#	Authors	Title	Decision	Track
35	Deliang Wang, Yu Lu, Zhi Zhang and Penghe Chen	An Efficient and Generic Method for Interpreting Deep Learning based Knowledge Tracing Models	FULL	C1
66	Cristina Maier, Isha Slavin, Ryan Baker and Steve Stalzer	Studying Memory Decay and Spacing within Knowledge Tracing	FULL	C1
76	Jill-Jênn Vie and Hisashi Kashima	Deep Knowledge Tracing is an implicit dynamic multidimensional item response theory model	FULL	C1
97	Michelle Banawan	Composite Score for ChatGPT Prompt Efficiency: A Computational Linguistic Analysis of Engineered Chatbot Prompts	FULL	C1
115	Maciej Pankiewicz and Ryan Baker	Large Language Models (GPT) for automating feedback on programming assignments	FULL	C1
121	Taisei Yamauchi, Ryosuke Nakamoto, Yiling Dai, Kyosuke Takami, Brendan Flanagan and Hiroaki Ogata	Improved Automated Labeling of Japanese Math-quizzes	FULL	C1
138	Yiling Dai, Brendan Flanagan and Hiroaki Ogata	Can We Ensure Accuracy and Explainability for a Math Recommender System?	FULL	C1
160	Duong Ta, Hua Gia Phuc Nguyen and Swapna Gottipati	ExGen: Ready-To-Use Exercise Generation in Introductory Programming Courses	FULL	C1
71	Takumi Hasegawa and Tessai Hayama	Developing a Video-based e-Learning System Incorporating a Fill-in-the-blank Question-type Concept Map	SHORT	C1
75	Swapna Gottipati, Kyong Jin Shim and Venky Shankararaman	Exploring Students' Adoption of ChatGPT as a Mentor for Undergraduate Computing Projects: PLS-SEM Analysis	SHORT	C1
176	Daiki Maeda, Kota Kunori and Tomoko Kojiri	Object Identification Training Support System for Object-Oriented Design with Cooking Recipes	SHORT	C1
212	Hanano Okamoto, Yuki Hayashi and Kazuhisa Seta	Learning Support System to Understand Others Through Dramatic Script Reading and Its Evaluation	SHORT	C1
240	Yasushi Ueno and Masato Soga	Development of a Learning Support System for playing Ryuteki in Gagaku for Beginners	SHORT	C1
58	Hirokazu Kohama, Yuki Ban, Tsubasa Hirakawa, Takayoshi Yamashita, Hironobu Fujiyoshi, Akitoshi Itai and Hiroyasu Usami	Recommending Learning Actions Using Neural Network	POSTER	C1
59	Joseph Benjamin Ilagan, Jose Ramon Ilagan and Maria Mercedes T. Rodrigo	An agent-based modeling and simulation tool as a learning aid for diffusion of innovations	POSTER	C1
86	Wararat Wongkia and Ekawat Chaowicharat	Thai Speech to Mathematical Expressions	POSTER	C1
92	Nitesh Kumar Jha, Plaban Kumar Bhowmik and Kaushal Kumar Bhagat	Immediate Feedback in Computational Thinking: Generating hints using a Knowledge Graph	POSTER	C1
140	Poh Nguk Lau, Chee Kuen Steven Ng and Li Fern Tan	An AI-enabled learning system with personalized learning pathways and its impact on statistics learning : a pilot study	POSTER	C1
149	Kota Kunori and Tomoko Kojiri	Activity Analysis Support System with Validity Check Based on State Change	POSTER	C1
153	Kento Kuwajima, Atsushi Ashida and Tomoko Kojiri	A Method for Estimating Learning Strategies from Tools Using Bayesian Network	POSTER	C1
171	Anna Lyza Felipe, Quang Tran, Thanh Pham, Thanh Ngoc Nguyen and Linh Duc Tran	A Framework for Assessment Design in the Era of Generative AI: The Case of Take-Home Assignment in Software-related Courses	POSTER	C1
188	Aota Nishida, Kazuhisa Seta and Yuki Hayashi	Learning Support System for Critical Reading of Academic Papers	POSTER	C1
199	Emmanuel Ayedoun, Yuki Hayashi and Kazuhisa Seta	Overcoming Barriers to Sustainable Dissemination of L2 Learning Resources: An Integrated Framework for Creating and Distributing Dialogue Scenarios	POSTER	C1
237	Koichi Shinohara, Keiichi Muramatsu and Tatsunori Matsui	Development of Estimation Method for Learner's Emotional Concealment During Learning Using Biometric Information and Feedback Model	POSTER	C1
