

教師簡介



籃玉如 研究講座教授

Yu-Ju Lan

辦公室電話	02-7749-5479
Email	yujulan@gmail.com ; yujulan@ntnu.edu.tw
個人網站	點我前往
學歷	國立臺灣師範大學 資訊教育研究所(資訊教育組) 博士, 臺北, 臺灣 2006 國立臺灣師範大學 資訊教育研究所(資訊科學組) 碩士, 臺北, 臺灣 1995 中國文化大學 資訊科學系, 臺北, 臺灣 1992 台北市立師專普師科 自然組, 臺北, 臺灣
經歷	國立臺灣師範大學 應用華語文學系 特聘教授, 臺北, 臺灣 2015 - 目前 國立臺灣師範大學 應用華語文學系 專任教授, 臺北, 臺灣 2015 - 目前 國立臺灣師範大學 應用華語文學系 專任副教授, 臺北, 臺灣 2012 - 2015 國立臺灣師範大學 應用華語文學系 專任助理教授, 臺北, 臺灣 2009 - 2012 國立臺北教育大學 數學暨資訊教育系 專任助理教授兼圖書館視聽教育組長, 臺北, 臺灣 2008 - 2009 國立臺灣師範大學 應用華語文學系 兼任助理教授, 臺北, 臺灣 2008 - 2009 國立臺灣師範大學

	國際華語與文化學系 兼任助理教授, 臺北, 臺灣 2009 國立臺北教育大學 數學暨資訊教育系 兼任助理教授, 臺北, 臺灣 2007 - 2008 台北市西門國小 專任教師, 臺北, 臺灣 1994 - 2008 台北市五常國小 專任教師, 臺北, 臺灣 1986 - 1994
研究專長	3D虛擬情境語言學習、行動無縫科技促進語言學習、線上外語師資培訓
開設課程	Academic Writing in Chinese Teaching and Learning, Quantitative Research Methods, Technology Enhanced Language Learning
國際合作	

著作目錄

年	著作類別	著作名稱
J-61	Journal (SSCI)	Wu, Y. J. A., Chun, D. M., Lan, Y. J.* (2025). Cultivating CLIL preservice teachers' CALL competencies though a TPACK-based teacher education program. <i>ReCALL</i> , 1-18, doi:10.1017/S095834402510027X. (SSCI) (Corresponding author)
J-60	Journal (SSCI)	Lan, Y.-J., Grant, S., & Yeh, H.-C. (2025). The use of virtual chatbots to support Chinese as a foreign language learners' communication skills through scaffolded self-directed learning. <i>Educational Technology & Society</i> , 28(2). https://doi.org/10.30191/ETS.202504_28(2).SP04
J-59	Journal (SSCI)	Lan, Y.-J., & Tang, K.-Y. (2025). Systematic review of risks hidden in VR-based learning environments: Research frameworks and evidence from the literature. <i>Educational Technology & Society</i> , 28(2), 216-237. https://doi.org/10.30191/ETS.202504_28(2).RP11
J-58	Journal (SSCI)	Lan, Y. J., Grant, S., & Chang, H. Y. (2025). Improving procedural skills for autistic adults in a 3D virtual world through embodied hands-on learning. <i>Interactive Learning Environments</i> , 1-25. https://doi.org/10.1080/10494820.2025.2471911
J-57	Journal (SSCI)	Li, X., Lan, Y.-J.*, Pi, Z.*, Qi, G. Y., Grant, S., & Sun, J. (2025). Pedagogical agent positioning in external videos improves English academic presentation proficiency in desktop virtual reality settings. <i>British Journal of Educational Technology</i> , 56(4), 1507-1529. (Corresponding author) https://doi.org/10.1111/bjet.13531
J-56	Journal (SSCI)	Zhao, S., Liu, W., & Lan, Y. J. (2025). The effects of a flipped classroom approach on older adult students' performance in digital photography. <i>Educational Gerontology</i> , 51(7), 792–808. https://doi.org/10.1080/03601277.2024.2410531 (SSCI)(Corresponding author)
J-55	Journal (SSCI)	Lan, Y.-J., Chen, Y.-H., & Tu, Y.-F. (2024). Pre-service CFL teachers' conceptions of and attitudes toward ICT and image-GAI in Chinese teaching: A drawing perspective. <i>Educational Technology & Society</i> , 27(4), 441-463. https://doi.org/10.30191/ETS.202410_27(4).TP01
J-54	Journal (SSCI)	Lan, Y.-J., & Chen, N.-S. (2024). Teachers' agency in the era of LLM and generative

		AI: Designing pedagogical AI agents. <i>Educational Technology & Society</i> , 27(1), I-XVIII. https://doi.org/10.30191/ETS.202401_27(1).PP01
J-53	Journal (SSCI)	Grant, S., Qi, G. Y., Lan, Y.-J., & Cheng, P.-Y. (2024). Fostering academic citizenship through ubiquitous technologies in an online academic conference: A framework and its implications. <i>Educational Technology & Society</i> , 27(1), 18-34. https://doi.org/10.30191/ETS.202401_27(1).RP02
J-52	Journal (SSCI)	Lan, Y.-J., Shih, M.-F., & Hsiao, Y.-T. (2024). 3D immersive scaffolding game for enhancing Mandarin learning in children with ADHD. <i>Educational Technology & Society</i> , 27(2), 4-24. (SSCI)(Corresponding author)
J-51	Journal (SSCI)	Lan, Y.-J., & Tam, V. T. T. (2023). The impact of 360° videos on basic Chinese writing: a preliminary exploration. <i>Educational Technology Research and Development</i> , 71, 539-562. https://doi.org/10.1007/s11423-022-10162-4 (Corresponding author)
J-50	Journal (SSCI)	Guo, S.-C., & Lan, Y.-J.* (2023). Virtual world-supported contextualized multimodal EFL learning at a library. <i>Language Learning & Technology</i> , 27(2), 176-198. https://hdl.handle.net/10125/73508 (SSCI)(Corresponding author)
J-49	Journal (SSCI)	Li, P., & Lan, Y.-J. (2022). Understanding the Interaction between Technology and the Learner: The Case of DLL. <i>Bilingualism: Language and Cognition</i> , 25(3), 402-405. https://doi.org/10.1017/S1366728921000948
J-48	Journal (SSCI)	Li, P., & Lan, Y.-J. (2022). Digital language learning (DLL): Insights from behavior, cognition, and the brain. <i>Bilingualism: Language and Cognition</i> , 25(3), 361-378. https://doi.org/10.1017/S1366728921000353
J-47	Journal (SSCI)	Lan, Y.-J. (2021). Guest editorial: Pan-Pacific technology enhanced language learning. <i>Computer Assisted Language Learning</i> , 34(1-2), 1-5. DOI: 10.1080/09588221.2021.1883927
J-46	Journal (SSCI)	Reinders, H., & Lan, Y.-J.* (2021). Big data in language education and research. <i>Language Learning & Technology</i> , 25(1), 1–3. (SSCI)(Corresponding author)

