

6	冬李 and 文珺 吴	基于“科学日志”软件的科学探究活动设计——以“声音的高与低”教学实践为例	C5
7	Yu-Han Su, Jon-Chao Hong and Chi-Ruei Tsai	以防災教育桌遊《攏燴花》探究國中生學習成效、學習興趣、遊戲焦慮、自我效能與持續意圖之相關研究	C3
8	Yi-Chi Liu, Jon-Chao Hong and Chi-Ruei Tsai	教保服務人員的科技創新意識對STEAM教育的理解與實施困難與教學表現之相關研究	C10
9	Yun-Cheng Tsai	Empowering Autonomous Learning in Computer Science: The Role of AI Tools in Data Structure Courses	C9
15	Sibo Zhou	素养导向下信息科技跨学科项目化学习的设计与实践	C8
16	Shi-Han Hong, Jon-Chao Hong and Chi-Ruei Tsai	論互動遊戲學習對特教班學生的性騷擾想法、感受及行為反應之差異性分析(A Differential Analysis of Interactive Game-based Learning on the Thoughts, Feelings and Behavioral Responses of Students in Special Education Classes in the Context of Gender and Social Relationships)	C3
19	颜琦	大模型智能体的教育应用：内在机理与实践框架	C2
21	Xin Jin	基于PBL探究式学习理念的天文科普课程的设计与实施	C5
23	Yun-Cheng Tsai, Nai-Yun Chang, Yun-Huei Pan and Ya-Li Hu	Empowering Inquiry-Based Learning in the Metaverse Integrating Blockchain for Authentic Value Exchange	C1
27	Yu Lim 育霖 Chen 陳	人工智慧赋能探究式科學雙語教學	C9
28	Mian Lu	How can Artificial Intelligence empower the Teaching Change: Internal Mechanism and Practice Path	C2
31	乐康 孙, 建强 安 and 琦 颜	面向计算思维培养的小学编程教育游戏设计	C3
33	品君 潘, 榮昭 洪 and 其瑞 蔡	探討社會領域學習興趣、遊戲心流體驗、社會領域學習價值及學習信心之相關:以Quizizz融入六年級社會教學為例	C3
35	Yubiao Wang	元宇宙赋能教育教学的技术潜能与现实挑战	C1
37	悠悠 张, 玮周 and 刚 杨	一項基於活動理論視角的實證探討：BOPPPS教學模式對學生計算思維能力提升的影響——以Pepper機器人教學實踐為例	C10
38	银乐 郑	Bridging the Gap: Integrating Virtual Simulations with Real-World STEM Challenges for Future-Ready	C2
39	Lin Hua	Empowering Integrated Ideological and Political Education in Primary, Secondary, and Higher Education with Short Videos	C2
51	秭伊 姚 and 俊豪 单	文献计量视角下高等教育领域研究性学习现状分析研究	C5
53	Zhuang Xiaoyun, Qiu Yingjie and Zhang Lin	Research on the Development and Application of STEM Curriculum for Problem-Solving Skill Training	C5
54	盈婕 林 and 庭嘉 許	用購物機器人遊戲學習影像辨識之成效	C3
58	Yi Chen, Zechuan Ma, Yushun Li, Yige Zhang and Mengying Han	指引素养导向下基于逆向教学设计的STSE综合实践活动设计研究——以“我们的海洋”为例	C5
59	Rui Zhang, Zhicao Wang, Nan Xie and Yangcun Feng	Evaluation of Physics Inquiry Based on Event Map: A Case Study of Projectile Motion Inquiry Game	C6
60	L L	PISA2025 Scientific Literacy Assessment : Characteristics and Enlightenment under the New Standards	C4
66	Shanshan Li, Yi Lin and Xiaomeng Wu	教师人际沟通技能训练平台——利用人机共创开辟教师专业发展新途径	C9
68	Xia Jiang	AIGC技術赋能高中階段英語教育	C2
