

Yu-Ju Lan is a Research Chair Professor at National Taiwan Normal University. She is currently the president of the Taiwan Pedagogy and Practice in TELL Association. Before becoming a professor at the university, she had been teaching in two different elementary schools in Taiwan for over 20 years. This experience has motivated her to develop different platforms to meet different language learners' multiple needs.

In light of enhancing the language ability and addressing the importance of promoting Chinese language teaching to increase Taiwan's global competence, she has been devoted to applying the research outcomes in the field of Technology Enhanced Language Learning (TELL) to establishing theories and to classroom practices since 2008. These outcomes are particularly significant in the use of 3D virtual contexts.

Yu-Ju Lan have been devoted to researching 3D virtual reality (VR) since 2009. Earlier, when it was common to examine the influence of VR on language learning through subjective assessments, she focused on conducting empirical research to identify its promise and pitfalls, and pointed out its future research direction. Her contribution to the study in VR can be categorized from four aspects: 1) verifying learning theories in terms of language learning strategies and learning outcomes in VR contexts through empirical research; 2) constructing a theoretical framework of using VR for language learning based on my 10 years' research; 3) developing platforms and tools to support language learners aged 9 and above in constructing their 3D learning environments based on my theoretical framework and reflections; and 4) putting into practice and disseminating the outcomes for training and helping teachers solve potential problems in language classes.

Her research in VR features 1) diverse participants from different countries, (e.g. Taiwan, Singapore, the USA, Canada, Australia, Vietnam, Indonesia, etc.), in different age groups, (e.g. K-12, tertiary level and adults), with varying learning needs, (e.g. regular learners and students with special needs), and taking different roles, (e.g. teachers and learners); 2) diverse target languages: Chinese as a foreign/second language (CFL/CSL), English as a foreign language, and Chinese as the first language (L1); 3) diverse learning approaches: formal lectures, blended learning and self-directed learning; 4) diverse skills of language: listening, speaking, reading, writing, communicating, cultural awareness and 3D creations; and 5) diverse aspects to research: cognitive neuroscience, information engineering, e-learning and teacher training and professional development. Over the last decade of her research in VR, she has published more than 20 papers on language learning using VR, mainly in SSCI journals.

She has proposed the principles of designing tasks and VR contexts based on the empirical evidence. As the need for using VR in learning grows, her pioneering works could provide essential implications for academia, education and industries. For her outstanding research performance, she was awarded the Outstanding Research Award by the Ministry of Science and Technology (MOST), Taiwan, in 2022.

With extensive experience in academic publishing, Yu-Ju Lan is currently the Editor-in-Chief of *Educational Technology & Society* journal (SSCI), Associate Editor of *Language Learning & Technology* (SSCI), and on the editorial board of *Ampersand* (Scopus).

QUALIFICATIONS

Ph.D. Institute of Information and Computer Education 2006
 (Information Education Unit)
 National Taiwan Normal University, Taipei, Taiwan

ACADEMIC POSITIONS

Chair Professor 2022-

Distinguished Professor 2022-2025
 Chinese as a Second Language
 National Taiwan Normal University, Taipei, Taiwan

Distinguished Professor 2015-2017
 Department of Applied Chinese language & Culture
 National Taiwan Normal University, Taipei, Taiwan

Professor 2015-present
 Department of Chinese as a Second Language
 National Taiwan Normal University, Taipei, Taiwan

EDITORIAL POSITIONS

Editor-in-Chief of *Educational Technology & Society* 2019-present

Editorial Board Member of *Language Learning & Technology* 2018-present

Editorial Board Member of *Educational Technology Research & Development* 2018-2020

Editorial Board Member of *Journal of Chinese Language Teaching* 2018

Editorial Board Member of *Journal of Chinese Language Education* 2020-present

HONORS AND AWARDS

Outstanding Research Award (MOST, Taiwan) 2022

Fulbright Senior Scholar 2019-2020

Distinguished Professor 2015-2017
 2022-

Special Outstanding Talent Award 2013-2022
 Ministry of Science and Technology

Visiting Scholar
 Education University of Hong Kong 06/2018
 Monash University, Australia 08-09/2015
 University of North Texas 08/2019-07/2020

