

學科所 陳政煥 (Chen, Cheng-Huan) 研究成果目錄

近五年 (2019/2–2024/6) 共發表 12 篇 SSCI 論文 (其中 8 篇在 Q1 期刊), 8 篇屬第一或通訊作者; 此外有 2 篇 TSSCI 論文在第一級核心期刊 (其中 1 篇為通訊作者)。

歷年發表的 SSCI 與 TSSCI 論文之期刊與所屬領域、排名、Impact Factor 一覽表

Article No.	Author Order	Pub Year	Journal	Index	Category	2022 IF & Rank	Pub Year IF & Rank
1	通訊* 等同第一#	2024	<i>International Journal of Science and Mathematics Education</i>	SSCI	Education & Educational Research	2.2, 150/269, Q3	TBD
2	第二	2024	<i>Behaviour & Information Technology</i>	SSCI	Ergonomics	3.7, 6/16, Q2	TBD
3	通訊*	2024	<i>Cyberpsychology, Behavior, and Social Networking</i>	SSCI	Social Psychology	6.6, 5/63, Q1	TBD
4	第一	2023	<i>Educational Technology Research and Development</i>	SSCI	Education & Educational Research	5.0, 23/269, Q1	3.3, 64/756, Q1 (2023)
5	第三	2022	<i>Journal of Science Education and Technology</i>	SSCI	Education & Educational Research	4.4, 36/269, Q1	4.4, 36/269, Q1 (2022)
6	通訊*	2022	<i>Innovations in Education and Teaching International</i>	SSCI	Education & Educational Research	1.8, 185/269, Q3	1.8, 185/269, Q3 (2022)
7	第一	2021	<i>Australasian Journal of Educational Technology</i>	SSCI	Education & Educational Research	4.1, 45/269, Q1	3.730, 58/270, Q1 (2021)
8	第三	2021	<i>The Journal of Educational Research</i>	SSCI	Education & Educational Research	2.1, 158/269, Q3	1.670, 206/270, Q4 (2021)
9	第二	2021	<i>Journal of Educational Computing Research</i>	SSCI	Education & Educational Research	4.8, 30/269, Q1	4.345, 39/270, Q1 (2021)
10	等同第一#	2020	<i>International Journal of Educational Technology in Higher Education</i>	SSCI	Education & Educational Research	8.6, 5/269, Q1	4.944, 18/265, Q1 (2020)
11	第一	2019	<i>Educational Technology & Society</i>	SSCI	Education & Educational Research	4.0, 46/269, Q1	2.086, 83/263, Q2 (2019)
12	第一	2019	<i>Educational Research Review</i>	SSCI	Education & Educational Research	11.7, 2/269, Q1	6.962, 2/263, Q1 (2019)
13	第五	2018	<i>Journal of Computer Assisted Learning</i>	SSCI	Education & Educational Research	5.0, 23/269, Q1	2.451, 41/243, Q1 (2018)

Article No.	Author Order	Pub Year	Journal	Index	Category	2022 IF & Rank	Pub Year IF & Rank
14	第一	2016	<i>Computers & Education</i>	SSCI	Education & Educational Research	11.7, 2/269, Q1	3.819, 7/235, Q1 (2016)
15	第一	2016	<i>International Journal of Science and Mathematics Education</i>	SSCI	Education & Educational Research	2.2, 150/269, Q3	1.474, 70/235, Q2 (2016)
16	通訊*	2021	<u>當代教育研究</u>	TSSCI	教育學	第一級 核心期刊	第一級 核心期刊
17	第二	2020	<u>當代教育研究</u>	TSSCI	教育學	第一級 核心期刊	第一級 核心期刊
18	第一	2012	<u>當代教育研究</u>	TSSCI	教育學	第一級 核心期刊	第二級 核心期刊

*corresponding author; #equal contributions.

