Paper ID	Sub- conference	Title	Decision
35	C1	Leveraging LSTM in the fine-grained analysis of the Incubation Effect in Physics Playground	FULL Paper
156	C1	Novel Writing Support System by Target Readers' Story Arc and Characters' Emotional Changes	FULL Paper
160	C1	Classification of Emotions in Programming from Face and Log Features Using Representative Intervals	FULL Paper
186	C1	Using Data Mining Techniques to Assess Students' Answer Predictions	FULL Paper
26	C1	Effects on Fostering Computational Thinking by Externalizing a Solution with Construction of a Problem-Solving Model	SHORT Paper
89	C1	Dynamic knowledge tracing through data driven recency weights	SHORT Paper
102	C1	Towards Adaptive Provision of Examples During Problem Solving	SHORT Paper
116	C1	Can EEG signal predict learners' perceived difficulty?	SHORT Paper
123	C1	Identifying Significant Indicators of Eye-movement and EEG-based Attention to Explore Predictive Effectiveness on Reading Performance	SHORT Paper
141	C1	Promoting Reflection on Question Decomposition in Web-based Investigative Learning	SHORT Paper
198	C1	Modeling Video Viewing Styles with a Probabilistic Mode Switching	SHORT Paper
2	C1	A Multi-Index Examination Cheating Detection Method Based on Neural Network	POSTER Paper
68	C1	Learning Early Warning Model of Multi-source Data Fusion Based on DT-BP Neural Network	POSTER Paper
70	C1	A Review of Research Progress of Learning Early Warning	POSTER Paper

74	C1	Externalization Support for Hypotheses Creation Process of Discovery Learning in Biology	POSTER Paper
82	C1	Micro-Course Intelligent QA system Based on Knowledge Graph and Semantic Analysis	POSTER Paper
127	C1	Correlating Working Memory Capacity with Learners Study Behavior in a Web-Based Learning Platform	POSTER Paper
144	C1	Simulatable Open Learner Models of Core Competencies for Setting Goals for Course Performance	POSTER Paper
155	C1	Investigating Functional Fixedness among Novice Student Programmers	POSTER Paper
57	C2	Reciprocal Kit Build Approach for Peer-to-peer Communication: Relationship between Similarities on Knowledge, Transfer of Knowledge, and Affective Responses	FULL Paper
119	C2	Flare-Fork: A pedagogy for expanding problem and solution space for design problem solving	FULL Paper
182	C2	Towards an Integrated Framework of Group Awareness Support for Collaborative Learning in Social Media	FULL Paper
194	C2	Group awareness information to support academic help-seeking	FULL Paper
24	C2	Characterization of Different Instantiations of Mathematical Blindness	SHORT Paper
71	C2	How to Measure the Collaborative Problem-solving Competency Based on Conversational Agent	SHORT Paper
113	C2	Introduction of Educational Technology Engagement Model	SHORT Paper
118	C2	Cognitive Group Awareness Tools: versatile devices to guide learners towards discrepancies	SHORT Paper
124	C2	Scaffolding computer-supported collaborative lesson design: A spiral model	SHORT Paper
131	C2	How shared concept mapping facilitates explanation activities in collaborative learning: An experimental investigation into learning performance in the context of different perspectives	SHORT Paper

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189	C2	A Collaborative Learning Grouping Strategy with Early Warning Function Based on Complementarity Degree	SHORT Paper
192	C2	A Crowd-Programming Approach for Computational Thinking Education	SHORT Paper
206	C2	Using Knowledge Forum to Support the Development of STEAM Literacies	SHORT Paper
16	C2	Comparing the Critical Thinking of College Students Based on ENA	POSTER Paper
18	C2	Surveying the Relationships Between Students' Epistemic Curiosity and Their Online Academic Help Seeking Behaviors in Higher Education	POSTER Paper
36	C2	The Role of Technology Identity among Students in Rural Areas using a Web-based Tutoring System	POSTER Paper
69	C2	Proposing Curriculum and Learning Environment Development for Global Liberal Arts Education Incorporating Future Work Skills	POSTER Paper
88	C2	The Effect of the Combination of Five Factor Personality on Students' Engagement In Online Discussion	POSTER Paper
107	C2	Technology-facilitated Socialised Learning in A Flipped Classroom: Towards A Conceptual Framework	POSTER Paper
110	C2	Investigating the effects of cognitive style on blended museum learning	POSTER Paper
150	C2	A Case Study of How Political News Reporters Perceive LINE for Work and Learning	POSTER Paper
161	C2	Development of an Interactive Learning Module for Visualizing Self- Regulated Learning Skills	POSTER Paper
172	C2	Investigating STEM-based Learning Package for Enhancing Programming and Problem Solving Skills	POSTER Paper
5	C3	Contingency Theory of Adaptive Practices Through the Lens of Eye Trackers	FULL Paper
15	C3	Simulation of Online Learning Interaction Relation Network Based on BA Model	FULL Paper

