

# The 4th International Conference on E-Learning and Games (Edutainment 2009)

August 9-11, 2009, Banff, Canada

Sponsored by



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(names on the lists are in alphabet order)

## How to Reach the Conference Venue

All conference activities are held at **Banff Park Lodge Resort Hotel and Conference Centre**.

### By Air

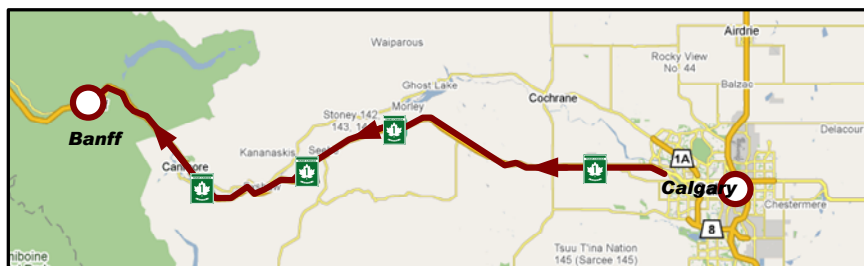
Banff is easily accessible from Calgary International Airport, a hub for world-wide connections. Major airlines operating regular flights to Calgary include Air Canada, Westjet, American Airlines, United Airlines, Continental Airlines, and Northwest Airlines.

Scheduled van and motorcoach services connect Banff with Calgary Airport, with frequent departures throughout the day. Chartered shuttle and limousine services are also available.

All major car rental agencies are represented at the Calgary International Airport, and some also have outlets in Banff. The airport Rental Car Centre is located on the departures level across the roadway from the main terminal building.

### By Car

Transportation to and from Banff is easy on Canada's national Highway 1, the Trans-Canada Highway. The drive from Calgary International Airport takes a little less than 2 hours, a distance of 145 km (90 miles). Because Banff townsite is inside Banff National Park, you will need to purchase a national park pass at the Park gate. Rates are \$9 per day per person, or \$18 per day for a car with 2-7 people.