Distinguished Young Scholar 3-Year Research Fund

Ministry of Science and Technology

08/2014-07/2017

Outstanding Faculty Award in Academic Research

National Taiwan Normal University

2013-2021

The Advanced Center for the Study of Learning

National Science Council Visiting Scholar Awards

Pennsylvania State University, USA

09-12/2013

RESEARCH GRANTS

- PI**, “Integrating AI speech recognition technology and virtual contexts for Chinese as a foreign language learning in oral skills: System development and evaluation” (MOST 110-2511-H-003 -038 -MY3), **2021-2024**, Ministry of Science and Technology.
- PI**, “Investigating the influence of collaborative creation in a 3D environment on the development of pragmatic competence in children with autism spectrum disorder (ASD)” (MOST 109-2511-H-003-026 -), **2020-2021**, Ministry of Science and Technology.
- PI**, “The development and evaluation of an ESP theory through project-based learning in a 3D virtual world: a case study of in-depth tourism in Taiwan” (MOST 106-2511-S-003 -015 -MY3), **2017-2020**, Ministry of Science and Technology.
- PI**, “Flipped and flipped: An investigation of the effects of using double-flipped learning derived from self-directed and inquiry-based creation activities on elementary school students' diverse communication skills and learning performance” (MOST 105-2511-S-003 -018 -MY3), **2016-2019**, Ministry of Science and Technology.
- PI**, “Let's Co-Construct English: The Investigation of the Effects of 3D Context Co-Construction on the English Performances of Elementary-School Students” (Distinguished Young Scholars Program, MOST 103-2628-S-003 -002 -MY3), **2014-2017**, Ministry of Science and Technology.
- Co-PI**, “Enhancing Tertiary Chinese Foreign Language Learning Through Task-Based Language Learning In 3D Multiuser Virtual Environments” (Ref: SD13-3445), **2014-2015**, Department of Education Commonwealth of Australia.
- PI**, “Task-Based Virtual Reality and Ubiquitous Learning Environments for Learning Mandarin Chinese Vocabulary,” **2013-2015**, National Science Council.
- PI**, “The Impact Of Multiple-Tasks Use in Virtual Worlds on CFL Learners' Chinese Acquisition” (NSC 101-2511-S-003-031-MY3), **2012-2015**, National Science Council.
- PI**, “An Investigation on CFL Learners’ Behaviors and Acquisition Process in a Virtual World” (NSC 100-2511-S-003-018-), **2011-2012**, National Science Council.
- PI**, “Development and evaluation of a cooperative self-constructive learning platform on CFL learners' Chinese character learning proficiency” (NSC 97-2511-S-003-051-MY3), **2008-2011**, National Science Council.
- Co-PI**, NSC-Fund Library Acquisition Project: “Computer Assisted Language Learning” (NSC 98-2420-H-003-003-2E3), **2009-2012**, National Science Council.

GLOBAL RESEARCH PROJECTS

1. Received the highest fund of the year from the application for the OLT Project funded by the Australian Government with Dr. Scott Grant from Australia, February 2014 to January 2015
2. Implemented the Erasmus + international credit mobility Project with University of Tartu, Estonia, August 2016 to June 2018. Promoted teachers exchange fully sponsored by the European Union
3. Implemented the Project of International Research-Intensive Centers of Excellence in Taiwan with Prof. Ping Li at the Pennsylvania State University, September 2013 to December 2015. Outcomes are published in two SSCI journals: *ETR&D* (2015) and *ET&S* (2017)
4. Guest-edited a Special Issue for *ETR&D* in 2015 with Prof. Ping Li at the Pennsylvania State University and Dr. Scott Grant from Australia
5. Guest-edited a Special Issue for *ET&S* in 2017 with Prof. Adele Botha at CSIR Meraka, South Africa, Prof. Junjie Shang at Peking University and Prof. Morris Siu-Yung Jong at The Chinese University of Hong Kong
6. Guest-edited a Special Issue for *IJCALLT* (Calling for papers, publication year: 2019) with Prof. MA Qing Angel from the Education University of Hong Kong
7. Worked with the Institute of World Languages, University of Virginia to conduct an experiment on online Mandarin teaching. This opportunity successfully fosters a closer tie between the NTNU and the University of Virginia; an MOU has developed and signed.

