

侯惠澤學術著作目錄 (含研究計劃及學術服務)

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侯惠澤博士 2008 年畢業於台灣師範大學資訊教育研究所博士班，目前為國立臺灣科技大學應用科技研究所科學教育與數位學習領域教授，同時也是臺灣科技大學網路學習研究中心迷你數位教育遊戲開發團隊(NTUST MEG)主持人，他的研究專長在於學習行為模式分析、數位教育遊戲之教學機制與系統發展、Web 2.0 教學策略、教師知識管理系統等議題。

侯惠澤教授為教學科技領域中學習行為模式分析的國際重要學者之一，尤其精通運用與整合多維度分析方法(包含量化內容分析、群集分析與序列分析等)分析學習歷程行為模式，發表教學科技的研究文章已超過 100 篇，其中包含 45 篇以上的 SSCI 期刊論文(2016/2 統計，其中有 6 篇為單一作者，且有 10 篇是發表在該領域該年度影響係數(Impact Factor, IF)排名之前 10%內的頂尖 SSCI 期刊中)。侯惠澤教授為近五年來(2009~2014/6) ISI Web of Science SSCI 資料庫中在 Education and Educational Research 領域 SSCI 期刊中以行為模式 (behavioral pattern)或內容分析(content analysis)為主題關鍵字進行檢索，研究文章數量均為全球前三名內之具影響力的國際學者(2014 六月統計)。侯老師已擔任超過 20 個國際教育相關期刊的編輯委員或審查委員(其中包含擔任 15 個以上數位學習領域 SSCI 期刊的審查委員)，並包含擔任國際專書主編。由於其於數位學習與學習行為模式分析上的成果，**他於 2010 年獲得行政院國家科學委員會獎勵優秀年輕學者的吳大猷先生紀念獎**、並曾於 102 年獲推薦為科技部傑出研究獎候選人，並獲得臺灣科技大學 2011 年傑出研究及創作獎，國科會優秀年輕學者計畫四年期補助計畫與臺灣科技大學年輕學者研究獎。

侯教授主要研究特色為致力於針對較複雜學習情境(如:各種合作問題解決的學習活動歷程)之長時間或大量的實徵學習歷程編碼進行縝密的之量化內容分析、序列分析與各種學習行為模式之視覺化與深入剖析，並針對其研究方法進行不斷地整合與創新，也將此分析運用於教育遊戲中學習者的行為模式分析。其中關於序列分析運用於教學科技方面的研究，2008 年於 Educational Technology & Society 期刊所

發表的 SSCI 期刊著作，為檢索近六年來(2008~2014/6) ISI Web of Science SSCI 資料庫中在 Education and Educational Research 領域 SSCI 期刊中以序列分析(sequential analysis)為關鍵字檢索的研究中被引用次數最高的文章(2014 六月統計)。侯教授關於數位學習行為模式分析的實徵研究、研究方法的創新性運用與研究方法之研發的 SSCI 著作超過 20 篇，已經具備數位學習行為模式分析領域相當之國際影響力。侯教授並受邀於各校演講數位學習行為模式分析議題超過十餘場次以上，其中並受邀於至科技部資教學門、國教院、各大專院校與北京師大等研究機構進行關於進階行為模式分析方法的講座演講。

在國際交流方面，侯老師為華人探究學習學會(Chinese Society for Inquiry Learning, CSIL)理事，並為全球華人 GCCCE (Global Chinese Conference on Computers in Education) 2014 研討會之子會議 Joyful Learning and Society 議程副主席，積極從事國際交流，於近數年連續分別於數位學習 7 個場次重要國際研討會中申請或受邀組織舉辦關於科技輔助 STEM 學習以及數位教育遊戲的 Workshop，並擔任超過 10 場次的教學科技國際研討會的議程委員或 Workshop Organizer，積極在所屬的專業領域下長期經營國際合作關係。

在實務方面，侯老師也積極將研究成果回饋與推廣給教學現場，並指導所屬團隊參加許多全球華人遊戲設計競賽獲獎，舉辦教師工作坊、提升教育遊戲作品的品質與接受度。而關於教育遊戲部分，近三年積極發展結合教育學習理論與教學策略之各類迷你教育遊戲，並已經帶領研究團隊創作開發了十餘款以上之教育遊戲，並參加全球華人最重要且具影響力的電玩交流平台之一的巴哈姆特電玩資訊站所舉辦之「2012 巴哈姆特 ACG 創作大賽」榮獲遊戲組佳作。在實務方面，2014 年底提出 “**微翻轉遊戲式學習模式以及喜樂課室**” (Mini-flipped GBL & joyful classroom)(詳見

