

The Implement of STS Collaborative Tutoring Strategy over the Scenarios with Ubiquitous Learning Environments

Abstract

In establishing a ubiquitous learning environment, it is not only to take notice of its basement, but also the tutoring strategy and the content of the learning activity are should be paid much attention on. While facing a diversified learning environment, taking what kind of tutoring design and strategy will be the key factor to an effective learning activity. Therefore, in this study, we construct a ubiquitous learning environment in which the real world and virtual space, the personal space and the sharing space will be connected with each other so that the students can make the best of information technology and bring up a collaborative learning community on the internet. On the other hand, the idea of STS (science-technology-society) collaborative tutoring strategy is adopted to construct a learning environment and to carry out a series of learning activities. Through the attitude-evaluating sheets of science studying, the tutor can know if there is any apparent difference on the students' learning attitude towards the course of "Natural Science and Life Technology". At the end of the research, the results illustrated that there are some positive effects does impact on the students' attitudes toward science course, science teachers, science learning motivates and science learning strategy.

Keywords: Ubiquitous learning environment, STS (science-technology-society), Collaborative Tutoring strategy, Natural science and life technology.

1. Introduction

Over the past several years, the development of IT (internet technology) has changed the style of education. Education is no longer restricted to a certain fixed time and in a

* designated place because of the utilization of IT [14]. In recent, computer-supported learning, such as a new medium of learning, has been widely developed. Especially, in

* Your citation and reference style does not adhere to the system used in the sample paper from your target journal. The first citation should be numbered [1], and your first reference should be Zhang et al. Your second citation should be numbered [2], etc. The reference list should not be in alphabetical order; rather, it should be arranged by citation order. Reformat! I will not mark subsequent citations.

- 1* What you said in this sentence sounds very trite, therefore, I revised to what you probably wanted to say.
2* "Nowadays" is a colloquialism, which should be avoided in formal writing.

~~the recent years, the advanced and application of ubiquitous computing technologies [12], which has revolutionized field of bring about a revolution in the education field.~~

~~Along with the occurring of ubiquitous computing technology, digital learning models also change apparently. Research on ubiquitous environment becomes very important; On the other hand, E-learning via WWW (World Wide Web) has been studying prosperously. Merging creatively the techniques in the two fields to construct a support environment of ubiquitous learning is demanded [2]. Learners can apply Wi-Fi (Wireless fidelity) handheld device to link with the learning contents, gaining knowledge [14]. There is no limitation to the learning time and learning space; this is called the concept of ubiquitous learning [10]. Nowadays, people take more seriously on ubiquitous learning environments, which mostly due to the ubiquitous learning environment can provide an anytime and anywhere learning condition. The users can by means of handheld device to link with the wireless local area network to learn in a ubiquitous learning condition [9].~~

~~In the recent years, a lot of published papers have addressed the issues of e-learning and have begun to notice the development of wireless interface of mobile computing devices and sensor technology; therefore, the focus on the research issue has been transferred from digital learning to m-learning and u-learning now. The change of learning environments is too fast to make the clear definition for ubiquitous learning environment. Aside from the basic appliances, it is also worth discussing if there is any good tutoring strategy and suitable learning activity [3]. In addition, the authors Chang, Sheu, and Chan [1] also claimed that the three essential factors of the m-learning environment are wireless network technology, m-learning device and learning activity design.~~

~~When facing a multiple learning environment, the key factor to a successful learning will be a good tutoring design and strategy. It is known that school is an important places for students to study, and teachers are the ones who should take effective tutoring strategy to help the students to study as well as they can. Only when there is a good collaborative studying tutoring strategy can make a collaborative-learning community's members harmoniously interact with each other, gaining the best learning results.~~

- 3* The plural form without an article "the" implies the generality that is needed in this paragraph and in this section.

Along with the emergence of ubiquitous computing technology, apparently digital learning models have also changed. Research on ubiquitous environments has become increasingly important; whereas, E-learning via the World Wide Web has been extensively studied. Learners can now use Wi-Fi (wireless fidelity) handheld devices to link with wireless local area networks (LANs) to access discipline-specific content, thereby increasing their knowledge []. Since there is no limit to the learning time and space, this concept is called ubiquitous learning [], a type of learning environment now taken more seriously, primarily due to its anytime/anywhere availability. Thus, a creative merger of the techniques in both fields* to construct a support environment for ubiquitous learning is essential [].

* But what are these "two fields" (your words)? Do you mean E-learning and Wi-Fi?

- 1* As I have told you previously, "research" is an uncountable noun. Do not attempt to make it plural.
- 2* "Arise" is an intransitive verb; hence, it cannot take an object.
- 3* The phrase "come up with" is colloquial. Use a more formal expression. "Besides" is also colloquial.

Johnson et al. [4] stressed that collaborative learning can enhance the learning attitude.

An Internet learning community is a kind of virtual ~~learning~~ community, in which both the experts and the inexperienced person can discuss ~~together~~, communicate with each other to find the solution to certain problems; also, they can build up their ~~own~~ knowledge database system. Internet is just one of the tools through which people dispersed everywhere can be connected and their ~~knowledge~~ experiences can also be gathered. Therefore, researches who ~~raised up~~ the concept of e-learning community, which also includes collaborative learning [5].