ACADEMIC COMMUNITY SERVICE

***LL&T* Special Issue Guest Editor**, Extended Reality (XR) in Language Learning

***CALL* Special Issue Guest Editor**, Pan-Pacific Technology-Enhanced Language Learning, 34(1-2), February–March 2021

***LL&T* Special Issue Guest Editor**, Big Data in Language Education and Research, 25(1), Feb. 2021

***ETR&D* Special Issue Guest Editor**, Technology enhanced learner ownership and learner autonomy through creation, Aug. 2018

***ET&S* Special Issue Guest Editor**, Technology enhanced contextual game-based language learning, Jul. 2018.

***ET&S* Special Issue Guest Editor**, Learning Analytics in Technology Enhanced Language Learning, Apr. 2017

***ETR&D* Special Issue Editor**, Embodied Cognition and Language Learning in Virtual Environments, Oct. 2015

Research Project Reviewer, Research Grants Council, HK, since 2019

External Examiner, Certificate in Professional Development Programme under the Discipline of

“e-Learning, EduHK, the Academic Year 2019-20

President, PPTELL Association (<https://pptell.ml/>)

Founding Chair, the annual PPTELL international conference

Paper Reviewer, for *Computers & Education, Language Learning & Technology, Educational Technology & Society, Computer Assisted Language Learning, ReCALL, Educational Technology Research & Development, Computer-Supported Collaborative Learning, Thinking Skills and Creativity, Journal of Computer Assisted Learning, Journal of Learning & Instruction, Australasian Journal of Educational Technology, etc.*

Keynote speaker, ISCLE-8, National Taiwan Normal University, Taiwan, November 26, 2021.

Keynote speaker, “The 2nd Technology-Enhanced Language Learning (TELL) Workshop,” Education University of Hong Kong, August 30, 2021.

Keynote speaker, “Exploring the Essence of and Publishing the Results of Technology-Enhanced Language Learning,” 2021 Taiwan E-Learning Forum (TWELF), Yilan, Taiwan, March 25-26, 2021

Keynote speaker, “VR technology enhanced English learning through content and context creation,” 2020 TESP International Conference on English for Specific Purposes, Taipei, Taiwan, October 16-17, 2020

Keynote speaker, “Language learning in 3D virtual worlds,” Workshop on Diversity & Creativity, University of North Texas, Texas, U.S.A., November 21, 2019.

Keynote speaker, “Fostering deeper language learning through 3D immersion and creation,” The First Symposium on Technology and Language Learning, Education University of Hong Kong, November 30, 2018.

Keynote speaker, “Language learning in 3D virtual worlds: from theory to practice,” The First Engaging Language Learners Synchronously (ELLS) Symposium, Griffith University, April 13, 2017.

Invited speaker, “Academic Writing: Tell Your Research Story,” Shaanxi Normal University, Xi’an, China, May 27, 2021.

Invited speaker, “Immersion into virtual reality for language learning,” Zhejiang University, Hangzhou, June 24, 2021.

Invited speaker, “Research in digital language learning and experience in journal publication,” Corpora and Technological Tools for Language Teaching and Learning, National Taiwan University of Science & Technology, April 14, 2016.

Invited speaker, “Language learning in virtual worlds: embodied, immersive and interactive,” Collaborative Innovation Center for Language Ability, Xuzhou, China, Dec. 2015.

Theme-based Invited speaker, “Language learning in virtual worlds: embodied, immersive, and interactive,” The 22nd International Conference on Computers in Education (ICCE 2014), Nara, Japan, Nov. 2014

Visiting scholar and invited speaker, “Online synchronous training for empowering CFL teachers with ICT capacity: Theoretical foundations and practice,” University of Virginia, U.S.A, Feb. 2020.

Visiting scholar and invited speaker, “the Virtually Enhanced Languages project and 7 years of task-based language learning in the 3D Multiuser Virtual Environment of Second Life,” 2015 VEL Workshop (VEL Presentations & Exhibits), Monash University, Australia, Aug. 2015.