A. 期刊論文 (journal articles)

[SSCI]

- Hung, H.-C.#, Chuang, M.-Y., & Chen, C.-H.*.# (2024). Development and evaluation of collaboration scripts for long-distance VR team collaboration and co-creation in elementary STEM learning. *International Journal of Science and Mathematics Education*. Advance online publication. doi:10.1007/s10763-024-10470-6
- Su, C.-Y., & Chen, C.-H. (2024). Exploring and comparing pedagogical beliefs of university instructors in relation to their behavioral patterns regarding learning management system use. *Behaviour & Information Technology*. Advance online publication. doi:10.1080/0144929X.2024.2315321
- Lo, F.-Y., Su, C.-Y., & Chen, C.-H.* (2024). Identifying factor associations emerging from an academic Metaverse event for scholars in a post-pandemic world: Social presence and technology self-efficacy in Gather.Town. *Cyberpsychology, Behavior, and Social Networking*, 27(1), 19–27. doi:10.1089/cyber.2023.0020
- Chen, C.-H., & Chiu, C.-H. (2023). Computerized collaboration scripts and real-time intergroup competition for enhancing student collaboration and learning with multi-touch tabletop displays. *Educational Technology Research and Development*, 71, 2297–2320. doi:10.1007/s11423-023-10291-4
- Xu, W.-W., Su, C.-Y., Hu, Y. & Chen, C.-H. (2022). Exploring the effectiveness and moderators of augmented reality on science learning: A meta-analysis. *Journal of Science Education and Technology*, 31, 621–637. doi:10.1007/s10956-022-09982-z

【被引用次數：Google Scholar: 16; WoS: 8；FWCI = 1.43】

[與浙江大學博士生合著]

6. Su, C.-Y., & Chen, C.-H.* (2022). Investigating university students' attitude and intention to use a learning management system from a self-determination perspective. *Innovations in Education and Teaching International*, 59(3), 306–315.
doi:10.1080/14703297.2020.1835688
【被引用次數：Google Scholar: 23; WoS: 7 ; FWCI = 2.15】
7. Chen, C.-H., Yang, S. J. H., Weng, J.-X., Ogata, H., & Su, C.-Y. (2021). Predicting at-risk university students based on their e-book reading behaviors by using machine learning classifiers. *Australasian Journal of Educational Technology*, 37(4), 130–144.
doi:10.14742/ajet.6116
【被引用次數：Google Scholar: 28; WoS: 14 ; FWCI = 3.65】
[與日本京都大学教授合著]
8. Jin, H.-Y., Su, C.-Y., & Chen, C.-H. (2021). Perceptions of teachers regarding the perceived implementation of creative pedagogy in “making” activities. *The Journal of Educational Research*, 114(1), 29–39. doi:10.1080/00220671.2021.1872471
【被引用次數：Google Scholar: 26; WoS: 7 ; FWCI = 1.82】
[與加拿大 University of Alberta 博士生合著]
9. Hu, Y., Chen, C.-H., & Su, C.-Y. (2021). Exploring the effectiveness and moderators of block-based visual programming on student learning: A meta-analysis. *Journal of Educational Computing Research*, 58(8), 1467–1493. doi:10.1177/0735633120945935
【被引用次數：Google Scholar: 50; WoS: 25 ; FWCI = 4.37】
[與浙江大學博士合著]
10. Tsai, S.-C.#, Chen, C.-H.#, Shiao, Y.-T., Ciou, J.-S., & Wu, T.-N. (2020). Precision education with statistical learning and deep learning: A case study in Taiwan. *International Journal of Educational Technology in Higher Education*, 17, Article 12.
doi:10.1186/s41239-020-00186-2
【被引用次數：Google Scholar: 95; WoS: 42 ; FWCI = 6.04】
11. Chen, C.-H., & Su, C.-Y. (2019). Using the BookRoll e-book system to promote self-regulated learning, self-efficacy and academic achievement for university students. *Educational Technology & Society*, 22(4), 33–46.
doi:10.30191/ETS.201910_22(4).0003
【被引用次數：Google Scholar: 55; WoS: 26 ; FWCI = 3.07】
12. Chen, C.-H., & Yang, Y.-C. (2019). Revisiting the effects of project-based learning on students' academic achievement: A meta-analysis investigating moderators. *Educational Research Review*, 26, 71–81. doi:10.1016/j.edurev.2018.11.001
【被引用次數：Google Scholar: 700; WoS: 162 ; FWCI = 16.37】
13. Lin, C.-H., Chiu, C.-H., Hsu, C.-C., Wang, T.-I., & Chen, C.-H. (2018). The effects of computerized inquiry-stage-dependent argumentation assistance on elementary students' science process and argument construction skills. *Journal of Computer*

Assisted Learning, 34(3), 279–292. doi:10.1111/jcal.12241

【被引用次數：Google Scholar: 22; WoS: 11 ; FWCI = 0.86】

14. Chen, C.-H., & Chiu, C.-H. (2016). Employing intergroup competition in multitouch design-based learning to foster student engagement, learning achievement, and creativity. *Computers & Education*, 103, 99–113. doi:10.1016/j.compedu.2016.09.007