STS (science-technology-society) tutoring is a learning activity focused on an issue designed in advance to ~~arouse~~ the students' interests and links with the concept of science and skill [15]. Through STS learning activity, students can ~~think about~~ the solutions of problems or plan to ~~learn~~ activities either by themselves or by the team work. Since STS tutoring emphasizes in training the students to think from different angles and inspires them to do research ~~actively~~, its development on the international science education field has grown at a high speed. Most of the researches focused on ~~conducting~~ STS into Science and Technology course.

Therefore, in this research the combination of ubiquitous environment with on-line learning platform in order to ~~construct~~ a ubiquitous learning environment to let the students make use of information technology to enhance learning efficiency, and adapt themselves to modern technology society is presented. On the other hand, we create a subject-related collaborative learning community, and come up with the idea of STS collaborative tutoring strategy and conduct a series of tutoring experiments on Science and Life Technology course ~~furthermore~~. If there are any differences between the students' attitudes towards science learning before and after the utilization of ubiquitous learning environment is the major concerned subject. Recently, the authors, Li, Zheng, Ogata, and Yano [4], brought about the framework of ubiquitous learning environment in 2004, and claimed that the ULE (ubiquitous learning environment) is established on the combination between real world and virtual space, personal space and share space. Besides, they came up with a sample model for ULE implementation, which is centered

- 4* The phrases "ubiquitous environment" and "ubiquitous learning environment" sound redundant.
- 5* Begin a new paragraph at "Recently."

- 1* Never write "with" immediately after any form of the verb "connect."
- 2* If "PDA" is a trademark or brand name, be sure to insert the appropriate superscript.
- 3* When referring to computers, "memory" is uncountable.

connect fragment to previous clause

on learners. Through the establishment of a ubiquitous computing technical environment ^{capable of} ~~is completed~~, and which can connect with school, family, community and society. The ^{et al.} ~~researches~~, Matsuura, Niki, Katayama and Yano [7], ^{observe} ~~think~~ that the research on digital portfolio (e-portfolio) has become ^a ~~one of the~~ major themes in ^{the field of} ~~educational technology~~ ^{research field}. Most of the current e-portfolio proposal works only for rich client such as desktop PC. Now that current ubiquitous learning trend ^{s are gradually making a} ~~makes~~ paradigm shift gradually, various client application on e-learning should work on handheld devices such as PDA (). ^{Therefore, these} ~~The previous~~ authors also proposed e-portfolio environment for PDA client in addition to the desktop PC ^{those for} ~~clients~~. ^{Redundant} ~~The authors~~, Sakamura and Koshizuka [10], ^{introduced} ~~come up~~ with the concept of Ubiquitous ID Architecture and ~~they~~ also allocate unique identifier which ^{is} ~~is~~ called ucode (ubiquitous code) for an object in the real world. ^{They} ~~The authors~~ use ^{to the} ~~ucode~~ tags such as RFIDs, barcodes, QR codes, and active tags to attach ucode. High-end ^s ~~ucode~~ tags with large non-volatile memories store not only identifier ucode but also attribute information of the object. If the tags do not have ^{sufficient} ~~enough~~ memories for the attributed information, it ^{is} ~~would be~~ stored in the remote databases ~~that are~~ accessed via computer networks. ^{Ubiquitous communicators are handheld devices obtaining contextual} ~~Handheld devices obtain context~~ information from ucode tags and remote database ^s ~~are Ubiquitous Communicators~~. Mitchell and Race [8] argued that the ^{techniques} ~~employed~~ allow users to rapidly gain access to a large repository of multimedia information through the use of [a camera equipped with a handheld device]. They ^s ~~researches~~ also adopted client/server structure and enabled the retrieval of web-based information ~~to be~~ triggered by capturing images ^{which are} ~~which are~~ caught by the integrated CCD ^{collaboration as} ~~camera~~. Yang [13] defined ^{that} ~~an~~ important activity in a virtual learning community ^{is} ~~is~~ the collaboration. He ^{also thought that} ~~the~~ collaboration should be occurred ^{both inside and outside of a classroom without limitation of space and time.}

[syntax]

[syntax]

dangling participle

[syntax]

avoid redundancy

^{On the basis of} ~~Based on the~~ motivation, in this investigation the construction of a ubiquitous learning environment is illustrated, within which the real world ^{as well as} ~~and~~ virtual space, personal space and sharing space are ^{connected} ~~invisibly~~. The students are taught how ^{to study} ~~they can learn~~ in the ubiquitous learning environment with the assistance of the handheld devices. ^{must} ~~The device has to~~ be equipped with the functions of wireless networks, camera, QR Code

- 4* Within [], perhaps you actually mean a handheld device equipped with a camera. Your version sounds "backwards."
- 5* See Note 2, re: trademarks and/or brand names.
- 6* "Occur" is an intransitive verb; hence, it cannot be made passive.

1* This Introduction rambles. It would help to bring all statements pertaining to your purpose together in one paragraph instead of scattering them, as you have done.

Functions
encoding. Through QR Code, the users can rapidly link to the e-portfolio website in any learning environment, recording any new e-portfolio, thus a ubiquitous learning environment can be constructed.

Since, there has not been any tutoring strategy raised for a ubiquitous learning environment, therefore, we propose an STS collaborative tutoring strategy, integrating a digital technology interactive mechanism to connect with campus, family and society for the students to make the best of information technology to enhance learning efficiency, whereby, the goal of effective learning, communication and sharing can be reached.

Moreover, Meanwhile, a website is established for recording the e-portfolio through the medium of QR Code, so that the users can easily read the two-dimensional code, which can spare the time of inputting long website addresses and researching. QR Code can also automatically connect with the e-portfolio website, sending the e-portfolio back at any time and any space. The users can collaboratively learn and solve problems, forming an on-line collaborative learning community with the website's interactive mechanism.

