Edutainment Technologies

Educational Games and Virtual Reality/Augmented Reality Applications

6th International Conference on E-learning and Games, Edutainment 2011
Taipei, Taiwan, September 7-9, 2011
Proceedings

Springer
The new subject area “edutainment” has been widely employed and explored in research, industry and learning. Experts around the world have made an effort to promote “edutainment”, which is the integration of education and entertainment. With the help of advanced technologies - mobile devices, computers, software, games and augmented/virtual Reality applications – edutainment has been quickly accepted by the public as an effective way of learning.

The 6th International Conference on E-Learning and Games (Edutainment 2011) was held in Taipei, Taiwan during September 7–9, 2011. The first conference in the series was Edutainment 2006, held in Hangzhou, China. Following the success of the first event, Edutainment 2007 was held in Hong Kong, China, Edutainment 2008 in Nanjing, China, Edutainment 2009 in Canada, and Edutainment 2010 in Changchun, China.

The main purpose of the Edutainment conferences is to provide an outstanding forum for participants to exchange results and present the-state-of-the-art in research and practice of edutainment. The conference covers pedagogical principles as well as design and technological issues related to edutainment. From the pedagogical viewpoint, multi-touch systems, computer graphics, multimedia and augmented/virtual reality applications may offer a new angle on design for learning. Technologically, education and entertainment employ advanced computing, multimedia and Internet technology along with embedded chips and sensors that are used with wireless, mobile and ergonomic technology.

This year, we received around 130 submissions from 15 different countries and regions including Canada, China, Germany, Japan, Korea, Singapore, The Netherlands, Taiwan, UK, USA and Vietnam. A total of 42 full papers were selected after peer review for this volume. Six related workshops were also held jointly: Game-Assisted Language Learning, Learning with Robots and Robotics Education, e-Portfolio and ICT-Enhanced Learning, Game-Based Testing and Assessment, Trends, Development and Learning Processes of Educational Mini Games, and VR and Edutainment.

We are grateful to the Program Committee for their great efforts and hard work to get all the papers reviewed in a short period of time. We are grateful to the Organizing Committee for their support of this event. We would also like to show our great appreciation to the attendees who came from all over the world since, without their enthusiastic participation and significant contributions, Edutainment 2011 would not have been such a success.
The financial support from many governmental agencies and research organizations in Taiwan also contributed to the success of the conference. They all deserve our sincere gratitude for the time and energy they devoted to making Edutainment 2011 a technically and pedagogically worthwhile and enjoyable event for all participants.

September 2011

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Asia University, Taiwan

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Hacettepe University, Turkey

Shinichi Ueshima
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# Table of Contents

## Augmented and Mixed Reality in Education

Hybrid Document Matching Method for Page Identification of Digilog Books .......................................................... 1  
*Jonghee Park and Woontack Woo*

The Development of the AR-Fitness System in Education .................. 2  
*Kuei-Fang Hsiao and Nian-Shing Chen*

ARMate: An Interactive AR Character Responding to Real Objects ...... 12  
*Changgu Kang and Woontack Woo*

The Application of Augmented Reality to Design Education .......... 20  
*Chih-Hsiang Ko, Ting-Chia Chang, Yung-Hsun Chen, and Li-Han Hua*

Design and Application of the Augmented Reality with Digital Museum and Digital Heritage .............................................. 25  
*Tsung-Han Lee, Kuei-Shu Hsu, and Long-Jyi Yeh*

## Effectiveness of Virtual Reality for Education

Effects of Multi-symbols on Enhancing Virtual Reality Based Collaborative ................................................................. 27  
*Shih-Ching Yeh, Wu-Yuin Hwang, Jing-Liang Wang, and Yuin-Ren Chen*

A Virtual Computational Paper Folding Environment Based on Computer Algebraic System ........................................... 28  
*Wing-Kwong Wong, Po-Yu Chen, and Sheng-Kai Yin*

Physically-Based Virtual Glove Puppet ..................................... 38  
*Ssu-Hsin Huang, Ming-Te Chi, and Tsai-Yen Li*

Potential of Second Life for Psychological Counseling: A Comparative Approach ................................................................. 44  
*Fu-Yun Yu, Hsiao-Ting Hsieh, and Ben Chang*