244	Lalita Na Nongkhai, Jingyun Wang and Takahiko Mendori	An Adaptive Learning Support System based on Ontology of Multiple Programming Languages	POSTER	C1
249	Makoto Shiraishi and Tatsunori Matsui	Examination of the robot's role as a helper in learning situations	POSTER	C1
269	Yaqian Zheng, Deliang Wang, Yaping Xu and Yanyan Li	A Multi-Granularity Learning Path Recommendation Framework Based on Knowledge Graph and Improved Ant Colony Optimization Algorithm for E-learning	POSTER	C1
272	Marwa Harrathi, Maha Khemaja and Rafik Braham	Adaptive formative e-assessment extension for Open edX MOOCs	POSTER	C1
276	Cansu Koyuturk, Mona Yavari, Emily Theophilou, Sathya Bursic, Gregor Donabauer, Alessia Telari, Alessia Testa, Alessandro Gabbiadini, Davinia Hernandez-Leo, Martin Ruskov and Dimitri Ognibene	Developing Effective Educational Chatbots with ChatGPT: Insights from Preliminary Tests in a Case Study on Social Media Literacy	POSTER	C1
21	Changhao Liang, Izumi Horikoshi, Rwitajit Majumdar and Hiroaki Ogata	Tackling Unserious Raters in Peer Evaluation: Behavior Analysis and Early Detection with Learner Model	FULL	C2
47	Marc Beardsley, Batuhan Sayis and Marta Portero Tresserra	Multimodal assessment of an ultra-brief practice of progressive muscular relaxation adapted for the classroom	FULL	C2
78	Aloysius Ong, Chew Lee Teo, Alwyn Vwen Yen Lee and Guangji Yuan	Epistemic Network Analysis to assess collaborative engagement in Knowledge Building discourse	FULL	C2
102	Haruka Tada and Fumihide Tanaka	Development and Evaluation of a Matching System for Facilitating the Collaborative Learning of Online Students	FULL	C2
161	Tianqi Zhang	Unveiling University Students' Data Literacy: A Case Study on Modeling Reasoning in Data Mining Projects	FULL	C2
227	Wenli Chen, Guo Su, Xinyi Li, Qianru Lyu, Junzhu Su, Aileen Chai and Caryn Ng	From Individual Ideation to Group Knowledge Co-Construction: Comparison of High- and Low-performing Groups	FULL	C2
37	Guang Chen, Xinru Liu and Lei Wang	Development of a Maker Education Instructional Design Model: Delphi-based Analysis	SHORT	C2
51	Feng-Lung Liu, Geng-De Hong and Ju-Ling Shih	The Development and Evaluation of the Platform for Online High-Level Cooperative Games	SHORT	C2
72	Huiyan Ye, Zhihao Cui and Oi-Lam Ng	A Thematic Analysis Exploring Flexibility in Programming-based Mathematical Problem Solving	SHORT	C2

84	Zheng-Hong Guan and Sunny S. J. Lin	Investigating Trustworthiness and Conflict in Historical Multiple Texts: From Eye-Tracking Data of Source and Content Processing	SHORT	C2
192	Wenli Chen, Junzhu Su, Qianru Lyu, Siew Cheng Aileen Chai, Xinyi Li, Guo Su and Eng Eng Ng	The role of individual preparation for knowledge construction in collaborative argumentation: An Epistemic Network Analysis	SHORT	C2
214	Rajashri Priyadarshini, Chandan Dasgupta and Sahana Murthy	Students know more than they can tell: Understanding learners' ideas of heat transfer via model revision activities	SHORT	C2
230	Ryunosuke Nishimura, Risa Iharada, Yuya Sugamoto, Yutaka Ishii, Toshio Mochizuki and Hironori Egi	Discussion support agent system to promote equalization of speech among participants	SHORT	C2
238	Koki Honda, Yoshimasa Tawatsuji and Tatsunori Matsui	Experimental Verification of "Peer-ness" Formation by a Learning Companion Robot —Possibility of inducing a sense of competition through long-term nonverbal interaction—	SHORT	C2
242	Mengtao Li, Yaxin Guan and Guang Chen	Study on The Development of Computational Thinking Decomposition Strategies for Senior Primary Students	SHORT	C2