SIG Chair, Special Interest Group (SIG) on Technology Enhanced Language Learning (TELL), The Asia-Pacific Society for Computers in Education (APSCE), 2012-2013

General chair, The Pan-Pacific Technology Enhanced Language Learning Conference, 2018, 2019, 2020, 2021

- General chair**, 2017 Symposium on Taiwan-Estonia Research Cooperation (TWEE 2017), Taipei, Taiwan, March, 2017
- Program chair**, International Workshop on Learning Analytics, Technology Adoption, and Language Learning in the Big-Data Era (LATALL 2015), Taipei, Taiwan, June, 2015
- Organizer**, Workshop on Shared Virtual Environment Production Skills, Taipei, Taiwan, July, 2015
- Organizer**, The 2014 International Workshop on the Educational Applications of 3D Multi-User Virtual Environments, Taipei, Taiwan.
- Organizer**, Workshop in The 22nd International Conference on Computers in Education, 2014 (ICCE 2014), Nara, Japan, Nov. 2014

PUBLICATION

Journal Papers

- Li, P., & Lan, Y.-J. (2022). Understanding the Interaction between Technology and the Learner: The Case of DLL. *Bilingualism: Language and Cognition*, 25(3), 402-405. <https://doi.org/10.1017/S1366728921000948> (SSCI)
- Li, P., & Lan, Y. J. (2022). Digital language learning (DLL): Insights from behavior, cognition, and the brain. *Bilingualism: Language and Cognition*, 25(3), 361-378. <https://doi.org/10.1017/S1366728921000353> (SSCI)
- Lan, Y. J. (2021). *Guest editorial: Pan-Pacific technology enhanced language learning*. *Computer Assisted Language Learning*. DOI: 10.1080/09588221.2021.1883927
- Reinders, H., & Lan, Y. J.* (2021). *Big data in language education and research*. *Language Learning & Technology*, 25(1), 1-3. (SSCI)(Corresponding author)
- Lan, Y.-J.* , Gupta, K. C.-L., Huang, T.-Y., Chelliah, S., & Spector, J. M. (2021). Organizing and hosting virtual PPTTELL 2020 during the COVID-19 pandemic. *Educational Technology & Society*, 24(1), 64 – 74. (SSCI)(Corresponding author)
- Lan, Y. J., & Gupta, K. C. L. (2020). Taiwan Pedagogy and Practice in Technology-Enhanced Language Learning Association and PPTTELL 2021. *IEEE Technical Committee on Learning Technology*. (ESCI)
- Tseng, M.-f., Sun, Y., Lan, Y.-J. (2020). A Study of Online Synchronous Immersive Communication in Mandarin Chinese. *Journal of Technology and Chinese Language Teaching*, 11(2), 1-23. (SCOPUS)
- Wang, C. P., Lan, Y. J.* , Tseng, W. T., Lin, Y. T., & Kao, C. L. (2020). On the effects of 3D virtual worlds in language learning- A meta-analysis. *Computer Assisted Language Learning*, 33(8), 891-915. DOI: 10.1080/09588221.2019.1598444 (SSCI)(Corresponding author)
- Lan, Y. J. (2020). Immersion into virtual reality for language learning. *Psychology of Learning and Motivation: Adult and Second Language Learning*, 72, 1-26. (SSCI)
- Lan, Y. J. (2020). Immersion, interaction and experience-oriented learning: Bringing VR into FL learning. *Language Learning & Technology*, 24(1), 1-15. (SSCI)
- Lan, Y. J. (2019). Guest editorial: Language learning in the modern digital era. *Educational Technology & Society*, 22(2), 1-3. (SSCI)