Constructing a 3D Virtual World for Foreign Language Learning Based on Open Source Freeware ........................................ 46  
*Hao-Jan Chen and Cheng-Chao Su*
# Table of Contents

## Ubiquitous Games and Ubiquitous Technology and Learning

<table>
<thead>
<tr>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Analysis of Brainwave Characteristics for Playing Heterogeneous</td>
<td>54</td>
</tr>
<tr>
<td>Computer Games</td>
<td></td>
</tr>
<tr>
<td><em>Fu-Chien Kao, Han-Chien Hsieh, and Wei-Te Li</em></td>
<td></td>
</tr>
<tr>
<td>Game-Based Mobile Learning System for Campus on Android</td>
<td>55</td>
</tr>
<tr>
<td><em>Lu Wang, Xiaoting Wang, Qiang Ju, Quanwei Li, Manyi Li, and Wei Zhang</em></td>
<td></td>
</tr>
<tr>
<td>Bayesian Network to Manage Learner Model in Context-Aware Adaptive</td>
<td>63</td>
</tr>
<tr>
<td>System in Mobile Learning</td>
<td></td>
</tr>
<tr>
<td><em>Viet Anh Nguyen and Van Cong Pham</em></td>
<td></td>
</tr>
<tr>
<td>A Walk-Rally Support System Using Two-Dimensional Codes and Mobile</td>
<td>71</td>
</tr>
<tr>
<td>Phones</td>
<td></td>
</tr>
<tr>
<td><em>Tetsuya Miyagawa, Yoshio Yamagishi, and Shun Mizuno</em></td>
<td></td>
</tr>
<tr>
<td>A Service Platform for Logging and Analyzing Mobile User Behaviors</td>
<td>78</td>
</tr>
<tr>
<td><em>Po-Ming Chen, Cheng-Ho Chen, Wen-Hung Liao, and Tsai-Yen Li</em></td>
<td></td>
</tr>
<tr>
<td>Educational Affordances of Ubiquitous Learning</td>
<td>86</td>
</tr>
<tr>
<td><em>Tsung-Yu Liu, Tan-Hsu Tan, Min-Sheng Lin, and Yu-Ling Chu</em></td>
<td></td>
</tr>
<tr>
<td>Development of a Mobile Rhythm Learning System Based on Digital</td>
<td>92</td>
</tr>
<tr>
<td>Game-Based Learning Companion</td>
<td></td>
</tr>
<tr>
<td><em>Ching-Yu Wang and Ah-Fur Lai</em></td>
<td></td>
</tr>
<tr>
<td>Motivations for Game-Playing on Mobile Devices – Using Smartphone</td>
<td>101</td>
</tr>
<tr>
<td>as an Example</td>
<td></td>
</tr>
<tr>
<td><em>Tzu-Min Lin, Sheng-Chih Chen, and Pei-Jeng Kuo</em></td>
<td></td>
</tr>
</tbody>
</table>

## Future Classroom

<table>
<thead>
<tr>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>A Method for Determining Classroom Seating Arrangements by Using</td>
<td>106</td>
</tr>
<tr>
<td>Bioinformatics</td>
<td></td>
</tr>
<tr>
<td><em>Kazuhiro Shin-ike and Hitoshi Iima</em></td>
<td></td>
</tr>
<tr>
<td>Explore the Next Generation of Cloud-Based E-Learning Environment</td>
<td>107</td>
</tr>
<tr>
<td><em>Chao-Chun Ko and Shelley Shwu-Ching Young</em></td>
<td></td>
</tr>
<tr>
<td>Research on Recognition and Mobile Learning of Birds Base on Network</td>
<td>115</td>
</tr>
<tr>
<td>under the Condition of Human-Machine Collaboration</td>
<td></td>
</tr>
<tr>
<td><em>Yi Lin and Yue Liu</em></td>
<td></td>
</tr>
</tbody>
</table>
Blue Sky Flying Camp — A Relief Project to Facilitate Pupils’ Understanding Concerning Aeronautics ............................................. 123
Shyan-Jer Lee, I-Chung Lu, and Lynn Farh

