#	track	title	decision
9	1	中学生化学信息素养培养现状的调查研究 罗玛, 王祖浩	ACCEPT as Short Paper
15	1	The Use of Concept Mapping to Support Collaborative Inquiry Learning in an Online Environment Juanjuan Chen, Minhong Wang	ACCEPT as Short Paper
24	1	网络课程的无障碍性现状研究 刘春苗, 童名文, 陈梦园, 韩梅梅	ACCEPT as Short Paper
36	1	基于同伴互评的翻转课堂教学策略的实证研究 李欣, 郑兰琴	ACCEPT as Full Paper
83	1	The Study of Social Attributes and Knowledge Building of MOOC Learners Xu Liujie	ACCEPT as Short Paper
91	1	适应性解释与适应性支架:一对一指导行为对学生学习过程与结果的影响 王理理, 黄玲玉, 陈璐, 杨翠蓉	ACCEPT as Short Paper
102	1	LMS导入:提升使用率的策略 陈灿珠, 郭经华	ACCEPT as Short Paper
164	1	翻转课堂中的同伴互动: 实现互动投入的分析框架 董安美, 庄绍勇, 陆晋轩	ACCEPT as Poster Paper
169	1	家庭社会经济因素对学生学业表现的影响研究—基于"上海市中小学生学业质量绿色指标" 危怡, 顾小清	ACCEPT as Short Paper
196	1	以脚本策略支持行动式科学探究影片制作对国小学童科学探究能力之影响 高郁晞, 邱琼慧1, 苏建元	ACCEPT as Short Paper
205	1	导入不同形式问题于线上教学影片对国小学生的学习影响 邱琼慧, 詹渝崴, 苏建元	ACCEPT as Full Paper
206	1	地理教师为何以及如何使用Power Point教学-以两位国中教师为例 傅绍玮, 詹明峰	ACCEPT as Poster Paper

217	1	可视化编程工具的应用现状研究 杨冰清	ACCEPT as Short Paper
221	1	Students Leading Discussion Boards—An Effective Design and Assessment Model in Hybrid Teacher Education Learning Environments Jingshun Zhang, Xiaoxue Wang, Jessica Evers	ACCEPT as Poster Paper
223	1	以概念构图软体辅助写作认知策略教学(CSIW)之探究 林秋斌, 薛为莲, 孔令宜, 巫兹棋, 詹明峰, 洪煌尧	ACCEPT as Full Paper
236	1	Research on the Design of Cooperative Learning Teaching Platform for Classroom Teaching Ke Liu, Ke Wu	ACCEPT as Poster Paper
245	1	影音分享社群贡献动机量表的编制及其信效度研究 苏建元, 翁瑞临, 邱琼慧	ACCEPT as Poster Paper
249	1	影响互联网教育产品用户接受度的关键因素探究 吴志祥, 包昊罡, 黄荣怀	ACCEPT as Full Paper
260	1	Bridging Metacognitive Strategies and Oral Performance through Video Annotation System Shih-Ting Hong, Liang-Yi Li, Yun-yin Huang	ACCEPT as Poster Paper
280	1	主题深度阅读模式的发展 杨斐钧, 廖长彦, 张菀真, 陈秉成, 陈德怀	ACCEPT as Short Paper
283	1	基于Moodle平台的SPOC学习环境设计研究 郝晓鑫, 李彤彤, 王志军	ACCEPT as Short Paper
3	2	移动MOOC设计原则研究 张必兰, 贾积有	ACCEPT as Poster Paper
11		Pedagogical Design of Mobile Technology Supported Science Learning: An Evaluation Study Daner Sun, Chee-Kit Looi, Yanjie Song	ACCEPT as Full Paper