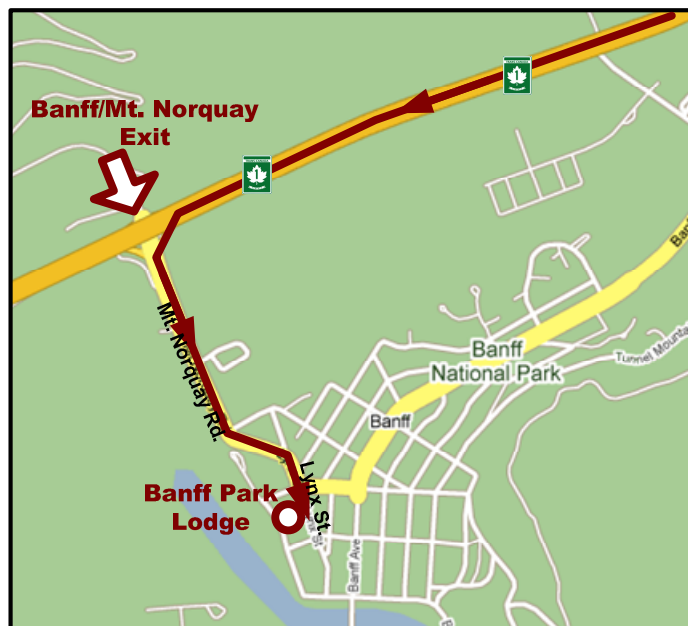


### Directions from Calgary International Airport

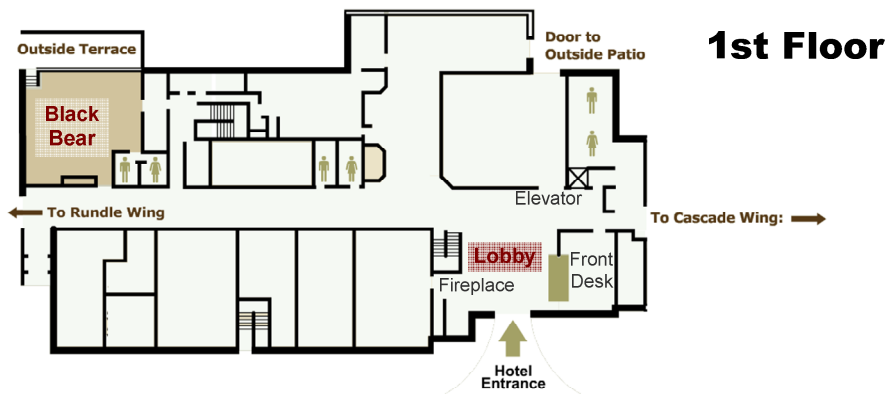
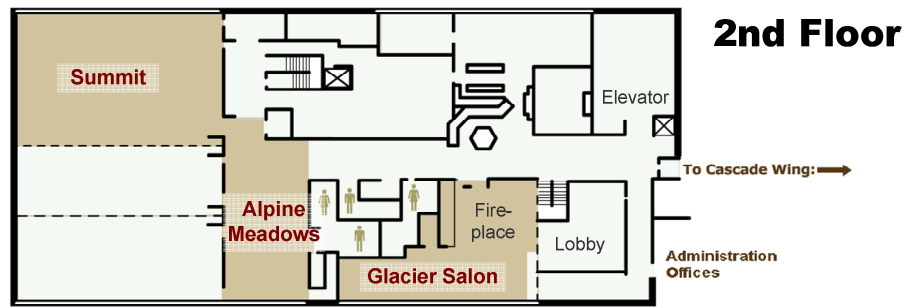
- Exit the airport parking and car rental lot and follow signs for Barlow Trail and City Centre
- Follow Barlow Trail South to 16th Avenue
- Turn right (west) on 16th Avenue
- 16th Avenue becomes Trans-Canada Highway 1, which takes you directly to Banff



- After approximately 120 km (72 miles), stop at the National Park Gates to obtain your Park Pass
- 15 minutes past the park gate, exit Highway 1 at the Banff/Lake Minnewanka exit
- Turn left at the exit ramp stop sign onto Banff Ave



## Conference Venue Map



- Breakfast:** Glacier Salon
- Registration:** Lobby
- Presentation Rooms:** Summit, Black Bear
- Coffee Break:** Alpine Meadows
- Lunch:** Glacier Salon
- Banquet:** Glacier Salon

## **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		Registration		Session 14	Session 15		
09:30-10:30			Keynote		Researches on Innovative Design of Learning Software and Content	Educational Robot and Toy		
			Taking Group Photo					
10:30-11:00	Tea/Coffee Break							
	Session 1	Session 2	Session 7	Session 8	Session 16	Session 17		
11:00-12:00	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							
	Session 3	Session 4	Session 9	Session 10				
13:00-15:00	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							
	Session 6	Session 5	Session 11	Session 12				
15:30-17:00	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