69	Wang Suyun	Man-machine Collaboration: The Challenge and Transformation of Teachers in Intelligent Age	C9
70	Yuxiang Shi	Research on the Construction of Online Collaborative Learning Framework Based on Meta-Universe	C1
71	Shihan Chen, Yaowen Hu and Qiang Liu	中小学人工智能中融入思政教育的课程建设与实践研究情报综述	C6

72	Hanxue Lv	Motivation and Prospect: Structural Transformation of the Supply of Teachers' Intelligent Educational Literacy	C9
75	Feng Jingyi and Lin Hengyi	Research on the Digital Transformation Path of Chinese Teacher Education in the Context of Artificial Intelligence	C4
76	陈明琦 and 赵福君	基于STEAM教育理念的数学跨学科教学设计——以六上“营养午餐”为例	C5
77	Lijun Xie, Qiang Liu and Yaowen Hu	Practical Research on the Integration of Ideological and Political Education in the Curriculum of Artificial Intelligence Education in Middle School ——Taking the interdisciplinary practice of the lesson "General's Autumn Point" as an example	C8
78	Sihe Zhou	Research on Classroom Teacher Feedback Discourse for Promoting Higher-Order Thinking	C4
80	Zixiang Yu, Ying Zhang, Yu Li and Gaowei Chen	Unraveling the Differences of Dynamic-Visualization-Supported Dialogic Teaching for Mathematics Preservice Teachers: A Case Study	C9
83	Zhang Xiao Ping and Cheok Sio Tong	The Practice and Exploration of Scientific Inquiry Practices of Hou Kong Middle School	C4
86	Tin Cheng Chui and Tong lao Wong	An Investigative Study on Macau's Gaming Revenue Model Based on Probability Theory and Casino Odds	C5
87	育靈卓 and 顯勝蕭	規劃生成式AI輔助6E教學模式之STEAM實作活動以提升學生的學習動機、創造性自我效能、實作表現	C5
88	Yue Xing, Wenbo Wang, Taolin Zhu and Wenbin Huang	Towards Efficient Doctoral Programs: Predictive Modeling of Graduation Timelines and Delays	C2
89	顯勝蕭 and 玟陵蘇	發展生成式AI人才技能分類框架-以臺灣人力需求為例	C2
95	倩卿李 and 星儀周	人工智能跨学科主题课堂中师生互动行为序列分析	C5
98	Zhihong Xu, Jinjun Liu, Shenghui Zhao, Chunyan Yu and Guilin Chen	Performance Analysis of Programming Training based on Data Mining and High-interaction	C2
101	Kaiqiang He and Yushun Li	引领性的跨学科主题的生成过程与策略	C5
103	珂朱, 梦雅王 and 茗慧卞	教育智能体赋能在线协作知识建构的影响研究	C2
104	秀慧陈, 杰张 and 洪齐	面向文化遗产的初中信息技术跨学科主题的实践探究——以《云南非遗》为例	C8
105	Fan Yu, Wang Kang, Zhang Yi, Gao Hanrui, Xu Xiaofen, Liu Qiong, Shi Yanjun, Yu Mingyang and Wang Jin	Design of Innovative Curriculum Experimental Teaching Content with Scientific Literacy as the Goal	C4
106	彦淦庄	人工智慧視域下的中小學科學教師素養指標體系建構	C9
