

國立屏東大學教育系



姓名/職稱：王俊傑助理教授

最高學歷：國立臺灣師範大學國文學系博士

研究專長：國文數位學習、行動與無所不在學習、遊戲式學習、翻轉學習、中國哲學思想、中國古典文學

教授課程：國音及口語表達、寫作、閱讀與寫作教學歷程研究

論著目錄

一、期刊論文

(一) 國際期刊論文

- Chu, H. C., **Wang, C. C.**, Wang, L. (2019). Impacts of concept map-based collaborative mobile gaming on English grammar learning performance and behaviors of low and high achievers. *Educational Technology & Society*. **(SSCI)**. (JCR 學術期刊論文影響係數：2.133, Q1)
- Xie, H., Chu, H. C., Hwang, G. J., **Wang, C. C.** (2019). Trends and development in technology-enhanced adaptive/personalized learning: A systematic review of journal publications from 2007 to 2017. *Computers & Education*. **(SSCI)**. (JCR 學術期刊論文影響係數：5.627, Q1)
- Hung, H. T., Yang, J. C., Hwang, G. J., Chu, H. C., **Wang, C. C.** (2018). A scoping review of research on

| | |
|----------------|---|
| | digital game-based language learning. <i>Computers & Education</i> , 126,89-104. (SSCI). (JCR 學術期刊論文影響係數：5.627, Q1) |
| (二) 中文期刊論文 | <ul style="list-style-type: none"> ● 〈《孟子·盡心上》首二句詮釋之探討--從語法學之觀點切入〉，2008.06，《興大中文學報》 ● 〈光復初期台灣文學初探以 34/10/11~35/3/31 的《民報》為討論範疇〉，2007.10，《中國文化月刊》 |
| 二、研討會論文 | |
| (一) 國際研討會論文 | <ul style="list-style-type: none"> ● Wang, C. C. & Chu, H. C. (2019, April), <i>Enhancing students' reflective judgment and critical thinking through a flipped classroom and group reflection on Mencius judgment courses</i>. Paper accepted by the e-CASE & e-Tech 2019 at Fukuoka International Congress Center, Fukuoka, Japan. ● Wang, L., Chu, H. C., & Wang, C. C. (2018, July). <i>Effects of a two-stage concept mapping based collaborative gaming approach to students' English learning achievement and behavioral patterns with different learning anxiety level</i>. Paper presented at the 7th International Conference on Learning Technologies and Learning Environments (LTLE 2018) in 7th IIAI International Conference on Advanced Applied Informatics (IIAI AAI 2018) Conference, Yonago, Tottori, Japan. ● Tsai, C. Y., Wang, C. C., Chu, H. C., & Chen, Z. W. (2018, July). <i>Effects of web issue-quest approaches with different prompting strategies on students' learning performance in a natural science course</i>. Paper presented at the 7th International Conference on Learning Technologies and Learning Environments (LTLE 2018) in 7th IIAI International Conference on Advanced Applied Informatics (IIAI AAI 2018) Conference, Yonago, Tottori, Japan. ● Wang, L., Wang, C.-C., Chu, H. C., & Hwang, G. J. (2017, July). <i>Effects of integrating a situated gaming mechanism into an issue-quest flipped learning approach on undergraduate students' learning</i> |

| | |
|--------------------|---|
| | <p><i>achievement and motivation in Chinese character course</i>. Paper presented at the 6th International Conference on Learning Technologies and Learning Environments (LTLE2017) in 6th IIAI International Conference on Advanced Applied Informatics (IIAI AAI 2017) Conference, Hamamatsu, Japan.</p> |
| <p>(二) 國內研討會論文</p> | <ul style="list-style-type: none"> ● 王俊傑(2020.12)。融入「即時互動科技」之教學模式對於中國古代經典教學之助益探討：以孟子課程為例。2020 通識教育創新與實踐學術研討會。國立屏東科技大學，屏東，臺灣。 ● 朱蕙君、王俊傑、林宜陵、陳逸文(2020.12)。遊戲式學習在數位人文之應用/Application of game-based learning in digital humanities. 「2020 國際大數據產學前沿應用教學研討會」。國立政治大學，臺北市，臺灣。 ● 朱蕙君、王俊傑、林宜陵、陳逸文(2018.12)。提升數位人文經典課程學生學習動機與學習概念之數位遊戲創作學習模式。第九屆「數位典藏與數位人文國際研討會」。法鼓文理學院，新北市，臺灣。 ● 王俊傑、王琳、朱蕙君(2017.03)。〈融入遊戲機制之議題式翻轉學習策略對大學生中文文字學習動機之影響〉。海報論文發表於第十二屆數位學習發展研討會(TWELF 2017)，中央大學，中壢區，桃園市，臺灣。 |
| <p>三、合著專書</p> | |
| | <ul style="list-style-type: none"> ● 《全華高職國文VI》，2008，臺北，全華·科友圖書股份有限公司 ● 《國文選—教育部中文閱讀書寫課程計畫讀本》，2018，臺北，新學林 |