

## 期刊論文

- Tan, E. M., Jan, M., & Tan, S. H. (2013). Context of argumentation with a role-playing board game - an activity theory perspective. *Research & Practice In Technology Enhanced Learning*, 8(2), 245-276.
- Wong, L.-H., Chen, W., & Jan, M. (2012). How artefacts mediate small group co-creation activities in a mobile-assisted language learning environment?. *Journal of Computer Assisted Learning*, 28(5), 411-424.
- Jan, M. (2011). Fostering learning paradigm shift with game-based learning. *Journal of Advanced Technology and Management*, 1(1), 47-60.
- Jan, M., Chee, Y. S., & Tan, E. M. (2011). Reconceptualizing science classroom discourse towards doing science through a game-based learning program. *US-China Education Review*, 1(6), 786-796.
- Wong, L.-H., Chin, C.-K., Jan, M., & Chai, C.-S. (2011). The development of a seamless language learning framework mediated by mobile technology. *China Educational Technology*, 2011(12), 1-7.
- Squire, K. & Jan, M. (2007). Mad city mystery: Developing scientific argumentation skills with a place-based augmented reality game on handheld computers. *Journal of Science Education and Technology*, 16(1): 5-29.

## 研討會論文

- Gaydos, M. & Jan, M. (2015). Design in Game-Based Learning. Paper presented at the 11th International Conference on Computer Supported Collaborative Learning (CSCL 2015). Gothenburg, Sweden.
- Jan, M. (2014). Game-based learning as a school-based curricular innovation: A status quo examination. Paper presented at Sixth Annual Asian Conference on Education, Osaka, Japan.
- Jan, M. (2014). Designing an authentic context with a game-based learning approach for students to practice argumentation. Symposium paper presented at International Science Education Conference 2014 (ISEC 2014). Singapore, Singapore.
- Jan, M. (2014). Why Are Schools Reluctant to Bring Higher-order Thinking Games to Classrooms? In Liu, C.-C. et al. (Eds.) *Proceedings of the 22nd International Conference on Computers in Education*. Japan: Asia-Pacific Society for Computers in Education.  
\*Candidate for BEST PAPER AWARD
- Tan, E. M., Jan, M., & Tan, S. H. (2013). Game-based learning as goal-directed participation: An activity theory perspective. Workshop paper presented at the

2013 Global Chinese Conference on Computers in Education. Beijing, China: Beijing University.

- Tan, S. H., Jan, M., & Tan, E. M. (2013). The ethnographic contribution to game-based learning: How participant observation and thick description enhance studies of game-based learning. Workshop paper presented at the 2013 Global Chinese Conference on Computers in Education. Beijing, China: Beijing University.
- Jan, M. & Tan, E. M. (2013). Characterizing the design process of a game-based learning curriculum: A design-based research approach. In Childress et al. (Ed.) In Proceedings of the AECT International Conference on the Frontier in e-Learning Research 2013 (pp. nn-nn). Jhongli City, Taiwan: National Central University & AECT.

\*BEST PAPER AWARD

- Jan, M., Tan, E. M., & Tan, S. H. (2013). 運用設計研究法設計學習工具的方法考量. Workshop paper presented at the 2013 Global Chinese Conference on Computers in Education. Beijing, China: Beijing University.
- Jan, M. & Tan, E. M. (2012). Design principles that inform the design of argumentation games. In 2012 International Conference on Digital Content. Tainan, Taiwan: National Tainan University.
- Jan, M. (2012). 設計遊戲來瞭解學生的論證模式. In 2012 Global Chinese Conference on Computers in Education. Tainan, Taiwan: National University of Tainan.
- Jan, M., Lim, C., Tan, E. M., Kumar, S., & Sankar, S. (2012). It's a Safe Facebook: Challenges of teaching new literacies with social media in the classroom. In 2012 Global Chinese Conference on Computers in Education. Tainan, Taiwan: National University of Tainan.
- Wong, L.-H., Jan, M., Toh, Y., & Chai, C.-S. (2012). Exploratory Study on the Physical Tool-based Conceptions of Learning of Young Students in a Technology-Rich Primary School. In Proceedings of International Conference of the Learning Sciences 2012 (pp. 243-250). Sydney, Australia: tbc.
- Jan, M., Chee, Y. S., & Tan, E. M. (2010). Learning science via a science-in-the-making process: The design of a game-based learning curriculum. In S. Martin (Ed.), iVERG 2010 Proceedings – International Conference on Immersive Technologies for Learning: A multi-disciplinary approach (pp. 13 – 25). Stockton: Iverg Publishing.
- Jan, M., & Squire, K. (2010). Learning argumentation through a role-playing game-based curriculum. In Gomez, K., Lyons, L., & Radinsky, J. (Eds.) Learning in the Disciplines: Proceedings of the 9th International Conference of the Learning

