30th International Conference on Computers in Education

Program at a Glance

TIME	Nov 28th Monday	Nov 29th Tuesday	TIME	Nov 30th Wednesday	TIME	Dec 1st Thursday	TIME	Dec 2nd Friday
08:30-09:00	Registration Foyer Level 1	Registration Foyer Level 1	08:30-09:00	Registration Foyer Level 1	08:30-09:00	Registration Foyer Level 1	08:00-09:00	Keynote 4 Room A + B
09:00 - 10:30	**Workshops** W02 – 1: Room A / W04 – 1: Room B / W05 – 1: Room C / W07 – 1: Room D / W09 – 1: Room E	Tutorial 1-1: Room A / **Workshops** DSC – 1: Room B / W01 – 1: Room C / W03 – 1: Room D / W06: Room E	09:00-9:40	SIG Leaders Meeting: Room C / Sponsor Workshop by OpenLearning Room D& E	09:00 - 10: 00	Keynote 2 Room A+B	09:00 - 10: 00	Theme-based Talk 3 Room A + B / PTP – 6: Room C / AIED/ITS – 6: Room D
			9:40-10:00	Coffee/Tea				
10:30 - 10:50	Coffee/Tea break	Coffee/Tea break	10:00 - 11:20	Opening Ceremony &	10:00 - 10:20	Coffee/Tea break	10: 00 – 11:00	EGG – 4: Room A+B

Legend:

Room A – Ballroom Hall 1

Room B – Ballroom Hall 2

Room C – Melati

Room D – Mawar

Room E – Jasmin

Room F – Business Centre

TIME	DETAILS	ROOM

09:00 - 10:30	**W01-1 Analysis and Design of Problems/Questions in the Digital Environment: The 15th Workshop on Technology Enhanced Learning by Posing/Solving Problems/Questions**
	Chair: Takahito Tomoto
	W1-01 (278-Full) - A System that Supports Learners' Strategic Thinking for Solving High-school Mathematics Problems
	    Takumi YAMADA, Tatsuhiro KONISHI
	W1-03 (280-Full) - Training System for Learning Tactics from E-sports Playing Video Based on Explanations
	    Yusuke NAGAYA, Atsushi ASHIDA, Tomoko KOJIRI
	W1-02 (279-Short) - Enabling Physical- and Concept-Walk in VRbased Open-ended Historical Leaning Space
	    Aoi MATSUURA, Kazuhisa SETA, Yuki HAYASHI
		C

	W03-1 The 6th International Workshop on Information and Communication Technology for Disaster and Safety Education (ICTDSE2022)
	Chair: Hisashi HATAKEYAMA
	W3-006 (289-Full) - Prototype System of Evacuation Training in Metaverse
	    Kaito Oe, Itsuki Tanioka, Hiroyuki Mitsuhara, Masami Shishibori
	W3-007 (290-Full) - Immersive Function for Allocating Disaster Situations for VR-based Evacuation Training System
	    Kaito Oe, Itsuki Tanioka, Hiroyuki Mitsuhara, Masami Shishibori
		D

	W06-1 The 2nd International Workshop on Metaverse and Artificial Companions in Education and Society (MetaACES 2022)
	Chair: Maiga Chang
	W06-05 (235-Short) - Enhancing Learner Models for Pedagogical Agent Scaffolding of Self-Regulated Learning
	    Daryn Dever, Megan Wiedbusch, Roger Azevedo
	W06-15 (242-Short) - Socio-technical infrastructure norms for fair use of artificially intelligent education companions
	    Stella George
	
	W06-06 (236-Short) - Pedagogical companions to support teachers' interpretation of students' engagement from multimodal learning analytics dashboards
		E

Legend:

Room A – Ballroom Hall 1	Room C – Melati	Room E – Jasmin
Room B – Ballroom Hall 2	Room D – Mawar	Room F – Business Centre

TIME	DETAILS	ROOM
	Megan Wiedbusch, Nathan Sonnenfeld, James Henderson	
10:30 -10:50	**Coffee/Tea Break**	Foyer Level 1 & 2

	Tutorial-1: contd. Using social network analysis to analyze online learning interaction Nurbiha A Shukor, Universiti Teknologi Malaysia, Malaysia	A
10:50 - 12:20	**DSC-2** Chair: Bo JIANG Mentors: Gwo-dong Chen, Su Luan Wong, Maria Mercedes T. Rodrigo, Yanjie Song **172:** The design and use of agent-based modeling computer simulation for teaching technology entrepreneurship Joseph Benjamin Ilagan **189:** Investigating the impact of modeling in a CSILE on problem-solving strategies and scientific reasoning by students in complex chemical engineering problems Rajashri Priyadarshini **180:** Developing student agency through feedback seeking practices in a CSCL environment Min Lee	B
10:50 - 12:20	**W01-2 Analysis and Design of Problems/Questions in the Digital Environment: The 15th Workshop on Technology Enhanced Learning by Posing/Solving Problems/Questions** Chair: Takahito Tomoto **W1-04 (281-Full) -** The Effect of Contextual Student-Generated Questions on EFL Learners' English Learning Performance, Language Learning Strategy Use, and Perceived Cognitive Load Chih-Chung LIN, Fu-Yun YU	C

Legend:

Room A – Ballroom Hall 1	Room C – Melati	Room E – Jasmin
Room B – Ballroom Hall 2	Room D – Mawar	Room F – Business Centre

TIME	DETAILS	ROOM
	W03-2 The 6th International Workshop on Information and Communication Technology for Disaster and Safety Education (ICTDSE2022) Chair: Hisashi HATAKEYAMA **W3-010 (291-Full) -** Learning Affordances of a Facebook Community of Older Adults: A Netnographic Investigation during COVID-19 　　Ryan Ebardo, Merlin Teodosia Suarez **W3-002 (288-Short) -** Prototyping and Evaluation of a Web Application Supporting Tourists in Trouble and Emergency 　　Yasuhisa Okazaki, Akane Hasebe, Hiroshi Wakuya, Yukuo Hayashida, Nobuo Mishima	D
10:50 - 12:20	**W06-2 The 2nd International Workshop on Metaverse and Artificial Companions in Education and Society (MetaACES 2022)** Chair: Maiga Chang **W06-02 (234-Short) –** Research Hotspots and Trends of Educational Ethics of Artificial Intelligence in China 　　Jing Luo, Yu-Tuan Zhang, Yun-Yi Wang, Hua-Tao Tang and Lin Li **W06-07 (237-Short) -** Towards a Humorous and Empathetic Companion Dialogue System with a Cultural Persona for Older Adults 　　Chunpeng Zhai, Santoso Wibowo **W06-13 (241-Short):** Design of a peer-to-peer network framework for the metaverse 　　Yanjie Song, Kaiyi Wu, Jiaxin Cao and Yin Yang **W06-03 (233-Short) -** Ask4Summary Automatically Responds Student's Question with a Summary Assembled from Course Content 　　Mohammed Saleh, Maiga Chang, Maria F. Iriarte **W06-08 (238-Short) -** When Calculus learning collides with the metaverse 　　Jeff Wong, Mik Kei Kung	E
12:20 – 13:20	**Lunch Break**	Tonka Bean Cafe

Legend:

Room A – Ballroom Hall 1	Room C – Melati	Room E – Jasmin
Room B – Ballroom Hall 2	Room D – Mawar	Room F – Business Centre