

Presentation Guidelines

Full Paper (F)

15 minutes presentation + 5 minutes QA

Short Paper (S)

10 minutes presentation + 5 minutes QA

Workshop (W)

Arranged by workshop chairs.

Edutainment 2009 at a Glance

	Sunday, August 9		Monday, August 10		Tuesday, August 11					
07:00-09:00	Breakfast									
08:00-09:00	Registration		Registration		Registration					
09:00-09:30	Opening Ceremony +Keynote		Keynote		Session 14	Session 15				
09:30-10:30					Researches on Innovative Design of Learning Software and Content	Educational Robot and Toy				
10:30-11:00	Tea/Coffee Break									
11:00-12:00	Session 1	Session 2	Session 7	Session 8	Session 16	Session 17				
	Interactions in Games	Simulation and Animation	Storytelling and Narrative in Education	Enriching Users' Edutainment through Embodied Video Interactive Games	Researches on Innovative Design of Learning Software and Content	Augmented Reality in Education/Training				
12:00-13:00	Lunch									
13:00-15:00	Session 3	Session 4	Session 9	Session 10						
	Digital Museum and Digital Heritage	Game Design and Development	Game-based Learning/Training	Researches on Educational Robots of Taiwan e-Learning & Digital Archives Program						
15:00-15:30	Tea/Coffee Break									
15:30-17:00	Session 6	Session 5	Session 11	Session 12						
	Social and Cultural Issues	Game Design and Development	VR-based Education/Training	Researches on Educational Robots of Taiwan e-Learning & Digital Archives Program						
17:00-17:30				Session 13						
17:30-18:00				Vision and Imaging Technology in Games						
18:30~	Banquet									

Sunday, August 9

09:00-10:30		Opening Ceremony <i>Dr. Margaret Haughey, Vice-President Academic, Athabasca University</i> <i>Dr. Zhigeng Pan, Professor, Zhejiang University</i>	
		Keynote: Advancing the Effectiveness of Educational Computer Games <i>Wolfgang Müller, Univ. of Education Weingarten, Germany</i>	
10:30-11:00		Tea/Coffee Break	
11:00-12:00		Paper ID	Session 1: Interactions in Games <i>Chair: Cody Watts, University of Calgary, Canada</i>
		13F	Gamers Against all Odds <i>Anna-Sofia Alklind Taylor, Per Backlund, Henrik Engström, Mikael Johannesson, Mikael Lebram</i>
		57F	Doing It Right: Combining Edutainment Format Development And Research <i>Simon Staffans, Annika Wiklund-Engblom, Marc Hassenzahl, Susanne Sperring</i>
		111F	Matchmaker: Interpersonal Touch in Gaming <i>Cody Watts, Ehud Sharlin, Peter Woytiuk</i>
		Paper ID	Session 2: Simulation and Animation <i>Chair: Loe Feijs, Eindhoven University of Technology, The Netherland</i>
		20F	Virtual Apple Tree Pruning in Horticultural Education <i>Ning Xia, Ai-Shuang Li, Dan-feng Huang</i>
		94F	An Architecture for Flexible Entity Configuration in A Simulation Environment <i>Changgu Kang, Yoosoo Oh, and Woontack Woo</i>
		114F	A Distributed Multi-agent Architecture in Simulation Based Medical Training <i>Jun Hu and Loe Feijs</i>

12:00-13:00	Lunch	
13:00-15:00	Paper ID	Session 3: Digital Museum and Digital Heritage <i>Chair: Chen-Wo Kuo, National Palace Museum, Taiwan</i>
	77F	A Review on Augmented Reality for Virtual Heritage System <i>Zakiah Noh, Mohd Shahrizal Sunar and Zhigeng Pan</i>
	78S	An Interactive 3D Exhibition System with Global Illumination for Digital Museum <i>Gang Bai, Yue Qi</i>
	79F	SoundTag: RFID Based Wearable Computer Play Tool for Children <i>Ryoko Ueoka, Hiroki Kobayashi, Michitake Hirose</i>
	97S	Lishe System <i>Zongquan Ma, Yue Qi, Ling Zhao</i>
	101F	Mixing Telerobotics and Virtual Reality for improving immersion in artwork perception <i>Luca Brayda, Nicolas Mollet, and Ryad Chellali</i>
	119F	Sketch Learning Environment with Diagnosis and Drawing Guidance from Rough Form to Detailed Contour Form <i>Masato Soga, Shota Kuriyama, Hirokazu Taki</i>
	121F	Developing a Film-based Learning System with English Verbal Reduced Forms for Supporting English Listening Comprehension <i>Jie Chi Yang, Yi Lung Lin, Ching I Chung</i>
	140S	E-Learning: The Strategies of Learning Culture and Arts <i>Chen-Wo Kuo, Quo-Ping Lin, Maiga Chang, Jiann-Min Yang</i>
		Paper ID
6S		An Approach to Evaluation Component Design in Building Serious Game <i>Sanya Liu, Wan Ding</i>
22F		Construction of a Computer Game Oriented to Disaster Education and Reflections on Its Problems <i>Sujing Zhang, Hanjie Gu</i>