<b>07:00-09:00</b>	<b>Glacier Salon</b>	<b>Breakfast</b>		
<b>08:00-09:00</b>	<b>Lobby</b>	<b>Registration</b>		
<b>09:00-10:30</b>	1 <sup>st</sup> Floor Room Summit	<b>Opening Ceremony</b> <i>Dr. Margaret Haughey, Vice-President Academic, Athabasca University</i> <i>Dr. Zhigeng Pan, Professor, Zhejiang University</i>		
		<b>Keynote: Advancing the Effectiveness of Educational Computer Games</b> <i>Wolfgang Müller, Univ. of Education Weingarten, Germany</i>		
<b>10:30-11:00</b>	<b>Alpine Meadows</b>	<b>Tea/Coffee Break</b>		
<b>11:00-12:00</b>	1 <sup>st</sup> Floor Room Summit	<b>Paper ID</b>	<b>Session 1: Interactions in Games</b> <i>Chair: Cody Watts, University of Calgary, Canada</i>	
		<b>13F</b>	<b>Gamers Against all Odds</b> <i>Anna-Sofia Alklind Taylor, Per Backlund, Henrik Engström, Mikael Johannesson, Mikael Lebram</i>	
		<b>57F</b>	<b>Doing It Right: Combining Edutainment Format Development And Research</b> <i>Simon Staffans, Annika Wiklund-Engblom, Marc Hassenzahl, Susanne Sperring</i>	
		<b>111F</b>	<b>Matchmaker: Interpersonal Touch in Gaming</b> <i>Cody Watts, Ehud Sharlin, Peter Woytiuk</i>	
	2 <sup>nd</sup> Floor Room Black Bear	<b>Paper ID</b>	<b>Session 2: Simulation and Animation</b> <i>Chair: Loe Feijs, Eindhoven University of Technology, The Netherland</i>	
		<b>20F</b>	<b>Virtual Apple Tree Pruning in Horticultural Education</b> <i>Ning Xia, Ai-Shuang Li, Dan-feng Huang</i>	
		<b>94F</b>	<b>An Architecture for Flexible Entity Configuration in A Simulation Environment</b> <i>Changgu Kang, Yoosoo Oh, and Woontack Woo</i>	
		<b>114F</b>	<b>A Distributed Multi-agent Architecture in Simulation Based Medical Training</b> <i>Jun Hu and Loe Feijs</i>	
<b>12:00-13:00</b>	<b>Glacier Salon</b>	<b>Lunch</b>		

13:00-15:00	1 <sup>st</sup> Floor Room Summit	<b>Paper ID</b>	<b>Session 3: Digital Museum and Digital Heritage</b> <i>Chair: Chen-Wo Kuo, National Palace Museum, Taiwan</i>
		77F	<b>A Review on Augmented Reality for Virtual Heritage System</b> <i>Zakiah Noh, Mohd Shahrizal Sunar and Zhigeng Pan</i>
		78S	<b>An Interactive 3D Exhibition System with Global Illumination for Digital Museum</b> <i>Gang Bai, Yue Qi</i>
		79F	<b>SoundTag: RFID Based Wearable Computer Play Tool for Children</b> <i>Ryoko Ueoka, Hiroki Kobayashi, Michitake Hirose</i>
		97S	<b>Lishe System</b> <i>Zongquan Ma, Yue Qi, Ling Zhao</i>
		101F	<b>Mixing Telerobotics and Virtual Reality for Improving Immersion in Artwork Perception</b> <i>Luca Brayda, Nicolas Mollet, and Ryad Chellali</i>
		119F	<b>Sketch Learning Environment with Diagnosis and Drawing Guidance from Rough Form to Detailed Contour Form</b> <i>Masato Soga, Shota Kuriyama, Hirokazu Taki</i>
		121F	<b>Developing a Film-based Learning System with English Verbal Reduced Forms for Supporting English Listening Comprehension</b> <i>Jie-Chi Yang, Yi-Lung Lin, Ching-I Chung</i>
		140S	<b>E-Learning: The Strategies of Learning Culture and Arts</b> <i>Chen-Wo Kuo, Jiann-Min Yang, Quo-Ping Lin, Maiga Chang</i>
	2 <sup>nd</sup> Floor Room Black Bear	<b>Paper ID</b>	<b>Session 4: Game Design and Development</b> <i>Chair: Eric Zhi-Feng Liu, National Central University, Taiwan</i>
		6S	<b>An Approach to Evaluation Component Design in Building Serious Game</b> <i>Sanya Liu, Wan Ding</i>
		22F	<b>Construction of a Computer Game Oriented to Disaster Education and Reflections on Its Problems</b> <i>Sujing Zhang, Hanjie Gu</i>

