

期刊論文

- Wang, J. H., *Chen, S. Y., Chang, B., & Chan, T. W. (2016). From integrative peer response to game-based integrative peer response: High ability vs. low ability. *Journal of Computer Assisted Learning*, 32(2), 170-185.
- Lu, F. C. & Chang, B. (2016). Role-play game enhanced English for specific purpose vocabulary acquisition framework. *Educational Technology & Society*, 19(2), 367-377.
- Yang, E. F. Y., Chang, B., Cheng, H. N. H., & Chan, T. W. (2016). Improving pupils' mathematical communication abilities through computer-supported reciprocal peer tutoring. *Educational Technology & Society*, 19(3), 157-169.
- Chang, B., Chen, S. & Jhan, S.N. (2015). The influences of an interactive group-based videogame: Cognitive styles vs. prior ability. *Computers & Education*, 88, 399-407.
- Chuang, M. T., Chang, B. & Chen, H. C. (2014). Investigating reported social and affective strategy use by EFL learners in virtual and real learning environments. *International Journal of Applied Linguistics & English Literature*, 3(2), 27-33.
- Chuang, M. T., Chang, B. & Chen, H. C. (2014). Investigating reported social and affective strategy use by EFL learners in virtual and real learning environments. *International Journal of Applied Linguistics & English Literature*, 3(2), 27-33.
- Chang, B., Yu, F. Y., Chen, Y. Y. & Hsieh, H. T. (2013). Thinking in an opposing position: A framework design of role-reversal pedagogy through technology. *Research and Practice in Technology Enhanced Learning*, 8(3), 347-362.
- Chang, B., Chuang, M. T. & Ho, S. (2013). Understanding students' competition preference in multiple-mice supported classroom. *Educational Technology & Society*, 16(1), 171-182 (SSCI).
- Chang, B., Yu, F. Y., Chen, Y. Y. & Hsieh, H. T. (2013). Thinking in an opposing position: A framework design of role-reversal pedagogy through technology. *Research and Practice in Technology Enhanced Learning*, 8(3), 347-362.
- Yu, F. Y., Hsieh, H. T. & Chang B. (2011). Potential of second life for psychological counseling: A comparative approach. *Lecture Notes in Computer Science*, 6872, 44-45 (EI).
- 張立杰、賴孟龍、蔡育晟（2010年）。數位遊戲使用量與閱讀測驗中眼動凝視點數相關性的初步探討。 , 2(1), 1-10。本人為第一作者、通訊作者。
- Chang, B., Wang, H. Y., Peng, T. Y. & Hsu, Y. S. (2010). Development and Evaluation of a City-Wide Wireless Weather Sensor Network. *EDUCATIONAL TECHNOLOGY & SOCIETY*, 13(3), 270-280. (SSCI). NSC 98-2511-S-415-008. 本人為第一作者、通訊作者。

- Elwell, M. & Chang, B. (2010, January). Mission-oriented situated second language learning in Second Life. *IEEE Learning Technology Newsletter*, 12(1), 62-65.
- Chang, S. B., Lin, C. J., Ching, E., Cheng, H. N. H., Chang, B., Chen, F. C., Wu, D. & Chan, T. W. (2009). EduBingo: Developing a Content Sample for the Oneto-One Classroom by the Content-First Design Approach. *EDUCATIONAL TECHNOLOGY & SOCIETY*, 12(3), 343-353. (SSCI). NSC 96-2524-S-008-001.
- Ben Chang; Hsue-Yie Wang; Yi-Shin Lin (2009, Jan). Enhancement of Mobile Learning Using Wireless Sensor Network. *IEEE Learning Technology Newsletter*, 11(1&2). 22-25. 本人為第一作者、通訊作者。
- Wang, H. Y., Chang, B. & Harn, C. T. (2009, July). Using mobile data logger and city-wide weather database to facilitate parent-child coupled climatology learning. *IEEE Learning Technology Newsletter*, 11(3), 4-6.
- Chang, B., Cheng, N. H., Deng, Y. C. & Chan, T. W. (2007). Environmental Design for a Structured Network Learning Society. *Computers and Education*, 48(2), 234-249. (SSCI, EI)
- Liang, J. K., Liu, T. C., Wang, H. Y., Chang, B., Deng, Y. C., Yang, J. C., Chou, C. Y., Ko, H. W., Yang, S. & Chan, T. W. (2005). A Few Design Perspectives on One-on-One Digital Classroom. *Journal of Computer-Assisted Learning*, 21(3), 181-189. (SSCI)
- Chang, L. J., Chou, C. Y., Chen, Z. H. & Chan, T. W. (2004). An Approach to Assisting Teachers in Building Physical and Network Hybrid Community-Based Learning Environments: The Taiwanese Experience. *Journal of Educational Development*, 24(4), 361-381. (SSCI)
- Chang, L. J., Yang, J. C., Deng, Y. C. & Chan, T. W. (2003). EduXs: Multilayer Educational Services Platforms. *Computers and Education*, 41(1), 1-18. (SSCI, EI)
- Chang, L. J., Yang, J. C., Yu, F. Y. & Chan, T. W. (2003). Development and Evaluation of Multiple Competitive Activities in a Synchronous Quiz Game System. *Journal of Innovations in Education and Training International*, 40(1), 16-26. (SSCI)
- Yu, F. Y., Chang, L. J., Liu, Y. H. & Chan, T. W. (2002). Learning Preferences and Satisfaction of Senior High School Students Toward Different Synchronized Computerized Competitive Modes. *Journal of Computer-Assisted Learning*, 18(3), 341-350. (SSCI)

研討會論文

- Chang, B., Lee, J. T., Chen, Y. Y. & Yu, F. Y. (2012). Applying Role Reversal Strategy to Conduct the Virtual Job Interview: A Practice in Second Life Immersive Environment.. *Fourth IEEE International Conference on*

- Digital Game and Intelligent Toy Enhanced Learning (DIGITEL) 2012, Takamatsu, Kagawa, Japan. 本人為第一作者、通訊作者.
- Chang, B., Lai, M. L. & Tsai, Y. C. (2012). Video Gaming Scale Effect on Spatial and Graphical Patterns Recognition on Eye Movement Behavior. 20th International Conference on Computers in Education ICCE 2012, Singapore. 本人為第一作者、通訊作者.
 - Chang, B., Wang, H. Y. & Lu, K. C. (2011). Prediction-Based Learning: An Example of Weather Forecast Practicing. 19th International Conference on Computers in Education, Chiangmai, Thailand. 本人為第一作者、通訊作者.
 - Chang, B., Chen, C. W. & Ho, S. (2010). Students' Competitive Preferences on Multiple Mice Classroom Interactive Environment. 18th International Conference on Computers in Education, Putrajaya, Malaysia. 本人為第一作者、通訊作者.
 - Chang, B. & Chen, C. W. (2010). Students' Competitive Preferences on Multiuser Wireless Sensor Classroom Interactive Environment. 10th IEEE International Conference on Advanced Learning Technologies, Sousse, Tunisia. 本人為第一作者、通訊作者.
 - Chang, B., Wang, H. Y., Chen, C. S. & Liang, J. K (2009). Distributed Weather Net: Wireless Sensor Network Supported Inquiry-Based Learning. International Conference on Computers Supported Collaborative Learning, Rhodes, Greece. 本人為第一作者、通訊作者.
 - Chang, B., La, M. L. & Tsai, Y. C. (2009). Pilot Study of Relationship between Online Game Playing Scale and Overall Fixation Numbers. International Conference on Computers in Education, Hong Kong. 本人為第一作者、通訊作者.

專書及專書論文

技術報告

其他