2. Ubiquitous Learning Environment

On the basis of a digital learning platform designed from open-source software, this research has constructed an e-portfolio website and a RSS Aggregation website to work as the aided platforms for learning. Through QR Code, the students can use every kind of handheld devices to connect with the e-portfolio website to create a learning record. Teachers can also use the environmental structure to conduct the students to learn during their learning process, through which it can also accumulate learning resources and materials. Therefore, a ubiquitous learning environment is build up already, and by means of the ubiquitous technology the connection of real space with virtual space can record the e-portfolio in virtual space, which is different from the traditional one-way information searching in real space.

The ubiquitous learning environment is shown in Fig. 1 and it will be explained more clear in the following sections.

2* No, the "research" does not construct anything; rather, "researchers" (persons) construct.

1* For the sake of brevity in captions (and headers), use headline grammar; i.e., omit "the."

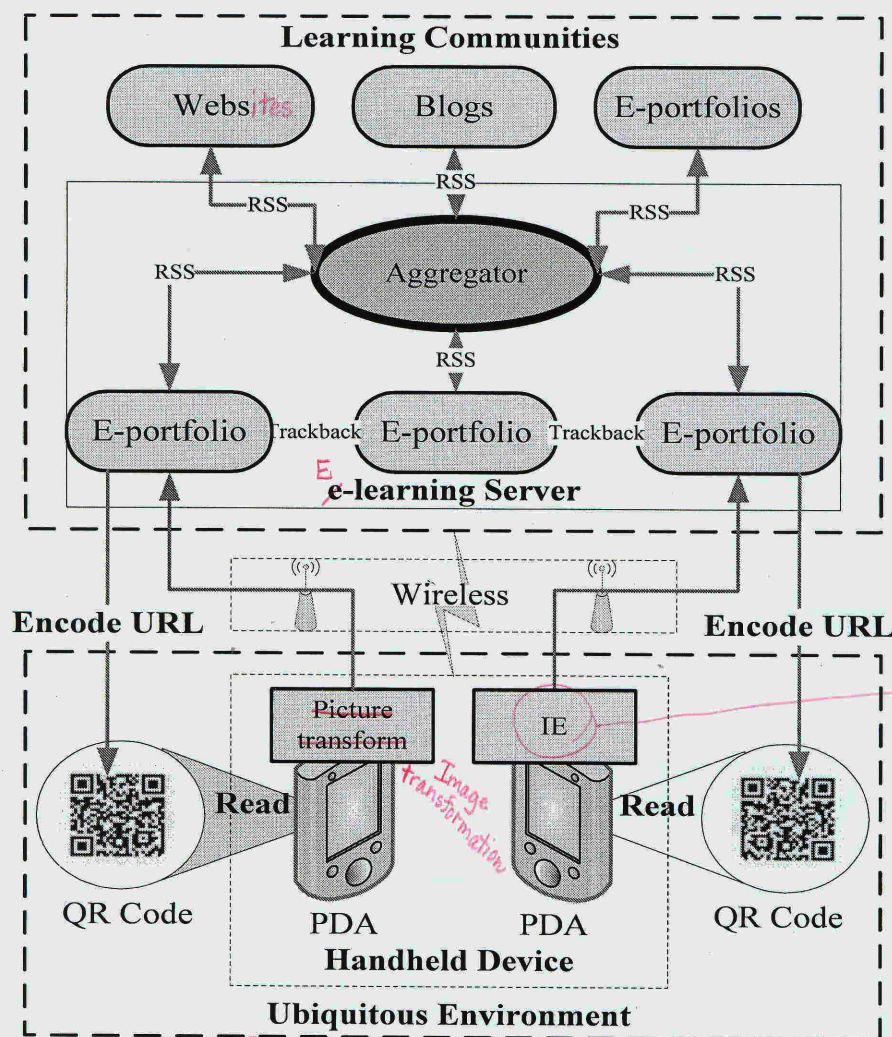


Fig. 1. The structure of ubiquitous learning environment

2.1 Ubiquitous Environment and E-learning Server

Firstly, the teachers encode each e-portfolio's URL into QR Code and attach these QR Code to each learning objects in the ubiquitous learning environment. One QR Code represents one URL stored in an e-learning server. Both the teachers and students can use the camera on a handheld device's cameras to read the QR Code and through wireless network, IE will automatically connect e-portfolios to the server-side database, proceeding information gathering and words inputting. Furthermore, the users can also use the cameras to take pictures and upload so that the information can be shared.

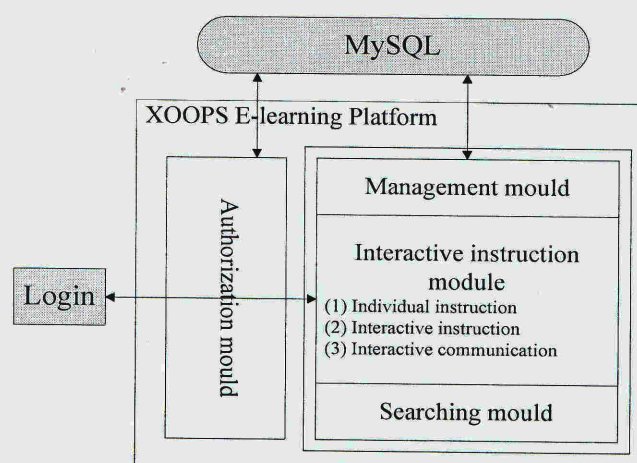
As for e-learning server, we integrate each e-portfolio, RSS, Trackback and Aggregator technology. Through integrating Aggregator and other related learning resources such as websites, blogs and e-portfolios, learning communities are formed. We will explain more in the following two sections.

