國立屏東大學文化創意產業學系
111 學年度第 1 學期第 2 次系務會議紀錄

開會時間：111 年 10 月 19 日（星期三）12 時 10 分
地　　點：教科館 303 教室
主　　席：林思玲主任　　紀錄：紀靖茹
出席人員：如簽到名冊

壹、111 學年度第 1 學期第 1 次系務會議（111.9.1）決議執行情形。

案由	決議	執行單位	執行情形
一、有關本系大學部增設【動態視覺設計】3 學分課程案。	修正後通過。	文化創意產業學系	111 學年度第 1 學期第 1 次院課程委員會會議（111.10.5）審議通過。
二、有關本系碩士班（含在職專班）研究生，論文口試以創作論述提請畢業之相關規範案。	一、有關於作品類型及數量的討論，作品展現方式若為表演、動畫、新媒體類，須付至少 1 件影音作品。精準用詞擬於下次系務會議中討論。 二、有關於作品類型及數量的討論，作品形式不在法規之列，須提送系學術委員會審查。提送審查時間，須於論文研究計畫審查前提出，並經會議討論通過，始得提出論文研究計畫審查。 三、關於未發表的定義，學生於就學內完成之作品於校外發表或參賽後是否可使用於創作論述論文作品，適妥性擬於下次系務會議中討論。 四、關於提送審查時間，展覽方式（含地點）須提送系學術委員會審查通過後始可施行。提送審查時間，須於展覽前兩週完成。	文化創意產業學系	擬於 111 學年度第 1 學期第 2 次系務會議（111.10.19）提案討論。
三、有關本系星期五教師排課方式案。	照案通過；追朔至 111 學年度第 1 學期適用。	文化創意產業學系	依會議決議執行。

貳、主席報告：(略)

參、工作報告：

一、111 年 9 月 16 日辦理 111 學年度第 1 學期人工加退選相關事宜。

二、本系碩士班考試招生於現已開始，屆時請各位老師協助宣傳（報名截止日期：10 月 19 日下午 5:30 止)；截至 10 月 19 日上午 9:00 分止，目前已報名 13 位，9 位繳費（招生名額 6 名)。

三、111 學年第 2 學期排課現已擬訂，請各位老師確認（如紙本)。

四、使用 110 學年度在職專班專款購置專業教室 303 教室椅子，現已完成汰換工作。

五、111 學年度教師評鑑受評教師：林思玲教授、賀瑞麟教授、葉晉嘉教授、朱旭中副教授、陳運星副教授、古淑薰副教授、張重金助理教授；請上述教師留意相關評鑑作業時程。

六、本學期系學會辦理各項活動如下，敬請各位老師撥空參加：

1.11 月 26 日、27 日系出遊

2.12 月 8 日聖誕晚會

3.12 月 10 日系友回娘家

4.12 月 26 日期末系大會

肆、提案討論：

提案一　　提案人：林思玲

案由：提送 111 年度產學合作績優教師遴選申請，請討論。

說明：

一、本案於 111 年 11 日 4 日（五）前截止收件，本系由林思玲教授提出申請。

二、檢附林思玲教授產學合作績優教師申請資料如【附件 1】(紙本資料)。

擬辦：本案經系務會議通過後，提送院學術委員會議審議。

決議：

一、林思玲委員為本案當事人，在審查本案時，林思玲委員離席迴避。

二、本案代理主席為賀瑞麟教授；經系務會議檢核通過，送人文社會學院檢核。

提案二　　提案人：蔡玲瓏

案由：提送 111 年度研究績優教師遴選申請，請討論。

說明：

一、本案於 111 年 11 日 4 日（五）前截止收件，本系由蔡玲瓏副教授提出申請。

二、檢附蔡玲瓏副教授研究績優教師申請資料如【附件 2】(紙本資料)。

擬辦：本案經系務會議通過後，提送院學術委員會議審議。

決議：照案通過。

提案三　　提案人：蔡玲瓏

案由：111 學年度第 1 學期申請補助研究成果發表案，請討論。

說明：

一、本系由蔡玲瓏副教授 1 人提出申請。

二、申請資料 2 件，如【附件 3】(紙本資料)。

擬辦：本案經系務會議通過後，提送院學術委員會議審議。

決議：照案通過。

提案四　　提案人：林思玲

案由：擬修訂本系碩士班研究生修業要點案，請討論。

說明：

一、依 111 學年度第 1 學期第 1 次系務會議決議修正。

二、檢附本學系碩士班研究生修業要點修正草案對照表暨其草案全文如【附件 4】。

擬辦：本案經系務會議通過後，提送院務會議審議。

決議：因會議時間有限，本提案內容未達共識，暫不決議，提下次系務會議討論。

提案五　　提案人：林思玲

案由：擬修訂本系碩士在職專班研究生修業要點案，請討論。

說明：

一、依 111 學年度第 1 學期第 1 次系務會議決議修正。

二、檢附本學系碩士在職專班研究生修業要點修正草案對照表暨其草案全文如【附件 5】。

擬辦：本案經系務會議通過後，提送院務會議審議。

決議：因會議時間有限，本提案內容未達共識，暫不決議，提下次系務會議討論。

提案六　　提案人：林思玲

案由：擬修訂本系專題研究課程評分要點案，請討論。

說明：

一、為利學生更明確了解專題研究成果發表及專題研究成績評定，重新修正本要點。

二、檢附本系專題研究課程評分要點案修正草案對照表暨其草案全文如【附件 6】。

擬辦：本案經系務會議通過後，提送院務會議備查。

決議：因會議時間有限，本提案內容未達共識，暫不決議，提下次系務會議討論。

提案七　　提案人：林思玲

案由：本學系擬新增「國立屏東大學文化創意產業學系碩士學會組織章程」，請討論。

說明：

一、碩學會成立以提振學術研究風氣，促進同儕情誼為宗旨。

二、檢附「國立屏東大學文化創意產業學系碩士學會組織章程」草案逐點說明表如【附件 7】。

擬辦：本組織章程草案經系務會議通過後，提送院務會議備查。

決議：修正後通過。

提案八　　提案人：林思玲

案由：2023 文化創意產業永續發展與前瞻研討會主題及時間，請討論。

說明：

一、研擬研討會主題與尋找經費補助單位。

二、建請各位老師討論，活動辦理日期及形式。

決議：

一、本屆研討會擬於 112 年 4 月 22 日(六)辦理，主題為 2023 文化創意產業永續發展與前瞻研討會：韌性；請籌備老師朱旭中老師近日擬訂研討會籌辦計畫書並預先規畫申請校外單位經費補助。

二、本屆研討會合併辦理本系大四生專題成果發表。

伍、臨時動議：無。

陸、結語：(略)

柒、散會：同日下午 2 時 30 分。

國立屏東大學　文化創意產業學系　111學年度第1學期

第2次系務會議　簽到單

時　　間：111年10月19日（星期三）12:10 - 14:30

地　　點：教科館303教室

序號	出席人員	簽名	備註
1	林思玲　主任	林思玲	
2	施百俊　老師	施百俊	
3	賀瑞麟　老師	賀瑞麟	
4	葉晉嘉　老師	葉晉嘉	
5	蔡玲瓏　老師	蔡玲瓏	
6	陳運星　老師	陳運星	
7	朱旭中　老師	朱旭中	
8	張重金　老師	張重金	
9	古淑薰　老師	古淑薰	
10	谷嫚婷　老師	谷嫚婷	
11	碩士班學生代表　陳姿樺同學	陳姿樺	
12	大學部學生代表　翁懿靖同學	翁懿靖	
13	紀錄　紀靖茹小姐	紀靖茹	

附件1

附件二

國立屏東大學產學合作績優教師申請表

壹、申請人基本資料

姓名	林思玲	職 稱	教授兼系主任	所系	文化創意產業學系	本校到職日	2007 年 8 月 1 日
申請資格	■近五年以本校名義承接政府機關或其他機構及公、民營企業委辦之計畫者。 ■近五年以本校名義執行政府補助產學合作計畫者或有編列行政管理費之政府補助計畫。 □近五年以本校名義與公、民營機構進行技術移轉者。						
自評點數合計	152.7	申請人簽章	茲聲明本申請案各項資料已經本人查核確認無誤，且並未以同一計畫績效重複申請校內產學合作績優教師或服務績優教師獎項。 申請人：林思玲 (簽章)				
所系主管簽 章		文化創意產業學系系主任林思玲		院 長簽 章			

貳、產學合作具體績效

一、產學合作具體貢獻及成果：申請教師執行產學合作計畫，對於產業、社會及學術上之具體貢獻或成果(請依下列項目分項闡述，並視情形檢具相關佐證資料。項目(一)~(四)自評點數標準請參閱附錄)。

項目	自評點數
(一) 促進產業發展或技術創新有具體事證者 **擔任公部門專業委員及專業組織理事：** 苗栗縣（古蹟、歷史建築、紀念建築、聚落建築群）文化資產審議委員會委員（2022/04/01-2024/03/31）。 苗栗縣(史蹟、文化景觀)文化資產審議委員會委員(2022/04/01-2024/03/31)。 臺東縣古蹟歷建文化資產審議委員會委員（2022/03/28-2024/03/27）。 衛生福利部工程施工查核小組查核委員（2021/01/01-2022/12/31）。 苗栗縣（古蹟、歷史建築、紀念建築、聚落建築群）文化資產審議委員會委員（2020/04/01-2022/03/31）。 臺東縣古蹟歷建（含紀念建築、聚落建築群及史蹟）文化資產審議委員會委員（2020/03/02-2022/03/01）。 臺灣木建築產業研究院第一屆理事（2019/04-2022/04）。 臺灣建築史學會第四屆理事（2018/01-2021/12）。 桃園市政府文化局眷村文化諮詢委員會委員（2018/04/30-2022/04/29）。 臺東縣非原住民族有形文化資產審議委員會史蹟、文化景觀、自然地景及自然紀念物審議委員（2018/01-2019/12）。	5

國防部老舊眷村文化保存審議會委員（2015/06/11-2019/06/30）。
嘉義縣政府文化觀光局第一類文化資產審議委員（2017/01-2018/12）。
嘉義縣政府第二屆阿里山森林鐵道暨文化景觀申請世界遺產推動委員會委員（2017/01-2018/12）。
屏東縣政府文化處眷村進駐廠商日常營運稽核稽核委員（2012-2017）。
2017 年 3 月 23 日，受邀為「經濟部所屬事業機構 106 年新進職員甄試」命題委員。

另外，本人亦參與多場校外演講，以及政府專業評審與計畫審查活動。以下羅列各校外演講：

2022 年 04 月 29 日，受邀為文化部文化資產局亞洲產業資產平臺「ANIH 」「Reuse of Spaces: Re-opening of Pingtung Tobacco Factory, Taiwan」講師。

2022 年 04 月 26 日，受邀為國立高雄師範大學「世界遺產與文化保存」講師。

2022 年 03 月 21 日，受邀為文藻外語大學「高屏溪水資源工程與文化資產：養育高雄的曹公圳」講師。

2021 年 10 月 16 日，受邀為來義高中「屏東二峰圳取水原理與文化資產保存」講師。

2021 年 03 月 25 日，受邀為客庄文化調查訓練課程「文化資產史料蒐集、辨識、調查與記錄入門」講師。

2020 年 10 月 15 日，受邀為屏東勝利星村營管中心「2020 勝利星村創意生活園區店家經營輔導講座系列活動」講師。

2020 年 08 月 11 日，受邀為屏東女中「屏東女中教師增能計畫」-「將軍之屋.故事-勝利星村的前世今生」講師。

2020 年 07 月 26 日，受邀為木建築研究院協會「木建築產業 2020 夏季論壇」綜合座談主持人。

2020 年 07 月 12 日，受邀為「109 年度屏東縣社區規劃師駐地輔導計畫」課程講師，講題「屏東的文化資產」。

2020 年 06 月 05 日，受邀為屏東縣政府文化處『屏東縣國家文化記憶庫-南國憶闔』數位化工程及加值運用 數位典藏培訓」-「屏東在地文化資材徵集 講述屏東在地文化資材徵集經驗分享」講師。

2019 年 05 月 04 日，受邀為東港東隆宮「108 年東隆宮管理委員會田野調查訓練課程」課程講師，講題「文化資產史料蒐集、辨識、調查與記錄入門」。

2019 年 04 月 19 日，受邀為「文化部文化資產局文化資產學院第四期人才培育計畫推廣群組 文化資產的故事移動城堡」課程講師，講題「文化資產保存法概論」。

2019 年 03 月 23 日，受邀為「108 年屏東菸葉廠導覽解說員培訓營」課程講師，講題「屏東菸葉廠的文化資產保存與產業介紹」。

2018 年 12 月 02 日，受邀為實踐大學課程講師，講題「文化資產保存與文化創意產業應用」。

2018 年 11 月 25 日，受邀為「107 年原台南水道導覽解說人員暨志工培訓課程」課程講師，講題「文化資產概論」。

2018 年 11 月 11 日，受邀為玩美學院「2018 玩美講堂（二十）」課程講師，講題「建築 x 故事 x 古都 從台灣看世界文化遺產」。

2018 年 04 月 19 日，受邀為「文化部文化資產局文化資產學院第三期人才培育計畫推廣群組 文化資產的故事移動城堡」課程講師，講題「文化資產保存法概論」。

2018 年 3 月 20 日，受邀為「2017 年國際文化紀念物與歷史場所委員會(ICOMOS)暨國際科學委員會功能、趨勢及參與講座」講師，講題「文化遺產可持續性發展」。

2018 年 03 月 01 日，受邀為警察廣播電臺課程講師，講題「文化部推動「再造歷史現場」計畫」。

2018 年 01 月 20 日，受邀為「新開園老田區文化景觀文化資產維護員培訓課程」課程講師，講題「文化資產保存與文化景觀」。

2018 年 1 月 18 日，受邀為「106 年度新竹市古蹟歷史建築巡查及管理維護計畫」講師，講題「新修文化資產保存法之重點說明」。

2017 年 12 月 28 日，受邀為「世界遺產保存維護國際交流研習計畫個人研習報告」講師，講題「文化遺產可持續性發展議題暨參與 ICOMOS 第 19 屆年會與科學論壇回顧與啟發」。

2017 年 11 月 23 日，受邀為「高中優質化計畫」講師，講題「以世界案例與在地二峰圳為例」。

2017 年 11 月 16 日，受邀為「屏東縣客家文化生活及產業環境營造地方輔導團研習課程（二）」講師，講題「新修文化資產保存法之重點說明」。

2017 年 10 月 18 日，受邀為「環境教育人員展延課程」講師，講題「文化資產保存與社區參與」。

2017 年 8 月 12 日，受邀為「高雄楠梓天后宮志工培訓課程」講師，講題「文化資產概念與相關法規」。

2017 年 06 月 12 日，受邀為「台灣物業管理學會第十一屆物業管理研究成果發表會」主持人。

2017 年 03 月 18 日，受邀為「林後四林平地森林 106 年志工年會」課程講師，講題「二峰圳的文化資產保存」。

2016 年 11 月 19 日，受邀為「2016 年臺灣建築史論談」論文發表與談人（五篇）。

2016 年 8 月 3 日，受邀為「日本阿蘇農業遺產經驗分享、匠師技術教育承傳—台日交流，一起探討社區如何為「屏菸」動動動起來！」與談人。

(二) 培育人才或學生就業有具體事證者

連續五年申請文化部文化資產學院補助經費辦理本校「文化資產保存與文化創意產業應用學分學程」：

林思玲（2021）。建構文化資產守護網絡：文化資產學院第六期人才培育計畫「文化資產保存與文化創意產業應用」教學平台。計畫主持人，文化部文化資產局。執行期限：2021/01/09-2021/12/31（計畫經費：1,005,000 元）。

林思玲（2020）。建構文化資產守護網絡：文化資產學院第五期人才培育計畫「文化資產保存與文化創意產業應用」教學平台。計畫主持人，文化部文化資產局。執行期限：2020/03/20-2020/12/31（計畫經費：1,005,000 元）。

林思玲（2019）。建構文化資產守護網絡：文化資產學院第四期人才培育計畫「文化資產保存與文化創意產業應用」教學平台。計畫主持人，文化部文化資產局。執行期限：2019/03/04-2019/12/31（計畫經費：470,588 元）。

林思玲（2018）。建構文化資產守護網絡：文化資產學院第三期人才培育計畫「文化資產保存與文化創意產業應用」教學平台。計畫主持人，文化部文化資產局。執行期限：2018/01/01-2018/12/31（計畫經費：981,176 元）。

林思玲（2016）。建構文化資產守護網絡---文化資產第二期人才培育計畫---文化資產保存與文化創意產業應用學程（產學群組）。計畫主持人，文化部文化資產局。執行期限：2016/08/01-2017/12/31（計畫經費：2,000,000 元）。

林思玲（2015）。「文化資產保存與文化創意產業應用」產學平台。計畫主持人，文化部文化資產局。執行期限：2015/07/31-2016/07/31（計畫經費：1,388,889 元）。

指導大學部學生專題研究，並將成果出版推廣：

示燿維、劉嘉珍、簡淨芳、林思玲（2019）。不只是三隻小豬（繪本），ISBN：9789860590623，屏東市：國立屏東大學。

龔乃芯、余樂筑、吳鈺雯、陳婉宜、林思玲（2019）。危蹟四伏（桌遊），ISBN：9789860590609，屏東市：國立屏東大學。

碩士班學生論文指導：

吳添熹，109 學年度，〈當菸散去：屏東菸葉廠文化資產保存的民眾參與〉。

何秀玲，107 學年度，〈原住民文化的保存與再現---以茂林風管處推動南島族群婚禮觀光活動為例〉。

陳俐潔，106 學年度，〈以社會行銷來探討老建築再利用經營案例〉。

梁芝茗，104 學年度，〈東港迎王文化對傳統木造船工藝保存之影響〉。

詹羚葳，104 學年度，〈敬字亭的文化意涵與保存研究〉。

學生指導獲獎：

指導碩士班學生陳俐潔畢業論文「以社會行銷來探討老建築再利用經營案例」榮獲「2019 年臺灣教育大學系統第五屆優良博碩士學位論文獎」。 陳俐潔、林思玲（2018）。舊建築再利用的品牌開發與經營---以高青開發股份有限公司為例。頁 150-162，《2017 文化創意產業永續與前瞻學術研討會》，賀瑞麟主編。ISBN 9789860560756。國立屏東大學。 吳添熹、林思玲（2019）。文化資產作為地方創生的催化劑：以屏東菸葉廠為例，2019 文化創意產業永續與前瞻學術研討會，2019 年 10 月 25 日，國立屏東大學。 梁芝茗、林思玲（2016）。以日本保存團體為例思考東港木造王船工藝的傳承。第十六屆文化山海觀文化資產學術研討會，2016 年 5 月 20 日，雲林縣。	
(三) 促進學術發展，發表論文或出版書籍有具體成果者 **本人進行以下論文及書籍的出版：** **1.學術期刊論文** 吳添熹、林思玲*（2022）從社群媒體觀察屏東菸葉廠文化資產保存的民眾參與意見。《建築學報》，第 120 期，頁 79-103。（通訊作者，審稿制學術期刊，收錄於 TSSCI 資料庫索引） 林漢良、古淑薰、趙子元、洪于婷、林思玲、陳坤宏（2019/12）尖峰都市在地理空間發展上的體現：台灣 22 縣市個案與理論意義。《中國地理學會會刊》，第 64 期，頁 1-32。（審稿制學術期刊） Lin, S. L. & Ting*, C. S. (2019/9). Instantiating the Concept of Restoration in the Cultural Heritage Preservation Act Through the Implementation of the Repair and New Construction of the Erfeng Irrigation Canal System. Taiwan Water Conservancy, 67(3), 74-98. （EI、GEOBASE、SCOPUS） 林思玲（2019/3）戰爭動亂下的文化資產—臺灣古戰場、特別攻擊隊與眷村相關遺產調查研究。《文化資產學刊》，第 47 期，頁 39-72。（審稿制學術期刊） **2.研討會論文集論文** 林思玲（2021）。從屏東勝利新村故事的收集與寫作來談眷村的永續保存。頁 183-219，《在地全球化的新視域-2020 第七屆屏東文學國際學術研討會》。ISBN：978-986-478-481-3。萬卷樓圖書股份有限公司。本文研討會發表日期為 2020 年 10 月 30 日。 林思玲（2021）。國際永續思潮下東隆宮文化資產保存的趨勢，頁 105-129，《東隆宮溫王爺信仰民俗學術論壇論文專輯・2020 第一屆》。ISBN：978-626-95534-0-2，財團法人臺灣省屏東縣東港東隆宮。本文研討會發表日期為 2020 年 10 月 17 日。	5

