimization algorithm, and the prediction model of the sports performance is established by learning the training samples; finally, the prediction effect is tested by specific simulation experiments. The results show that the glowworm optimized neural network improves the prediction accuracy of sports performance, and solves the limitations of other sports performance prediction models. The prediction results are more reliable, which can provide scientific decision-making basis and valuable information for sports training.</p>
EY2002	<p>The Application Research of Digital Technology in the Education for Major of Machinery in New Engineering Background  <b>Wang Lin, You Bindi and Liu Huiying</b>  Harbin Institute of Technology, China</p> <p><b>Abstract:</b> The modernization of education relies on the use of digital technology to change traditional teaching methods. Under the background of Emerging Engineering Education, the application of digital technology will be an important way for teaching reform of mechanical specialty. Therefore, this paper firstly analyzes the shortcomings of teaching methods, the defects of experimental training equipments and the lack of practical projects in the teaching process of mechanical course, then provides some measures to solving these problems with the help of digital technology. These measures cover introducing digital technology into teaching content, create a digital training environment and cultivate students' innovative ability by digital technology, some examples of practical applications are given. These examples show the feasibility of these measures and play a positive role in the teaching of mechanical engineering. Under the background of Emerging Engineering Education, this paper has reference significance for perfected the teaching of the traditional mechanical courses through digital technology.</p>
EY2019	<p>The Contemporary Language Studies with Corpus Linguistics  <b>Aziza Sharipova</b>  TUIT University, Uzbekistan</p> <p><b>Abstract:</b> Corpus linguistics is one of the fastest growing methods of the contemporary language studies; it has become the critical field of the classroom teaching or learning the many languages. This article outlines the introduction to corpus linguistics by defining the terms and giving a general overview of the corpus linguistics, describing the types of the corpus we have and the languages and novelties associated in this field. Writing this article is an excellent approach to me in gaining more and more eminence in this field. Many of the research work and papers are shifting ways to utilizing linguistic data and using corpora as their primary data and the internet data too. I am going to focus on the usage of the corpora mainly in the classroom after the definition of terms and outlining the various types of corpora in this article.</p>

EY3006	<p>Teaching Research of Object Oriented Programming Course Based on SPOC and Project-driven  <b>Songhua Xie</b>, Lili Fan and Wei Wu  Wuhan University of Technology, China</p> <p><b>Abstract:</b> From the feature of the object oriented programming course and the students' learning needs, this paper analyzes the existing problems in the teaching, and puts forward a new teaching method which combines with SPOC, flipped classroom and project-driven approach. Firstly, the model of the each above teaching approach is constructed respectively. With the help of the network platform, students can conduct online video learning and offline discussion, and blended teaching is realized by inquiry learning and cooperative learning. Based on online learning, flipped classroom is used to reverse knowledge impartation and knowledge assimilation. Project-driven takes a project as the main line and the related knowledge points are integrated into every link of the project, and practice are pushed forward layer by layer. Then the combination of online and offline teaching has been applied to teaching implementation. Teaching practices have proved students' practical ability and innovative ability have been improved significantly, and excellent teaching results have been achieved.</p>
EY2027	<p>The Undergraduate Course Teaching and Assessment Reform of Wireless Sensor Network for Engineering Education Certification  Weiming Cai, <b>Jili Tao</b>, Zaipin Pan, Lingong Li and Haitong Pang  Zhejiang University, China</p> <p><b>Abstract:</b> Based on the education certification standard of electronic information engineering major, this paper proposed an undergraduate course teaching and assessment reform scheme of wireless sensor network for professional engineering certification, including the revision of syllabus, the integration of theoretical and practical teaching, and reform of the end-of-term assessment by replacing examinations with competitions and evaluation methods of the achievement of course objectives. Through the analysis of the results of the examination after the teaching reform, it is shown that: After the implementation of course teaching and assessment reform, the average achievement of the core graduation indicators supported by this course is 0.85, and the overall teaching effect is good. The teaching and assessment methods conform to the standards of engineering education and it is a feasible plan for the teaching and assessment reform of the standard course that meets the requirements of engineering education certification.</p>
EY2028	<p>Modeling of Sports Performance Based On Nonlinear Screening Factors and Weighting to Improve Prediction Accuracy  <b>Zhang Fan</b>  Nanjing Forest Police College, China</p> <p><b>Abstract:</b> In this paper, a weighted sports performance prediction model based on LSSVM is constructed for complex non-linear sports performance. The influencing factors of sports performance are selected and weighted by LSSVM, and the factors closely related to the predicted results are screened out, and appropriate weights are given to each factor. Firstly, the least square support vector machine (LS-SVM) was used to obtain the main influencing factors by nonlinear screening according to the principle of minimum cross-validation root mean square error. Then the main influencing factors are given different weights to reflect the extent of their impact on the results of sports performance prediction. Finally, the least squares support vector machine is used to build the optimal sports performance prediction model, and applied to the 1000-meter race performance prediction. The simulation results show that LSSVM-New improves the accuracy of sports performance prediction compared with other sports performance prediction models, and it is an effective sports performance prediction model.</p>

## Listeners List

L 1	Hideya MATSUKAWA Tohoku University, Japan
L 2	Renumol V.G. Cochin University of Science and Technology, India
L 3	ANNA KHOR LeapED Services Sdn Bhd, Malaysia
L 4	Yoshihiro Okada Kyushu University, Japan
L 5	Sherry Ward Texas A&M University at Qatar, Qatar

# Call For Papers



**2019 10th International Conference on E-Education, E-Business, E-Management and E-Learning (IC4E 2019) will be held in Waseda University, Japan during January 10-13, 2019.**

**IC4E 2019 is sponsored by IEDRC and Faculty of Science and Engineering, Waseda University. It aims to bring together researchers, scientists, engineers, and scholar students to exchange and share their experience, new ideas, and research results about all aspects of E-Education, E-Business, E-Management and E-Learning, and discuss the practical challenges encountered and the solutions adopted.**

## Publication



All the accepted papers by IC4E will be published in international conference proceedings, which will be indexed by EI compendex and Scopus.