		64F	CharanisML: a Flexible Virtual Actor Control Interface <i>Sebastian A. Wei β, Florian Berger, Alexander Marbach, Wolfgang Müller</i>
		81F	Do Improve Typing Skill but No Significant Difference between Drill-based and Game-based Typing Software <i>Chun-Hung Lin, Eric Zhi-Feng Liu</i>
		89F	Game Balance Principles in MMORPG with Pet System <i>Linlin Shui, Guangzheng Fei, Guoyu Sun, Chi Wa Leong</i>
15:00-15:30		Tea/Coffee Break	
15:30-17:30		Paper ID	Session 5: Game Design and Development <i>Chair: Rita Kuo, MingDao University, Taiwan</i>
		98F	Little Big Difference: Gender Aspects and Gender-based Adaptation in Educational Games <i>Christina M. Steiner, Michael D. Kickmeier-Rust, and Dietrich Albert</i>
		102F	Game-like Simulations for Online Adaptive Learning: A Case Study <i>Javier Torrente, Pablo Moreno-Ger, Baltasar Fernández-Manjón, Ángel del Blanco</i>
		110F	Motivational Factors in Educational MMORPGs: Some Implications for Education <i>Kuo-Hsun Hung, Charles Kinzer, and Cheng-Ling Alice Chen</i>
		118F	Designing a Trading Card Game as Educational Reward System to Improve Students' Learning Motivations <i>Peayton Chen, Rita Kuo, Maiga Chang, Jia-Sheng Heh</i>
		141S	Where Academics Meet the Real World: Difficulties Encountered when Conducting a Project for Designing a Game-Based Learning in a Company <i>Eduardo Werneck, Maiga Chang</i>
		Paper ID	Session 6: Social and Cultural Issues <i>Chair: Susan J. Jones, University of Sunderland, United Kingdom</i>
		67S	Reflective Learning through Playing Digital Game The Sims 2 <i>Hui-Chun Hsiao</i>

		68F	An Entertainment System using Thermal Feedback for Increasing Communication and Social Skills <i>Takuji Narumi, Tomohiro Akagawa, Young Ah Seong, Michitaka Hirose</i>
		92F	Student Attitudes towards Using Culturally-Oriented Educational Games to Improve Programming Proficiency: An Exploratory Study <i>Phaedra Mohammed and Permanand Mohan</i>
		100F	Towards Intelligent Computer Assisted Educational Role-Play <i>Mei Yii Lim, Ruth Aylett, Sibylle Enz, Michael Kriegel, Natalie Vannini, Lynne Hall, and Susan Jones</i>

Monday, August 10

09:30-10:30		Keynote: VR for Digital Olympic Museum and Sports Simulation <i>Dr. Zhigeng Pan, Zhejiang University, China</i>	
10:30-11:00		Tea/Coffee Break	
11:00-12:00		Paper ID	Session 7: Storytelling and Narrative in Education <i>Chair: Wolfgang Mueller, University of Education, Germany</i>
		51F	A Story Authoring System for Children <i>Danli Wang, Tingting Yin, Fang Peng, Jinquan Xiong, Hongan Wang, Guozhong Dai</i>
		65F	Simplified Creation and Presentation of Non-Linear Adaptive Content <i>Oliver Schneider, Udo Bleimann, Andrew D. Phippen, and Bettina Harriehausen-Mühlbauer</i>
		106F	Exploration of Affect Sensing from Speech and Metaphorical Text <i>Li Zhang</i>
		Paper ID	Session 8: Enriching Users' Edutainment through Embodied Video Interactive Games (Workshop) <i>Chair: Dr. Jon-Chao Hong, National Taiwan Normal University, Taiwan</i>
		Opening	
		137W	The Learning Effectiveness of Blended and Embodied Interactive Video Game on Kindergarten Students <i>Chih-Min Tsai, Jon-Chao Hong, Ya-Jiuan Ho</i>
		138W	From fingers to embodiment: A Study on the relations of the usability, dependability of the embodied interactive video games and the elders' flow experience <i>Ming-Yueh Hwang, Jon-Chao Hong, Jyh-Tsornng Jong, Chia-Kun Lee, Hsing-Yun Chang</i>
		139W	Kindergartners' Color Preference and Temperament in Embodied Interactive Video Game <i>Jyh-Tsornng Jong, Yin-Wen Lee, Jon-Chao Hong, Ming-Yueh Hwang, Yung-Wei Hao</i>
		Discussion	