		<b>64F</b>	<b>CharanisML: a Flexible Virtual Actor Control Interface</b> <i>Sebastian A. Wei β, Florian Berger, Alexander Marbach, Wolfgang Müller</i>
		<b>81F</b>	<b>Do Improve Typing Skill but No Significant Difference between Drill-based and Game-based Typing Software</b> <i>Chun-Hung Lin, Eric Zhi-Feng Liu</i>
		<b>89F</b>	<b>Game Balance Principles in MMORPG with Pet System</b> <i>Linlin Shui, Guangzheng Fei, Guoyu Sun, Chi Wa Leong</i>
<b>15:00-15:30</b>	<b>Alpine Meadows</b>	<b>Tea/Coffee Break</b>	
<b>15:30-17:30</b>	<b>1<sup>st</sup> Floor Room Summit</b>	<b>Paper ID</b>	<b>Session 5: Game Design and Development</b> <i>Chair: Rita Kuo, MingDao University, Taiwan</i>
		<b>98F</b>	<b>Little Big Difference: Gender Aspects and Gender-based Adaptation in Educational Games</b> <i>Christina M. Steiner, Michael D. Kickmeier-Rust, and Dietrich Albert</i>
		<b>102F</b>	<b>Game-like Simulations for Online Adaptive Learning: A Case Study</b> <i>Javier Torrente, Pablo Moreno-Ger, Baltasar Fernández-Manjón, Ángel del Blanco</i>
		<b>110F</b>	<b>Motivational Factors in Educational MMORPGs: Some Implications for Education</b> <i>Kuo-Hsun Hung, Charles Kinzer, and Cheng-Ling Alice Chen</i>
		<b>118F</b>	<b>Designing a Trading Card Game as Educational Reward System to Improve Students' Learning Motivations</b> <i>Peayton Chen, Rita Kuo, Maiga Chang, Jia-Sheng Heh</i>
		<b>141S</b>	<b>Where Academics Meet the Real World: Difficulties Encountered when Conducting a Project for Designing a Game-Based Learning in a Company</b> <i>Eduardo Werneck, Maiga Chang</i>

		<b>Paper ID</b>	<b>Session 6: Social and Cultural Issues</b> <i>Chair: Susan J. Jones, University of Sunderland, United Kingdom</i>
		<b>67S</b>	<b>Reflective Learning through Playing Digital Game The Sims 2</b> <i>Hui-Chun Hsiao</i>
	2 <sup>nd</sup> Floor Room Black Bear	<b>68F</b>	<b>An Entertainment System using Thermal Feedback for Increasing Communication and Social Skills</b> <i>Takuji Narumi, Tomohiro Akagawa, Young Ah Seong, Michitaka Hirose</i>
		<b>92F</b>	<b>Student Attitudes towards Using Culturally-Oriented Educational Games to Improve Programming Proficiency: An Exploratory Study</b> <i>Phaedra Mohammed and Permanand Mohan</i>
		<b>100F</b>	<b>Towards Intelligent Computer Assisted Educational Role-Play</b> <i>Mei Yii Lim, Ruth Aylett, Sibylle Enz, Michael Kriegel, Natalie Vannini, Lynne Hall, and Susan Jones</i>

## Monday, August 10

<b>07:00-09:00</b>	<b>Glacier Salon</b>	<b>Breakfast</b>		
<b>08:00-09:30</b>	<b>Lobby</b>	<b>Registration</b>		
<b>09:30-10:30</b>	1 <sup>st</sup> Floor Room Summit	<b>Keynote: VR for Digital Olympic Museum and Sports Simulation</b> <i>Chair: Wu-Yuin Hwang, National Central University, Taiwan</i> <i>Dr. Zhigeng Pan, Zhejiang University, China</i>   (NAIT sponsored speaker)		
		<b>Taking Group Photo</b>		
<b>10:30-11:00</b>	<b>Alpine Meadows</b>	<b>Tea/Coffee Break</b>		
<b>11:00-12:00</b>	1 <sup>st</sup> Floor Room Summit	<b>Paper ID</b>	<b>Session 7: Storytelling and Narrative in Education</b> <i>Chair: Wolfgang Mueller, University of Education, Germany</i>	
		<b>51F</b>	<b>A Story Authoring System for Children</b> <i>Danli Wang, Tingting Yin, Fang Peng, Jinquan Xiong, Hongan Wang, Guozhong Dai</i>	
		<b>65F</b>	<b>Simplified Creation and Presentation of Non-Linear Adaptive Content</b> <i>Oliver Schneider, Udo Bleimann, Andrew D. Phippen, and Bettina Harriehausen-Mühlbauer</i>	
		<b>106F</b>	<b>Exploration of Affect Sensing from Speech and Metaphorical Text</b> <i>Li Zhang</i>	
	2 <sup>nd</sup> Floor Room Black Bear	<b>Paper ID</b>	<b>Session 8: Enriching Users' Edutainment through Embodied Video Interactive Games (Workshop)</b> <i>Chair: Dr. Jon-Chao Hong, National Taiwan Normal University, Taiwan</i>	
		<b>Opening</b>		
		<b>137W</b>	<b>The Learning Effectiveness of Blended and Embodied Interactive Video Game on Kindergarten Students</b> <i>Chih-Min Tsai, Jon-Chao Hong, Ya-Jiuan Ho</i>	
		<b>138W</b>	<b>From Fingers to Embodiment: A Study on the Relations of the Usability, Dependability of the Embodied Interactive Video Games and the Elders' Flow Experience</b> <i>Ming-Yueh Hwang, Jon-Chao Hong, Jyh-Tsorng Jong, Chia-Kun Lee, Hsing-Yun Chang</i>	