107	珊珊吴 and 玉顺李	基于UbD理论的STEAM项目式教学模式研究——以“火星：你过来啊”为例	C5
110	晓丽赵, 文滔周, 秋敏黄 and 晓茵周	智慧课堂支持下的小学游戏化教学案例分析与反思	C3
111	Rui Jiang and Yushun Li	科学教育背景下协同育人的机制研究——基于家校社政的四方演化博弈模型	C4
112	Sun Jiajia	Developing Future Combat Model Learning Based on Matlab	C1
114	雨果李	遊戲化教學與翻轉課堂相結合的教學模式探究	C3
115	Shengqing Chen, Duqing Zhao, Yuan Qin and Longkai Wu	C7_Developing and Applying an Artificial Intelligence Core Literacy Evaluation Index for K-12 Students 华中师范大学 陈圣卿	C7
116	Mengying Han and Yushun Li	Research on the Model Construction and Practice of Interdisciplinary Project-Based Learning in the perspective of Literacy Education	C10
118	雨萍李, 佳妮邱 and 玉顺李	混合式学习环境下提升批判性思维倾向的同伴互评研究	C4
120	锦玉叶	在小学科学课中落实创造性问题解决能力的培养	C4
122	慧娟顾 and 文杰蔡	基于STEAM教育理念的初中项目式学习活动设计——以“电动自行车头盔佩戴缺失问题”为例	C5
124	雅颖黄, 梅梁, 桂根张 and 雪莹梁	大学生AIGC学习应用接受度的调查分析	C2
126	一凡何	有效失败在初中STEM活动中的应用研究	C10

128	金云 孙, 佳妮 邱, 玉顺 李 and 雨萍 李	基于概念整合进阶的STEM课程教学设计模型研究	C5
130	晗娜 孙 and 心茹 陈	面向初中数学跨学科学习的交互式课件设计研究——以《羊吃草》课题为例	C5
131	风茹 赵 and 恩芹 徐	国外表现性评价研究热点主题与前沿趋势——基于WOS的可视化分析	C7
135	靛 蓝 and 群璐 章	指向审辨思维培养的跨学科主题学习活动设计与实践——以初中信息技术课程为例	C8
137	何 柳明 and 黄 鑫翔	STEAM理念下人工智能课程设计与实施——以“无人小汽车”教学为例	C10
138	丽娜 尹, 海翔 孙, 晓茵 周 and 文滔 周	基于交互行为分析的小学人工智能教学现状研究	C7
140	Ruiting Huang, Xinli Zhang and Danni Wang	大语言模型支持小学的微型化写作教学模式探究	C2
141	沁慧 滕, 苗苗 贺, 泽林 王 and 明旭 李	互动式教学资源在小學科學教育中的開發與應用研究——以“地球的自轉與公轉”專案式學習為例	C4
143	苗苗 贺, 沁慧 滕, 泽林 王 and 明旭 李	基於設計型學習理念的中學科學探究活動——以《清潔能源發展現狀調查及推廣》為例	C4
146	Kexin Li, Pengjin Wang and Gaowei Chen	Artificial Intelligence in Teacher Education: A Bibliometric Analysis and Literature Review	C2
150	Yinting Li, Linling Dai, Can Zhang and Xuan Zheng	Comparative Analysis of VR Integration Levels in Medical Education Based on the SAMR Model in China and Other Countries	C2
152	Xin An, Xi Shen, Jiannan Bai and Yushun Li	Research on the Evaluation of Digital Literacy of Teachers ——A study based on the two-year data in Smart Education District	C2
153	心茹 陈 and 晗娜 孙	基于创客教育理念的初中信息技术课程教学策略与模式探究	C10
156	依格 张, 明昊 邹 and 玉顺 李	混合式学习中促进学生迁移的学习支架设计研究	C4
157	同聚 王	新质生产力视域下教育元宇宙赋能中小学智能教育的应用研究	C1
158	Zhou Yuxi and Li Yushun	混合式环境下跨学科项目化学习设计与实施研究——以“民族理解”在线课程为例	C5
159	Caiqian Zheng and Gaowei Chen	Bibliometric Analysis of Learning Science and Vocational Education Integration	C5
161	思淇 黄 and 晓茹 苏	表现性任务赋能小学科学高阶思维的评测研究	C4
162	慧瑜 田 and 曼冰 陈	生成式人工智能协同教师开展跨学科主题学习设计策略	C9