【被引用次數：Google Scholar: 103; WoS: 58 ; FWCI = 2.01】

15. Chen, C.-H., & Chiu, C.-H. (2016). Collaboration scripts for enhancing metacognitive self-regulation and mathematics literacy. *International Journal of Science and Mathematics Education*, 14(2), 263–280. doi:10.1007/s10763-015-9681-y

【被引用次數：Google Scholar: 63; WoS: 22 ; FWCI = 1.94】

[TSSCI]

16. 羅方吟、陳政煥* (2021)。COVID-19 疫情下同步與非同步資訊科技輔助的大學遠距英語文教學 (Technology-enhanced synchronous and asynchronous college distance English teaching amid COVID-19)。 當代教育研究, 29 (1), 69–114。 doi:10.6151/CERQ.202103_29(1).0003

【被引用次數：Google Scholar: 4(中)+9(EN) ; FWCI = 1.46】

17. 廖遠光、陳政煥、楊永慈 (2020)。行動學習對臺灣學生學業成就影響之後設分析 (A meta-analysis of the effects of mobile learning on students' academic achievement in Taiwan)。 當代教育研究, 28 (3), 67–102。 doi:10.6151/CERQ.202009_28(3).0003

【被引用次數：Google Scholar: 1(中) ; FWCI = 0.25】

18. 陳政煥、邱瓊慧、吳秋儀 (2012)。小學課堂中分享式筆記與提問複習之效益 (Effects of shared note-taking and questioning review in elementary school computer classes)。 當代教育研究, 20 (2), 47–91。 doi:10.6151/CERQ.2012.2002.02

【被引用次數：Google Scholar: 5(EN)】

[EI]

1. Su, C.-Y., Li, Y.-H., & Chen, C.-H. (2021). Understanding the behavioural patterns of university teachers toward using a learning management system. *International Journal of Emerging Technologies in Learning*, 16(14), 129–145. doi:10.3991/ijet.v16i14.22685 [ESCI, Scopus] 【2022 CiteScore: 5.0, Rank: 202/1469 (category: Education) ;

被引用次數：Google Scholar: 11 ; FWCI = 0.94】

2. Chen, C.-H., Chiu, C.-H., Lin, C.-P., & Chou, Y.-C. (2017). Students' attention when using touchscreens and pen tablets in a mathematics classroom. *Journal of Information Technology Education: Innovations in Practice*, 16, 91–106. doi:10.28945/3691 [ESCI, Scopus] 【2022 CiteScore: 4.0, Rank: 315/1469 (category: Education) ;

被引用次數：Google Scholar: 18; WoS: 5 ; FWCI = 0.35】

[Others]

1. 陳政煥*、張元豪 (2024)。設計與開發具互動問題提示之國小社會領域跨學科角色扮演遊戲。《教育傳播與科技研究》，134，1–18。
doi:10.6137/RECT.202404_(134).0001 【2022 年臺灣人社期刊評比 教育學第三級期刊】
2. Shiao, Y.-T.#, Chen, C.-H.#, Wu, K.-F., Chen, B.-L., Chou, Y.-H., & Wu, T.-N. (2023). Reducing dropout rate through a deep learning model for sustainable education: Long-term tracking of learning outcomes of an undergraduate cohort from 2018 to 2021. *Smart Learning Environments*, 10, Article 55. doi:10.1186/s40561-023-00274-6 [Scopus, ESCI] 【2023 IF: 6.7, Rank: 6/756 (category: Education & Educational Research), Q1；被引用次數：Google Scholar: 1；FWCI = 0.86】
3. 廖淑娟、陳政煥* (2021)。使用 BookRoll 學習對霧峰學修課學生的自我調整學習與自我效能之影響 (Effects of learning with BookRoll on self-regulated learning and self-efficacy of students enrolled in the Wufeng Studies)。《國立臺灣科技大學人文社會學報》，17 (1)，53–66。【2022 臺灣人社期刊評比 教育學第三級期刊】
4. Su, C.-Y., & Chen, C.-H.* (2018). Investigating the effects of flipped learning, student question generation, and instant response technologies on students' learning motivation, attitudes, and engagement: A structural equation modeling. *Eurasia Journal of Mathematics, Science and Technology Education*, 14(6), 2453–2466.
doi:10.29333/ejmste/89938
[Scopus] 【2022 CiteScore: 4.2, Rank: 296/1469 (category: Education)；
被引用次數：Google Scholar: 57；FWCI = 1.22】
5. Chen, C.-H., Chiu, C.-H., Lin, C.-P., Wu, S.-T., & Hung, Y.-C. (2013). Presenting solution strategies of fraction multiplication and division on mathematics instructional websites. *World Journal on Educational Technology*, 5(3), 431–444.
【被引用次數：Google Scholar: 6】