2* The noun "technology" is uncountable in this context; hence, it cannot be used with "each."

* "Multiple-influence" (with hyphen) or "multipally influential": the first option is better, as I have revised.

2.2 E-Learning Platform

In ^{this} ~~our~~ research, the digital learning platform is based upon ^{an} ~~the~~ XOOPS (eXtensible Object Oriented Portal System), and ^{we} ~~we~~ use its related modules ^{of which are used} to construct ^{the} ~~a~~ digital learning platform. ^[verbose] ~~With the proceeding~~ ^{As} of campus activities, ^{proceed} ~~this digital learning platform~~ ^[redundant] can extend the learning environment into families and societies, ^{thereby} ~~establishing~~ a ^{multiple-influential} ~~multiple-influential~~ learning environment. The structure of a digital learning platform and its main functions are shown ⁱⁿ ~~as~~ Fig. 2. The components and their functions are explained ^{below.} ~~as follows.~~



^[headline grammar] Fig. 2. ~~The Structure of E-learning platform~~

2.2.1. Authorization module No italics

^{For} ~~Due to~~ the protection ^{ng} ~~of~~ personal privacy, class rules and system security, this module provides its users specific accounts and passwords. The users can login by different accounts and passwords, ^[comma] and the system will automatically ^{grant} ~~give~~ different rights ^{of} ~~to~~ operate and access.

2.2.2 Interactive instruction module No italics

➤ Personal learning:

- ^[redundant] ~~Personal~~ ^S ~~schedule~~: ^{Reminding} ~~It reminds~~ of important items for courses and ^{ing} ~~arranges~~ ^{for} ~~personal~~ learning projects. ^[delete period]
- ^L ~~Personal~~ ^C ~~learning~~ file: ^{ing} ~~It combines~~ with ^{other} ~~personal~~ ^[redundant] ~~learning~~ files in digital learning system. ^[delete period]

- ~~Learning~~ records: ^{Utilizing} System operating recorder for analyzing advanced learning research.
- Interactive instruction:
 - ~~Course announcement~~: ^[redundant] Important course announcement. ^{made} ~~3~~ ^[delete period]
 - Learning tools: ^[delete colon] ~~provides~~ ^{provided} tools for learning. ^[redundant] ~~[no period]~~
 - Course materials: documents, slides, dynamic learning files, learning images, information links, etc.
 - ~~Evaluation~~: ^S ~~provides~~ simple on-line evaluation ^{provided.} ~~[period]~~
- Interactive communication:
 - Bulletin: ^S general system announcement ^S ~~[delete period]~~
 - ~~Public discussion~~: ^[redundant] discuss for subject publicly. ^{Subject(s) for public discussion}
 - Group-discussion Room: ^[delete colon] ~~discussion room~~ according to groups. ^[redundant]
 - ~~Personal messages~~: ^[redundant] personal messages transferring. ^{Transferral of personal messages}
 - On-line discussing room: ^{on} ^S instant ^{textual} words communication.

2.2.3 Management module ^{no italics}

- Environmental setting: system operating ^{on} ~~environment setting~~. ^[redundant]
- ^{Users'} ~~Personal account management~~: ^[redundant] manage users' accounts.
- System management: ^{entire array} ~~management of system~~ and discussion boards. ^{with} ~~[avoid redundancy]~~

2.2.4 Searching module ^{no italics}

^{This component enables the} ~~Provide~~ user to execute full-text search for the system.

2.3 E-portfolio, RSS Aggregation Website and Learning Community ^{Too Long?}

^{In} For the e-learning platform, the WordPress ^a (Blog module) is integrated ^{with} to the original system ^[syntax] "XOOPS" ^[Delete quote marks] and works ^{functions} as the e-portfolio website. Students will gather resources related to ^{their topics} subjects, ^{and} they will arrange the records, ^{and} uploading ^{them} to the website ^{to} proceed ^{with} teamwork learning. Through ^{their} theme ^[redundant] learning and on-line learning, they can share and accumulate knowledge. Teachers can ^{to} apply this system ^{rapidly} and attentively design the learning materials and manage the content of the ^[redundant] learning website. The ^{e-portfolio website} functions of ^{illustrated} e-portfolio website are designed as shown in Fig. 3.

- 1* These remarks sound trite because they state what is already very obvious to an intelligent reader. I recommend that you delete the sentences within [].
- 2* Options: information-technology tools or technological tools (without the word "information") - if you ignore the advice in Note 1.