12:00-13:00	Lunch	
13:00-15:00	Paper ID	Session 9: Game-based Learning/Training <i>Chair: Bente Meyer, Danish School of Education, Denmark</i>
	32F	QuizMAStEr - A Multi-Agent Game-Style Learning Activity <i>Mark Dutchuk, Khalid Aziz Muhammadi, Fuhua Lin</i>
	33F	Engaging kids with the concept of sustainability using a commercial videogame-a case study <i>Panagiotis Tragazikis, Michael Meimaris</i>
	73F	The Effects of Type of Interactivity in Experiential Game-based Learning <i>Ming-Puu Chen, Li-Chun Wang</i>
	75S	Virtual Sport System for Optimum Exercising Based on a User Model <i>Kazumoto Tanaka, Takayuki Kataoka and Makoto Hasegawa</i>
	99F	Entertaining Education - Using Games-based and Service-oriented Learning to Improve STEM Education <i>Jon Preston, Briana Morrison</i>
	104F	Learning English through serious games - reflections on teacher and learner performance <i>Bente Meyer</i>
	Paper ID	Session 10: Researches on Educational Robots of Taiwan e-Learning & Digital Archives Program – Part 1 (Workshop) <i>Chair: Dr. Liang-Yi Li, National Central University, Taiwan</i>
	Opening	
	123W	Researches on Using Robots in Education <i>Liang-Yi Li, Chih-Wei Chang, Gwo-Dong Chen</i>
	124W	A Task-based Role-Playing Game with Educational Robots for Learning Language <i>Gwo-Dong Chen, Chih-Wei Chang</i>
	125W	Design of an Interactive Table for Mixed-Reality Learning Environments <i>Mu-Chun Su, Gwo-Dong Chen, Yi-Shan Tsai, Ren-Hao Yao, Chung-Kuang Chou, Yohannes Budiono Jinawi, De-Yuan Huang, Yi-Zeng Hsieh, and Shih-Chieh Lin</i>

		126W	A Study of Collaboration and Conflicts Using Multi-Robots <i>Wu-Yuin Hwang, Sheng-Yi Wu, Chien-Ming Chen, Yung-Hsun Hsieh</i>
		127W	A Case Analysis of Creative Spiral Instruction Model and Students' Creative Problem Solving Performance in a LEGO® Robotics Course <i>Chun-Hung Lin, Eric Zhi-Feng Liu, Chan-Hsin Kou, Marjo Virnes, Erkki Sutinen, Shan-Shan Cheng</i>
15:00-15:30		Tea/Coffee Break	
15:30-18:00		Paper ID	Session 11: VR-based Education/Training <i>Chair: Steve Leung, Athabasca University, Canada</i>
		11S	Research on Using Cult3D and Java to Realize Virtual Assembly <i>Ruwei Yun, Baoyun Zhang, and Zhigeng Pan</i>
		49F	ELEIN: E-learning with 3D interactive emotional agents <i>Amalia Ortiz, David Oyarzun and María del Puy Carretero</i>
		56S	Design and Implementation of Operation Replay for Virtual Experiment <i>Jiufei Tang, Xingming Ouyang, Junqing Yu, Liefu Ai</i>
		69F	Tangible drag-and-drop: Transferring digital content with a remote control <i>Mathieu Hopmann, Daniel Thalmann and Frédéric Vexo</i>
		70F	Adaptation in Collaborative Virtual Environments for Training <i>Stéphanie Gerbaud, Valérie Gouranton, and Bruno Arnaldi</i>
		84F	Pushdown Automata Simulator Mohamed Hamada
		103F	Construction Knowledge Transfer Through Interactive Visualization <i>Paul Woodard, Shafee Ahamed, Roberto Canas, John Dickinson</i>
		105F	Pathfinding Strategy for Multiple Non-Playing Characters in 2.5 D Game Worlds <i>Jason MacGregor, Steve Leung</i>

