

Program

**2020 International Conference on Advances in
Education and Information Technology**

AEIT 2020

**2020 6th International Conference on Humanity
and Social Sciences**

ICHSS 2020

January 10-12, 2020

Phuket, Thailand

Co-organized by



WELCOME MESSAGE

It is our great pleasure to welcome you to Phuket, Thailand for attending the 2020 International Conference on Advances in Education and Information Technology (AEIT 2020) and 2020 6th International Conference on Humanity and Social Sciences (ICHSS 2020). This event will provide a unique opportunity for international scholars, researchers and practitioners who are working in the field of education and information technology, as well as humanity and social sciences to get together and share their latest research findings and results. The conference is co-organized by International Journal of Information and Education Technology and International Journal of Social Science and Humanity editorial board. It offers a chance for the authors and readers of IJET and IJSSH to communicate face to face and discuss new developments and hot topics in the related fields.

We're confident that over the two days you'll get the theoretical grounding, practical knowledge, and personal contacts that will help you build long-term, profitable and sustainable communication among researchers and practitioners working in a wide variety of scientific areas with a common interest in education and information technology, as well as humanity and social sciences.

On behalf of all the conference committees, we would like to thank all the authors for your contribution as well as the technical program committee members and external reviewers. Their high competence, enthusiasm, valuable time and expertise knowledge, enabled us to prepare the high-quality final program and helped to make the conference become a successful event.

We truly hope this conference will provide each one of you with not only a good platform for networking opportunities and interactions with other delegates from both the academics and industry, but also a memorable experience of your stay in Phuket, Thailand. At last, we appreciate your participation and support.

General Chair
Professor Masami Yoshida
December 27, 2019

VENUE INFORMATION

Grand Mercure Phuket Patong

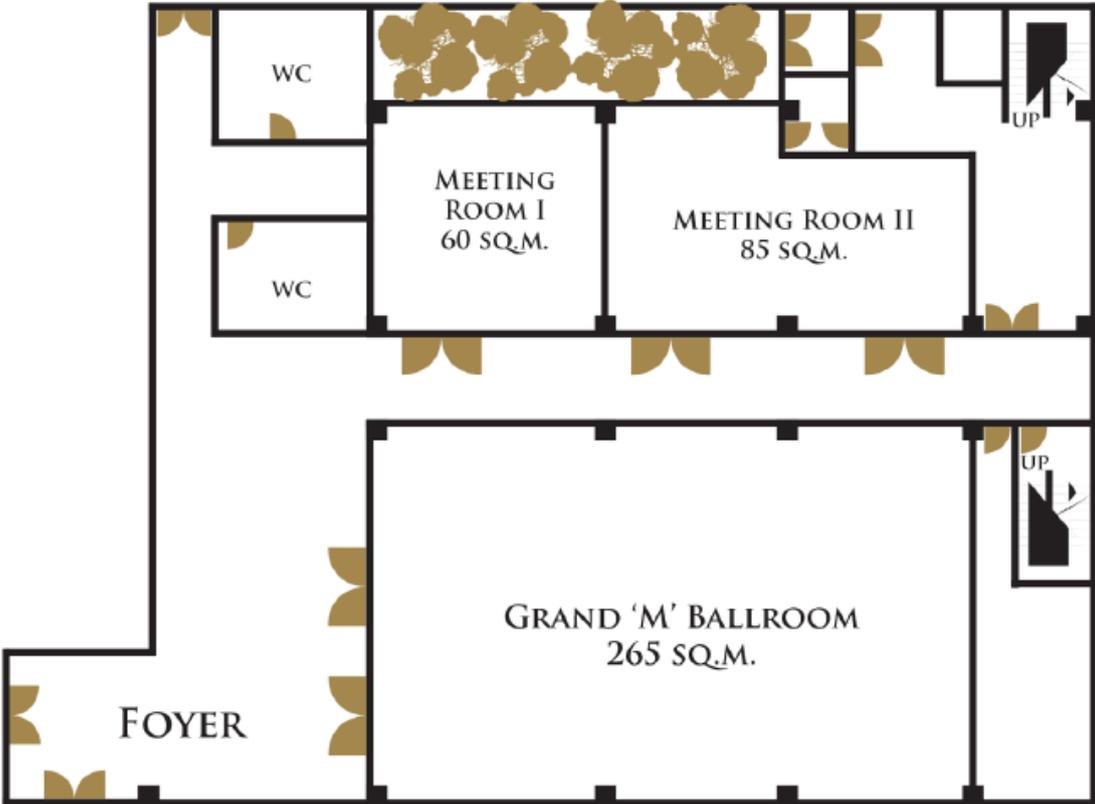
<http://www.grandmercurephuketpatong.com>

Address: 1 Soi Rat-U-Thit 200 Pi 2, Patong, Kathu, Phuket, Thailand 83150

Phone: +66 76 231 999 **Fax:** +66 76 231 998



Function Room Floor Plan:



How to get to Grand Mercure Phuket Patong:



By Taxi: From airport, follow Patong beach signs, drive South on the "402" road for about 15 km until you reach Lotus supermarket intersection. Follow Patong & Karon Beach signs and turn right. Drive another few kms before driving up and down Patong's Hill until you reach Patong's second road (art shop on your left). Turn left and drive another Kilometer passing Jungceylon on your left, then turn left at next junction (opposite Holiday Inn). The hotel is 100 meter inside the street.

Safety Instructions:

1. Please wear your conference badge (which you can get from the conference reception at the conference venue) during the whole time of the conference.
2. Please keep your conference badge safe and don't lend it to anyone else. You'll not be allowed to enter the conference rooms without wearing your conference badge.
3. Please don't leave your personal belongings unattended in the conference rooms. You are responsible for your belongings at all times. When leaving your seat, please take your valuable things with you.

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CONFERENCE COMMITTEES

Conference Co-chairs

Prof. Jon-Chao Hong, National Taiwan Normal University, Taipei, Taiwan

Prof. Ching-Man Lam, The Chinese University of Hong Kong, Hong Kong

Technical Program Chair

Prof. Masami Yoshida, Chiba University, Japan

Technical Program Committees

Prof. Miyako Takagi, Tokyo Online University, Japan

Prof. Danijela Miloš Sprčić, Katedra za Ekonomiku Poduzeća Ekonomski Fakultet, Zagreb

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Dr. Costley Jamie, Kongju National University, South Korea

Dr. Fan Yang, University of Electroninc Science and Technology of China, UESTC, China

LOCAL INFORMATION

Time: UTC/GMT+7

Weather:

Phuket has a tropical monsoonal climate. It's warm all year round. The best time to visit Phuket is from November to April of the following year. The average temperature in January is around **32.7°C to 36.3°C** (90.9°F to 97.3°F) and the humidity is at its lowest.

Banks and Foreign Exchange

The Currency for Phuket is Thai Baht. The most frequently used Thai Baht is with notes of ฿20, ฿50, ฿100, ฿500, and ฿1000. There are also coins in Phuket.

Nowadays, the exchange rate between USD and THB is at around 1USD to 30~33THB. The tourists can make currency changing at the airport, ATM's (airport or anywhere in Phuket), official street money changers, and banks. Most major hotels will exchange money but at a less favourable rate than the banks.

Most banks are located in Phuket Town and Patong, with some local branches in Cherno Talay (Laguna area) and Karon Beach. Credit Cards (Visa/Mastercard) accepted by all banks and local stores. AMEX is not acceptable in many places including banks.

Phuket Public Transportation

There are three main forms of public transportation offered on the island of Phuket:

1. Buses (named Songtaew): There are no designated stops for the Songtaews, but the driver will stop if waved down on the side of the road.
2. Tuk Tuks: Tuk Tuks are found everywhere and are worth riding for the experience alone.
3. Motorbike taxis: These can be found everywhere, especially near busy intersections.

Tourist Information

Emergency Contacts

Police: 191

Tourist Police: 1155

Emergency Medical Service: 1669

Telephone Inquiry: 1133

Phuket Tourist Rescue Centre, Chalong:

076 383 907-9

Phuket Tourist Association

Add: 100/429 Chalermprakit Ror 9 rd., Muang, Phuket 83000

Tel: +66 (0) 76 610 365-6, Fax: +66 (0) 76 610 367

Website: <https://www.phukettourist.com>, Email: info@phukettourist.com

IJiet INTRODUCTION



ISSN: 2010-3689

Frequency: Monthly

DOI: 10.18178/IJiet

Abstracting/ Indexing: **Scopus (Since 2019), EI(INSPEC, IET), EBSCO, Electronic Journals Library, Google Scholar, Crossref, etc.**

E-mail: ijiet@ejournal.net

Website: <http://www.ijiet.org/>

IJiet is an open access journal which focuses on publishing original and peer reviewed research papers on all aspects of information and education technology. And the topics include but not limited to:

Call for Papers

Database Technology

Artificial Intelligence

Computer Architecture

Software Engineering

Computer Graphics

Computer Application

Control Technology

Systems Engineering

Network Technology

Communication Technology

Computer Education for Graduates

Computer Education for Undergraduates

Distance Education for Computers

Life-Long Education

Computer Education for Particular Group

Other Computer Education

Active Learning

Innovative Pedagogies

Learning Models

Service Learning

Prospective authors are kindly invited to submit full text papers including results, tables, figures and references. Full text papers (.doc, .pdf) will be accepted via E-mail: ijiet@ejournal.net. All submitted articles should report original, previously unpublished research results, experimental or theoretical. Articles submitted to the IJiet should meet these criteria and must not be under consideration for publication elsewhere. Manuscripts should follow the style of the IJiet and are subject to both review and editing.

