

# Table of Contents

## 2018 2nd International Conference on Education and E-Learning (ICEEL 2018)

Preface.....	vi
Conference Committees.....	vii

### Session 1 e-Education and Computer Assisted Instruction

✚ Towards a Framework of Mobile Learning User Interface Design.....	1
<i>Almed Hamzah, Andhika Giri Persada, and Ahmad Fathan Hidayatullah</i>	
✚ Development of a Scoring Application for Indonesian Language Essay Questions.....	6
<i>Qurratul Ain, Achmad Eko Julianto and Dwijoko Purbohadi</i>	
✚ Chatting Facility Development on Computer Aided Instruction (CAI).....	12
<i>Arlina Dewi, Muhammad Wahyu Ramadhan, Dwijoko Purbohadi</i>	
✚ Chatbot as an Intelligent Personal Assistant for Mobile Language Learning.....	16
<i>Xuan Lam Pham, Thao Pham, Quynh Mai Nguyen, Thanh Huong Nguyen, Thi Thu Huong Cao</i>	
✚ Using educational videos on the Internet as a form of e-learning to support the development of computational thinking.....	22
<i>Tomáš Dragon</i>	
✚ The Learner's Engagement in the Learning Process designed based on the Experiential Learning theory in Post Graduate Program at Open University Malaysia.....	26
<i>Zahari Hamidon</i>	
✚ Implementation of a Customizable Algorithm Visualization Tool for E-Learning.....	32
<i>Md Masbaul Alam Polash, Md Abdul Matin and Sha Soultan Md Oliullah</i>	
✚ Developing learning anytime, anywhere, and any device using CAI (Computer Assisted Instruction) synchronization.....	37
<i>Sri Sundari, Dika Nurhasanah and Dwijoko Purbohadi</i>	
✚ PINDOTS: An Assistive Six-dot Braille Cell Keying Device on Basic Notation Writing for Visually Impaired Students with IoT Technology.....	41
<i>Dennis Martillano, Al Fahad Chowdhury, John Chrisostom Delloso, Abigail Murcia and Rafael Jose Mangoma</i>	
✚ GRE: An Adaptive and Personalized Exercise Model for K-12 Online Education.....	48
<i>Tuan-Ji Gong, Xuan-xia Yao and Wei Ma</i>	
✚ Benefits, Challenges, and Opportunities of Taking Face-to-Face Tutorials in a Blended Learning Environment: Students' View.....	55
<i>Rahmat Budiman, Yudi Efendi, Agus Riyanto</i>	
✚ Forms of Language Errors in Speaking Practices of Foreign Students Through Online Ukbipa	

Application .....	59
<i>Rahmi Yulia Ningsih, Kristianus Oktriono, Endang Ernawati and Chandra Kurniawan Wiharja</i>	
+ Learning Process of Designers: Qualitative Content Analysis of Online Platforms for Art Community .....	63
<i>Yun Yi Tan and Allan H.K. Yuen</i>	
+ Current Status and Prospects for E-learning Management in the Promotion of Distance Education in Saudi Arabia .....	68
<i>Norah Sultan Alshahrani, Abdul Khader Jilani Saudagar, and Mona Awad Alkhatabi</i>	
+ Evaluation of the Smart Campus Information Portal .....	73
<i>Dai Zhicheng and Liu Feng</i>	
+ Objective Observations of Read Aloud and Problem Solving Activities with Eyes' Movements ....	80
<i>Kyota Aoki, Shinjiro Murayama and Kohji Harada</i>	
+ Learning with Wearable Devices reveals Learners' Best Time to Learn .....	87
<i>Satoshi Yazawa, Hiromasa Yoshimoto and Kazuo Hiraki</i>	
+ Construction of distributed database model of mass sports data of college Based on Cloud Computing .....	93
<i>Fan Zhang</i>	