<https://www.facebook.com/groups/NTUSTMEGteacher/>)，與現場教師社群密切合作，並將所發展之教育遊戲實際推廣至各高國中小運用，期待將喜樂互動且有效學習的教學活動帶入全台灣每一個課室。此外，**並與三個以上相關產業進行教育遊戲產品相關之產學合作與技術轉移計劃**。其中，涵蓋研發一項遊戲式學習產學合作產品，**該產品目前業已上市。該產品 2014 年 12 月推出以來，2015/2 月底榮登博客來網站婦幼生活(含大量生活與文教用品)類總銷售量之冠軍**，為少數由教育相關學界主導研發之遊戲式學習領域產品，藉由產學合作，並成功商品化獲得銷售佳績的例證，並已有學校老師運用於實際的課室教學並獲好評。

侯教授在教師知識管理與教師專業社群部分的研究與實務也有著墨。他負責統籌跨校研究團隊(臺灣科大與臺灣師大)，持續提出最

新構想，並規畫、設計、管理研究團隊人員，研究建置並延展同時整合教學設計理論與知識管理策略的教師數位教學知識管理整合環境-WIDE-KM 平臺，以研究回饋於社會之理念，由 2004 年初建置至今經過多年的推廣，十年來已經有三萬名以上會員參與(2014 年六月統計)，已成為臺灣十分具代表性的教師知識管理部落格社群環境。與此相關之計畫亦獲選為 2009 年國家科學委員會科學教育發展處年度優良研究成果之應用計畫。侯教授也在知識管理領域擔任國際專書主編，編輯三本國際知識管理學術專書，目前三本專書所有各章節之所有全文檔案，總計於線上已經有超過 100 個國家或地區超過 10 萬次以上的下載(三本書籍，所有篇章被下載總數合計，2014 六月統計)，具有一定之國際影響力。

Dr. Huei-Tse Hou received his Ph. D degree in Graduate Institute of Information and Computer Education from National Taiwan Normal University (NTNU) in 2008. He is now a Professor of Graduate Institute of Applied Science and Technology, National Taiwan University of Science and Technology (NTUST) and the Director of Mini-Educational Game development Group in E-learning Research Center of NTUST (NTUST MEG). Dr. Hou's research interests include learning behavioral pattern analysis, game-based learning, Web 2.0 teaching strategies, and teacher knowledge management, etc.

Dr. Huei-Tse Hou is one of the important international scholars of learning behavioral pattern analysis in the field of educational technology. He especially specializes in integrating and applying multi-dimensional analysis to students' learning behavioral patterns (including quantitative content analysis, cluster analysis, sequential analysis, etc). Dr. Hou has published more than 100 research papers in the field of educational technology, including more than 45 SSCI journal papers (calculated by 2016/2)

Dr. Huei-Tse Hou is an influential international scholar and the number of his published papers is within the top three of the world (calculated by 2014/6), searched with the keywords of 'behavioral pattern' and 'content analysis' in the SSCI journals of Education and Educational Research field, in the ISI Web of Science SSCI database within recent five years (2009~2014/6). Dr. Hou serves as the editorial board member or the reviewer for more than 20 international educational journals (including the reviewer for more than 15 SSCI journals related to digital learning field). Owing to his outstanding performance in research of learning behavioral pattern analysis, Dr. Hou received the Ta-You Wu Memorial Award (Young Outstanding Researcher Award) from the National Science Council, Taiwan in 2010, the NTUST Outstanding Research Award in 2011, four-year project of Young Outstanding Researcher funded by National Science Council, and the NTUST Young Outstanding Researcher Award.