Peer Feedback in Online Writing System ........................................... 126
Yu-Ting Lan, Jen-Hang Wang, Shih-Hsun Hsu, and Tak-Wai Chan

e-Reader and Multi-Touch
Designing a Mixed Digital Signage and Multi-touch Interaction for Social Learning ................................................................. 130
Long-Chyr Chang and Heien-Kun Chiang

Building a Multi-touch Tabletop for Classrooms ................................. 131
Shuhong Xu and Corey Mason Manders

Learning Performance and Achievement
Perceived Fit and Satisfaction on Online Learning Performance: An Empirical Study ................................................................. 139
Wen-Shan Lin

The Relationship of Motives and Achievements in Teacher’s Online Training Course ................................................................. 147
Wan-Chun Lee, Yuan-Chen Liu, Te-Hs inh Fang, and Wei-Chun Hsu

Learning by Playing
Students Practice Minimally Invasive Surgery through Game-Based Assisted Learning ................................................................. 152
Chiu-Jung Chen

The Study of Developing Spatial Ability by Applying Game-Based Learning .................................................................................. 158
Wen-Wei Liao and Rong-Guey Ho

A Study of Cooperative and Collaborative Online Game-Based Learning Systems ................................................................. 163
Wan-Chun Lee, Wen-Chi Huang, Yuan-Chen Liu, and Hong-Hui Wu

Investigating the Effects of an Adventure Video Game on Foreign Language Learning ................................................................. 168
Howard Hao-Jan Chen and Christine Yang

Employing Software Maintenance Techniques via a Tower-Defense Serious Computer Game ................................................................. 176
Adrian Rusu, Robert Russell, Edward Burns, and Andrew Fabian
Playing Webcomic-Based Game on Facebook for Learning Chinese Festivals ................................................................. 185
  Wei-Chen Hong and Shelley Shwu-Ching Young

Old Dogs Can Learn New Tricks: Exploring Effective Strategies to Facilitate Somatosensory Video Games for Institutionalized Older Veterans ................................................................. 190
  I-Tsun Chiang

Learning English with Online Game: A Preliminary Analysis of the Status of Learners’ Learning, Playing and Interaction ................. 191
  Huei-Tse Hou

Game Design and Development

ACIA—A Course Design Approach to Game Design Theory ....... 195
  Chun-Tsai Wu, Szu-Ming Chung, and Shao-Shiun Chang

An Application of Interactive Game for Facial Expression of the Autisms ................................................................. 204
  Tzu-Wei Tsai and Meng-Ying Lin

A Cloud and Agent Based Architecture Design for an Educational Mobile SNS Game ................................................................. 212
  Jun Lin, Chunyan Miao, and Han Yu

Facilitating Computational Thinking through Game Design ........ 220
  Min Lun Wu and Kari Richards

The Embarrassing Situation of Chinese Educational Game ......... 228
  Ke Jin and Sujing Zhang

Using Self-competition to Enhance Students’ Learning ................. 234
  Zhi-Hong Chen, Tzu-Chao Chien, and Tak-Wai Chan

Towards an Open Source Game Engine for Teaching and Research ..... 236
  Florian Berger and Wolfgang Müller

Game Design Considerations When Using Non-touch Based Natural User Interface ................................................................. 237
  Mohd Fairuz Shiratuddin and Kok Wai Wong

Game-Based Learning/Training

Effects of Type of Learning Approach on Novices’ Motivation, Flow, and Performance in Game-Based Learning ........................ 238
  Li-Chun Wang and Ming-Puu Chen
## Behavioral Traits of the Online Parent-Child Game Players:
A Case Study and Its Inspirations

*Sujing Zhang and Feng Li*

---

239

## The Evaluative Criteria of Computer-Based Vocabulary Learning Games

*Wen-Feng Chen and Jia-Jiunn Lo*

---

240

## The Importance and Use of Targeted Content Knowledge in Educational Simulation Games

*Fu-Hsing Tsai, Charles Kinzer, Kuo-Hsun Hung, Cheng-Ling Alice Chen, and I-Ying Hsu*

---

245

## Development of Training System for Finger Dexterity:
Use in Rehabilitation for Upper Body Paralysis

*Kazuya Takemata, Sumio Nakamura, Akiyuki Minamide, and Shin Takeuchi*

---

248

## Investigating the Impact of Integrating Self-explanation into an Educational Game: A Pilot Study

*Chung-Yuan Hsu and Chin-Chung Tsai*

---

250

## Interactions in Games

A Study on Exploring Participant Behavior and Virtual Community in MMORPG

*Shih-Ting Wang, Wen-Chi Kuo, and Jie-Chi Yang*

---

255

Exploitation in Context-Sensitive Affect Sensing from Improvisational Interaction