- Lan, Y. J.*, Lyu, B. N., & Chin, C. K. (2019). Does a 3D immersive experience enhance Mandarin writing by CSL students? *Language Learning & Technology*, 23(2), 125-144. (SSCI)(Corresponding author)
- Lin, Y. T. R., Chen, S. Y., & Lan, Y. J.* (2019). Flipping the classroom to enhance elementary students' Chinese oral communication skills. *Journal of Chinese Language Teaching*, 16(1), 113-155. (in Chinese) (TSSCI & THCI Core) (Corresponding author)
- Legault, J., Fanga S. Y., Lan, Y. J., & Li, P. (2019). Structural brain changes as a function of second language vocabulary training: Effects of learning context. *Brain and Cognition*. 134, 90-102. (SSCI, SCI)
- Yeh, Y. L., Lan, Y. J.*, & Lin, Y. T. (2018). Gender-related differences in collaborative learning in a 3D virtual reality environment by elementary school students. *Educational Technology & Society*, 21(4), 204-216. (SSCI) (Corresponding author)
- Lan, Y. J.*, Botha, A., Shang, J., & Jong, M. S. Y. (2018). Guest editorial: Technology enhanced contextual game-based language learning. *Educational Technology & Society*, 21(3), 86-89. (SSCI)(Corresponding author)
- Lan, Y. J. (2018). Technology enhanced learner ownership and learner autonomy through creation. *Educational Technology Research and Development*, 66(4), 859-862. DOI: 10.1007/s11423-018-9608-8 (SSCI)
- Lan, Y. J.*, Hsiao, I. Y. T., & Shih, M. F. (2018). Effective learning design of game-based 3D virtual language learning environments for special education students. *Educational Technology & Society*, 21(3), 213-227. (SSCI)(Corresponding author)
- Yeh, Y. L., & Lan, Y. J.* (2018). Fostering student autonomy in English learning through creations in a 3D virtual world. *Educational Technology Research and Development*, 66(3), 693-708. (SSCI) (Corresponding author)
- Lan, Y. J., Hsiao, I. Y. T., Fang, W. C., & Chen, N. S. (2018). Real body versus 3D avatar: The effects of different embodied learning types on EFL listening comprehension. *Educational Technology Research and Development*, 66(3), 709-731. (SSCI)
- Lan, Y. J.*, & Liao, C. Y. (2018). The effects of 3D immersion on CSL students' listening comprehension. *Innovation in Language Learning and Teaching*, 12(1), 35-46. (SCOPUS)(Corresponding Author)
- Lan, Y. J.*, Chen, N. S., & Sung, Y. T. (2017). Guest editorial: Learning analytics in technology enhanced language learning. *Educational Technology & Society*, 20(2), 158-160. (SSCI) (Corresponding author)
- Hsiao, I. Y. T., Lan, Y. J.*, Kao, C.-L., & Li, P. (2017). Visualization analytics for second language vocabulary learning in virtual worlds. *Educational Technology & Society*, 20(2), 161-175. (SSCI) (Corresponding author)
- Lan, Y. J.*, & Lin, Y. T. (2016). Mobile seamless technology enhanced CSL oral communication. *Educational Technology & Society*, 19(3), 335-350. (SSCI) (Corresponding author)
- Lin, Y. T., Kao, C.-L., & Lan, Y. J.* (2016). The effects of mobile learning on students' oral performance in Mandarin Chinese and their attitudes. *International Journal of Mobile Learning and Organisation*, 10(1/2), 78-101. (Corresponding author)
- Lan, Y. J.*, Kan, Y. H., Sung, Y. T., & Chang, K. E. (2016). Oral-performance language tasks for CSL beginners in Second Life. *Language Learning & Technology*, 20(3), 60-79. (SSCI) (Corresponding author)

- Liu, S. H. J., & Lan, Y.-J.* (2016). Social constructivist approach to web-based EFL learning: Collaboration, motivation, and perception on Google Docs. *Educational Technology & Society*, 19(1), 171-186. (SSCI) (Corresponding author)
- Lan, Y. J., Chen, N. S., Li, P., & Grant, S. (2015). Embodied cognition and language learning in virtual environments. *Educational Technology Research & Development*, 63(5), 639-644. DOI 10.1007/s11423-015-9401-x (SSCI) (Corresponding author)
- Lan, Y. J.*, & Hsu, T. C. (2015). Guest editors' introduction: special issue "ICT in language learning." *Research and Practice in Technology Enhanced Learning*, 10(1). DOI 10.1186/s41039-015-0025-x (Corresponding author)
- Lin, T. J., & Lan, Y. J.* (2015). Language learning in virtual reality environments: Past, present, and future. *Educational Technology & Society*, 18(4), 486-497. (SSCI) (Corresponding author)
- Lan, Y. J., Fang, S. Y., Legault, J., & Li, P. (2015). Second language acquisition of Mandarin Chinese vocabulary: context of learning effects. *Educational Technology Research & Development*, 63(5), 671-690. DOI 10.1007/s11423-015-9380-y (SSCI)
- Lan, Y. J. (2015). Contextual EFL learning in a 3D virtual environment. *Language Learning & Technology*, 19(2), 16-31. (SSCI)
- Lan, Y.-J., Sung, Y. T., Cheng, C. C., & Chang, K. E. (2015). Computer-supported cooperative prewriting for enhancing young EFL learners' writing performance. *Language Learning & Technology*, 19(2), 134-155. (SSCI)
- Liu, S. H. J., & Lan, Y.-J.* (2014). Pre-service CSL teachers' field experience in the real and the virtual worlds. *Journal of Chinese Language Teaching*, 11(3), 61-90. (TSSCI & THCI Core) (Corresponding author)
- Liu, S. H. J., Lan, Y.-J.*, & Jenkins, J. R. (2014). Technology-enhanced strategy use for second language vocabulary acquisition. *English Teaching & Learning*, 38(2), 105-132. (THCI Core) (Corresponding author)
- Liu, S. H. J., Lan, Y.-J.*, & Ho, C. Y. Y. (2014). Exploring the relationship between self-regulated vocabulary learning and web-based collaboration. *Educational Technology & Society*, 17(4), 404-419. (SSCI) (Corresponding author)
- Lan, Y. J. (2014). Does Second Life improve Mandarin learning by overseas Chinese students? *Language Learning & Technology*, 18(2), 36-56. (SSCI)
- Lan, Y. J.*, Sung, Y. T., & Chang, K. E. (2013). From particular to popular: Facilitating EFL mobile-supported cooperative reading. *Language Learning & Technology*, 17(3), 23-38. (SSCI) (Corresponding author)
- Lan, Y. J. (2013). The effect of technology-supported co-sharing on L2 vocabulary strategy development. *Educational Technology & Society*, 16(4), 1-16. (SSCI)
- Lan, Y.-J., Kan, Y.-H., Hsiao, I. Y. T., Yang, S. J. H., & Chang, K.-E. (2013). Designing interaction tasks in Second Life for Chinese as a foreign language learners: A preliminary exploration. *Australasian Journal of Educational Technology*, 29(2), 184-202. (SSCI)
- Lan, Y. J., Chang, K. E., & Chen, N. S. (2012). CoCAR: An online synchronous training model for empowering ICT capacity of CFL teachers. *Australasian Journal of Educational Technology*, 28(Special issue, 6), 1020-1038. (SSCI).
- Tang, J. T., Lan, Y. J.*, & Chang, K.E. (2012). The influence of an online virtual situated environment on a Chinese learning community. *Knowledge Management & E-Learning*, 4(1), 52-63. (Corresponding author)