J-45	Journal (SSCI)	Lan, Y.-J.*, Gupta, K. C.-L., Huang, T.-Y., Chelliah, S., & Spector, J. M. (2021). Organizing and hosting virtual PPTELL 2020 during the COVID-19 pandemic. <i>Educational Technology & Society</i> , 24(1), 64–74. (SSCI)(Corresponding author)
J-44	Journal (ESCI)	Lan, Y.-J., & Gupta, K. C. L. (2020). Taiwan Pedagogy and Practice in Technology-Enhanced Language Learning Association and PPTELL 2021. <i>IEEE Technical Committee on Learning Technology</i> . (ESCI)
J-43	Journal (SCOPUS)	Tseng, M.-f., Sun, Y., Lan, Y.-J. (2020). A Study of Online Synchronous Immersive Communication in Mandarin Chinese. <i>Journal of Technology and Chinese Language Teaching</i> , 11(2), 1-23.
J-42	Journal (SSCI)	Wang, C. P., Lan, Y.-J.*, Tseng, W. T., Lin, Y. T., & Kao, C. L. (2020). On the effects of 3D virtual worlds in language learning- A meta-analysis. <i>Computer Assisted Language Learning</i> , 33(8), 891-915. DOI: 10.1080/09588221.2019.1598444 (SSCI)(Corresponding author)
J-41	Journal (SSCI)	Lan, Y. J. (2020). Immersion into virtual reality for language learning. <i>Psychology of Learning and Motivation: Adult and Second Language Learning</i> , 72, 1-26. (SSCI)
J-40	Journal (SSCI)	Lan, Y.-J. (2020). Immersion, interaction and experience-oriented learning: Bringing VR into FL learning. <i>Language Learning & Technology</i> , 24(1), 1–15.(SSCI)
J-39	Journal (SSCI)	Wu, Y. J. A., Lan, Y.-J.*, Huang, S. B. P., & Lin, Y. T. R. (2019). Enhancing medical students' communicative skills in a 3D virtual World. <i>Educational Technology & Society</i> , 22 (4), 18-32. (SSCI) (Corresponding author)
J-38	Journal (SSCI)	Lan, Y.-J.*, Lyu, B. N., & Chin, C. K. (2019). Does a 3D immersive experience enhance Mandarin writing by CSL students? <i>Language Learning & Technology</i> , 23(2), 125-144. (SSCI)(Corresponding author)
J-37	Journal (SSCI)	Lan, Y.-J. (2019). Guest editorial: Language learning in the modern digital era. <i>Educational Technology & Society</i> , 22(2), 1–3.
J-36	Journal	Lin, Y. T. R., Chen, S. Y., & Lan, Y.-J.* (2019). Flipping the classroom to enhance elementary students' Chinese oral communication skills. <i>Journal of Chinese</i>

	(TSSCI)	<i>Language Teaching</i> , 16(1), 113-155. (in Chinese) (TSSCI & THCI Core) (Corresponding author)
J-35	Journal (SSCI)	Legaulta, J., Fanga S. Y. , Lan, Y.-J., & Li, P. (2019). Structural brain changes as a function of second language vocabulary training: Effects of learning context. <i>Brain and Cognition</i> , 134, 90-102. (SSCI, SCI)
J-34	Journal (SSCI)	Yeh, Y. L., Lan, Y.-J.*, & Lin, Y. T. (2018). Gender-related differences in collaborative learning in a 3D virtual reality environment by elementary school students. <i>Educational Technology & Society</i> , 21(4), 204-216. (SSCI)(Corresponding author)
J-33	Journal (SSCI)	Lan, Y.-J.*, Botha, A., Shang, J., & Jong, M. S. Y. (2018). Guest editorial: Technology enhanced contextual game-based language learning. <i>Educational Technology & Society</i> , 21(3), 86-89. (SSCI)(Corresponding author)
J-32	Journal (SSCI)	Lan, Y.-J. (2018). Technology enhanced learner ownership and learner autonomy through creation. <i>Educational Technology Research and Development</i> , 66(4), 859-862. DOI: 10.1007/s11423-018-9608-8 (SSCI)
J-31	Journal (SSCI)	Lan, Y.-J.*, Hsiao, I. Y. T., & Shih, M. F. (2018). Effective learning design of game-based 3D virtual language learning environments for special education students. <i>Educational Technology & Society</i> , 21(3), 213-227. (SSCI)(Corresponding author)
J-30	Journal (SSCI)	Yeh, Y. L., & Lan, Y.-J.* (2018). Fostering student autonomy in English learning through creations in a 3D virtual world. <i>Educational Technology Research and Development</i> , 66(3), 693-708. (SSCI)(Corresponding author)
J-29	Journal (SSCI)	Lan, Y.-J., Hsiao, I. Y. T., Fang, W. C., & Chen, N. S. (2018). Real body versus 3D avatar: The effects of different embodied learning types on EFL listening comprehension. <i>Educational Technology Research and Development</i> , 66(3), 709-731. (SSCI)
J-28	Journal (SCOPUS)	Lan, Y.-J.*, & Liao, C. Y. (2018). The effects of 3D immersion on CSL students' listening comprehension. <i>Innovation in Language Learning and Teaching</i> , 12(1), 35-46. (SCOPUS)(Corresponding Author)