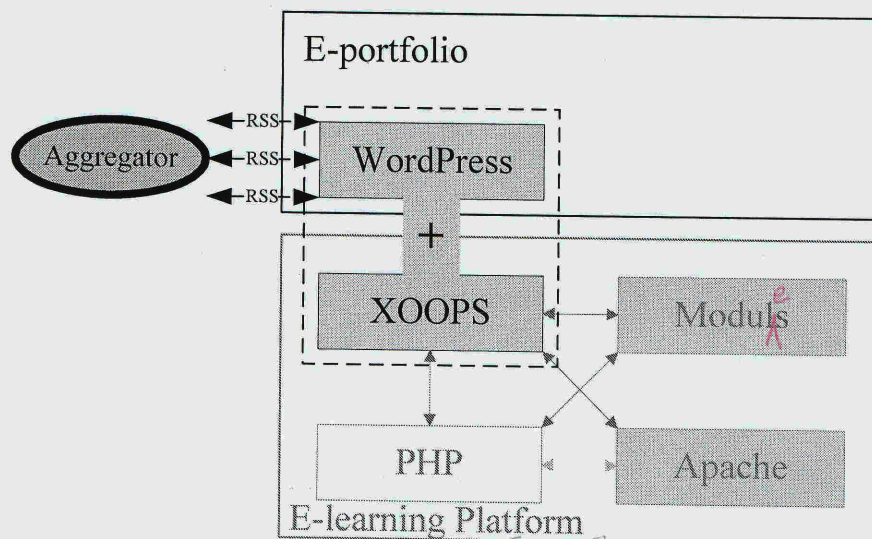


Fig. 3. E-portfolio and RSS Aggregator website

- Management mechanism: Under the original e-learning platform, the managers can set a rapid speed for the users to link to the e-portfolio website according to their respective accounts.
- E-portfolio: The teachers only have to produce one course material on the internet, because through RSS mechanism, they can save the material sending time; thus, they can manage their own materials and teaching sources efficiently. [On the website, the students can record their learning experiences and interact with their teachers and classmates so that they can build up accurate science concept. Through information-technological tools, they can learn with creative thinking, collaborative learning and presenting ability.]
- Interactive mechanism: Interactive mechanism is the interaction between students and teachers. [Aside from] the teaching mechanism in original digital learning platform, teachers and students can share what they have learned on RSS Aggregation Website, and through the function of TrackBack on learning records website, the websites can connect with each other.

Furthermore, we use the structure of Zfeeder's RSS Aggregation Website founded by PHP, and aggregate the related records with RSS technology to build an entrance website for learning research. Zfeeder's RSS Aggregation Website can show the latest content. Once if there is any new information or updated news, they will be announced to learning

3* What does "PHP" designate? A protocol?

1* You have already said this several times! It would be better to delete this sentence marked by [].

[avoid redundancy] [syntax] aggregated site. Therefore, the users do not have to browser every website to get information, which will save the browsing time. The interactive mechanism can form a huge learning community and by digital technological interaction, users can efficiently communicate and share information. ^{save browsing time by not being required} ^{*1}

2.4 STS Collaborative Tutoring Strategy and Learning Activity

[syntax] An STS collaborative tutoring strategy is proposed along with the tutoring strategy mentioned in the literature review, as well as the characteristics of ubiquitous environment and system platform. ^{in conjunction with the characteristics of a ubiquitous environment and system platform} The tutoring structure, process design, and learning activities are going to be described in the following subsections.

2.4.1 Tutoring Structure ^[no italics]

[syntax] The main tutoring structure and steps are as following:

- Find questions and conduct students to research on certain subject actively, and then find the related questions;
- Confirm questions;
- Draft plans;
- Proceed research;
- Arrange the research results;
- Share and discuss how to apply the solutions to life and society.

End with semi-colons except after the final item.

Do NOT use "and then" in formal writing. Use one word or the other - not both.

2.4.2 E-portfolio Interactive Process ^[no italics]

You have said this previously. This, too, is redundant!

We design an e-portfolio interactive process with the idea of STS and collaborative tutoring, along with the characteristics of QR Code, handheld device, e-portfolio, learning RSS aggregation website and RSS technology. ^{led to our design for an e-portfolio} The emphasis of our design is on the relation and importance between science, technology and society. ^{interactive process emphasizing}

2* During the process of learning, the teachers tutoring records and the students' learning records can be connected by RSS aggregation website. They can freely connect their records to any RSS-supported websites, fully using the valuable resources from schools and society. ^{process both} ^{Moreover, teachers and students} ^{both}

The teachers can conduct their students to proceed the learning activities according to

2* Most readers understand that teachers are the principal tutors, and students the principal learners. This kind of redundancy is an insult to the readers' intelligence.

the ^{forementioned} six steps; ^{semi-colon} and the students can prepare, interact, discuss and record with their classmates and teachers through the connection between QR Code and database digital learning platform on records website and learning RSS-aggregation website. The design of STS collaborative tutoring strategy is shown as Fig. 4, and the further explanation ^{of which} will be in the next section.