17	2	Solving Authentic Problems in Surrounding Context with a Mobile System Rustam Shadiev, Wu-Yuin Hwang, Shusheng Shen, Mei Cao, Wei Wang, Rai Laxmisha	ACCEPT as Short Paper
41	2	Moodle平台的新功能及其教学应用 王小越, 贾积有	ACCEPT as Short Paper
48	2	探究以知识鹰架为基础之互动式电子书对国小学生乘法学习成就之影响 Wu Po-Han, Shin Yun-Yun, Li Yao-Wei	ACCEPT as Short Paper
79		探索MOOC设计成功的影响因素:学习行为分析与动态学习服务的作用 蘧征, 孙众, 吴敏华, 骆力明	ACCEPT as Full Paper
80	2	Enhancing Science Learning with BYOD in a primary school Yanjie Song, Daner Sun	ACCEPT as Short Paper
88	2	探讨台湾国民小学教师实施翻转教室之原则与策略 洪玉如, 蔡今中	ACCEPT as Full Paper
101	2	中学生屏幕阅读行为的调查研究——以北京市BY学校高中部为例 石琬若, 吴娟, 巴音	ACCEPT as Short Paper
107	2	云端概念构图结合小组互动于国小六年级自然科学习成效之研究 罗文伶, 张立杰, 施彦安	ACCEPT as Full Paper
113	2	国小师资生使用云端即时回馈系统之科技接受度初探 吴亭慧, 颜荣泉	ACCEPT as Poster Paper
133		无所不在学习于在地化学习活动之应用 刘淑娴, 林庆容	ACCEPT as Short Paper
151	2	我国电子书包研究的热点追踪 石静, 刘军, 乐向莉	ACCEPT as Poster Paper

152		运用即时回馈系统教学时师生互动与学习满意度之相关探讨 汪庆珍, 颜荣泉	ACCEPT as Short Paper
180	2	采用网路翻转教学之优缺点分析 孙怡君, 林莉纯, 陈年兴	ACCEPT as Short Paper
189		教师与家长对学前儿童使用移动电子设备的认知态度调查—以上海市某幼稚园大班英语学习为例 郭日发, 付楚昕, 冷静	ACCEPT as Short Paper
213		环境与学习姿势对移动学习注意力影响的脑波实验研究 赵鑫硕, 杨现民	ACCEPT as Full Paper
235	2	The Development of an Animated E-book: A Gender Equality Approach Chih-Hung Chang, Chiu-Lan Liu, Jen-Hang Wang, Sherry Y. Chen	ACCEPT as Short Paper
251	2	无缝式同侪互教行动英文写作学习策略之学习成效分析 陈煜翔, 朱蕙君	ACCEPT as Short Paper
276	2	运用翻转课堂于蛋糕艺术社团学习之创造力影响 田丽珠, 陈俞菁	ACCEPT as Poster Paper
13	3	Using Computer Simulation and Animation (CSA) to Enhance Student Learning: A Quasi-Experimental Case Study in Rigid-Body Engineering Dynamics Ning Fang, Oai Ha	ACCEPT as Short Paper
52	3	我国游戏学习研究现状分析 贾姗, 杨艺萌, 许冰, 李荣芹, 武法提, 王瑜	ACCEPT as Short Paper
72	3	扩增实境魔法绘本APP辅助儿童阅读学习效益之研究 刘美求, 赖怡廷, 李宜芝, 王晓璿	ACCEPT as Poster Paper
77	3	数位游戏互动式学习辅助三年级学生正确饮食营养观念及行为之研究 王晓璿, 黄雅婷, 李碧珠	ACCEPT as Poster Paper

