

## DIGITEL 2008 Program

Full papers (F): 25 minutes presentation + 5 minutes questions  
 Short papers (S): 15 minutes presentation + 5 minutes questions  
 Poster teasers: 5 minutes presentation

### Monday 17 November 2008

7:00 AM – 8:00 AM	<b>Breakfast (Room: Glacier Salon)</b>	
8:00 AM – 9:00 AM	<b>Registration</b>	
	<b>Room: Summit</b>	<b>Room: Black Bear</b>
9:00 AM – 10:30 AM	<b>Opening ceremony</b>  <b>First keynote:</b> <i>Social Support for Creativity and Learning Online</i> (Amy Bruckman) Chair: Mike Eisenberg	
10:30 AM – 11:00 AM	<b>Tea/Coffee break</b>	
11:00 AM – 12:00 Noon	<b>Session 1 – Games and Learning</b> Chair: Neil Peirce  6 (F): <i>The Use of Videogames to Mediate Curricular Learning</i> (Begona Gros and José M. Garrido)  18 (F): <i>Adaptive Educational Games: Providing Non-invasive Personalised Learning Experiences</i> (Neil Peirce, Owen Conlan, and Vincent Wade)	
12:00 Noon – 13:00 PM	<b>Lunch (Room: Glacier Salon)</b>	

<p>13:00 PM – 14:30 PM</p>	<p><b>Session 2 – Special Needs and Self-Efficacy</b> Chair: Hwa-Pey Wang</p> <p>39 (S): <i>A Preliminary Study of Student's Self-Efficacy on Problem Solving in Educational Game Context</i> (Yu-Ling Lu, I-Ing Lee, and Chi-Jui Lien)</p> <p>23 (S): <i>Evaluation the Efficacy of Computer - Based Training Using Tangible User Interface for Low-Function Children with Autism</i> (Karanya Sitdhisanguan, Nopporn Chotikakamthorn, Ajchara Dechaboon, and Patcharaporn Out)</p> <p>37 (S): <i>Effect of a 360 Degrees Panoramic Image System (360 PIS) on the Environment Recognition of Students with Moderate and Severe Mental Retardation in Special Education School</i> (I-chen Cheng and Hwa-pey Wang)</p> <p>Posters teasers (5 minutes each):</p> <p>49 (P): <i>A Mobile Phone Based Virtual Pet to Teach Social Norms and Behaviour to Children</i> (Hanno Hildmann, Anika Uhlemann, and Daniel Livingstone)</p> <p>11 (P): <i>Online Videogames in an Online History Class</i> (Vance S. Martin)</p>	<p><b>Workshop 1: Robot on Education of National E-learning Project in Taiwan</b> (Organiser: Wu-Yuin Hwang)</p> <p><i>ROBOKID: Let Children Construct Their Own Emotional Kids - Learning by Construction</i> (Gwo-Dong Chen, Mu-Chun Su, Eric Hsiao-kuang Wu, Wu-Yuin Hwang, Tzu-Chien Liu, Eric Zhi-Feng Liu, and Siew-Rong Wu)</p> <p><i>Using Humanoid Robots as Instructional Media in Elementary Language Education</i> (Gwo-Dong Chen and Chih-Wei Chang)</p> <p><i>Application of a Learning-Companion Robot in Learning Environments</i> (Mu-Chun Su, De-Yuan Huang, Shih-Chieh Lin, Yi-Zeng Hsieh, and Gwo-Dong Chen)</p> <p><i>A Context Aware Interactive Robot Educational Platform</i> (Eric Hsiao-Kuang Wu, Hubert Chi-Yu Wu, Yi-Kai Chiang, Yu-Che Hsieh, Jih-Cheng Chiu, and Kuan-Ru Peng)</p> <p><i>The Effect of MSN Robot on Learning Community and Achievement</i> (Wu-Yuin Hwang, Sheng-Yi Wu, and Hung-Cheng Chen)</p>
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	<p>52 (P): <i>Language Learning in the Palm of Your Hand</i> (Mercedes Rico, J. Enrique Agudo, Héctor Sánchez, and Alejandro Curado)</p> <p>41 (P): <i>Games as Skins for Online Tests</i> (Srinivasan Ramani, Venkatagiri Sirigiri, Nila Lohita Panigrahi, and Shikha Sabharwal)</p> <p>13 (P): <i>The Scope of Adaptive Digital Games for Education</i> (Rikki Prince and Hugh C. Davis)</p>	<p><i>Human-Robot Interaction Research Issues of Educational Robots</i> (Tzu-Chien Liu and Maiga Chang)</p> <p><i>Robotics Instruction Using Multimedia Instructional Material</i> (Eric Zhi Feng Liu, Chan Hsin Kou, Ting Yin Cheng, Chun Hung Lin, and Shan Shan Cheng)</p> <p><i>Humor and Empathy: Developing Students' Empathy through Teaching Robots to Tell English Jokes</i> (Siew-Rong Wu)</p>
14:30 PM – 15:30 PM	<b>Tea/Coffee break + Posters (11, 13, 41, 49, 52)</b>	
15:30 PM – 17:00 PM	<p><b>Session 3 – Second Lives</b> Chair: Steve Leung</p> <p>64 (F): <i>Effects of Object Building Activities in Second Life on Players' Spatial Reasoning</i> (Jihyun Hwang, Hyungsung Park, Jiseon Cha, and Bokjin Shin)</p> <p>65 (S): <i>Effects of Collaborative Activities on Group Identity in Second Life</i> (Sumin Seo, Xiangzhe Cui, and Bokjin Shin)</p> <p>14 (S): <i>GEOWORLDS: Utilizing Second Life to Develop Advanced Geosciences Knowledge</i> (Donna Russell, Molly Davies, and Iris Totten)</p>	<b>Workshop 1: Continues</b>

