

Conference Proceedings

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Kuo, R., Chang, M., Kinshuk, & Liu, E. Z.-F. (2010). Applying Multiplayer Online Game in Actionscript Programming Courses for Students Doing Self-Assessment. In *In the Proceedings of Workshop on New Paradigms in Learning: Robotics, Playful Learning, and Digital Arts, in the 18th International Conference on Computers in Education, (ICCE 2010)* (pp. 351–355).), Putrajaya, Malaysia: In the Proceedings of Workshop on New Paradigms in Learning: Robotics, Playful Learning, and Digital Arts, in the 18th International Conference on Computers in Education,.