Dr. Hou is mainly devoted to careful quantitative content analysis, sequential analysis, and visualization and investigation of all kinds of learning behavioral patterns for long-term or large-scale empirical learning process in more complex learning contexts (e.g. collaborative problem-solving learning process), as well as integration and innovation in research methods. In terms of the application of sequential analysis in educational technology research, the article published in Educational Technology & Society Journal (SSCI) in 2008 is the study cited the most (by 2014/6), searched with the keywords of 'sequential analysis' in the SSCI journals of Education and Educational Research field, in the ISI

Web of Science SSCI database within recent six years (2008~2014/6). Dr. Hou has published more than 20 SSCI journal papers related to the empirical studies, innovation, and development of research methods of the digital learning behavioral patterns, thus being internationally influential in this field. Dr. Hou has been invited for more than ten speeches on the topic of digital learning behavioral pattern analysis. Dr. Hou was also invited as the keynote speaker on the topic of sequential analysis and quantitative content analysis in the advanced workshop of digital learning research method and issues held by Ministry of Science and Technology and National Taiwan Normal University in 2014.

In terms of international communication, Dr. Hou is the managing supervisor of Chinese Society for Inquiry Learning, CSIL, and the co-Chair of sub-conference program 'Joyful Learning and Society' in Global Chinese Conference on Computers in Education 2014. Pursuing international communication, Dr. Hou applied for or was invited to be an organizer for the workshops of digital educational games and STEM education issues in 8 international conferences these years. He also served as the program committee member or the workshop organizer in more than 10 international educational technology conferences, eager to develop a long-term international cooperation relationship with his specialties.

On the other hand, Dr. Hou also applied and promoted the findings of his research to the teaching context, directing his team to participate in many game competitions for all Chinese for prize, holding teacher workshops, increasing the quality and acceptability of the games. In addition, Dr. Hou is devoted to promoting game-based innovation teaching activities at schools, including digital game-based teaching activities, the development and promotion of creative teaching plans for educational board games and parent-child play. Dr. Hou is also responsible for many industry-university cooperative research projects related to game-based learning and helps design and develop game-based learning products.

Dr. Hou also has contribution in the research and practice of teacher knowledge management and teacher professional learning community. He is responsible for leading the research team (from NTUST and NTNU), generating the ideas, planning, designing, and managing the team members, constructing and developing WIDE-KM, a digital knowledge management platform for teachers that integrates instructional design theories and knowledge management strategies. Based on the belief that one should contribute to the society from research findings, the platform has become a representative teacher knowledge management blog community in Taiwan with more than 30,000 members' participation within ten years (by 2014/6) since its early construction in 2004 and

promotion for years. The related project was also chosen as the outstanding research application project of the year by the science education development center of National Science Council in 2009. Dr. Hou also serves as the international editor for books on knowledge management field and is responsible for editing three international academic books on knowledge management. So far, all online chapter files of these three books have been downloaded more than 100,000 times by more than 100 countries or regions (sum of times for downloading all chapters in three books, by 2014/6). Therefore, these books are internationally influential to some extent.

Publications, Projects and Academic Services

一、期刊論文 (Journal papers)