## Session 2 Education Statistics and Education Management

+ A Survey of Blended Learning for EGP Writing Supported by MOOCs and Juku .....	98
<i>Lingjuan Wu</i>	
+ Investigation of Instructional Design on Reading Comprehension Affect the Demand for Mobile Application for Students with Learning Disabilities .....	104
<i>Piyanan Pannim</i>	
+ Measuring Chinese Engineering Students' Perceptions of and Attitudes Toward Plagiarism .....	109
<i>Min Su, Xin Ma and Xiaosong Rui</i>	
+ Implementation of Brain-Based Learning Model to Increase Students' Mathematical Connection Ability on Trigonometry at Senior High School .....	113
<i>Nurul Husna, Nurhayati, Nindy Citroesmi P., Rika Wahyuni, Citra Utami, Rosmayadi, Mariyam, Buyung, Haris Rosdianto</i>	
+ Middle School Students' Somatosensory Experience and Satisfaction of Wii Sport's involve in Physical Education Curriculum .....	118
<i>Yu-Sheng Lin, Yi-Chiao Tseng, Yue-Xuan Kang, Wei Yeng Sia, Chih-Wei Lin</i>	
+ Mediation of Reflective Thinking on the Relationship between Self-Directed Learning and Schema Construction .....	123
<i>Ephraim Zulu, Theodore C. Haupt</i>	
+ Curricular Innovations on the Subject of Computing in the Czech Republic in the Context of Global Changes – Analysis of Teachers' Opinions on the Current Situation and Planned Changes in Teaching .....	128
<i>Hana Bučková, Jiří Dostál and Xiaojun Wang</i>	
+ Mapping the Determining Factors of Mobile Learning Adoption in High School .....	135
<i>Almed Hamzah</i>	
+ Change Management Strategies of E-Learning Adoption in Secondary School: A Case Study of	

Public Junior High School in Surabaya .....	139
<i>Achmad Holil Noor Ali, Eko Wahyu Tyas Darmaningrat and Dwi Devitasari Winardi</i>	


### Session 3 Subject Education and Pedagogical Innovations

✚ Capturing Students' Critical Thinking Skills in English for Academic Writing Course: A Case in Information System Students .....	145
<i>Marisca Revani Putri and Shiyrah Theosebes Sela</i>	
✚ Using a Mind Map to Learn English Vocabulary .....	149
<i>Xiaojun Wang and Jiří Dostál</i>	
✚ Analysis on Four-way Coupling Stereoscopic Teaching Model of Packaging Machinery in Application-oriented University .....	153
<i>XU Feng, ZHANG Wei, GAO De</i>	
✚ The Correlation of Academic and Clinical Performance Among Nursing Students of Batch 2015-2017 .....	158
<i>Cyrille Y. Panimdim M.N. and Dr. Judith D. Ismael</i>	
✚ The Application of Interesting Teaching Method in Chemistry Experiment Teaching-Taking Color Reaction as an Example .....	162
<i>Linfang Jia and Dan Liang</i>	
✚ Curricular and Learning Strategies for the Successful Implementation of STEM Education in Primary and Secondary Schools .....	167
<i>Juan Carlos Olabe, Xabier Basogain and Miguel Ángel Olabe</i>	
✚ The Design of Problem Based Learning and Effects on College Students' Critical Thinking: A Preliminary Review .....	174
<i>Nurullizam Jamiat</i>	

### Session 4 Social Science and Applied Statistics

✚ Discussion on The Consumers Motivation to Watch E-sports Game and The Follow-up Behaviors Intention .....	181
<i>Su-Shiang Lee, Hua-Yi Lin, Kok How Teo, Wei Peng Tan, Chih-Wei Lin</i>	
✚ The Research on the Influence of Sports Internet Celebrity's On-line videos and Articles for Youths Sports Attitude and Sports Behavior .....	187
<i>Chin-Cheng Yang, Yi-Chiao Tseng, Ching-Te Lin, and Yu-Neng Chang</i>	
✚ Gamification of Learning in Tourism Industry-A case study of Pokemon Go .....	191
<i>Chin-Cheng Yang, Wei Yeng Sia, Yi-Chiao Tseng, and Jui-Chang Chiu</i>	
✚ The Driving Factors for Fans' Buying Behaviors and Perceived Values in Brand Community: A Case Study of Cosmetic Brand Community, S3 .....	196
<i>Shu-Chin Huang, Bee-Ling Ng and Tang-Shun (Timothy) Chuang</i>	
✚ Study on the Mechanism and Path of "Deinvolution" of Urban Employment Integration for College Migrant Workers .....	202
<i>Donghong Wang, Siyi Chen, and Tingting Zhong</i>	
✚ A Practical Study on the Impact of Manga on Japanese Students' Reading Habits .....	206
<i>Dale Steele, Rong Zhang, and Shiyu Song</i>	

**Session 5 Information Technology Application**

 Implementation of Agricultural Monitoring System Based on The Internet of Things..... 212  
*Hsiao-Tzu Hsu, Tzu-Ming Wang and Yuan-Cheng Kuo*

**Authors' Index** ..... 217