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吳添熹、林思玲（2020）。文化資產作為地方創生的催化劑：以屏東菸葉廠為例，頁 123-141，《2019 文化創意產業永續與前瞻學術研討會論文集》。ISBN：9789869910453，國立屏東大學。本文研討會發表日期為 2019 年 10 月 25 日。

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Lin, S. L. (2018). The Successful Broker for Community - A Study of New Revitalized Model of Cultural Heritage Management in Taiwan. Paper presented at the meeting of the 19th General Assembly and Scientific Symposium of ICOMOS, December. 12-15, New Delhi, India. Retrieved from ICOMOS Open archive: http://openarchive.icomos.org/2044/（本研究受行政院科技部專題計畫「文化資產場域經營導入文化創意的產業行為與職業能力研究」（MOST 105-2221-E-153-002）補助）

Lin, S. L. (2018). Preservation and Reuse of Cultural Heritage Spaces Revitalized through Cultural and Creative Industries. In Alex Yaning Yen, Andreas Georgopoulos, Gorun Arun, Mario Santana and Rohit Jigyasu (Ed.).CIPA-ICORP-ISCARSAH 2017 Joint Meeting Conference Proceeding, Taiwan: China University of Technology (pp. 208-216). ISBN 978-986-04-4763-7. Retrieved from http://www.cii2017.org.（本研究受行政院科技部專題計畫「文化資產場域經營導入文化創意的產業行為與職業能力研究。執行期限：2016/08/01-2017/10/31」（MOST 105-2221-E-153-002）補助）

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3.專書

丁澈士、林思玲（2021）。《高屏溪流域水資源工程與文化資產保存》。ISBN：978-986-542-689-7。屏東：屏東縣政府水利處。

林思玲（2019）。《漢字神聖之所：探尋臺灣六堆的敬字亭》。ISBN：978-957-763-379-8。臺北：五南出版社。

丁澈士、林思玲、賴福林、盧惠敏（2019）。《向文化資產學習---屏東二峰圳與力里溪水圳伏流水取水技術與文化資產保存》。ISBN：978-986-05-9667-0。屏東：屏東縣政府水利處。

林思玲（2019）。《縣定古蹟大鵬灣原日軍水上飛機維修廠：南棟、北棟修復及再利用計畫成果報告書》（林思玲計畫主持；賴福林、呂姿儀共同主持）。ISBN：978-986-05-8515-5。屏東：屏東縣文化資產保護所。

4.專書文章

Ting, C. S. & Lin, S. L.* (2022/3). Case study 2: Sustainable wisdom in water irrigation engineering: Erfeng Irrigation Canal System of interflow water in Pingtung. ICOMOS Thematic Study: The cultural heritages of water in tropical and subtropical Eastern and South-Eastern Asia, 148-150.

從屏東勝利新村故事的收集與寫作來談眷村的永續保存

陳坤宏、林思玲（2019）。導論。頁 1-36，《創意文化空間·商品》，陳坤宏、林思玲、董維琇、陳璽任。ISBN：978-957-763-155-8。臺北：五南出版社。

林思玲（2019）。創意文化空間中文化資產場域的功能及應用。頁 103-137，《創意文化空間·商品》，陳坤宏、林思玲、董維琇、陳璽任。ISBN：978-957-763-155-8。臺北：五南出版社。

林思玲（2018）。工業遺產保護與文化再生。頁 42-54，《2018 閩台文化發展報告》（工業遺產卷），丁智才、林義斌主編。ISBN 978-7-5615-7185-9。中國：廈門大學出版社。

林思玲（2018 年 4 月）。文化遺產可持續性發展議題暨參與 ICOMOS 第 19 屆年會與科學論壇回顧與啟發，《2017 年國際文化紀念物與歷史場所委員會大會（ICOMOS GA 2017）交流研習報告書》，閻亞寧主編。ISBN 978-986-05-1953-2。臺中：文化部文化資產局。

林思玲（2017）。五溝水客家聚落：文化資產保存與特色小鎮營造。頁 254-261，《2017 閩台文化發展報告》，丁智才、林義斌主編。ISBN 978-986-05-1953-2。中國：廈門大學出版社。

林思玲（2016）。文化資產保存與文化創意產業應用。頁 235-260，《文化創意產業理論與實務》（第三版）。ISBN：978-957-11-8641-2。臺北：五南出版社。

5.其他出版刊物

林思玲（2022）。戲遊文化資產---從桌遊中認識文化保存，《2021-文保·跨界》，王价巨、王貞富、林思玲、吳書原、陳怡安、陳俊宇、潘富俊、蔡

育林、賴嘉綾。頁 79-88。ISBN 9789865325671。臺中：文化部文化資產局。

林思玲（2021）。產業文化資產資訊名錄：屏東菸葉廠。「亞洲產業文化資產平臺 ANIH」，文章連結：https://anih.culture.tw/index/zh-tw/inventory/61901?fbclid=IwAR26GSg6AIZ3ddm8iu9_RcMUrG09mrzCcqc-lW2R0Vy_qDBsvRAslCO4KlQ。

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Lin, S. L. (Third Issue, Dec. 2019) UN 2030 Sustainable Development Goals: A Case Study of Er-Feng Irrigation Canal System (EICS) in Pingtung and Its Value as Water Heritage, Asian Network of Industrial Heritage Bulletin, ANIH (Asian Network of Industrial Heritage). Retrieved from: https://themefile.culture.tw/file/2020-01-08/20da7540-1d79-408a-a4e8-9c760da7283e/December%202019%203rd%20Issue.pdf.

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6.研討會論文

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Lin, S. L. (2019). Toward sustainable heritage conservation: Military dependents village in Taiwan after World War II. Paper presented at the meeting of International LDE-Heritage conference: Heritage and the Sustainable Development Goals, November. 26-28, TU Delft, The Netherlands.

吳添熹、林思玲（2019）。文化資產作為地方創生的催化劑：以屏東菸葉廠為例，2019 文化創意產業永續與前瞻學術研討會，2019 年 10 月 25 日，國立屏東大學。 古淑薰、林漢良、趙子元、洪于婷、林思玲、陳坤宏（2019）。尖峰都市在地理空間發展上的體現：台灣 22 縣市個案與理論意義。中國地理學會 2019 年年會暨地理學術研討會，2019 年 5 月 14 至 5 月 17 日，臺北市南港展覽館。 林思玲（2018）。臺灣眷村保存的歷程與問題。2018 海峽兩岸中生代學者建築史與文化遺產論壇，2018 年 10 月 27 至 10 月 28 日，東南大學建築學系。頁 40-56。 林思玲（2018）。文化遺產可持續性發展。2017年國際文化紀念物與歷史場所委員會（ICOMOS）暨國際科學委員會功能、趨勢及參與講座，2018年3月20日，文化部文化資產局。 林思玲（2016）。漢字神聖之所：六堆地區敬字亭保存與再利用研究（二）。客家委員會105年補助大學校院發展客家學術機構計畫聯合成果發表會，2016年12月2日，國立屏東大學。 丁澈士、林思玲、陳偉豪（2016）。力里溪水圳工程與文化資產。第20屆(2016)海峽兩岸水利科技交流研討會，2016年10月31日至11月1日，臺北市。	
(四) 提升系(所、中心)院、校產學能量有具體成果者 **本人擔任學校以下行政與研究單位主管推動產學業務：** 國立屏東大學文化創意產業學系系主任（2022/08-迄今） 國立屏東大學文化資產保存與活用中心主任（2017/08-迄今） 國立屏東大學研究發展處技術合作組組長（2019/08-迄今） 國立屏東大學研究發展處技術合作組組長兼副研發長（2019/08-2020/07）	5

(一)研究成果取得國內、外發明專利

專利名稱	發明人	獲證日期	證書字號	自評點數

（六）獲得產學合作相關競賽獎勵

競賽名稱	獎項名稱	頒獎單位	獲獎年度	自評點數

（七）產學合作計畫性質之出版品版稅分配學校金額，合計：10,896元

出版品名稱	合作廠商	版稅金額	分配學校金額	收入期間	貢獻比例	自評點數
危蹟四伏(桌遊)	無	18,576	10,435	108/07-110/12	100%	10.44
不只是三隻小豬(精裝)	無	3,584	461	109/01-110/06	100%	0.46

二、爭取產學合作資源

(一)技術授權金或技術權利金分配學校金額，合計：　　元

授權名稱	授權廠商	授權金額	分配學校金額	授權起迄期間	貢獻比例	自評點數

(二)執行民間企業委託產學合作案，管理費合計：0元

計畫名稱	委託單位	計畫總經費	管理費	計畫執行期間(請填起迄日)	貢獻比例	自評點數

(三)執行政府及其他機構(法人)委託產學合作案，管理費合計：793,055元

計畫名稱	委託單位	計畫總經費	管理費	計畫執行期間(請填起迄日)	貢獻比例	自評點數
崇仁眷村成功區成功路146號、忠孝路102號莫蘭蒂風災災損歷史建築修復工程委託工作報告書技術服務	屏東縣文化資產保護所	620,000	55,000	106/08/29-108/02/28	100%	5.5
屏東縣里港郵便局修復及再利用計畫	屏東縣文化資產保護所	770,000	77,500	106/08/30-107/07/31	100%	7.75
縣定古蹟大鵬灣原日軍	屏東縣文化資產保護所	2,570,000	134,900	106/10/11-107/12/31	100%	13.49

水上飛機維修廠-南棟、北棟修復及再利用計畫						
屏東菸葉廠再造歷史現場申請計畫編撰勞務委託	屏東縣文化資產保護所	30,000	1,500	106/10/19-106/11/30	100%	0.15
臺東縣成功鎮鏢旗魚複合式文化資產（民俗及傳統知識與實踐）計畫	臺東縣政府文化處	648,000	6,480	107/06/27-108/04/30	10%	0.65
「屏東縣國家文化記憶庫-南國憶閾」前置作業	屏東縣政府文化處	6,370,000	159,250	108/02/25-109/06/30	50%	15.93
屏東縣暫定古蹟里港蔡家古厝文化資產價值調查及評估	屏東縣文化資產保護所	98,500	4,925	108/12/23-109/07/31	100%	0.49
屏東縣漢民俗祭典類無形文化資產保存維護計畫	屏東縣文化資產保護所	650,000	65,000	109/02/14-109/12/31	100%	6.5
高屏溪流域水資源工程及文化資產保存出版計畫	屏東縣政府水利處	1,940,000	194,000	109/03/23-109/12/31	100%	19.4
110 年度文化資產法令教育研習委託專業服務案	文化部文化資產局	945,000	94,500	110/07/23-111/01/31	100%	9.45

（四）執行政府補助產學合作計畫(無企配款且無管理費者)，計畫總經費合計：　　元

計畫名稱	委託單位	計畫總經費	計畫執行期間（請填起迄日）	貢獻比例	自評點數

(五)執行有編列行政管理費之政府補助計畫案，管理費合計：424,926元

計畫名稱	補助單位	計畫總經費	管理費	計畫執行期間(請填起迄日)	貢獻比例	自評點數
客委會委辦子計畫三：漢字神聖之所：六堆地區敬字亭保存與再利用研究(二)	客家委員會	200,000	20,000	105/01/01-109/11/30	100%	2
建構文化資產守護網絡---文化資產第二期人才培育計畫---文化資產保存與文化創意產業應用學程(產學群組)	文化部文化資產局	2,000,000	181,818	105/08/01-106/12/31	100%	18.18
建構文化資產守護網絡：文化資產學院第三期人才培育計畫「文化資產保存與文化創意產業應用」教學平台	文化部文化資產局	800,000	70,450	107/01/01-107/12/31	100%	7.05
建構文化資產守護網絡：文化資產學院第四期人才培育計畫「文化資產保存與文化創意產業應用」教學平台	文化部文化資產局	400,000	25,455	108/03/04-108/12/31	100%	2.55
建構文化資產守護網絡：文化資產學院第五期人才培育計畫「文化資產保存與文化創意產	文化部文化資產局	800,000	70,022	109/03/20-109/12/31	100%	7

業應用」教學平台						
建構文化資產守護網絡：文化資產學院第六期人才培育計畫「文化資產保存與文化創意產業應用」	文化部文化資產局	800,000	57,181	110/01/09-110/12/31	100%	5.72

(六)執行校內培育產學合作教師計畫，共計：　　件

計畫名稱	計畫總經費	計畫執行期間（請填起迄日）	自評點數

註：

1. 本表填列務必參考評分積點一覽表，若不符使用請自行增列。
2. 產學合作具體績效資料填寫格式可不限於上述表格形式，唯資料應包含表列欄位內容；若有需要增列其他說明資料者，可彈性增加。
3. 應檢附填報本校「教師履歷」管理系統之佐證資料。未填報於教師履歷管理系統者，請檢附相關證明影本做為佐證資料。

附錄

產學合作績效項目(一)~(四)自評點數參考表

評分項目/建議評分標準	(一)促進產業發展或技術創新有具體事證者	(二)培育人才或學生就業有具體事證者	(三)促進學術發展，發表論文或出版書籍有具體成果者	(四)提升系(所、中心)院、校產學能量有具體成果者
1點	其他優良績效	其他優良績效	其他優良績效	其他優良績效
2點	促進地方產業技術發展	學生參與計畫	發表國內審查制度期刊	提升系(所、中心)產學能量
3.5點	促進國家產業技術發展	促進學生就業	發表 TSSCI、SCI、SSCI 期刊 1~3 篇	提升院產學能量
5點	促進國際產業技術發展	媒合學生就業	發表 TSSCI、SCI、SSCI 期刊 4 篇以上	提升校產學能量

林思玲-重要研究(教學,輔導與服務)貢獻與成果 1

重要研究(教學,輔導與服務)貢獻與成果	時間	地點	備註	檔案上傳
屏東縣政府「公共藝術基金管理委員會」（2015-2017）	106/12/31			104-106第四屆公
嘉義縣政府文化觀光局第一類文化資產審議委員（2017/05-2020/05）	106/12/01			106年嘉義縣文資
臺東縣政府文化局第一類文化資產審議委員（2018/01-2019/12）	107/12/01			107-108台東非原
臺東縣非原住民族有形文化資產審議委員會史蹟、文化景觀、自然地景及自然紀念物審議委員（2018-2019）	107/01/12			107-108台東非原
台灣建築史學會 第四屆理事（2018/01-2021/12）	107/01/20			台灣建築史學會第
臺灣木建築產業研究院第一屆理事（2018/01-2021/12）	108/04/01			台灣木建築產業研
桃園市政府文化局「眷村文化諮詢委員會」委員（2018/04/30-2020/04/29）	107/04/30			第三屆桃園眷村文
臺東縣古蹟歷建（含紀念建築、聚落建築群及史蹟）文化資產審議委員會委員（2020/03/02-2022/03/01）	109/03/02			109-111台東縣有
苗栗縣（古蹟、歷史建築、紀念建築、聚落建築群）文化資產審議委員會委員（2020/04/01-2022/03/31）	109/04/01			109-111苗栗縣文
衛生福利部工程施工查核小組查核委員（2021/01/01-2022/12/31）	110/01/01			134445083_420

林思玲-重要研究(教學,輔導與服務)貢獻與成果 2

重要研究(教學,輔導與服務)貢獻與成果	時間	地點	備註
屏東縣政府工程施工查核小組查核委員（2017/09/27-迄今）	106/09/27		
擔任本校人文社會學院學術委員會委員（2019/08/01-2020/07/31）	108/08/01		
擔任本校人文社會學院學術委員會委員（2020/08/01-2021/07/31）	109/08/01		
擔任本校文化創意產業學系學術委員會委員（2020/08/01-2021/07/31）	109/08/01		
擔任本校文化創意產業學系教師評審委員會委員（2020/08/01-2021/07/31）	109/08/01		
擔任本校109至110學年度珍貴動產、不動產評審委員會主任委員、委員（2020/08/01-2021/07/31）	109/08/01		
苗栗縣（古蹟、歷史建築、紀念建築、聚落建築群）文化資產審議委員會委員（2022/04/01-2024/03/31）。	111/04/01		
臺東縣古蹟歷建（含紀念建築、聚落建築群及史蹟）文化資產審議委員會委員（2020/03/02-2022/03/01）。	111/03/02		
桃園市政府文化局「眷村文化諮詢委員會」委員（2020/10/13-2022/10/31）。	109/10/13		
苗栗縣（史蹟、文化景觀）文化資產審議委員會委員（2022/04/01-2024/03/31）。	111/04/01		

林思玲-重要研究(教學,輔導與服務)貢獻與成果 3

重要研究(教學,輔導與服務)貢獻與成果	時間	地點	備註
109年度屏東縣政府老建築（潛在文化資產）保存再生計畫輔導委員（2020/07/22-2022/12/31）：	109/07/22		
臺灣木建築產業研究院第一屆理事（2019/04-2022/04）：	108/04/01		

林思玲-講座教學 1

講座主題	講座日期	講座地點	主辦單位
文化遺產可持續性發展	107/03/20	臺中市文化部文化資產局	2017年國際文化紀念物與歷史場所委員會(ICOMOS)暨國際科學委員會
新修文化資產保存法之重點說明	107/01/18	新竹市	
文化遺產可持續性發展議題暨參與ICOMOS第19屆年會與科學論壇回顧與啟發	106/12/28		
以世界案例與在地二崁圳為例	106/11/23		
新修文化資產保存法之重點說明	106/11/16	屏東縣	屏東縣客家文化生活及產業環境營造地方輔導團
文化資產保存與社區參與	106/10/18		
文化資產保存與活用以屏東市勝利新村為例	108/05/09	國立屏東大學	國立屏東大學
文化資產史料蒐集、辨識、調查與記錄入門	108/05/04	東港東隆宮	東港東隆宮
文化資產保存法概論	108/04/19	國立屏東大學	文化部文化資產局文化資產學院第四期人才培育計畫推廣群組 文化資產的故事移動城堡
屏東菸葉廠的文化資產保存與產業介紹	108/03/23	屏東菸葉廠	108年屏東菸葉廠導覽解說員培訓營

林思玲-講座教學 **2.**

講座主題	講座日期	講座地點	主辦單位	備註
文化資產保存與文化創意產業應用	107/12/02	實踐大學	實踐大學	
文化資產概論	107/11/25	臺南市政府	107年原台南水道導覽解說人員暨志工培訓課程	
文化資產保存與活用以屏東市勝利新村為例」	107/11/21	國立屏東大學應用日語系	國立屏東大學應用日語系	
建築x故事x古都 從台灣看世界文化遺產	107/11/11	高雄市	玩美學院「2018玩美講堂（二十）」	
文化資產保存法概論	107/04/19	國立屏東大學	文化部文化資產局文化資產學院第三期人才培育計畫推廣群組 文化資產的故事移動城堡	
再造歷史現場」計畫	107/03/01	警察廣播電臺	警察廣播電臺	
文化資產保存與文化景觀	107/01/20	臺東縣池上鄉	新開園老田區文化景觀文化資產維護員培訓課程	
屏東的文化資產	109/07/12	屏東縣里港鄉	109年度屏東縣社區規劃師駐地輔導計畫	樹德科技大學承辦
2020勝利星村創意生活園區店家經營輔導講座系列活動	109/08/11	屏東勝利星村營管中心		
「屏東女中教師增能計畫」-「將軍之星.故事-勝利星村的前世今生」	109/10/15	屏東女中	屏東女中	課程講師