IJSSH INTRODUCTION



ISSN: 2010-3646

Frequency: Quarterly

DOI: 10.18178/IJSSH

Abstracting/ Indexing: Google Scholar, Index Copernicus, Crossref, Electronic Journals Library

E-mail: ijssh@ejournal.net

Website: <http://www.ijssh.org>

IJSSH is an open access journal which focuses on publishing original and peer reviewed research papers on all aspects of social science and humanity. And the topics include but not limited to:

Call for Papers

Administrative Sciences

Anthropology

Applied Social Modeling and Simulation

Behavioral and Psychological Sciences

Business Information Management

Business Information Systems

Business, Economics, Management and Marketing

Cognitive, Psychological and Behavioral Sciences

Communication, Communities and e-societies

Complexity Theory in the Social Sciences

Confluence of Social Networks, Artificial Intelligence

Country studies

Data mining in Social Science

Digital Libraries, Archives and Repositories

Economics, Markets and Systems

Education and Information Technologies

Educational Technology

Human and Social Evolutionary Complexity

Human Rights Development

Social Systems Dynamics

Sociology and Social Computation

Prospective authors are kindly invited to submit full text papers including results, tables, figures and references. Full text papers (.doc, .pdf) will be accepted via E-mail: ijssh@ejournal.net. All submitted articles should report original, previously unpublished research results, experimental or theoretical. Articles submitted to the IJSSH should meet these criteria and must not be under consideration for publication elsewhere. Manuscripts should follow the style of the IJSSH and are subject to both review and editing.

INSTRUCTIONS FOR PRESENTATIONS

Oral Presentations

- **Time:** a maximum of 15 minutes in total, including 12 minutes' speaking time and 3 minutes' for discussion. Please make sure your presentation is well timed. Please keep in mind that the program is full and that the speaker after you would like their allocated time available to them.
- You can use USB flash drive (memory stick), make sure you scanned viruses in your own computer. Each speaker is required to meet her / his session chair in the corresponding session rooms 10 minutes before the session starts and copy the slide file (PPT or PDF) to the computer.
- It is suggested that you email a copy of your presentation to your personal inbox as a backup. If for some reason the files can't be accessed from your flash drive, you will be able to download them to the computer from your email.
- Please note that each session room will be equipped with a LCD projector, screen, point device, microphone, and a laptop with general presentation software such as Microsoft Power Point and Adobe Reader. Please make sure that your files are compatible and readable with our operation system by using commonly used fonts and symbols. If you plan to use your own computer, please try the connection and make sure it works before your presentation.
- **Movies:** If your Power Point files contain movies please make sure that they are well formatted and connected to the main files.

Poster Presentations

- Maximum poster size is 36 inches wide by 48 inches high (3ft.x4ft.)
- Posters are required to be condensed and attractive. The characters should be large enough so that they are visible from 1 meter apart.
- Please note that during your poster session, the author should stay by your poster paper to explain and discuss your paper with visiting delegates.

Dress Code

- Please wear formal clothes or national characteristics of clothing.

PROGRAM AT A GLANCE

January 10, 2020 (Friday)	10:00am- 05:00pm	Arrival and Registration	Lobby of Hotel
January 11, 2020 (Saturday)	09:30am- 09:35am	Opening Remark: Professor Masami Yoshida <i>Chiba University, Japan</i>	Grand 'M' Ballroom (2nd Floor)
	09:35am- 10:15am	Keynote Speech 1: Educational Game Design and Research Professor Jon-Chao Hong <i>National Taiwan Normal University, Taipei, Taiwan</i>	Grand 'M' Ballroom (2nd Floor)
	10:15am- 10:40am	Coffee Break & Group Photo	Foyer
	10:40am- 11:20am	Keynote Speech 2: Generational Shift in Meaning of Parenthood among Chinese Parents Professor Ching-Man Lam <i>The Chinese University of Hong Kong, Hong Kong Tokyo, Japan</i>	Grand 'M' Ballroom (2nd Floor)
	11:20am- 12:00pm	Keynote Speech 3: Media Information Literacy to Produce Collaborative Social Capital Professor Masami Yoshida <i>Chiba University, Japan</i>	Grand 'M' Ballroom (2nd Floor)
	12:00pm- 01:30pm	Lunch Buffet	Bubbles Restaurant (1st Floor)
	01:30pm- 03:15pm	Session 1: Educational Theory and Practice Chair: Assoc. Prof. Muhammad Zaffwan Idris	Grand 'M' Ballroom (2nd Floor)
		Session 2: Instructional Design Chair: Prof. Masami Yoshida	Meeting Room I (2nd Floor)
		Session 3: Management and Psychology Chair: Prof. Ching-Man Lam	Meeting Room II (2nd Floor)
	03:15pm- 03:40pm	Coffee Break	Foyer
03:40pm- 04:00pm	Poster Session: Information Technology and Education Chair: Prof. Jon-Chao Hong	Grand 'M' Ballroom (2nd Floor)	
04:00pm- 06:00pm	Session 4: Digital Learning Environment Chair: Prof. Chow-Chin Lu	Grand 'M' Ballroom (2nd Floor)	
	Session 5: Online Learning and Computer Application Chair: Prof. Jon-Chao Hong	Meeting Room I (2nd Floor)	
	Session 6: Culture and Art Chair: Prof. Danijela Miloš Sprčić	Meeting Room II (2nd Floor)	

	06:00pm-08:00pm	Set Menu Dinner	Pool Side Area (1st Floor)
January 12, 2020 (Sunday)	07:30am-04:00pm	One Day Tour	

KEYNOTE SPEAKERS



Professor Masami Yoshida
Chiba University, Japan

Biography: Masami Yoshida was born in Osaka, Japan in 1957. His major is in educational technology and B.Sc. and M.Edu. He used to work in the Faculty of Education, Toyama University, and did studies about preservice trainings. Then, he moved to National Institute of Multimedia Education and engaged a research project for faculty development. He also had experiences to contribute to Japan International Cooperation Agencies (JICA) as an expert and was dispatched to Thailand, Malaysia, and Papua New Guinea for educational development there. Recently, he provided training for directors of educational TV from African, South American and Asian countries in a JICA training center. Now, he works in the fields of public education, studies of public affairs, Graduate School of Social Sciences and Humanities, Chiba University, Japan. His recent publication is “Countermeasures and culture preparation of cyberbullying”, the center for research and development in teacher education, Faculty of Education, Chiba University (ed.), Tokyo: Hukumura Pub. Prof. Yoshida is a member of the Japan Society for Educational Technology, Japan Association for Educational Media Society, Japan Society for Information and Systems in Education, and Japan Association for College and University Education.

Speech Title: “Media Information Literacy to Produce Collaborative Social Capital”

Abstract: In the ubiquitous cyber communication society, vernacular creators participate a creative community on social media and use collaborative methods of production that are different from traditional industrial modes. This study investigates advanced media information literacy (MIL) competency for collaborative creation. A well-known case was examined, and the analysis provides a deeper understanding of interrelated factors in mixed media creation. We also extracted disruptive technologies that blur the borders between vernacular and professional production in quality. The results show that creators have more fun in making work themselves than in making profit. Users also show benevolence and make contributions to expand the community. There is importance in understanding entrepreneurship and the community in which creators cooperate with industries. We conclude that social capital resides in the connection of users. The competency of socialized creation as an advanced MIL competency is also discussed in

the context of four pillars of items: socialized creation, collaborative creativity, critical eye, and building affordance.



Professor Ching-Man Lam
The Chinese University of Hong Kong, Hong Kong

Biography: Ching-Man Lam is a professor of the Department of Social Work of The Chinese University of Hong Kong. She obtained her bachelor degree in social work at the Chinese University of Hong Kong, MSW at McGill University and the doctor of philosophy at the Wilfrid Laurier University, Canada. Her research interests are in the areas of parenting and parent education, marital and family therapy, family and parent empowerment, adolescence and family studies, and social work & field education. She has published more than 70 refereed journal articles.

Speech Title: “Generational Shift in Meaning of Parenthood among Chinese Parents”

Abstract: The project examines the historical trends of parenting and generational shifts in meaning of parenthood in the Hong Kong Chinese context. Although the importance of historical perspective in understanding a phenomenon has been well-recognized, attempt to study generational shifts in parenting is meager and is almost non-existent in Hong Kong. Contemporary parenting is characterized as fraught with problems – anxieties about children, anxieties about one’s own adequacy as parents, and worries about adverse consequence of parenting on children. Rhetoric abounds such as irresponsible parenting, overprotective parenting, anxious parents, “helicopter parents”, and “monster parents” are terms frequently found in mass media sounding alarms over contemporary parenthood. However there is little study attempted to trace how contemporary parenthood has become characterized as such. This study seeks to unravel generational shifts in parenthood in Hong Kong, and investigates how the interplay between history, culture and contexts shaped and re-shaped the “ecology of parenthood”.

Employing a mixed study method, the research process started with an archival study of discourses on parenting, then with 120 in-depth interviews with 60 parents (30 mothers and 30 fathers), each interview individually for twice. Following by quantitative questionnaire survey with 5707 parents from five different cohorts. Both qualitative and quantitative data revealed generational shifts and gender disparity in meaning of parenthood, parental responsibility and parental values. Based on the findings, the

presentation discusses implications for parenting work and proposes directions for child and parenting services.



Professor Jon-Chao Hong
National Taiwan Normal University, Taipei, Taiwan

Biography: Jon-Chao Hong has received his doctoral degree in Education from the University of Illinois, Champaign-Urbana, and is currently working as a Chair professor in the department of industrial education at National Taiwan Normal University (NTNU). As the director of Digital Game-based Learning Laboratory (GBL), he has developed 9 web games, 24 educational Apps and VR for skill training and language learning.

As the secretary general of Taiwan Creativity Development Association, he also organizes several creative contests relevant to STEAM, such as PowerTech Contest to invite elementary, junior and senior high school students to produce robots or miniatures in the morning and using these to compete in the afternoon to ensure students' hands-on creation without parents or teachers' assistance. As the executive secretary of International Exhibition for Young Inventors (IEYI), he also promotes the innovative contest to give students an opportunity to stimulate their science inquiry abilities, and also cultivated students' creativity and thinking attitude of STEAM. In addition, he has published a number of academic articles in international journals related to digital game-based learning and thinking skills and creativity about 45 articles on Social Sciences Citation Index (SSCI) journals and received the Outstanding Research Prize from Ministry of Science and Technology in Taiwan.

