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 13. Lai, C. H.*, Yang, J. C., Chen, F. C., Liang, J. S., & Ho, C. W. Mobile Technology supported experiential learning (2009). *International Journal of Instructional Media*, 36(1), 41-53.
 14. Lai, C. H.*, Yang, J. C., Liang, J. S., & Ho, C. W. Web-based learning passport—Concept and implementation (2009). *International Journal of Instructional Media*, 36(2), 207-219.
 15. Lai, C. H.*, Yang, J. C., Chen, F. C., Ho, C. W., & Chan, T. W. (2007). Affordances of mobile technologies for experiential learning: The interplay of technology and pedagogical practices. *Journal of Computer Assisted Learning*, 23(4), 326-337. (SSCI, IF: 1.632, sub-category rank: 20/216).

二、研討會論文：

1. Lai, C. H., Tho, P. D., Yang, S. P., Liang, J. S. & Navrátil, O.(2018, August). Student behavior patterns and its effects on learning performance during student-generated questions activity. In *Proceeding of the International Conference of Innovative Technologies and Learning (ICITL2018)*. Portoroz, Slovenia.
2. Arunoprayoch, N., Lai, C. H., Tho, P. D., & Liang, J. S., & Yang, J. C. (2018, July). Effects of question types on engagement and performance of programming learning for non-computer science majors. In *Proceedings of the International Conference on Learning Technologies and Learning Environments (LTLE2018)*. Tottori, Japan.
3. Arunoprayoch, N., Lai, C. H., Tho, P. D., & Liang, J. S. (2017, December). Effects of Peer Interaction on Web-Based Computer Programming Learning. In *Proceedings of the International Conference on Computers in Education (ICCE2017)*. Christchurch, New Zealand.
4. Lai, C. H. & Tho, P. D. (2017, July). Design and Evaluation of Question-generated programming learning system. In *Proceedings of the International Conference on Learning Technologies and Learning Environments (LTLE2017)*. Hamamatsu, Japan.
5. Lai, C. H. & Tho, P. D. (2016. Nov.). Development of a Programming Learning System

- Based on a Question Generated strategy. In *Workshop Proceedings of the International Conference on Computers in Education (ICCE2016)*. Mumbai, India.
6. 賴志宏, 張珈珮, 梁祐銘 (2016, 10月)。學習風格對媒介選用因素與習慣之影響。圖書資訊與檔案創新研究國際研討會。台北政治大學。
 7. Lai, C. H., Lin, H. W., & Liang, J. S. (2016, July). Can Peer Interaction Enhance English Learning Among An Online Learning Community? In *Proceedings of the International Workshop on Technology Enhanced Collaborative Learning (TECL 2016)*. Kanazawa, Japan.
 8. 朱志明、賴志宏、簡偉翔、廖振淇、蔡宗佑 (2016, 7月)。從四旋翼飛行器之原理與實踐探討 STEM 教學設計。2016 華人探究學習創新應用研討會 (GCCIL)。深圳。
 9. Lai, C. H., Chen, G. Y., & Liang, J. S. (2015, July). Explore the impact of augmented reality on astronomy learning from teachers' perspective. In *Proceedings of the 3rd International Conference for Science Educators and Teachers (ISET 2015)*. Bangkok, Thailand.
 10. 賴志宏、高碩呈、陳冠瑜(2014, 5月)。手機成癮相關議題之文獻分析。2014 全球華人計算機教育應用大會 (GCCCE2014)。上海。
 11. Lai, C. H., Peng, W. J., Chen, W. H., & Lin, R. M. (2013, Nov.). The effect of learning community for game-based English learning. In *Workshop Proceedings of the International Conference on Computers in Education (ICCE2013)*. Bali, Indonesia.
 12. Lai, C. H., Lin, Y. L., Chiang, C. L., & Chen, G. Y. (2013, May). Enhancing astronomy education by using augmented reality. In *Proceedings of the International Conference for Science Educators and Teachers (ISET)*. Pattaya, Thailand.
 13. Lai, C. H., Lin, C. Y., Chen, C. H., Gwung, H. L., & Li, C. H. (2012, Nov.). Can Internet usage positively or negatively affect interpersonal relationship? In *Proceedings of the International Computer Symposium (ICS)*. Hwalien, Taiwan, R.O.C.
 14. Lai, C. H., Liu, H. H., & Chu, C. M. (2012, Nov.). Impact of game-based learning upon flow experience and cognitive load. In *Proceedings of the International Conference on Innovation in Education (ICIE)*. Bangkok, Thailand.
 15. 陳錫安、賴志宏(2012, 10月)。動態 QR Code 電子書包教學輔助系統。2012 台灣數位學習發展研討會 (TWELF 2012)。台南, 台灣。
 16. Lai, C.H., Lin, C. Y., Gwung, H. L., Chen, C. H., & Liang, J. S. (2012, Aug.). The Association between Internet Usage and Internet Addiction among College Students: The Gender Difference. In *Proceedings of the International Conference of Educational Innovation through Technology (EITT)*. Baijing.
 17. Chang, Z. H., Yang, S. P.*, Lai, C. H., Liu, J. J, Liang, J. S., & Yen, A. C. (2011, Nov.). Can instant message agent enhance foreign language learning? In *Proceedings of the IEEE International Conference on Computers in Education (ICCE2011)*. Chiang Mai, Thailand
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19. 張至豪、楊舜博、賴志宏(2010年6月)。即時通訊代理人為基礎之英語學習服務遞送平台。數位內容與虛擬學習研討會。國立屏東教育大學，台灣。
20. 周成駿、賴志宏、嚴愛群(2010年6月)。應用手機簡訊與電子郵件結合英語課程之模式初探。數位內容與傳播應用學術研討會。世新大學，台北，台灣。
21. 羅珮萍、賴志宏(2010年6月)。以電子郵件強化線上英語學習系統。數位內容發展學術研討會。大同技術學院嘉義校區，嘉義，台灣。
22. Yen, A. C. & Lai, C. H. (2010, March). Learning light via LMS: Innovative strategies for a B-learning literature class. In Proceedings of *Mobile and Ubiquitous Technologies Enhanced Learning Conference*. Kaohsiung, Taiwan (UbiLearn2010). 64-72.
23. Luo, P. P., Yang, S. B., Lai, C. H., & Liang, J. S. (2010, March). Development and Evaluation of Mobile Learning System for Collaborative Learning. In Proceedings of *Mobile and Ubiquitous Technologies Enhanced Learning Conference*. Kaohsiung, Taiwan (UbiLearn2010). 139-144.
24. 龔慧玲、賴志宏(2009年12月)。大學生網路成癮者的網路使用行為、人際關係、學業成就、健康狀況與金錢管理之文獻探討。2009年資訊科技應用學術研討會。中國科技大學，新竹，台灣。
25. 蔡宜芸、賴志宏、林俊瑩(2009年9月)。探討教師資訊態度與社會需求對數位化教學之影響。第五屆台灣數位學習發展研討會(TWELF 2009)。國立台南大學，台南，台灣。
26. Chen, F. C., Lai, C. H., Yang, J. C., Liang, J. S. & Chan, T. W. (2008, March). Evaluating the effects of mobile technology on an outdoor experiential learning, In Proceedings of *IEEE International Conference on Wireless, Mobile and Ubiquitous Technologies in Education (WMUTE2008)*. Beijing, China. 107-114.[EI]

