



**The Thirteenth International Conference on eLearning for Knowledge-Based Society**  
**“Theory and Practices in eLearning 2016 and Future”**

**15 December 2016**

**at Srisakdi Charmonman Institute, Siam Technology College,  
 46 Charansanitwong Road, Wat Thapra, Bangkok Yai, Bangkok 10600, Thailand**

**57 papers from 14 countries**

**(Canada, Cyprus, Germany, Hong Kong, India, Indonesia, Iran, Laos, Philippines,  
 Romania, Singapore, Taiwan, Thailand, and USA)**

**Thursday 15 December 2016**

**Auditorium**

08:00-09:00	Registration
09:00-09:15	<b>Report to the Chairman</b> By Prof. Dr. Srisakdi Charmonman, Chairman of the Board of Trustees of Siam Technology College
09:15-09:30	<b>Opening Address</b> By General Charan Kullavanijaya, Chairman of the National Good Governance Organization
09:30-10:00	Present a token of appreciation to the Chairman of the Opening Ceremony and photo taking.
10:00-12:00	<b>Sessions 1 – 6, Auditorium</b> <b>Session Chair: Asst. Prof. Dr. Surachai Tienkhaw</b>
10:00-10:20	<b>Session 1: Keynote Address: IoT and IoE Impacts on Education.</b> By Prof. Dr. Srisakdi Charmonman and Mr. Pornphisud Mongkhonvanit (Thailand)
10:20-10:40	<b>Session 2: Keynote Address: Phygital Learning Concept: From Big to Smart Data.</b> By Poonsri Vate-U-Lan (Thailand), Panicos Masouras (Cyprus), and Donna Quigley (Canada)
10:40-11:00	<b>Session 3: Keynote Address: Re-Visiting Information Technology from the Perspective of Recent United Nations Assessments.</b> By Ioan Voicu (Romania) and Glen Chatelier (India)
11:00-11:20	<b>Session 4: Keynote Address: Case Studies of E-Learning Experiences from Students and Staff.</b> By Lim Kin Chew (Singapore)
11:20-11:40	<b>Session 5: Keynote Address: Demand for Video Courseware in E-Learning.</b> By Inpong Luanglath (Laos)
11:40-12:00	<b>Session 6: Keynote Address: Fill Me App: an Interactive Mobile Game Application for Children with Autism.</b> By Marylene Eder, John Maruel Diaz, Joanne Ruth Madela, Marife Mag-usara, and Dhally Dith Sabellano (Philippines)
12:00-13:00	<b>Lunch</b>