*Li Zhang*

---

263

Improvising on Music Composition Game

*Szu-Ming Chung and Chih-Yen Chen*

---

264

Increased Game Immersion by Using Live Player-Mapped Avatar Evolution

*Chen Yan and Julien Cordry*

---

276

My-Bookstore: A Game-Based Follow-Up Activity to Support Modeled Sustained Silent Reading

*Tzu-Chao Chien, Zhi-Hong Chen, and Tak-Wai Chan*

---

281

## Digital Museum and Technology and Behavior in Games

Way to Inspire the Museum Audiences to Learn: Development of the Interpretative Interactive Installations for Chinese Cultural Heritage

*Chun-Ko Hsieh, Yi-Ping Hung, and Yi-Ching Chiang*
# Table of Contents

Learning from Internet of Things for Improving Environmentally Responsible Behavior ............................................ 292
   Jun Hu, Bram van der Vlist, Gerrit Niezen, Willem Willemse, Don Willems, and Loe Feijs

Using Intelligent 3D Animated Character as the Interface for Interactive Digital TV System ........................................ 300
   Ying-Szu Chen, Tsai-Yen Li, Shwu-Lih Huang, and Hung-Wei Lee

## Educational Robots and Toys

A Novel Approach of Learning English with Robot for Elementary School Students ........................................... 309
   Nian-Shing Chen, Benazir Quadir, and Daniel C. Teng

   Ngit Chan Lye, Kok Wai Wong, and Andrew Chiou

Learning Robots: Teaching Design Students in Integrating Intelligence ...................................................... 326
   Emilia Barakova and Jun Hu

Applying ARCS Model for Enhancing and Sustaining Learning Motivation in Using Robot as Teaching Assistant .......... 334
   I-Chun Hung, Ling Lee, Kuo-Jen Chao, and Nian-Shing Chen

An Investigation of Using Educational Toys into Science Instruction for 4th Graders ........................................... 342
   Ching-San Lai and Fang-Chu Wang

## E-Learning Platforms and Tools

HuayuNavi: A Mobile Chinese Learning Application Based on Intelligent Character Recognition ................................ 346
   Jen-Ho Kuo, Cheng-Ming Huang, Wen-Hung Liao, and Chun-Chieh Huang

Webpage-Based and Video Summarization-Based Learning Platform for Online Multimedia Learning ................. 355
   Wen-Hsuan Chang, Yu-Chieh Wu, and Jie-Chi Yang