三、 近幾年之研究計畫 (2007.8~) :

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- 1、 2017.08-2018.07 科技部「開發 3DVR 擬真訓練系統於青少年藥物濫用輔導人員之能力與技巧培訓」計畫共同主持人 [MOST 106-2511-S-003 -021 -]
 - 2、 2016.08-2019.07 科技部「同儕互動教學導向之程式設計學習系統發展及其學習成效評估」研究計畫主持人 [MOST 105-2511-S-259 -004 -MY3] (三年期)
 - 3、 2015.06-2016.05 教育部資訊志工計畫 (團隊名稱：東華大學學習科技資訊志工團隊)
 - 4、 2014.07-2015.08 科技部「2015 國際先進學習科技學術研討會(IEEE International Conference of Advanced Learning Technology, ICALT 2015)」國內

舉辦國際研討會計畫主持人 [NSC 104-2916-I-259 -001 -A1]

- 5、 2014.06-2015.05 教育部資訊志工計畫 (團隊名稱：東華大學學習科技資訊志工團隊)
- 6、 2013.08-2016.07 科技部「擴增實境在天文教學的應用 - 學習環境建置、師資培訓課程發展及學習成效之評估」研究計畫主持人 [NSC 102-2511-S-259-009-MY3] (三年期)
- 7、 2012.08-2013.07 國科會「從社群經營角度看線上學習社群之凝聚力與發展過程」研究計畫主持人 [NSC 101-2511-S-259-010]
- 8、 2010.08-2012.07 國科會「訊息傳送與網路同儕互動機制運用於英語線上學習環境之研究」研究計畫主持人 [NSC 99-2511-S-259-007-MY2] (兩年期)
- 9、 2009.08-2010.07 國科會「以電子郵件支援及強化線上英語學習系統之探究」研究計畫主持人 [NSC 98-2511-S-259 -004]
- 10、 2007.11-2008.07 國科會「戶外學習活動中之行動科技輔助合作學習」研究計畫主持人 [NSC 96-2516-S-026 -002]



■ 教學 (2014.8~)

四、三年內開授課程：

學年度	課程名稱(必/選)
106	程式設計 網際網路系統設計與實務 基礎程式設計: Python
105	程式設計 網際網路系統設計與實務 高等應用統計學(碩、博)
104	資訊科技概論科教材教法 程式設計

五、三年內指導研究生狀況：

學年度	碩士班(人)	博士班(人)	畢業人數	
			碩士	博士
106	5	2	2	1
105	6	2	1	
104	6	2	2	



■ 服務 (2014.8~)

六、校內校、院、系(所、科及中心)各級公共事務參與：

學年	校/院/系級	項目
105	資訊工程學系	所務委員會
105	資訊工程學系	系教育委員會
105	資訊工程學系	系招生暨校友聯繫委員會
105	學校	師資培育中心中等學程招生委員會
105	學校	數位學習推行委員會
104	資訊工程學系	所務委員會委員
104	資訊工程學系	核心能力培育與學習成效評量委員會委員
104	資訊工程學系	福利委員會委員
104	資訊工程學系	導師