2018. 06.20 The conference proceedings of IC4E 2018 has been indexed by EI Compendex.

2018.07.30 IC4E 2018 conference proceedings has been indexed by Scopus.

## Topics

Topics of interest for submission include, but are not limited to:

Systems, Design and Technologies  
Practices and cases in e-education  
Systems and technologies in e-education  
Applications and integration of e-education  
e-learning evaluation and content  
Campus information systems  
Evaluation of e-Learning

e-Learning strategies  
Social benefits of e-Learning  
e-Learning effectiveness and outcomes  
Innovative business models  
Enterprise application integration  
Business process re-engineering  
Virtual enterprises and virtual markets

## Submission Methods

1. Email: [ic4e@iedrc.org](mailto:ic4e@iedrc.org)
2. Electronic Submission System: <http://www.easychair.org/conferences/?conf=ic4e2019>

## Important Dates

Submission Deadline	October 10, 2018
Acceptance Notification	October 30, 2018
Registration Deadline	November 20, 2018
Conference Date	January 10-13, 2019

## Contact Information:

Kiko Xu (Conference Secretary)  
Email: [ic4e@iedrc.org](mailto:ic4e@iedrc.org)

Website: <http://www.ic4e.net>



**2019 6th International Conference on Education and Psychological Sciences (ICEPS 2019) will be held on January 28-30, 2019 in Singapore. ICEPS in Spain, Italy, Netherlands and South Korea brought together delegates from around the world to consider the theme of “Education and Psychological Sciences”. The theme was approached from a variety of different perspectives, taking full advantage of the international diversity of the attendees with their myriad experiences.**

## Publication



International Journal of Social Science and Humanity (IJSSH)

ISSN: 2010-3646

DOI: 10.18178/IJSSH

Indexed: Google Scholar, DOAJ, Engineering & Technology Digital Library, Crossref, Index Copernicus, and ProQuest.



International Journal of Information and Education Technology (IJIET)

ISSN: 2010-3689,

DOI: 10.18178/IJIET

Indexed: EI (INSPEC, IET), Cabell's Directories, DOAJ, Electronic Journals Library, Engineering & Technology Digital Library, Google Scholar, Crossref and ProQuest.

## Topics

Topics of interest for submission include, but are not limited to:

Distance Learning

Education and Technology

Educational Psychology

Effective Teaching Practices

Psychology and Education

Qualitative/Quantative Research

Teacher Education

Quality Assurance/

Second Language Teaching

Social and Behavioral Sciences

Special Education

Learning Theories

## Submission Methods

1. Email: [iceps@iedrc.net](mailto:iceps@iedrc.net)

2. Electronic Submission System: <https://cmt3.research.microsoft.com/ICEPS2019>

## Important Dates

Submission Deadline	October 30, 2018
Notification Date	November 20, 2018
Registration Deadline	December 10, 2018
Conference Dates	January 28-30, 2019

## Contact Information:

Apple P. Xiong (Conference Secretary)

Email: [iceps@iedrc.net](mailto:iceps@iedrc.net)

Website: <http://www.iceps.org/>



**2019 International Conference on Big Data and Education (ICBDE 2019) will be held in University of Greenwich, London, UK during 27-29 March, 2019. ICBDE 2019 aims at bringing together researchers and practitioners who are interested in Big Data and Education.**

## Publication

All the accepted papers by ICBDE 2019 will be published in international conference proceedings, which will be indexed by EI Compendex and Scopus.

## Topics

Topics of interest for submission include, but are not limited to:

- |   |  |
|---|--|
| Novel Theoretical Models for Big Data         | E-learning technologies, standards and systems |
| New Computational Models for Big Data         | Mobile learning                                |
| Big Data as a Service                         | Computer aided assessments                     |
| Big Data Industry Standards                   | Self-learning integrated methodology           |
| Experiences with Big Data Project Deployments | Ambient intelligence                           |
| Mobility and Big Data                         | Assertive and assistive educational technology |
| e-Learning platforms                          | Elementary Education                           |
| Portals and Virtual learning                  | E-learning                                     |
| Partnerships in e-Learning                    | ESL/TESL                                       |
| Systems, Design and Technologies              | Family Education                               |

## Submission Methods

1. Email: [icabe@iedrc.net](mailto:icabe@iedrc.net)
2. Electronic Submission System: <http://www.easychair.org/conferences/?conf=icbde2018>

## Important Dates

Submission Deadline	November 30, 2018
Notification Date	December 20, 2018
Registration Deadline	January 10, 2019
Conference Dates	March 27-29, 2019

## Contact Information:

Jack T. Feng (Conference Secretary)  
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Website: <http://www.icbde.org/>