- Lan, Y. J., Sung, Y. T., Tan, N. C., Lin, C. P., & Chang, K. E. (2010). Mobile-device-supported problem-based computational estimation instruction for elementary school students. *Educational Technology & Society*, 13(3), 55-69. (SSCI)
- Chang, K. E., Lan, Y. J. *, Chang, C. M., & Sung, Y. T. (February 2010). Mobile-device-supported strategy for Chinese reading comprehension. *Innovations in Education and Teaching International*, 47(1), 69-84. (SSCI) (Corresponding author)
- Lan, Y. J., Sung, Y. T., & Chang, K. E. (December 2009). Let us read together: Development and evaluation of a computer assisted reciprocal early English reading system. *Computers & Education*, 53(4), 1188-1198. (SSCI)
- Lan, Y. J., Sung, Y. T., & Chang, K. E. (2007). A mobile-device-supported peer-assisted learning system for collaborative early EFL reading. *Language Learning & Technology*, 11(3), 130-151. (SSCI)
- Lan, Y. J., Sung, Y. T., & Chang, K. E. (2006). Collaborative early EFL reading among distributed learners: A simulation pilot study. *The Journal of JALT CALL*, 2(2), 53-65.
- Lan, Y. J., Chang, K. E., & Sung, Y. T. (2006). Cooperative learning in small EFL early reading groups. *Journal of Pan-Pacific Association of Applied Linguistics*, 9(2), 319-341.

Book Chapter

- Lan, Y. J. (2016). The essential design components of game design in 3D virtual worlds: From a language learning perspective. In M. Spector, B. B. Lockee, & M. D. Childress (Eds.), *Learning, Design, and Technology. An International Compendium of Theory, Research, Practice, and Policy* (pp. 1-18). Switzerland: Springer International Publishing.
- 藍玉如 (2013)。電腦輔助合作學習在早期英語閱讀教學之應用研究。載於柯華葳主編，語文數位學習 (頁 69-105)。台北市：高等教育出版社。
- 藍玉如 (2012)。設計式研究方法在數位學習研究的應用。載於宋曜廷主編，數位學習研究方法 (頁 239-269)。台北市：高等教育出版社。
- Lan, Y. J., Sung, Y. T., Sheng-Kuang Chiu, Chia-huei Lin, Tzu-Chien Liu, & Chang, K. E. (2010). SPICEreading: A three-in-one share platform in cooperative English reading. In X. Zhang, S. Zhong, Z. Pan, K. Wong, & R. Yun (Eds.), *Entertainment for education: Digital techniques and systems* (pp. 74-83). Germany: Springer-Verlag.
- Lan, Y. J., Sung, Y. T., Wu, C. Y., & Chang, K. E. (2009). A cognitive-interactive approach to Chinese characters learning: System design and development. In M. Chang, R. Kuo, Kinshuk, G. D. Chen, & M. Hirose (Eds.), *Learning by playing: Game-based education system design and development* (pp. 559-564). Germany: Springer-Verlag.