245	Oktay Ülker and Daniel Bodemer	Remembering the knowledge of experts and novices in computer-supported collaborative learning: A multinomial processing tree approach	SHORT	C2
247	Hui Zhang, Bian Wu, Yiling Hu and Yujie Xu	A Comparative Analysis on the Effects of Cognitive Tools in Data Inquiry Cultivation	SHORT	C2
280	Wenli Chen, Eng Eng Ng, Guo Su, Junzhu Su, Xinyi Li, Siew Cheng Aileen Chai and Qianru Lyu	Argumentative Knowledge Construction and Certainty Navigation: A Comparison between Individual and Group Work	SHORT	C2
31	Pin-Chen Chen, Ju-Ling Shih and Yu-Hao Lu	Future City: Exploring SDGs through Action Decision-Making Simulation Game.	POSTER	C2
39	Husni Mubarok, Gwo-Jen Hwang, Chi-Jen Lin and Darmawansah Darmawansah	Implementation of collaborative project-based learning approach: Spherical video-based virtual reality creation	POSTER	C2
90	Masataka Kaneko, Hironori Egi and Takeo Noda	Multimodal analysis of learners' communications in CSCL of a mathematical proof	POSTER	C2
95	Jobb Rodriguez, George William Sison, Sukhraj Takhar and Joshua Martinez	Gamifying CodeC: Examining Competitive and Cooperative Gamification Learning in Computer Education	POSTER	C2
147	Yi-Ning Tsai, Chih Hui Seet, Guo-Tsai Hung and Huang-Yao Hong	Fostering college students' sense of community through knowledge building	POSTER	C2
148	Mei-Ju Chen, Chao-Yu Guo and Huang-Yao Hong	Teachers developing more creative learning views via online perspective taking activities	POSTER	C2
178	Te-Yang Chou and Yen-Cheng Yeh	Mathematic Learning-by-teaching:Video Creation and Cross-Schools Staging	POSTER	C2
223	Yanjun Chen, Yiling Hu and Bian Wu	Impact of 360°VR on Pre-Service Teachers' Empathy——Taking Educational Equity as an example	POSTER	C2
225	Pei-Yi Lin	Enhancing student teachers' collaborative interdisciplinary design through knowledge-building activities	POSTER	C2
246	Jiamin Tang, Huihan Zhou, Yajing Tang and Guang Chen	Exploring Group Formation Strategies in Computer-Supported Collaborative Learning: A Systematic Review	POSTER	C2
6	Michelle Cheong	ChatGPT's Performance in Spreadsheets Modeling Assessments based on Revised Bloom's Taxonomy	FULL	C3
11	Ruixue Liu, Lijun Liang and Xiaodong Wei	Promoting Middle School Students' Achievement and Attitude toward Science Learning through Sphere Recognition-Based AR Application	FULL	C3
14	Ezekiel Adriel Lagmay and Maria Mercedes T. Rodrigo	Preparation for Future Lockdowns: A Comparison of Student LMS Activity During and After COVID-19	FULL	C3
64	Ridwan Rismanto, Aryo Pinandito, Banni Satria Andoko, Yusuke Hayashi and Tsukasa Hirashima	Process Evaluation for Concept Map Building and Its Experimental Evaluation	FULL	C3
94	Satoshi Toyota and Asuka Terai	On-demand lectures with humor and questions using avatars	FULL	C3
144	Chih-Yen Chen, Su-Hang Yang, Meng-Xuan Xie, Yi-Chuan Fan, Jen-Hang Wang and Gwo-Dong Chen	Creating Meaningful Connections: The Role of Simultaneous Multi Situational Learning in Knowledge Contextualization and Application	FULL	C3
182	Daevesh Singh, Ulfa Khwaja and Ramkumar Rajendran	Automatic Detection of Negotiation in Collaborative Complex Problem Solving Discourse	FULL	C3
198	Koki Okumura, Kento Koike, Izumi Horikoshi and Hiroaki Ogata	Towards Automated Evidence Extraction: A Case of Adapting SAM from Real-World Educational Data	FULL	C3
266	Antony Prakash and Ramkumar Rajendran	Unveiling Learners' Interaction Behavior in Virtual Reality Learning Environment	FULL	C3
277	Aditya Panwar, Ashwin T S and Ramkumar Rajendran	Keeping Teams in the Game: Predicting Dropouts in Online Problem-Based Learning Competition	FULL	C3