**Thursday 15 December 2016**

	<b>Session 7a – 16a, Seminar 1. (Room No. 9610)</b>	<b>Session 7b – 16b, Seminar 2. (Room No. 9611)</b>	<b>Session 7c – 16c, Seminar 3. (Room No. 9612)</b>	<b>Session 7d – 16d, Seminar 4. (Room No. 9613)</b>	<b>Session 7e – 16e, Seminar 5. (Room No. 9614)</b>
<b>13:00-16:40</b>	<b>Session Chair: Dr. Thakrit Panklib</b>	<b>Session Chair: Dr. Niwes Wongsuwan</b>	<b>Session Chair: Dr. Suwat Saktrisul</b>	<b>Session Chair: Dr. Pisit Prougestaporn</b>	<b>Session Chair: Mr. Krisada Khruchalee</b>
<b>13:00-13:20</b>	<b>Session 7a: Keynote Address: The Study of Lemongrass Plants to Develop the Innovative Learning on the Computer Network via the Constructivist Theory of Local Wisdom in Chowraka Village, Tambon Na-Fay, MuangChaiphum District, Chaiphum Province</b> By Surin Cortong and Sirinan Thanadca (Thailand)	<b>Session 7b: Keynote Address: iReadNotes: a Preliminary Study of a Real-Time Sheet Music to Sound Renderer Android Application</b> By Love Jhoye Raboy, Elisha Lapiz, and Kirk Jann Garcia (Philippines)	<b>Session 7c: Keynote Address: A Development of Mobile Game Application to Enhancing Scientific Understanding of Human Immune System Based on Gagne’s Learning Theory and ADDIE Model</b> By Chanin Jaingam, Supakorn Khlaichaloem, Chanin Tungpantong, Waiyawat Saitum, and Charoenchai Wongwatkit (Thailand)	<b>Session 7d: Keynote Address: Montessori and the Internet Giants is the Montessori Education, a Success Factor for Innovations for IoT and IT Companies? Could it be the Solution for Rapid Improvements not only in ASEAN Schools?</b> By Andreas Becker (Germany) and Jarinya Sonvisai (Thailand)	<b>Session 7e: Keynote Address: eLearning of Digital Identity Management and Digital Uniqueness for Color Blind People for Start-ups in Thailand</b> By Piya Hirunwat (Thailand)
<b>13:20-13:40</b>	<b>Session 8a: The Impact of Immersion on Learning in Augmented Reality Environments</b> By Christian Wagner (Hong Kong)	<b>Session 8b: The Benefits of Educational Game for Five Years Old Children</b> By Khoirul Anam Shona and Brenda Chandrawati (Indonesia)	<b>Session 8c: The Role Model of Mobile Education Game for Elementary School Students</b> By Erdhi Widyarto (Indonesia)	<b>Session 8d: Exploring the 21<sup>st</sup> Century Digital Technology Literacy of EFL Teachers</b> By Dararat Khampusaen (Thailand)	<b>Session 8e: Library 3.0 as a Sustainable Innovation</b> By Ridwan Sanjaya (Indonesia)
<b>13:40-14:00</b>	<b>Session 9a: Information Dissemination Via Web and SMS for Disaster Preparedness and Awareness</b> By John Benedict Bernardo and Neiljoy Daian Quipanes (Philippines)	<b>Session 9b: Different Acceptance to Use E-Learning Technology among Students and Lecturers in Higher Education: a Literature Review Study</b> By Bernardinus Harnadi (Indonesia)	<b>Session 9c: A Flipped Classroom Integrated with the Facebook-Based Learning Platform to Enhance Lifelong Learning Skills for Undergraduate Physical Education Majors</b> By Narumon Rodniam (Thailand)	<b>Session 9d: Design and Development of a Mobile-Based Student Response System</b> By Kobkiat Saraubon, Prachyanun Nilsook, and Panita Wannapiroon (Thailand)	<b>Session 9e: Tahu Bulat Games as One of Tasikmalaya Typical Foods Promotion Media</b> By Elisa Purnamasari and Albertus Dwiyooga Widianoro (Indonesia)
<b>14:00-14:20</b>	<b>Session 10a: E-Learning a BOON for Rural Education in India</b> By Jim Hawkinson (India)	<b>Session 10b: The Digital Sign Language Dictionary Book of American Etymology for Hearing Impaired</b> By Yada Atanan, Thanyaporn Chaivichian, and Monticha Chuenmano (Thailand)	<b>Session 10c: Program to Develop Training Techniques to Foster Individual’s Self-Esteem and Empowerment for Social Development Officers</b> By Pattaraporn Kongwijit (Thailand)	<b>Session 10d: Ontology of Encourage Knowledge Sharing Factors Align with Theory of Planned Behavior in Virtual Learning Communities</b> By Narongrit Phuangphairot (Thailand)	<b>Session 10e: The Utilization of Video Conference Applications for E-Learning</b> By Albertus Dwiyooga Widianoro (Indonesia)
<b>14:20-14:40</b>	<b>Session 11a: The Study of Collaborative Learning and Software Development Life Cycle for IT Group Project</b> By Sorapak Pukdesree (Thailand)	<b>Session 11b: Massive Open Online Courses Current Situation</b> By Moncef Bari and Rachida Djouab (Canada)	<b>Session 11c: E-Learning as a Supplementary Learning Method</b> By Peter Teranet Sethabutra, Punprapa Sripusitto (Thailand), and Ya Huei Wang (Taiwan)	<b>Session 11d: Development of an Open-Access Interactive Website Database for High School Mathematics Learning Materials</b> By Allan Nicolai Valerio, Gerald Cris Capistrano, and Lynie Dimasuay (Philippines)	<b>Session 11e: Technical Aspects in NFC Utilization for Class Attendance</b> By Naftalita Calista Putri, Ridwan Sanjaya, and Albertus Dwiyooga Widianoro (Indonesia)

<b>14:40-15:00</b>	<b>Coffee Break</b>
--------------------	---------------------