84	3	多媒体互动游戏辅助幼儿手眼协调能力效益之研究 王晓璿, 李碧珠, 黄雅婷, 张雅惠	ACCEPT as Poster Paper
90	3	"艺术漫游"数位式游戏辅助国小高年级学生艺术鉴赏力效益研究 王晓璿, 张雅惠, 李碧珠	ACCEPT as Poster Paper
97	3	孔子无双-以3D数位游戏辅助论语学习 戴畹贞, 陈志洪	ACCEPT as Poster Paper
103		6E教学模式于国小自然与生活科技-以机器人教学为主题之课程设计与研究 萧显胜, 林奕维, 林建佑, 陈政翰	ACCEPT as Full Paper
128		教育游戏怎么玩? 小学生观点 杨喻婷, 张铁怀, 陈斐卿	ACCEPT as Full Paper
146	3	探究模拟游戏对学生科学学习之学习表现、观点与行为之影响 温采婷, 张家荣, 张铭华, 范姜士熏, 刘晨钟, 黄福坤, 陈彦良	ACCEPT as Full Paper
158		自我解释与目标设定对国小学童学习游戏程式设计之影响研究 丰佳燕, 陈明溥	ACCEPT as Full Paper
170		国家文化知识儿童动画绘本书APP系统设计探究 林佩萱, 邱宝令, 郑侑真, 王晓璿	ACCEPT as Poster Paper
192	3	结合NFC与云端资料库融入互动游戏模式设计之研究 王晓璿, 徐靖壹, 陈品瑞, 林钰钧, 冯振国	ACCEPT as Poster Paper
211	~ 1	数字故事对小学生数学学习态度影响研究 孙璐璐, 李葆萍	ACCEPT as Full Paper
216	3	Webduino结合HTML5跨平台互动游戏设计初探 王晓璿, 黄郁乔, 谢可惟, 吴婉瑄, 赖敬昕	ACCEPT as Full Paper

224	3	魔物学园:以3D冒险游戏辅助英语字汇学习 杨庭纬, 陈志洪	ACCEPT as Short Paper
226	3	数位桌游在霸凌教育上的游戏内容设计 许于仁, 温郁韵, 杨妍柔, 黄一倚, 陈婧仪, 杨美娟	ACCEPT as Full Paper
231	3	增进"数学岛"系统回馈与历程呈现辅助学生数学学习 叶彦呈, 谢蕙如, 陈德怀	ACCEPT as Short Paper
253	3	偏乡机器人合作学习活动设计-以南投县偏乡中学机器人社团为例 黄元彦, 刘旨峰	ACCEPT as Full Paper
274	3	学生对数字故事教学的感知研究:以两位数学教师的课堂为例 张丽峰, 李葆萍, 孙璐璐	ACCEPT as Full Paper
275	3	Educational Reward Moodle Plug-In Cheng-Li Chen, Yiyang Zhao, Anni Luo, Maiga Chang, Dongming Qian, Rita Kuo, Hung-Yi Chang	ACCEPT as Full Paper
34	5	职前中学科技教师的工程设计思考认知结构之研究 林坤谊, 吴颖沺	ACCEPT as Short Paper
62	5	Chinese High School Teachers' IT Usage Status and Perceptions about Online Teaching: Study from a Key School Jiajia Yao, Yan Li	ACCEPT as Short Paper
138	5	线上职前教师多媒体辅助教学提问之课堂研究 Hsiu-Jen Cheng	ACCEPT as Short Paper
155	5	基于内容分析法的思维导图教学应用研究综述 吴强, 杜玉霞	ACCEPT as Short Paper
184	5	师范生微格课例研究中组内反思与组间反思比较研究 李茜, 张志祯, 张玲玲	ACCEPT as Full Paper