**Tuesday 18 November 2008**

7:00 AM – 8:00 AM	<b>Breakfast (Room: Glacier Salon)</b>	
	<b>Room: Summit</b>	<b>Room: Black Bear</b>
8:00 AM – 9:30 AM	<b>Second keynote:</b> <i>The Joy of Making</i> (Dale Dougherty) Chair: Kinshuk	
9:30 AM – 10:40 AM	<b>Session 4 – Novel Technologies</b> Chair: Masato Soga  <i>22 (F): The Learning Environment for Stars and Constellations in the Real World with Finger Pointing</i> (Masato Soga, Masafumi Miwa, Koji Matsui, Kazuki Takaseki, Kohei Tokoi, and Hirokazu Taki)  <i>50 (S): "It is so like Disco" - Dancing on the iTiles</i> (Stine Liv Johansen and Helle Skovbjerg Karoff)  <i>54 (S): On the Benefits of Tangible Interfaces for Educational Games</i> (Janneke Verhaegh, Willem Fontijn, and Aljosja Jacobs)	
10:40 AM – 11:00 AM	<b>Tea/Coffee break</b>	
11:00 AM – 12:00 Noon	<b>Session 5 – Educational Gaming</b> Chair: Pablo Moreno-Ger  <i>63 (F): Exploring Learner's Variables Affecting Gaming Achievement in Digital Game-Based Learning</i> (Jiseon Cha, Youngkyun Baek, and Yan Xu)	

