

(一)經評審之期刊論文

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- 王肇邦，許有真 (民 93)。應用概念圖於網路教學系統之學習成效診斷。《教學科技與媒體》，69，4-19。
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(三)專書及專書論文

- The effects of varying levels of interface cues derived from metaphors on computer users, information search performance, Doctoral dissertation, Indiana University, USA

研究計畫

計畫主持人

- (106)數位時代生活圖像的建構與探索--以 3D 虛擬體驗扭轉大學生生涯發展信念與行動
- (105)數位時代生活圖像的建構與探索--虛擬空間中化身想像力與創意之表現
- (104)虛擬世界中奇幻性對情緒與行為之影響
- (103)玩家與化身相似性對化身情緒與行為反應之影響
- (100)普羅透斯效應:玩家與化身相似性對化身行為之影響
- (98)美即是好? 介面代理人外表吸引力與性別對使用者感受之影響
- (97)跨文化的電腦批評效果: 使用者如何感知與回應來自電腦的批評
- (96)圖形與文字隱喻對學習者在理解與建構知識架構上的影響
- (95)從使用者觀點看網路教學系統互動性與互動設計
- (94)隱喻對專家生手在知識取得與心智模式建構上的影響

- (92)網路教學系統介面設計準則之研究

共同主持人

- (91)圖形隱喻介面與認知型態對線上學習效果的探討

(四)技術報告及其他相關作品

- 許有真 (2004)，網路教學系統介面設計準則之研究，國科會結案報告，民國九十三年十月。
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- 許有真 (2002)，介面隱喻對電腦專家及生手在心智模式改變及資訊搜尋上的效果，國科會結案報告，民國九十一年十月。
- 資訊傳媒導論 Intro. to Information and Communication Media
- 介面與資訊設計 Computer Interface and Information Design
- 多媒體技術與應用 Multimedia Technology and Application