Speech Title: "Educational Game Design and Research"

Abstract: Each game contains different knowledge ability (crystallize intelligence) and thinking ability (fluid intelligence). Knowledge-based aspects covers language learning, life sciences, social sciences and knowledge of multi-disciplines, while the thinking ability includes logical thinking, reasoning thinking, divergent thinking, convergent thinking and other kinds of thinking ability training, for example "Chinese Remote Association Game" App and "v-Aquarium" App through the design of the game mechanism allowing students to carry out abductive reasoning ability for "attribution thinking," and enhancing the motivation of knowledge exploring; and the use of "convergent thinking." "Gestalt puzzle" App and "Salience approaching world" use saliency-based theory as the core of game design, in the course of the game, students need to look at the image for clues to identify

the characteristics which trains students' object identification by using gestalt inference ability. "Whywhy POE" App through (Prediction), (Observation) phenomenon and science (Explanation) of science inquiry-based learning (POE) to develop students to be able to self-study and science reasoning ability. "Challenge your memory" App through cognitive training in the process of playing the game and led students use strategies of memory. "O'Touch" App is designed to develop the ability to categorize of logic thinking.

CONTENT OF SESSIONS

Note: Please find out which session your paper is included in and arrive at the session room at least 10 minutes before the session starts to copy your PPT or PDF presentation file into the laptop which has been set up in the room.

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IT027	Kaiqin Yang , Xin Liu ,Guang Chen	Global Research Trends in Robot Education in 2009-2019: A Bibliometric Analysis	21
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ORAL PRESENTATION ABSTRACTS

Note:

- Session photo will be taken at the end of each session.
- Upload your PPT or PDF to the laptop 10 minutes before each session starts.
- To show respect to other authors, especially to encourage the student authors, we strongly suggest you attend the whole session
- The certificate for oral presentations will be handed out by session chair at the end of each session.
- **Important:** The scheduled time for presentations might be changed due to unexpected situations, please come as early as you could.

SESSION 1

Educational Theory and Practice

01:30pm-03:15pm

Venue: Grand 'M' Ballroom I (2nd Floor)

Chair: Assoc. Prof. Muhammad Zaffwan Idris
Universiti Pendidikan Sultan Idris, Malaysia



IT004

01:30pm-01:45pm

The Strategy Selection of Intelligent Basic Education in F County China Based on SWOT Quantitative Model

Wang Maolin and Lin Yong

Chongqing University, China

Abstract: The intelligent education is entering a high growth path whose connotation in the information age has extended gradually for over ten years. As a strategy intelligent education is an innovative measure to integrate basic education into the era of knowledge economy. Based on the actual conditions of the informatization degree of basic education in F County, we analyzed the internal strengths and weaknesses, external opportunities and threats in the development of intelligent basic education in F County according to the empirical research results. We used SWOT quantitative analysis model to spot the strategy point finding it locates in the region of diversified adjustment in the quadrant diagram of the intelligent basic education strategy. F County should adopt a positive growth strategy to promote the construction of smart campus, promote the research and application of education technology, promote the improvement of teachers'

intelligent education accomplishment, achieve the development of students' intelligence, and promote the modernization of local basic education.



IT017

01:45pm-02:00pm

A Study of the Relationship among Self-efficacy, Help-Seeking Behaviors and Intention of Continue Participation in the "Insect Feeding Game"

Chin-Chieh Juh, Chow-Chin Lu and Jon-Chao Hong

Department of Science Education, National Taipei University of Education(NTUE), Taiwan

Abstract: In Taiwan, the 12-year compulsory education was implemented in 2019. The nature curriculum emphasizing the importance of students' self-learning and problem-solving skills. This study applied an "insect breeding game" to understand the relationship of students' participation in self-efficacy, help-seeking behavior, and intention of continue participation in the game. In this study, 206 students of the 4th grade primary students participated. This study adopted a method of questionnaire survey, Through a valid and reliable questionnaire (Cronbach's $\alpha=0.879$), Path analysis of data from 206 effective responses was performed using SPSS (version 22) and structural equation modeling-AMOS (version 21). The conclusions were: 1. the game's self-efficacy of student was significantly positively correlated with instrumental help-seeking behavior. 2. There was no significant correlation between game's self-efficacy and executive help-seeking behavior. 3. Instrumental help-seeking behavior was significantly positively correlated with the intention of continue participation. 4. Executive help-seeking behavior was significantly positively correlated with the intention of continue participation. The suggestions of this study enabled educators to focus on the self-efficacy of students' participation in game-based-eLearning and encouraged students' help-seeking behaviors to enhance their intention to continue participate in game-based- eLearning on future.



IT050-A

02:00pm-02:15pm

Exploration and Practice of the Construction of Smart Campus – Taking Sichuan University as an Example

Chen Xiu, Li Hua, Qin Jingyi, Feng Wen

Chongqing University, China

Abstract: Smart education is a new direction of educational informatization, it's also a new requirement of China's educational reform and development as well as educational modernization. The development of smart education needs to build smart campus .And the construction of smart campus needs to establish progressive construction ideas, and use advanced technology to practice and explore. On the basis of expounding the

development background and connotation of the smart campus, the article takes Sichuan University as an example to systematically introduce the ideas and specific exploration and practice of its smart campus construction. That is to say, taking "building a smart campus ecosystem" as the construction concept, taking smart perception, smart integration, smart analysis and smart service as the construction path. The experience of smart campus construction in Sichuan University has a good reference significance for the construction of smart campus in Chinese universities.



IT005

02:15pm-02:30pm

Use of Mobile Phones in the Classroom by College Students and Their Perceptions in Relation to Gender: A Case Study in China

Yelinjing Liu

Sichuan University, China

Abstract: This study investigates the uses of mobile phone in the classroom and compares the attitudes of students in different genders towards the use of mobile phones in a Chinese university, to explore the influence of gender. The mixed research strategy was adopted to collect both quantitative and qualitative data. One hundred fifty-three undergraduates from a university in southwest China participated in the survey through questionnaires, and nine of them were interviewed in groups. The results indicated that there was no difference between men and women in their uses of mobile phones in the classroom and attitudes. However, girls were more likely than boys to use the affordances of content generation and education of mobile phones. The results showed that mobile phones were minimally used in education. Implications are presented for guiding students' use of mobile phones to assist the classroom learning. Suggestions for future research are provided.



IT027

02:30pm-02:45pm

Global Research Trends in Robot Education in 2009-2019: A Bibliometric Analysis

Kaiqin Yang, Xin Liu ,Guang Chen

Beijing Normal University, China

Abstract: With the continuous development of science and technology and the advent of artificial intelligence era, the practice and application of robot education are becoming more and more common. Educational robots have become an important educational resource in today's society, attracting the interest of teachers and researchers. Today, robot education is not only an important way to enhance students' digital competencies in the information society, but also a valuable tool for cultivating students' cognitive and social skills. This paper uses VOSviewer software to visually analyze the literature of robot

education research in Web of Science for the past ten years. The research hotspots mainly focus on the cultivation of students' computational thinking, the teaching practice of robot education, the teaching tools of robots, and the environment.



IT024-A

02:45pm-03:00pm

Explore and Practice of China's Intelligent “New Engineering”- Based on the Grounded Theory

Qin Jingyi, Li Hua, Chen Xiu, Feng Wen

Chongqing University, China

Abstract: In the era of the Industrial Revolution 4.0, emerging intelligent information technologies represented by the Internet of Things, big data, artificial intelligence, etc. are triggering a new round of educational reforms, driving human education to transition to intelligent education. This article adopts the 612 national-level new engineering research and practice projects released by China in 2018 that involve the integration of new engineering and wisdom education in universities and colleges that also implement the integration of the two in addition to the New Engineering Research and Practice Project , A total of 80 colleges and universities practice samples as research objects, With the help of the grounded theory system, a fusion model consisting of 755 original sentences, 77 concepts, 25 categories, 7 main categories, and 3 core categories-the TCG model. Its integration path is: Block chain: more open and more credible new ideas; Internet + education: the construction of a curriculum system that combines theory and practice with individuality and multiple coexistence; emotional skills perception + cloud computing: intelligent new teachers Strength training; AI + VR: construction of an open and immersive second learning world; big data + the Internet of Things: the establishment of a precise and intelligent management system; big data + artificial intelligence: the construction of a new mechanism of evaluation and incentives; the Internet of Things + none Seamless Interconnection: Comprehensive Perception of Government-Industry-Research Cooperation System.



IT006

03:00pm-03:15pm

Elementary School Students Learn Arduino Programming to Assemble Sensory-Controlled Works

Chow-Chin Lu, Jon-Chao Hong, Fen-Fang Chen, Shin-Yin Ma

Department of Science Education, National Taipei University of Education, Taiwan

Abstract: This study aims to design a cross-disciplinary science, technology, engineering, and mathematics (STEM) curriculum for the elementary school students in order to cultivate their STEM literacy. In this case study, 54 students from fifth-six grade of

elementary school were included as research samples. The subject research course of "Arduino programming to assemble sensory-controlled works" was designed by seven teachers from various fields. The data collected included Arduino learning sheets, assemble sensory-controlled works, semi structured interviews, and t-test of pre-test and post-test of STEM literacy test. The conclusions were: 1. during the implementation, each group of students who created design Arduino programming and assembled sensory-controlled works learned to select appropriate materials, pedestal, and measuring. 2. After the teaching, elementary school students could improve STEM literacy including each component, the amount of experimental effect of each component of STEM literacy was medium to high.

SESSION 2

Instructional Design

01:30pm-03:15pm

Venue: Meeting Room I (2nd Floor)

Chair: Professor Masami Yoshida
Chiba University, Japan



IT028

01:30pm-01:45pm

The Correlation between Critical Thinking Skills and Academic Achievement in Biology through Problem Based Learning-Predict Observe Explain (PBLPOE)

Apriza Fitriani, Siti Zubaidah, Herawati Susilo, Mimien Henie Irawati Al Muhdhar

Universitas Muhammadiyah Bengkulu, Indonesia

Abstract: This study aimed to investigate the correlation between critical thinking skills and academic achievement in Biology through the implementation of problem-based learning-predict observe explain (PBLPOE) learning model. The study was conducted from February to June 2018 in the even academic year of 2017/2018. A correlational design was employed in this study. The participants consisted of tenth graders from Public Senior High School (SMAN) Number 5 in Bengkulu, Indonesia. The students' critical thinking skills and academic achievement were measured using essay tests. The result of the regression analysis showed that there was a significant correlation between students' critical thinking skills and academic achievement in biology, where $Y=7.383 + 0.500x$. The regression equation suggests that students' academic achievement may improve as the students' critical thinking increases. Therefore, it is advisable for the educator to promote critical thinking skills in the classroom in order to improve students' academic achievement by, for example, implementing PBLPOE learning model.