163	Rui Ma	Teaching transition from STEM to STEAM: Based on the analysis of the teaching design text of the National STEM Learning Center of York University	C5
168	波 李	STEM课程开发技术构建：一项基于设计的研究	C5
169	苏豪 付, 旭新 陈 and 玉顺 李	人工智能赋能乡村科学教师发展的价值意蕴与实践路径	C9
171	伟发 谢 and 怡馨 林	Opportunities and Challenges Bought by AIGC for Rural Education Equity	C2
172	Linling Dai and A.W.C. Tse	The Influence of Digital Game-based Learning with a Puzzle Game on Spatial Ability of College Students: a Case Study	C3
173	Caiqian Zheng and Gaowei Chen	A bibliometric analysis of mind map	C6
176	梅 梁, 雪莹 梁, 雅颖 黄 and 桂根 张	职前教师对人机协同课程设计的看法与应用表现：一项探索性研究	C9
177	怡馨 林 and 伟发 谢	Research on STEAM School-Based Curriculum Design Integrating Foshan Village Culture	C5
180	Pengjin Wang, Kexin Li and Gaowei Chen	Supporting Teacher Inquiry on Productive Classroom Talk through Collaborative Analysis of Classroom Video Recordings	C9
182	晓茹 苏 and 思淇 黄	基于 STEAM 理念的敦煌壁画跨学科课程设计研究	C5
184	Junyi Huang and Sun Wai Ip	A Survey of Integrated STEM Course Practice and Students' Study Engagement in a Middle School in Macau	C5

185	佳音 宋 and 佳辉 王	如何赋能探究式学习的发展——基于《2023地平线报告（学生全面教育体验版）》的要点分析	C6
186	育陞 李 and Hsinyi Liang	透過桌遊輔助國小高年級生垃圾分類學習成效影響之前導研究	C3
187	長馨 黎, 慕華 徐, 宗賢 白 and Hsinyi Liang	透過嚴肅遊戲桌遊促發孩童對於SDGs14的概念培養	C3
189	Jie Chen and Xiaonan Tian	生成式人工智能融入高校课堂的对话分析	C2
191	敏 刘, 俊 田, 润昕 陶 and 家幸之 万	基于5EX模型的科学跨学科项目式学习案例设计——以“星际征途·我们还能在哪里安家?”为例	C5
193	佳钰 戴	跨学科理念下初中信息技术课程教学实施路径探究	C5
194	璐颖 杨 and 锐 冯	生成式人工智能教育内容应用与事实核查	C2
195	洪艳 卢	我国人工智能赋能教育评价研究：议题、困境与展望	C7
196	友娴 郑	跨学科探究性学习的设计与实施——以“校园情绪AI助手——读懂你的情绪”项目为例	C6
197	Shuqing Yang, Zi Nie and Xinli Zhang	生成式人工智能支持下的中小学项目式编程学习模式研究	C2
198	书琦 张	Research on the application of generative artificial intelligence to the interdisciplinary topic learning of information technology	C6
200	恩帆 陈	多模态数据融合的学习测评研究综述	C7
204	Dou Lingyu	STEM课程中的探究学习设计研究	C5
206	May Chen, Shurui Xie and Minjie Zhu	基于教育提示工程的学习提示单在Q版IP形象设计课程中的应用研究	C6
207	Kailiang Chen	复杂系统视角中促进科学解释能力的模型仿真学习工具设计与实践	C4
210	Juan Xue and Jinrui Dai	Chengdu Practice of Traditional Culture Curriculum Supported By Technology under the Background of Digital Transformation	C6
214	Fei-Chun Cheng, Li-Wen Lu, Chih-Yi Lin and Cheng-Hung Wang	Internet of Innovative Application of STEAM Education in the Metaverse - Taking the Planting Base as an Example	C1
215	朱珂 and 恣 黄	基于“道法術器”之哲思：GAI赋能大規模個性化學習	C6