

Maiga Chang Wu-Yuin Hwang
Ming-Puu Chen Wolfgang Müller (Eds.)

Edutainment Technologies

Educational Games and Virtual Reality/
Augmented Reality Applications

6th International Conference on E-learning
and Games, Edutainment 2011
Taipei, Taiwan, September 7-9, 2011
Proceedings

Volume Editors

Maiga Chang
Athabasca University
School of Computing and Information Systems
Edmonton, AB, Canada
E-mail: maiga@ms2.hinet.net

Wu-Yuin Hwang
National Central University
Graduate Institute of Network Learning Technology
Jhongli City, Taiwan
E-mail: wyhwang1206@gmail.com

Ming-Puu Chen
National Taiwan Normal University
Graduate Institute of Information & Computer Education
Taipei, Taiwan
E-mail: mpchen@ntnu.edu.tw

Wolfgang Müller
University of Education
Weingarten, Germany
E-mail: mueller@md-phw.de

ISSN 0302-9743
ISBN 978-3-642-23455-2
DOI 10.1007/978-3-642-23456-9
Springer Heidelberg Dordrecht London New York

e-ISSN 1611-3349
e-ISBN 978-3-642-23456-9

Library of Congress Control Number: 2011934447

CR Subject Classification (1998): K.3.1, H.5.2, I.2.6, H.4, I.3.7, H.5.1

LNCS Sublibrary: SL 3 – Information Systems and Application, incl. Internet/Web and HCI

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Typesetting: Camera-ready by author, data conversion by Scientific Publishing Services, Chennai, India

Printed on acid-free paper

Springer is part of Springer Science+Business Media (www.springer.com)

Preface

The new subject area “edutainment” has been widely employed and explored in research, industry and learning. Experts around the world have made an effort to promote “edutainment”, which is the integration of education and entertainment. With the help of advanced technologies - mobile devices, computers, software, games and augmented/virtual Reality applications – edutainment has been quickly accepted by the public as an effective way of learning.

The 6th International Conference on E-Learning and Games (Edutainment 2011) was held in Taipei, Taiwan during September 7–9, 2011. The first conference in the series was Edutainment 2006, held in Hangzhou, China. Following the success of the first event, Edutainment 2007 was held in Hong Kong, China, Edutainment 2008 in Nanjing, China, Edutainment 2009 in Canada, and Edutainment 2010 in Changchun, China.

The main purpose of the Edutainment conferences is to provide an outstanding forum for participants to exchange results and present the-state-of-the-art in research and practice of edutainment. The conference covers pedagogical principles as well as design and technological issues related to edutainment. From the pedagogical viewpoint, multi-touch systems, computer graphics, multimedia and augmented/virtual reality applications may offer a new angle on design for learning. Technologically, education and entertainment employ advanced computing, multimedia and Internet technology along with embedded chips and sensors that are used with wireless, mobile and ergonomic technology.

This year, we received around 130 submissions from 15 different countries and regions including Canada, China, Germany, Japan, Korea, Singapore, The Netherlands, Taiwan, UK, USA and Vietnam. A total of 42 full papers were selected after peer review for this volume. Six related workshops were also held jointly: Game-Assisted Language Learning, Learning with Robots and Robotics Education, e-Portfolio and ICT-Enhanced Learning, Game-Based Testing and Assessment, Trends, Development and Learning Processes of Educational Mini Games, and VR and Edutainment.

We are grateful to the Program Committee for their great efforts and hard work to get all the papers reviewed in a short period of time. We are grateful to the Organizing Committee for their support of this event. We would also like to show our great appreciation to the attendees who came from all over the world since, without their enthusiastic participation and significant contributions, Edutainment 2011 would not have been such a success.

The financial support from many governmental agencies and research organizations in Taiwan also contributed to the success of the conference. They all deserve our sincere gratitude for the time and energy they devoted to making Edutainment 2011 a technically and pedagogically worthwhile and enjoyable event for all participants.

September 2011

Maiga Chang
Ming-Puu Chen
Wu-Yuin Hwang
Wolfgang Mueller