林思玲-講座教學 3

講座主題	講座日期	講座地點	主辦單位	備註
『屏東縣國家文化記憶庫-南國憶閣』數位化工程及加值運用 數位典藏培訓」-「屏東在地文化資材徵集 講述屏東在地文化資材徵集經驗分享」	108/06/05		屏東縣政府文化處	課程講師
文化資產保存與活用以屏東市勝利新村為例	109/12/02	國立屏東大學	國立屏東大學	課程講師
臺灣客家文化建築景觀	110/04/27	國立屏東大學	客家文化產業專題講座	
文化資產史料蒐集、辨識、調查與記錄入門	110/03/25	國立屏東大學	客庄文化調查訓練課程	
屏東勝利眷村再造歷史現場願景	108/10/12	屏東市勝利新村	屏東縣政府	
屏東二峰圳取水原理與文化資產保存	108/10/16	屏東縣來義鄉	來義高中	
屏東二峰圳取水原理與文化資產保存	108/10/16	屏東縣來義鄉	來義高中	
高屏溪水資源工程與文化資產：養育高雄的曹公圳	111/03/21	高雄	文藻外語大學	
Reuse of Spaces: Re-opening of Pingtung Tobacco Factory, Taiwan	111/04/29	線上	文化部文化資產局亞洲產業資產平臺「ANIH 」	
世界遺產與文化保存	111/04/26	高雄	國立高雄師範大學	

林思玲-指導學生

指導名稱	指導日期	指導類別	學生姓名
108級大學部專題研究學生繪本與桌遊：不只是三隻小豬（繪本）	108/07/01	2.專題	示燿維、劉嘉珍、簡淨芳
108級大學部專題研究學生繪本與桌遊：危蹟四伏（桌遊）	108/07/01	2.專題	龔乃芯、余樂筑、吳鈺雯、陳婉宜
舊建築再利用的品牌開發與經營---以高青開發股份有限公司為例	106/10/20	1.論文	陳俐潔
原住民文化的保存與再現---以茂林風管處推動南鳥族群婚禮觀光活動為例	107/12/01	1.論文	何秀玲
以社會行銷來探討老建築再利用經營案例	107/12/01	1.論文	陳俐潔
當菸散去：屏東菸業廠文化資產保存的民眾參與	109/07/13	1.論文	吳添熹

林思玲-學術期刊論文

論文名稱	發表日期	刊物名稱	出版國別	是否具審查制度 ■是 ■否	論文分類
Instantiating the Concept of Restoration in the Cultural Heritage Preservation Act Through the Implementation of the Repair and New Construction of the Erfeng Irrigation Canal System.	108/09/01	Taiwan Water Conservancy.	中華民國	Y.是	5.EI
戰爭動亂下的文化資產-臺灣古戰場、特別攻擊隊與眷村相關遺產調查研究	108/06/01	文化資產學刊	中華民國	Y.是	D.其他
尖峰都市在地理空間發展上的體現：台灣22縣市個案與理論意義	108/12/01	中國地理學會會刊	中華民國	Y.是	D.其他
從社群媒體觀察屏東菸葉廠文化資產保存的民眾參與意見	111/06/01	建築學報	中華民國	Y.是	4.TSSCI

林思玲-研討會論文集論文

論文名稱	研討會名稱	發表日期	會議舉行國家	研討會開始日期	研討會結束日期	作者順序
文化遺產可持續性發展	2017年國際文化紀念物與歷史場所委員會（ICOMOS）暨國際科學委員會功能、趨勢及參與講座	107/03/20	中華民國	107/03/20	107/03/20	1.第一
舊建築再利用的品牌開發與經營---以高青開發股份有限公司為例	2017文化創意產業永續與前瞻學術研討會	106/10/20	大陸地區	106/10/20	106/10/20	2.第二
尖峰都市在地理空間發展上的雛現：台灣22縣市個案與理論意義	中國地理學會2019年年會暨地理學術研討會	108/05/14	中華民國	108/05/14	108/05/17	4.第四以上
臺灣眷村保存的歷程與問題	2018海峽兩岸中生代學者建築史與文化遺產論壇	107/10/27	大陸地區	107/10/27	107/10/28	1.第一
文化資產作為地方創生的催化劑：以屏東茄苳敢為例	2019文化創意產業永續與前瞻學術研討會	108/10/25	中華民國	108/10/25	108/10/25	2.第二
Toward sustainable heritage conservation: Military dependents village in Taiwan after World War II	International LDE-Heritage conference: Heritage and the Sustainable Development Goals	108/11/26	荷蘭	108/11/26	108/11/28	1.第一
從屏東勝利新村故事的收集與寫作來談眷村的永續保存	第七屆屏東文學國際學術研討會-在地全球化的新視域	109/10/30	中華民國	109/10/30	109/10/30	1.第一
國際永續思潮下東隆宮文化資產保存的趨勢	2020年東隆宮溫王爺信仰民俗學術論壇	109/10/17	中華民國	109/10/17	109/10/17	1.第一
臺灣文化資產保存實務探討：以屏東恆春聚福昌磚窯為例	2018臺灣建築史論壇論	107/12/31	中華民國	107/11/25	107/11/25	1.第一
The Successful Broker for Community - A Study of New Revitalized Model of Cultural Heritage Management in Taiwan.	The 19th General Assembly and Scientific Symposium of ICOMOS	107/12/12	印度	107/12/12	107/12/15	1.第一

林思玲-研討會論文集論文 2

論文名稱	研討會名稱	發表日期	會議舉行國家	研討會開始日期	研討會結束日期	作者順序
借鏡日本遺產以永續利用屏東客家文化資產	2021六堆300年國際學術研討會專題論壇	110/06/04	中華民國	110/06/03	110/06/04	1.第一

林思玲-發表專書

專書名稱	出版日期	出版社名稱	專書類別	使用語文	作者順序	是否為初次出版
漢字神聖之所：探尋臺灣六堆的敬字亭	108/07/30	臺北：五南出版社	1.紙本	1.中文	1.第一	Y.是
向文化資產學習---屏東二崁圳與力里溪水圳伏流水取水技術與文化資產保存	108/07/30	屏東：屏東縣政府水利處	1.紙本	1.中文	2.第二	Y.是
縣定古蹟大鵬灣原日軍水上飛機維修廠：南棟、北棟修復及再利用計畫成果報告書	108/06/01	屏東縣文化資產保護所	1.紙本	1.中文	1.第一	Y.是
高屏溪流域水資源工程及文化資產保存	110/03/01	屏東縣政府	3.紙本與電子	1.中文	2.第二	Y.是

林思玲-專書論文

論文名稱	出版日期	專書類別	專書名稱	是否為研討會論文(摘要)集	是否為初次出版	跨國(地區)合作類別
工業遺產保護與文化再生	107/12/01	1.紙本	2018關台文化發展報告（工業遺產卷）	N.否	Y.是	4.否
五福水客家聚落：文化資產保存與特色小鎮營造	106/12/01	1.紙本	2017關台文化發展報告	N.否	Y.是	4.否
臺灣文化資產保存實務探討：以屏東恆春隊福昌硬業為例	107/12/01	1.紙本	2018臺灣建築史論壇論文集-文化視野中的建築史	Y.是	Y.是	4.否
Preservation and Reuse of Cultural Heritage Spaces Revitalized through Cultural and Creative Industries.	107/12/01	1.紙本	CIPA-ICORP-ISCARSAH 2017 Joint Meeting Conference Proceeding	Y.是	Y.是	4.否
六堆客家伯公文化資產保存研究	106/12/01	1.紙本	2015尋屏東土地公信仰文化論文集	Y.是	Y.是	4.否
The Successful Broker for Community - A Study of New Revitalized Model of Cultural Heritage Management in Taiwan	107/12/12	1.紙本	the 19th General Assembly and Scientific Symposium of ICOMOS	Y.是	Y.是	4.否
創意文化空間中文化資產場域的功能及應用	108/01/01	1.紙本	創意文化空間-商品	N.否	Y.是	4.否
導論	108/01/01	1.紙本	創意文化空間-商品	N.否	Y.是	4.否
文化遺產可持續性發展議題暨參與ICOMOS第19屆年會與科學論壇回顧與啟發	107/04/01	2.電子	2017年國際文化紀念物與歷史場所委員會大會（ICOMOS GA 2017）交流研習報告書	N.否	Y.是	4.否
Toward sustainable heritage conservation: Military dependents village in Taiwan after World War II	110/01/01	3.紙本與電子	International LDE-Heritage conference: Heritage and the Sustainable Development Goals Proceedings	Y.是	Y.是	1.跨國合作

林思玲-專書論文 2

論文名稱	出版日期	專書類別	專書名稱	是否為研討會論文(摘要)集	是否為初次出版	跨國(地區)合作類別
從屏東勝利新村故事的收集與寫作來談眷村的永續保存	110/07/01	1.紙本	在地全球化的新視域-2020第七屆屏東文學國際學術研討會	Y.是	Y.是	4.否

林思玲-報章雜誌文章

文章標題	刊登日期	報章雜誌名稱	使用語文	版別	期別
Toward Sustainable Conservation: Pingtung Tobacco Factory	108/06/01	TICCIH Bulletin	2.英文		No 84
不只是三隻小豬（繪本）	108/07/01	不只是三隻小豬（繪本）	1.中文		
危蹟四伏（桌遊）	108/07/01	危蹟四伏（桌遊）	1.中文		
淺談二崁圳伏流水灌溉工程在水文化保存的科學價值	108/12/01	大地技師期刊	1.中文		
UN 2030 Sustainable Development Goals: A Case Study of Er-Feng Irrigation Canal System (EICS) in Pingtung and Its Value as Water Heritage	108/12/01	Asian Network of Industrial Heritage Bulletin	2.英文		
文化資產場域保存的科普運用	109/04/01	科學發展	1.中文		第568號
戲遊文化資產---從桌遊中認識文化保存	111/03/01	2021-文保．跨界	1.中文		

產學合作計畫 1

計畫名稱	產學合作開始日期	產學合作結束日期	計劃內擔任工作	委託(合作)機構類別	委託(合作)機構說明	補助金額
臺東縣成功鎮鐵旗魚複合式文化資產（民俗及傳統知識與實踐）計畫	107/06/27	108/04/30	3.協同主持人	6.其他政府部門	臺東縣政府文化處	648000
107年度原住民族產業創新價值計畫-布建邁路據點先期規劃委託服務案	107/07/05	108/03/31	3.協同主持人	6.其他政府部門	屏東縣政府原住民處	1330000
屏東市自來水廠文史初步調查研究計畫	107/06/01	108/05/31	2.共同主持人	6.其他政府部門	臺灣自來水公司第七區管理處	98000
建構文化資產守護網絡：文化資產學院第三期人才培育計畫「文化資產保存與文化創意產業應用」教學平台	107/01/01	107/12/31	1.主持人	6.其他政府部門	文化部文化資產局	981176
縣定古蹟大鵬灣原日軍水上飛機維修廠-南棟、北棟修復及再利用計畫	106/10/11	107/12/31	1.主持人	6.其他政府部門	屏東縣文化資產保護所	2570000
屏東縣里港郵便局修復及再利用計畫	106/08/30	107/07/31	1.主持人	6.其他政府部門	屏東縣文化資產保護所	770000
崇仁眷村成功區成功路146號、忠孝路102號莫蘭蒂風災災損歷史建築修復工程委託工作報告書技術服務	106/08/29	108/02/28	1.主持人	6.其他政府部門	屏東縣文化資產保護所	620000
屏東菸葉廠再造歷史現場申請計畫編撰勞務委託	106/10/19	106/11/30	1.主持人	6.其他政府部門	屏東縣文化資產保護所	30000
「屏東縣國家文化記憶庫-南國憶閣」前置作業	108/02/25	109/06/30	1.主持人	6.其他政府部門	屏東縣政府文化處	6370000
建構文化資產守護網絡：文化資產學院第四期人才培育計畫「文化資產保存與文化創意產業應用」教學平台	108/03/04	108/12/31	1.主持人	6.其他政府部門	文化部文化資產局	400000

產學合作計畫 2

計畫名稱	產學合作開始日期	產學合作結束日期	計劃內擔任工作	委託(合作)機構類別	委託(合作)機構說明	補助金額
屏東縣暨定古蹟里港蔡家古厝文化資產價值調查及評估	108/12/23	109/07/31	1.主持人	6.其他政府部門	屏東縣文化資產保護所	98500
屏東縣漢民俗祭典類無形文化資產保存維護計畫	109/02/14	109/12/31	1.主持人	6.其他政府部門	屏東縣文化資產保護所	650000
高屏溪流域水資源工程及文化資產保存出版計畫	109/03/23	109/12/31	1.主持人	6.其他政府部門	屏東縣政府水利處	1940000
建構文化資產守護網絡：文化資產學院第五期人才培育計畫「文化資產保存與文化創意產業應用」教學平台	109/03/20	109/12/31	1.主持人	6.其他政府部門	文化部文化資產局	800000
八堡圳調查研究及出版計畫	109/08/01	111/08/31	1.主持人	7.企業	頂康開發股份有限公司	2450000
建構文化資產守護網絡：文化資產學院第三期人才培育計畫「文化資產保存與文化創意產業應用」教學平台	107/01/01	107/12/31	1.主持人	6.其他政府部門	文化部文化資產局	800000
生利能源屏東枋寮太陽能光電廠員文化資產保存潛力物件再利用計畫	110/01/01	110/12/31	1.主持人	7.企業	生利能源股份有限公司屏東分公司	708000 未結案
建構文化資產守護網絡：文化資產學院第六期人才培育計畫「文化資產保存與文化創意產業應用」	110/01/09	110/12/31	1.主持人	6.其他政府部門	文化部文化資產局	800000
屏東縣得勝新村構件教育導覽文稿編修計畫	111/03/01	111/04/30	1.主持人	7.企業	鑫囍創業股份有限公司	98000 未結案
屏東縣得勝新村大歷史教育導覽文稿編修計畫	111/03/01	111/04/30	1.主持人	7.企業	鑫囍創業股份有限公司	98000 未結案

產學合作計畫 3

計畫名稱	產學合作開始日期	產學合作結束日期	計劃內擔任工作	委託(合作)機構類別	委託(合作)機構說明	補助金額
屏東縣歷史建築旦港蔡家古厝修復及再利用計畫	111/03/28	111/12/31	1.主持人	6.其他政府部門	屏東縣文化資產保護所	930000
屏東縣仁愛國小日式建築屋頂與屋瓦文化資產教育教案協助計畫	111/04/06	111/07/31	1.主持人	6.其他政府部門	屏東縣文化資產保護所	98000 未結案
嘉義市文化資產數位資料內容優化計畫	111/05/01	111/10/31	1.主持人	6.其他政府部門	嘉義市政府文化局	168500
110年度文化資產法令教育研習委託專業服務案	110/07/23	111/01/31	1.主持人	6.其他政府部門	文化部文化資產局	945000
軍事文化遺產保存與活化論壇暨參訪實施計畫	111/01/31	111/02/28	1.主持人	7.企業	生利能源股份有限公司屏東分公司	300000 未結案

出版品

108級大學部專題研究學生繪本與桌遊，不只是三隻小豬（繪本）	108/07/01	2.專題	示燈維、劉嘉珍、簡淨芳
108級大學部專題研究學生繪本與桌遊，危蹟四伏（桌遊）	108/07/01	2.專題	吳乃芯、余樂筑、吳鈺雯、陳婉宜

附件2

附件二 EE

國立屏東大學研究績優教師申請表

姓名	蔡玲瓏	職 稱	副教授	服務單位	文創系	本校到職日	95年8月
申請資格	1.績優研究事蹟(請勾選，並檢附相關佐資料) ■近五年在其專業領域有 SCI、SCIE、SSCI、A&HCI、TSSCI、EI、THCI 等學術論文擔任第一作者或通訊作者三篇(含)以上者得申請。 2.完成教師履歷之登錄與更新： ■符合 3.善盡教師專業、研究學術倫理，未曾違反本校聘約及性別平等法令，且服務期間未受刑事判決、懲戒處分及本校行政處分：■符合						
研究成果	1篇名：Factors affecting intention to revisit an environmental event: The moderating role of enduring involvement. 刊名：Journal of Convention & Event Tourism, 22(1), 61-90. 出版年：2020 作者總人數：1 作者排序：1 ■通訊作者 收錄資料庫名稱：Scopus； 點數：2 2篇名：Evaluating the effects of facilitating conditions and usage experience on mobile payment 刊名：International Journal of Information Systems in the Service Sector, 13(4), 88-106. 出版年月：2021 作者總人數：1 作者排序：1 ■通訊作者 收錄資料庫名稱：EI Compendex 點數：2 3篇名：Why college students prefer typing over speech input: The dual perspective 刊名：IEEE Access, 9, 119845-119856 出版年：2021 作者總人數：1 作者排序：1 ■通訊作者 收錄資料庫名稱：SCIE ;領域排名百分比：79/164=48% 點數：3 4篇名：Factors that Influence Virtual Tourism Holistic Image: The Moderating Role of Sense of Presence. 刊名：Sustainability, 14, 467. 出版年：2022 作者總人數：1 作者排序：1 ■通訊作者 收錄資料庫名稱：SSCI ;領域排名百分比：57/127=45% 點數：3						
點數合計	10點						
申請人簽章	蔡玲瓏	學術二級單位主管簽章	文化創意產業學系系主任 林思玲			學術一級單位主管簽章	

註：1.請檢附佐證資料。
2.本表填列務必參考評分積點一覽表，若不敷使用請自行增列。
3.檢附填報本校「教師履歷」管理系統之佐證資料。

附件一

評分積點一覽表

項　　目		積點數
研究成果	(一)依據 JCR（Journal Citation Reports）資料庫相關領域之 SCI、SCIE、SSCI、AHCI，且當年度在該子領域之影響指數（Impact Factor）排名屬前10%者之期刊論文	6點
	(二)依據 JCR（Journal Citation Reports）資料庫相關領域之 SCI、SCIE、SSCI、AHCI，且當年度在該子領域之影響指數（Impact Factor）排名屬前30%者之期刊論文	4點
	(三)依據 JCR（Journal Citation Reports）資料庫相關領域之 SCI、SCIE、SSCI、AHCI，且當年度在該子領域之影響指數（Impact Factor）排名屬前50%者之期刊論文	3點
	(四)依據 JCR（Journal Citation Reports）資料庫相關領域之 SSCI，且當年度在該領域之影響指數(Impact Factor)排名屬前70%者之期刊論文	2.5點
	(五)依據 JCR（Journal Citation Reports）資料庫相關領域之 SCI、SCIE、AHCI，且當年度在該領域之影響指數（Impact Factor）排名屬前50%以外；SSCI排名屬前70%以外之期刊論文	2點
	(六)發表於 EI 期刊（Engineering Index）、台灣社會科學引文索引資料庫(Taiwan Social Science Citation Index, TSSCI)或臺灣人文學引文索引(Taiwan Humanities Citation Index , THCI)正式收錄期刊名單者	2點
	(七)SCOPUS 所收錄之期刊論文(不包含 Conference Proceeding 與 Book series)。	2點
專題計畫	每件國家科學及技術委員會專題研究計畫(不含產學案，有管理費者，多年期者分年計算)	5點
	每件中央各部會學術研究計畫(不含產學案，擔任計畫主持人，多年期者分年計算)	3點
	每件本校研究發展處任務型導向補助計畫（擔任計畫主持人或總計畫主持人）	1點
	每件本校研究發展處任務型導向補助計畫（擔任子計畫主持人，不含共同及協同主持人）	0.5點
獲傑出研究獎項	中央研究院院士	40點
	總統科學獎、教育部學術獎、教育部國家講座、行政院傑出科技人才獎、國家科學及技術委員會傑出特約研究員獎、國家科學及技術委員會傑出研究獎或相當等級或以上之重要學術獎項	30點
	獲吳大猷先生紀念獎、中研院年輕學者研究著作獎或相當等級之學術獎項	20點

備註：

一、計分標準以每篇(本、件)積點。

二、研究成果計點如下：

(一)研究成果論文若為多人作者，其著作之積點按下列公式計算：

有 i 個人作者，i= 1,2,...,n. 則第一順位作者或通訊作者得分 n 點，第二順位作者得分 n−1點,.....第 n 順位作者得分1點。即：第一順位作者或通訊作者的積點=原積點×(n/(1+2+...+n))，第二順位作者的積點=原積點×((n−1)/(1+2+...+n))，第 n 順位作者的積點=原積點×(1/(1+2+...+n))。