28	C3	Clustering Models for Topic Analysis in Graduate Discussion Forums	FULL Paper
84	C3	Teaching Analytics: A Multi-layer Analysis of Teacher Noticing to Support Teaching Practice	FULL Paper
101	C3	Do my students understand? Automated identification of doubts from informal reflections	FULL Paper
193	C3	Towards Sustainable Learning Materials for MOOCs in Poor Network Environments	FULL Paper
202	C3	Propositional Level Analysis of Collaborative Learning with Kit-Build Concept Map	FULL Paper
1	C3	An Exercise Recommendation Method for K-12 Students Based on the Syllabus	SHORT Paper
20	C3	An Analysis of Learning Behavior Patterns with Different Devices and Weights	SHORT Paper
72	C3	Research on the Development of a Personalized Learning Assessment Model: Building Connections Between Knowledge Components and Cognitive Levels	SHORT Paper
79	C3	Modeling Self-Planning and Promoting Planning Skills in a Data-Rich Context	SHORT Paper
100	C3	Learning Support System for Software Component Design based on Testability	SHORT Paper
120	C3	Identifying Reading Styles from E-book Log Data	SHORT Paper
129	C3	Exploring the Relationships between Students' Engagement and Academic Performance in the Digital Textbook System	SHORT Paper
138	C3	Using Clickstream to Understand Learning Paths and the Network Structure of Learning Resources: Using MOOC as an Example	SHORT Paper
170	C3	Identifying and Comparing Elementary Students' Problem-Solving Behavior Patterns Using Lag Sequential Analysis	SHORT Paper
181	C3	A Tool for Learning of Cognitive Process by Analysis From Exemplar Document	SHORT Paper

C3	E-book Learner Behaviors Difference under two Meaningful Learning Support Environments	SHORT Paper
C3	Application of Programming Learning Support System to Object- Oriented Language	POSTER Paper
C3	Reflection on Practice using Learning Analytics – Case Studies of LEAF platform	POSTER Paper
C3	Extending Program Visualization System Based on Teacher's Intent of Instruction to Support Learning Dynamic Data Structures	POSTER Paper
C3	An Index System of Education Information Resources Selection Based on Analytical Hierarchy Process	POSTER Paper
C3	Developing E-Book Page Ranking Model for Pre-Class Reading Recommendation	POSTER Paper
C3	Enhancing Multi-Stakeholder Course Project Recommendations By Collaborative Learning	POSTER Paper
C3	An Investigation of a Medical Terminology Learning Environment with a Robot and a Tablet	POSTER Paper
C3	Reconstruction of Concept Map to Promote Learners' Comprehension on New Knowledge	POSTER Paper
C3	Beyond Just Following Data: How Does the Visualization Strategy Facilitate Learning Analytics Design?	POSTER Paper
C3	Exercise Recommendation Method Based on Machine Learning	POSTER Paper
C4	Research on the Influence of Robot Teaching on the Creativity of Primary and Secondary School Students under the Background of STEM Education	FULL Paper
C4	Research on the Impact of e-Schoolbag on Students' Development: from the Perspective of Personal Learning Skills	FULL Paper
C4	Influence of Financial Course on Eighth Grade Students' Financial Concepts, Math Motivation, Math Anxiety in Taiwan	FULL Paper
C4	Geneticus Investigatio : A Classroom-Based Technology-Enhanced Learning Environment for Problem-solving Process Skills in Genetics	FULL Paper
	C3 C3 C3 C3 C3 C3 C3 C3 C3 C3 C3 C3 C3 C	C3Support EnvironmentsC3Application of Programming Learning Support System to Object- Oriented LanguageC3Reflection on Practice using Learning Analytics – Case Studies of LEAF platformC3Extending Program Visualization System Based on Teacher's Intent of Instruction to Support Learning Dynamic Data StructuresC3Extending Program Visualization System Based on Teacher's Intent of Instruction to Support Learning Dynamic Data StructuresC3An Index System of Education Information Resources Selection Based on Analytical Hierarchy ProcessC3Developing E-Book Page Ranking Model for Pre-Class Reading RecommendationC3Enhancing Multi-Stakeholder Course Project Recommendations By Collaborative LearningC3Enhancing Multi-Stakeholder Course Project Recommendations By Collaborative LearningC3Reconstruction of a Medical Terminology Learning Environment with a Robot and a TabletC3Reconstruction of Concept Map to Promote Learners' Comprehension on New KnowledgeC3Beyond Just Following Data: How Does the Visualization Strategy Facilitate Learning Analytics Design?C3Exercise Recommendation Method Based on Machine LearningC4Research on the Influence of Robot Teaching on the Creativity of Primary and Secondary School Students under the Background of STEM EducationC4Influence of Financial Course on Eighth Grade Students' Financial Concepts, Math Motivation, Math Anxiety in TaiwanC4Geneticus Investigatio : A Classroom-Based Technology-Enhanced

