

發表著作 (PUBLICATIONS)

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1. 廖長彥。(in press)。透過角色扮演模擬增進小組學生參與與自我效能於少子高齡化的方案規畫。人文社會學報。(通訊作者)
2. 張苑真、廖長彥*、陳德懷。(in press)。同儕聊作品對於國小低年級學童在故事修改的影響。數位學習科技期刊。(TSSCI).(通訊作者)
3. 廖長彥、劉玟宜。(2020)。醫護教育科技現況與展望。護理雜誌。67(5)。
4. Chen, W. L., Chan, T. W., Wong, L. H., Looi, C. K., **Liao, C. C. Y.**, Cheng, H. N. H., Wong, S. L., Mason, J., So, H. J., Murthy, S., Gu, X., & Pi, Z. (2020). IDC theory: habit and the habit loop. *Research and Practice in Technology Enhanced Learning*. 15(10).
5. Chang, W. C., **Liao, C. Y.***, & Chan, T. W. (in press). Improving Children's Textual Cohesion and Writing Attitude in a Game-Based Writing Environment. *Computer Assisted Language Learning*. (SSCI) (通訊作者)
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