**Thursday 15 December 2016**

	<b>Session 7a – 16a, Seminar 1. (Room No. 9610)</b>	<b>Session 7b – 16b, Seminar 2. (Room No. 9611)</b>	<b>Session 7c – 16c, Seminar 3. (Room No. 9612)</b>	<b>Session 7d – 16d, Seminar 4. (Room No. 9613)</b>	<b>Session 7e – 16e, Seminar 5. (Room No. 9614)</b>
	<b>Session Chair: Dr. Thakrit Panklib</b>	<b>Session Chair: Dr. Niwes Wongsuwan</b>	<b>Session Chair: Dr. Suwat Saktrisul</b>	<b>Session Chair: Dr. Pisit Prougestaporn</b>	<b>Session Chair: Mr. Krisada Khruachalee</b>
<b>15:00-15:20</b>	<b>Session 12a: Keynote Address: Customer Engagement through Social Media: Learnings for Hospitality Industry in India</b> By Amit Jain, Shubham Jain, and Sonal Jain (India)	<b>Session 12b: Keynote Address: Mapping Educational and Legal Policies in the Virtual Environment: The Case of the Most Vulnerable Group</b> By Seyed Reza Eftekhari (Iran)	<b>Session 12c: Keynote Address: Game Making Framework Development for Collaborative Learning</b> By Aprilia Christanti, Cecilia Murniati, and Ridwan Sanjaya (Indonesia)	<b>Session 12d: Keynote Address: Hortari: a Gamification Application for Engaged Teaching and Learning in Higher Education</b> By Junar Landicho, Anghela Perpetua Dela Cerna, Jeric James Marapao, Gerwin Balhin, and Rachele Paid (Philippines)	<b>Session 12e: Keynote Address: Collaborative Language Learning through Game-Making</b> By Cecilia Murniati, Ridwan Sanjaya (Indonesia), and Kristine Blair (USA)
<b>15:20-15:40</b>	<b>Session 13a: Designing Assets of Game “Misfortune Animal Rare”</b> By Christine Ayu Wulandari and Brenda Chandrawati (Indonesia)	<b>Session 13b: Implementation of Artificial Intelligence in a Game</b> By Khoirul Fikri Shona and Brenda Chandrawati (Indonesia)	<b>Session 13c: The Study of Choosing Background Music Represent as Game Character</b> By Irfan Najmudzin and Erdhi Widyarto (Indonesia)	<b>Session 13d: GUI and Background Design for “Dolanan” Game</b> By Elsa Regiana and Hendra Prasetya (Indonesia)	<b>Session 13e: Simulation and Implementation on Climate Change Countermeasures Using Game</b> By Viena Patrisiane, Ridwan Sanjaya, and Albertus Dwiyoga Widianoro (Indonesia)
<b>15:40-16:00</b>	<b>Session 14a: Character Education about Anti-Drugs through Game</b> By Lidya Oktorina Kusuma Sakti, Septyana Hardianti Yunanto, and Vania Wahyu Febriani (Indonesia)	<b>Session 14b: Design of Learning System for Kindergarden Via Game</b> By Enggar Dwi Utami and Brenda Chandrawati (Indonesia)	<b>Session 14c: Web Based Remote Controlling and Condition Monitoring of the Heavy Machineries</b> By Akhil Deshpande, Vinayak Kulkarni, and Anuj Deshpande (India)	<b>Session 14d: The Design of Game Review Website Wordpress-Based</b> By Gregorius Alvin Raditya Santoso, Yohanes Pratama, and Hendra Prasetya (Indonesia)	<b>Session 14e: Introducing Gatotkaca Birth Stories in the Game</b> By Leocadia Pranatalisa, Ridwan Sanjaya, and Albertus Dwiyoga Widianoro (Indonesia)
<b>16:00-16:20</b>	<b>Session 15a: Introducing Indonesian Culture through Game</b> By Septyana Hardianti Yunanto, Lidya Oktorina Kusuma Sakti, and Vania Wahyu Febriani (Indonesia)	<b>Session 15b: Learning Environmental Hygiene Sites to Children through Games of Let’s Clean</b> By Elsa Regiana and Brenda Chandrawati (Indonesia)	<b>Session 15c: E-Learning as a Tool in Bridging the Gap between Engineering and Spiritual Learning</b> By Akhil Deshpande, Anuj Deshpande, and Swati Joshi (India)	<b>Session 15d: Augmented Reality Game Based on User’s Point of View</b> By Gregorius Alvin Raditya Santoso and Brenda Chandrawati (Indonesia)	<b>Session 15e: Authentication of Web-Based Application for Smartphone with the NFC Feature</b> By Timotius Edwin, Ridwan Sanjaya, and Albertus Dwiyoga Widianoro (Indonesia)
<b>16:20-16:40</b>	<b>Session 16a: Voice Morphing for Education Game Development</b> By Fajar As’Ari and Vania Wahyu Febriani (Indonesia)	<b>Session 16b: Game Character Development with Adobe Photoshop CS6</b> By Maryuni and Brenda Chandrawati (Indonesia)	<b>Session 16c: Effects of Authentic Learning on Generic Skills and Characters</b> By Lyna Latifah, Kardiyem Kardiyem, Nurdian Susilowati, and Rediana Setiyani (Indonesia)	<b>Session 16d: Graphic Design on Educational Games to Know the Numbers for Children</b> By Wahyu Febriyanto, Veinta Sonrizky Mayo, and Brenda Chandrawati (Indonesia)	<b>Session 16e: A Study of Faculty Adoption of Online Course Management and E-Learning</b> By Elisabeth Rain Ory (Indonesia)