C4	Augmented Reality in Education: Three Unique Characteristics from a User's Perspective	FULL Paper
C4	ACTOR-NETWORK THEORY APPROACH USING M-LEARNING TECHNOLOGIES IN THE PUBLIC SENIOR HIGH SCHOOL AS PEDAGOGY	SHORT Paper
C4	The Pilot Implementation using an Adapted Technology Acceptance Model to Evaluate an Innovative Use of Smartphone for Scientific Investigation Programme in Tertiary Education	SHORT Paper
C4	Proposal for Deviceless Learning Environments Instead of Environments Using Smart Devices	SHORT Paper
C4	A Semantic Tag-based enhanced Learning Recommendation approach for enhancing student learning experiences	SHORT Paper
C4	Designing Pre-test Questions as Phone Notifications: Studying the Effects of a Mobile Learning Intervention.	SHORT Paper
C4	MOOD: A Mobile Phone-enabled Educational Data Collection Platform	SHORT Paper
C4	Analysis of Current Situation of Classroom Interactive Teaching Based on Mobile Devices: A Case Study of Middle School Mathematics Classroom Teaching	SHORT Paper
C4	Multimodal Recording System for Collecting Facial and Postural Data in a Group Meeting	SHORT Paper
C4	Study of Augmented Reality Interaction Mediums towards Collaboratively Solving Open-Ended Problems	SHORT Paper
C4	Supporting Job-hunting Students to Learn Job-hunting Related Terms with SCROLL eBook and InCircle	SHORT Paper
C4	The adoption of Facebook mobile application for managing learning	POSTER Paper
C4	A Mobile Web Application with Interactive Learning Story and Personalized Recommendation and Notification for Sexual Health Education in Ethnic Adolescents	POSTER Paper
C4	Recommendations of Technology in Classroom Discussions for Effective Student Learning	POSTER Paper
C4	Characteristics' Measurement Analysis for Developing Technology- enhanced Learning Maturity: A Qualitative Approach	POSTER Paper
	C4 C4 C4 C4 C4 C4 C4 C4 C4 C4 C4 C4 C4 C	C4 User's Perspective ACTOR-NETWORK THEORY APPROACH USING M-LEARNING TECHNOLOGIES IN THE PUBLIC SENIOR HIGH SCHOOL AS PEDAGOGY C4 The Pilot Implementation using an Adapted Technology Acceptance Model to Evaluate an Innovative Use of Smartphone for Scientific Investigation Programme in Tertiary Education C4 Proposal for Deviceless Learning Environments Instead of Environments Using Smart Devices C4 Proposal for Deviceless Learning Recommendation approach for enhancing student learning experiences C4 Designing Pre-test Questions as Phone Notifications: Studying the Effects of a Mobile Learning Intervention. C4 MOOD: A Mobile Phone-enabled Educational Data Collection Platform C4 Analysis of Current Situation of Classroom Interactive Teaching Based on Mobile Devices: A Case Study of Middle School Mathematics Classroom Teaching C4 Multimodal Recording System for Collecting Facial and Postural Data in a Group Meeting C4 Study of Augmented Reality Interaction Mediums towards Collaboratively Solving Open-Ended Problems C4 The adoption of Facebook mobile application for managing learning C4 A Mobile Web Application with Interactive Learning Story and Personalized Recommendation and Notification for Sexual Health Education in Ethnic Adolescents C4 Recommendations of Technology in Classroom Discussions for Effective Student Learning