(二)若期刊依作者姓氏英文字母排序者，請檢附該期刊之目錄以茲證明，其積點計算公式：若有 n 個人作者，則每位作者的積點=原積點×（1/n)。

(三)若著作出版日期為當年度申請期限內，但尚未交付印刷品者，申請人得於申請期限內檢附論文接受函及申請書。

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PUBLICATION FREQUENCY
4 issues/year

Rank by Journal Citation Indicator (JCI) ⓘ

Journals within a category are sorted in descending order by Journal Citation Indicator (JCI) resulting in the Category Ranking below. year is presented at the top of the list, with other years shown in reverse chronological order. Learn more

CATEGORY
HOSPITALITY, LEISURE, SPORT & TOURISM
81/129

JCR YEAR	JCI RANK	JCI QUARTILE	JCI PERCENTILE
2020	81/129	Q3	37.60
2019	81/129	Q3	37.60
2018	71/124	Q3	43.15
2017	83/122	Q3	32.38

Scopus Preview

作者搜尋　來源出版物

來源出版物詳情

回饋 > 比較來源出版物

Journal of Convention and Event Tourism
Scopus 涵蓋年度: 從 2005 到 2021
發表者: Taylor & Francis
國際標準期刊號: 1547-0148　電子版國際標準期刊號: 1547-0156
學科類別: Business, Management and Accounting: Tourism, Leisure and Hospitality Management
來源出版物種類　期刊

瀏覽所有文獻 > 設定文獻通知　加存到來源出版物清單

CiteScore 2020
1.9

SJR 2020
0.374

SNIP 2020
0.981

CiteScore 2020

$$1.9 = \frac{\text{2017 - 2020 170 個引用次數}}{\text{2017 - 2020 89 篇文獻}}$$

計算 05 May, 2021

CiteScore 追蹤2021 ⓘ

$$2.2 = \frac{\text{迄今 183 個引用次數}}{\text{迄今 84 篇文獻}}$$

最後一次更新:05 January, 2022 • 每個月更新

CiteScore 排行 2020 ⓘ

類別	排名	百分位數
Business, Management and Accounting └ Tourism, Leisure and Hospitality Management	#67/120	第 44

2021

IEEE Access

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ISSN
2169-3536

EISSN
2169-3536

JCR ABBREVIATION
IEEE ACCESS

ISO ABBREVIATION
IEEE Access

Journal information

EDITION
Science Citation Index Expanded (SCIE)

CATEGORY
TELECOMMUNICATIONS - SCIE

COMPUTER SCIENCE, INFORMATION SYSTEMS - SCIE

ENGINEERING, ELECTRICAL & ELECTRONIC - SCIE

LANGUAGES	REGION	1ST ELECTRONIC JCR YEAR
English	USA	2015

Publisher information

PUBLISHER	ADDRESS	PUBLICATION FREQUENCY
IEEE-INST ELECTRICAL ELECTRONICS ENGINEERS INC	445 HOES LANE, PISCATAWAY, NJ 08855-4141	1 issue/year

Rank by Journal Impact Factor

Journals within a category are sorted in descending order by Journal Impact Factor (JIF) resulting in the Category Ranking below. A separate rank is shown for each category in which the journal is listed in JCR. Data for the most recent year is presented at the top of the list, with other years shown in reverse chronological order. Learn more

EDITION
Science Citation Index Expanded (SCIE)

CATEGORY
COMPUTER SCIENCE, INFORMATION SYSTEMS

79/164

JCR YEAR	JIF RANK	JIF QUARTILE	JIF PERCENTILE
2021	79/164	Q2	52.13
2020	65/161	Q2	59.94
2019	35/156	Q1	77.88
2018	23/155	Q1	85.48
2017	24/148	Q1	84.12

EDITION
Science Citation Index Expanded (SCIE)

CATEGORY
ENGINEERING, ELECTRICAL & ELECTRONIC

105/276

JCR YEAR	JIF RANK	JIF QUARTILE	JIF PERCENTILE
2021	105/276	Q2	62.14
2020	94/273	Q2	65.75
2019	61/266	Q1	77.26
2018	52/266	Q1	80.64
2017	48/260	Q1	81.73

JCR YEAR

2021

Sustainability

Open Access since 2009

ISSN

N/A

EISSN

2071-1050

JCR ABBREVIATION

SUSTAINABILITY-BASEL

ISO ABBREVIATION

Sustainability

Journal information

EDITION

Social Sciences Citation Index (SSCI)

Science Citation Index Expanded (SCIE)

CATEGORY

ENVIRONMENTAL STUDIES - SSCI

GREEN & SUSTAINABLE SCIENCE & TECHNOLOGY - SSCI

GREEN & SUSTAINABLE SCIENCE & TECHNOLOGY - SCIE

ENVIRONMENTAL SCIENCES - SCIE

LANGUAGES

English

REGION

SWITZERLAND

1ST ELECTRONIC JCR YEAR

2013

Publisher information

PUBLISHER

MDPI

ADDRESS

ST ALBAN-ANLAGE 66, CH-4052 BASEL, SWITZERLAND

PUBLICATION FREQUENCY

24 issues/year

Rank by Journal Impact Factor

Journals within a category are sorted in descending order by Journal Impact Factor (JIF) resulting in the Category Ranking below. A separate rank is shown for each category in which the journal is listed in JCR. Data for the most recent year is presented at the top of the list, with other years shown in reverse chronological order. Learn more

EDITION

Science Citation Index Expanded (SCIE)

CATEGORY

ENVIRONMENTAL SCIENCES

133/279

JCR YEAR	JIF RANK	JIF QUARTILE	JIF PERCENTILE
2021	133/279	Q2	52.51
2020	124/274	Q2	54.93
2019	120/265	Q2	54.91
2018	105/251	Q2	58.37
2017	121/242	Q2	50.21

EDITION

Social Sciences Citation Index (SSCI)

CATEGORY

ENVIRONMENTAL STUDIES

57/127

JCR YEAR	JIF RANK	JIF QUARTILE	JIF PERCENTILE
2021	57/127	Q2	55.51
2020	59/125	Q2	53.20
2019	53/123	Q2	57.32
2018	44/116	Q2	62.50
2017	51/109	Q2	53.67

1 COMPENDEX SOURCE LIST: UPDATED SEPTEMBER 16, 2022

2	Source title	Source type	ISSN	EISSN	Publisher	Country/Region	Subject 1	Subject 2	Subject 3
2334	International Journal of Information Security and Privacy	Journal	19301650	19301669	IGI Global	United States	Information Systems	-	-
2335	International Journal of Information System Modeling and Design	Journal	19478186	19478194	IGI Global	United States	Management of Technology	Information Systems	-
2336	International Journal of Information Systems and Change Management	Journal	14793121	1479313X	Inderscience Publishers	United Kingdom	Business, Management and	Decision Sciences (all)	-
2337	International Journal of Information Systems and Supply Chain Management	Journal	19355726	19355734	IGI Global	United States	Management Information S	Information Systems	-
2338	International Journal of Information Systems in the Service Sector	Journal	19355688	19355696	IGI Global	United States	Management Information S	Strategy and Management	Information Systems
2339	International Journal of Information Technologies and Systems Approach	Journal	1935570X	19355718	IGI Global	United States	Computer Science (all)	-	-
2340	International Journal of Information Technology and Decision Making	Journal	02196220	-	World Scientific	Singapore	Computer Science (miscella	-	-
2341	International Journal of Information Technology and Management	Journal	14614111	-	Inderscience Publishers	Switzerland	Computer Networks and Co	Computer Science Applica	Hardware and Architecture
2342	International Journal of Information Technology and Web Engineering	Journal	15541045	15541053	IGI Global	United States	Computer Science (all)	-	-
2343	International Journal of Innovation and Sustainable Development	Journal	17408822	17408830	Inderscience Publishers	United Kingdom	Management of Technology	Renewable Energy, Sustai	-
2344	International Journal of Innovation Science	Journal	17572223	17572231	Emerald Group Holdings Ltd.	United Kingdom	Management of Technology	Engineering (all)	-
2345	International Journal of Innovative Computing and Applications	Journal	1751648X	17516498	Inderscience Publishers	United Kingdom	Hardware and Architecture	Software	Theoretical Computer Science
2346	International Journal of Innovative Computing, Information and Control	Journal	13494198	-	ICIC International	Japan	Computational Theory and	Information Systems	Software
2347	International Journal of Intelligent Computing and Cybernetics	Journal	1756378X	17563798	Emerald Group Holdings Ltd.	United Kingdom	Computer Science (all)	-	-
2348	International Journal of Intelligent Information and Database Systems	Journal	17515858	17515866	Inderscience Publishers	United Kingdom	Information Systems	-	-
2349	International Journal of Intelligent Information Technologies	Journal	15483657	15483665	IGI Global	United States	Information Systems	Decision Sciences (miscella	-

新增資料區

存檔 取消

*論文名稱：Factors affecting intention to revisit an environmental event: The moderating role of

*發表日期：109/09/01 *論文收錄分類：8.SCOPUS *作者順序：1.第一

所有作者：Ling Long Tsai

*是否為通訊作者：Y.是

*刊物名稱：Journal of Convention & Event Tourism

*論文出版地國別：美國 國名： 帶出 *論文是否具審稿制度：Y.是

*跨國(地區)合作類別：Y

*發表卷數：22 *發表期數：1 起迄頁數：61-90 *發表型式：3.紙本與電子

所屬計畫案名稱：

補助單位： 補助金額：

中文摘要：

英文摘要：This study investigates Earth Hour, the largest energy-saving campaign in the world, it relies on a number of repeated participants. This study explores the factors influencing revisit

參考文獻：

備註：online available

產生報表時是否列印：4

檔案：

代碼	檔案	檔案名稱	檔案
31953	下載	Factors affecting intention to revisit an environmental event The moderating role of enduring involvement.pdf	刪除

新增資料區

存檔 取消

*論文名稱：Factors that Influence Virtual Tourism Holistic Image: The Moderating Role of Sense

*發表日期：111/01/02 *論文收錄分類：2.SSCI *作者順序：1.第一

所有作者：Ling Long Tsai

*是否為通訊作者：Y.是

*刊物名稱：Sustainability

*論文出版地國別：瑞士 國名： 帶出 *論文是否具審稿制度：Y.是

*跨國(地區)合作類別：4.否

*發表卷數：14 *發表期數：無 起迄頁數：467 *發表型式：3.紙本與電子

所屬計畫案名稱：

補助單位： 補助金額：

中文摘要：

英文摘要：The COVID-19 pandemic has dramatically restricted domestic and foreign travel; thus, virtual tourism has become a new option for traveling. As regards virtual

參考文獻：

備註：

產生報表時是否列印：Y.是

檔案：

代碼	檔案	檔案名稱	檔案
38560	下載	sustainability-14-00467.pdf	刪除

新增資料區

存檔 取消

*論文名稱：Evaluating the effects of facilitating conditions and usage experience on mobile payr

*發表日期：110/07/31 *論文收錄分類：5.EI *作者順序：1.第一

所有作者：

*是否為通訊作者：Y.是

*刊物名稱：International Journal of Information Systems in the Service Sector (IJISSS)

*論文出版地區別：美國 國名： 帶出 *論文是否具審稿制度：Y.是

*跨國(地區)合作類別：Y

*發表卷數：13 *發表期數：4 起迄頁數：88-106 *發表型式：3.紙本與電子

所屬計畫案名稱：

補助單位： 補助金額：

中文摘要：

英文摘要：The following research attempts to investigate the determinants influencing consumers' intention to adopt mobile payment (MP). In order to do so, a research model was adapted based on three constructs from The Unified Theory of

參考文獻：

備註：發表型式或論文收錄分類為'其它'、作者順序'非任職資料'，請於此欄說明。

重三報表時是否列印：4

檔案：

代碼	檔案	檔案名稱	檔案
35857	下載	Evaluating-the-Effects-of-Facilitating-Conditions-and-Usage-Experience-on-Mobile-Payment (1).pdf	刪除

新增資料區

存檔 取消

*論文名稱：Why college students prefer typing over speech input: The dual perspective

*發表日期：110/08/24 *論文收錄分類：E.SCIE *作者順序：1.第一

所有作者：Ling Long Tsai

*是否為通訊作者：Y.是

*刊物名稱：IEEE Access

*論文出版地區別：美國 國名： 帶出 *論文是否具審稿制度：Y.是

*跨國(地區)合作類別：4.否

*發表卷數：9 *發表期數：第 起迄頁數：119845-11985(*發表型式：3.紙本與電子

所屬計畫案名稱：

補助單位： 補助金額：

中文摘要：

英文摘要：With the development of technology, the accuracy of speech input has vastly improved and the speed of speech input has surpassed that of typing. However, college students still refuse to switch to speech input as their primary

參考文獻：

備註：發表型式或論文收錄分類為'其它'、作者順序'非任職資料'，請於此欄說明。

重三報表時是否列印：Y.是

檔案：

代碼	檔案	檔案名稱	檔案
36910	下載	Why_College_Students_Prefer_Typing_Over_Speech_Input_The_Dual_Perspective.pdf	刪除

附表 4-1

附件3

國立屏東大學補助研究成果發表申請表

(每篇請填寫一張申請表) 項次 1

姓名	蔡玲瓏	單位	文創系	職稱	副教授	聯絡電話	分機：35753 手機：0910840696
成果名稱	why college students prefer tying overspeech input			出版社	IEEE		
發表處(期刊名稱、卷數、頁數)	IEEE Access, 9, 119845-119856			發表日期	August 24, 2021	作者總人數／申請人順位	共 1 人 第 1 順位 或☑通訊作者
該子領域排名百分比	48.17% 79/164	申請項目	C	金額	三萬元		

若有符合此獎勵要件，每項再給予該篇所獲獎勵金5%之額外獎勵金(請勾選，並填寫下列表單)

☐研究成果將聯合國 17 項永續發展目標(SDGs)之指標關鍵字納入**標題、摘要或關鍵字**至少一項，再給予該篇所獲獎勵金 5%之額外獎勵金。

☐研究成果與國外學者共同合著(不含大陸、港、澳地區)，再給予該篇所獲獎勵金5%之額外獎勵金。

若有符合下列獎勵要件，每項再給予該篇所獲獎勵金 5%之額外獎勵金(請檢附佐證資料)

將聯合國 17 項永續發展目標(SDGs)之指標關鍵字納入**標題、摘要或關鍵字**至少一項之情形	符合聯合國 17 項永續發展目標(SDGs)的那一項指標(請勾選)	☐1.終結貧窮 (No Poverty) ☐2.零肌餓 (Zero Hunger) ☐3.良好健康與福祉 (Good Health and Well-Being) ☐4.優質教育 (Quality Education) ☐5.性別平等 (Gender Equality) ☐6.潔淨水資源 (Clean Water and Sanitation) ☐7.人人可負擔的永續能源 (Affordable and Clean Energy) ☐8.良好工作及經濟成長 (Decent Work and Economic Growth) ☐9.工業、創新及基礎建設 (Industry, Innovation and Infrastructure) ☐10.減少不平等 (Reduced Inequalities) ☐11 永續城鄉和社會 (Sustainable Cities and Communities) ☐12.負責任消費與生產 (Responsible Consumption and Production) ☐13.氣候行動 (Climate Action) ☐14.海洋生態 (Life Below Water) ☐15.陸域生態 (Life on Land) ☐16.公平、正義與健全制度 (Peace, Justice and Strong Institutions) ☐17.促進目標的夥伴關係 (Partnerships for the Goals)
	請敘明符合之內容	

與國外學者共同合著(不含大陸、港、澳地區)研究成果之基本資料	合著學者姓名	服務單位	

申請總金額(含額外獎勵金)：30,000 元　　申請人簽名：蔡玲瓏

附表 4-2

國立屏東大學補助研究成果發表獎勵補助標準表

項目			獎勵補助(最高)
研究成果	A	依據 JCR（Journal Citation Reports）資料庫相關領域之 SCI、SCIE、SSCI，且在該領域之影響指數（Impact Factor）排名屬前 10%或 AHCI 之期刊論文。	六萬元
	B	依據 JCR（Journal Citation Reports）資料庫相關領域之 SCI、SCIE、SSCI，且在該領域之影響指數（Impact Factor）排名屬前 30%之期刊論文。	四萬元
	C	依據 JCR（Journal Citation Reports）資料庫相關領域之 SCI、SCIE、SSCI，且在該領域之影響指數（Impact Factor）排名屬前 50%之期刊論文。	三萬元
	D	獲得國家科學及技術委員會補助之研究專書。	三萬元
	E	依據 JCR（Journal Citation Reports）資料庫相關領域之 SSCI，且在該領域之影響指數（Impact Factor）排名屬前 70%之期刊論文。	二萬五千元
	F	國家科學及技術委員會社會科學領域 TSSCI、THCI 第一級正式收錄期刊名單者。	二萬五千元
	G	依據 JCR（Journal Citation Reports）資料庫相關領域之 SCI、SCIE，且在該領域之影響指數（Impact Factor）排名屬 50%以外；SSCI 排名屬 70%以外之期刊論文。	二萬
	H	發表於 Engineering Index(簡稱 EI)之期刊(不包含 Proceeding 與 Book series)或國家科學及技術委員會社會科學領域 TSSCI、THCI 第二級正式收錄期刊名單者。	二萬元
	I	SCOPUS 所收錄之期刊論文(不包含 Conference Proceeding 與 Book series)。	二萬元

備註：

一、研究成果將聯合國 17 項永續發展目標(SDGs)之指標關鍵字納入標題、摘要或關鍵字至少一項者，再給予該篇所獲獎勵金 5%之額外獎勵金。

二、研究成果與國外學者合著(不含大陸、港、澳地區)者，再給予該篇所獲獎勵金 5%之額外獎勵金。

三、研究成果論文若為多人作者，其著作之獎勵金按下列公式計算：

有 i 個人作者，i= 1,2,…,n. 則第一順位作者或通訊作者得分 n 點，第二順位作者得分 n−1 點,…..第 n 順位作者得分 1 點。即：

第一順位作者或通訊作者的獎勵金=原獎勵金×(n/(1+2+…+n))，

第二順位作者的獎勵金=原獎勵金×((n−1)/(1+2+…+n))，

第 n 順位作者的獎勵金=原獎勵金×(1/(1+2+…+n))。

四、若期刊依作者姓氏英文字母排序者，請檢附該期刊之目錄以茲證明，其獎勵金計算公式：若有 n 個人作者，則每位作者的獎勵金=原獎勵金×（1/n）。

- 請檢具下列文件，依各系所規定之期限提出申請：
  1、申請書（含電子檔）。
  2、申請項目應附文件檢核表：申請人自行填寫檢核勾選並核章。
  3、已刊登之著作。
  4、申請項目之佐證資料：請參照「申請項目應附文件檢核表」檢具。
  5、檢附填報本校「教師履歷」管理系統之佐證資料。

2021

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ISSN
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EISSN
2169-3536

JCR ABBREVIATION
IEEE ACCESS

ISO ABBREVIATION
IEEE Access

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TELECOMMUNICATIONS - SCIE

COMPUTER SCIENCE, INFORMATION SYSTEMS - SCIE

ENGINEERING, ELECTRICAL & ELECTRONIC - SCIE

LANGUAGES	REGION	1ST ELECTRONIC JCR YEAR
English	USA	2015

Publisher information

PUBLISHER	ADDRESS	PUBLICATION FREQUENCY
IEEE-INST ELECTRICAL ELECTRONICS ENGINEERS INC	445 HOES LANE, PISCATAWAY, NJ 08855-4141	1 issue/year

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Science Citation Index Expanded (SCIE)

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COMPUTER SCIENCE, INFORMATION SYSTEMS
79/164

JCR YEAR	JIF RANK	JIF QUARTILE	JIF PERCENTILE
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EDITION
Science Citation Index Expanded (SCIE)

CATEGORY
ENGINEERING, ELECTRICAL & ELECTRONIC
105/276

JCR YEAR	JIF RANK	JIF QUARTILE	JIF PERCENTILE
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2020	94/273	Q2	65.75
2019	61/266	Q1	77.26
2018	52/266	Q1	80.64
2017	48/260	Q1	81.73

IEEE Access
Multidisciplinary ⋮ Rapid Review ⋮ Open Access Journal

Received August 11, 2021, accepted August 20, 2021, date of publication August 24, 2021, date of current version September 3, 2021.