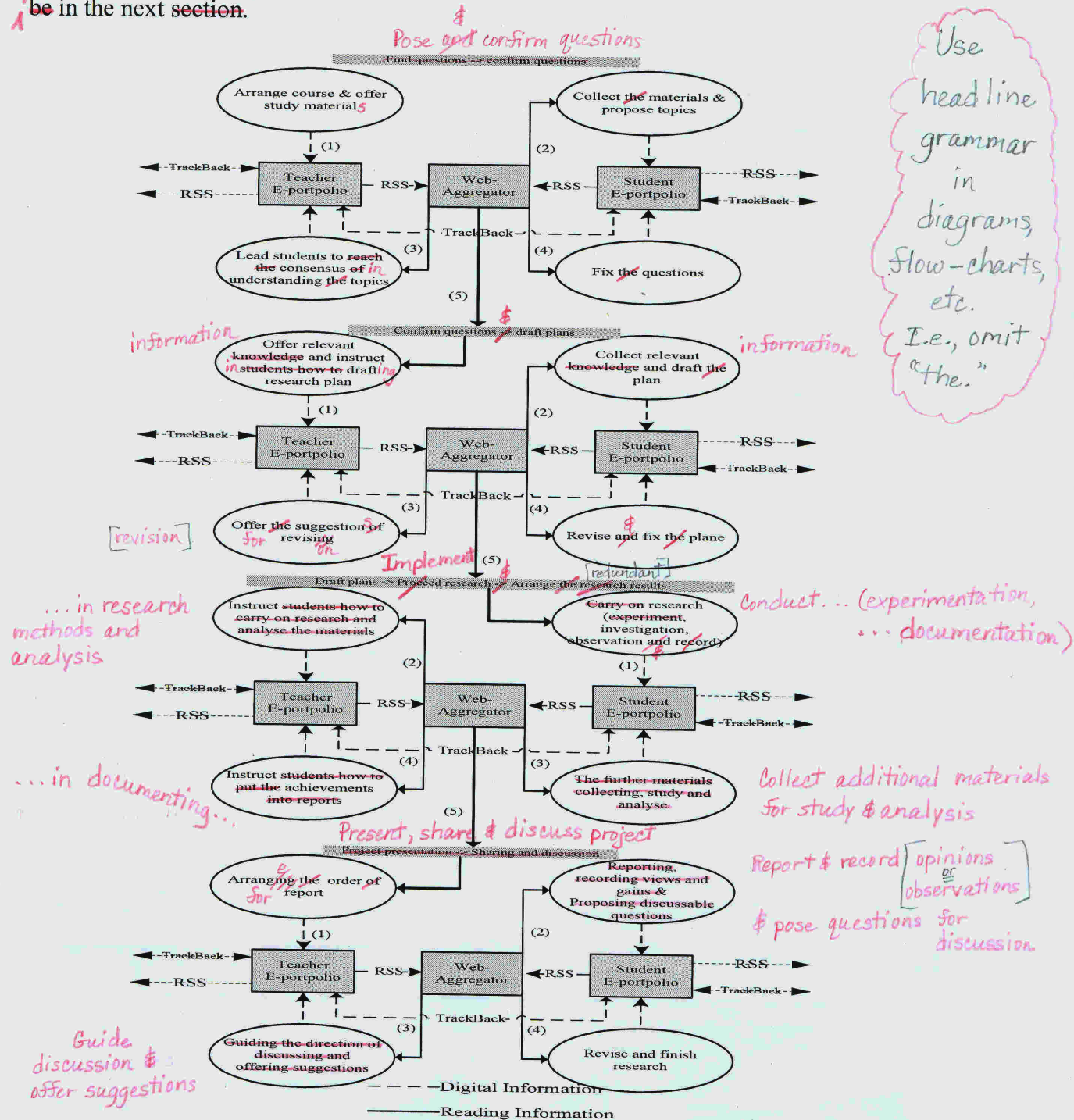


Fig. 4. STS collaborative tutoring strategy

2.4.3 Learning activity^{ies}

> No italics

2.4.3.1 Instruction goal^s and explanation

This study uses students' life experiences and social issues as ^athe starting point ^{for}to ^[verbose]conduct the students to process science activity. Therefore, we adopt ^{ing}"Plants' Growth" ^{the field of}which belongs to Science and Life Technology ^{was adopted as}field as the topic ^[redundant]issue. Through observation and ^{searching for}information searching, the students ^{for plant growth to discover types}have to research on the ^{during}plants' growing backgrounds and conditions, knowing the suitable plants for planting at the current season, ^{[period] Moreover,}and they have to plan the preparations for planting and recording job, ^{make}learn how to take care of plants and solve ^{ing}problems during the planting process.

[avoid redundancy]

as well as ing proper ing

[redundant with 2.4.3 sub-header]

2.4.3.2 ^{Pose and}Process of learning activity ^{Learning process} [no italics]

- Find questions, confirm questions; ^[delete colon]Use the e-portfolio ^[redundant]records interactive process; ^[semi-colon]
- ^AThe teacher ^{"The Growth of Plants"}arrange "plants' planting" course, ^{by pasting}providing guidelines on the website; ^[semi-colon]
- ^GThe students gather related information on the website; ^[semi-colon]
- ^FThe teacher leads the students to form groups and to decide ^{the}each group's research topic; ^[semi-colon]
- ^CThe students confirm ^{the}studying questions and directions. Through "Find questions confirm questions" step, they get the final agreement on what to study ^{and how}(and the teacher should guide them and help them during the interactive process in order that the students can reach consensual agreement and fit in with the spirit of STS), and then go on to the next step.

[comma] →

2.4.3.3 ^{Pose and}Find questions -> confirm questions

No italics

- Use the e-portfolio records interactive process "Find questions -> confirm questions" step. ^[Redundant with sub-header]
- The teacher arrange ^{the}"plants' planting" course, ^[delete comma]providing guidelines on the website;
 - The students gather related information ^{at}on the website; ^[semi-colon]
 - ^TThe teacher leads the students to form groups and to decide ^{the}each group's research

Redundant with content of 2.4.3.2 Why?

Still
redundant
with 2.4.3.2
Why?

topic; ^{for each;} [semi-colon] ~~the~~ ^[delete period]

- The students confirm ~~studying~~ ^{the} questions and directions. ~~Through "Find questions"~~ ^{to reach a} ~~confirm questions"~~ ^{and how} step, they get the final agreement on what to study (and the teacher should guide them and help them during the interactive process in order that ~~the students can reach consensual agreement and fit in with the spirit of STS), and~~ ^{T they proceed} then go on to the next step.

Again,
useless
verbosity!