Effects of Learning English Maxim through M-Learning with Different Content Representation ........................ 363
   Chiu-Jung Chen and Pei-Lin Liu
<table>
<thead>
<tr>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mobile Terminal-Based Tennis Instruction Support System for Beginners</td>
<td>376</td>
</tr>
<tr>
<td>Kiyoshi Nosu, Akira Goshima, Takayuki Imamura, and Kenji Mitsumoto</td>
<td></td>
</tr>
<tr>
<td>Developing a Complexity Problem-Based E-Learning Model:</td>
<td>383</td>
</tr>
<tr>
<td>A Longitudinal Qualitative Case Study of a Six-Year Course Blog</td>
<td></td>
</tr>
<tr>
<td>I-Tsun Chiang and Mei-Li Chen</td>
<td></td>
</tr>
<tr>
<td>An Online Summary Writing System Combining with Concept Mapping</td>
<td>392</td>
</tr>
<tr>
<td>and Annotation Sharing</td>
<td></td>
</tr>
<tr>
<td>Wan-Chun Lee, Shih-Po Huang, Yuan-Chen Liu, Sheng-Ren Wang, and Wei-Chun Hsu</td>
<td></td>
</tr>
<tr>
<td>Web Programming Education through Developing Online Shop Web Application</td>
<td>397</td>
</tr>
<tr>
<td>Makoto J. Hirayama and Toshiyuki Yamamoto</td>
<td></td>
</tr>
<tr>
<td>e-Adviser: A Web-Based Academic Support System for High School Students</td>
<td>399</td>
</tr>
<tr>
<td>Hsi-Mei Chen and Ya-Tin Hsu</td>
<td></td>
</tr>
<tr>
<td>Constructing Directed Semantic Relationships between Concepts for</td>
<td>402</td>
</tr>
<tr>
<td>Training Semantic Reasoning</td>
<td></td>
</tr>
<tr>
<td>Ming-Chi Liu, Yuch-Min Huang, Kinshuk, and Dunwei Wen</td>
<td></td>
</tr>
<tr>
<td>Live Python-Based Visualization Laboratory</td>
<td>407</td>
</tr>
<tr>
<td>Chu-Ching Huang, Tsang-Hai Kuo, and Shao-Hsuan Chiu</td>
<td></td>
</tr>
<tr>
<td><strong>Game Engine/Rendering/Animations</strong></td>
<td></td>
</tr>
<tr>
<td>Cage-Based Tree Deformation</td>
<td>409</td>
</tr>
<tr>
<td>Chao Zhu, Weiliang Meng, Yinghui Wang, and Xiaopeng Zhang</td>
<td></td>
</tr>
<tr>
<td>Stylized Textile Image Pattern Classification Using SIFT Keypoint</td>
<td>414</td>
</tr>
<tr>
<td>Histograms</td>
<td></td>
</tr>
<tr>
<td>Hui Zhang, Zhigeng Pan, and Ming-Min Zhang</td>
<td></td>
</tr>
<tr>
<td><strong>Game-Assisted Language Learning</strong></td>
<td></td>
</tr>
<tr>
<td>The Attributes and Importance of Online Game with Language Learning for College English-Majored Students</td>
<td>420</td>
</tr>
<tr>
<td>Ru-Chu Shih, Charles Papa, Tien-Hsin Hsin, and Shi-Jer Lou</td>
<td></td>
</tr>
<tr>
<td>The Influence of the Presentations of Game-Based Learning Teaching Materials on Chinese Idiom Learning</td>
<td>425</td>
</tr>
<tr>
<td>Shi-Jer Lou, Yu-Yen Weng, Huei-Yin Tsai, and Ru-Chu Shih</td>
<td></td>
</tr>
</tbody>
</table>
## Study on Influence of Adventure Game on English Reading Confidence, Motive and Self-efficacy

*Hsiu-Min Lu, Shi-Jer Lou, Charles Papa, and Chih-Chao Chung*

### The Application of Digital Game-Based Learning to Idioms Education Acceptance

*Sheng-Huang Kuo, Shi-Jer Lou, Tien-Hsin Hsin, and Wei-Yuan Dzan*

### Using Web 2.0 Social Networking to Enhance Collaborative Learning in Preparing Graduation Events

*I-Tsun Chiang, Eric Zhi-Feng Liu, Shang-Ti Chen, and Ru-Chu Shih*

## Learning with Robots and Robotics Education

### A Pilot Study of Taiwan Elementary School Students Learning Motivation and Strategies in Robotics Learning

*Chun-Hung Lin and Eric Zhi-Feng Liu*

### A Survey on Storytelling with Robots

*Gwo-Dong Chen, Nurkhamid, and Chin-Yeh Wang*

### Design a Partner Robot with Emotions in the Mixed Reality Learning Environment

*Gwo-Dong Chen, Yu-Ling Chi, Chi-Wen Huang, Cheng-Yu Fan, and Chia-Jung Wu*

### The Human-Like Emotions Recognition Using Mutual Information and Semantic Clues

*Hao-Chiang Koong Lin, Min-Chai Hsieh, and Wei-Jhe Wang*

## e-Portfolio and ICT-Enhanced Learning

### Paradigm Shift in Education with the Use of e-Portfolio: Showcases of e-Portfolio at Work at the Various Levels of Education – Introduction and Showcase I: K-12 e-Portfolio Involving All Stakeholders

*Toshiyuki Yamamoto*

### Collaboration and Communication Using e-Portfolio among Junior-High/High School Students from Japan, Taiwan, and the United Kingdom

*Takashi Takekawa and Tomoka Higuchi*

### Use of e-Portfolio in Effective Career Advising: Case of Ritsumeikan University

*Tomoka Higuchi and Takashi Takekawa*