247	5	台湾教师专业网路社群发展之行动研究 冯建中, 陈忆慧, 谢贤颕	ACCEPT as Short Paper
8	6	汉语识字APP评价指标设计与案例分析 崔志军, 刘莎, 王晶晶, 江丰光	ACCEPT as Full Paper
18	6	增强现实技术用于汉字课堂教学之系统设计与实现 温韫, 吴美韵, 王燕燕, 沈露丝, 崔娇阳, 陈文莉	ACCEPT as Full Paper
40	6	"希赛可"开放-智能英语词汇练习APP 张静蓉, 贾积有	ACCEPT as Short Paper
67	6	The Practical Application of Educational Software in Primary School Classroom for Chinese Learning Jan Ing Su	ACCEPT as Poster Paper
68		应用Webb模式和WATv2平台于新加坡华文课程标准和评价的一致性研究初探 刘渼, 谭玉, 陈广通, 郭秀芬	ACCEPT as Full Paper
81	6	文字图像"画"-应用文字云产生器(Tagxedo)于语文教学 郑竹君, 曾琬茹	ACCEPT as Poster Paper
89	6	Technology Enhanced English Reader Evaluation – A Case Study through Survey and Self-built Corpus	ACCEPT as Poster Paper
94	6	基于Scratch的小学英语教学设计 杨金朋, 薛耀锋, 郭威	ACCEPT as Short Paper
109	6	通过自适应学习系统加强小学生华文阅读理解能力 刘丹楹, 孙凤琳, 李自金, 陈秀娟	ACCEPT as Full Paper
114	6	Sketch Engine在汉语组合概念教学中的应用研究 王萌, 陈明选, 王志军	ACCEPT as Short Paper

119	6	行动语言学习运用于汉字教学成效之探讨-以智慧型手机结合即时通讯软体LINE为例 林振兴, 白芬茹, 王暄博	ACCEPT as Short Paper
122		甲骨文动画教学游戏应用于华语文汉字学习之探讨 赖泱錤, 郑如涵	ACCEPT as Short Paper
130	6	科技如何增益IB-PYP中文阅读理解学习 叶智雯	ACCEPT as Short Paper
135	6	科技增强语言学习的最新发展 李晨, 陈祥雨	ACCEPT as Short Paper
136	6	Multimedia-assisted Chinese Character Second Language Acquisition: Is More Interaction Actually Better? Hong Zhan, Hsiu-Jen Cheng	ACCEPT as Full Paper
161	n	Web 2.0- Storybird工具对国小六年级英语阅读与写作之影响 黄郁婷	ACCEPT as Poster Paper
176	6	运用扩增实境技术设计辅助国文写作系统初探 王怡萱	ACCEPT as Short Paper
185	n	基于BYOD的小学生写作能力培养研究 余龙九, 余红	ACCEPT as Short Paper
186	6	线上环境下语言学习策略与学习焦虑的相关性研究 付楚昕, 郭日发, 冷静	ACCEPT as Full Paper
194	6	电子书包支持下的小学语文习作课教学模式的设计 郑泽梅	ACCEPT as Short Paper
200	6	反思任务型教学设计搭配使用笔顺平台之行动研究-以印尼八华学校学童的初级华语课程为例 林芳莹	ACCEPT as Poster Paper

202	6	一对一数位学校支持儿童语言的发展:来自纵贯研究的证据 廖长彦,张菀真,辜玉旻,柯华葳,陈德怀	ACCEPT as Full Paper
212		计算机支持的协作学习中英语学习者的学习调节研究 胡贺宁, 苏友, 张媛, 邢爽, 李艳燕	ACCEPT as Full Paper
225	6	Validating a Mobile-Assisted Language Learning Norms Scale Wen-Ta Tseng, Hsing-Fu Cheng, Chao-Chang Wang, Ming-Chuan Hsieh	ACCEPT as Short Paper
230	6	Enhancing Language Learning with Technology and iMTL I3 Design Principles Hwee Fern Tay, Li-Yen Sharon Lim, Peiru Tan	ACCEPT as Short Paper
234	6	国内"互联网+外语教学"研究现状:回顾与思考 姜毅超, 庄绍勇, 耿洁	ACCEPT as Short Paper
237	6	以整合性方法探讨认知风格对学术英语逻辑测验系统之使用影响 曾毓棻, 王振汉, 杨子奇, 陈攸华	ACCEPT as Full Paper
278	6	探讨涂鸦写作对于学童的口语叙说结构、投入度与自我效能的影响 张菀真, 廖长彦, 李依倩, 陈德怀	ACCEPT as Full Paper
22	7	Game-Theory Analysis for Strategic Decision High Satisfaction Matching Chiu Chia-Hao, Ho-Lin Chen, Ping-Cheng Yeh	ACCEPT as Short Paper
26	7	我国教育领域眼动研究进展:2012-2016 江波, 王小霞, 刘迎春, 高明	ACCEPT as Full Paper
28		Engaged Time Analysis for Students with Different Achievements Ming Gao, Bo Jiang, Xiaoxia Wang, Wanjian Li	ACCEPT as Full Paper
42	7	Automatic Cantonese POS Tagging with Information Transference Sihui Fu, Shengyi Jiang, Lindong Guo	ACCEPT as Short Paper