15:30-17:00		Paper ID	Session 12: Researches on Educational Robots of Taiwan e-Learning & Digital Archives Program – Part 2 (Workshop) <i>Chair: Dr. Liang-Yi Li, National Central University, Taiwan</i>
		128W	Gender Heterogeneous Groups in Cooperative Learning Applied in "Robots in Creative Course": A Pilot Study <i>Chen-Yi Wang, Tzu-Chien Liu, Yi-Chun Lin</i>
		129W	Exploring Children's Perceptions of the Robots <i>Yi-Chun Lin, Tzu-Chien Liu, Maiga Chang, Shiau-Ping Yeh</i>
		130W	Development of an Emotional Robot as a Teaching Assistant <i>Jwu-E Chen, Lu-Tsou Yeh, Hua-Hsiang Tseng, G-W Wu, In-Hang Chung</i>
		Panel Discussion	
		Closing	
17:00-18:00		Paper ID	Session 13: Vision and Imaging Technology in Games <i>Chair: Woontack Woo, GIST U-VR Lab.</i>
		16F	Adaptive Lip Feature Point Detection Algorithm for Real-time Computer Vision-based Smile Training System <i>Youngkyoon Jang and Woontack Woo</i>
		31F	Fast Shape-Simplifying Image Abstraction using Graphics Hardware <i>Hanli Zhao, Xiaogang Jin, Jianbing Shen, Li Shen, and Ruifang Pan</i>

Tuesday, August 11

09:00-10:30		Paper ID	Session 14: Researches on Innovative Design of Learning Software and Content – Part 1 (Workshop) <i>Chair: Dr. Yueh-Min Huang, National Cheng Kung University, Taiwan</i>	
		Opening		
		17F	Empirical Research and Design of M-learning System for College English <i>Wei Wang, Shaochun Zhong, Zhuo Zhang, Senlin Lv, Lina Wang</i>	
		131W	Designing an e-Learning reactivate promotion for collection reading in academic library <i>Bo-Yen Wang, Yuan-Hsun Liao, Chia-Ming Liu, Ming-Hsiang Su, Pao-Ta Yu</i>	
		132W	Multi-media e-Learning Platform using Green-software Design with Near-Real Approach <i>Yuan-Hsun Liao, Chia-Ming Liu, Bo-Yen Wang, Ming-Hsiang Su, Xiaso-Hui Lee, Pao-Ta Yu</i>	
		133W	Interactive Whiteboard Teaching in English Education based on Dual Code Theory and Bloom Teaching Quality <i>Chia-Ming Liu, Bo-Yen Wang, Yuan-Hsun Liao, Ming-Hsiang Su, Pao-Ta Yu</i>	
		Paper ID	Session 15: Educational Robot and Toy <i>Chair: Gwo-Dong Chen, National Central University, Taiwan</i>	
		58F	Music-Making and Musical Comprehension with Robotic Building Blocks <i>Niels Kristian Bærøendsen, Carsten Jessen, Jacob Nielsen</i>	
		60F	Edutainment Robotics as learning tool <i>Eleonora Bilotta, Lorella Gabriele, Rocco Servidio, Assunta Tavernise</i>	
		112F	AdMoVeo: A Robotic Platform for Teaching Creative Programming to Designers <i>Sjriek Alers and Jun Hu</i>	

10:30-11:00		Tea/Coffee Break	
11:00-12:00		Paper ID	Session 16: Researches on Innovative Design of Learning Software and Content – Part 2 (Workshop) <i>Chair: Dr. Yueh-Min Huang, National Cheng Kung University, Taiwan</i>
		134W	A Cognitive-Interactive Approach to Chinese Characters Learning: System Design and Development <i>Yu-Ju Lan, Yao-Ting Sung, Chia-Yu Wu, Rui-Lin, Wang, Kuo-En Chang</i>
		135W	An Automatic Course Generation System for Organizing Existent Learning Objects using Particle Swarm Optimization <i>Yen-Ting Lin, Shu-Chen Cheng, Jin-Tan Yang, Yueh-Min Huang</i>
		136W	The Experience of Adopting Game-based Learning in Library Instruction <i>Sheng-Hui Hsu, Shu-Chen Cheng, Yueh-Min Huang</i>
		Discussion	
		Paper ID	Session 17: Augmented Reality in Education/Training <i>Chair: Wu-Yuin Hwang, National Central University, Taiwan</i>
		37F	Designing a DSL solution for the domain of Augmented Reality Software applications Specification <i>André Rosa, Vasco Amaral and Bruno Barroca</i>
		61F	A Study of Virtual Product Presentation with Whiteboard and its Effect on Users Perception <i>Wu-Yuin Hwang, Siao-Han Syu, Jung-Lung Hsu, Chio-Tan Kuo</i>
		76F	Survey on Collaborative AR for Multi-user in Urban Studies and Planning <i>Ajune Wanis Ismail, Mohd Shahrizal Sunar</i>