		<b>139W</b>	<b>Kindergartners' Color Preference and Temperament in Embodied Interactive Video Game</b> <i>Jyh-Tsorng Jong, Yin-Wen Lee, Jon-Chao Hong, Ming-Yueh Hwang, Yung-Wei Hao</i>	
		<b>Discussion</b>		
<b>12:00-13:00</b>	<b>Glacier Salon</b>	<b>Lunch</b>		
<b>13:00-15:00</b>	1 <sup>st</sup> Floor Room Summit	<b>Paper ID</b>	<b>Session 9: Game-based Learning/Training</b> <i>Chair: Bente Meyer, Danish School of Education, Denmark</i>	
		<b>32F</b>	<b>QuizMAster - A Multi-Agent Game-Style Learning Activity</b> <i>Mark Dutchuk, Khalid Aziz Muhammadi, Fuhua Lin</i>	
		<b>33F</b>	<b>Engaging Kids with the Concept of Sustainability Using a Commercial Videogame-A Case Study</b> <i>Panagiotis Tragazikis, Michael Meimaris</i>	
		<b>73F</b>	<b>The Effects of Type of Interactivity in Experiential Game-based Learning</b> <i>Ming-Puu Chen, Li-Chun Wang</i>	
		<b>75S</b>	<b>Virtual Sport System for Optimum Exercising Based on a User Model</b> <i>Kazumoto Tanaka, Takayuki Kataoka and Makoto Hasegawa</i>	
		<b>99F</b>	<b>Entertaining Education - Using Games-based and Service-oriented Learning to Improve STEM Education</b> <i>Jon Preston, Briana Morrison</i>	
		<b>104F</b>	<b>Learning English through Serious games - Reflections on Teacher and Learner Performance</b> <i>Bente Meyer</i>	
	2 <sup>nd</sup> Floor Room Black Bear	<b>Paper ID</b>	<b>Session 10: Researches on Educational Robots of Taiwan e-Learning &amp; Digital Archives Program – Part 1 (Workshop)</b> <i>Chair: Dr. Liang-Yi Li, National Central University, Taiwan</i>	
		<b>Opening</b>		
		<b>123W</b>	<b>Researches on Using Robots in Education</b> <i>Liang-Yi Li, Chih-Wei Chang, Gwo-Dong Chen</i>	