49	/ /	国内外学习分析研究现状述评 雷诗捷, 刘清堂, 张思, 吴林静	ACCEPT as Poster Paper
76	/	基于自动化文本挖掘技术的教育技术学研究趋势分析 苏建元, 陶兰	ACCEPT as Short Paper
78	7	基于数据驱动的混合课程动态设计	ACCEPT as Short Paper
112	7	使用派翠网路分析学生实作教学影片观看行为 吴振豪, 郑宪永	ACCEPT as Short Paper
118	/	大数据分析补救教学机构选址-以台湾北部为例 姚舒严, 郑宪永	ACCEPT as Full Paper
120	/	根据学生在线学习活动指数OLAI进行个性化辅导的教学策略设计 贾积有, 于悦洋	ACCEPT as Full Paper
123	7	电脑支援协助学习情境下,探讨研究生线上同步对话之批判思考 陈秀玲, 吴佳家, 江宽慈	ACCEPT as Poster Paper
140	7	基于课堂教学的学习情况数据收集与分析 曾菲, 苏依然, 韩博文, 于鷃	ACCEPT as Short Paper
165	7	Identify Pragmatic Functions of Students' Analytical Texts via Feature-Based Machine Learning Method Chen Qiao, Xiao Hu	ACCEPT as Short Paper
193	/	基于大数据的高效互动课堂研究 晋欣泉, 杨现民	ACCEPT as Short Paper
195	7	在线学习知识掌握程度预警研究 Wang Linli, Yang Xianmin, Chen Shichao	ACCEPT as Short Paper

199	7	大数据时代中小学数据资产的建设与管理研究 潘青青, 杨现民, 晋欣泉	ACCEPT as Full Paper
214	7	Validity Evidence of Peer Assessment Scores in a Massive Open Online Course Yao Xiong, Heng Luo, Yuanyuan Yin	ACCEPT as Short Paper
218	7	A Longitudinal Study on Student's Feeling and Learning Behavior of Virtual Learning in Teacher Education Jingshun Zhang, Xiaoxue Wang, Jessica Evers, Michele Stork	ACCEPT as Short Paper
222		网络互动学习论坛中课程评论文本的负面情感话题识别 杨重阳, 刘智, 张文静, 彭明, 孙建文	ACCEPT as Short Paper
233	7	高校混合式教学中深度学习者与浅层学习者的行为差异研究 王怀波, 李冀红, 杨现民	ACCEPT as Full Paper
243	/	Rasch 模型在学习分析中的应用研究 王瑜, 武法提	ACCEPT as Full Paper
244	7	以试题反应理论为基础之电脑化适性测验系统建置与分析 林佑政, 徐沛諠, 李律瑶, 陈炳良, 陈信嘉	ACCEPT as Full Paper
248	7	评估国小学生同侪回应对写作表现的影响:基于文本可读性分析 陈秉成, 廖长彦, 张菀真, 陈德怀	ACCEPT as Full Paper
252	/	数据驱动的教育机构在线教学过程评价指标体系构建与应用研究 魏顺平, 程罡	ACCEPT as Short Paper
261	7	以特征相似度并利用模糊函数提升植物特征检索之正确性 郑淑真, 郑育评, 黄悦民	ACCEPT as Full Paper
267	7	序列型和综合型学习者使用即时反馈应用程式之成果分析 朱嘉鸿, 许庭嘉	ACCEPT as Full Paper