15	Xiaodong Wei, Rui Qiu and Ruixue Liu	Using Augmented Reality to Facilitate Music Learning for Preschool Children	SHORT	C3
27	Haixi Sheng, Xinran Zhou, Yue Zhao and Guoqing Zhao	Comparing Perceived Cognitive Load while Learning Online with AI Chatbots, Pre-recorded Videos, and Live Lectures	SHORT	C3
32	Clarence James Monterozo and Maria Mercedes Rodrigo	Do the Same Rules Apply? Transferring MOOC Success Behaviors to University Online Learning	SHORT	C3
41	Christine Lourrine Tablatin and Maria Mercedes Rodrigo	Visual Attention Patterns in Processing Compiler Error Messages	SHORT	C3
107	Herold Pc and Chandan Dasgupta	Adapting Noticing Framework to Analyze Learner's Reasoning in VR-simulated complex scenarios	SHORT	C3

112	Xiaowen Wang, Pinqi Hu and Guang Chen	Analysis of algorithmic strategy development in the development of computational thinking of upper elementary school students	SHORT	C3
124	Ajay Shankar Tiwari and Kaushal Kumar Bhagat	A Comparative Study of Traditional and Augmented Reality-Based Engineering Drawing Instruction: Effects on Visualization Skills and Cognitive Load	SHORT	C3
150	Isanka Wijerathne, Brendan Flanagan, Yiling Dai and Hiroaki Ogata	ECLAIR: A Centralized AI-Powered Recommendations System in a Multi-Node EXAIT System	SHORT	C3
163	Patrick Ocheja, Rwitajit Majumdar, Brendan Flanagan and Hiroaki Ogata	Sharing Learning Log while maintaining privacy over blockchain: Heuristic Evaluation of BOLL	SHORT	C3
164	Koichi Yamashita, Hiroki Soma, Satoru Kogure, Yasuhiro Noguchi, Raiya Yamamoto, Tatsuhiro Konishi and Yukihiro Itoh	Program Visualization System Supporting Teacher-Intended Stepwise Refinement	SHORT	C3
187	Wenhao Wang	A page jump recommendation model based on digital textbook contents and student log data	SHORT	C3
195	Sho Yamamoto, Aryo Pinandito and Tsukasa Hirashima	Concept Map Recomposition Approach for Advanced Formative Assessment in Large-Scale Online Course	SHORT	C3
251	Ashwin T S, Danish Shafi Shaikh and Ramkumar Rajendran	DLOT: An open-source application to assist human observers	SHORT	C3
60	Ika Qutsiati Utami, Wu-Yuin Hwang and Ratih Ardiati Ningrum	Data-Driven Learning Behaviors Clustering in Authentic Contextual Learning	POSTER	C3
74	Julian Evan, Swapna Gottipati and Kyong Jin Shim	Concept Map Generation from Lecture Slides using Association Rule Mining	POSTER	C3
113	Ning Wang, Tim Hurt, Ari Krakowski, Eric Greenwald, Omkar Masur, Boxi Fu and Chirag Merchant	Toward a Virtual Human Exhibit for Public AI Education	POSTER	C3
123	Yasuhisa Kato	Analyzing Learning Patterns and Potential Interventions in First-Year Compulsory Course at an Online University	POSTER	C3
129	Elizabeth Cloude, Ryan Baker and Maciej Pankiewicz	Supporting Self-regulated Learning in Computer Science with an Automated Feedback Tool	POSTER	C3
134	Li Fern Tan, Poh Nguk Lau and Steven Ck Ng	Measuring the effects of student satisfaction on the engagement level of personalized adaptive learning (PAL) using an AI-enabled Learning Pathway (LeaP) tool	POSTER	C3
139	Satoru Kogure, Akira Yoshida, Yasuhiro Noguchi, Koichi Yamashita, Tatsuhiro Konishi and Makoto Kondo	Construction of a Japanese Language Learning Support System for Learning Semantic Negotiation	POSTER	C3
211	Yuko Toyokawa, Izumi Horikoshi, Rwitajit Majumdar and Hiroaki Ogata	Review of Learning Analytics in Special Needs Education: studies from 2011 to 2023	POSTER	C3
215	Anveshna Srivastava and Chandan Dasgupta	What does process mining of feedback-seeking reveal about problem-solving in chemistry undergraduates?	POSTER	C3
216	Che-Yu Hsu, Feng-Nan Hwang, Tseng-Yi Chen and Chia-Hui Chang	Learning Outcomes of Computer Programming and Information Technology -Integrated Courses for Non-Computer Science Majors: Case Study of a Public Research University in Taiwan	POSTER	C3