IT029

01:45pm-02:00pm

Relationship between Critical Thinking and Knowledge Acquisition:
The Role of Digital Mind Maps-PBL Strategies

Nurkhairo Hidayati, Siti Zubaidah, Endang Suarsini, Henry
Praherdhiono

Universitas Islam Riau, Indonesia

Abstract: Critical thinking is rational and reflective thinking involved in decision making. Knowledge acquisition refers to the level achieved by students in understanding the materials and meaning of the learning context. Critical thinking and knowledge acquisition can be enriched through applications of relevant learning strategies. The aim of this study was to investigate the correlation between critical thinking and knowledge acquisition in the process of implementing Digital Mind Maps-Problem Based Learning (Digital Mind Maps-PBL). The learning process was conducted to students from Universitas Islam Riau, Indonesia, who were enrolled in the even semester of 2018 in biology education department . The instrument used to measure the students' critical thinking and knowledge acquisition, that was in the form of essay tests, had been confirmed valid by the result of the Pearson Product Moment analysis. The reliability test using Cronbach's Alpha also showed that this instrument was reliable for measuring critical thinking and knowledge acquisition (correlation coefficients are 0.837 and 0.872, respectively). The results of the study indicated that critical thinking and knowledge acquisition were correlated with a value of 0.861 and a determination coefficient of 0.742, where $Y = 1.215X - 4.323$. It can be concluded that Digital Mind Maps-PBL strategies can be used to refine students' critical thinking, which may result in the improvement of students' knowledge acquisition. Therefore, the implementation of Digital Mind Maps-PBL strategies in the classroom is highly recommended.



IT060

02:00pm-02:15pm

Utilizing Graphical Elements for Concept Map Analysis to Design
Teaching and Learning Assessment

Suparat Chuechote, Parames Laosinchai

Mahidol University, Thailand

Naresuan University, Phitsanulok, Thailand

Abstract: The graphical elements as parts of concept map construction are employed to assess both learning and teaching. Augmenting the use of concept maps, this study examines the graphical elements, such as, nodes, edges, cliques, diameters, travelling paths and structures of the graphs to relate to ones' understanding to a topic, in this case, polynomials for middle school. In the aspect of teaching assessment, the teacher' concept map drawn according to the lesson plan is served as the master map, which echoes the teacher's expectation of students' learning. On the other hand, students' maps also reveal their understanding through the nodal relationship, which can be the definitions of terms, related examples, graph representation and algebraic manipulation.

Data collection includes a focus group of 10 students and 1 teacher undergoing the concept map assessment task with restricted node terms. Graphically analyzed, students' concept maps reveal some common elements as in the teacher's map. In addition, the interview with the teacher also suggests that concept map as the assessment tool is an effective teaching reflection for which the teacher can see what to fulfill for future classes.



IT008

02:15pm-02:30pm

A Framework for Designing Cognitive Coaching Personal Learning Network (CCPLN)

Sukanda Jongsermtrakoon and Jaitip Na-Songkhla

Chulalongkorn University, Thailand

Abstract: Personal learning network could be handle as self-development learning supports by integrated with cognitive coaching, which believed that intrinsic motivation has positive effects on people mindset. This paper demonstrates a framework for designing the Cognitive Coaching Personal Learning Network or CCPLN. First, by literature reviews, information was collected and analysed. Key issues relevant to CCPLN were taken by expert interviews. Drawing on the findings, five basic components integrated with cognitive coaching are Connecting paths, Connecting tools, Knowledge building, Learning resources, and Coaching activities. The framework was prototyped with a three-dimension platform: Learning community, Personal creating studio, and Coaching clinic. Community provides an open space for users to exchange opinions about the teaching ideas. Clinic provides asynchronous tools for discussing on teaching ideas following cognitive coaching process. Creating studio as private space provides dynamically asynchronous tools for collecting various resources and creating the teaching ideas.



IT048

02:30pm-02:45pm

Virtual Reality: Development of an Integrated Learning Environment for Education

Ahmed Al-Gindy, Chema Felix, Ali Ahmed, Amani Matoug, Munia Alkhidir

Canadian University Dubai, UAE

Abstract: The new paradigm shift of education where learners should learn real-life scenarios and solve real-life problems has created a major challenge. Students are passive and detached and may struggle to see the relevance of what they are learning to their lives. The recent growth of emerging technologies has launched terms such as virtual reality (VR), augmented reality (AR) and mixed reality (MR) into mainstream topic. Virtual reality, an integrated, hands-on tool for learning, can play a unique role in addressing these educational challenges. The proposed research demonstrates using the knowledge of integrated disciplines with virtual reality. COSPACES and MERGE cube add-on have been used to develop a simulation platform to teach water cycle process for

young kids. This type of integration develops learners' 21st century skills to be decision makers, problem solvers, lifelong learners, creators, innovators, and to think critically in solving problems.



IT049

02:45pm-03:00pm

Fostering Accounting's Learning Outcomes through Video Scribe in Vocational High Schools

Dhany Efita Sari, Angga Aji Nugroho, and Yuliati

Universitas Muhammadiyah Surakarta, Indonesia

Abstract: This study aimed to develop a video scribe sparkol learning media on accounting services company at SMK Muhammadiyah 2 Klaten Utara and test their effectiveness on learning outcomes. This is a research and development approach using 4D design (Define, Design, Development, Disseminate). Quasi-experimental research method conducted to test the effectiveness of video scribe on learning outcomes. t-test (independent samples) is used to test the effectiveness of video scribe media on learning outcomes by comparing the learning outcomes of control and experimental groups (normal distribution). The results showed that there was a significant difference between the means student learning outcomes in the control and experimental groups when the posttest conducted (after treatment). With the following test results, $t \text{ value} > T \text{ table}$, i.e $2.212 > 2.024$, or seen from Sig (2 -tailed, the result of p value is $0.03 < 0.05$). The results of this study can be a reference material for other researchers related to the use of video scribe in learning that has a positive impact on student learning outcomes.



CH06

03:00pm-03:15pm

The Effectiveness of Reading Strategies on Reading Comprehension

Choosri Banditvilai

Kasetsart University, Thailand

Abstract: This research aimed to investigate the effectiveness of reading strategies on reading comprehension of the second year English major students who enrolled to study English Reading at the faculty of Liberal Arts and Science, Kasetsart University, to find out whether, after being trained in reading strategies, they were able to apply any of these strategies to their reading processes. The data were collected from a questionnaire and reading tasks and semi-structured interviews. The statistical techniques used were the mean value and standard deviation. The analysis of qualitative data and summary of key points were made from the interview. The findings were that reading strategies had a positive effect on the students' reading comprehension. The students had favourable attitudes towards skimming, scanning, making predictions and questioning and they

could apply these strategies to their reading processes and they helped them to comprehend the text better.

SESSION 3

Management and Psychology

01:30pm-03:15pm

Venue: Meeting Room II (2nd Floor)

Chair: Professor Ching-Man Lam
The Chinese University of Hong Kong, Hong Kong



CH10

01:30pm-01:45pm

The Application of Entrepreneurial Intention Model in Examining the Factors that Influence Small Scale Entrepreneurs to Become More Successful: The Malaysian Experience

Mohamad Sukeri Khalid

Universiti Utara Malaysia, Malaysia

Abstract: The Langkawi Development Authority (LADA) has been involved in the development of Langkawi Island since its inception and has now successfully positioned Langkawi as one of the world's leading Tourism Island. But there is a growing dissatisfaction among locals who see LADA as not helping to develop or maintain the local entrepreneurship to be more successful. Therefore, the objective of this study was to identify the existence of LADA in the effort to increase the intention of Langkawi small entrepreneurs to be more successful. This mixed method approach study used the Entrepreneurial Intention Model (EIM) framework to achieve the research objectives whereby data was collected through a survey and elite interviews. The respondents were Langkawi small entrepreneurs comprising various small industries comprising tourism and non-tourism oriented entrepreneurs. Out of 300 questionnaires distributed, a total of 280 questionnaires were returned. An interview was also conducted with three respondents involving the Chairman of the Langkawi Homestay Association, the Langkawi Small Traders and the Chairman of Village Community Kilim Langkawi Berhad Cooperative. Based on descriptive analysis, the findings showed that LADA entrepreneurship development did not help influence the small entrepreneurs to increase their intention to succeed. The majority of respondents believed that the Personal Attitude elements of small business owners were more influential towards their success in the business. Based on the findings of the study, LADA needs to focus on a more systematic and long term goal entrepreneurship development program for small scale entrepreneurs in Langkawi.



CH17-A

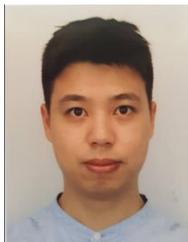
01:45pm-02:00pm

Interconnection between Enterprise Risk Management, Business Performance and Entrepreneurial Orientation – Conceptual Framework

Danijela Miloš Sprčić

University of Zagreb, Croatia

Abstract: Enterprise risk management has been in the focus of scientific interest since the beginning of the 21st century, but it gained on relevance in the period following the global financial crisis. One of the main current academic challenges in the field of enterprise risk management research is establishment of a valid measure of enterprise risk management system maturity that would enable comparison of enterprise risk management systems in different surroundings. Therefore, the first aim of this study is to present a theoretical background for development of enterprise risk management system maturity measure that is based on concurrent academic research. The second aim of this study is presentation of a conceptual model aimed at describing the theoretical foundation for research of interconnection between enterprise risk management system maturity, entrepreneurial orientation and business performance of the company. To our knowledge, up until now there has been no scientific research oriented on exploration of connection between enterprise risk management and entrepreneurial orientation. Having on mind prevailing academic evidence concerning positive effects of entrepreneurial orientation on business performance (Rauch et al, 2009) and based on academic foundation, i.e. available academic research in the fields of enterprise risk management and entrepreneurial orientation, we are building a confirmatory model and defining assumptions on path of influence between researched constructs.