Digital Object Identifier 10.1109/ACCESS.2021.3107457

Why College Students Prefer Typing Over Speech Input: The Dual Perspective

LING LONG TSAI
Department of Cultural and Creative Industries, National Pingtung University, Pingtung 90003, Taiwan
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ABSTRACT With the development of technology, the accuracy of speech input has vastly improved and the speed of speech input has surpassed that of typing. However, college students still refuse to switch to speech input as their primary compositional tool. To better understanding this phenomenon, this study investigates the preferences of 593 college students using PLS-SEM for structural model analysis. On the basis of innovation resistance theory (IRT) and technology acceptance model (TAM), this study explores the preference of college students for keyboard typing over speech input for document processing. Results showed that functional barriers (i.e., usage, value, and risk barriers) and psychological barriers (i.e., tradition and image barriers) positively affect users' resistance to change. Perceived ease of use and perceived usefulness influence the intention to adopt speech input, which is consistent with TAM. Resistance to change was proven to negatively affect users' intention to adopt speech input. Academically, results confirm that although barriers to speech input currently exist, users still consider speech input as easy and useful and plan to adopt the technology. In practice, speech recognition system companies can significantly enhance users' adoption intentions by reducing barriers and increasing their perception of ease of use and usefulness of speech input.

INDEX TERMS Speech input, innovation resistance theory (IRT), resistance to change, technology acceptance model (TAM), functional barrier, psychological barrier.

I. INTRODUCTION

Speech is a natural and efficient way to communicate between people. Since the 1960s, computer scientists have been developing ways for computers to translate and understand human speech in an attempt to make speech input the interface for human–machine interaction [1]. Speech input mainly has two forms, speech recognition and speaker recognition. Speech recognition seeks to identify the content of speech, and speaker recognition aims to recognize speakers [2]. Given that speech recognition can transform speech into text, it greatly improves the productivity of office work. Speech recognition also replaces the touch-tone for implementing instructions through speech input [3]. In recent years, speech recognition systems have been widely used in many practical fields, such as vehicle systems [4], smart home appliances [5], and language learning [6]. The application of speech recognition system, in addition to the use of human–computer interface, also has the word processing function, transcribing from speech to text. Transcription also has various applications. For medical purposes, speech recognition technology automatically completes transcription into an electronic health record (EHR) [7]. The doctor initially begins the consultation and then obtains the integrated EHR content through the whole process of speech command. Smartphones are also commonly associated with a speech recognition function called intelligent personal assistants. The popularity of voice assistants and smart speaker devices have led people to believe that speech will change the way people communicate with their electronic devices. By speaking out what users want to do, smart devices will perform the function under the users' instructions. Speech input is undoubtedly the most potential tool to replace keyboard. Although speech recognition has been experimentally proven to be more efficient [8], users are still comfortable with keyboard typing for quite a period of time.

This bizarre phenomenon makes one wonder why speech input has not completely replaced keyboard typing. However, previous studies on speech input and keyboard typing have mostly focused on the comparison of efficiency, such as input words per minute [9], time saving [10], or accuracy rate [11]. Researches have discussed that users rarely prefer keyboard

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than speech input in processing paperwork. Therefore, this study attempts to explore the reasons why users do not want to adopt speech input from the perspective of resistance to change. Resistance to innovative technology adoption has long been a significant issue in the study of information systems.

Innovation resistance is a kind of psychological conflict caused by consumer dissatisfaction with innovative technology because of potential changes from the status quo [12], [13]. On the basis of previous studies, innovation resistance theory (IRT) is the most frequently used in explaining users' resistance to change behavior. Most of the previous studies [5], [23], [44] still focus on revealing the ways to motivate consumers to accept and diffuse innovation. However, the factors influencing consumer resistance to innovation should be highly considered [14]. Only when consumers remove the barriers to innovation resistance will they be able to accept innovative technologies [12]. Understanding why consumers reject to adopt innovative technology is equally important as distinguishing between those who are more receptive to innovation [15]. Exploring the factors of consumer resistance to innovation can assist to improve new product development and design and can also significantly reduce the failure rate of innovative technologies [12].

Moreover, this study aims to understand users' intention to adopt speech input from a positive perspective. Therefore, an evaluation to explore user acceptance of this innovative technology should be implemented. Davis [16] constructed a technology acceptance model (TAM) to understand users' acceptance of information systems, and this model is broadly regarded as a reasonable explanation for the adoption of information technology [17]. Previous studies using the extended TAM to investigate the acceptance of information technology and e-learning also confirmed the effectiveness and significance of this model in predicting user's adoption behavior [18]–[20]. TAM has been widely used to measure the acceptance of software or systems to potential users, such as software measurement programs [21], e-learning platform [22], mobile library application [23], and business management software [24]. In the related research of speech recognition software or systems, Goette [25] based on the perspective of task-technology fit, discussed the key acceptance factors for the adoption of speech recognition system by the members of the organization and interviewed the successful and non-successful acceptors. Blackley *et al.* [7] targeted 10 doctors to compare speech recognition and keyboard typing in clinical documents. They used observations and interviews to evaluate the differences between the two input techniques in a qualitative method. Simon and Paper [26] implemented an experimental survey method, in which a ship's crew inputted a set of code into a naval voice interactive device. The participants were recruited voluntarily from navy shipboard members and were trained before using the equipment. The authors believed that the findings of experimental purposes may not applicable in practice. Summing up the preceding literature of speech recognition system, most studies were experimental, used qualitative survey method, and had a specific purpose. Therefore, a quantitative survey must be conducted to evaluate the general usage of speech recognition system.

Nowadays, college students are referred to as "digital natives" or the "Net Generation" [27] grew up in the environment full of innovative technology, and for whom the operation of digital technology is instinctual [28]. Therefore, why college students forgo the more rapid speech input and still prefer typing methods is an interesting issue worth exploring. Most previous studies examined the influential factors for user adoption or non-adoption in a single perspective, such as user resistance to innovative technology [29], [30] or acceptance behavior [31], [32]. However, users are influenced by dual factors when evaluating a new information technology [33]. Users will also consider the positive benefits such as convenience [34]. Users can also be affected by negative impacts such as the risk of using technology [35]. By comprehensively considering the barriers and advantages, the users' real thoughts can be more completely revealed. In the current study, five barriers of IRT were used as antecedents of resistance to use and as negative effects, and the PU and PEOU of TAM were regarded as positive effects on intention to use. In prior research, resistance to use has been examined in relation to its impact on the user's intention to use [36]–[38]. Nevertheless, the direct impact of resistance to use on intention to use has not been discussed in the integration model of IRT and TAM and is a feature which has not been explored in the past investigations. Furthermore, the Net generation is familiar with the operation of converting speech into text, but they do not apply it in academic work. These issues have not been addressed by the previous research. Therefore, examining these influencing factors is highly necessary and also highlights the core value of this study. Accordingly, dual perspectives are introduced into the research model. The present study adopts the barriers of innovation resistance to validate user resistance to change from a negative point of view. This study also utilizes TAM to test users' intention to accept speech input as a positive viewpoint. Finally, the influence of user resistance to change on their adoption of speech input is discussed, and the framework of this study is formed based on the above arguments.

II. LITERATURE REVIEW

A. TECHNOLOGY ACCEPTANCE MODEL (TAM)

User acceptance is regarded as a critical factor in the successful implementation of information systems. The theory of reasoned action (TRA) was developed by social psychologists to identify the determinants of behavior [39]. TRA asserts that individuals' attitude and subjective norms influence their behavioral intentions, which, in turn, influence the actual behavior toward a specific issue. Davis [40] modified TRA and established TAM, which is based on the interaction between users and technology, to analyze the direct or indirect influence of users' intentions and behaviors

toward new information technology. TAM proposes that perceived usefulness (PU) and perceived ease of use (PEOU) are two constructs that mainly affect users' behavioral intention and conjointly to explain users' adoption intention and subsequent behavior. PU is the degree to which users consider that the use of a specific system can improve their work performance, whereas PEOU is the level to which users perceive that the use of such information technology can save their physical or mental effort. TAM has been widely used in various information system adoption, such as Internet-based course management system [41] and object-oriented systems [42]. Empirical results have also demonstrated that the model is particularly suitable for predicting and interpreting users' adoption intentions in information technology [43]. More recently, TAM has also expanded into information devices, such as virtual reality devices [44] and voice-activated smart home appliances [5].

B. USER RESISTANCE TO CHANGE

Resistance to change has been discussed in numerous academic fields, and in information systems research, resistance to change is often regarded as the fundamental reason of failure in implementing new information systems in an organization [45], [46]. Generally, resistance to change is any action taken by the user to maintain the status quo under the pressure of change [47]. The degree of resistance to change usually depends on the perceptions of threat by change [12]. Resistance to change refers to the construct that individuals have difficulty in breaking habitual behaviors and that they generate emotional pressure in the face of change [48]. Therefore, resistance to change should be considered as an inhibiting factor; it will have a negative effect on individuals' acceptance of specified technologies [49]. Resistance to change has been adopted as a construct in a number of information system studies. For example, in the operation of in-vehicle infotainment system, people are reluctant to switch from the touch-based user interface to the voice user interface [4]. Patients attending hospital for treatment are reluctant to change from the preceding healthcare system to big data analytics system in healthcare [50]. User resistance to change applied in information system refers to actions or responses taken by the user against the new information system to perform [45].

C. INNOVATION RESISTANCE THEORY (IRT)

Ram and Sheth [13] proposed that innovation resistance is divided into functional and psychological barriers. Functional barriers originate from the cognitive barriers caused by consumers in adopting innovation, including usage, value, and risk barriers. Psychological barriers are derived from previous beliefs toward accepting innovative technology, including tradition and image barriers. The first obstacle when introducing innovation is the usage barrier. The habits and routines developed by consumers form the use pattern [13]. When innovative technology leads to inconvenience or discomfort in use, resistance will be generated from inconvenient situations and cause more problems [14]. Value barrier refers to benefits that induce consumers to change. The value created by innovative technology must be higher than that of the present value system [30]. Otherwise, consumers will doubt the value created by innovation when they have spent time and effort but get nothing in return [51]. If innovation exists, then uncertainty will create risk barriers [52]. Judging from limited information, such as product performance, functional complexity, and possible harm, consumers will not accept innovative products until they obtain sufficient information to reduce risk perception [53]. Tradition barriers occur when consumers perceive innovation will change and conflict with the existing state [54]. When consumers feel that the use of innovative products will break routines and norms, resistance will be generated [53]. If consumers are accustomed to the existing patterns and are satisfied with the present status quo, then they are unwilling to accept the change [55]. Product image is a critical indicator for consumers to evaluate innovative products or services [53]. When consumers have an unfavorable impression on the brand, quality, or the country of origin of the product, image barrier will occur [54], which usually indicates that the negative impression on innovation comes from the change in nature or image of the product [56]. Above all, this theory has been broadly applied to various innovation resistance research on information systems, such as learning management systems [57], digital payment systems [58], and infotainment system [4]. Therefore, this theory is suitable to apply to the proposed research model of the current study.

III. MODEL AND HYPOTHESIS DEVELOPMENT

On the basis of IRT and TAM, this study integrates IRT and TAM to explore and predict the intention to use (ITU) of college students about speech input. For the research purposes, the researcher developed the following hypotheses.

A. USER INNOVATION RESISTANCE

Ram and Sheth [13] divided user innovation resistance into functional and psychological barriers, among which functional barriers include usage, value, and risk barriers. Psychological barriers are tradition and image barriers. Ram and Sheth [13] also identified that user resistance to innovation results from the expected changes of contented status quo or from conflicts in their previous beliefs. Similar concept can be applied in the study of information systems. Resistance to change can be interpreted as a reverse reaction to possible changes. User resistance to change ranges from mild to strong; whether overt or hidden resistance, it will reduce the performance of the system implementation [59]. High levels of innovation may significantly reduce the familiarity of customers with existing technology, resulting in psychological and functional barriers. In the development of innovations, obstacles and unfamiliarity of innovation usage must be solved through redesign [60]. In this study, user resistance to change is identified as the user resistance to

changing the status quo of keyboard input and unwillingness to utilize speech input as a typing method.

1) USAGE BARRIERS

When innovation is not compatible with the existing system, especially contradicting the usage habits and norms, it will cause users to feel uncomfortable and resist changes, which can be called usage barriers [13]. The complexity of use and the inconvenience of the operation process may also make users reluctant to adopt innovation [61]. For first-time or inexperienced users of speech input, there may be usage barriers, such as personal accents, frequent interruptions, and time-taking to adapt [62]. Previous studies have also shown that usage barriers are associated with resistance to adopting new systems. Chen *et al.* [63] studied consumer resistance to brand mobile applications (apps) and found that consumers who must download apps, input data independently, and change their habits to adapt to the new interface would be psychologically resistant and will not want to use the apps. Kim *et al.* [64] compared e-book users and non-users in South Korea and confirmed that when using e-book reading, users must install software and use computers, thereby making them perceive e-books as inconvenient and uncomfortable and causing corresponding usage barriers. Mani and Chouk [65] explored the main resistance factors of consumers as regards the practical application of the Internet of Things. The results illustrated that when consumers suffer the complexity of the operation when using smart services and encounter difficulties in using them, this situation will generate use barriers for consumers. Therefore, usage barriers of speech input will affect user resistance to change. Thus, the following hypothesis is inferred:

H1: Usage barriers have a positive effect on resistance to use speech input.

2) VALUE BARRIERS

The value of innovation includes financial and effort benefits. When innovation fails to deliver superior performance relative to the current product, value barrier will arise [13]. Although speech input can yield the benefits of speech-to-text, people with cognitive delays on language or slow processing of language may need additional time to solve word retrieval problems [66]. Previous empirical studies on information systems have also confirmed that value barriers positively affect user resistance to adopting new information system. After investigating e-book readers, Kim *et al.* [64] found that when users could perceive the convenience of a new style reading, their resistance to adopting e-book would be reduced. The belief that paper books have advantages will result in the resistance of e-books among users. Mani and Chouk [65] identified consumers' viewpoints about innovative technologies and verified that the need to pay higher prices for smart services may lead to resistance to the adoption of new technologies. Chaouali and Souiden [29] consider that new technology should provide additional value and flexibility, such that if elderly consumers fail to realize that the benefits brought about by mobile banking are superior to other banking channels such as physical banks and ATMs, then they will resist this innovative technology. Therefore, this study proposes the following hypothesis:

H2: Value barriers have a positive effect on resistance to use speech input.

3) RISK BARRIERS

Innovations are inherently subject to some degree of uncertainty and are viewed as a risk barrier [13]. The higher the perceived risk of new products is, the higher the innovation resistance will be [67]. When users are aware of the risks caused by uncertainty, they tend to postpone the adoption of innovations until they have a sufficient understanding of the product [13]. Users usually hold a negative attitude toward risks with innovative products [14]. Recognition accuracy will vary due to individual speech quality; people with thick accents may cause lower recognition rate. Moreover, the use of speech input systems in public context may result in privacy leakage risks [68]. Previous studies have also obtained positive correlation results in exploring risk barriers and users' innovation resistance. Kim *et al.* [64] concluded from the evaluation of e-books by readers that they do not fully comprehend e-books, so unknown risks existed. Moreover, the installation and download of software before reading complicates the process, thereby causing reader resistance to e-book usage. Mani and Chouk [65] argued that consumers will evaluate smart services in terms of security and health risks, and that negative perceptions of losing control of private information or the possibility of physical or health damage when using the technology can lead to resistance to the adoption of smart technology. Chaouali and Souiden [29] discovered from a survey on the adoption of mobile banking that perceived performance, financial, and security risks in the use of mobile banking from the perspective of elders would generate uncertainty about the operation of this technology and thus create resistance to mobile banking usage in that group. Thus, the following hypothesis is proposed in this study:

H3: Risk barriers have a positive effect on resistance to use speech input.

4) TRADITION BARRIERS

Due to the need to maintain social relations, people tend to evaluate their behavior with the behavior of others they pay attention to and subject to the restrictions of tradition and norms [69]. In comparison, they feel the pressure to behave the same way as others, and tradition barriers thus occur [70]. When a new technology is not widely used by the public, users will perceive the invisible pressure and resist to adopt the new technology. The resistance of users to the new technology leads to tradition barriers [61]. Speech input is not a common input method. Keyboard typing is still the mainstream input method, and users may feel social pressure in adopting speech input. Preceding information system literature also confirms the positive relationship between tradition

barriers and resistance to change. On the basis of reader response to e-book adoption, Kim *et al.* [64] established that users will hesitate to use the new technology when they realize that such an adoption entails social pressure. If the innovative technology is not accepted by the public at present, then users are more likely to resist using the technology. Chaouali and Souiden [29] confirm that the elderly prefer the traditional communication mode of face-to-face interaction, thereby making them less able to realize the benefits from mobile banking and resulting in resistance to this new fintech. Mani and Chouk [65] suggested that some individuals prefer direct human interaction to machine interaction, and as smart services often require the autonomous execution of tasks, these people may have negative perceptions of the operation methods and thus resist the adoption of this innovative technology. Hence, the following hypothesis is proposed:

H4: Tradition barriers have a positive effect on resistance to use speech input.

5) IMAGE BARRIERS

The characteristics or functions of innovative products may be difficult to observe, and individuals shape images of new technologies from different forms of information [13]. If users do not like the features of a product, they will have a negative impression of the new product, thereby forming image barriers [13]. Users will receive various types of information sources, including previous stereotypes, conversations of others, or indirect experience, and form their own product image; conversely, negative product image will also cause resistance to use innovation [14]. If there exists a negative awareness in the process of information search, it will cause resistance to adopt speech input. Chen *et al.* [63] found that when companies promoted the download and use of brand apps to users, consumers resisted using them because they had a negative impression towards the brand or apps. Kim *et al.* [64] asserted that for readers considering using e-books, negative perspectives such as unfamiliar operation or eye fatigue would cause negative associations with these technological products. Mani and Chouk [65] investigated consumers' intentions to use smart services and found that negative attitudes persist when users perceive innovative products to be inconsistent with their image. On the basis of previous information system studies, image barrier is positively correlated with resistance to change. Therefore, the following hypothesis is suggested in this study:

H5: Image barriers have a positive effect on resistance to use speech input.

B. RESISTANCE TO CHANGE

Bhattacherjee and Hikmet [33] believed that resistance to change is users' opposition due to the expected negative results originated from change. Therefore, resistance to change is the individual cognition of the potential behavior and can also predict user acceptance of information system. In the process of adopting information technology, when users experience the complexity of the new technology and they think that it is not well-suited with their habits, the change by the new technology will cause users to resist [64]. If the users refuse to switch to the new information technology and want to maintain the existing status, then they prefer to continue using the current information system [69]. Moreover, researchers have examined the influence of RTC on the acceptance of information systems and confirmed that RTC will negatively affect users' adoption intentions to specific information systems. Ferdousi and Levy [71] investigated the use of e-learning system by full-time, part-time, and adjunct instructors of different departments in community colleges and found that if these instructors were unfamiliar with the system operation or did not understand the value of the system, then they would be resistant to using the system and also reduce their intention to use an e-learning system. Hsieh and Lin [72] examined the relationship between PharmaCloud usage intention and resistance and established that physicians would resist using the new system because they did not want to change the patient care process and maintain the existing interaction with medical professionals, thereby reducing their intentions to adopt health information technology. Huang [73] inspected the adoption intentions of college students to use Flickr. Students could use text-based annotations and non-text stickers to diagnose and solve problems with mutual assistance. The results demonstrate that student resistance to the photo-hosting site can negatively affect their adoption intentions. In the present study, the researchers consider that the above inferential relationship can be applied to examine the acceptance of speech input by college students. Thus, the following hypothesis is proposed:

H6: Resistance to change is negatively associated with the ITU of users about speech input.