Conference Papers (2015-2020)

- Guo, S.-C., Lan, Y.-J. * (2020). Creating an interactive virtual environment for promoting tourism English. Paper presented in the 3rd PPTTELL International Conference, June 29-July 1, 2020, Denton, Texas..
- Lan, Yu Ju. (2019). An overview of virtual reality for FL learning. Paper presented at Social CALL: The XXth International CALL Research Conference, Hong Kong, China.
- Lan, Y. J. (2018, 08). Language learning in 3D virtual worlds: from theory to practice. Paper presented at *the ChinaCALL & GLoCALL*. Suzhou, China.

- Liao, C. Y., Kao, C. L., Lan, Y. J.* (2017). Listening strategy applications by learners under the context of multimodality. Paper presented at the 17th IEEE International Conference on Advanced Learning Technologies (ICALT 2017). July 3-7, 2017, Timisoara, Romania.
- Hsiao, Indy Y.T., Kao, C.-L., Tsai, Y. C., Lin, Y. T., & Lan, Y. J.* (2016). Creating a virtual language learning environment in Second Life. Paper presented at the 16th IEEE International Conference on Advanced Learning Technologies (ICALT 2016). July 25-28, 2016, Texas, U.S.A.
- Lin, Y. T., Tsai, M. X., Hsiao, I. Y. T, Kao, C.-L., & Lan, Y. J.* (2016). The study of the effectiveness of performing free and creative tasks in multi-user virtual environments on the attitudes of elementary students to learning. Paper presented at The Workshop on Computer-Supported Personalized Language Learning, at The Global Chinese Conference on Computers in Education (GCCCE 2016). May 23-27, 2016, Hong Kong.
- Hsiao, I. Y. T, Kao, C.-L., Tsai, Y. C., Lin, Y. T., & Lan, Y. J.* (2016). Creating a 3D virtual self-directed learning environment for English learning. Paper presented at the 3rd ESBB (English Scholars Beyond Borders) Conference. May 19-22, 2016, Taichung, Taiwan.
- Shih, M. F., Hsiao, I. Y. T, Kao, C.-L., & Lan, Y. J.* (2016). Creating a 3D virtual environment for special education students: A virtual world for vocabulary and language learning. Paper presented at 2016 International Conference on Applied Linguistics & Language Teaching (ALLT). April 15-16, 2016, Taipei, Taiwan.
- 蔡沐義、林彥廷、蕭有廷、高嘉伶、江玉聲、藍玉如* (2016)。《3D 虛擬情境中學習者性別對創造對話劇本內容之影響研究》，論文發表於第九屆「國際漢與電腦教學」研討會(The 9th International Conference and Workshops on Technology and Chinese Language Teaching, TCLT 9)接受，5月27-29日，澳門。
- Lin, Y. T., Kao, C.-L., Tsai, Y. C., & Lan, Y. J.* (2015). The effects of mobile learning on students' attitudes in Mandarin Chinese. Paper presented at the National Computer Symposium (NCS 2015). Dec. 18-19, 2015, Pingtung, Taiwan.
- 呂伯寧、藍玉如* (2015)。《在「第二人生」中進行會話練習對學習者學習態度影響之試探性研究》，論文將在第四屆「華文作為第二語言之教與學」國際研討會發表，9月9-11日，新加坡。
- 林彥廷、藍玉如* (2015)。《行動裝置結合情境感知技術輔助海外華裔青年進行華語口語溝通學習》，論文將在第四屆「華文作為第二語言之教與學」國際研討會發表，9月9-11日，新加坡。
- Lan, Y. J. & Chen, N. S. (2015). Mind and body learn together: Embodied cognition and language learning. Paper presented at The 15th IEEE International Conference on Advanced Learning Technologies (ICALT 2015). July 6-9, 2015, Hualien, Taiwan.
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