J-27	Journal (SSCI)	Lan, Y. J.*, Chen, N. S., & Sung, Y. T. (2017). Guest editorial: Learning analytics in technology enhanced language learning. <i>Educational Technology & Society</i> , 20(2), 158-160. (SSCI) (Corresponding author)
J-26	Journal (SSCI)	Hsiao, I. Y. T., Lan, Y. J.*, Kao, C.-L., & Li, P. (2017). Visualization analytics for second language vocabulary learning in virtual worlds. <i>Educational Technology & Society</i> , 20(2), 161-175. (SSCI) (Corresponding author)
J-25	Journal (SSCI)	Lan, Y. J.*, & Lin, Y. T. (2016). Mobile seamless technology enhanced CSL oral communication. <i>Educational Technology & Society</i> , 19(3), 335-350. (SSCI) (Corresponding author)
J-24	Journal	Lin, Y. T., Kao, C.-L., & Lan, Y. J.* (2016). The effects of mobile learning on students' oral performance in Mandarin Chinese and their attitudes. <i>International Journal of Mobile Learning and Organisation</i> , 10(1/2), 78-101. (Corresponding author)
J-23	Journal (SSCI)	Lan, Y. J.*, Kan, Y. H., Sung, Y. T., & Chang, K. E. (2016). Oral-performance language tasks for CSL beginners in Second Life. <i>Language Learning & Technology</i> , 20(3), 60-79. (SSCI) (Corresponding author)
J-22	Journal (SSCI)	Liu, S. H. J., & Lan, Y.-J.* (2016). Social constructivist approach to web-based EFL learning: Collaboration, motivation, and perception on Google Docs. <i>Educational Technology & Society</i> , 19(1), 171-186. (SSCI) (Corresponding author)
J-21	Journal (SSCI)	Lan, Y. J., Chen, N. S., Li, P., & Grant, S. (2015). Embodied cognition and language learning in virtual environments. <i>Educational Technology Research & Development</i> , 63(5), 639-644. DOI 10.1007/s11423-015-9401-x (SSCI) (Corresponding author)
J-20	Journal	Lan, Y. J.*, & Hsu, T. C. (2015). Guest editors' introduction: special issue "ICT in language learning." <i>Research and Practice in Technology Enhanced Learning</i> , 10(1). DOI 10.1186/s41039-015-0025-x (Corresponding author)
J-19	Journal (SSCI)	Lin, T. J., & Lan, Y. J.* (2015). Language learning in virtual reality environments: Past, present, and future. <i>Educational Technology & Society</i> , 18(4), 486-497. (SSCI) (Corresponding author)

J-18	Journal (SSCI)	Lan, Y. J., Fang, S. Y., Legault, J., & Li, P. (2015). Second language acquisition of Mandarin Chinese vocabulary: context of learning effects. <i>Educational Technology Research & Development</i> , 63(5), 671-690. DOI 10.1007/s11423-015-9380-y (SSCI)
J-17	Journal (SSCI)	Lan, Y. J. (2015). Contextual EFL learning in a 3D virtual environment. <i>Language Learning & Technology</i> , 19(2), 16-31. (SSCI)
J-16	Journal (SSCI)	Lan, Y.-J., Sung, Y. T., Cheng, C. C., & Chang, K. E. (2015). Computer-supported cooperative prewriting for enhancing young EFL learners' writing performance. <i>Language Learning & Technology</i> , 19(2), 134-155. (SSCI)
J-15	Journal (TSSCI)	Liu, S. H. J., & Lan, Y.-J.* (2014). Pre-service CSL teachers' field experience in the real and the virtual worlds. <i>Journal of Chinese Language Teaching</i> , 11(3), 61-90. (TSSCI & THCI Core) (Corresponding author)
J-14	Journal (THCI Core)	Liu, S. H. J., Lan, Y.-J.*, & Jenkins, J. R. (2014). Technology-enhanced strategy use for second language vocabulary acquisition. <i>English Teaching & Learning</i> , 38(2), 105-132. (THCI Core) (Corresponding author)
J-13	Journal (SSCI)	Liu, S. H. J., Lan, Y.-J.*, & Ho, C. Y. Y. (2014). Exploring the relationship between self-regulated vocabulary learning and web-based collaboration. <i>Educational Technology & Society</i> , 17(4), 404-419. (SSCI) (Corresponding author)
J-12	Journal (SSCI)	Lan, Y. J. (2014). Does Second Life improve Mandarin learning by overseas Chinese students <i>Language Learning & Technology</i> , 18(2), 36-56. (SSCI)
J-11	Journal (SSCI)	Lan, Y. J.*, Sung, Y. T., & Chang, K. E. (2013). From particular to popular: Facilitating EFL mobile-supported cooperative reading. <i>Language Learning & Technology</i> , 17(3), 23-38. (SSCI) (Corresponding author)
J-10	Journal (SSCI)	Lan, Y. J. (2013). The effect of technology-supported co-sharing on L2 vocabulary strategy development. <i>Educational Technology & Society</i> , 16(4), 1-16. (SSCI)
J-9	Journal (SSCI)	Lan, Y.-J., Kan, Y.-H., Hsiao, I. Y. T., Yang, S. J. H., & Chang, K.-E. (2013). Designing interaction tasks in Second Life for Chinese as a foreign language learners: A preliminary exploration. <i>Australasian Journal of Educational Technology</i> , 29(2),