C. PU AND PEOU

Previous research has proven that PEOU and PU have a positive effect on users' intentions to adopt technology and that PEOU also has a positive effect on PU [74]. Moreover, PEOU can reduce users' doubts about new technology [75]. Past research has also argued that new technology should be considered only if users feel that the system is useful and attractive to them [76], [77]. Therefore, both constructs are imperative factors in the acceptance of new technology by users. In addition, studies have found that PEOU can indirectly influence the ITU of users about new technology through PU [77], which indicates that the relationship between PU and PEOU is significant for the adoption of new technology. When users realize the usefulness and ease of use of an information system, they are more likely to accept the system. Previous research has also shown a causal relationship among PU, PEOU, and ITU [24]. Previous studies have investigated the influencing factors of users in the context of adopting new system. Similar results have been confirmed in technology information system. Al-Rahmi *et al.* [78] revealed the potential factors influencing the use of e-learning systems by Malaysian undergraduate and postgraduate students and confirmed that the usefulness of the new system was

perceived only when the students felt that the system was easy to operate. The ease of using the system and the effect of improving learning can increase the intention of college students to adopt e-learning systems. Salloum *et al.* [20] used the extended TAM to explore e-learning acceptance intentions from different departments of five universities. Their findings demonstrate that a user-friendly design will make students perceive the system as easy to use and be beneficial for system usage. In addition, ease of use and usefulness have a positive correlation with the intention to adopt e-learning system by students. Rafique *et al.* [23] examined a mobile library application to identify users with the reasons behind the low acceptance and intention to use the application. The results indicate that the system quality and usage habits have direct effects on the users' perception of ease of use and usefulness, and the ease of use of technology has an impact on user perception of usefulness and the intention to use the system. Consistent with previous studies, this study explores the ITU of users about a speech input system and proposes the following hypotheses:

H7: PEOU has a positive effect on PU.

H8: PEOU has a positive effect on ITU.

H9: PU has a positive effect on ITU.

On the basis of the previous assumptions, the model constructed in this study is shown in Figure 1, which is used to understand and predict the functional and psychological barriers of college students to speech input, taking these factors as the antecedents of RTC. In addition, the current study also measures the influence of user resistance to change on TAM. Moreover, user acceptance toward speech input was tested by the TAM.

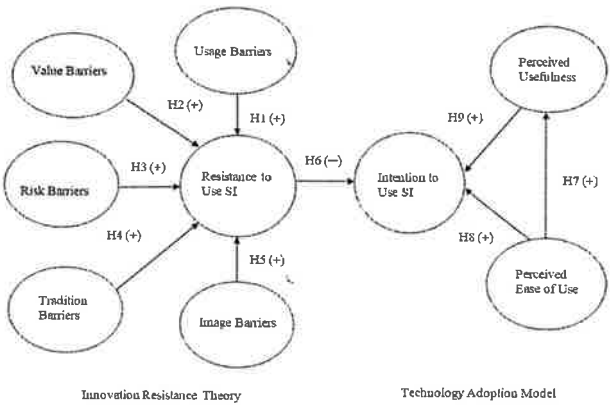

FIGURE 1. Proposed research model.

IV. RESEARCH METHODOLOGY

A. MEASUREMENT DEVELOPMENT

For the questionnaire designed in this study, the items were extracted from a variety of previous studies related to the construct variables. The first part of the questionnaire is the demographic information of the target population. The second part includes the theoretical framework and the variables within the research model, including the variables of TAM (i.e., PU, PEOU, and ITU), functional barriers (i.e., usage, value, and risk barriers) and psychological barriers (i.e., tradition and image barriers). In this study, PU and PEOU were adapted from Davis [40]. ITU was derived from Venkatesh *et al.* [79]. Resistance to change was taken from Kim and Lee [4]. Items for functional barriers were selected from Laukkanen *et al.* [61] and Nel and Boshoff [80]; whereas items for psychological barriers were adopted from Laukkanen *et al.* [61] and Chaouali and Souiden [29]. A Likert's five-point scale was used in this study, from strongly disagree (1) to strongly agree (5). Two pre-tests were conducted to develop the preliminary questionnaire. First, a pilot study was performed with 25 graduate students. After obtaining the feedback from the respondents, the ambiguous and repetitive semantic meanings were amended, and the phrases of the questions were simplified without affecting the content validity, thereby making the narration of the questionnaire readily comprehensible. Next, two researchers in the field of information technology were invited to review the contents of the questions and revisions were performed in line with their suggestions to create a formal questionnaire. The final version of the questionnaire is shown in Table 1.

TABLE 1. Measurement of constructs.

Items	Measures
PU1	Using speech input enables me to accomplish tasks more quickly.
PU2	Using speech input improves my performance.
PU3	Using speech input increases my productivity.
PU4	Using speech input enhances my effectiveness. (Davis, 1989)
PEOU1	I find it easy to use speech input to do what I want.
PEOU2	My interaction with speech input does not require much effort.
PEOU3	It is easy for me to become skillful at using speech input technology.
PEOU4	I have control over speech input technology. (Davis, 1989)
ITU1	I intend to use speech input in the future.
ITU2	I will always try to use speech input in my daily life.
ITU3	I plan to use speech input frequently. (Venkatesh et al, 2012)
UB1	Speech input is difficult to use.
UB2	The use of speech input is inconvenient.
UB3	Speech input is slow to use. (Laukkanen et al., 2008)
VB1	I am quite skeptical about the benefits of speech input.
VB2	Speech input does not offer any advantages compared to keyboard typing.
VB3	The use of speech input will not increase my ability to type my homework. (Nel & Boshoff, 2021)
RB1	I fear using speech input may reduce the confidentiality of my personal information.
RB2	I am unsure whether speech input performs satisfactorily.
RB3	I am not sure whether speech input performs as well as keyboard typing. (Nel & Boshoff, 2021)
IB1	I have a very negative image of speech input.
IB2	New technology is often too complicated to be useful.
IB3	I have such an image that speech input are difficult to use. (Laukkanen et al., 2008)
TB1	I find using speech input less comfortable than keyboard input.
TB2	I prefer to type documents using keyboard input rather than using speech input.
TB3	I am so used to using keyboard input that I find it difficult to move to speech input. (Chaouali & Souiden, 2019)
RTC1	I would not comply with the change to type by speech input.
RTC2	I would not spend time and effort coping with using speech input.
RTC3	I oppose changing to do homework using speech input.
RTC4	I would resist changes to do homework using speech input. (Kim & Lee, 2016)

B. SAMPLE AND DATA COLLECTION

After the questionnaire was developed, the researchers sent it to two public and two private universities for research,

but the impact of the pandemic meant that only one public university in southern Taiwan approved the survey. To establish the representativeness of the sample, a stratified sampling method was adopted, for which the researchers selected 15 different representative courses in proportion to the number of students in each of the five colleges of the university. The chosen institution is a medium-sized comprehensive university with a cross-section of disciplines and an enrollment of approximately 10,000 students. Questionnaires were given to students during class with the consent of the course instructor. To let students understand the contents of the survey, the researchers explained the research background approximately and conducted a 10-minute orientation before filling the questionnaire. The collection period lasted from March to April, 2021 (about 6 weeks), with a total of 626 completed questionnaires. After removing incomplete and invalid questionnaires, 593 valid samples were gathered for subsequent analysis. The respondents comprised roughly equal proportions of males (48.6%) and females (51.4%). Generally, the sample was evenly distributed among colleges; each college was approximately 20%. From freshman to senior, the samples of each grade were more than 20%, and the sample size of each grade was approximately equal. In term of typing experience of using speech input for documents, 46.7% of the students had no experience, with the largest portion of the respondents, followed by 31.5% of the users who had used 1–3 times. Hence, although college students have experienced using speech input in mobile phones, only a few students have applied it to type documents. The respondents' profiles are shown in Table 2.

TABLE 2. Respondent profile.

Demographic Characteristics		Frequency	Percentage
Gender	Male	288	48.6
	Female	305	51.4
College	Management	115	19.4
	Computer Science	112	18.9
	Education	123	20.7
	Social Science	125	21.1
	Science	118	19.9
Student year	Freshman	159	26.8
	Sophomore	171	28.8
	Junior	135	22.8
	Senior	128	21.6
Speech input usage experience	None	277	46.7
	1–3 times	187	31.5
	4–6 times	51	8.6
	7–9 times	24	4.0
	10–12 times	12	2.0
	Above 12 times	42	7.1

V. RESULTS

The model in this study was tested by using a partial least square (PLS) method and applying SmartPLS 3.2.8 to perform model analysis [81]. PLS is more suitable because it has the minimum limitation considering the sample size and residual distribution [82]. PLS structure model test is conducted in a two-stage procedure [83]. The first stage is the evaluation of the measurement model, verification of the reliability, and checking the convergent and discriminant validity of each construct. The second stage is the evaluation of the structural model and testing the significance between the model variable relationship. A total of 5000 bootstrap replicates were conducted to assess the estimates of the construct variables [84]. As the data in this study were collected using a self-report questionnaire, samples were obtained from similar sources, the independent and dependent variables were from the same respondents, and common method variance (CMV) had to be carefully evaluated. Thus, the researchers performed Harman's single factor test on SPSS 22 to exclude common method bias [85]. A maximum covariance of 43.819% was observed, thereby indicating that CMV did not cause serious problems in the data set [86].

A. MEASUREMENT MODEL

The 30 measurement items in the research model represents reflective indicators to their matching constructs, and confirmatory factor analysis (CFA) using maximum likelihood estimation was applied to check the overall fitness of the measurement model [87]. The study has performed CFA using the AMOS 23 software. The CFA results show that CMIN = 866.327, df = 369, p = 0.000, CMIN/df = 2.348, CFI = 0.969, GFI = 0.909, TLI = 0.964, and RMSEA = 0.048. A good model fit indicates that the theoretical model fits well with the empirical data. Data analysis was performed using SmartPLS 3.2.8 to assess the measurement model and structural model for main effects. On the basis of the results of the measurement model (see Table 3), the outer factor loadings exceeds the threshold value of 0.5 [88], indicating appropriate convergent validity. Bagizzi and Yi [89] suggested that average variance extracted (AVE) of above 0.5 is the acceptable standard. The results showed that the measurement model had the proper construct validity. Reliability analysis was performed by testing two values, which should reach the level of 0.6 [89] in Cronbach's α test, and the composite reliability (C.R.) should be greater than 0.7 [90]. Both results illustrate that the alpha coefficient of all constructs are above 0.843, whereas the coefficients of composite reliability are greater than 0.894. The two tests indicate that the measurement model is reliable. In addition, the Fornell–Larcker criterion [88], which presents the discriminative validity of the construct, was tested by comparing the correlation coefficients of the square root of AVE with the latent variables (see Table 4). The square root of AVE is higher than its correlations with any other construct evaluated in the model, indicating the discriminant validity of the proposed model [91].

B. STRUCTURAL MODEL

According to the assessment results (see Table 5), user resistance to use is significantly influenced by usage barriers

TABLE 3. Measurement model assessment.

Items	Loading	Mean	S.D.	AVE	C.R.	Cronbach's α
PU1	0.919	3.14	0.88	0.845	0.956	0.939
PU2	0.904	2.76	0.88			
PU3	0.923	2.97	0.71			
PU4	0.931	3.00	0.83			
PEOU1	0.813	2.75	0.72	0.678	0.894	0.843
PEOU2	0.806	3.61	0.86			
PEOU3	0.858	3.23	0.82			
PEOU4	0.817	3.33	0.81			
ITU1	0.955	2.99	0.72	0.915	0.970	0.954
ITU2	0.966	3.02	0.84			
ITU3	0.948	2.90	0.71			
UB1	0.904	3.32	0.84	0.820	0.932	0.890
UB2	0.906	3.29	0.84			
UB3	0.907	3.40	0.85			
VB1	0.913	3.88	0.82	0.846	0.943	0.909
VB2	0.921	3.83	0.83			
VB3	0.926	3.73	0.89			
RB1	0.884	3.56	0.82	0.784	0.916	0.862
RB2	0.863	3.41	0.90			
RB3	0.908	3.53	0.89			
IB1	0.906	2.84	0.76	0.804	0.925	0.878
IB2	0.901	2.84	0.78			
IB3	0.883	2.91	0.83			
TB1	0.908	4.00	0.94	0.814	0.929	0.886
TB2	0.905	4.08	0.93			
TB3	0.894	4.06	0.93			
RTC1	0.906	3.39	0.81	0.843	0.956	0.938
RTC2	0.923	3.22	0.82			
RTC3	0.907	3.25	0.87			
RTC4	0.937	3.31	0.84			

TABLE 4. Correlation matrix and square root of the AVE.

Construct	IB	ITU	PEOU	PU	RTC	RB	TB	UB	VB
IB	0.897								
ITU	−0.269	0.957							
PEOU	−0.180	0.670	0.824						
PU	−0.223	0.716	0.744	0.919					
RTC	0.803	−0.352	−0.225	−0.286	0.918				
RB	0.589	−0.310	−0.241	−0.279	0.770	0.885			
TB	0.678	−0.280	−0.180	−0.219	0.806	0.645	0.902		
UB	0.652	−0.417	−0.289	−0.357	0.828	0.746	0.678	0.906	
VB	0.496	−0.390	−0.252	−0.342	0.573	0.492	0.469	0.548	0.920

(β = 0.285, P < 0.001), value barriers (β = 0.052, P < 0.01), risk barriers (β = 0.183, P < 0.001), tradition barriers (β = 0.264, P < 0.001), and image barriers (β = 0.304, P < 0.001), which confirms H1–H5. User resistance to use is found to negatively influence ITU (β = −0.156, P < 0.001). Hence, H6 is supported. PEOU is proven to have a positive relationship with PU, thereby supporting H7. PEOU (β = 0.304, P < 0.001) and PU (β = 0.446, P < 0.001) are found to affect ITU. Therefore, H8 and H9 are also supported.

Although R^2 represents the level of the predictive accuracy of constructs in the research model, a value of R^2 below 0.25 is weak, between 0.25 and 0.75 is moderate, and above 0.75 is considered strong (Hair *et al.*, 2011). The research model can explain 86.4% in resistance to use, which presents strong explanatory power; 57.8% of the variance in ITU, and 55.3% of the variance in PU, which shows moderate explanatory power (see Figure 2).

TABLE 5. Summary of hypothesis results.

Relationship (Hypothesis)	Path Coefficient	T Statistics	Significance	Support?
UB → RTU (H1)	0.285	9.102	p < 0.001	Yes
VB → RTU (H2)	0.052	2.829	p < 0.01	Yes
RB → RTU (H3)	0.183	7.065	p < 0.001	Yes
TB → RTU (H4)	0.264	10.475	p < 0.001	Yes
IB → RTU (H5)	0.304	12.684	p < 0.001	Yes
RTU → ITU (H6)	−0.156	5.297	p < 0.001	Yes
PEOU → PU (H7)	0.744	38.660	p < 0.001	Yes
PEOU → ITU (H8)	0.304	7.120	p < 0.001	Yes
PU → ITU (H9)	0.446	9.747	p < 0.001	Yes

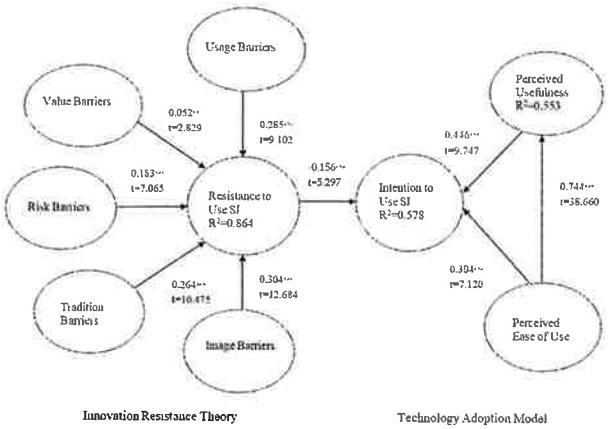

FIGURE 2. Results of the structural model.

VI. DISCUSSION AND CONCLUSION

A. DISCUSSION OF RESULTS

This study aims to reveal both the barrier factors for college students not to accept speech input and probe the influence factors of adopting speech input. Therefore, this study reviews the previous literature on IRT and resistance to change to identify the various barriers for not adopting speech input. Furthermore, this study examines the TAM literature on innovation technology to investigate users' intention to adopt this input method. In addition, the relationship between resistance to change and TAM is discussed. The results show that the barriers of speech input, namely, usage, value, risk, tradition, and image barriers, can highly influence college students not to utilize speech input as their major typing method. The outcome also echoes the findings of previous research, indicating that innovative technologies do not necessarily replace traditional ones directly. For example, e-books still cannot replace paper books [45], which means that people who prefer paper books are against

adopting e-books. Another innovation technology study shows that although the Internet of Things created the possibility of smart services, most people still have not prepare to adopt smart technology [46]. In short, the results provide evidence that college students have significant barriers to adopting speech input as major typing method and are thus resistant to using it. Furthermore, the results show that college students' resistance to the adoption of speech input has a negative influence on their usage intentions. This finding coincides with previous studies on the adoption of new technologies [54]–[56]. In TAM, this study finds that PU and PEOU affect users' intention to adopt for speech input. Moreover, PEOU indirectly influences their intentions through PU, on behalf of the user to experience speech input of easy to operate, and will affect them to perceive the usefulness of this input method. These findings are also consistent with previous literature on TAM [57], [61], [62]. To sum up the above results, when users perceive that speech input is easy to use, they will consider the usefulness of the input method, which will also affect the ITU of users about this technology. Despite the barriers, users still consider speech input as an easy and useful tool and will have ITU. The results illustrate that when users evaluate the acceptance of new technologies, they will assess the barriers and risks between new technologies and traditional technologies and consider the value and benefits of adopting new technologies. Users may encounter some uncertainty when switching from keyboard typing to speech input, and changing their habitual interfaces may be risky for users [4]. Although the speed of speech input is faster than keyboard typing [8], subsequent editing may take more time, such that the efficiency of document processing is reduced [92]. Whether speech input creates risks or barriers for users depend on the users, context, and device [93]. Examples include the user encountering execution errors and the input device may experience recognition errors [94]. In addition, the user's utterance ability and familiarity with the input device may influence the effectiveness of speech recognition [66], [95]. Interference, such as background sound and noise during input [96], [97], and a complex word processing task [98] may result in lower accuracy of speech input.

B. IMPLICATIONS FOR RESEARCH AND PRACTICE

The insights presented in the current study contribute to the academic and practical aspects. First, most of the past studies on speech input have focused on professionals, such as physicians' use of speech input to record the patients' diagnosis and treatment [62]. Conversely, the present work discussed the application of speech input in general word processing. In addition, previous studies have compared speech and keyboard input in terms of efficiency (e.g., time, word number, or error rate), but they have not revealed factors that influence users' attitudes and psychological traits. The present study guides a pioneer direction to the field of general use of speech input and discovers the related factors that affect users' behavior intention. Second, past studies have only considered user resistance to change and the barriers that cause user resistance to adopt new technologies [65], [29], [53]. Some other studies have used TAM to explore users' intentions to accept innovative technologies [74], [76], [77]. However, these one-way inferential studies on user acceptance or resistance fail to provide details on users' influencing factors. A unilateral examination of user acceptance obviously has some drawbacks. This study adopts a dualistic view, using negative IRT combined with positive TAM, to explore the aspects for users' adoption or non-adoption. This integrated model is the first to adopt dual perspectives. Third, the results indicate that at this stage, users do not intend to adopt speech input as a textual working method for their documents. However, the results also show that users perceive this input tool to be easy and useful and intend to adopt speech input. This interesting finding suggests that although users know that speech input is a great tool, functional and psychological barriers still exist and must be overcome. Previous research found that although digital natives have ample experience and skills with various knowledge of the Internet, a large proportion of them are not seeking effective or purposed-oriented usage of technology [99]. The Net Generation will apply technology for academic purposes, only when they perceive tangible results, enjoy using technology, and are under appropriate social influence [100].