IT038

02:00pm-02:15pm

eSport Addiction, Purchasing Motivation and Continuous Purchasing Intention on eSport Peripheral Products

Yu-Tai Wu, Jon-Chao Hong, **Yu-Feng Wu**, and Jian-Hong Ye

Department of Physical Education, National Taiwan Normal University, Taiwan

Abstract: eSport games have become a significant trend among modern society. Many related peripheral products have been launched in large numbers, and the craze has brought huge consumer market, especially in China with its large population. However, there is currently little research on the purchase motivation of eSports. Therefore, based on the Self-determination theory and the Theory of planned behavior, a research model is proposed and the structural equation model is verified. In this study, the Chinese eSports players were invited to fill in the online questionnaire by means of intentional sampling. The effective data was 361, and the effective recovery rate was 81.5%. The data was tested using SPSS for reliability and validity, and then tested by AMOS. The results

showed that eSport addiction had a positive impact on intrinsic and extrinsic motivation. Moreover, intrinsic and extrinsic motivation had a positive influence on perceived behavioral control, while perceived behavioral control had a positive impact on the continuous to purchase.



CH11-A

02:15pm-02:30pm

The Moderating Effect of Acculturation Strategies on the Relationship Between Role Clarity and Newcomers' Intentions to Leave

Confidence Hommey

Department of Psychology & Behavioural Science, Zhejiang University, China

Abstract: One of the most important issues for new employees is obtaining clarity about the specific task to be performed. This study explores the effect role clarity has on turnover intentions and the moderating effect integration and separation has on this relationship. The data for the study was collected among 250 new employees working within the private sector in Ghana. The results indicated that role clarity had a significant effect on turnover intentions, contributing approximately 48% of the variance in turnover intentions. Integration and separation were also found to significantly moderate the relationship between role clarity and turnover intentions. This study demonstrates that new employees ability to come to terms or otherwise with their role in their new environment has the probability of breeding intentions to leave at that early stage and this is influenced by how the clash between acquired culture and host culture is handled. Considering the introduction of acculturation strategies at the workplace among newcomers is fairly an untapped area, this study becomes a little bite of a whole broad field. More attention to the application of acculturation theory to understanding employee socialization will go a long way to closing most of the gabs in the socialization literature.



CH01-A

02:30pm-02:45pm

Abusive Supervision and Ineffectual Silence: The Mediating Role of Interactional Justice and the Moderating Role of Self-efficacy

Alisher Dedahanov

Yeungnam University, Republic of Korea

Abstract: Purpose: The purpose of this work is twofold: First, this paper investigates the mediating role of interactional justice on the link between abusive supervision and ineffectual silence; and, second, this work examines the moderating role of self-efficacy on the link between interactional justice and ineffectual silence.

Design/Methodology/Approach: We analyzed the data collected from 533 highly skilled employees of manufacturing organizations in Republic of Korea. To assess the validity of proposed hypotheses, we used structural equation modeling procedure.

Findings: The findings reveal that abusive supervision is negatively related to interactional justice. Moreover, SEM analysis suggests that interactional justice is negatively linked to ineffectual silence. Further, results suggest that interactional justice mediates the relationships between abusive supervision and ineffectual silence and self-efficacy moderates the links between interactional justice and ineffectual silence.

Originality/Value: This work is the first to identify the mediating role of interactional justice on the relationship between abusive supervision and ineffectual silence and the moderating role of self-efficacy on the link between interactional justice and ineffectual silence.



CH04-A

02:45pm-03:00pm

The Effect of Child-Based Self-worth of Middle-Aged Korean Mothers upon Parenting Stress, Parenting Sense of Competence, and Psychological Adaptation

Lee Inyeong, Chong Youngsook

Pusan National University, Busan, Korea, Republic of (South)

Abstract: Korean parents have strong connections to their children hoping for their success even after they are grown up unlike Western parents. There is research that proves that the self-worth and meaning of Korean parents depend on the success of their children. The tendency to base self-worth based on children's success is called the child-based self-worth. Is it wise for parents to base their value upon their children? With this question in mind, this aims to find out the influence of child-based self-worth of mothers upon their stress, effectiveness, psychological adaptation. The data of 323 middle aged mothers living in Korea were collected. The child-based self-worth (Eaton & Pomerantz, 2004), parenting stress (Abidin, 1990), parenting sense of competence (Gibaud-Wallston & Wandersman, 1978), psychological adaptation (subjective well-being, depression) of middle aged mothers were measured. The statistics program AMOS 25.0 was used. The higher the child-based self-worth of the mother, higher parenting stress was seen with a lower parenting sense of competence. When analyzing the results of the mediated effect, it showed that the child-based self-worth increased the parenting stress of mothers, which lead to a decrease in psychological adaptation. The parenting sense of competence also showed meaningful mediated effect in the process of child-based self-worth reaching the psychological adaptation of mothers. Korean mothers that base their value upon their children's success not only have negative effects on their own psychological adaptation but also recognize that they are not fulfilling their role as parents. The parenting of Korean mothers that base their value by how others recognize them requires psychological distance from their children. Mindful Parenting should be

applied to the parenting attitude of Korean mothers to decrease parenting stress and maintain high psychological adaptation to increase the satisfaction of one's individual life.



CH12

03:00pm-03:15pm

Small Scale Entrepreneurs' Perceptions of Langkawi Development Authority (LADA) Entrepreneurial Programs

Mohamad Sukeri Khalid

Universiti Utara Malaysia, Malaysia

Abstract: Tourism is one of the sectors that contribute to the development of the country and the government has decided to develop Langkawi as an international tourist destination. To realize this intention, the government established Langkawi Authority Development (LADA) on March 15, 1990 to develop Langkawi. LADA develops Langkawi based on four core areas namely infrastructure, tourism products, promotion and community development. One of the important aspects of community development is developing entrepreneurship among the locals. Therefore, the main objective of this study was to identify the perception of small scale entrepreneurs towards entrepreneurship programs undertaken by LADA whether LADA was seen as actively engaged in entrepreneurship programs that could encourage small entrepreneurs to succeed in their business. This study employed a mixed method approach whereby data was collected through a survey and semi structured interviews. The survey respondents were Langkawi small entrepreneurs comprising various small industries which were divided into two (2) main groups namely tourism-oriented and non-tourism entrepreneurs. A total of 300 questionnaires were distributed and 280 questionnaires returned. Semi structured interviews were also conducted with three (3) respondents involving a LADA Officer, the Chairman of Langkawi Homestay Association and the Chairman of Langkawi Small Traders. Based on the descriptive analysis used, majority of the respondents claimed that LADA's entrepreneurial activities were not effective in driving their intent to succeed in the business. But the findings based on the elite interview and the statistical support in the 2015 LADA Annual Report proved that LADA has been helping the local entrepreneurs. However, LADA needs to make improvements in organizing entrepreneurial programs to enable small entrepreneurs to benefit more.



03:15pm-03:40pm

SESSION 4

Digital Learning Environment

04:00pm-06:00pm

Venue: Grand 'M' Ballroom (2nd Floor)

Chair: Prof. Chow-Chin Lu
National Taipei University of Education, Taiwan



IT020

04:00pm-04:15pm

Talking-Head, Realism Level and Emotions in Learning: A Conceptual Framework

Muhammad Ihsan Rokeman, Ahmad Zamzuri Mohamad Ali, and Mohd Khairulnizam Ramlie

Universiti Pendidikan Sultan Idris, Malaysia

Abstract: The talking-head animation has potential in attracting students' attention and as such, it can be used as an effective instructional tool in various learning conditions. However, its use could cause emotional disturbances and feelings of uneasiness among learners. Especially, if the design of the talking-head character is too realistic that resembles an actual human. Such condition is also known as the Uncanny Valley phenomenon. In this paper, a research conceptual framework on the role of talking-head animation with varying levels of realism and its effects on students' emotions in learning will be addressed. In particular, the discussion will be grounded in the relevant theories and principles and also a review of the relevant literature.



IT037

04:15pm-04:30pm

The Design Patterns for Language Learning and the Assessment on Game-Based Learning

Gridaphat Sriharee

King Mongkut's University of Technology North Bangkok, Thailand

Abstract: Digital game-based learning is the approach to integrate digital games to support learning both inside and outside the classroom. It is promising the way of learning beyond traditional learning where digital learning context is available. The learning game hence requires some qualities that meet both learning outcomes and learner engagement. Thus, the design pattern – a game template for creating the learner game is proposed. Creating such design patterns on the software engineering perspective

is presented and their assessment is discussed from the educational perspective. With the proposed design patterns, the design phase ensures that the game design meets the mentioned desires above. Also, it is foreseeable that the design patterns can be reused for developing the learning game for other languages.



IT041-A

04:30pm-04:45pm

Problems and Directions through Evaluation of Virtual Reality-Based Education in Korea

Kyung-A Ko, **Mi-Young An**, Eun-Ju Kang

Cheju Halla University, Korea

Abstract: Recently, the mobile user population has increased rapidly, and mobile contents have been developed and used throughout society, economy, and culture. Virtual Reality (VR), one of the core areas of the 4th Industrial Revolution, is an important technology that will change our future life, and on the many companies are attracting attention, it is expanding to various industries such as safety, defense, medicine, games, and education. VR is a technology that creates a virtual environment, rather than a reality, through a graphic, and makes it possible to actually experience the virtual world through virtual reality. A dictionary is an interface between a human and a computer that makes a particular environment or situation into a computer and makes it as if the person using it interacts with the actual surroundings and environment.

In addition to the commercialization of 5G, the next generation network, VR has increased expectations for the popularization of realistic content. VR technology is most utilized in entertainment fields such as games and movies. The education sector is also one of the fastest growing sectors.

In the field of education, it is developed as a means of building a learning environment construction means to enhance learning effect that it is utilized on the sector as difficult to observe directly in that situation or environment or apply it to learning contents that is difficult to explain in text or video materials, abstract learning concepts, or dangerous or expensive experiments.