259	Indrayani Nishane, Daevesh Singh, Ramkumar Rajendran and Sridhar Iyer	Does learner mindset matter while learning programming in a computer-based learning environment?	POSTER	C3
261	Devanshu Saindane, Sunny Prajapati and Syaamantak Das	Supporting Learning Through Affordance-Based Design: A Comparative Analysis of "BioVARse" and a Standard Textbook Companion Application in Biology Education	POSTER	C3
263	Ikkei Igawa, Yuta Taniguchi, Tsubasa Minematsu, Fumiya Okubo and Atsushi Shimada	Investigating Programming Performance Predictability from Embedding Vectors of Coding Behaviors	POSTER	C3
50	Fan Chen, Pengjin Wang, Deliang Wang and Gaowei Chen	Fostering Students' Dialogic Engagement with the Use of Visual Learning Analytics as a Teaching Assistant Tool in Primary School Classrooms	FULL	C4
116	Santiago Jácome, Wilson Román, Norma Barreno and Lorena Parra	Use of Interactive E-books in Mathematics Learning: A Systematic Mapping Study	FULL	C4
154	Veenita Shah, Sahana Murthy and Sridhar Iyer	Building Students' Learning Habits on Slack: An Application of the IDC Theory	FULL	C4
172	Abdullah Abdul Halim, Noor Dayana Abd Halim, Nor Farhah Saidin, Siti Farah Haryatie Mohd Kanafiah and Nurul Nadwa Zulkifli	Effects of Online Heutagogy Approach in Learning Science via Telegram towards Pupils' Science Process Skills and Creative Thinking Skills	FULL	C4
145	Chih-Yang Peng, Su-Hang Yang, Pei-Yu Ho, Jen-Hang Wang and Gwo-Dong Chen	Advancing Education through Stakeholder Engagement: An Evaluation of the Learning Butler Chatbot's Impact on Instructors, and Learners	SHORT	C4
170	Kannika Daungcharone, Krittawaya Thongkoo, Jirapipat Thanyaphongphat and Patcharin Panjaburee	Evaluating Learning Motivation and Achievement in Ubiquitous Online Collaborative Learning among Different Nationalities	SHORT	C4
174	Thanyaluck Ingkavara, Patcharin Panjaburee and Wararat Wongkia	Using of the Self-regulated Based Personalized Online Learning System for Learning Factorization in Mathematics	SHORT	C4
183	Pei-Shan Tsai	The Effects of Visualization Strategies on Students' Learning Outcomes in Augmented Reality Contexts	SHORT	C4
190	Izumi Horikoshi, Yuko Toyokawa, Kohei Nakamura, Changhao Liang, Rwitajit Majumdar and Hiroaki Ogata	Teaching Analytics with xAPI: Learning Design Visualization with Cross-platform Learning Data	SHORT	C4
196	Shih-Jou Yu, Wai Ki Rebecca Cheng, Yi-Hsuan Chen and Jerry Chih-Yuan Sun	Effects of Audio and Tactile Biofeedback Based on EEG Attention Levels on University Students' Relaxation	SHORT	C4
10	Ruixue Liu, Yonghuan Chai and Xiaodong Wei	Exploring the Effect of Teacher-Student Interaction Behavior in a Smart Classroom Environment	POSTER	C4

136	Krittawaya Thongkoo, Kannika Daungcharone, Patcharin Panjaburee and Jirapipat Thanyaphongphat	Efficient Ubiquitous Learning Management Using Collaborative Inquiry-based Approach for Programming Course: A Case Study of 3 Universities	POSTER	C4
201	Takahiro Yoshino, Shin Ueno and Hironori Egi	Estimating physical interactions with neighboring students to detect active learners in computer classrooms	POSTER	C4
206	Masaki Kodaira, Tatsuya Hamada and Hironori Egi	Effect of Active Breaks during e-Learning and Mental Arithmetic Tasks	POSTER	C4
219	Chia-Yu Hsu, Mandukhai Otgonbaatar, Izumi Horikoshi, Huiyong Li, Rwitajit Majumdar and Hiroaki Ogata	Chronotypes of Learning Habits and Performance in Weekly Math Learning of Junior High School	POSTER	C4
17	Ning Wang, Ryan Montgomery, Eric Greenwald and Maxyn Leitner	Design and Implementation of an Educational Game for Teaching Artificial Intelligence to High School Students	FULL	C5