		184-202. (SSCI)
J-8	Journal (SSCI)	Lan, Y. J., Chang, K. E., & Chen, N. S. (2012). CoCAR: An online synchronous training model for empowering ICT capacity of CFL teachers. <i>Australasian Journal of Educational Technology</i> , 28(Special issue, 6), 1020-1038.(SSCI).
J-7	Journal	Tang, J. T., Lan, Y. J.*, & Chang, K.E. (2012). The influence of an online virtual situated environment on a Chinese learning community. <i>Knowledge Management & E-Learning</i> , 4(1), 52-63. (Corresponding author)
J-6	Journal (SSCI)	Lan, Y. J., Sung, Y. T., Tan, N. C., Lin, C. P., & Chang, K. E. (2010). Mobile-device-supported problem-based computational estimation instruction for elementary school students. <i>Educational Technology & Society</i> , 13(3), 55-69. (SSCI, Impact Factor: 1.067)(NSC 97-2511-S-003-051-MY3, NSC 96-2520-S-003-012-MY3, NSC 97-2631-S-003-002, and NSC 96-2520-S-003-013-MY3)
J-5	Journal (SSCI)	Chang, K. E., Lan, Y. J.*, Chang, C. M., & Sung, Y. T. (February 2010). Mobile-device-supported strategy for Chinese reading comprehension. <i>Innovations in Education and Teaching International</i> , 47(1), 69-84. (SSCI, Impact Factor: 0.900) (Corresponding author)(NSC 97-2511-S-003-051-MY3, NSC 9
J-4	Journal (SSCI)	Lan, Y. J., Sung, Y. T., & Chang, K. E. (December 2009). Let us read together: Development and evaluation of a computer assisted reciprocal early English reading system. <i>Computers & Education</i> , 53(4), 1188-1198. (SSCI, Impact Factor: 2.190)(NSC 97-2511-S-152-012-MY3, NSC 96-2520-S-003-012-MY3, NSC 97-2631-S-003-002)
J-3	Journal (SSCI)	Lan, Y. J., Sung, Y. T., & Chang, K. E. (2007). A mobile-device-supported peer-assisted learning system for collaborative early EFL reading. <i>Language Learning & Technology</i> . 11(3), 130-151. (SSCI, Impact Factor: 2.531)(NSC 96-2520-S-003-012-MY3)
J-2	Journal	Lan, Y. J., Sung, Y. T., & Chang, K. E. (2006). Collaborative early EFL reading among distributed learners: A simulation pilot study. <i>The Journal of JALT CALL</i> , 2(2), 53-65.

J-1	Journal	Lan, Y. J., Chang, K. E., & Sung, Y. T. (2006). Cooperative learning in small EFL early reading groups. <i>Journal of Pan-Pacific Association of Applied Linguistics</i> , 9(2), 319-341.
B-2	專書	Lan, Y. J., & Grant, S. (Eds.) (2021). <i>Contextual Language Learning: Real Language Learning on the Continuum from Virtuality to Reality</i> . Springer
B-1	專書	Wen, Y., Wu, Y.-j., Qi, G., Guo, S.-C., Spector, J.M., Chelliah, S., Kinshuk, Lan, Y.-J.* (Eds.) (2021). <i>Expanding Global Horizons Through Technology Enhanced Language Learning</i> . Springer (lead editor)
BC6	專書論文	Guo, S.-C., Lan, Y.-J. (2021). Creating an interactive virtual environment for promoting tourism English. In Wen, Y., Wu, Y.-j., Qi, G., Guo, S.-C., Spector, J.M., Chelliah, S., Kinshuk, & Lan, Y.-J. (Eds.). <i>Expanding Global Horizon through Technology Enhanced Language Learning</i> . Springer Singapore.
BC5	專書論文	Lan, Y. J.* (2016). The essential design components of game design in 3D virtual worlds: From a language learning perspective. In M. Spector, B. B. Lockee, & M. D. Childress (Eds.), <i>Learning, Design, and Technology. An International Compendium of Theory, Research, Practice, and Policy</i> (pp. 1-18). Switzerland: Springer International Publishing.
BC4	專書論文	籃玉如 (2013)。電腦輔助合作學習在早期英語閱讀教學之應用研究。載於柯華葳主編， <i>語文數位學習</i> (頁69-105)。台北市：高等教育出版社。
BC3	專書論文	籃玉如 (2012)。設計式研究方法在數位學習研究的應用。載於宋曜廷主編， <i>數位學習研究方法</i> (頁239-269)。台北市：高等教育出版社。
BC2	專書論文	Lan, Y. J.*, Sung, Y. T., Sheng-Kuang Chiu, Chia-huei Lin, Tzu-Chien Liu, & Chang, K. E. (2010). SPICereading: A three-in-one share platform in cooperative English reading. In X. Zhang, S. Zhong, Z. Pan, K. Wong, & R. Yun (Eds.), <i>Entertainment for education: Digital techniques and systems</i> (pp. 74-83). Germany: Springer-Verlag.
BC1	專書論文	Lan, Y. J.*, Sung, Y. T., Wu, C. Y., & Chang, K. E. (2009). A cognitive-interactive approach to Chinese characters learning: System design and development. In M.