1. **Hou, H. T.*** (2015). Integrating cluster and sequential analysis to explore learners' flow and behavioral patterns in a simulation game with situated-learning context for science courses: a video-based process exploration, *Computers in Human Behavior*, 48, 424-435. (Corresponding author) (SSCI)
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3. **Hou, H. T.*** (2013). Analyzing the behavioral differences between students of different genders, prior knowledge, and learning performance with an educational MMORPG: a longitudinal case study in an elementary school, *British Journal of Educational Technology*, 44(3), E85-E89. (SSCI)
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5. **Hou, H. T.*** (2012). Analyzing the Learning Process of an Online Role-Playing Discussion Activity, *Educational Technology & Society*, 15(1), 211-222. (Corresponding author) (SSCI)
6. **Hou, H. T.**, Wu, S. Y., Lin, P. C., Sung, Y. T., Lin, J. W., & Chang, K. E.* (2014). A Blended Mobile Learning Environment for Museum Learning, *Educational Technology & Society*, 17(2), 207-218. (SSCI)
7. **Hou, H. T.**, Wang, S. M., Lin, P. C., & Chang, K. E.* (2015). Exploring the Learner's Knowledge Construction and Cognitive Patterns of Different Asynchronous Platforms: Comparison of an Online Discussion Forum and Facebook, *Innovations in Education and Teaching International*, 52(6), 610-620. (SSCI)
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12. Wu, S. Y.* & **Hou, H. T.** (in press). Exploring the interactive patterns of concept map-based online discussion: a sequential analysis of users' operations, cognitive processing and knowledge construction. *Interactive Learning Environments. (SSCI)*.
13. Lin, P. C., **Hou, H. T*.,** Wu, S. Y. & Chang, K. E. (2014). Exploring College Students' Cognitive Processing Patterns during a Collaborative Problem-solving Teaching Activity Integrating Facebook Discussion and Simulation Tools, *The Internet and Higher Education*, 22, 51-56. (Corresponding author) (SSCI)
14. Lin, Y. H., & **Hou, H. T*** (in press). Exploring Young Children's Performance on and Acceptance of an Educational Scenario-Based Digital Game for Teaching Route Planning Strategies: A Case Study, *Interactive Learning Environments. (Corresponding author) (SSCI)*
15. Tsai, M. J.*, Liang, J. C, **Hou, H. T.**, & Tsai, C. C. (2015) Males are not active online for discussion: Gender differences in perceived discussion strategies in face-to-face and online asynchronous learning contexts, *Australasian Journal of Educational Technology*, 31(3), 263-277. (SSCI)
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- Process-Based Usability Evaluation, *Journal of Educational Computing Research*, **53(1)**, 95-123. (Corresponding author). (SSCI)
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 27. Hsu, C.-Y., Tsai, M.-J., Hou, H.-T., & Tsai, C.-C. (2014). Epistemic beliefs, online search strategies and behavioral patterns while exploring socioscientific issues. *Journal of Science Education and Technology*, **23(3)**, 471-480. (SSCI)
 28. Chang, K. E., Chang, C. T., Hou, H. T., Sung, Y. T., Chao, H. L., & Lee, C. M. (2014) Development and Behavioral Pattern Analysis of a Mobile Guide System with Augmented Reality for Painting Appreciation Instruction in an Art Museum, *Computers and Education*, **71**, 185-197. (SSCI)
 29. Yen, Y. C., Hou, H. T., & Chang, K. E.* (2015). Applying role-playing strategy to enhance learners' writing and speaking skills in EFL courses using Facebook and Skype as learning tools: A case study in Taiwan, *Computer Assisted Language Learning*, **28(5)**, 383-406. (SSCI)
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34. Tsai, M. J.*, Liang, J. C., **Hou, H. T.**, & Tsai, C. C. (2012). University students' online information searching strategies in different search contexts, *Australasian Journal of Educational Technology*, 28(5), 881-895. (SSCI)
35. Tsai, M. J.*, **Hou, H. T.**, Lai, M. L., Liu, W. Y., & Yang, F. Y. (2012). Visual attention for solving multiple-choice science problem: An eye-tracking analysis, *Computers & Education*. 58, 375-385. (SSCI)
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68. 侯惠澤*, 張國恩, 宋曜廷(2008), 數位學習環境下教師運用部落格之互動分析, 2008數位科技與創新管理研討會, 2008/6/28, **DTIM2008**, 台北。
69. 侯惠澤*, 張國恩, 宋曜廷 (2008). 整合式教師教學設計知識管理環境之架構、實作與知識分享互動評估, 第四屆台灣數位學習發展研討會, 2008/516-17, **TWELF 2008**, 台中。
70. 侯惠澤*, 宋曜廷, 陳平福, 張國恩 (2006). 結合問題解決情境之博物館行動學習導覽系統的開發與運用, **TWELF 2006**, 台南。
71. Chen, Y. L. *, Sung, Y. T., **Hou, H. T.**, & Chang, K. E. (2006). Learning Electronics through Discovery Learning Activities with Computer Simulations, **GCCCE2006**, Beijing, China.
72. 張國恩*, 宋曜廷, 吳正偉, 陳平福, 侯惠澤 (2004)。國外行動學習案例探討。行動學習之數位內容建置及運用技術研究研討會, 台北。
73. Chang, K. E., **Hou, H. T.***, Sung, Y. T., Chen, G. D., & Chen, W. H. (2003). Using Web-based instructor Supporting Environment to implement online problem based learning **GCCCE2003**, 289~293, Nanjing, China.
74. Sung, Y. T. *, Chiou, S. K., **Hou, H. T.**, & Chang, K. E. (2003). Web-SPA: A Web-Based Self/Peer Assessment System with Multiple Functions and Friendly Interface for Teachers, **SITE 2003**, Albuquerque, NM, March 24-29
75. Sung, Y. T., **Hou, H. T.**, & Chang, K. E*. (2001). The Design of Web-based Instructional Design Environment and the Examination of its Effects, Paper presented at International Conference on Computers in Education, **ICCE2001**, Korea.