Educational contents using VR are more effective than other educational contents in terms of reality and immersion. VR-based education allows experimental and active participation, promotes cooperative-learning and motivation for study, and enables learning through virtual reality that is impossible in reality. In this paper studied use of Korea's VR-based education, examined whether Korea's VR-based education has a positive effect, and suggests current limitations and future directions.



IT021

04:45pm-05:00pm

Design Approach of Hologram Tutor: A Conceptual Framework

Mohd Khairulnizam Ramlie, Ahmad Zamzuri Mohamad Ali , & Muhammad Ihsan Rokeman

Universiti Pendidikan Sultan Idris (UPSI), Malaysia

Abstract: Hologram tutor is a new approach that has potential in attracting students' attention, especially the young generation who lack interest with traditional delivery methods. In addition, the use of hologram tutor serves as an alternative strategy to deliver information in a more interesting manner, which consequently will provide new experience to the students. Nevertheless, the actual human design use of a hologram tutor may cause some inconvenience or uneasiness among students, adversely affecting students' emotion in learning. Such a phenomenon is called Uncanny Valley, which was developed through a study by Masahiro Mori in 1970, who also developed a graph to explain such a concept. Against this backdrop, this paper proposes a conceptual framework for the design approach of a hologram tutor with the main aim of enhancing students' positive emotion in learning. Essentially, this conceptual framework was developed grounded on relevant theories and principles highlighted in the current literature. Additionally, this paper suggests potential future studies to validate the proposed framework.



IT007

05:00pm-05:15pm

How Are Students Immersed by Providing Virtual Reality Technology?
The Role of Psychological Distance in Online Flipped Class

Lyu Hongyu

Hanshan Normal University, China

Abstract: Online flipped Class can be optimized by introducing VR technology. By adding VR technology to the online flipped class, the performance of class and students' learning efficiency could be affected. Therefore, we investigate the effects of incorporating VR technology in online flipped classes. In this study, we contend that the effects of VR on online flipped class can be theoretically modelled as users' attitudes about VR features that influence their psychological distance, which in turn shapes their attitudes and behaviors towards using the learning platform. Finally, we postulate a lab experiment to measure whether the VR technology in flipped class can increase students' engagement.



IT042-A

05:15pm-05:30pm

Trends and Effects of Learning through AR-Based Education in Korea

Han-Seul Kim, **Mi-Young An**, Ji-Won Kang

Cheju Halla University, Korea

Abstract: With the development of advanced science and technology, it is an era of perceiving the surrounding environment and receiving knowledge information through smartphones or artificial intelligence devices. In this era, AR (Augmented Reality) has

become one of the most rapidly gaining technologies due to the development of various IT technologies, the introduction of the Ubiquitous environment, and the popularization of smartphones, and has been recognized as a new technology that will lead the future IT market.

AR is a technology that allows users to interact in real time by mixing real world and virtual information. A good example of this is the ‘Pokémon GO!’ which hit the world a few years ago. The fact that fictional characters live in the real world made the gamers more interested, and thanks to that, ‘Pokémon GO!’ was loved by many people. As in the above case, AR grew rapidly and various services and related markets were formed. Trends in the AR market are confirmed by well-known companies in Silicon Valley. This is evidence of the fact that Apple, Facebook, Google, etc., actively discovered M & A after discovering the possibility of AR development. In addition, it is proof AR has a great potential.

AR is not only expanding into various fields such as game, film, medical, military, and distribution, but also researches on educational side. Among the AR related patent applications in 2018, education sector’s was one of the highest result with 13.4%. The reason of the increasing use of AR in the educational field is that it can be usefully applied to AR education where is difficult for learners to directly experience and observe, learning that is difficult to understand in writing, unconceptual learning concepts, and experiments with risks or costs.

As a result, the teaching method using AR technology is gradually increasing with the advantage of increasing the immersion of learning and direct interaction with learners. This paper aims to improve the quality of Korean AR-based education as follows. First of all, will be discussed the definition of AR and the background of appearance, follow examined by the technical elements of AR, its implementation method, and utilization media. The current research data in Korea analyzed to identify AR usage in the education field. Finally, will be analyzed the educational effects and limitations



IT030

05:30pm-05:45pm

The Potential of Integrating User Experience(UX) and Aesthetic Experience (AX) in Augmented Reality Comic(AR Comic)

Mohd Ekram Al Hafis Bin Hashim, Muhammad Zaffwan Bin Idris, Che Soh Bin Said

Universiti Pendidikan Sultan Idris, Malaysia

Abstract: The purpose of this paper is to explore the potential of synergising of two major theories that sprang from two entirely different disciplines, namely the human-computer interaction (HCI) and the arts. Indeed, there are vast and diverse gaps when two different theories, such as technology and art, are to be combined to develop a new element that complements to both disciplines. In this paper, the proposition is to measure the user experience when dealing with an art object that infuses with digital technology. Augmented reality (AR) derived from the HCI discipline and customarily to UX as a measurement tool. On the other hand, a comic is an aesthetic object that requires an aesthetic-friendly method as its measurement tool. Ultimately, this paper proposes an integration of the UX and AX theories to evaluate an AR comic.



IT036

05:45pm-06:00pm

Data Analytics and Cloud Computing vs Breast Cancer: Learning That Helps

Monica Larre-Bolaños-Cacho, **Sergio Hernandez-Alamilla**, Ramona Fuentes-Valdez and Pedro Nájera-García

Tecnológico de Monterrey Campus Cuernavaca, México

Abstract: This article presents the deployment of the Semester i (i-Sem) “Data Analytics and Cloud Computing vs Breast Cancer: learning that helps” (DA&CCvsBC).

i-Sem is one of the elements of the Tec21 educational model of The Monterrey Tech. DA&CCvsBC is a learning environment where engineering students developed competences, by resolving an inspiring challenge designed from a problem posed by a training partner (TP). The challenge consisted in designing and implementing computer applications to support the follow-up of patients with breast cancer before and during their treatment.

The project started with the selection of a list of competences to be developed in the students. From that list and based on a real problem situation posed by two training partners (TPs), a challenge was designed. The challenge was presented to students interested in participating and 11 students were selected. So, in 18 weeks, the students, accompanied by professors, built solution proposals for the challenge. During the construction process, the students developed the established competences. The project had a vision: “learning that helps”.

The intended outcomes were: A report that evidenced the development of students' competences, and two computer applications for monitoring the treatment of patients with breast cancer.

SESSION 5

Online Learning and Computer Application

04:00pm-06:00pm

Venue: Meeting Room I (2nd Floor)

Chair: Professor Jon-Chao Hong
National Taiwan Normal University, Taiwan



IT003

04:00pm-04:15pm

Acceptance of YouTube Applied to Dance Learning

Jon-Chao Hong, Mei-Lien Chen and **Jian-Hong Ye**

Department of Industrial Education, National Taiwan Normal University, Taiwan

Abstract: The application of social media in education, including the learning of artistic performance, is becoming increasingly popular. The research on the acceptance of artistic performance through social media is accumulating. Therefore, this study employs an integrated approach based on the technology acceptance model (TAM) to examine dance learners experiencing YouTube by combining design features and factors to explore the acceptance. A survey from the online dance learning fellowship was distributed to recruit YouTube users. Confirmatory factor analysis was adopted to confirm reliability and validity, and a structural equation modeling test by VisualPLS with maximum likelihood estimation was performed to identify the relationships among the constructs. The results suggest that attitudes toward learning dance positively contribute to both perceived usefulness and ease of use of YouTube. Also, both of the factors are important in terms of enhancing YouTube users' attitudes. Furthermore, positive relationships exist between YouTube users' attitudes toward using and intention to use. This study contributes to the extant literature by identifying the decisive impact of the acceptance of YouTube applied to dance learning, and a new perspective extending the TAM by measuring YouTube users' experience of intention to use is provided as a reference for further studies.



IT053

04:15pm-04:30pm

Use of Moodle in College English Language Teaching (Reading and Listening) in China: A Narrative Review of the Literature

Jing Wen and Fan Yang

University of Electronic Science and Technology of China, China

Abstract: With the development of technology such as the invention of Moodle, the teacher-centered mode in traditional English classes is gradually replaced by the student-centered style. This review investigates and evaluates how Moodle is used in college English courses to help students develop their English reading and listening skills by selecting relevant published articles and analyzing the data. Kirkpatrick's mode of training evaluation is used to assess the levels of outcomes reported in each paper. Besides, different research methods used in each paper are also noticed and analyzed. The influence and effect of the Moodle-based teaching method is discussed at last.



IT059

04:30pm-04:45pm

Use of Social Media Platforms in Promoting the Academic Library Services of City College of Angeles among Students

Hazelle Ann Yalung, Diana L. Tuliao, Princess Rona M. Gabriel, Solomon Ayodele Oluyinka, **Mark Gil Superio**, Richard Daenos

City College of Angeles, Philippines

Abstract: Social media has great impact of its use by college libraries; thus, the academic library of a city college in the Philippines has been considered in this study. SmartPLs was employed to predict the use of social media platforms in promoting the academic library services of the college. Descriptive method was used, and validated structured questionnaires were distributed to 174 student-respondents. Majority use their own social media accounts. They have an access to the academic library which has three main social media platforms: Facebook, Twitter, and Instagram. The factors they consider are purpose, library account contents, and relative advantages of social media. Findings revealed that these factors influence the promotion of academic library services through social media platforms. Active usage of library social media accounts should be encouraged to provide better promotion of the library, particularly its resources and services.



IT019

04:45pm-05:00pm

An Effective Cybersecurity Exercises Platform CyExec and Its Training Contents

Nobuaki Maki, Ryotaro Nakata, Shinichi Toyoda, Yosuke Kasai, Sanggyu Shin and Yoichi Seto

Advanced Institute of Industrial Technology, Japan

Abstract: Recently the threats of cyberattacks, especially of targeted attacks are increasing rapidly and a large number of cybersecurity incidents are occurring frequently. On the other hand, capable personnel are greatly lacking, and strengthen the systematic human resource development cultivating capabilities for cybersecurity activities is becoming an urgent issue. However, only a few parts of academia and private sector in Japan can carry out the cybersecurity exercises because of high cost and inflexibility of commercial or existing training software. On this account, in order to enforce cybersecurity practical exercises cost-effectively and flexibly, we developed a virtual environment Cybersecurity Exercises (CyExec) system utilizing VirtualBox and Docker. We also implemented an open source vulnerability scanner tool WebGoat and our original cyberattack and defense training contents on CyExec.