		Chang, R. Kuo, Kinshuk, G. D. Chen, & M. Hirose (Eds.), Learning by playing: Game-based education system design and development (pp. 559-564). Germany: Springer-Verlag.
C85	國際研討會論文	Lan, Y.-J., & Grant, S. (2022). Virtual chatbot enhancing self-directed learning by CFL learners. Paper presented at <i>PPTELL 2022</i> , online, July 1st to 3rd, 2022.
C84	國際研討會論文	Lan, Y.-J., Grant, S., & Chang, H. Y. (2022). Improving pragmatic skills in the workplace for adults with ASD through self-directed learning in VR. Paper presented at <i>PPTELL 2022</i> , online, July 1st to 3rd, 2022.
C83	國際研討會論文	Lan, Yu Ju. (2019). An overview of virtual reality for FL learning. Paper presented at Social CALL: The XXth International CALL Research Conference, Hong Kong, China.
C82	國際研討會論文	Wu, Y.-J. A.,* & Lan, Y. J. (2019). Discovering the Effects of 3D immersive Experience in Enhancing Oral Communication of Students in College of Medicine. Paper presented at The 2nd Pan-Pacific Technology-Enhanced Language Learning Conference (PPTELL 2019), Taipei, Taiwan.
C81	國際研討會論文	Van, T. T. T. & Lan, Y. J.* (2019). Does watching 360 degree Virtual Reality videos enhance Mandarin writing of Vietnamese students? Paper presented at The 2nd Pan-Pacific Technology-Enhanced Language Learning Conference (PPTELL 2019), Taipei, Taiwan.
C80	國際研討會論文	Hsu, C.H., Lan, Y. J.,* & Tseng, M. F. (2019). Teacher training for Chinese language online synchronous teacher. Paper presented at The 2nd Pan-Pacific Technology-Enhanced Language Learning Conference (PPTELL 2019), Taipei, Taiwan.
C79	國內研討會論文	葉譯聯, 藍玉如。(2018 年 3 月)。透過 3D 虛擬世界創建促進學生英文自主學習成效研究。論文發表於第十三屆台灣數位學習發展研討會 Taiwan E-Learning Forum (TWELF 2018)。台灣, 台中。
C78	國內研討會論文	林彥廷, 藍玉如。(2018 年 3 月)。虛擬情境開放式自由創作與手繪圖畫創作對學生英語口語表達影響之比較研究。論文發表於第十三屆台灣數位學習發展研討會 Taiwan E-Learning Forum (TWELF 2018)。台灣, 台中。

C77	國際研討會論文	藍玉如。(2018 年 6 月)。3D 虛擬世界中語言學習之理論與實踐。論文發表於 5th International Conference on Chinese as a Second Language Research (CASLAR-5), 中國, 香港。
C76	國際研討會論文	Lan, Y. J. (2018, 08). Language learning in 3D virtual worlds: from theory to practice. Paper presented at the ChinaCALL & GLoCALL. Suzhou, China.
C75	國際研討會論文	Lin, Y.-T., Wang, C.-P., & Lan, Y.-J.* (2018). Using 3D Virtual Reality in Flipped Classrooms to Enhance Oral Communication Skills of Elementary School Children. Paper presented at The 1st Pan-Pacific TELL Conference (PPTELL 2018), Taipei, Taiwan.
C74	會議論文	林彥廷、藍玉如* (2017)。他看到的和你不一樣：科技輔助教育現場中學習者關注的目標。論文發表於台灣網際網路研討會暨資訊學門成果發表會，2017年10月25-27日，台灣，台中。
C73	會議論文	Lan, Y. J.* (2017). Listening strategy applications by learners under the context of multimodality. Paper presented at The 17th IEEE International Conference on Advanced Learning Technologies (ICALT 2017). Jul 3-7, 2017, Timisoara, Romania
C72	會議論文	Lan, Y. J.* (2017). Build & Show: an Authoring Tool for 3D Virtual Contexts Construction. Paper presented at The Workshop on Computer-Assisted Language Instruction Consortium 2017(CALICO 2017). May 16-20, 2017, Arizona, U.S.A.
C71	會議論文	Hsiao, Indy Y.T., Kao, C.-L., Tsai, Y. C., Lin, Y. T., & Lan, Y. J.* (2016). Creating a virtual language learning environment in Second Life. Paper presented at The 16th IEEE International Conference on Advanced Learning Technologies (ICALT 2016). July 25-28, 2016, Texas, U.S.A.
C70	會議論文	Lin, Y. T., Tsai, M. X., Hsiao, I. Y. T, Kao, C.-L., & Lan, Y. J.* (2016). The study of the effectiveness of performing free and creative tasks in multi-user virtual environments on the attitudes of elementary students to learning. Paper presented at The Workshop on Computer-Supported Personalized Language Learning, at The Global Chinese Conference on Computers in Education 2016 (GCCCE 2016). May 23-27, 2016, Hong Kong.

C69	會議論文	Hsiao, I. Y. T, Kao, C.-L., Tsai, Y. C., Lin, Y. T., & Lan, Y. J.* (2016). Creating a 3D virtual self-directed learning environment for English learning. Paper presented at The 3rd ESBB (English Scholars Beyond Borders) Conference. May 19-22, 2016, Taichung, Taiwan.
C68	會議論文	Shih, M. F., Hsiao, I. Y. T, Kao, C.-L., & Lan, Y. J.* (2016). Creating a 3D virtual environment for special education students: A virtual world for vocabulary and language learning. Paper presented at 2016 International Conference on Applied Linguistics & Language Teaching (ALLT). April 15-16, 2016, Taipei, Taiwan.
C67	會議論文	蔡沐羲、林彥廷、蕭有廷、高嘉伶、江玉聲、藍玉如* (2016)。3D 虛擬情境中學習者性別對創造對話劇本內容之影響研究。論文發表於第九屆「國際漢與電腦教學」研討會 (The 9th International Conference and Workshops on Technology and Chinese Language Teaching, TCLT 9)接受, 5月27-29日, 澳門。
C66	會議論文	Lin, Y. T., Kao, C.-L., Tsai, Y. C., & Lan, Y. J.* (2015). The effects of mobile learning on students' attitudes in Mandarin Chinese. Paper presented at the National Computer Symposium (NCS 2015). Dec. 18-19, 2015, Pingtung, Taiwan.
C65	會議論文	呂伯寧、藍玉如* (2015)。在「第二人生」中進行會話練習對學習者學習態度影響之試探性研究。論文發表於第四屆「華文作為第二語言之教與學」國際研討會, 9月9-11日, 新加坡。
C64	會議論文	林彥廷、藍玉如* (2015)。行動裝置結合情境感知技術輔助海外華裔青年進行華語口語溝通學習。論文發表於第四屆「華文作為第二語言之教與學」國際研討會, 9月9-11日, 新加坡。
C63	會議論文	Lan, Y. J. & Chen, N. S. (2015). Mind and body learn together: Embodied cognition and language learning. Paper presented at The 15th IEEE International Conference on Advanced Learning Technologies (ICALT 2015). July 6-9, 2015, Hualien, Taiwan.
C62	會議論文	陳思羽、藍玉如* (2015)。以「多元智慧」為觀點之行動裝置促進漢語詞彙習得研究。論文發表於「2015年創新學習軟體設計主題研究群研討會(SIG IDOLS)」, 5月30日, 高雄, 臺灣。
C61	會議論文	Shih, M. F., & Lan, Y. J. (2015). An investigation into the effects of Second Life on disabled children's Chinese speaking. Paper presented at The Global Chinese

