

研究室簡介

2000年以後，數位內容市場蓬勃發展，而數位音樂更與影像、多媒體、遊戲，甚至文化創意產業，密不可分的關係。本研究室成立的主要目的是在整合網路上的數位內容，並將這些數位教材應用於蒙莎動腦軟體並推廣問題為導向的學習。

研究室方向

我們的研究目標訂定在研發智慧型的助教，來幫助同學們整合網路上作個案討論內容，並且將小組所收集到的數位內容做有效的整合以呈現良好的討論環境已達成優質的研究成果。在學習的領域中，醫學院的問題為導向的學習與批判性思考所達成的教育成效一直是教育界的榜樣與典範。但是其中所應用到的小組個案討論需要很大的人力資源；特別是小組裡的助教非常的缺乏，以致於在一般的教室學習很難應用到這種與小組為主的個案討論。本實驗室發展這些智慧型助教代理人來幫助同學們做個案討論的研究。此應用的研究成果不但可以減省很多的教師人力成本，並且減少老師們推廣問題和導向時的工作負擔。

研究室成果

Journal

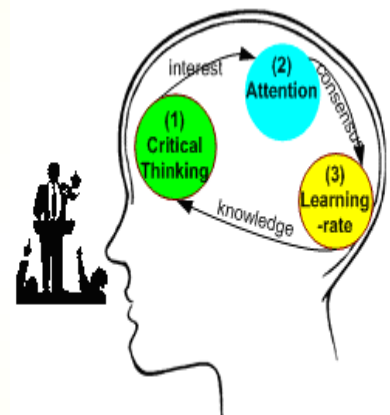
- A. Chiang and M. S. Baba, "[Developing an Intelligent System to Acquire Meeting Knowledge in Problem-based Learning Environment](#)," *International Journal of Innovative Computing, Information and Control*, vol. 2(2), pp 465-79, 2006. (ISSN 1349-4198)
- A. Chiang, "[A Review of Problem-base Learning for IT Education](#)," *Journal of Tung Nan Institute of Technology*, vol. 30, pp. 23-34, 2006. (ISSN 1561-2562)
- A. Chiang, "[A Problem-based Learning Assessment Tool for IT Education](#)," *Journal of Tung Nan Institute of Technology*, vol. 28(1), pp. 129-138, 2005. (ISSN 1561-2562)
- A. Chiang, "[Case Based Reasoning in a Pacman like Game](#)" *Journal of Tung Nan Institute of Technology*, vol. 28(1), pp. 139-148, 2005. (ISSN 1561-2562)
- A. C.-C. Chiang and I. P.-W. Fung, "Redesigning Chat Forum for Critical Thinking in a Problem-based Learning Environment," *The Internet and Higher Education*, vol. 7(4), pp. 311-328, 2004. (ISSN: 1096-7516)

Conference

- A. Chiang and M. S. Baba, "MALESAbraIn for Problem-based Learning in IT education," presented at The 5th IEEE International Conference on Advanced Learning Technologies, 570-574, Kaohsiung, Taiwan, 2005. (ISBN 0-7695-2338-2) 5th - 8th July
- A. Chiang, I. P.-W. Fung, and R. H. Kemp, "Developing an intelligent learning tool for critical thinking on problem-based discussion," presented at International Conference on Computers in Education (ICCE2004), 1457-1464, Melbourne, Australia, 2004. (ISBN 168335570-7) November 30 - December 3 2004

Workshops

- A. Chiang, I. P.-W. Fung, and R. H. Kemp, "Developing an Intelligent Learning Tool for Knowledge Acquisition on Problem-based Discussion," presented at Pacific rim knowledge acquisition workshop (PKAW-04), 127-141, Auckland, New Zealand, 2004. (ISBN 1-877314-34-X) 9th - 10th August
- Chiang, A. (2007). [Motivate AI Class with Interactive Computer Game](#). The first IEEE International Workshop on Digital Game and Intelligent Toy Enhanced Learning,, 26-28, Jhongli, Taiwan, (ISBN 0-7695-2801-5) March 2007.



圖一：蒙麗莎頭腦模型
MALESAbraIn

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主要研究設備

MALESAbraIn Server
蒙麗莎頭腦網路服務伺服器