



Centre for the  
Advancement of Information  
Technology in Education  
資訊科技教育  
促進中心  
caite.fed.cuhk.edu.hk

## Teacher Professional Development in IT in Education

In the school year of 2012–2013, the Centre for the Advancement of Information Technology in Education (CAITE) successfully conducted five EDB-funded subject-specific professional development training courses for equipping school teachers with both pedagogical and technical knowledge in integrating IT into learning and teaching of Mathematics, Computer Literacy, Geography, Liberal Studies and General Studies. There were totally 483 teachers (from 353 schools) participating in these courses. For further details, please refer to [caite.fed.cuhk.edu.hk/professional\\_dev.php](http://caite.fed.cuhk.edu.hk/professional_dev.php)

## Organization and Participation in International and Global Chinese Conferences

Prof. Morris Jong was the Programme Chair of the sub-conference of “Joyful Learning & Society” at the 17th Global Chinese Conference on Computers in Education held in Beijing, China (May 2013), as well as the Programme Co-chair of the workshop of “Reshaping Learning: Transforming Education through the Fusion of Learning and Technology” at the 13th IEEE International Conference on Advanced Learning Technologies held in Beijing, China (July 2013). Apart from organizing the conferences, CAITE also presented the following papers:

- Jong, M. S. Y., Geng, J., & Jiang, Y. (2013). “學習村莊 2” 在協作探究學習中的應用研究 [A case study of adopting LearningVillages 2 in collaborative inquiry learning]. *Proceedings of the 17th Global Chinese Conference on Computers in Education*, 371–378.
- Li, S., Chan, R. Y. Y., Jong, M. S. Y., Huang, J., & Yu, P. (2013). Students’ epistemic cognition in online social networks. *Proceedings of the 17th Global Chinese Conference on Computers in Education*, 17–20.
- Jong, M. S. Y., & Zhang, X. (2013). LOCALE — Location-oriented collaborative authentic learning environment. *Proceedings of the 13th IEEE International Conference on Advanced Learning Technologies*, 469–470.
- Chan, R. Y. Y., Jong, M. S. Y., Luk, E. T. H.,

& Zhang, X. (2013). Dynamic collective mobile gaming. *Proceedings of the 13th IEEE International Conference on Advanced Learning Technologies*, 465–466.

## Knowledge Transfer of Game-based Collaborative Learning

CAITE successfully completed a UGC-supported knowledge transfer project “Promoting Secondary Students’ Motivation and Skills in Issue-enquiry through Inter-school Game-based Collaborative Learning” in the school year of 2012–2013. This project transferred our own developed educational innovation, LearningVillages, to 20 secondary schools in Hong Kong. The project (a) enhanced the participating students’ motivation and skills in issue-enquiry, (b) developed the participating teachers’ and pre-service teachers’ pedagogical knowledge and skills in facilitating the issue-enquiry process, and (c) established an inter-school community of online game-based collaborative learning. In order to further disseminate the pedagogical ideas promoted in this project to the wider communities, we exhibited LearningVillages and the students’ collaborative learning artefacts in InnoCarnival (Hong Kong), China Hi-Tech (Shenzhen), International ICT Expo (Hong Kong), Global Chinese Conference on Computers in Education (Beijing), as well as Knowledge Exchange and Arts and Humanities Research Conference (Southampton, U.K.). For further details, please refer to [www.facebook.com/LearningVillages](http://www.facebook.com/LearningVillages)