269	7	面向智慧教育的学习分析研究 朱姗, 闫海亮	ACCEPT as Short Paper
285	7	智慧教育的技术解构与实践路径探析 曹晓明, 朱姗, 闫海亮	ACCEPT as Short Paper
7	8	以APOS理论设计电脑活动促进大专生数学解题的学习 谢哲仁, 陈孟训 , 李庆志	ACCEPT as Short Paper
16	8	创客拍卖会推动班级创客文化建设 Jiongtao Qiu	ACCEPT as Short Paper
29		3D打印技术在STEM教育中的应用研究 郭威, 薛耀锋, 杨金朋	ACCEPT as Short Paper
37	8	中国近十年STEM教育现况与知识类聚 方瑀绅	ACCEPT as Full Paper
39		PBL融入STEM之能源教育学习成效研究-以风力发电设计为例 梁正沛, 钟智超, 石儒居, 罗希哲	ACCEPT as Full Paper
46		关于STEM活动的设计与效果研究—以"探究杆秤的秘密"为例 田露, 陈凤英, 郑兰琴	ACCEPT as Short Paper
57		国小maker能力指标建构之研究 叶俊岩, 程毓明, 罗希哲, 石儒居	ACCEPT as Full Paper
58	8	运用合作科学问题解决学习平台探讨科学教师的科学模拟活动之历程与表现 郑登耀, 吴颖沺, 刘晨钟, 张家荣, 张铭华, 温采婷, 王立仁	ACCEPT as Full Paper
60	8	以EFM模式应用Scratch于全等三角形教材开发之研究 Ching-Zon Yen, Pei-Zih Lin	ACCEPT as Short Paper

65	8	应用扩增实境于数学教材之学习成效分析 许一珍, 郑竹君, 王学武, 吴伟贤	ACCEPT as Poster Paper
85	8	基于支架式教学和云互动的探究式教学模式探索 邓晓敏, 王敏红, 陈宏林, 谢静雯	ACCEPT as Short Paper
95		运用数学解题能力训练系统对学生的数学学习成效及学习感受度之影响 萧显胜, 彭宜芳, 陈冠汝, 黄筠, 王佩雯	ACCEPT as Short Paper
142	8	探讨STEM教育机器人课程对激发高中学生想像力之影响 陈毓凯, 张基成	ACCEPT as Short Paper
250	8	以绿能风车教材计划初步探索跨年段科学教育动手作活动之设计 徐式宽, 宋家骥, 沈弘俊	ACCEPT as Short Paper
259	8	扩增实境对学生的自然科学习成就以及动机之影响 陈志鸿, 吴明行, 陈家亮, 郑立娜, 李怡慧, 蔡秀锦, 洪欣仪	ACCEPT as Full Paper
264	8	翻转教室教学模式对于国小六年级"分数除法"单元学习成效之影响 陈裕隆, 赖阿福, 丛培蓉	ACCEPT as Full Paper
268		STEM教育在科技场馆中的实践初探 刘广慧, 吴娟	ACCEPT as Short Paper
270	8	Preliminary Study on the Development Strategy of Maker Education in Chinese Primary and Middle Schools Qiang Sun, Wei Zhao, Ping-ping Wang	ACCEPT as Poster Paper
6	9	应用扩增实境技术于不同学科领域学习之可行性试探 王怡萱, 游淑羽, 陈映妤	ACCEPT as Short Paper