		Conference on Computers in Education 2015 (GCCCE 2015). May 25-29, 2015, Taipei, Taiwan.
C60	會議論文	Lan, Y. J. , Lin, Y. T., Kao, C.-L., Chang, K. E, Sung, Y. T., & Liu, T. C. (2015). A study of mobile-assisted oral communication in Mandarin Chinese as a second language. Paper presented at The International Conference on Digital Learning Strategies and Applications (DLSA 2015). May 8-11, 2015, Sapporo, Hokkaido, Japan.
C59	會議論文	Lan, Y. J.* , Wei, H. H., & Chiu, Y. L. (2014). Virtual English village: A task-based English learning platform in Second Life. Paper presented at the 22nd International Conference on Computers in Education (ICCE 2014). November 30 to December 4, 2014, Nara, Japan. (Corresponding author)
C58	會議論文	Liu, S. H. J., & Lan, Y. J.* (2014). Learning to learn collaboratively on Facebook – A pilot study. Paper presented at the 22nd International Conference on Computers in Education (ICCE 2014). November 30 to December 4, 2014, Nara, Japan. (Corresponding author)
C57	會議論文	Elwell, M., Lin, T. J., Cook, S., S nchez Mart n, C., Terrillon, J-. C., & Lan, Y. J. (2014). Sauce for the Goose Testing SVECTAT in Japan and Taiwan. Paper presented at the 22nd International Conference on Computers in Education (ICCE 2014). November 30 to December 4, 2014, Nara, Japan.
C56	會議論文	Lan, Y. J., Wang, S., Fang, S. Y., Hsiao, I. Y. T., Tzeng, L., & Li, P. (2014). L2 word learning through virtual environment versus audio-visual paired association. Paper presented at SCiP2014, Long Beach, California, USA, November 20th, 2014.
C55	會議論文	Dumrongrat, P., & Lan, Y. J.* (2014). Social media for Chinese learning: A case study on the Facebook page in Thailand. Paper presented at TWELF2014. Taipei, Taiwan, November 13-14, 2014. (Corresponding author)
C54	會議論文	Lan, Y. J.* , Sung, Y. T., & Chang, K. E. (2014). Bridging in-and-out class learning: Mobile seamless Mandarin learning. Paper presented at the 13th International Conference on Web-based Learning (ICWL 2014). August 14-17, 2014, Tallinn, Estonia.

C53	會議論文	S nchez Mart n, C., Lan, Y. J., & Lin, T. J. (2014). Learning, engagement and virtual worlds: Virtual worlds pedagogy and learning design. Paper presented at The 14th IEEE International Conference on Advanced Learning Technologies (ICALT 2014). July 7-10, 2014, Athens, Greece.
C52	會議論文	Lan, Y. J. (2014). Improving the oral output of foreign Chinese students learning Mandarin Chinese through Second Life. Paper presented at eLearning Forum Asia 2014. May 28-30, Tainan, Taiwan.
C51	會議論文	Lan, Y. J., Lin, Y. T., Tsai, Y. C. (2014). Apply context-aware technology in Mandarin Chinese learning. Paper presented at The Global Chinese Conference on Computers in Education 2014 (GCCCE 2014). May 26-30, Shanghai, China.
C50	會議論文	Lin, T. J., Wang, S. Y., Grant, S., Chien, C. L., & Lan, Y. J.* (2013). Task-based teaching approaches of Chinese as a foreign language in Second Life through teachers' perspectives. Paper presented at the 5th Edition of the International Research Conference on Virtual Worlds (SLactions 2013). November 21-23, 2013, Portugal. (Corresponding author)
C49	會議論文	Wang, S. Y., Lan, Y. J.*, Yeh, Y. M., Lin, J. S., & Sung, Y. T. (2013). A cooperative learning platform for context-aware ubiquitous learning: A pilot study of Mandarin Chinese learning activities. Paper presented at the 21st International Conference on Computers in Education (ICCE2013). November 18-22, 2013, Denpasar Bali, Indonesia. (Corresponding author).
C48	會議論文	Wilujeng, N. C. S., & Lan, Y. J.* (2013). Online cartoon in mandarin Chinese: A case study of a school in Indonesia. Presented at the 21st International Conference on Computers in Education (ICCE2013). November 18-22, 2013, Denpasar Bali, Indonesia. (Corresponding author)
C47	會議論文	Lin, T. J., Lan, Y. J.*, & Kan, Y. H. (2013, October). Research trends of language learning in virtual reality from 2003 to 2012: A content analysis. Paper presented at The 12th International Conference on Web-based Learning (ICWL 2013). October 6-9, Kenting, Taiwan. (Corresponding author)
C46	會議論文	甘鈺瑄、張國恩、宋曜廷、藍玉如*(2012)。任務型華語教學在第二人生之應用。論文發表於「第八屆台灣數位學習發展研討會(TWELF 2012)」, 10月 26 - 27日,