三、專書(Books/ Book Chapters)

1. **Hou, H. T.*** (2012). (Ed.), *New Research on Knowledge Management Technology*, (ISBN 978-953-51-0074-4), Austria: InTech Education and Publishing. **(Book Editor)**
2. **Hou, H. T.*** (2012). (Ed.), *New Research on Knowledge Management Models and Methods*, (ISBN 978-953-51-0190-1), Austria: InTech Education and Publishing. **(Book Editor)**
3. **Hou, H. T.*** (Ed.). (2012), *New Research on Knowledge Management and Lesson Learned*, (ISBN 978-953-51-0073-7), Austria: InTech Education and Publishing. **(Book Editor)**

(目前上述三本專書全文檔案於線上已經有超過100個國家或地區超過4000次的下載，具有一定之影響力。)

4. **Hou, H. T.*** (2012), "Applying Multiple Behavioral Pattern Analyses to Online Knowledge Management Environments for Teachers' Professional Development ", In Hou, H. T. (Ed), *New Research on Knowledge Management and Lesson Learned*, Austria: InTech Education and Publishing. (ISBN 978-953-51-0073-7)
5. **Hou, H. T.*** (2009), "A Framework of Dynamic Sequential Behavioral Pattern Detecting and Automatic Feedback/Guidance Designing for Online Discussion Learning Environments", In Raquel, H. N. (Eds), *Advanced Learning*, (pp275-286). Austria: InTech Education and Publishing. (ISBN:978-953-307-010-0) (NSC 97-2511-S-231 -001 -MY3)
6. **Hou, H. T.*** (2008). Exploring Behavioral Patterns of and Effective Strategies for Online Knowledge Sharing Discussion: Cases of Teacher and Learner Communities. Unpublished PhD dissertation, National Taiwan Normal University, Taipei, Taiwan.
7. **侯惠澤***, 張國恩, 宋曜廷等(2005). 您的數位學習融入教學工具書-教育部自然科學數位內容融入教學推廣計畫成果手冊, 台北:國立台灣師範大學教育學院數位學習研究團隊。

三、獲獎 (Rewards)

1. 99 年度行政院國家科學委員會吳大猷先生紀念獎
2. 100 年度行政院國家科學委員會優秀年輕學者計畫四年期補助
3. 100 學年度台灣科技大學傑出研究及創作獎
4. 台灣科技大學 102 年度年輕學者研究獎
5. **UARE : Using Reality-Virtually-Reality (RVR) Models to Construct Ubiquitous AR Environment for e-Learning Context.** 技術, 於 2014 八月份 IEEE Technically Co-Sponsored Science and Information Conference 2014, London UK 得到 Best poster Award, 該項技術可以突破原本 AR 用於行動載具學習的虛實整合的效能盲點並提出相對應的教學模式。
6. 100 年度指導台科大網路學習研究中心迷你教育遊戲團隊組隊 [NTUST MEG]參加全球華人最重要且具最影響力的電玩交流平台之一的巴哈姆特電玩資訊站所舉辦之[2011 巴哈姆特第二屆創意遊戲設計大賽]榮獲入圍, 並勇奪第四名之佳績!
(<http://prj.gamer.com.tw/2011bcgc/>)。

7. 100 年度指導台科大網路學習研究中心迷你教育遊戲團隊組隊 [NTUST MEG]參加全球華人最重要且具最影響力的電玩交流平台之一的巴哈姆特電玩資訊站所舉辦之[2012 巴哈姆特 ACG 創作大賽]榮獲遊戲組佳作!
8. 100 年度指導台科大網路學習研究中心迷你教育遊戲團隊組隊 [NTUST MEG]參加由全國 R 界各個論壇及網站：幻影學院(主辦)，台灣論壇 RPG 製作版、巴哈姆特 RPG 版、幻界之星等網站共同協辦的 2011 RPG Maker 第二屆遊戲製作大賽，勇奪最高人氣獎。
9. 100 年度指導台科大網路學習研究中心迷你教育遊戲團隊以作品 [BOOM ROOM 炸彈密室]參加於中國北京大學舉辦之 2011 年數碼遊戲化學習國際學術會議獲優秀教育遊戲作品提名獎!