B. 專書論文 (book chapter)

- Yang, Y.-C., Chen, C.-H., & Hung, C.-M. (2022). E-learning as innovative school intellectual capital: A case study in Taiwan. In E. C. K. Cheng (Ed.), *Managing school intellectual capital for strategic development: Lessons from Asia and Europe* (pp. 112–124). London, England: Routledge. doi:10.4324/9781003094999-12 [Scopus]
[香港教育大學教授合作與主編]

C. 英文研討會論文 (English conference paper)

1. Li, Z. R.-Y., Chen, C.-H.*, & Yang, Y.-C. (2024, August). *Exploring collaborative learning constructs in the metaverse: A pilot study*. Paper accepted at the 7th International Conference of Innovative Technologies and Learning, Tartu, Estonia. [與英國 UCL 博士生合著]
2. Hung, H.-C., Chuang, M.-Y., & Chen, C.-H. (2023, September). *Collaboration scripts assisted VR co-creation learning activities combined with learning analytics dashboards to enhance students' learning achievement*. Paper presented in the BERA Conference 2023, Birmingham, England. (without proceedings)
3. Yang, Y.-C., & Chen, C.-H.* (2023, August). *Exploring AI and the sustainable smart learning environment in Taiwanese education policy*. Paper presented at the 2023 International Conference on AI for a Sustainable Society (ICAISS), Taipei, Taiwan. (without proceedings)
4. Chen, C.-H.*, Wang, L.-H., Huang, X.-Y., & Yang, Y.-C. (2023, July). *Developing a VR learning environment for an energy sustainability museum in Taiwan's elementary Science and Technology classes*. Paper presented in the 14th International Conference on Learning Technologies and Learning Environments (LTLE 2023), Koriyama, Japan.
5. Chiu, C.-H., & Chen, C.-H.* (2020, April). *Introducing an intergroup competition mechanism with collaboration scripts to multi-touch collaborative learning*. Paper accepted at the 2020 Annual Meeting of the American Educational Research Association (AERA 2020), San Francisco, CA. (without proceedings)
6. Lo, F.-Y. R., Wu, W.-C. V., Chen, C.-H., & Chen Hsieh, J. S. (2019). Enhancing EFL college students' language performance via eBook supported learning. In M. Chang et al. (Eds.), *Proceedings of the 27th International Conference on Computers in Education (ICCE 2019)* (pp. 667–672). Taiwan: Asia-Pacific Society for Computers in Education. [EI, Scopus]
7. Chen, C.-H.*, Chen, Y.-X., Chow, Y.-H., & Pan, S.-H. (2019, September). *Investigating and predicting the usability of an e-book system for university students: The role of prior knowledge*. Paper presented at the Second International Cognitive Cities Conference (IC3 2019), Kyoto, Japan.
8. Chen, C.-H.*, & Tseng, S.-S. (2019, March). *Introducing BookRoll e-book system to enhance students' self-regulated learning, self-efficacy, and academic achievement in a university course*. Paper presented at "Evidence-Based Education and Learning Analytics"-Asia-2019 (EBELA-Asia-2019): Workshop on Reading Behavior Analytics, Kyoto, Japan. (without proceedings)
9. Liao, A. Y. H., Tseng, S.-S., Yamamoto, T., & Chen, C.-H. (2019, March). *Analyses of student reading behaviors on an e-book system and learning achievement in a*