The existing barriers do not imply that innovative technology cannot be accepted eternally. This result also indicates that users should have a single state of acceptance or rejection. This conclusion is similar to the concept of symbolic adoption proposed by Wolverton and Cenfetelli [101]. Symbolic adopters are users who accept the idea of the technology but have not considered using it. College students still have functional and psychological barriers to be surmounted. Thus, this input method has not been adopted at this moment. Vinodan and Meera [102] further distinguished the acceptance of technology into symbolic and intended adoption. Relevant studies on information systems also confirm the existence of symbolic adoption [103], [104]. In addition, the results demonstrate the practical contributions. Practitioners of speech recognition system can dedicate their efforts in two directions. For example, they can help users overcome their uncertainties about speech input functions by resolving the diversity recognition rate between different accents [68] and reducing environmental constraints, such as noise interference [105]. In terms of breaking through the psychological barriers of users, speech recognition systems companies may consider cooperating with computer manufacturers to include speech input in typing options, such that users can notice the existence of such input method. As long as they are willing to try, they might accept such input tool in the future. When users consider that speech input is easy, they will recognize its usefulness and be more eager to adopt it.

Compared with keyboard typing, speech input is more difficult to learn, and the complexity of the speech input process will affect the adoption intention of users. To make it easier for first-time users to try speech input, system manufacturers could consider increasing the ease of use of speech input

by designing user friendly, intuitive, and simple interfaces. Enhancing transcribing functions may be implemented, such as by adding an extensive dictionary, introducing contextual judgment, and adding automatic punctuation to improve the accuracy and efficiency of speech-to-text conversion. Editing functions should be considered. Note that when transcribing from speech to text, possible words could show up on the screen for real time, such that the user can just click on a check-box to improve the efficiency of editing. This feature will make recognition system more useful. Moreover, integrating a speech input system with innovative technologies such as artificial intelligence could be considered to achieve a better match between speech and text, thereby allowing users to perceive more effort-saving and encourage them to benefit from speech input. Manipulating the input system usually requires time to train and practice for users to become proficient in terms of input speed and sentence pauses. To satisfy the user's expectation, system manufacturers could improve system recognition rapidity to provide transcription under the natural speaking speed so as to reduce the resistance of existing users or potential users toward speech input.

VII. LIMITATION AND FUTURE RESEARCH

Although this study has some insights and contributions to the literature, some limitations must be noted. First, this study did not deliberately classify the usage experience among the respondents. Previous research on technology acceptance [106] shows that people who lack experience in using technology may have difficulty evaluating the benefits of adopting technology. Future research can distinguish users as initial and experienced users, which will help comprehend the influence of experience on the adoption of speech input. Second, this study was based on a sample of college students with high homogeneity. For the findings to be generalized to all users or other innovative technology, further examination is needed to support the results. Future research can include more diverse users, such as administrators, counter staff, or customer service staff, to provide future prospects of speech input toward replacing the keyboard. In addition to usage experience, adopters and non-adopters may present diverse factors that cause their resistance to speech input. The non-adopters' barriers to speech input may differ from the factors that adopters consider. Therefore, future research can distinguish the influencing factors that lead to the resistance or acceptance of these users. This study confirmed the positive effects of psychological barriers (tradition and image barriers) and functional barriers (usage, value, and risk barriers) on user resistance to speech input. Previous studies have explored the influence of psychological barriers on functional barriers [29]. The impact of image, value, risk, and tradition barriers on the usage barrier were also discussed [107]. Future studies can examine the influential relationship among these barriers to acquire a better understanding of user barriers. Although the conceptual model includes the influence of the PEOU and PU on user intention to accept speech input, the antecedents of these two factors and other external determinants that affect adoption intentions should also be identified. Examples of features that should be investigated include the human–machine interaction interface, perceived compatibility and adaptability of users, and privacy concerns. Future investigations that include these factors will provide a more complete and richer perspective of the barriers and adoption factors for use of speech input.

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* * *

新增資料區

存檔 取消

*論文名稱：Why college students prefer typing over speech input: The dual perspective

*發表日期：110/08/24 *論文收錄分類：E.SCIE *作者順序：1.第一

所有作者：Ling Long Tsai

*是否為通訊作者：Y.是

*刊物名稱：IEEE Access

*論文出版地國別：美國 區名： 帶出 *論文是否具審稿制度：Y.是

*跨國(地區)合作類別：4.否

*發表卷數：9 *發表期數：11 起迄頁數：119845-119851 *發表型式：3.紙本與電子

所屬計畫案名稱：

補助單位： 補助金額：

中文摘要：

英文摘要：With the development of technology, the accuracy of speech input has vastly improved and the speed of speech input has surpassed that of typing. However, college students still refuse to switch to speech input as their primary

參考文獻：

備註：發表型式或論文收錄分類為「其他」、作者順序為「共同證實人」，請於此欄說明。

重三級表時是否列印：Y.是

檔案：

代碼	檔案	檔案名稱	檔案
36910	下載	Why_College_Students_Prefer_Typing_Over_Speech_Input_The_Dual_Perspective.pdf	刪除

附表 4-1

國立屏東大學補助研究成果發表申請表

(每篇請填寫一張申請表) 項次 1

姓名	蔡玲瓏	單位	文創系	職稱	副教授	聯絡電話	分機：35753 手機：0910840696
成果名稱	Evaluating the effects of facilitating conditions and usage experience on mobile payment			出版社	Elsevier		
發表處(期刊名稱、卷數、頁數)	International Journal of information systems in the Service Sector, 13(4) 88-106			發表日期	July 31, 2021	作者總人數／申請人順位	共 1 人 第 1 順位 或☑通訊作者
該子領域排名百分比		申請項目		H	金額	二萬元	

若有符合此獎勵要件，每項再給予該篇所獲獎勵金5%之額外獎勵金(請勾選，並填寫下列表單)

☐研究成果將聯合國 17 項永續發展目標(SDGs)之指標關鍵字納入**標題、摘要或關鍵字**至少一項，再給予該篇所獲獎勵金 5%之額外獎勵金。

☐研究成果與國外學者共同合著(不含大陸、港、澳地區)，再給予該篇所獲獎勵金5%之額外獎勵金。

若有符合下列獎勵要件，每項再給予該篇所獲獎勵金 5%之額外獎勵金(請檢附佐證資料)

將聯合國 17 項永續發展目標(SDGs)之指標關鍵字納入**標題、摘要或關鍵字**至少一項之情形	符合聯合國 17 項永續發展目標(SDGs)的那一項指標(請勾選)	☐1.終結貧窮 (No Poverty) ☐2.零肌餓 (Zero Hunger) ☐3.良好健康與福祉 (Good Health and Well-Being) ☐4.優質教育 (Quality Education) ☐5.性別平等 (Gender Equality) ☐6.潔淨水資源 (Clean Water and Sanitation) ☐7.人人可負擔的永續能源 (Affordable and Clean Energy) ☐8.良好工作及經濟成長 (Decent Work and Economic Growth) ☐9.工業、創新及基礎建設 (Industry, Innovation and Infrastructure) ☐10.減少不平等 (Reduced Inequalities) ☐11 永續城鄉和社會 (Sustainable Cities and Communities) ☐12.負責任消費與生產 (Responsible Consumption and Production) ☐13.氣候行動 (Climate Action) ☐14.海洋生態 (Life Below Water) ☐15.陸域生態 (Life on Land) ☐16.公平、正義與健全制度 (Peace, Justice and Strong Institutions) ☐17.促進目標的夥伴關係 (Partnerships for the Goals)
	請敘明符合之內容	

與國外學者共同合著(不含大陸、港、澳地區)研究成果之基本資料	合著學者姓名		服務單位	

申請總金額(含額外獎勵金)：20,000 元　　申請人簽名：蔡玲瓏

附表 4-2

國立屏東大學補助研究成果發表獎勵補助標準表

項目			獎勵補助(最高)
研究成果	A	依據 JCR（Journal Citation Reports）資料庫相關領域之 SCI、SCIE、SSCI，且在該領域之影響指數（Impact Factor）排名屬前 10%或 AHCI 之期刊論文。	六萬元
	B	依據 JCR（Journal Citation Reports）資料庫相關領域之 SCI、SCIE、SSCI，且在該領域之影響指數（Impact Factor）排名屬前 30%之期刊論文。	四萬元
	C	依據 JCR（Journal Citation Reports）資料庫相關領域之 SCI、SCIE、SSCI，且在該領域之影響指數（Impact Factor）排名屬前 50%之期刊論文。	三萬元
	D	獲得國家科學及技術委員會補助之研究專書。	三萬元
	E	依據 JCR（Journal Citation Reports）資料庫相關領域之 SSCI，且在該領域之影響指數（Impact Factor）排名屬前 70%之期刊論文。	二萬五千元
	F	國家科學及技術委員會社會科學領域 TSSCI、THCI 第一級正式收錄期刊名單者。	二萬五千元
	G	依據 JCR（Journal Citation Reports）資料庫相關領域之 SCI、SCIE，且在該領域之影響指數（Impact Factor）排名屬 50%以外；SSCI 排名屬 70%以外之期刊論文。	二萬
	H	發表於 Engineering Index(簡稱 EI)之期刊(不包含 Proceeding 與 Book series)或國家科學及技術委員會社會科學領域 TSSCI、THCI 第二級正式收錄期刊名單者。	二萬元
	I	SCOPUS 所收錄之期刊論文(不包含 Conference Proceeding 與 Book series)。	二萬元

備註：

一、研究成果將聯合國 17 項永續發展目標(SDGs)之指標關鍵字納入標題、摘要或關鍵字至少一項者，再給予該篇所獲獎勵金 5%之額外獎勵金。

二、研究成果與國外學者合著(不含大陸、港、澳地區)者，再給予該篇所獲獎勵金 5%之額外獎勵金。

三、研究成果論文若為多人作者，其著作之獎勵金按下列公式計算：

有 i 個人作者，i= 1,2,…,n. 則第一順位作者或通訊作者得分 n 點，第二順位作者得分 n–1 點,…..第 n 順位作者得分 1 點。即：

第一順位作者或通訊作者的獎勵金=原獎勵金×(n/(1+2+…+n))，

第二順位作者的獎勵金=原獎勵金×((n–1)/(1+2+…+n))，

第 n 順位作者的獎勵金=原獎勵金×(1/(1+2+…+n))。

四、若期刊依作者姓氏英文字母排序者，請檢附該期刊之目錄以茲證明，其獎勵金計算公式：若有 n 個人作者，則每位作者的獎勵金=原獎勵金×（1/n）。

- 請檢具下列文件，依各系所規定之期限提出申請：
  1、申請書（含電子檔）。
  2、申請項目應附文件檢核表：申請人自行填寫檢核勾選並核章。
  3、已刊登之著作。
  4、申請項目之佐證資料：請參照「申請項目應附文件檢核表」檢具。
  5、檢附填報本校「教師履歷」管理系統之佐證資料。

1	COMPENDEX SOURCE LIST: UPDATED SEPTEMBER 16, 2022								
2	Source title	Source type	ISSN	EISSN	Publisher	Country/Region	Subject 1	Subject 2	Subject 3
2334	International Journal of Information Security and Privacy	Journal	19301650	19301669	IGI Global	United States	Information Systems	-	-
2335	International Journal of Information System Modeling and Design	Journal	19478186	19478194	IGI Global	United States	Management of Technology	Information Systems	-
2336	International Journal of Information Systems and Change Management	Journal	14793121	1479313X	Inderscience Publishers	United Kingdom	Business, Management and	Decision Sciences (all)	-
2337	International Journal of Information Systems and Supply Chain Management	Journal	19355726	19355734	IGI Global	United States	Management Information S	Information Systems	-
2338	International Journal of Information Systems in the Service Sector	Journal	19355688	19355696	IGI Global	United States	Management Information S	Strategy and Management	Information Systems
2339	International Journal of Information Technologies and Systems Approach	Journal	1935570X	19355718	IGI Global	United States	Computer Science (all)	-	-
2340	International Journal of Information Technology and Decision Making	Journal	02196220	-	World Scientific	Singapore	Computer Science (miscella	-	-
2341	International Journal of Information Technology and Management	Journal	14614111	-	Inderscience Publishers	Switzerland	Computer Networks and Co	Computer Science Applica	Hardware and Architecture
2342	International Journal of Information Technology and Web Engineering	Journal	15541045	15541053	IGI Global	United States	Computer Science (all)	-	-
2343	International Journal of Innovation and Sustainable Development	Journal	17408822	17408830	Inderscience Publishers	United Kingdom	Management of Technology	Renewable Energy, Sustai	-
2344	International Journal of Innovation Science	Journal	17572223	17572231	Emerald Group Holdings Ltd.	United Kingdom	Management of Technology	Engineering (all)	-
2345	International Journal of Innovative Computing and Applications	Journal	1751648X	17516498	Inderscience Publishers	United Kingdom	Hardware and Architecture	Software	Theoretical Computer Science
2346	International Journal of Innovative Computing, Information and Control	Journal	13494198	-	ICIC International	Japan	Computational Theory and	Information Systems	Software
2347	International Journal of Intelligent Computing and Cybernetics	Journal	1756378X	17563798	Emerald Group Holdings Ltd.	United Kingdom	Computer Science (all)	-	-
2348	International Journal of Intelligent Information and Database Systems	Journal	17515858	17515866	Inderscience Publishers	United Kingdom	Information Systems	-	-
2349	International Journal of Intelligent Information Technologies	Journal	15483657	15483665	IGI Global	United States	Information Systems	Decision Sciences (miscella	-

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Evaluating the Effects of Facilitating Conditions and Usage Experience on Mobile Payment

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ABSTRACT

The following research attempts to investigate the determinants influencing consumers' intention to adopt mobile payment (MP). The research model was adapted based on three constructs from the unified theory of acceptance and use of technology (UTAUT), including performance expectancy, effort expectancy, and facilitating conditions in the research model. In addition, usage experience was also added to the model to test for moderating effect. An online survey conducted through Taiwanese chat rooms resulted in 348 valid responses, which were analyzed using Smart PLS. Results indicated that (1) effort expectancy, performance expectancy, and facilitating conditions were three major factors influencing intention to use mobile payment; (2) facilitating conditions played a significant role in impacting effort expectancy and performance expectancy; (3) usage experience positively moderated the relationship between facilitating conditions and performance expectancy; and (4) usage experience also positively moderated the relationship between facilitating conditions and effort expectancy.

KEYWORDS

Effort Expectancy, Facilitating Conditions, Intention to Use, Performance Expectancy, Usage Experience, UTAUT

1. INTRODUCTION

In Taiwan, a majority of people prefer traditional payment methods, considering them safer and more reliable than mobile payments (MP). According to the 2018 Taiwan Individual/Household Digital Opportunity Survey, although the mobile internet access rate reached a record high of up to 98.2%, only 14.6% of people had the experience of using MP (NDC, 2018). Despite MPs convenient way of conducting instant transactions through mobile devices anytime and anywhere, the vast majority of consumers in Taiwan are still reluctant to use MP. This social phenomenon reveals that deeply ingrained habits are difficult to change, and that there are still barriers that cashless systems need to overcome. In order to pave the way for MP to become ubiquitous, identifying the critical factors that influence MP adoption is extremely important. Although there has been substantial research on technology adoption testing using the Unified Theory of Acceptance and Use of Technology (UTAUT) model, there has been little discussion on the nature of influential relationships between the major variables of the model. This study focuses on the impact between three variables in this

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model, including effort expectancy, performance expectancy and facilitating conditions; as a result, this study fills an important gap in the literature. In addition, this study assesses whether different use experience affects perception of facilitating conditions, thus shaping judgment of effort expectancy and performance expectancy. Previous studies have also not yet proposed that usage experience be regarded as a moderator to verify the existence of these differences.

The following research offers mobile commerce providers, as well as government policy makers, an in-depth understanding of MP usage intention so that they may develop appropriate policies that cater to consumers' and citizens' needs. The UTAUT has generally been utilized to predict consumer's intention to use mobile commerce technology. UTAUT has been applied extensively in order to analyze the adoption of mobile commerce related issues, such as mobile service (Kargin, Basoglu & Daim, 2009), e-commerce (Mensah, Zeng & Luo, 2020), electronic payment (Alemu, Bandyopadhyay & Negash, 2015), Internet of things services (Al-Momani, Mahmoud & Ahmad, 2019), mobile banking (Afshan & Sharif 2016), and mobile payment (Teo, Tan, Ooi, Hew & Yew, 2015). The aim of the following study is to identify the determinants of mobile payment usage intention utilizing UTAUT as the theoretical fundamentals, including performance expectancy, effort expectancy, and facilitating conditions. The study attempts to examine the moderation effect of usage experience between facilitating conditions and performance expectancy, as well as the relationship between facilitating conditions and effort expectancy.

The paper is organized into the following sections. The first section introduces and provides a general understanding of the research topic. The second section includes theoretical background and hypotheses, providing an overview of the relevant literature, establishing the study context, and developing the research model and hypotheses derived from the previous literature review. The third section describes the research methodology, and the fourth section analyzes the data obtained from the survey and interprets the findings of the research. The fifth section summarizes findings, provides implications for practice and policy, as well as discusses directions for future research. The limitations and the future research of this study are pointed out in the sixth section. Finally, the seventh section provides conclusive remarks about the research.

2. THEORETICAL BACKGROUND AND MODEL DEVELOPMENT

2.1. Intention to Use

The construct of behavior intention, originally proposed by Fishbein and Ajzen (1975) as part of their Theory of Reasoned Action (TRA) model, assumes that behavior is predicted by an individual's intention to use a technology, which may predict actual use of the technology. Intention represents one's subjective probability or prediction of performing a specified behavior. The stronger one's intention, the stronger one's tendency to perform a behavior. The Theory of Planned Behavior (TPB) proposes intention as the probability that a person, after assessing their ability and power to use a technology, will try to perform a specific behavior (Ajzen, 1985). The Technology Acceptance Model (TAM) model clarifies the perception that user's attitudes will determine the acceptance of the use of information systems (Davis, 1989). Specifically, TAM posits that attitude towards using technological products affects intention to use, and as a result, affects actual behavior. TRA proposes that attitude and subjective norm affects behavior intention. TPB adds a third factor cognitive behavioral control, together with attitude and subjective norm affecting behavioral intention and actual behavior. There is a robust relationship between individual's attitude toward using technology and actual use of technology. In the UTAUT, an individual's intention to use technology directly influences the actual use behavior; thus, behavioral intention is regarded as an antecedent to predict adoption and use behaviors (Venkatesh, Thong & Xu, 2012). The UTAUT model and its extended frameworks are very popular and widely utilized in order to assess behavioral intention for the adoption of technology, including mobile technology, such as mobile banking acceptance (Cao & Niu, 2019);

mobile commerce use adoption (Shaw & Sergueeva, 2019); and mobile money and payment adoption intention (Warsame & Ireri, 2018). While UTAUT is widely applicable in the field of IT adoption, MP has its own characteristics; customizing UTAUT by extending the model is essential to cover the proper theoretical bases. Because the penetration rate of mobile payment in Taiwan is not high, there seems to be little social pressure to adopt this technology. Therefore, this study excludes social influence and adopts three subconstructs of UTAUT: performance expectancy, effort expectancy, and facilitating conditions.

Because usage intention represents a user's aspiration to adopt a technology in the future, intention to use has been widely applied as an outcome variable to predict actual usage. Previous studies have found usage intention to be a reliable predictor of actual technology use in the field of mobile technology. Patel (2016) investigated young Indian student consumers in Ahmedabad's adoption of mobile wallet service, with intention to use designated as the dependent variable in their research model; results revealed that intention to use could be a powerful direct predictor of actual usage of technology. Liébana-Cabanillas, Ramos and Montoro-Ríos (2017) examined consumers' intention to use the new payment systems short message service (SMS) and near field communication (NFC). Results showed that perceived ease of use could influence consumers' intention to use the payment systems through their attitude, while perceived usefulness was found to directly influence intention to use the mobile payment system. Intention to use reflects the extent to which the users were likely to accept the new technology. Nysveen and Pedersen (2016) analyzed the use of RFID and found that facilitating conditions could directly influence use intention and that performance expectancy and effort expectancy could influence use intention through attitude. Finally, Qasim and Abu-Shanab (2016) studied consumers' intention to use the mobile payment as a tool to pay in Jordan under low mobile payment penetration. The authors found that performance expectancy, effort expectancy and social influence were the main factors influencing intention to adopt the technology. These results indicate that, usage intention can be used as an outcome variable to predict actual acceptance behavior.

