#### Research and Development Centres

Centre for Learning Sciences and Technologies 學習科學與科技 中心

# New Centre Name

Prof. Morris Siu-yung Jong (Director) and Prof. Chi-shing Tse (Associate Director) have expanded the research and teacher professional development (TPD) mission of the Centre for the Advancement of Information Technology in Education (CAITE) to include evidence-based learning principles and how cognitive psychology can be applied to classroom teaching, in addition to the use of learning technologies in pedagogical practices. The original name of the Centre can no longer fully reflect its goals and themes

because both "learning sciences" and "learning technologies" are emphasized in its long-term development plan. Since July 2016, the Centre has been renamed "Centre for Learning Sciences and Technologies (學習科學與科技中心)" (abbreviated as "CLST"). The new URL of the Centre is http:// clst.fed.cuhk.edu.hk

# **Recent Events**

- A seminar on "Harnessing Virtual Reality (VR) Technology in Learning and Teaching" was held on 25 August 2016 at Lecture Theater 7, Yasumoto International Academic Park, CUHK.
- Prize Presentation Ceremony on EduVenture<sup>®</sup> LOCALE Design Competition was held on 9 July 2016 at Lecture Theater 9, Yasumoto International Academic Park, CUHK.
- A seminar on "Implementing STEM Education in Science Classes" was held on 7 July 2016 at Lecture Theater 1, Cheng Yu Tung Building, CUHK.



Seminar: Implementing STEM Education in Science Classes

## **New Publications**

- Cheung, K., & Jong, M. S. Y. (2016). 在香港K-12 教室推行翻轉課堂:教師在教學範式轉向下的 關注 [Implementing flipped classroom in K-12 classroom in Hong Kong: Teachers' concerns under the shift of educational paradigm]. In Y. T. Wu, M. Chang, B. Li, et al. (Eds.), *The 20th Global Chinese Conference on Computers in Education: Conference proceedings* (pp. 479– 486). Hong Kong, China: Centre for Learning, Teaching and Technology, The Hong Kong Institute of Education.
- Cheung, K., Wong, C. C., & Jong, M. S. Y. (2016).
  遊戲中的角色代入:通識教育科課堂遊戲化探 究學習的實踐 [Game-based learning in Liberal Studies: Learning and inquiring through roleplaying]. In Proceedings of the 7th Global Chinese Conference on Inquiry Learning (pp. 8–20).
   Shenzhen, China: Chinese Society for Inquiry Learning.
- Dong, A. M., & Jong, M. S. Y. (2016, April). 香港 中學教師對翻轉課堂的關注的研究 [Teachers' concerns about the flipped classroom in Hong Kong middle schools]. Paper presented at the annual conference of the Chinese American Educational Research and Development Association, Washington, DC, U.S.
- Dong, A. M., & Jong, M. S. Y. (2016). 翻轉課堂中 教學活動設計的研究綜述 [A literature review of the design of teaching and learning activities in flipped classroom]. In M. S. Y. Jong, Y. T. Wu, T. W. Chan, & S. C. Kong (Eds.), *The 20th*

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Global Chinese Conference on Computers in Education: Doctoral student forum proceedings (pp. 16–20). Hong Kong, China: Centre for Learning, Teaching and Technology, The Hong Kong Institute of Education.

- Gu, X., & Tse, C. S. (2016). Narrative perspective shift at retrieval: The psychological-distancemediated-effect on emotional intensity of positive and negative autobiographical memory. *Consciousness and Cognition*, *45*, 159–173. doi: 10.1016/j.concog.2016.09.001
- Jong, M. S. Y. (2016). Teachers' concerns about adopting constructivist online gamebased learning in formal curriculum teaching: The VISOLE experience. *British Journal of Educational Technology*, 47(4), 601–617. doi: 10.1111/bjet.12247
- Jong, M. S. Y., Chan, T., & Luk, E. T. H. (2016, April). *Teachers' view on harnessing "LearningVillages" in collaborative social inquiry learning*. Paper presented at the annual meeting of the American Educational Research Association, Washington, DC, U.S.
- Jong, M. S. Y., & Tsai, C. C. (2016). Understanding the concerns of teachers about leveraging mobile technology to facilitate outdoor social inquiry learning: The EduVenture experience. *Interactive Learning Environments*, 24(2), 328–344. doi: 10.1080/10494820.2015.1113710

- Song, Y., Sun, D., & Jong, M. S. Y. (2016). Enhancing students' science learning in a seamless inquiry-based learning environment leveraged by BYOD (bring your own device). In M. Wang, P. A. Kirschner, & S. M. Bridges (Eds.), *Proceedings of the workshop on computerbased learning environments for deep learning in inquiry and problem-solving contexts* (pp. 37–43). Hong Kong, China: Faculty of Education, The University of Hong Kong.
- Wang, T., & Jong, M. S. Y. (2016). Towards equitable quality education for all: Are MOOCs really a way out? In Y. T. Wu, M. Chang, B. Li, et al. (Eds.), *The 20th Global Chinese Conference* on Computers in Education: Conference proceedings (pp. 402–408). Hong Kong, China: Centre for Learning, Teaching and Technology, The Hong Kong Institute of Education.

### **Recent Awards**

- Best Paper Award, at the 7th Global Chinese Conference on Inquiry Learning, Chinese Society for Inquiry Learning (07/2016).
- Best Pedagogic Design and Implementation of Inquiry Learning Award, at the 7th Global Chinese Conference on Inquiry Learning, Chinese Society for Inquiry Learning (07/2016).
- Best Applied Research Award, at the 6th Annual Award of Taiwan National Professor Chin-Chung Tsai Prize (01/2016).