2.4.3.4 Confirm questions ^{and} → draft plans

No italics

Use the e-portfolio records interactive process "Confirm questions → draft plans" step.

- The teacher provides ~~related~~ ^{relevant information} knowledge about the draft research plan ~~on the website~~ ^{The reader will remember WHERE.} and guides the students to draft ~~their research structure and plans~~ ^{ing it;} [semi-colon] [verbose]
- The students gather information according to the guidelines and draft plans, ~~recording on the website~~ ^[verbose/redundant] [semi-colon]
- The teacher ~~provides~~ ^{offers} suggestions to the research plans, ~~for revision;~~ [semi-colon]
- The students revise plans ~~according to teacher's suggestions~~ and confirm their plan^s. ^{In this step} Through "Confirm questions → draft plans" step, they get the final agreement on the study plan (and the teacher ^{is formulated;} [period] should guide them and help them during the interactive process in order that the students can reach consensual agreement and fit in with the spirit of STS), and then go on to the next step.

Verbose
&
Redundant

2.4.3.5 ~~Draft plans~~ ^{Implement} → ~~Proceed research~~ ^{and} → ~~Arrange the research results~~ ^{report}

No italics

Use the e-portfolio records interactive process "Draft plans → Proceed research

→ Arrange the research results and project presentation" step.

- The students ~~do~~ ^{conduct research via} experiments, research, observations, interviews, and ~~records;~~ ^{documentation;} [delete semi-colon] ^[comma] meanwhile, through QR Code ~~the process will be recorded on the website~~ ^{the entire process being recorded by the} [semi-colon]
- During the process, the teacher can use QR Code to ~~do~~ ^{conduct} field research and object teaching; meanwhile, the teacher guides the students to proceed experiments, investigate, observations, interviews and records, and teaches them how to analyze and arrange information.

Redundant & verbose!

- ~~Through field research and object teaching, the students can gather more~~ ^[redundant] ~~observational data, so they will have to arrange and analyze these data.~~ ^{collect additional} ~~The~~ ^{for analysis;} ~~Use cameras on PDA to catch QR Code (Fig. 5), and through software's reading,~~ ^[semi-colon] ^[verbose] ~~recognition (Fig. 6) and automatic connection (Fig. 7), the students and teachers can~~ ^{are used the} ^{by means of code-} ^{hyphen, but no space} ~~continuously interact and accumulate knowledge during the field research and object~~ ^{ion} ^{ion of information} ~~teaching and then, they can put the results on the website (Fig. 8).~~ ^{can occur, after which} ^{are posted at}



Fig. 5. A student uses PDA to read QR Code

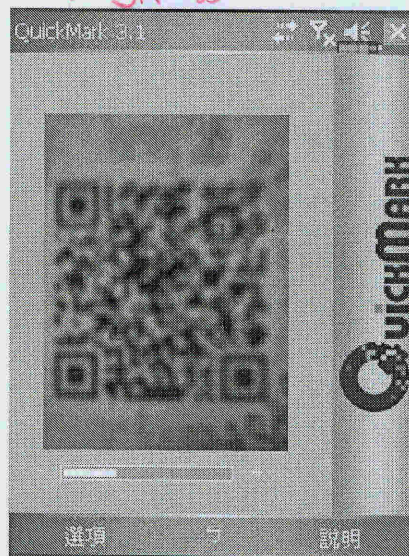
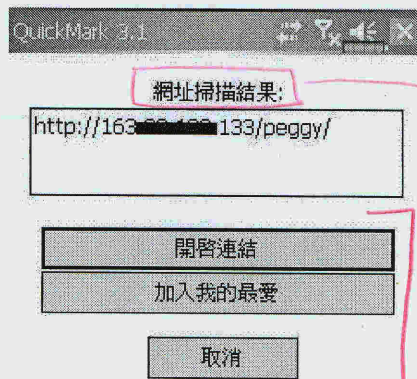


Fig. 6. QR Code reading and recognition

No need for a complete sentence in this caption

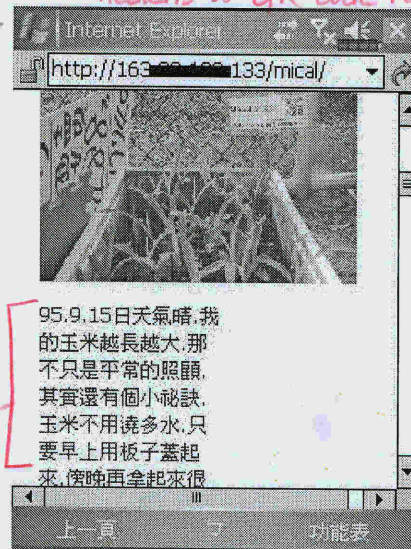


Provide English translations and allow CQR to edit them.



Fig. 7. QR Code recognition results

Results of QR code recognition



Translate

Fig. 8. Student's e-portfolio

[Redundant & verbose]

Through "Proceed research -> Arrange the research results" step, the teachers and the

students can continuously analyze and discuss the research results; the teacher will guide

the student to arrange the results and present to the class, and then go on to the next step.

Present, share and discuss project

2.4.3.6 Project presentation -> Sharing and discussion

No italics

Proceed the e-portfolio records interactive process "Project presentation -> Sharing and discussion" step. [Redundant with sub-header]

- > The teacher will arrange the sequence of the project presentations and presentation's conditions (similar subjects will be presented in the same group) and presented

- 1* The phrase "come up with" is colloquial. Avoid in formal academic writing.
 2* The phrases "very disagree" and "very agree" constitute Chinglish. Do NOT express this way! In colloquial English, say "disagree very much," etc.; but in formal English, write "strongly disagree," etc.

interactively.