32	9	Are Students Still Embracing New Technology? The Case of Rain Classroom Xiangming Li, Shuaiguo Wang	ACCEPT as Poster Paper
33	9	弹幕教学视频的眼动实验研究 汪晓婷, 赵环, 冷静	ACCEPT as Short Paper
44	9	The Design and Implementation of an Implementing HTTPS Educational Tool Anthony Shaw, Huiming Yu, Xiaohong Yuan	ACCEPT as Full Paper
64	9	资料视觉化应用于大学生职涯规划与修课地图之关联性分析 范丙林, 俞齐山, 林仁智, 洪圆咏	ACCEPT as Poster Paper
98	9	融入代理人机制于协同问题解决测验平台之建置研究 萧显胜, 张钰新, 黄筠, 陈冠汝, 王佩雯	ACCEPT as Short Paper
110		数字徽章的研究现状述评 杨宇珊, 王洪江	ACCEPT as Short Paper
127	9	富媒体技术教育应用现状的中文文献内容分析研究 刘洁滢, 吴娟	ACCEPT as Short Paper
131	9	Evaluating the Efficacy of the iZ HERO RESPECT Programme in Teaching Cyberwellness Knowledge to Children Chee-Kit LOOI, Yuhyun PARK, Longkai WU, Jesmine GOH	ACCEPT as Full Paper
139	9	支持阅读的社群平台与阅读行为的改变 陈志懋, 简子超, 陈德怀	ACCEPT as Short Paper
143	u	在线学习行为影响因素建模研究进展 孔丽丽, 马志强	ACCEPT as Full Paper
144	9	比较不同学习特性于融入自我解释鹰架游戏中的眼动分析 叶玉婷, 许衷源, 徐柏棻, 邱国力, 蔡孟蓉	ACCEPT as Full Paper

149	9	Developing Concepts and Procedural Knowledge on Finding Area of Irregular Shapes through Inquiry and Cognitive Tools Featuring Visualization Siu Cheung KONG	ACCEPT as Full Paper
150	9	A Survey Study for Understanding Interest of Primary School Learners in Programming Mobile Apps: Designing an Interest-Driven Curriculum Siu Cheung KONG	ACCEPT as Short Paper
171	9	A Datapath Visualizer for LC-3 Program Running on FPGA Wei-Hong Ruan, Wing-Kwong Wong	ACCEPT as Full Paper
174	9	运用体验学习循环之沉浸式虚拟实境设计对学习动机与效能之影响初探 王贤伟, 林松江	ACCEPT as Short Paper
177	9	国际融入式思维教学的研究综述 陈钱钱	ACCEPT as Short Paper
187	9	互联网时代的科学教育与科学传播模式初探 王勤业, 祝真燕, 戈永鑫, 徐家臻, 曾川峰, 姜维	ACCEPT as Short Paper
190	9	从学校到家庭阅读:基于亲子阅读任务的驱动设计 胡新岳, 廖长彦, 陈志懋, 陈德怀	ACCEPT as Full Paper
201	9	以眼动证据验证动画效果 王岱伊	ACCEPT as Short Paper
229	9	头戴式及平面式虚拟实境游戏对于生态学习成效与存在感影响之研究 区国良, 刘耀晖	ACCEPT as Full Paper
232	91	视障者于智慧型手机上使用电子地图之探讨 林怡瑄, 王建立, 杨叔卿	ACCEPT as Short Paper

239	9	雾霾期"停课不停学"政策的影响及效果分析——基于北京中小学生家长视角 吴春廷, 董艳, 鲁利娟, 刘璐	ACCEPT as Short Paper
240		从先备知识的角度探讨三层式测验系统对学习的影响 陈彦翔, 王振汉, 杨子奇, 陈攸华	ACCEPT as Full Paper
254	9	On the Design of Interactive MOOCs Content with Keying Skills Chih-Tsan Chang, Cheng-Yu Tsai, I-Chin Chu, Zhi-Cheng Dai, Hung-Hsu Tsai, Pao-Ta Yu	ACCEPT as Short Paper
279	9	重新定义儿童中文打字技能的练习:尝试建立综合性原则 刘中琪, 张菀真, 廖长彦, 郑年亨, 陈德怀	ACCEPT as Full Paper