		<b>124W</b>	<b>A Task-based Role-Playing Game with Educational Robots for Learning Language</b> <i>Gwo-Dong Chen, Chih-Wei Chang</i>
		<b>125W</b>	<b>Design of an Interactive Table for Mixed-Reality Learning Environments</b> <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>
		<b>126W</b>	<b>A Study of Collaboration and Conflicts Using Multi-Robots</b> <i>Wu-Yuin Hwang, Sheng-Yi Wu, Chien-Ming Chen, Yung-Hsun Hsieh</i>
		<b>127W</b>	<b>A Case Analysis of Creative Spiral Instruction Model and Students' Creative Problem Solving Performance in a LEGO® Robotics Course</b> <i>Chun-Hung Lin, Eric Zhi-Feng Liu, Chan-Hsin Kou, Marjo Virnes, Erkki Sutinen, Shan-Shan Cheng</i>
<b>15:00-15:30</b>	<b>Alpine Meadows</b>	<b>Tea/Coffee Break</b>	
<b>15:30-18:00</b>	<b>1<sup>st</sup> Floor Room Summit</b>	<b>Paper ID</b>	<b>Session 11: VR-based Education/Training</b> <i>Chair: Steve Leung, Athabasca University, Canada</i>
		<b>11S</b>	<b>Research on Using Cult3D and Java to Realize Virtual Assembly</b> <i>Ruwei Yun, Baoyun Zhang, and Zhigeng Pan</i>
		<b>49F</b>	<b>ELEIN: E-learning with 3D interactive emotional agents</b> <i>Amalia Ortiz, David Oyarzun and María del Puy Carretero</i>
		<b>56S</b>	<b>Design and Implementation of Operation Replay for Virtual Experiment</b> <i>Jiufei Tang, Xingming Ouyang, Junqing Yu, Liefu Ai</i>
		<b>69F</b>	<b>Tangible Drag-and-Drop: Transferring Digital Content with a Remote Control</b> <i>Mathieu Hopmann, Daniel Thalmann and Frédéric Vexo</i>
		<b>70F</b>	<b>Adaptation in Collaborative Virtual Environments for Training</b> <i>Stéphanie Gerbaud, Valérie Gouranton, and Bruno Arnaldi</i>

		<b>84F</b>	<b>Pushdown Automata Simulator</b> <i>Mohamed Hamada</i>
		<b>103F</b>	<b>Construction Knowledge Transfer Through Interactive Visualization</b> <i>Paul Woodard, Shafee Ahamed, Roberto Canas, John Dickinson</i>
		<b>105F</b>	<b>Pathfinding Strategy for Multiple Non-Playing Characters in 2.5 D Game Worlds</b> <i>Jason MacGregor, Steve Leung</i>
<b>15:30-17:00</b>	2 <sup>nd</sup> Floor Room Black Bear	<b>Paper ID</b>	<b>Session 12: Researches on Educational Robots of Taiwan e-Learning &amp; Digital Archives Program – Part 2 (Workshop)</b> <i>Chair: Dr. Liang-Yi Li, National Central University, Taiwan</i>
		<b>128W</b>	<b>Gender Heterogeneous Groups in Cooperative Learning Applied in "Robots in Creative Course": A Pilot Study</b> <i>Chen-Yi Wang, Tzu-Chien Liu, Yi-Chun Lin</i>
		<b>129W</b>	<b>Exploring Children's Perceptions of the Robots</b> <i>Yi-Chun Lin, Tzu-Chien Liu, Maiga Chang, Shiau-Ping Yeh</i>
		<b>130W</b>	<b>Development of an Emotional Robot as a Teaching Assistant</b> <i>Jwu-E Chen, Lu-Tsou Yeh, Hua-Hsiang Tseng, G-W Wu, In-Hang Chung</i>
		<b>Panel Discussion</b>	
		<b>Closing</b>	
<b>17:00-18:00</b>	1 <sup>st</sup> Floor Room Summit	<b>Paper ID</b>	<b>Session 13: Vision and Imaging Technology in Games</b> <i>Chair: Woontack Woo, GIST U-VR Lab.</i>
		<b>16F</b>	<b>Adaptive Lip Feature Point Detection Algorithm for Real-time Computer Vision-based Smile Training System</b> <i>Youngkyoon Jang and Woontack Woo</i>
		<b>31F</b>	<b>Fast Shape-Simplifying Image Abstraction using Graphics Hardware</b> <i>Hanli Zhao, Xiaogang Jin, Jianbing Shen, Li Shen, and Ruifang Pan</i>