		台南, 台灣。
C45	會議論文	Liu, S.H.J., Sung, Y.T., Chang, K.E., & Lan, Y. J.* (2012). From the Conventional to the Virtual Classroom. Paper presented at the 20th International Conference on Computers in Education (ICCE2012), National Institute of Education, Nanyang Technological University (NTU). November 26-30, 2012, Singapore.
C44	會議論文	Liu, S.H.J. Lan, Y. J.*, Wang, Y.P., & Chen, N.S.(2012). The integration of Second Life into CFL teaching and learning. Paper presented at the 20th International Conference on Computers in Education (ICCE2012), National Institute of Education, Nanyang Technological University (NTU). November 26-30, 2012, Singapore.
C43	會議論文	Lan, Y. J. , Cheng, C. C., Chang, K. E., & Sung, Y. T. (2012). The evaluation of computer assisted prewriting for young EFL writers. Paper presented at The first International Conference of Educational Innovation through Technology (EITT 2012). August 10-12, 2012, Beijing, China.
C42	會議論文	藍玉君、藍玉如*(2012)。電腦輔助新住民學童華文學習之探究。論文發表於「第十六屆全球華人電腦教育應用大會(GCCCE 2012)」, 5月 28 - 6月1日, 墾丁, 台灣。
C41	會議論文	Liu, S. H., & Lan, Y. J.* (2012). A technologically web-designed platform for vocabulary strategy use by English as foreign language learners at elementary school. Paper presented at The 15th International CALL Research Conference. May 24-27, 2012, Taichung, Taiwan.
C40	會議論文	Tang, J. T., Lan, Y. J.*, Sung, Y. T., Chang, K. E., Hsiao, H. S., & Liu, T. C.(2011). The influences of online virtual situated environment to Chinese learning community. Paper presented at The 19th International Conference on Computers in Education (ICCE 2011). November 28- December 2, 2011, Chiang Mai, Thailand.
C39	會議論文	Lan, Y. J.*, & Chen, N. S. (2011). Educating the reflective online teachers of Chinese as a foreign language. Paper presented at Asia-Pacific Conference on Technology Enhanced Learning (APTEL 2011). August 12 - 14, Xi'an, China.
C38	會議論文	藍玉如*、陳之權、黃黛菁、簡鳳兒、洪瑞春、陳佩雯、賴健二、楊雪燕、鄭玫莉、劉香君、董以琳、李志賢(2011)。華文愛閱網:數位環境中合作華文閱讀之理論與實踐。論文發表於「第二屆華文作為第二語言之教與學國際研討會」, 9月 8 - 9, 新

		加坡。
C37	會議論文	籃玉如*、陳佩雯、張國恩、賴健二、黃黛菁、周鳳兒、洪瑞春、李志賢、陳之權、楊雪燕、鄭玫莉、劉香君(2011)。愛閱四重奏。論文發表於「第十五屆全球華人電腦教育應用大會(GCCCE 2011)」, 5月 29 - 31, 杭州, 中國。
C36	會議論文	黃黛菁、周鳳兒、洪瑞春、李志賢、陳之權、楊雪燕、鄭玫莉、劉香君、籃玉如*、陳佩雯、賴健二(2011)。發展以華文作為第二語言的合作學習閱讀系統。論文發表於「第十五屆全球華人電腦教育應用大會(GCCCE 2011)」, 5月 29 - 31, 杭州, 中國。
C35	會議論文	Kan, Y. H., Lan, Y. J.*, Hsiao, I.Y.T., & Yang, S.J.H.(2010). A virtual Chinese language class in Second Life: Lessons learnt from a two-month pilot study. Paper presented at The 18th International Conference on Computers in Education (ICCE 2010). November 29- December 3, 2010, Putrajaya, Malasia. (Corresponding author)
C34	會議論文	籃玉如*、陳婉寧(2010)。線上統計與機率模擬遊戲的應用與未來建置之建議。論文發表於「第六屆台灣數位學習發展研討會(TWELF2010)」, 10月 22 - 23, 台中, 台灣。
C33	會議論文	籃玉如*、甘鈺瑄(2010)。第二人生在華語教學上的應用與探討。論文發表於「第六屆台灣數位學習發展研討會(TWELF2010)」, 10月 22 - 23, 台中, 台灣。
C32	會議論文	Lan, Y. J.*, Kan, Y. H., Hsiao, I.Y.T. , & Yang, S.J.H. (2010). Lessons learnt from practical implementing teaching and learning Chinese as a foreign language in SL. Paper presented at Asia-Pacific Conference on Technology Enhanced Learning 2010 (APTEL 2010). September 24-26, 2010, Osaka, Japan.
C31	會議論文	Chen, W. N., & Lan. Y. J.* (2010). Advice for Establishing Statistics and Probability Online Simulation Games. Paper presented at Asia-Pacific Conference on Technology Enhanced Learning 2010 (APTEL 2010). September 24-26, 2010, Osaka, Japan. (Corresponding author)
C30	會議論文	Lan, Y. J., Sung, Y. T., Sheng-Kuang Chiu, Chia-huei Lin, Tzu-Chien Liu, & Chang, K. E. (2010). SPICEREading: A three-in-one share platform in cooperative English reading. Paper presented at Edutainment. August 16-18, 2010, Changchun, China.

C29	會議論文	Lan, Y. J., Sung, Y. T., & Chang, K. E. (2009). Are you listening - The development of online peer assessment system for English oral reading. Paper presented at The 17th International Conference on Computers in Education (ICCE 2009). November 30 - December 4, Hong Kong.
C28	會議論文	Lan, Y. J. (2009). Teacher training program for integrating computer technology in standard- and performance-based instruction for K-12 Chinese teachers. Paper presented at ACTFL 2009 Annual convention and World Languages Expo (ACTFL 2009). November 19-22, 2009, San Diego, CA., USA.
C27	會議論文	Lan, Y. J. (2009). The essential components of a language-learning-centered study of technology enhanced foreign language learning. Paper presented at The Technology Enhanced Learning Conference 2009 (TELearn 2009). October 6-8, Taipei, Taiwan.
C26	會議論文	Lan, Y. J., Sung, Y. T., Chiu, S. K., & Chang, K. E. (2009). Three-in-one share platform in cooperative English reading. Paper presented at The 5th Taiwan E-Learning Forum (TWELF 2009). September 25-26, Tainan, Taiwan.
C25	會議論文	Lan, Y. J., Sung, Y. T., Wu, C. Y., & Chang, K. E. (2009). A cognitive-interactive approach to Chinese characters learning: System design and development. Paper presented at The 4th International Conference on E-Learning and Games (Edutainment 2009). August 9-11, Banff, Canada.
C24	會議論文	籃玉如 (2009)。資訊融入華語教學設計理念與實踐。論文發表於「第六屆全球華文網路教育研討會(ICICE2009)」, 6月 19 - 21, 台北, 台灣。
C23	會議論文	籃玉如、張國恩 (2009)。以文獻調查為基礎之外語學習研究架構。論文發表於「第13屆全球華人電腦教育應用大會(GCCCE2009)」, 5月 25 - 28, 台北, 台灣。
C22	會議論文	Lan, Y. J., & Chang, K. E. (2009). The content analysis checklist of web-based learning materials of Chinese as a foreign language based on a social cognitive perspective. Paper presented at 2009 International Conference on Applied Linguistics & Language Teaching (ALLT), April 16 - 18, Taipei, Taiwan.
C21	會議論文	籃玉如(2009)。以歐規、外語習得與數位學習理論為基準之數位華語教材三元設計模式。論文發表於「2009第二屆華語文教學國際研討會暨工作坊」, 3月 13 - 14,

