Table of Contents

Effects of Multiple Viewing of Captions and Subtitles on English Proficiency Yayoi Anzai and Kanji Akahori	1
Mobile Learning Model for Zimbabwe Higher Education Lydia Maketo	4
Frequency of Sticker Use for Expressing Emotions in Text Messaging: Effects of Gender and Text-Messaging Dependency Yasuyuki Ozawa, Yuuki Kato, and Shogo Kato	10
The Potential of Support-Rich Environment for Teaching Meaningful Mathematics to Low-Achieving Students Yifat Ben-David Kolikant and Orit Broza	13
A Introduction Of Scratch And Programming Education Ruimeng Racic	19
An Introduction to Code.org Bria Koch	21
Determining Pedagogically Sound Methods of Teaching and Learning Computational Skills Cheryl Tkacs	23
Hybrid Learning: A Summary of Current Models and Research Stefanie Graban	30
A Review of the Importance of Computational Thinking in K-12 Katharine McClelland and Lori Grata	32
Teaching ESL and Instruction Design with Computational Thinking and Robot-Assisted Language Learning Jianan Zhou	35
Conversation: Loose Parts - A Pathway from Play to Technology Julia Williams, David Carbonara, and Rose Mary Mautino	38
Proposal for a Lesson Support System using Computer Virtualization Technology Yuto Terao, Kenta Morita, and Naoki Morita	41
Using Deep Learning Methods to Automate Collaborative Learning Process Coding Based on Multi-Dimensional Coding Scheme Takahiro Kanayama, Kimihiko Ando, Chihiro Shibata, and Taketoshi Inaba	45

SmarTTeaching Pharmacology Pieter van Wyk	54
Tracking Verb Phrases for Formative Feedback in Foreign Language Writing Shuai Shao, Kazuhiro Ohtsuki, Hidenari Kiyomitsu, and Min Kang	58
An Approach toward Automatic Error Detection in Learners' English Writing Based on the Source Language Koichi Kawamura, Harumi Kashiwagi, and Min Kang	62
Best Practices in a Redesigned Online Computer Ethics Course Cynthia Lester	66
Educator-Oriented Tools for Managing the Attention-Aware Intelligent Classroom Evropi Stefanidi, Maria Korozi, Asterios Leonidis, Maria Doulgeraki, and Margherita Antona	72
Integrating Office 365 Into Your Curriculum: A Backward Design Professional Learning Course Katharine McClelland	78
Applying Mixed Reality Techniques for the Visualization of Programs and Algorithms in a Programming Learning Environment Santiago Sanchez Sobrino, Maria Angeles Garcia Marin, Maria del Carmen Lacave Rodero, Ana Isabel Molina Diaz, Carlos Gonzalez Morcillo, David Vallejo Fernandez, and Miguel Angel Redondo Duque	84
Developing, Understanding and Evaluating Augmented Reality Framework for Universities in Saudi Arabia <i>Muteeb Alahmari</i>	90
A User-centric Design and Pedagogical-based Approach for Mobile Learning Mohammed Bahja and Rawad Hammad	100