四、研究與產學計劃 (Projects)

1. 侯惠澤 (國科會優秀年輕學者計畫): 促進學習者科學問題解決之線上角色扮演遊戲 Authoring 環境之建置與學習行為分析 (NSC-100-2628-S-011-001-MY4)，**四年期(100/08/01-104/07/31)**，計畫主持人。
2. 侯惠澤: 整合自動化學習行為模式偵測機制與多維鷹架回饋之合作解題模擬科學教育遊戲之發展與實徵評估 (NSC-102-2511-S-011-001-MY3)，**三年期(102/08/01-105/07/31)**，計畫主持人。
3. 侯惠澤: 整合認知歷程與同儕學習理論的台灣歷史教學教具型桌遊之設計，2014 年產學合作計畫，計畫主持人。
(該教學遊戲產品已經於 2014/12 月問世，並受到媒體重視且許多教學現場教師開始運用於教學場域。並榮登 2014/12/27 博客來網站該類別商品銷售冠軍!)
4. 侯惠澤: 迷你數位教育遊戲課程規劃與遊戲式測驗 APP 產品開發計畫，2014 年產學合作計畫，計畫主持人。
5. 侯惠澤: 企業組織行為職能訓練遊戲式學習模組設計諮詢與評估，2014 年產學合作計畫，計畫主持人。
6. 侯惠澤 (國科會整合型計畫): 網路科學學習互動性研究--結合互動式論證教學策略之部落格心智工具模組集之建置及學習行為分析，三年期 (99/08/01-102/07/31，計畫主持人) (NSC-99-2511-S-011-007-MY3) **(本計畫獲行政院國家科學委員會 99 年度吳大猷先生紀念獎)**

7. 侯惠澤(國科會新進人員個別型計劃):運用序列分析回饋機制的線上知識分享討論系統之建置及行為模式分析,新制三年期 (97/08/01 ~ 100/07/31, 計畫編號: NSC 97-2511-S-011 -004 -MY3)(計畫主持人)
8. 侯惠澤 (國科會新進人員個別型計劃): 整合問題解決策略之部落格教學模式之設計與多維度學習行為分析(98/08/01 ~ 99/07/31, 計畫編號: NSC 98-2511-S-011-006)(計畫主持人)
9. 國科會專題研究計畫(推動規劃補助計畫): 科學教育研究發展白皮書與國家科教素養規劃計畫 (NSC-100-2517-S-003-003), 計畫共同主持人。(2011/05/01~2011/10/31)
10. 國科會專題研究計畫(國家型計畫): 數位學習國家型計畫之總覽、趨勢分析與社會影響分析(單一整合型計畫)--數位學習國家型計畫之總覽、趨勢分析與社會影響分析 (1/2) (NSC-100-2631-S-011-002), 計畫共同主持人。(2011/08/01~2012/07/31)
11. 國科會專題研究計畫: 工作記憶、腳本知識、背景知識對幼兒口語理解的影響, (NSC- 101-2410-H-143-005), 計畫共同主持人。(2012/08/01~2013/07/31)。
12. 國科會專題研究計畫: 提升中低成就國中生科學高層次知識與動機策略 MOST-103-2511-S-011-003-MY3, 計畫共同主持人。(2014/08/01~2017/07/31)
13. 國科會專題研究計畫: 以體感遊戲促進兒童與高齡者之代間數位學習與全人健康: 評估在身體自覺、認知功能與人際互動之成效, (NSC-101-2511-S-018-009-MY2), 計畫共同主持人。(2012/08/01~2014/07/31)。
14. 國科會專題研究計畫(想像力培育政策導向型研究計畫): 運用不同想像力教學策略在製作水陸兩用船舶創意設計之成效與運用創意思考螺旋教學策略培養國小學生想像力與船舶科技實作能力--整合仿生理論與角色扮演教學策略於虛擬世界以培養想像力創意實作能力:以水陸兩用船舶為例(想像力培育政策導向型研究計畫), (NSC-100-2511-S-412-002-MY2), 計畫共同主持人。(2011/08/01~2013/07/31)
15. 國科會整合型研究計畫: 能源科技策略人才培育研究 (1/3) (NSC100-3113-S-011-001), 計畫共同主持人。(100/4/1-101/3/31)
16. 數位典藏與數位學習國家型計劃卓越研究團隊計劃: COOL Chinese: 能力導向之全方位華語學習(協同主持人)(執行年度:97-100)(NSC 97-2631-S-003-002)
17. 國科會傑出學者研究計畫: K-blog : 整合知識分享策略的教師專業成長知識部落格環境的建置及歷程分析(協同主持人)(執行年度:97-100) (NSC