		桃園, 台灣。
C20	會議論文	Lan, Y. J., Chang, C. M., Sung, Y. T., Fang, C. Y., & Chang, K. E. (2008). Mobile-device-supported strategy learning for Chinese reading comprehension. Paper presented at The TELearn 2008 Conference. December 4 - 6, Hanoi, Vietnam.
C19	會議論文	Lan, Y. J., Chang, C. M., Sung, Y. T., & Chang, K. E. (2008). A wireless handheld system for supporting individual and cooperative learning in Chinese reading comprehension. Paper presented at The 16th International Conference on Computers in Education (ICCE2008). October 27-31, Taipei, Taiwan.
C18	會議論文	Lan, Y. J., Sung, Y. T., & Chang, K. E. (2008). Designing and Developing a Mobile-Device-Supported Interactive-Writing Platform: The Struggle for Supporting Collaborative Writing in a Heterogeneous EFL Class. Paper presented at The 16th International Conference on Computers in Education (ICCE2008). October 27-31, Taipei, Taiwan.
C17	會議論文	Lan, Y. J., Sung, Y. T., & Chang, K. E. (2008). Using Weblogs to Promote Self-Directed Learning in Elementary Students' Independent Science Study. Paper presented at ICALT 2008. July, 1-5, Santander, Cantabria, Spain.(EI)
C16	會議論文	Lan, Y. J., Tan, N. C., Lin, C. W., Sung, Y. T., Chang, K. E. (2008). A mobile-device-supported problem-based computational estimation instruction for elementary school students. Paper presented at Ubilearn 2008. May, 30-31, Tainan, Taiwan.
C15	會議論文	Lan, Y. J., Sung, Y. T., & Chang, K. E. (2008). A mobile-device-supported brain-friendly reading system. Paper presented at the 5th International Conference on Wireless, Mobile and Ubiquitous Technologies in Education (WMUTE2008). March, 23-26, Beijing, China.
C14	會議論文	Lan, Y. J., Sung, Y. T., & Chang, K. E. (2007). Let's read together: An evaluation of a computer assisted reciprocal early English reading system. Paper presented at the CSCL 2007 Conference. July, 16-21, New Jersey, USA.
C13	會議論文	Lan, Y. J., Sung, Y. T., & Chang, K. E. (2006). What Makes Collaborative Early FL Reading Effective A Mobile Dynamic Peer-Assisted Learning System. Mobile

		Learning 2006. (Best paper award)
C12	會議論文	Lan, Y. J., Sung, Y. T., & Chang, K. E. (2006). Collaborative Early EFL Reading among Distributed Learners: A Simulation Pilot Study. ICALT 2006. (EI)
C11	會議論文	Lan, Y. J., Chang, K. E., & Sung, Y. T. (2005). Cooperative learning in small EFL early reading groups. Paper presented at the JALTCALL 2005 Conference on Glocalization through CALL: Bringing People Together. June, 3-5, Shiga, Japan.
C10	會議論文	Lan, Y. J., Chang, K. E., & Sung, Y. T. (2005). The evaluation of teaching efficiency of DIAMOND hunt in early reading ability development of elementary EFL learners. Paper presented at the 2005 International Conference on Learning, Teaching and Assessment. June, 11-12, Taipei, Taiwan.
C9	會議論文	Lan, Y. J., Chang, K. E., & Sung, Y. T. (2004). DIAMOND hunt: A reading teaching approach for EFL beginners' reading skills development. Proceedings of International Conference on Education and Information Systems: Technologies and Applications, 3, 92-96.
C8	會議論文	Ho, R. G., Wu, C. C., Lan, Y. J., & Lai, C. Y. (2000). The design of the computer curricular essential in the elementary and junior high school in Taiwan. Proceedings of 4th Global Chinese Conference on Computers in Education, 2, 588-591.
C7	會議論文	藍玉如 (2000)。資訊科技與語文學習領域整合教學示例:Let's go to school。發表於中華民國第十四屆電腦輔助教學研討會。(優秀論文獎)。
C6	會議論文	何榮桂、藍玉如 (1999)。電腦化模糊語義辨別測驗系統。發表於第八屆國際電腦輔助教學研討會。
C5	會議論文	杜榮賢、藍玉如 (1999)。多媒體電腦在國小英語教學上的應用。中華民國第十三屆電腦輔助教學研討會。51-70頁。(優秀論文獎)。
C4	會議論文	杜榮賢、藍玉如 (1997)。電腦輔助教學在國小數學科補救教學上的應用。中華民國第十一屆電腦輔助教學研討會。71-79頁。(優秀論文獎)。

C3	會議論文	何榮桂、籃玉如、顏龍源 (1997)。架構在Internet環境的線上練習系統。發表於八十六學年度教育學術研討會。
C2	會議論文	何榮桂、顏龍源、籃玉如 (1997)。遠距練習系統 I-VIPQ 選題策略。第七屆國際電腦輔助教學研討會。386-392頁。
C1	會議論文	何榮桂、杜榮賢、籃玉如 (1997)。多媒體電腦教學實驗研究:以國小自然科為例。第六屆國際電腦輔助教學研討會。36-41頁。

專案計畫

編號 計畫類別		計畫名稱