

14th Global Chinese Conference on Computers in Education (GCCCE 2010)
Call for Workshop Papers: International Workshop on
“The Essence of Interaction in Digital Game Based Learning”

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

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

Date: June 1, 2010

Time: TBA

Workshop Summary:

New technological applications offers tools to support learning, in particular, the use of digital technology has generated a new paradigm in the educational methodologies and strategies (Ken & Mai, 2002). Digital games today are an important part of children’s life; hence, learning from playing digital games has become a popular issue. Formalization of the concepts of *action* and *process* in digital technology are prerequisites for the construction of interactivity which plays a big role in children’s learning. Children’s interactions with games are not merely cognitive but also behavioral in nature. Through the interactivity by practice or action such as handling and gathering information, monitoring and evaluating problem solving, and setting goals in the game world, children construct cognitive structures which lead them to discover new rules or ideas. As McFarlane et al. (2002) state, computer games can be interpreted as “play for learning” or learning embedded in playing or games-to-learn (Kafai, 1995). In fact, some kind of games will encourage participants to learn before playing or “learning for play.” By playing educational digital games, children deal the interactivity in the learning processes, and are motivated by both intrinsic and extrinsic rewards.

Digital game comes in many forms using different computer equipments to control the actions in games. Most commonly seen are the usage of mouse and keyboards. There are also kinds of games that uses equipments such as web-camera or microphone in which the players interact with the contents of the game through physical or verbal movements such as waving, grabbing, throwing, running or talking. In terms of interaction with digital games, there are two major types: human-computer interaction and human-human interaction. Human-computer interaction requires engagement between players while human-human interaction, also known as social interaction, requires the communication between players. On top of the different types of interactions, games with different number of players also promote different kinds of learning. With the single-player option children will be supported for the development of logical thinking and problem solving skills. With the multi-player

option children are able to learn through the process of discussion, collaboration and reflection on the game with other players. The aim of this workshop is to collect diverse studies regarding the vitalizing the interactivity in designing game-based learning. With the interflow of distinct educational games, the workshop may contribute to the advance of game-based learning.

Relevant topics: Game-based learning, play for learning, educational game

- Human to human interaction (online social game)
- Human to computer interaction (individual drill and practice game)

Language: both Chinese and English papers accepted

Workshop target: Scholars, researchers and school teachers are welcome

Organizer : Hong Jon-Chao, National Taiwan Normal University, Taipei, Taiwan

Program Committee Members :

- Chang Chi Cheng, National Taiwan Normal University, Taipei, Taiwan
- Hong Jon-Chao, National Taiwan Normal University, Taipei, Taiwan
- Hwang Ming Yueh, National Taiwan Normal University, Taipei, Taiwan
- Yau Che Ming, National Institute of Education, Singapore

Paper format:

Max. 5 pages, please refer to the formats below:

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

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

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

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

Important dates:

Workshop papers submission: March 5, 2010

Notification of Workshop Papers acceptance: March 26, 2010

Camera ready copy due: Apr 2, 2010

Paper submission:

Please submit your papers by March 5 2010 to hong506@gmail.com. Each paper will be reviewed by two program committee 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.