97-2511-S-003-041-MY3) (本計畫獲選為 2009 年國科會科學教育發展處年度優良研究成果之應用)

五、學術服務 (Academic Services)

(擔任 16 個 SSCI 數位學習國際期刊審查委員)

1. Reviewer, *Learning and Instruction* (SSCI)
2. Reviewer, *Computers and Education* (SSCI)
3. Reviewer, *Interactive Learning Environments* (SSCI)
4. Reviewer, *Journal of Computer Assisted Learning* (SSCI)
5. Reviewer, *Computers in Human Behavior* (SSCI)
6. Reviewer, *Educational Technology & Society* (SSCI)
7. Reviewer, *Cyberpsychology, Behavior, and Social Networking* (SSCI)
8. Reviewer, *The Asia-Pacific Education Researcher* (SSCI)
9. Reviewer, *IEEE's Transactions on Learning Technologies* (SSCI)
10. Reviewer, *Asia Pacific Education Review* (SSCI)
11. Reviewer, *Studies in Higher Education* (SSCI)
12. Reviewer, *The Internet and Higher Education* (SSCI)
13. Reviewer, *Turkish Online Journal of Educational Technology* (SSCI)
14. Reviewer, *International Journal of Science and Mathematics Education* (SSCI)
15. Reviewer, *Universal Access in the Information Society* (SSCI)
16. Reviewer Panel, *British Journal of Educational Technology* (SSCI)
17. Reviewer, *ACM Transactions on Multimedia Computing, Communications and Applications* (TOMM) (SCI)
18. Reviewer, *International Journal of Engineering Education* (SCIE)
19. Reviewer, *International Journal of Online Pedagogy and Course Design*

20. Reviewer, *Journal Research and Practice in Technology Enhanced Learning (RPTEL)*
21. Reviewer, *International Journal of Peace and Development Studies*
22. Reviewer, *International Journal on Continuous Engineering Education and Life-Long Learning (IJCEELL)* (EI)
23. Reviewer, *Global Chinese Journal for Computers in Education (GCJCE)*
24. Reviewer, *Journal of Education and Learning*
25. Reviewer, *MERLOT Journal of Learning and Teaching*
26. Reviewer, *Advances in Education*
27. Reviewer, *Education Journal (Hong Kong)*
28. 華人探究學習學會(Chinese Society for Inquiry Learning, CSIL)理事
29. Reviewer, 教育科學研究期刊(原師大學報：教育類) (TSSCI)
30. Reviewer, 高師學報
31. Reviewer, 測驗學刊 (TSSCI)
32. Reviewer, 課程與教學季刊 (TSSCI)
33. Reviewer, 台灣科技大學人文社會學報
34. Reviewer, 科學教育研究與發展季刊
35. Reviewer, 大學圖書館
36. Guest Editor, *Technology for Education and Learning*
37. **Book Editor** , *InTech Education and Publishing, Austria*
38. **Editorial Board** , *Turkish Online Journal of Educational Technology* (SSCI)
39. **Editorial Board** , *Journal of Education and Learning*
40. **Editorial Board** , *The Journal of Educational Technology Development and Exchange (JETDE)* (2011)
41. **Editorial Board** , *The Online Journal Distance Education and e-Learning (TOJDEL)*
42. **Advisory Board** , International Educational Technology Conference 2011(IETC)

2011, 2012)