89	Junyi Zhou, Jialing Zeng and Junjie Shang	Effects of different embodied scaffoldings on students' spatial abilities in digital game-based learning	FULL	C5
91	Vando Gusti Al Hakim, Su-Hang Yang, Jen-Hang Wang, Yu-Chen Chang, Hung-Hsuan Lin and Gwo-Dong Chen	Exploring the Impact of Designing a Robot as a Pet with Interdependence Theory on Long-Term Relationships and Learning Performance	FULL	C5
126	Fuzheng Zhao, Danqing Luo, Etsuko Kumamoto and Chengjiu Yin	Design and development of a game to improve self-efficacy: A case study of addressing modes learning	FULL	C5
207	Yinbei Liu and Alex Wing Cheung Tse	The Impact of Digital Game-based Learning with a Mathematical Game Application on Calculation Abilities of Grade 4 Students	FULL	C5
208	Chen Lu, Yang Yang and Chen Guang	Develop and validate STEM education activities using the “6E Design Teaching Model”: Taking “Dynamics and Energy Conversion in Sail Car Design” as an example	FULL	C5
209	Beilei Zhang and Alex Wing Cheung Tse	The Impact of Gamified Assessment on the Learning Burnout of Undergraduate Computing Students: a Quasi-experimental Research	FULL	C5
13	Zilu Liang	Enhancing Learning Experience in University Engineering Classes with Kahoot! Quiz Games	SHORT	C5
40	Chifang Huang and Zhi-Hong Chen	Executive Functions Training-oriented Digital Games: Effectiveness and Experience	SHORT	C5
53	Ya Xiao and Khe Foon Hew	Incorporating tangible rewards into gamification increases students’ identified regulation in fully online learning	SHORT	C5
130	J. M. Alexandra Andres, Elizabeth Cloude, Ryan Baker and Seiyon Lee	Investigating Cognitive Biases in Self-Explanation Behaviors during Game-based Learning about Mathematics	SHORT	C5
193	Gou Tiantian, Fan Minsheng and Wang Binli	The Design and Practice of Scientific Inquiry Activities for Children Aged 5-6 Based on an AR Flashcard Environment	SHORT	C5
197	Kazumasa Omura, Kei Kubo, Frederic Bergeron and Sadao Kurohashi	Toward Game-Based Learning of Japanese Writing for Elementary School Students	SHORT	C5
232	Steven Ck Ng, Li Fern Tan and Poh Nguk Lau	Enhancing Learner Satisfaction in Simulation-Based Learning: The Impact of Learner Characteristics and Expectancy	SHORT	C5
7	Maria Mercedes T. Rodrigo, Jonathan Casano and Mikhail Fuentes	Relationship Between Students’ Minecraft Re-engagement Metrics and STEM Interest	POSTER	C5
100	Yufan Zhang, Nurul Nadwa Zulkifli, Ahmad Fauzi Mohd Ayub and Zewen Shang	Analysis to Creation: Using the ADDIE Model to Develop an Educational Game for Children	POSTER	C5
118	Ewa Duda	Case study-based research on understanding app user engagement to develop environmental literacy of urban residents	POSTER	C5
169	Archana Rane, Sahana Murthy and Sasikumar M.	GaMINLab - Meaningful gamification to engage students in science inquiry practices through simulation labs	POSTER	C5
179	Huang Peizhe, Li Wanxiang, Gu Wen, Ota Kouichi and Hasegawa Shinobu	A Skill Tracing Model for Player Character Control in STG	POSTER	C5
241	Shuying Tsai and Zhihong Chen	Using Educational VR Systems to Promote Scientific Inquiry: A Case Study of Investigating Factors that Influence Marine Biodiversity	POSTER	C5
252	Hsiao-Tung Yang, Chang-Yen Liao and Ciao-Min Syu	Gamification in Reading Support: Investigating its Influence on Reading Preferences and Interest	POSTER	C5
268	David Pynadath, Nik Gurney, Sarah Kenny, Rajay Kumar, Stacy Marsella, Haley Matuszak, Hala Mostafa, Pedro Sequeira, Volkan Ustun and Peggy Wu	Improving Teamwork through a Decision-Theoretic Coach in a Minecraft Search-and-Rescue Game	POSTER	C5

PENDING **C6**

PENDING **C7**