

Game-based Learning with Ubiquitous Technologies

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Abstract

E-learning communities have recently started to emphasize the need to make e-learning systems more practical rather than more powerful. Related studies indicate that the appeal of learning content as well as participation in learning activities are primary concerns. The authors propose using advanced ubiquitous technologies to construct a location-aware, digital game-based learning environment. This framework presents the notion of a ubiquitous game-based learning model from technical and experimental viewpoints. An example of the courseware for a class on Tamsui, Taiwan's historical culture demonstrates the learning scenario's viability in the proposed environment.

Keyword : Game-based Learning, Ubiquitous Technologies