

Day 1

PPTeLL 2018 Poster session (30 minutes), (Friday, October 5, 2018)

Venue: Multipurpose Room of In-service and Continuing Education Building (Lower Ground)

Time	Author(s)	Topic	Title	Paper status
16:00-16:30	Tai-Yun Han and Chih-Cheng Lin	Mobile	Success Factors for Mobile Integration into English Vocabulary Learning	Poster
	Mei-Mei Chang, Mei-Chen Lin, and Hui-Chin Yeh	Game	A Study on Game-based Assessments and Learning Styles	
	Yu-Cheng Lo, Tsai-Hua Wei, and Hsiu Jen Cheng	AR/VR	When AR/VR Meets Chinese Language Teaching	
	Yi-Jen Wang	Intelligent assessment-	CALL, MALL, or Paper? A Comparative Study of Task Engagement and Attitudes in Elementary CFL Japanese Learners	
	Mahesh U. Liyanawatta, Yu-fang Liu, Yu-Tzu Liu, and Gwo-Dong Chen	AR/VR	Drama-based Language Learning in the Digital Theatre	

Day 1

PPELL 2018 Paper session (90 minutes), (Friday, October 5, 2018) Chair: Professor Ting-Chia Hsu Venue: Auditorium (Ground floor)

Time	Author(s)	Topic	Title	Paper status
13:10-14:40 (75 minutes for presentation)	Yen-Ting Lin, Chien-pang Wang, and Yu-Ju Lan	AR/VR	Using 3D Virtual Reality in Flipped Classrooms to Enhance Oral Communication Skills of Elementary School Children	Short paper
	Jun Chen Hsieh, Yi-Ting Elsie Lee, Wen-Chi Vivian Wu, and Chi-Wen Chen	Mobile	Using a Game-based Mobile App to Enhance EFL learners' Vocabulary Acquisition	Short paper
	Hao-Jan Howard Chen, Kyle Lai, and Wesley Yin	Game	The Impact of L1 and L2 subtitles on vocabulary learning in Video Game Playing	Long paper
	Pei-Ling Tsai, Cheng-Hsuan Li, and Shih-Yen Hung	Intelligent assessment	English Instruction with Video Recommendation Based on Learners' Wrong Responses	Long paper
	Hsiu-Jen Cheng	AR/VR	Integrating Augmented Reality and Virtual Reality Technology into Chinese Education: Observations From Four Cases	Short paper
15 minutes	Discussion			

Day 2				
PPTeLL 2018 Parallel Paper session (1 hour), (Saturday, October 6, 2018)				
Chair: Professor Siao-Cing Guo			Venue: Auditorium (Ground floor)	
Time	Author(s)	Topic	Title	Paper status
13:15-14:15 (45 minutes for presentation)	Cheng-Yu Fan and Gwo-Dong Chen	Intelligent assessment	A Scaffolding Tool to Assist Learners in Argumentative Writing	Long paper
	Siao-cing Guo, Cheng-En He, Wen-Chieh Hsieh, Ting-Yu Hsu, Yu-Chi Tai, Ming-Chia Li, Yi-Cheng Chou, and Hsin-Shou Yao	Mobile	Evaluating Mobile Applications for English Learning	Short paper
	Wen-Yi Liu, Zhi-Hong Chen, and Ya-Chun Chuang	Intelligent assessment	Using Structure Scaffolding to Enhance Story Writing: A Pilot Study	Long paper
15 minutes	Discussion			

<u>Chair: Professor Hui-Chin Yeh</u>		<u>Venue: Room 213 (second floor)</u>		
Time	Author(s)	Topic	Title	Paper status
13:15-14:30 60 minutes for presentation	Calvin C. Y. Liao, Wan-Chen Chang, and Tak-Wai Chan	Game	Improving Children's Textual Cohesion and Writing Attitude in a Game-based Writing Environment	Long paper
	Yun-Hsuan Wu and Chih-Cheng Lin	Mobile	EFL College Students' Preferences of Caption Types in Mobile-assisted Listening	Long paper
	Chien-pang Wang, Yen-Ting Lin, and Yu-Ju Lan	AR/VR	Contextual Effect in Syntactic Complexity of Mandarin Children	Long Paper
	Hao-Jan Howard Chen and Hsiao-Ling Hsu	Game	The Impact of a Serious Game on Vocabulary and Content Learning	Long paper
15 minutes	Discussion			