IT039

05:00pm-05:15pm

Implementing DDD for Automatic Test Case Generation

Wacharapong Nachiangmai, Sakgasit Ramingwong and Amphol Kongkeaw

North - Chiang Mai University, Thailand

Abstract: Software testing is a necessary process to ensure quality of software. Unfortunately, it is usually perceived as a very difficult process for inexperienced software developers. Defect-driven Development (DDD) is a novel development concept which

aims to bridge such gap. DDD helps inexperienced developers to automatically generate essential test cases and scripts from defect information collected from a knowledge base. This research describes an implementation of the concept as well as its performance evaluation. The result suggests that this technique helps beginners to create an equivalent effectiveness level of unit test compared to experts in both term of time used and defect density.



IT031

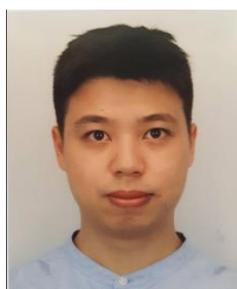
05:15pm-05:30pm

Beyond Digitalisation: Facial Motion Capture for Mak Yong through the Perspective of Aesthetic Experience and Uncanny Valley

Muhammad Zaffwan Idris, Naimah Musa

Universiti Pendidikan Sultan Idris, Malaysia

Abstract: In recent years, study on movement has risen among industry professionals and scholars. This also apply to the dance area where movement and kinesthetic play the major role. However, to measure the dance movement and kinesthetic is not complete without considering several element that affects the dance performance such as emotion, knowledge, and technical parts. The aim of this research is to observe both the potentials and challenges in digitizing facial expressions by the dancer in expressing different type of emotions as part of preserving a Malay folkdance known as Mak Yong. The intention is to use facial motion capture (MoCap) device to record the facial expressions then applying the data in different form of visual representations. Further discussions are based on theory and model known as the Aesthetic Experience (AX) and Uncanny Valley.



IT025

05:30pm-05:45pm

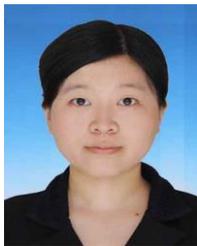
Adults with Parkinson's Disease Undergoes Exergaming Training to Improve Balance: A Systematic Review

Yu-Tai Wu, Yu-Feng Wu, and Jian-Hong Ye

National Taiwan Normal University, Taiwan

Abstract: Parkinson's disease (PD) is a neurodegenerative disease, which is affecting millions of people globally. One common problem in PD patients are postural instability which can lead to balance control impairment. PD patients' postural instability is currently one of the most difficult challenges the physician encounters when treating the patients with this long duration of disease. However, previous studies have shown that exergaming is a popular treatment for improving balance of PD patients. The purpose of this study was systematic review of exergaming training intervention and outcomes of balance among participants with PD. The search terms "exergaming," "exergames," "balance," "Parkinson's disease" "Virtual reality" and "Postural instability" were used in

three electronic databases, Science direct, Pubmed and Scopus. eleven studies were systematically reviewed using the synthesis matrix. The results indicated that the exergaming training group of PD participants ranged from 1 to 76. The training duration and frequency was between 20 minutes to 60 minutes, one to three times a week, for a period of 6 to 12 weeks. In terms of research methodology, most studies reviewed conducted randomized controlled trial, while two studies administered semi-experimental design and one study conducted single subject experimental design. The results of these studies indicated many benefits of exergaming training among PD participants, such as, balance, gait, fatigue and postural instability. In conclusion exergaming intervention is recommended as postural stability treatment for PD participants. This study may be used as a guide for future reference when designing exergaming balance training for future studies or rehabilitation application.



IT056-A

05:45pm-06:00pm

Comparing British and Chinese Intercultural Compliment Response:
Examples from Moodle-An Online Educational Platform

Fan Yang, Jing Wen

University of Electronic Science and Technology of China, China

Abstract: The recent development of technology allows newly-invented applications and online platforms like Moodle to be applied in education. This paper, having looking through research on compliment responses from British and Chinese teachers' and students' perspectives with data from Moodle forum-- a learning platform, found that although in general compliment responses fell into three categories: agreement, disagreement and other interpretations, different cultures may vary in certain compliment response types and preferences. In terms of compliment response, British teachers prefer not to overly reject compliments for the sake of seeing compliment as an encouragement and solidarity of relationships, while Chinese prefer to not overly accept compliment, due to the fact that Chinese compliment response is tight together with cultural norms like modesty and reservation. In the end, this paper also discussed the possible influence of English and Chinese compliment response differences in the intercultural communication of people from the two cultures and suggested further research into the application of social rule knowledge of languages in second language acquisition and teaching as a solution to it.

SESSION 6

Culture and Art

04:00pm-06:00pm

Venue: Meeting Room II (2nd Floor)

Chair: Professor Danijela Miloš Sprčić
University of Zagreb, Croatia

CH09	<p>04:00pm-04:15pm</p> <p>Secrets Revealed: Set Talk Under Mao’s Communist Puritanism</p> <p>Huai Bao</p> <p><i>Syracuse University, USA</i></p>
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Abstract: Memory matters because it documents history “off the record” especially in a culture and/or a time period under state politics that suppresses free expressions and hinders distribution of knowledge. Through qualitative interviews and case analysis, this study reviews narratives by informants born in the 1950s and early 1960s around non-mainstream sexualities during and shortly after the Cultural Revolution in the PRC, and interrogates the demonization of Western influence since the beginning of the implementation of Deng’s “Reform and Opening-up” policy.

 CH103	<p>04:15pm-04:30pm</p> <p>Japanese Society: Where Humans and Robots Coexist</p> <p>Miyako Takagi</p> <p><i>Tokyo Online University, Japan</i></p>
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Abstract: From a global point of view, Japan seems to be the only place where communication robots like Sony's AIBO and Honda's ASIMO are entertained. Why does the communication robot boom not occur outside Japan? This difference may be due to the difference in the sense of robots in Japan and Western countries, and the so-called “robot view.” In Japan, the generation who watched “Astro Boy” and “Doraemon” from a young age recognizes that “robot is a friend” and this conception may be passed on to the future. To look at robots as objects to be loved seems to be somewhat different for Westerners. Smart speakers like “Amazon Echo” and “Google Home” have sold 100 million units worldwide, but the penetration rate in Japan is only about 6%. One reason it is not purchased that Japanese people may not like talking to a speaker which is perceived to be mechanical and inorganic. In our daily life, it is thought that opportunities for interaction between robots and people will increase in the future. Communication includes the irrational element of human beings that cannot be grasped by technology alone, and it happens that people love an incomplete robot rather than a complete one. In a society where humans and robots coexist, weak robots show that the ability to communicate with humans is more important than the completeness of individual robots. It was pointed out that the receptionist robot developed in Japan promotes gender bias. The robot has no intention of its own, so if there is a gender bias, it reflects the feelings of the person who made it. Did the idea of a receptionist robot come out because Japan has the Gender Gap Index of 110th in the world? UNESCO released a report claiming that the default voice assistant as female would increase gender bias. Voice assistants and

gender issues were not much considered at the time of their appearance, but it seems that it is time to think seriously as they become more widespread. In Japan, the increase in the number of single older people aged 65 and over is remarkable. Now is the time to deliberately create opportunities to talk to people. In Japan, robot functions have been developed based on a unique Japanese view of “friends” and “family members.” This is a strength of Japan in the future aging society. In addition to the record increase in the aging population in Japan, the acute shortage of eldercare staff has become prevalent. In 2008, the government began accepting nursing care workers from Southeast Asia, but was not enough; hence, in 2017, care workers were added to the foreign technology internship system to attract more foreign workers. The Japan Care Worker Association is opposed to this government policy because the government regards care workers as simple labor. What about the introduction of robots to nursing care sites? According to the tool that identifies which occupations and tasks can be replaced by robots, the probability of a robot replacing a caregiver is 19.4%. Robots may be considered to assist care workers, and caregivers don’t lose their jobs.



IT032

04:30pm-04:45pm

Malaysian Digital Artwork: Issues and Trend in National Integration

Mohd Farizal bin Puadi, Mohd Zahuri bin Khairani, Ahmad Nizam bin Othman

Universiti Pendidikan Sultan Idris, Malaysia

Abstract: Malaysia is a country where its people are diverse. Generally knowing the origin of Malaya is made up of Malays. The result of the British intervention on Malaya made Malaysia a country covered by various ethnicities. At the same time, to create a stable atmosphere between ethnic groups requires the hard work and the exact same ethnicity. This paper discusses visual artworks in forming a bond between ethnicity and digital media based artworks produced by Malaysian artists based on current issues of national integration in Malaysia.



CH08

04:45pm-05:00pm

Keki Daruwalla’s Swerving to Solitude: Attacking Emergency with a Sheathed Sword

Jagdish Batra

O.P. Jindal Global University, Sonapat, India

Abstract: The poetry and short stories of Keki Daruwalla, the leading Indian English poet, have been enjoyed by at least two generations, Long fiction is his recent offering. My paper finds his latest novel Swerving to Solitude: Letters to Mama, a stylistic tour de force. The thematic part touching on a sensitive phase of Indian political history, however, fails

to move the reader. The author attacks the Emergency but falters when it comes to questioning the instruments of Emergency. This is intriguing because, having been part of top administrative set-up, he was aware of a lot of behind-the-scene machinations and manipulations.