201	C4	Integration of cloud-based mobile learning to improve students' creative thinking in a visual arts course	POSTER Paper
40	C5	Do Virtual Reality-Embed Classroom Setting make a Difference? A Comparison of Academic Achievement, Self-efficacy and Collective Efficacy between Virtual Reality and Traditional Environments	FULL Paper
108	C5	Effectiveness of using an Immersive and Interactive Virtual Reality Learning Environment to Empower Students in Strengthening Empathy and Mastery Learning	FULL Paper
114	C5	Effects of game-based learning on informal historical learning: A learning analytics approach	FULL Paper
136	C5	Examining the effect of gamification in Information Science, Computer and Engineering Education: A meta-analysis of student learning performance	FULL Paper
12	C5	Drug Defense: A Mobile Game for Prevention of Alcohol Abuse	SHORT Paper
13	C5	The Effects of Virtual Reality System Applied to Shooting Training Course for Senior High School Students	SHORT Paper
27	C5	Analysis of Student Affect and Behavior while Playing a Mobile Game for English Comprehension	SHORT Paper
44	C5	Core Gamification of Learning Activities through a method based on Information Structure Manipulation	SHORT Paper
47	C5	Shape Shape Hooray: Adaptive Educational Game Associating 3D Geometric Shapes to Daily Objects	SHORT Paper
61	C5	Integrating Computational Thinking with Digital Storytelling to Enhancing Expression Ability	SHORT Paper
81	C5	A mind-mapping guide based on Unified Modeling Language for developing educational role-playing games	SHORT Paper
93	C5	Dancing a treasure: A videogame to motivate young audiences toward Spanish dance	SHORT Paper
134	C5	Prototyping of an Earthquake Evacuation Learning Game with VR Reproducing the Environment Familiar to Learners	SHORT Paper
145	C5	Research on Application of Steam Classroom Teaching in Primary and Middle School Based on Gamification Task Orientation——Take the fifth grade primary school campus sandbox as an example	SHORT Paper

159	C5	InNervate AR: Mobile Augmented Reality for Studying Motor Nerve Deficits in Anatomy Education	SHORT Paper
162	C5	Enhancing Computer Assembly Skill Using Virtual Computer Laboratory in Conjunction with Team Game Tournament Method	SHORT Paper
83	C5	Instructional Design of STEAM Education Based on Virtual Reality Technology ——Taking LEGO Bricks as An Example	POSTER Paper
87	C5	CodAR: An Augmented Reality Based Game to Teach Programming	POSTER Paper
175	C5	Learning English in a Mobile Urban Game: English Learners' Perceptions and Experiences	POSTER Paper
45	C6	A Review of 3D Virtual Environments for Language Learning: New Teaching Practice and Research Trend	FULL Paper
112	C6	Enhancing Low Achievers' EFL Learning with Interactive Digital Technologies	FULL Paper
140	C6	Design and Development of Conjunctive word Learning Support System for Conjunctive Expression with Different Meaning Commutativity and the Experimental Use	FULL Paper
197	C6	A Turkish EFL teacher' change processes through an OPD program: a case study	FULL Paper
7	C6	A Conceptual Model of Integrating Mobile Technologies into Task- based Language Teaching Grounded in Conversational Framework	SHORT Paper
8	C6	Validating an Instrument for EFL Learners' English New Media Literacy and the Relation to English Language Self-efficacy	SHORT Paper
38	C6	Investigating Chinese University EFL Learners' Self-Efficacy in a Blended Learning Environment	SHORT Paper
55	C6	Multitask Learning for Chinese Grammatical Error Detection	SHORT Paper
59	C6	Improving Summary Writing Performance via a Theory-based Learning System	SHORT Paper
77	C6	Data-driven Approach to Enhancing Students' Language Performance via eBook	SHORT Paper