	68 (F): <i>Development of Educational Videogames in m-Learning Contexts</i> (Pablo Lavín-Mera, Pablo Moreno-Ger, and Baltasar Fernández-Manjón)	
12:00 Noon – 13:00 PM	<b>Lunch (Room: Glacier Salon)</b>	
13:00 PM – 14:30 PM	<p>Session 6 – Learning through Games (<i>Room: Summit</i>) Chair: Maiga Chang</p> <p>25 (S): <i>Intergenerational Learning through World of Warcraft</i> (Sri H. Kurniawan)</p> <p>30 (S): <i>A New 3-Dimensional Comic Chat Environment for On-line Game Avatars</i> (Soo-Hyun Park, Seung-Hyun Ji, Dong-Sung Ryu, and Hwan-Gue Cho)</p> <p>57 (S): <i>Video Games in the English as a Foreign Language Classroom</i> (Tom A. F. Anderson, Barry Lee Reynolds, Xiao-Ping Yeh, and Guan-Zhen Huang)</p> <p><b>Posters teasers (5 minutes each):</b></p> <p>17 (P): <i>The Effects of Digital Games on Undergraduate Players' Flow Experiences and Affect</i> (Yu-Tzu Chiang, Chao-yang Cheng, and Sunny S. J. Lin)</p> <p>29 (P): <i>What Will Happen to Virtual Field Trips? Beyond Classroom</i> (Hyungsung Park, Bokjin Shin, Xiangzhe Cui, and Jihyun Hwang)</p> <p>56 (P): <i>ToddlePuff: An Interactive Tangible and Spatial Interface</i> (Ilan Schifter)</p>	<p><b>Workshop 2: Virtual Instructors for Wearable Augmented Reality during Hands-On Learning and Play</b> (Organiser: Jayfus Doswell)</p>

	<p>31 (P): <i>Micro Adaptive, Non-invasive Knowledge Assessment in Educational Games</i> (Michael D. Kickmeier-Rust, Cord Hockemeyer, Dietrich Albert, and Thomas Augustin)</p> <p>33 (P): <i>My-Mini-Pet: The Design of Pet-Nurturing Handheld Game</i> (Calvin C. Y. Liao, Zhi-Hong Chen, and Tak-Wai Chan)</p> <p>48 (P): <i>Massively Multi-user Online Games: The Emergence of Effective Collaborative Activities for Learning</i> (Iro Voulgari and Vassilis Komis)</p>	
14:30 PM – 15:30 PM	<b>Tea/Coffee break + Posters (17, 29, 31, 33, 48, 56)</b>	
15:30 PM – 17:20 PM	<p><b>Session 7 – Robots and Pets</b> Chair: Mark Gross</p> <p>42 (F): <i>RoboMusicKids – Music Education with Robotic Building Blocks</i> (Jacob Nielsen, Niels K. Barendsen, and Carsten Jessen)</p> <p>51 (F): <i>Learning about Complexity with Modular Robots</i> (Eric Schweikardt and Mark D. Gross)</p> <p>46 (L): <i>Learning by Substitutive Competition: Nurturing My-Pet for Game Competition Based on Open Learner Model</i> (Zhi-Hong Chen and Tak-Wai Chan)</p> <p>67 (S): <i>Investigating the Use of a Robot with Tabla Education</i> (Prakash Persad, Jorrel Bisnath, and Ruel Ellis)</p>	<b>Workshop 2: Continues</b>
18:00 -	<b>Conference Banquet</b>	

**Wednesday 19 November 2008**

7:00 AM – 8:00 AM	<b>Breakfast (Room: Glacier Salon)</b>
	<b>Room: Summit</b>
8:00 AM – 9:00 AM	<b>Session 8 – Games and Curricula</b> Chair: Fong-Lok Lee  <i>21 (F): Design and Evaluation of a Physical Interactive Learning Environment for English Learning (Jie Chi Yang, Yi Lung Lin, Jia Jia Wu, and Kun Huang Chien)</i>  <i>55 (F): Using Posting Templates for Enhancing Students' Argumentative Elaborations in Learning Villages (Morris S. Y. Jong, Alex W. C. Tse, Yuxia Zhou, Weiqin Chen, Fong-lok Lee, and Jimmy H. M. Lee)</i>  <i>44 (F): From Traditional to Digital: Factors to Integrate Traditional Game-Based Learning into Digital Game-Based Learning Environment (Sheng-Hui Hsu, Po-Han Wu, Tien-Chi Huang, Yu-Lin Jeng, and Yuch-Min Huang)</i>
9:00 AM – 10:30 AM	<b>Panel – Breakout</b> Chair: Mike Eisenberg
10:30 AM – 11:00 AM	<b>Tea/Coffee break</b>
11:00 AM – 12:00 Noon	<b>Panel conclusion + Closing ceremony</b> Chairs: Mike Eisenberg and Kinshuk
12:00 Noon – 13:00 PM	<b>Lunch (Room: Glacier Salon)</b>