CH401

05:00pm-05:15pm

A Study of Lin Yutang's Translator Behavior in the Translation of Six Stories of Floating Life-Based on "Truth-Seeking-Utility-Attaining" Continuum Evaluation Model

Li Yunyun

Yangzhou University, China

Abstract: Six Chapters of Floating Life is an autobiographical prose written by a famous writer Shen Fu in the Qing dynasty. Lin Yutang is an expert in both Chinese and English languages and has been committed to the cultural communication between the East and the West. Because of his strong interests in this book, he translated it with various translation strategies skillfully, making his version a classic. The paper will analyze the translation of Six Chapters of Floating Life by Lin Yutang from the perspective of "translator behavior criticism" and further explore the translator's "truth-seeking" behavior from "intra-translation" and "utility-attaining" behavior from "extra-translation" and analyze the external factors that influence the translator's behavior. It is hoped that Six Chapters of Floating Life could be evaluated from a more comprehensive and objective perspective in the future



CH16-A

05:15pm-05:30pm

Education as a Facilitating Tool in Cultural Adaptation

Annie Jamwal

Indira Gandhi National Open University, India

Abstract: Migration is the movement of people across the geographical boundaries due to various push and pull factors. It can be internal as well as external migration but both these involve change in physical and cultural environment. The change in culture is often accompanied by the phenomena like assimilation, acculturation or culture shock. However, all these changes require a well-managed process of adaptation. The process of adjusting to an unfamiliar culture is not an overnight process. It is often accompanied by disorientation, stress or depression like feelings which are experienced by a person who is subjected to an unfamiliar environment. There are various factors that facilitate cultural adaptation process and education is most important among them all. A literate individual can easily exchange his/her ideas with others i.e. good communication skills are inherent quality of a literate individual, he/she can be moulded easily as per the

requirement of circumstances, the perceptions and beliefs of a literate individual are generally based on rationality and even the sense of accommodation is high in such individuals. These all qualities accelerate the process of cultural adaptation in literate persons. However, cultural adaptation is also seen among illiterate persons but the process may be a delayed one. This paper attempts to analyse the role of education in facilitating cultural adaptation while studying migrants in Jammu, J&K by opting in-depth interviews using quantitative method. Depending upon the analysis, discussions are stated that education acts a facilitating tool in the process of cultural adjustment.



CH403

05:30pm-05:45pm

Internet Addiction among Youths

P. Sumitha Shalini

Loyola College, Chennai, India

Abstract: These days internet and social media platforms become part and parcel of once life. A day without the smart phones or computer laptops is very hard to move and sometimes, they are treated as an extra hand of human beings. The need and use of internet are mostly depend upon the usage of the person who handle it. However, the necessity of internet had become the relaxation and habit. This study is a sample to exhibit that internet addiction is prevalent among youth who are considered as a back bone of the nation. This descriptive research design, purposive sampling method of study revealed that there is a significant relationship between the internet addiction and cost of their mobile phone they use and the availability internet connectivity.

POSTER PRESENTATION ABSTRACTS

Note:

- Poster session will be held right after the afternoon coffee break
- Authors are supposed to be present for their posters during the poster session.
- Session photo will be taken at the end of each session.
- The certificate for poster presentations will be handed out by session chair at the end of each session.
- To show respect to other authors, especially to encourage the student authors, we strongly suggest you attend the whole session

POSTER SESSION

03:40pm-04:00pm

Venue: Grand 'M' Ballroom (2nd Floor)

Chair: Prof. Jon-Chao Hong
National Taiwan Normal University, Taiwan



IT016-A

03:30pm-04:00pm

Attempts at Learning Creative Problem-Solving in Remote Schools:
Professional CPS Student Evaluation Using a Video Calling Application

Taichi Yasunaga, Kazuya Takase, Mei Katsumura, Kyohei Sakai and
Shingo Shiota

Shizuoka University, Japan

Abstract: According to the Ministry of Education's elementary and junior high school curriculum guidelines, "problem finding and solving ability" is one of the qualities and abilities basic to learning. Yumino et al.(2006) describe that problem solving can be categorized as either typical or creative. Typical problem solving is a learning method in which problems be solved immediately with the knowledge and skills learned at school. On the other hand, creative problem solving does not lead to a good solution unless the students add new knowledge to their previous learning and experiences.

Kawakita (1993) states that creation is "the ability to solve problems, not the ability to invent and discover," and creativity is "to break through the current situation and constantly change it into a new state." Nishiura (2011) presents three creative actions that embody creativity: spontaneity, lack of model, and compellingness.



IT013-A

03:30pm-04:00pm

Development of Thinking Tools to Foster Creative Problem-Solving Skills: A Trial in Programming Education

Kazuya Takase, Taichi Yasunaga and Shingo Shiota

Shizuoka University, Japan

Abstract: Learning creative problem solving (CPS) and programming helps children develop problem solving skills. Although previous research has focused on how to teach problem solving, methods for teaching children how to analyze the gap between ideals and reality remain underexplored. Accordingly, there is a need for current CPS and programming education to improve the ways of teaching skills for analyzing a situation and defining ideals.

In this research, 20 cards were developed as a thinking tool for CPS and programming learning. An experiment was conducted in elementary school programming classes, where students used the cards to analyze problems and discuss the gap between ideals and reality. The results of a questionnaire survey revealed an improvement in the students' attitudes toward focusing on ideals. Therefore, from the viewpoint of clarifying ideals, the thinking material supports the development of CPS abilities. As a future research subject, in order to make it easier for students to analyze the gap between ideals and reality in CPS learning, it will be necessary to develop a thinking tool for the clarification of reality.



IT015-A

03:30pm-04:00pm

Developing and Evaluating Teaching Material for Information Technology Moral Education for High School Children with Special Needs: Focusing on SNS Communication Skills

Misaki Hashizume, Takeshi Kono, Shingo Shiota

Shizuoka University, Japan

Abstract: Due to the recent development of information society, use of the Internet is becoming indispensable in assisting people with disabilities to live independent lives. However, it has been pointed out that people with disabilities face risks when using SNS and the Internet, so it is an urgent issue that information technology moral education is provided for children with special needs. Little research has been conducted on information technology moral education to help such children acquire the necessary communication skills and behaviors.

In this research, educational materials, in the form of lectures, were developed for the information technology moral education of high school students with special needs, at a school in Shizuoka, Japan. Questionnaires were conducted with students and teachers to evaluate the effects of these teaching materials. The purpose of these materials was to help children learn about the protection of their personal information, and it dealt with

content related to the “publication of photographs on SNS.” This was expected to enhance students’ understanding, through the experience of using cards to think about which photos they might put on SNS and by activities to practice taking photos that could be shared.

The results of the student questionnaire survey showed that “I know what photos should not be published on SNS” increased significantly after the lecture compared to before the lecture. In addition, more than 80% of students responded that “the content of the lecture was easy to understand,” suggesting the effectiveness in this material. As a future research subject, in order to evaluate these effects in more detail, practice should be repeated using the teaching materials developed in this research. This can contribute to the development of an essential evaluation tool for measuring children's skill retention.



IT014-A

03:30pm-04:00pm

Risk Evaluation of the Severity and Frequency of Social Networking Problems among School Age Children

Kenta Mitsushita, Kyohei Sakai, Yuki Nishio and Shingo Shiota

Shizuoka University, Japan

Abstract: Although knowledge of the state of online risk in schools is important for effective information technology moral education, quantitative risk evaluation has not previously been conducted. The purpose of this research was to assess the risks to school age children of social networking, based on the severity and frequency of those risks. A questionnaire was administered to 6,229 students from elementary school to high school seeking information on personal experiences of online problems and statements of online usage. Thirteen different types of problems on three levels of severity were set as follow: Level 1: Student can manage alone; Level 2: Student cannot manage alone; and Level 3: Online use may be criminal or cause severe damage to life. In order to mitigate respondents’ fatigue, the items were divided into two types, with respondents answering one or the other. In total, 36 (13 problems * 3 levels) problems were collected. Bases on these data, problems were assessed by their severity and frequency (as a proportion of online experience), and were illustrated using a “risk-map.” The risk-map revealed three findings: (1) The distribution of problems on the risk-map differ by school type. High school and junior high school students experience a greater variety of problems than elementary school students; (2) Overuse of social media is the most frequent problem across all school types; and (3) Most problems are negatively affected by severity and frequency. However, overuse was found to occur to same extent of severity levels 1 and 2 among elementary school students. These findings suggest that information technology moral education is needed to prevent problems for older school children, while focusing on avoiding overuse is necessary at elementary school level.

LISTENERS

Note:

- Session photo will be taken at the end of each session.
- The certificate for listeners can be collected at the registration counter.
- To show respect to other authors, especially to encourage the student authors, we strongly suggest you attend the whole session

Listener 1

Sittichai Thepsura
*Ubon Ratchathani
University, Thailand*



Listener 2

Mei Katsumura
*Shizuoka University,
Japan*



Listener 3

Ji-Woong Jang
Ulsan College, Korea

Listener 4

Arik Meir



Listener 5

Alexander Tsioka



Listener 6

Ivan Sokolovsky

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ONE DAY TOUR

PHI PHI + KHAI ISLAND TOUR

Tour Itinerary:

- ◆ 7:30am: pick up at the Grand Mercure Phuket Patong
- ◆ 8:45am: **Welcome to Private Pier** at Sirey port. Enjoy coffee and tea before trip starting.
- ◆ 9:45am: **Arrive at Maya Bay**. Enjoy swimming and jump into the sea from the boat.
- ◆ 10:10am: Continue to **Loh Samah Bay** for sightseeing.
- ◆ 10:15am: Then go to **Pileh Lagoon**. The lagoon has clear water. You can swim at this Lagoon.
- ◆ 10:45am: Sightseeing at **Viking cave** which have swallow's nest concession.
- ◆ 10:50am: Continue to **snorkeling** and **Sightseeing** marine life.
- ◆ 11:30am: Arrive at **Monkey Beach** and get on the **Phi Phi Don**. This is the main island of Phi Phi Island. You can walk around for sightseeing.
- ◆ 13:00pm: Then proceed to **Khai Nok Island** and have buffet lunch by private Restaurant.
- ◆ 14:00pm: On the beach you can enjoy many activities included: sunbathing, snorkeling and chill out on the beach to see beautiful coastal rocks which were the identity of the island.
- ◆ 15:30pm: Leaving from Khai Nok Island and **return back to Sirey Port**.
- ◆ 16:00pm: **Arrive to the pier** at Sirey port safely by impressive trip.

Price: 60USD

Include:

- ◇ transfer from hotel to the pier
- ◇ Coffee Tea and Drinking water
- ◇ Life jacket
- ◇ Snorkeling
- ◇ Insurance
- ◇ Experience Guide
- ◇ Lunch Buffet