- university course*. Paper presented at “Evidence-Based Education and Learning Analytics”-Asia-2019 (EBELA-Asia-2019): Workshop on Reading Behavior Analytics, Kyoto, Japan. (without proceedings) [與日本關西大學教授合著]
10. Chen, C.-H., & Chiu, C.-H. (2015, April). *Applying computerized collaboration scripts to multitouch enhanced collaborative design-based learning in elementary classrooms*. Paper presented at the 2015 Annual Meeting of the American Educational Research Association (AERA 2015), Chicago, IL. (without proceedings)
 11. Chen, C.-H., & Chiu, C.-H. (2013). Integrating multi-touch technology and design-based learning in an elementary classroom. In T. Bastiaens & G. Marks (Eds.), *Proceedings of E-Learn: World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education 2013* (E-Learn 2013) (pp. 1801–1811). Chesapeake, VA: Association for the Advancement of Computing in Education.
 12. Chiu, C.-H., Chen, C.-H., & Wu, S.-T. (2013). A multi-touch system for designing tessellations. In T. Bastiaens & G. Marks (Eds.), *Proceedings of E-Learn: World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education 2013* (E-Learn 2013) (pp. 2266–2270). Chesapeake, VA: Association for the Advancement of Computing in Education. 【被引用次數：Google Scholar: 1】
 13. Chen, C.-H., Chiu, C.-H., Lin, C.-P., Wu, S.-T., & Hung, Y.-C. (2012, March). *Instructional strategies on instructional websites for fraction multiplication and division*. Paper presented at the 6th International Conference on e-Commerce, e-Administration, e-Society, e-Education, and e-Technology (e-CASE 2012), Hong Kong. (internal abstract proceedings)
 14. Chiu, C.-H., Chen, C.-H., Wu, C.-Y., & Chen, S.-W. (2010). Elementary school students’ attitudes toward applying wikis or blogs for collaborative note-taking activities. In Z. Abas, I. Jung, & J. Luca (Eds.), *Proceedings of Global Learn Asia Pacific 2010—Global Conference on Learning and Technology* (Global Learn 2010) (pp. 298–302). Chesapeake, VA: Association for the Advancement of Computing in Education. 【被引用次數：Google Scholar: 3】
 15. Wu, C.-Y., Chen, S.-W., Chen, C.-H., & Chiu, C.-H. (2009). The effect of integrating Web 2.0 technology in collaborative note-taking on elementary students’ science learning. In G. Siemens & C. Fulford (Eds.), *Proceedings of EdMedia: World Conference on Educational Media and Technology 2009* (ED-MEDIA 2009) (pp. 3145–3153). Chesapeake, VA: Association for the Advancement of Computing in Education. 【被引用次數：Google Scholar: 3】

D. 中文研討會論文 (Chinese conference paper)

1. 郭銓恩、陳政煥* (2024, 6月)。支持學生於沉浸式虛擬實境社交互動並結合STEM與SDGs的學習環境開發。論文發表於第28屆全球華人計算機教育應用大會(GCCCE 2024)，重慶，中國。
2. 邵千容、陳政煥* (2024, 3月)。支持VR內容共創學習活動的合作腳本開發與成效。論文發表於第19屆台灣數位學習發展研討會(TWELF 2024)，臺中。(無論文集)
3. 邵千容、塗智鈞、謝佳璇、李右睿、陳政煥* (2023, 3月)。國中地理科「全球氣候概述」之AR環境設計與開發。論文發表於第18屆台灣數位學習發展研討會(TWELF 2023)，屏東。(無論文集)
4. 郭銓恩、顧尚萱、陳政煥* (2023, 3月)。以類比學習為基礎開發之國中生物與健康跨領域角色扮演遊戲。論文發表於第18屆台灣數位學習發展研討會(TWELF 2023)，屏東。(無論文集)
5. 王新元、黃李齊、洪醇祐、陳政煥* (2022, 5月)。支持個人化學習的牛頓運動定律VR互動學習環境。論文發表於第26屆全球華人計算機教育應用大會(GCCCE 2022)「電腦支援個人化與合作學習」工作坊，新竹。[線上發表]
6. 林鎔暄、張婕、陳政煥* (2022, 5月)。過去、現在、未來：臺灣原住民歷史虛擬博物館。論文發表於第26屆全球華人計算機教育應用大會(GCCCE 2022)「創新互動回饋科技提升學習動機」工作坊，新竹。[線上發表]
7. 邵千容、王威琪、陳政煥* (2022, 5月)。國一自然「生物的演化」單元之AR互動環境實作。論文發表於第26屆全球華人計算機教育應用大會(GCCCE 2022)「創新互動回饋科技提升學習動機」工作坊，新竹。[線上發表]
8. 陳政煥*、張元豪、李後陞、黃宣縈、王力鎡 (2022, 3月)。國小社會領域具互動問題提示之跨學科角色扮演遊戲開發。論文發表於第17屆台灣數位學習發展研討會(TWELF 2022)，臺東。(無論文集)
9. 莊珉瑜、洪暉鈞、陳政煥* (2022, 3月)。以合作腳本輔助VR內容共創學習之活動設計與腳本平台規劃。論文發表於第17屆台灣數位學習發展研討會(TWELF 2022)，臺東。(無論文集)
10. 陳政煥*、王威琪 (2021, 12月)。VR合作學習對學生學習成就影響之後設分析研究。論文發表於2021國家講座系列活動：「跨疫情的教與學：思維創新與實踐革新」研究生學術精進研討會，臺北。(無論文集)
11. 陳政煥、何薇儀 (2021, 6月)。數位遊戲式學習中的個別競爭對國小自然學習成就、學習動機和投入程度的影響。論文發表於第五屆學習科學與科技研討會，新竹。[線上發表]
12. 莊珉瑜、蔡莉婷、廖婕妤、侯治宇、陳政煥* (2021, 3月)。情境式VR學習環境之設計與開發：體驗臺灣抗日歷史故事。論文發表於第16屆台灣數位學習發展研討會(TWELF 2021)，宜蘭。(無論文集)

