

教師姓名	王怡萱	職稱	副教授
一、期刊論文			
<p><u>Wang, Y. H.</u> (2021) ◦ Exploring the effectiveness of adopting anchor-based game learning materials to support flipped classroom activities for senior high school students ◦ <i>Interactive Learning Environments</i>, 29 (3), 365-384(SSCI) ◦</p>			
<p><u>Wang, Y. H.</u> (2021) ◦ Integrating modified WebQuest activities for programming learning. <i>Journal of Computer Assisted Learning</i>, 37(4),978-993 (SSCI Journal) ◦</p>			
<p><u>Wang, Y. H.</u> (2020) ◦ Design-based research on integrating learning technology tools into higher education classes to achieve active learning ◦ <i>Computers &amp; Education</i> 156, 103935(SSCI 0360-1315) ◦</p>			
<p><u>Wang, Y. H.</u> (2020) ◦ Exploring the effects of designing a role-playing game with single and peer mode for campus learning. ◦ <i>Educational Technology Research and Development</i>, 68, 1275–1299(SSCI 1042-1629) ◦</p>			
<p>Wang, Y. H. (2020). Integrating games, e-Books and AR techniques to support project-based science learning. <i>Educational Technology &amp; Society</i>, 23 (3),53-67.(SSCI Journal)</p>			
<p><u>Wang, Y. H.</u> (2018) ◦ Interactive response system (IRS) for college students: individual versus cooperative learning ◦ <i>Interactive Learning Environments</i> 26(7), p.943-957(SSCI) ◦</p>			
<p>Wang, Y. H. (2017). Using augmented reality to support a software editing course for college students.<i>Journal of Computer Assisted Learning</i>,33(5),532–546 (SSCI Journal).</p>			
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<p><u>Wang, Y. H.</u>, Young, S. S. -C., Jang, J. S. -R. (2013). Using Tangible Companions for Enhancing Learning English Conversation. <i>Journal of Educational Technology &amp; Society</i>, 16(2), 296-309 <b>(SSCI, ISSN 1436-4522)</b></p>			

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