# Table of Contents


Preface .............................................................................................................................................. v
Conference Committees .............................................................................................................. vi

• **Session 1- E-Education and E-Learning**

Board games in the Computer Science Class to Improve Students’ Knowledge of the Java Programming Language: A Lecturer’s Perspective ................................................................................................................................. 1
  
  *Dawid B Jordaan*

Video-based Question Generation for Mobile Learning ........................................................................ 5
  
  *Klinsukon Nimkanjana and Suntorn Witosurapot*

Developing a Mobile-based Digital Math Game for Learning Number and Calculation in Elementary School .......... 9
  
  *Ah-Fur Lai, Syuan Shih, and Chi-Rui Hong*

A Model for Language Learning with Crowdsourcing and Social Network Analysis for Community Decision-Making ............................................................................................................................................. 14
  
  *Debopriyo Roy*

Promoting Globalization with Multimedia-based Blended Learning Content in an English Language Classroom in Japan ........................................................................................................................................ 20
  
  *Debopriyo Roy*

Study on the Teaching Mode of School-Enterprise Cooperation under the Environment of E-Learning .............. 29
  
  *Xin Li*

The Role of Broadband Learning Center (BLC) in Elevating Career Woman Technological Capabilities (Study in Wonorejo, Surabaya) ........................................................................................................... 34
  
  *Parlaungan Ifiah N, Kiki Awalul Chasanah, and Kartika Nuril Ilmi*

An Interactive and Spherical Panorama for Multicultural City Exploration .................................................. 39
  
  *Meiju Shih and Li-Chieh Chen*

A Study of Developing a Web-based Video Annotation System and Evaluating Its Suitability on Learning .......... 44
  
  *Ah-Fur Lai, Wei-Hsin Li, and Horng-Yih Lai*

Analyzing the Current Situation of E-learning at Kabul Polytechnic University ........................................... 49
  
  *Hamidullah Sokout and Tsuyoshi Usagawa*
• **Session 2- Education Statistics and Education Management**

The Impact of Professors’ Transformational Leadership on University Students’ Employability Development based on Social Cognitive Career Theory ...............................................................54  
*Michael Yao-Ping Peng, Tuan Sheng-Hwa, and Wang Han-Yu*

The Influence of Thinking Maps on Discovery Learning toward Physics Problem Solving Skills .......................59  
*Lia Yuliati and Nuril Munfaridah*

Interactive Multimedia Electronic Learning (IMEL) Packages on Health Thai Massage Course ............................64  
*Supanita Sudsaward and Chalabhorn Suwansumrit*

Professional Didactic Text as a Part of Material Didactic Means and Its Creation ........................................69  
*Daniel Kučerka, Eva Ružinská, and Monika Kučerková*

Empowering Critical and Creative Thinking Skills through Remap STAD Learning Model ............................75  
*Siti Zubaidah, Susriyati Mahanal, Farqiyyatur Ramadhan, Miswandi Tendrita, and Nur Ismirawati*

High School Students’ Attitudes about Socioscientific Issues Contextualized in Inquiry-based Chemistry Instruction .........................................................................................................................80  
*Sri Rahayu, Arum Setyaningsih, Anisyah D. Astarina, and Noor Fathi M.*

Teachers’ Representation in Solving Mathematical Word Problem ......................................................................85  
*Cholis Sa’dijah, Nurrahmawati, Sudirman, Makbul Muksar, and Lathiful Anwar*

Innovative Culture-Based English Learning Model for Non-English Faculty Students ..................................90  
*Aryusmar and Muhartoyo*

• **Session 3- Software Engineering and Information Technology**

The Preliminary Study of a Mobile Health Application for Visual Impaired Individual......................................97  
*Mariam Mohamad, Wan Ahmad Jaafar Wan Yahaya, and Normala Abdul Wahid*

Trend of Malware Detection Using Deep Learning ..........................................................................................102  
*Yoon-seon Lee, Jae-ung Lee, and Woo-young Soh*

Users’ Privacy Protection Scheme in Location Based Services ..........................................................................107  
*Tu-Liang Lin and Pin-Jie Wang*

Using Text Mining to Discover Skills Demanded in Software Development Jobs in Thailand.........................112  
*Chamikorn Hiranrat and Atichart Harncharnchai*

New Media and Education: Analyzing the Approaches to Understand Digital Technologies..........................117  
*Szu-Wei Chen*