13. 陳奕瑄、周允歆、何薇儀、黃筱婷、陳政煥* (2021, 3月)。具競爭策略的國小自然科 Kodu 教育遊戲設計與使用性評估。論文發表於第 16 屆台灣數位學習發展研討會 (TWELF 2021), 宜蘭。(無論文集)
14. 邱士瑋、賴俊豪、陳政煥* (2021, 3月)。應用遊戲式翻轉教室於國中地理課之數位大富翁遊戲開發。論文發表於第 16 屆台灣數位學習發展研討會 (TWELF 2021), 宜蘭。(無論文集)
15. 鄭雯惠、何昕家、彭皓倫、黃天麒、陳政煥 (2020, 10月)。國民小學自然領域遊戲式學習實作探究—「行動科博館」app 為例。論文發表於第 30 屆環境教育學術暨實務交流國際研討會, 基隆。
16. 曾靖芸、詹子琳、楊子駘、陳政煥* (2020, 5月)。國小高年級社會科歷史 3D 遊戲之開發：大航海時代的臺灣。論文發表於 2020 數位學習與教育科技國際研討會 (ICEET 2020), 臺北。
17. 廖淑娟、陳政煥* (2020, 3月)。Learning with BookRoll: The effects on self-regulated learning and self-efficacy of undergraduates enrolled in the Wufeng Studies. 論文發表於第 15 屆台灣數位學習發展研討會 (TWELF 2020), 新竹。(無論文集)
18. 蔡碩倉、陳政煥、吳聰能 (2018)。智慧型學習預後系統之研究。論文發表於 2018 年校務研究暨教學實踐學術研討會 (CIRT 2018), 臺中。(無論文集)
19. 陳政煥、邱瓊慧 (2015)。支援平面幾何學習活動之多點觸控平台的建置與應用。載於梁至中等人 (主編), 第 19 屆全球華人計算機教育應用大會工作坊論文集 (GCCCE 2015) (33–37 頁)。桃園：全球華人計算機教育應用學會。
20. 陳政煥、邱瓊慧 (2014, 11月)。電腦化合作腳本對小學學生進行多點觸控支援合作設計式學習的投入程度、合作技巧與問題解決能力影響之路徑分析。論文發表於第 10 屆台灣數位學習發展研討會 (TWELF 2014), 臺北。(無論文集)
21. 陳政煥、邱瓊慧 (2014, 5月)。專題式學習對學生學習成就影響之後設分析。論文發表於第八屆電腦與網路科技在教育上的應用研討會 (CNTE 2014), 新竹, 臺灣。(無論文集)
22. 陳政煥、邱瓊慧 (2012, 4月)。支援數位筆記之主題矩陣格式結構探討與實施成效。論文發表於第一屆數位合作學習與個人化學習研討會 (CSCL & AIED SIG 2012), 桃園, 臺灣。(無論文集)
23. Chen, C.-H., & Chiu, C.-H. (2011). Integrating blogs into elementary classrooms: Shared note taking and questioning review. In J. Zhang & T.-W. Chan (Eds.), *Proceedings of the 15th Global Chinese Conference on Computers in Education* (GCCCE 2011) (Vol. 2, pp. 1627–1631). Red Hook, NY: Curran Associates.
24. 陳政煥、洪英芷、吳適佐、邱瓊慧 (2010)。分數乘除教學軟體之評析。載於臺灣教育傳播暨科技學會 (主編), 臺灣教育傳播暨科技學會 2010 年國際學術研討會論文集 (TAECT 2010) (433–452 頁)。臺北：編者。

Note. *corresponding author; #equal contributions.