86	C6	Augmented Reality and 3D Model for Children Chinese Character Recognition - Hong Kong Primary School Education	SHORT Paper
115	C6	Diagnostic Language Assessment: Lessons Learned from Rapid Prototyping	SHORT Paper
133	C6	Effects of Learning Activities Based on Augmented Reality on Students' Understanding and Expression in an English Class	SHORT Paper
167	C6	Developing an Integrated system of Robots and Toys with Internet of Things for Children's Language Development	SHORT Paper
200	C6	Automatic Vocabulary Study Map Generation by Semantic Context and Learning Material Analysis	SHORT Paper
95	C6	IPad Use in Young English Language Learners' Classrooms in Taiwan: A Novice Effect?	POSTER Paper
125	C6	Building a Confused Character Set for Chinese Spell Checking	POSTER Paper
164	C6	Reading Assistance for EFL Readers with Kitbuild Concept Map with Source-connection	POSTER Paper
174	C6	The Correlation Among English Language Skills Based on Blended Learning	POSTER Paper
42	C7	Factors Affecting the Behavioral Intention of K-12 Students to Pursue an IT Degree in a Transitioning Educational System	FULL Paper
147	C7	Design and Development of the Web-Application-Supported Teacher Professional Development about Asperger's Syndrome for Thai Educators	FULL Paper
149	C7	Co-Designing Multimodal Pedagogical Content Knowledge with Indonesian Teachers	FULL Paper
207	C7	The influences on online teaching practice	FULL Paper
29	C7	Relationship between Parents' Perceptions of Programming Education and Their Emotional and Behavioral Outcomes	SHORT Paper
37	C7	Supporting Teachers in Group Work Formation and Analytics	SHORT Paper

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97	C7	A review of the impact of interventions on students' attitudes toward science	SHORT Paper
117	C7	Contextualized Online Courses: A Scaling of in-service Teacher Professional Development in ICT Integration in Tanzania	SHORT Paper
142	C7	Educational use of spherical video-based virtual reality: A preliminary study from the teacher perspective	SHORT Paper
168	C7	A Preliminary Case Study of Promoting Teacher Professional Development via Post-Lesson Debriefing with the Support of Sokrates Cloud Services	SHORT Paper
184	C7	Increasing STEM engagement through the mediation of soft materials combined with physical computing	SHORT Paper
203	C7	Exploring Effectiveness of a Computational Making Programme on K- 12 Students' Acceptances and Interdisciplinary Readiness: A Case Study in Singapore	SHORT Paper
17	C7	Cognitive Presence and Its Determinants in the teacher training community under blended learning	POSTER Paper
33	C7	Lessons learnt from IT tools designed for a Capstone course	POSTER Paper
39	C7	A Review of STEM Teacher Professional Development Research Abroad and Its Enlightenment to China	POSTER Paper
52	C7	Impact of the STEM Program on Information Technology College Students' Goals: Perspectives from the Philippines	POSTER Paper
104	C7	Exploring the Effects of Socio-Economic Status, Motivation and ICT Use on Science Achievement: Findings from PISA 2015	POSTER Paper
106	C7	Comparative Research of Regional Situation on Teacher's ICT Application Ability in Primary and Secondary Schools	POSTER Paper
157	C7	Research on the Current Situation and Promotion Strategies of Workshop Based Hybrid Training	POSTER Paper
169	C7	Do Gender Difference Influence The Utilization of Information Technology in Learning?	POSTER Paper
190	C7	Study on Topics of New College Entrance Examination Based on Text Topic Mining	POSTER Paper