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• 計畫英文名稱	Transforming Internet Attraction to Constructive Learning Motivation through an Innovative E-Learning Platform (I)

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• 中文關鍵字	線上遊戲; 網路沉迷; 網路成癮; 學習動機; 數位學習; 學習策略
• 英文關鍵字	Online Game; Internet Attraction; Internet Addiction; Learning Motivation; E-Learning Platform; Learning Strategy

• 中文摘要

在目前國內教育正面臨改革之際，許多學生對繁雜科目的課室教學感到煩 惱，甚至有排斥之傾向，但對課外之網路遊戲卻非常熱衷。由於在各種遊戲吸引 及同儕競爭之下，其花費在網路遊戲的時間遠比學科教育學習的時間超出許多， 甚至對網路遊戲之攻略密笈熟練程度遠高於教科書內容，如此之網路吸引甚至達 到網路沉迷或成癮之程度，是本計劃中一項有興趣之研究主題，因此如何利用具 有網路遊戲特性之數位學習 GBeL (Game-Based e-Learning)，將此網路吸引之特質 轉變成學習動機便是本計劃之主要目的。 本計劃利用 open source 的網路遊戲平台開發一個具有網路遊戲特性之數位 學習平台 GBeL (Game-Based e-Learning platform)，並且經由評估分析學習者之 心理狀態，來建置一個醫學教育網路學習連線遊戲，以達到引發學習者將網路遊 戲之吸引特質轉化成學習動機。本計劃也進一步針對學習策略及成效做評估，以 一年的成果，經由二次的試玩測驗結果分析，已經初步發現同學普遍對於這類型 的學習模式有好感。雖然本計劃只得到一年的經費支援，但是達成 ─讓教室像『虛 擬遊樂場』 、學習成為『過關遊戲』、而以教科書當『遊戲攻略本』之境界的目標， 應該已經有了初步的成果，並且證明是可行的。

• 英文摘要

In spite of the constant attention on education reform in Taiwan, students seem to become less interested in what they were taught in a classroom. From elementary school pupils to college students, they are far more attracted by computer games (especially online games) than any class in the school. A straight-forward approach of e-learning may just convert what's taught in a class into a set of web-based materials with slides and video. Based on ours and others' experience, this approach fell short of attracting students' attention most of the time and failed to fulfill e-learning's promise. In light of the recent popularity of online games (OLG) in Taiwan, we build and evaluate a Game-Based e-Learning (GBeL) platform in this program project by using an open source MMORPG platform. This program project consists of 4 component projects, each plays a very important supporting role to each other. The first

component project (CP#1) will be responsible to build this GBeL platform by soliciting and integrating OLG components. The 2nd component project (CP#2) will implement a set of models and guidelines so that people can create content for the GBeL platform. The success of CP#1 and CP#2 will depend heavily on the detail observation and analysis of OLG attraction and addiction behavior by the 3rd component project (CP#3). The 4th component project will, on the other hand, evaluate the impact of GBeL to the students who uses GBeL platform as their e-Learning tool. This program project will contribute to the development of a brand new field where OLG and e-Learning can be married and give our under-motivated students a lift. After 2 tests, we've found that students are very interested in the new way of learning. Though, we've only been founded for one year, we would not be able to develop completed content of a course. We still hope there is any research chance to prove that GBeL will be a success way of learning. Furthermore, it may very well become a new segment in Taiwan's much-needed knowledge-based economy because of its scalability and ubiquity.