## Tuesday, August 11

07:00-09:00	Glacier Salon	Breakfast	
08:00-09:00	Lobby	Registration	
09:00-10:30	1 <sup>st</sup> Floor Room Summit	<b>Paper ID</b>	<b>Session 14: Researches on Innovative Design of Learning Software and Content – Part 1 (Workshop)</b> <i>Chair: Dr. Yueh-Min Huang, National Cheng Kung University, Taiwan</i>
		<b>Opening</b>	
		17F	<b>Empirical Research and Design of M-learning System for College English</b> <i>Wei Wang, Shaochun Zhong, Zhuo Zhang, Senlin Lv, Lina Wang</i>
		131W	<b>Designing an e-Learning Reactivate Promotion for Collection Reading in Academic Library</b> <i>Bo-Yen Wang, Yuan-Hsun Liao, Chia-Ming Liu, Ming-Hsiang Su, Pao-Ta Yu</i>
		132W	<b>Multi-media e-Learning Platform using Green-software Design with Near-Real Approach</b> <i>Yuan-Hsun Liao, Chia-Ming Liu, Bo-Yen Wang, Ming-Hsiang Su, Xiaso-Hui Lee, Pao-Ta Yu</i>
		133W	<b>Interactive Whiteboard Teaching in English Education based on Dual Code Theory and Bloom Teaching Quality</b> <i>Chia-Ming Liu, Bo-Yen Wang, Yuan-Hsun Liao, Ming-Hsiang Su, Pao-Ta Yu</i>
	2 <sup>nd</sup> Floor Room Black Bear	<b>Paper ID</b>	<b>Session 15: Educational Robot and Toy</b> <i>Chair: Gwo-Dong Chen, National Central University, Taiwan</i>
		58F	<b>Music-Making and Musical Comprehension with Robotic Building Blocks</b> <i>Niels Kristian Barendsen, Carsten Jessen, Jacob Nielsen</i>
		60F	<b>Edutainment Robotics as Learning Tool</b> <i>Eleonora Bilotta, Lorella Gabriele, Rocco Servidio, Assunta Tavernise</i>

		<b>112F</b>	<b>AdMoVeo: A Robotic Platform for Teaching Creative Programming to Designers</b> <i>Sjriek Alers and Jun Hu</i>
<b>10:30-11:00</b>	<b>Alpine Meadows</b>	<b>Tea/Coffee Break</b>	
<b>11:00-12:00</b>	<b>1<sup>st</sup> Floor Room Summit</b>	<b>Paper ID</b>	<b>Session 16: Researches on Innovative Design of Learning Software and Content – Part 2 (Workshop)</b> <i>Chair: Dr. Yueh-Min Huang, National Cheng Kung University, Taiwan</i>
		<b>134W</b>	<b>A Cognitive-Interactive Approach to Chinese Characters Learning: System Design and Development</b> <i>Yu-Ju Lan, Yao-Ting Sung, Chia-Yu Wu, Rui-Lin, Wang, Kuo-En Chang</i>
		<b>135W</b>	<b>An Automatic Course Generation System for Organizing Existent Learning Objects using Particle Swarm Optimization</b> <i>Yen-Ting Lin, Shu-Chen Cheng, Jin-Tan Yang, Yueh-Min Huang</i>
		<b>136W</b>	<b>The Experience of Adopting Game-based Learning in Library Instruction</b> <i>Sheng-Hui Hsu, Shu-Chen Cheng, Yueh-Min Huang</i>
		<b>Discussion</b>	
	<b>2<sup>nd</sup> Floor Room Black Bear</b>	<b>Paper ID</b>	<b>Session 17: Augmented Reality in Education/Training</b> <i>Chair: Wu-Yuin Hwang, National Central University, Taiwan</i>
		<b>37F</b>	<b>Designing a DSL Solution for the Domain of Augmented Reality Software Applications Specification</b> <i>André Rosa, Vasco Amaral and Bruno Barroca</i>
		<b>61F</b>	<b>A Study of Virtual Product Presentation with Whiteboard and its Effect on Users Perception</b> <i>Wu-Yuin Hwang, Siao-Han Syu, Jung-Lung Hsu, Chio-Tan Kuo</i>
		<b>76F</b>	<b>Survey on Collaborative AR for Multi-user in Urban Studies and Planning</b> <i>Ajune Wanis Ismail, Mohd Shahrizal Sunar</i>