Sciences (ICLS 2010) (pp. 244-251). Chicago: International Society of the Learning Sciences.

- Jan, M., Chee, Y. S., & Tan, E. M. (2010). Unpacking the design process in design-based research. In Gomez, K., Lyons, L., & Radinsky, J. (Eds.) (Eds.) Learning in the Disciplines: Proceedings of the 9th International Conference of the Learning Sciences (ICLS 2010) (pp. 470-471). Chicago, IL, United States: International Society of the Learning Sciences.
- Jan, M., Chee, Y. S., & Tan, E. M. (2010). Changing science classroom discourse toward doing science: The design of a game-based learning curriculum. In Proceedings of the 18th International Conference on Computers in Education (ICCE 2010). Putrajaya, Malaysia: Asia-Pacific Society for Computers in Education.
- Jan, M., Squire, K., Martin, J. Mathews, J. & Holden, C. (2009, April). What happens when a game is a curriculum? Lessons learned from a game-based curriculum. Paper presented at American Educational Research Association 2009 AERA Annual Meeting (AERA 2009), San Diego, CA.
- Chee, Y. S. Tan, K. C. D. Tan, E. M. Jan, M. (2009). Learning chemistry with the game "Legends of Alkhimia": Pedagogical and epistemic bases of design-for-learning and the challenges of boundary crossing. In Kim, M. Hwang, S. W. Tan, A. L. (Ed.) Proceedings of the International Science Education Conference 2009 (pp. 273-292). Singapore: National Institute of Education.
- Jan, M. (2008) Designing an Augmented Reality Game-based Curriculum for Scientific Argumentation. Dissertation proposal presented at the Doctoral Consortium Workshop of the International Conference of the Learning Sciences (ICLS 2008). Utrecht, The Netherlands. June 24-28, 2008.
- Jan, M., Mathews, J., Holden, C. & Martin, J. (2008) Designing an Augmented Reality Game-based Curriculum. In Proceedings of the International Conference of Learning Sciences (ICLS 2008). Utrecht, Netherlands. June 24-28, 2008.
- Mathews, J., Holden, C., Jan, M. & Martin, J. (2008) Sick at South Shore Beach: A Place-Based Augmented Reality Game as a Framework for Building Evidence-Based Arguments. In Proceedings of the International Conference of Learning Sciences (ICLS 2008). Utrecht, Netherlands. June 24-28, 2008.
- Martin, J., Mathews, J., Jan M. & Holden, C. (2008) Restructuring Activity and Place: Augmented Reality Games on Handhelds. In Proceedings of the International Conference of Learning Sciences (ICLS 2008). Utrecht, Netherlands. June 24-28, 2008.
- Squire, K., Mathews, J., Jan, M., Holden, C. & Martin, J. (2008) Designing Place-Based Augmented Reality Games for Literacy. In Proceedings of the International

Conference of Learning Sciences (ICLS 2008). Utrecht, Netherlands. June 24-28, 2008.

