

第 14 屆全球華人計算機教育應用大會 (GCCCE 2010)  
《應用新型態 Web 2.0 線上工具發展創意學習策略》  
國際工作坊論文徵集啟事

2010 年 6 月 1 日至 4 日 / 新加坡南洋理工大學

<http://www.gccce2010.org/>

工作坊日期：2010 年 6 月 1 日

時間：（另行通知）

**工作坊簡介：**

Web 2.0 的興起，運用了集體智慧的概念，使得網路使用者不單只是資訊的獲取者，同時也可以藉由貢獻、分享、合作的模式，擔當資訊提供者的角色。據此，參與者得以增修彼此的創作，進而增加了參與者的成就感和分享資訊的動機。除了一些早期 Web 2.0 平台模式(例如：blog、wiki、youtube 等)之外，最近幾年 Web 2.0 的概念應用有了更多創意的發展，包括微型部落格（例如：Twitter、Plurk 等）、即時共筆平台（例如：google docs、ZOH0 等）、註記分享（例如：Diigo）、以及維基共創劇本（wiki collaborative storytelling）等。這些發展在國際上不乏學術性的討論，但檢視近五年來的相關文獻，以 Web 2.0 概念探究線上學習之相關研究則相對較少。少數探討 Web 2.0 在教育上的應用相關研究也大致座落在 Wiki 共筆編輯與部落格融入教學等兩大區塊。

這些新 Web 2.0 工具在教育應用上的發展已漸受重視。目前使用者最多之註記分享平台 Diigo 已在其網站公告徵求全球教師提供 Diigo 之教育使用經驗分享，Google 及 Microsoft 亦競相研發雲端運算（cloud computing）的即時共筆平台，可見其無可限量的發展潛力。但這些新一代 Web 2.0 型態的工具在教育上的應用，尤其是中小學教育，則鮮少被討論。因此本工作坊希望藉由本次大會徵集一些華人社群對上述議題的經驗或看法，期能對華人地區中小學數位學習有所助益。希望對此議題有興趣之專家、學者及中小學教師共襄盛舉。

**相關議題（但不限於）：**

- Web 2.0 即時共筆平台（例如：google docs、ZOH0 等）之創意教學應用
- Web 2.0 微型部落格（micro blog）之創意教學應用
- Web 2.0 註記分享（note sharing, 例如：Diigo）之創意教學應用
- Web 2.0 共創劇本（collaborative storytelling）之創意教學應用

論文用語：中文或英文

論文徵集對象：學者 / 研究生（學術性論文）、學校教師（實踐性論文）

**組織者：**

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**議程委員會：**（另行通知）

**論文格式：**

最多 5 頁，並請根據以下格式準備論文：

<http://www.gccce2010.org/template-eng.doc>（英文版）

<http://www.gccce2010.org/template-sc.doc>（简体版）

<http://www.gccce2010.org/template-tc.doc>（繁体版）

註：工作坊不接受提交論文摘要。請直接提交論文全文。

**重要日期：**

工作坊論文提交截止：2010 年 3 月 5 日

工作坊論文錄取通知：2010 年 3 月 26 日

論文定稿提交截止：2010 年 4 月 2 日

**論文提交：**

請最遲在 2010 年 3 月 5 日將論文提交到 <http://cloud.gac.ntnu.edu.tw>。每篇論文將受到兩名議程委員的評審。

**其他信息：**

每一個工作坊必須至少獲得 2 篇錄取論文的作者出席報告，才能成會。一個 3 小時的工作坊可錄取多達 8 篇論文。每篇錄取論文必須獲得至少一名作者在 4 月 15 日註冊參加 GCCCE2010 母會的作者出席報告。每一名 GCCCE2010 註冊者只能在一個工作坊裡報告一篇論文。所有的錄取論文將被集結成工作坊論文集，並將申請 ISBN 編號。

**14<sup>th</sup> Global Chinese Conference on Computers in Education (GCCCE 2010)**  
**Call for Workshop Papers: International Workshop on**  
**“The Applications of Up-to-date Web 2.0 Online Tools for Creative Learning Strategies”**

June 1-4, 2010 / Nanyang Technological University, Singapore

<http://www.gccce2010.org/>

**Workshop Date:** June 1, 2010

**Time:** (to be confirmed)

**Brief Description:**

The concept of collaborative intelligence on Web 2.0 has developed to the stage that internet users are no longer just information receivers but through contributing, sharing and collaborating, they could also become information providers. Therefore, users could amend each others' works and thus increasing their sense of achievement and motivation to share.

In addition to some early Web 2.0 platforms (ex. blog, wiki, youtube, etc.), there are more creative applications, including micro blogs (ex. Twitter, Plurk, etc.), real-time collaborative platforms (ex. Google doc, ZOHO), note-sharing (ex. Diigo), and wiki collaborative storytelling.

These new Web 2.0 tools have more and more gotten educational practitioner's attention. Currently, Diigo, one of the popular note-sharing platform, has made an announcement at its homepage asking for teachers around the world to provide their experiences in applying Diigo. At the same time, Google and Microsoft also actively advance their cloud computing techniques for real-time collaborative platforms. It can be seen that there is great potential in new Web 2.0 tools for educational applications. However, the pedagogical uses of these new developments have not been extensively discussed, especially for primary and secondary education.

This workshop intends to collect some valuable papers to share practical experiences and theoretical viewpoints about the aforementioned issues thus benefits the advancement of e-learning in primary and secondary schools for all Chinese societies. We sincerely expect that the experts, researchers, and school teachers who are interested in this issue could join us.

**Related Themes & Topics (but not restricted to):**

- Applications of Web 2.0 real-time collaborative platforms (ex. Google Doc, ZOHO) for creative teaching
- Applications of Web 2.0 micro-blogging tools (ex. Twitter, Plurk) for creative teaching
- Applications of Web 2.0 note-sharing tools (ex. Diigo) for creative teaching
- Applications of Web 2.0 collaborative storytelling platforms for creative teaching

**Acceptable Languages for Submitted Papers:** Chinese or English

**Intended Audience:** scholars/graduate students (to submit scholarly papers), K-12 teachers (to submit practice-oriented papers)

**Organizers:**

Professor Albert C. Wang, Chairperson, Department of Graphic Arts Communication, National Taiwan Normal University, Taiwan

Professor Ching Jung Yen, Chairperson, Department of Mathematics and Information Education, National Taipei University of Education, Taiwan

Cheng Ping Chen, Senior Research Coordinator, Department of Graphic Arts Communication, National Taiwan Normal University, Taiwan

**Program Committee (PC):** (to be announced)

**Paper Format:**

Maximum 5 pages. Please follow the following format in preparing your paper.

<http://www.gccce2010.org/template-eng.doc> (English version)

<http://www.gccce2010.org/template-sc.doc> (Simplified Chinese version)

<http://www.gccce2010.org/template-tc.doc> (Traditional Chinese version)

NOTE: This workshop do NOT accept abstract submissions. Please submit full papers.

**Important Date:**

Workshop paper submission deadline: March 5, 2010

Notification of workshop paper acceptance: March 26, 2010

Camera Ready Copy Due: April 2, 2010

**Paper Submissions:**

Please submit your paper to <http://cloud.gac.ntnu.edu.tw> by March 5, 2010. Each paper will be reviewed by two PC members.

**Other Information:**

At least one presenter per accepted paper must register for the main GCCCE conference by April 15, 2010. Each conference registrant will only be allowed to present one paper in one workshop. A 3-hour workshop may accept up to 8 papers. All accepted workshop papers will appear in the workshop proceedings with ISBN.