43. **Reviewer, *Computer Supported Collaborative Learning Conference 2013(CSCL 2013)***
44. **Track Program Chairs, Virtual Worlds in Education and Training (VWET@ICALT2015), IEEE International Conference on Advanced Learning Technologies (ICALT2015)**
45. **Workshop Organizer, The Workshop on The Workshop on the application of innovative educational technologies in STEM education affiliated to the ICCE 2014.**
46. **GCCCE (Global Chinese Conference on Computers in Education) 2014 子會議 Joyful Learning and Society 議程副主席**
47. **Program Committee Member, IADIS International Conference Cognition and Exploratory Learning in Digital Age (CELDA 2014)**
48. **Program Committee Member, IADIS International Conference Cognition and Exploratory Learning in Digital Age (CELDA 2013)**
49. **Workshop Organizer, Workshop on The Digital Game on STEM Education affiliated to the Global Chinese Conference on Computers in Education (GCCCE 2013)**
50. **Workshop Organizer, Workshop on The Digital Game on STEM Education affiliated to the Global Chinese Conference on Computers in Education (GCCCE 2012)**
51. **Workshop Organizer, Workshop on The Workshop on the application of innovative educational technologies in STEM education affiliated to the ICCE 2012.**
52. **Workshop Organizer, Workshop on The Trends, Design, and Evaluation of Science Educational Game affiliated to the ICCE 2011.**
53. **Workshop Organizer, Workshop on The Trend, Development and Learning process of Educational Mini Games affiliated to the Edutainment 2011**
54. **Workshop Organizer, Workshop on The Design, Implementation and Evaluation of Game and Toy Enhanced Learning affiliated to the ICCE 2010**
55. **Program Committee Member, IADIS International Conference Cognition and Exploratory Learning in Digital Age (CELDA 2012)**

56. **Local Organization Chair**, The 6th International Conference on E-learning and Games (Edutainment 2011)
57. **Program Committee Member**, The IEEE International Conference on Advanced Learning Technologies (ICALT 2011)
58. **Program Committee Member**, The sixth International Conference on E-Learning and Games. (Edutainment 2011)
59. **Program Committee Member**, IADIS International Conference Cognition and Exploratory Learning in Digital Age (CELDA 2011)
60. **Program Committee Member**, IADIS International Conference Cognition and Exploratory Learning in Digital Age (CELDA 2010)
61. **Program Committee Member**, Asia-Pacific Conference on Technology Enhanced Learning 2010 (APTEL 2010)
62. **Program Committee Member**, International Conference on Joyful E-Learning (JEL)
63. **Keynote speaker**, The 2008 International Conference of Web 2.0 and Education
64. **Affiliated Member**, the Game and Toy Enhanced Learning and Society' (GTEL&S) Special Interest Group (SIG) Committee of **APSCE**.
65. Reviewer, International Conference on Computers in Education (ICCE2009)
66. 撰稿委員, 2012 年行政院國科會科教處科學教育研究發展白皮書
67. Reviewer, 2010 數碼遊戲化學習學術會議
68. TELDAP2010 數位典藏與數位學習國際會議, 出版審查委員會委員
69. Reviewer, International Conference on Digital Content (ICDC 2010)
70. 內政部自製數位教材競賽審查指導委員
71. Reviewer, 2008 The International Conference of Web 2.0 and Education
72. Reviewer, TANET 2008, 2009 Conference.
73. Session Chair, International Conference of Web 2.0 and Education (ICWE 2010)
74. Session Chair, The 2008 International Conference of Web 2.0 and Education (2008/11/30)
75. Session Chair, Global Chinese Conference on Computers in Education 2010

76. Senior Member, the International Association of Computer Science and Information Technology (IACSIT)
77. Member, The Chinese Language Teachers Association (CLTA)
78. 教育部數位學習認證中心數位學習教材與課程認證數位審查委員
79. 數位學習國家型計畫數位學習品質服務中心數位教材評審委員
80. 2011 科學語言與數位學習國際研討會審查委員
81. 國科會科教處專題計畫初審審查委員
82. 台灣數位學習與內容學會會員
83. 台灣數位學習與內容學會，發起委員
84. GCCCE2011 之 Educational Games and Informal Learning 子會議審查委員
85. 第五屆台灣數位學習發展研討會議程委員
86. 第七屆台灣數位學習發展研討會議程委員

六、研討會受邀演講:

- (1) **Invited speaker**, the International Conference of Web 2.0 and Education (ICWE2008) (2008.11.30)
- (2) **Invited discussant**, Panel discussion session, International Conference On Digital Game-based Learning (2011.12.11)
- (3) **Invited discussant**, Panel discussion session, Taiwan CSCL & CSPL Workshop 2013 (2013.3.30)

七、音樂創作:

鋼琴或吉他即興創作演奏:

Myaudiocast:

<http://www.myaudiocast.com/composerho/>

Youtube:

<http://www.youtube.com/playlist?list=PL2EB8423C77DED145&feature>

=mh lolz