The 3rd International Conference on Digital Learning Strategies and Applications (DLSA 2018)

Sapporo, Hokkaido, Japan
April 26-28, 2018

Conference program

April 26, 2018 (Thursday)

Time	Event
15:00-17:00	Registration
18:00-19:30	Reception

April 27, 2018 (Friday)

Time	Event
09:00-09:30	Registration
09:30-09:50	Opening ceremony
09:50-10:00	Tea break
10:00-11:00	Keynote speech Title: How to Support Learner-centered Informal Learning Speaker: Prof. Motoko Okumoto (Hokkaido University) Chair: Masanori Sugimoto
11:00-12:00	Paper Session #1 (60 minutes, 3 papers) Chair: Hui Chun Chu • The Development of a Wearable Augmented Reality Library Guidance System *Beyin Chen, Gwo-Haur Hwang and Yu Chiu* • The Development of an Intelligent Robot Navigation System - A Case Study of Du-Xing Elementary School Located in North District of Taichung of Taiwan *Beyin Chen, Gwo-Haur Hwang, Shen-Hua Wang and Jui-Hsun Peng* • Learning Effectiveness of Integrating an Instant-feedback Platform with an Instructional Tool for Merge Sorting Algorithm *Pei-Hsuan Lin and Ting-Chia Hsu*
12:00-13:30	Lunch
13:30-15:30	Paper Session #2 (120 minutes, 6 papers) Chair: Ming-Puu Chen

	- Impacts of game-based English learning approach on learning performances and behavioral patterns of EFL students with different English anxiety levels *Chiu-Lin Lai and Gwo-Jen Hwang* - Development of a Computerized Game-based Arithmetic Dynamic Assessment System *Pi-Hsia Hung, Gwo-Jen Hwang, Shih-Ran Luo, Chien-Hsun Tseng and Jou-Te Tsai* - An Experiential Game for AR-based Science Exploration *Ming-Puu Chen, Yi-Hsuan Chen and Szu-Ju Lin* - Effects of graduated-prompting strategy integrated interactive e-books on students' math learning motivation *Chih-Yao Wang, Hui- Ju Liao, Po-Han Wu and Hsu-Cheng Chiang* - The Role of Visual/Verbal Cognitive Styles and Self-Efficacy in Pictorial Searching Behaviors and Performance in the E-Learning Environment *Shu-Ling Wang, Yu-Yen Hsu and Yong-Jhen Liao* - The Characteristics of 2nd and 3rd Grade Low Achieving Students in Quantitative Operations *Pi-Hsia Hung, Gwo-Jen Hwang and Jou-Te Tsai*
15:30-16:00	Tea break
16:00-17:00	Paper Session #3 (60 minutes, 3 papers) Chair: Stephen J.H. Yang
	- The Impact of Teachers and Students on the Willingness to Use Different Digital Learning Systems *Gwo-Haur Hwang, Ru-Shan Chen and Yu-Ling Lai* - EFL learners' perception of synchronous collaboration in language & culture classes *Yichun Liu* - Applying learning analytics for early predicting students' academic performance in blended learning *Stephen J.H. Yang, Irene Y.L. Chen and Anthony Y.H. Liao*
18:00-19:30	Banquet

April 28, 2018 (Saturday)

Time	Event
09:00-09:30	Registration
09:30-11:30	Paper Session #4 (120 minutes, 7 papers) Chair: Tosh Yamamoto
	An Interactive Response System Application for Junior High School

	Geography: Effects on Achievement and Motivation *Gloria Kao and Y. C. Chuang* ● Development of mobile-assisted learning tools for visual impairments with Bluetooth keyboard: take Ximalaya as example *Yu-Tzu Tsai, Chih-Kai Chang and Sophie Chien-Huey Chang* ● An Investigation of Online Reading Literacy of Life Information and Metacognition in mild stroke patients *Yu-Ching Huang, Pi-Hsia Hung, Gwo-Jen Hwang and Jou-Te Tsai* ● Framework for the designing of teacher professional development system *Ying-Chen Lin, Chin-Hwa Kuo, Chih-Hung Chung and Tsan-Chu Chen* ● Flipped learning with EDpuzzle in primary English classroom *Cheuk Ming Tsang, Di Zou, Timothy William Taylor and Sterling Shaffer Wu* ● Curriculum Development for Global Active Learning - Enhancing Liberal Arts Skills in PBL&TBL in Global Teams in the Social Constructive Paradigm between Kansai University and National Taiwan University - *Tosh Yamamoto and Meilun Shih* ● Win-Win-Win Approach to Conflict Resolution Based on Tesseractive and Critical Thinking: Negotiation Practicum in PBL in Global Teams *Tosh Yamamoto, Vivian Wen-Chi Wu, Anthony Y. H. Liao and Wu-Yuin Hwang*
11:30-12:00	Closing ceremony
12:00-13:30	Lunch