- Martin, J., Jan, M., Mathews, J. & Holden, C. (2008) Gaming My Community: Kids Designing Local Video Games in and about their Urban Neighborhood. Paper presented at American Educational Research Association Annual Meeting (AERA 2008). New York, March 24-29, 2008.
- Squire, K., Jan, M., Matthews, J., Wagler, M., Martin, J., Devane, B. & Holden, C. (2007) Wherever You Go, There You Are: Place-Based Augmented Reality Games for Learning. Presented at American Educational Research Association Annual Meeting (AERA 2007). Chicago, April 9-13, 2007.
- Matthews, J. & Jan, M. (2007) Place-Based Augmented Reality Gaming on Handhelds. Interactive session presented at the First IEEE International Workshop on Digital Game and Intelligent Toy Enhanced Learning Conference (DIGITEL 2007), Jhongli, Taiwan.
- Squire, K & Jan, M. (2005) Mad City Murder: Augmented Reality Scientific Role Play Environments. Paper presented at the annual American Educational Research Association conference (AERA 2005), Montreal, Quebec, Canada.
- Squire, K. & Jan, M. (2005) Making the World Your Classroom: Breaking the Boundaries with Augmented Reality. Paper presented at the 21st Annual Conference on Distance Teaching & Learning, Madison, WI.
- Klopfer, E., Perry, J., Squire, K., & Jan, M. (2005) Collaborative Learning through Augmented Reality Role Playing. In Proceedings of Computer Supported Cooperative Learning conference (CSCL 2005), Taipei, 2005.
- Klopfer, E., Perry, J., Squire, K., & Jan, M. (2005). Mystery at the Museum – A Collaborative Game for Museum Education. In Proceedings of the conference on Computer Supported Collaborative Learning (CSCL '05), Taiwan, (pp. 316-320).
- 2004-2009 (As a doctoral student: University of Wisconsin-Madison)
- Jan, M. (2004) Mad City Environmental Detectives: The Design of an Augmented Reality Game for Education. Paper presented at the Wireless and Mobile Learning Technologies Conference, Mankato, MN. September 23-24, 2004.

### 專書及專書論文

- Gwee, S., Tan, E. M. & Jan, M. (in press). Designing an e-learning curriculum. In Fonseca, D. & Redondo, E. (Eds.), Handbook of Research on Applied E-Learning in Engineering and Architecture Education. (pp. XX-XX). Pennsylvania: IGI-Global Publications.
- Jan, M., Tan, E. M. & Chen, D. T. (2015). Issues and challenges of enacting game-based learning in schools. In Lin, T. B., Chen, D. T., & Chai, C. S. (Eds.),

New Media and Learning in the 21st Century: A socio-cultural perspective (pp. 67-76). Berlin: Springer.

- Zuiker, S. & Jan, M. (2012). A cultural analysis of game-based learning for collective conceptual evolution. In C.B. Lee & D.H. Jonassen (Eds.), *Fostering Conceptual Change with Technology: Asian Perspectives* (pp. 225-259). Singapore: Cengage Learning Asia Pte Ltd.
- Chee, Y. S., Tan, K. C. D., Tan, E. M., & Jan, M. (2012). Learning chemistry performatively: Epistemological and pedagogical bases of design-for-learning with computer and video games. In Tan, K. C. D. & Kim, M. (Eds.), *Issues and challenges in science education research: Moving forward* (pp. 245-262). Dordrecht: Springer Verlag.
- Squire, K., Jan, M., Mathews, J., Wagler, M., Martin, J., Devane, B. & Holden, C. (2007). Wherever you go, there you are: The design of local games for learning. In B. Sheldon & D. Wiley (Eds.), *The Design and Use of Simulation Computer Games in Education* (pp. 265-296). Rotterdam, Netherlands: Sense Publishing.
- Magnan, S., Farrell, M., Jan, M., Lee, J., Tsai, C & Worth, R. (2003). Wireless Communication: Bringing the Digital World into the Language Classroom. In L. Lomicka & J. Cooke-Plagwitz (Eds.), *Heinle Professional Series 2003: Teaching with Technology* (pp. 171-179).
- Jan, M. (2002). The Philosophical Roots of Deep Ecology. In Yao-fu Lin (Ed.) *Ecological Humanism (生態人文主義)* (pp. 39-56). Taipei, Taiwan: Bookman Books.

<生態人文主義> 一書為中文著作，是國內常用的生態課程用書，其中關於深層生態學的部分由我獨自撰寫，目前是許多通識課程的指定教材。

## 技術報告

## 其他

- 造訪自然: 人與大自然的對談 (1999) Translated from *Wild Communion: Experiencing Peace in Nature* (1997) by Ruth Baetz
- 語言教學法(1997) Translated from *Approaches and Methods in Language Teaching* (1986) by Jack C. Richards and Theodore S. Rodgers