- The students will present in the real context and post the discussion on the website;
- 1* ➤ During the process, the teacher can come up with suggestions to each group research, and guide directions to the following discussion;
- Through the step "Project presentation -> Sharing and discussion", the students can revise the project continuously and post the results on the website.

3. Experiments and Results

The subjects of this research were twenty-four elementary-school students in high grades. The experiment was by teachers who had taught a Science and Life Technology course for more than ten years; thus, they were familiar with the spirit of STS, as well as possessing experienced STS professional skills, and have positive attitude towards science.

The first stage is to construct a ubiquitous learning environment, to design a STS collaborative tutoring strategy and to start the experimental tutoring. The content of the course is focused on "Science and Life Technology" field. The second stage is to adopt "Science Learning Attitude Evaluating Sheets" to know if there is any positive increase in the students' learning attitudes. Through comparing the results of pre-test and post-test, we will analyze the experiment's influences on students' science learning.

The reliability coefficient of this evaluating sheets is 0.95, showing that it is quite stable; as for the interior consistence, the Cronbach α is 0.96; each branch test's Cronbach α is located between 0.82 and 0.91, so it is an evaluating sheet of good reliability.

- 2* This evaluation is made according to Likert's 5-point Scale; the five choices are "very disagree," "disagree," "no comment," "agree," and "very agree." The subjects can choose the answer closer to their thoughts. Positive descriptive questions will be counted in addition: 5 points for "very agree," 4 points for "agree," 3 points for "no comment," 2 points for "disagree" and 1 point for "very disagree." Negative descriptive questions will be counted in subtraction.

The second stage of this research is to use the evaluation sheets to evaluate the

1* For the sake of brevity, use headline grammar in Table and Figure captions, headers, flow-charts, etc. I.e., omit "the."

students' attitudes towards science learning. Before the beginning of the learning activity, ^{the} ~~we firstly do~~ pre-test on the students' attitudes; then, ^{was administered} ~~after the end of the activity~~, we also ^{the post-test at the end} ~~do~~ post-test. Finally, ^{we input} ~~we input~~ the data into SPSS For Window ^{to conduct a} ~~and proceed~~ t-test on ^{each} ~~every~~ question ^{by} ~~comparing~~ the differences ⁱⁿ ~~of~~ the students' attitudes before and after the tutoring experiment.

^{The evaluation} ~~This attitude evaluating~~ sheet is divided to four aspects: ⁽¹⁾ ~~attitude towards~~ Science course, ⁽²⁾ ~~attitude towards~~ Science teacher, ⁽³⁾ ~~learning motivations to~~ Science course and ⁽⁴⁾ ~~Science learning strategy~~. The ^{as the analysis} ~~analyzing~~ results are shown in Table 1.

1* Table 1: Four aspects of the t-test results

Aspects	Pre-test		Post-test		t-value
	M	SD	M	SD	
Attitude towards Science Courses	3.02	0.26	3.56	0.34	7.51
Attitude towards Science Teacher	2.78	0.40	3.53	0.37	3.46
Learning Motivations to Science Courses	2.78	0.26	3.56	0.27	8.50
Science learning Strategy	2.95	0.30	3.30	0.27	3.07

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2* The results of the four aspects (M represents an average value, SD represents standard deviation) are shown in Table 1. The average values of post-test are all greater than the average values of pre-test, and the t-value all reach an outstanding level, which shows that the experiment ^{actually} ~~really have~~ an influence with positive direction on the students' attitudes towards Science course, Science teacher, learning motivations to Science course and Science learning strategies.

4. Summary and Suggestions

In this research the handheld devices, wireless network and digital learning platform ^{in conjunction with a} ~~are~~ adopted to construct a ubiquitous learning environment and low-cost QR Code such as the medium for connecting the real space with the virtual space are also applied in this implementation. The idea of STS collaborative tutoring strategy ^{has been tested as} ~~is conduct~~ and through which it can become a model for the future ubiquitous learning research.

2* The initials "M" and "SD" should be identified in a footnote to the Table: M= mean; SD= standard deviation

This research is based upon the ubiquitous learning environment and tutoring strategy described above, and we apply it to the elementary-school tutoring, experimenting through the Science and Life Technology course. Through the evaluation sheets on Science-learning attitudes, the results show that the experiment really has a positive influence on the students' attitudes towards Science learning. However, the influence on the motivation to Science course is not as apparent as expected.

During the research, it is found that the students can effectively utilize technology in ubiquitous learning environment so that they can gather related information during the learning process and they can arrange the records, which will be put by the students onto the website to do group collaborative learning. Once the theme learning and interactive activity was being progressed, the students can accumulate knowledge and share each other; the teachers can also utilize the characteristics of two-dimensional code to make the students focus on the activity. By the collaborative learning activity, the students can interact with each other and learn how to rely on others, so the friendship also warms up. The students share experiences, which strengthens the students' learning motivations and helps them to study, and finally get the ideal that students begin to love Science course, enhancing the learning attitudes.

In the future research, we suggest that there could design different using context according to different handheld device, (for example, Tablet PC and PDA), and could evaluate the efficiency of different smart objects such as RFID and two-dimensional code. Furthermore, for the future researching method, there could be two groups (experimented group and controlled group) for experiment so that we can know the differences from the traditional tutoring and the ubiquitous learning activity.

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