2.2. Performance Expectancy

Performance expectancy is a construct that measures to what extent an individual believes that using a particular technology would enhance task performance (Venkatesh, Morris, Davis & Davis, 2003). If an individual perceives that using a new technology would enhance his or her job performance, then it is more probable that they will adopt it (Morris & Venkatesh 2000). In the field of literature on MP acceptance, it is widely accepted that when consumers find that making payments via mobile devices will be useful, their tendency to employ MP is relatively high. Findings in a study investigating the factors affecting consumers acceptance and usage of MP devices in Jordan, Qasim and Abu-Shanab (2016) indicates that Jordanian customers believed that adopting MP services would result in obtaining possible enhancement when executing transactions. Customers perceived an important advantage to using mobile payments (MPs). Morosan and DeFranco (2016) examined hotel consumers adoption of near field communication (NFC) MPs; results showed that performance expectancy was the strongest predictor of intentions to use near-field communication mobile payment (NFC-MP). Teo et al. (2015) tested young university students about the attitude to use MP. The researchers used perceived transaction convenience and perceived transaction speed as two antecedent driving factors to affect performance expectancy; outcomes also supported that performance had a significant impact on the behavioral intention to use MP. Lee, Lee and Rha (2019) extended the UTAUT model to predict South Korean consumers' intention to use mobile payment, finding that performance expectancy could directly influence users' behavioral intention to adopt this payment tool. Al-Saedi, Al-Emran, Ramayah and Abusham (2020) surveyed 436 mobile payment users in Oman; results showed that performance expectancy had the best predictive effect on intention to adopt mobile payment in the future. These related studies illustrate that there is a strong relationship between performance expectancy and intention to use. Hence, the following hypothesis is proposed:

H1: There is a positive relationship between consumers' performance expectancy and their intentions to use mobile payment.

2.3. Effort Expectancy

The construct of effort expectancy is derived from perceived ease of use and is related to the level of ease associated with the use of a technology (Venkatesh et al. 2003). Davis, Bagozzi and Warshaw (1989) proposed that an individual's intention to accept new technology would be influenced by individual's perception of the degree of ease to use it. Relevant research in the field of mobile technology has confirmed that effort expectancy has a direct influence on perceived performance expectancy. In investigating Jordanian bank customers acceptance of mobile banking, Alalwan, Dwivedi and Rana (2017) utilized the Extended Unified Theory of Acceptance and Use of Technology (UTAUT2) and found effort expectancy to be a significant predictor of performance expectancy. Sung, Jeong, Jeong and Shin (2015) in their investigation of South Korean university students who have experience using a mobile learning service, found effort expectancy to have a pervasive influence on performance expectancy. Shaikh, Glavee-Geo and Karjaluoto (2018) sent questionnaires via the Internet to Pakistanis with mobile phones to investigate their attitudes about and acceptance of mobile banking. Results showed that effort expectancy could positively and significantly influence performance expectancy. Singh (2020) surveyed existing mobile phone users in the metro area of Mumbai, India, with experience in MP usage about their intention to continue to adopt this tool for payment in the future. The model verification showed that effort expectancy had a positive influence on performance expectancy. These studies demonstrate that there is a robust association between effort expectancy and performance expectancy. Therefore, the following hypothesis was developed:

H2: There is a positive relationship between consumers' effort expectancy and performance expectancy.

In TAM, perceived ease of use is the key predictor of user's intention to use a technology (Davis 1989). In UTAUT, effort expectancy is conceptually equivalent to perceived ease of use; as a result, it also has a notable effect on behavior intention to use technology. Kim et al. (2010), in order to determine factors influencing each groups intention toward MP, divided MP users into early adopters and late adopters. Results illustrated that it is vital for early users to consider ease of use under a wide range of contexts; as a result, users would gain confidence in operating sophisticated MP devices. Palau-Saumell, Forgas-Coll, Sánchez-García and Robres (2019) investigated Spanish smartphone owners who utilized mobile applications for restaurant searches and/or reservations (MARSR) applications in order to search for restaurants and make reservations. The study discovered that when users considered the restaurant search mobile apps to be easy to use, they were more likely to adopt the technology. Liébana-Cabanillas, Molinillo and Ruiz-Montañez (2019) conducted an investigation on commuters to explore their continuance intention to use mobile payment to take mass transportation in the future. Results show that effort expectancy have a positive and significant impact on the intention of continuance adoption of mobile payment. Chopdar and Sivakumar (2019) inspected the intention of consumers in India to use mobile shopping apps to purchase goods, concluding that effort expectancy has a highly predictive ability for the intention of shoppers to adopt mobile shopping apps. In conclusion, as the research illustrated above details a significant causal link between effort expectancy and usage intention, the following hypothesis is proposed.

H3: There is a positive relationship between consumers' effort expectancy and intention to use.

2.4. Facilitating Conditions

Facilitating conditions can be defined as the extent to which an individual believes there is presently an organizational and technical infrastructure provided to support the use of technology (Venkatesh et al. 2003). If customers have easy access to resources or other favorable conditions, it will increase their likelihood to use MP devices. Yang and Forney (2013) examined the critical determinants influencing the intention to accept mobile shopping services; results showed that facilitating conditions are a prerequisite of utilitarian and hedonic performance expectancies for determining consumers' intention to adopt the new technologies. Maduku (2017) extended TAM for predicting continuance intention to use e-book among five higher institutions in South Africa. Findings indicated that facilitating conditions have an impact on perceived usefulness, which is similar to performance expectancy. Zhang et al. (2019) recruited volunteers in 25 major cities in China to investigate the use of self-management application (APP) by diabetic patients. Results showed that facilitating conditions had an impact on performance expectancy; that is, the more convenient the external conditions were, the more the patients could feel the usefulness of the APP. Prasanna and Huggins (2016) surveyed New Zealanders who had been using the emergency information system for the past three months, inquiring about their intention to use the system in the future. Results show that providing facilitating conditions can influence the technology acceptance of users through performance expectancy. These outcomes serve as evidence that facilitating conditions has an effect on performance expectancy. Thus, the following hypothesis is proposed:

H4: There is a positive relationship between facilitating conditions and performance expectancy.

Whether or not customers feel it is easy to operate a new technology may critically influence their adoption decision; therefore, providing an easy way of operating new devices is critical. Verkijika and De Wet (2018) extended the unified model of electronic government adoption (UMEGA) to survey residents living in a sub-Saharan African country in South Africa about the adoption factors for e-government system. The implementation outcomes confirmed that facilitating conditions played an important role in the adoption process; thus, in adopting the e-government system, a positive relationship was shown between facilitating conditions and effort expectancy. Maillet, Mathieu and Sicotte (2015) evaluated the vital factors for successful implementation of Electronic Patient Record (EPR). They found that facilitating conditions had a positive significant relationship with effort expectancy. Chopdar and Sivakumar (2019) carried out a study on the usage intention of shopping apps. When consumers engage in mobile shopping, a friendly environment can be created to enhance consumers' intention to use the shopping apps. Results indicated that facilitating conditions can influence users' intention through effort expectancy. Muriithi, Horner and Pemberton (2016) studied the adoption of information and communication technologies (ICTs) in four different disciplines by university academic researchers in Kenya. Results showed that facilitating conditions had an impact on effort expectancy, and that the availability of the technology support by the system providers had an impact on perceived ease of use by scholars. These findings detail the existence of a link between facilitating conditions and effort expectancy. Hence, the following hypothesis is proposed:

H5: There is a positive relationship between facilitating conditions and effort expectancy.

Molina-Castillo, Lopez-Nicolas and de Reuver (2020, p. 4) studied the intentions of 348 Spanish consumers to use mobile payment and found that facilitating conditions, which they defined as "support offered by payment providers for using services and the infrastructure to conduct mobile payments in practical situations such as points of sale," was a significant antecedent for users to adopt mobile payment. In other words, consumers are more likely to consider adopting a service if there is already favorable supportive conditions. Nysveen and Pedersen (2016) conducted a survey on the usage

intentions of radio-frequency identification (RFID)-enabled services in Norway, and results showed that facilitating conditions had a critical impact on consumer adoption of RFID-enabled services. Khalilzadeh, Ozturk and Bilgihan (2017) combined UTAUT and TAM modes and used the online questionnaire software Qualtric to investigate the use intention of MP technology for consumers who frequently eat in restaurants and use smart phones. Results showed that facilitating conditions had an impact on the use intention of consumers to adopt this technology. Molina-Castillo, Lopez-Nicolas and de Reuver (2020) discussed the acceptance of consumers toward MP services from the perspective of learning cost. As college students are proficient in mobile phone and MP service, this study designated college students as the object. Results showed a negative effect of learning cost on MP use intention, but that facilitating conditions could enhance MP use intention. These studies have demonstrated that there can be a positive and significant relationship between facilitating conditions and intention to use; as a result, the following hypothesis is stated:

H6: There is a positive relationship between *facilitation conditions* and intention to use.

2.5. Moderating Effect of Usage Experience

In the UTAUT model, Venkatesh et al. (2003) identified experience as a moderator which affected effort expectancy, especially when users have limited experience. Previous studies have shown that facilitating conditions is an antecedent of effort expectancy and performance expectancy toward intention to use (Nam, Bahn & Lee, 2013; Rana, Dwivedi, Williams & Weerakkody, 2016). Prasanna and Huggins (2016) investigated four popular emergency operation centre information system (EOCIS) software packages in New Zealand, USA, and Australia. The study identified factors affecting the adoption of emergency operations center information systems. Results indicated that users with over three years of experience felt a stronger influence of the relationship between facilitating conditions and performance expectancy. A similar result was also found on the relationship between facilitating conditions and effort expectancy. Workman (2014) conducted a survey on customers who came in and out from a large shopping mall located in central Florida. The research tried to identify which factors could predict who would want to share product information through social media under the shopping setting. Outcomes showed an interaction between experience and performance expectancy, as well as between experience and effort expectancy. Based on the studies mentioned above, the following hypothesis is proposed:

H7: Usage experience has a positive moderating influence on the relationship between facilitating conditions and performance expectancy.

H8: Usage experience has a positive moderating influence on the relationship between facilitating conditions and effort expectancy.

3. METHODOLOGY

3.1. Sampling and Data Collection

To empirically test the proposed mobile payment (MP) model, data were collected via an online questionnaire using a convenience sample. The target participants were mobile phone users in Taiwan. A link for accessing the questionnaire through online chat rooms, was established for approximately 3 weeks from May to June, 2020. A total of 372 responses were obtained. After removing incomplete and invalid responses from the dataset, 348 usable samples were used to test the research model. The sample were further analyzed to test the model of this research based on a close gender ratio (48.6% males and 51.4% females). Approximately 87% of the respondents were between 20 and 59 years old.

Table 1. Respondent Profile

Demographic Characteristics		Frequency	Percentage
Gender	Male	169	48.6
	Female	179	51.4
Age	20–29 years	87	25.0
	30–39 years	70	20.1
	40–49 years	76	21.8
	50–59 years	70	20.1
	60 years and above	45	12.9
Education	High school or lower	40	11.4
	Bachelor's degree	217	62.4
	Graduate school	91	26.1
Annual income (USD)	Under 10,000	106	30.5
	10,001–20,000	73	21.0
	20,001–30,000	76	21.8
	30,001–40,000	58	16.7
	40,001–50,000	19	5.5
	Above 50,000	16	4.6
Usage experience	None	189	54.3
	Less than 2 year	78	22.4
	2–4 years	51	14.7
	4–6 years	15	4.3
	Above 6 years	15	4.3

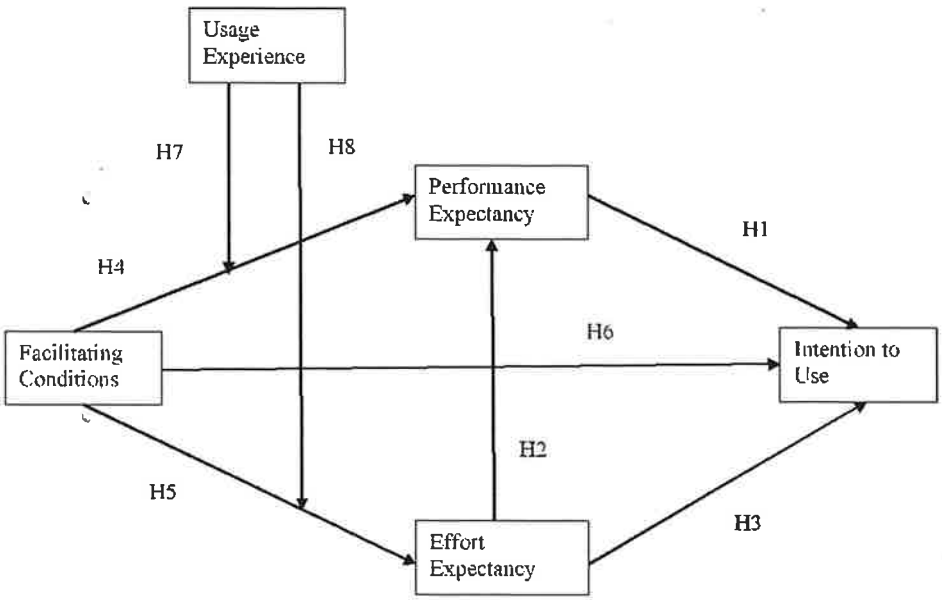
The sample were highly qualified in education, more than 88% of respondents have bachelor degree. Among the respondents, 45.7% had experienced using MP. Table 1 presents the profile of the sample.

3.2. Measurement Scales

To assess the feasibility of the measurement items, a pilot study was conducted among 12 graduate students. The students were asked to measure the appropriateness of the questions and make necessary adjustments to enhance their suitability for the participants. The survey instrument was developed in English and revised by a native English-speaking researcher. On the basis of the survey requirement, the questionnaire was translated from English into Chinese by a native Chinese-speaking researcher. A cross-sectional survey questionnaire method was adopted in this research. The questionnaire comprised two parts. Part A was designed to ask demographic questions, including gender, age, monthly income, educational level, and MP usage experience. Part B included 13 items regarding the 4 constructs in the proposed research model (Figure 1). The response options were estimated using a five-point Likert scale ranging from 1 (strongly *disagree) to 5 (strongly agree).*

The measurement scales (refer to Appendix) were developed by reviewing the previously validated supporting items adopted from preexisting measures. Effort expectancy (EE) and performance expectancy (PE) were measured using three items adopted from Venkatesh et al. (2003). Facilitating condition (FC), which included four items, was also obtained from Venkatesh et al. (2003). The

Figure 1. Theoretical Model



measures for outcome construct and intention to use (IU) were obtained from Venkatesh et al. (2003). Usage experience (UE) was measured by asking the question "Do you have experience in using MP?"

3.3. Analytical Methods

The Kolmogorov-Smirnov method was used to perform the normality test on the data; the significance levels were all found to be less than 0.001, indicating that the sample data was not normally distributed. Partial least squares structural equation modeling (PLS-SEM) has been found to be more suitable than covariance-based structural equation modeling (CB-SEM) for processing the abnormal distribution data (Hair, Ringle, & Sarstedt, 2011). Therefore, PLS-SEM was adopted for data analysis in this study. This study applied PLS-SEM to assess the relationships among the research constructs and to test the hypotheses. SEM is a widely accepted method for the validity testing and construct validation of theoretical models (Hair, Ringle & Sarstedt, 2011). PLS path models are defined by two sets of linear equations: a measurement model (the outer model) and a structural model (the inner model). The latter specifies the relationships between latent constructs (unobserved variables); the former specifies the relationships between a latent construct and its manifest indicators (observed variables). Smart PLS 3.0 was used to statistically analyze data for evaluating the research model. SPSS 20 was used to analyze demographic information. The measurement model was assessed by examining internal consistency, convergent validity, and discriminant validity. Internal consistency was evaluated using Cronbach's alpha (α) and composite reliability; the acceptable level of internal reliability should be at least 0.7 (Joe, 1993) . Average variance extracted (AVE) was used to analyze convergent validity. Fornell and Larcker (1981) suggested three criteria for measuring convergent validity: (1) the composite reliability of a construct should be >0.7, (2) an AVE >0.5 is the acceptable level, and (3) item loading should be >0.7 for indicator reliability to be considered acceptable (Hair et al., 2011). Discriminant validity is measured by calculating the square root of AVE with inter-construct correlations. In the cross-loading matrix, the square root of the AVE of each latent construct should be larger than the construct's highest correlation with any latent construct (Fornell & Larcker, 1981).

4. DATA ANALYSIS AND RESULTS

4.1. Measurement Model

The measurement model was examined by calculating item loadings, composite reliability (CR), α, and average variance extracted (AVE). The calculation results are presented in Table 2. As shown in the table, the item loadings ranged from 0.756 to 0.922, indicating that the factor loadings of all the items were above the cutoff value of 0.70. Thus, the reliability of the constructs was confirmed. The α values ranged from 0.784 to 0.908, and CR ranged from 0.874 to 0.935; these values exceeded the threshold of 0.70, suggesting strong internal reliability for each construct (Hair, Sarstedt, Hopkins & Kuppelwieser, 2014). The AVE values were between 0.698 and 0.819, which were greater than 0.5 and acceptable based on Fornell and Larcker (1981). Therefore, all the constructs reached acceptable convergent validity levels with satisfactory AVE coefficients. Table 3 presents the square root of AVE and the correlation matrix. The square root of AVE of each construct should be larger than the correlation of the specific construct with any of the other constructs. The correlation matrix shows that the square root of AVE exceeded the inter-construct correlation, confirming good discriminant validity among the latent constructs.

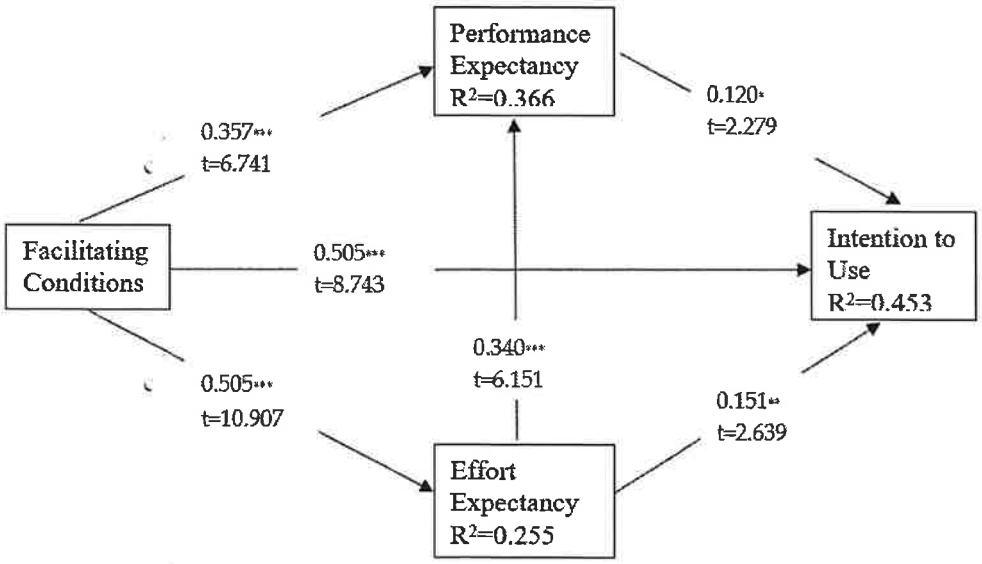
Table 2. Measurement model assessment

Construct	Items	Loading	AVE	C.R.	Cronbach's α
Effort Expectancy (EE)	EE1	0.892	0.793	0.920	0.870
	EE2	0.897			
	EE3	0.883			
Performance Expectancy (PE)	PE1	0.864	0.698	0.874	0.784
	PE2	0.881			
	PE3	0.756			
Facilitating Conditions (FC)	FC1	0.892	0.784	0.935	0.908
	FC2	0.894			
	FC3	0.922			
	FC4	0.831			
Intention to Use (IU)	IU1	0.921	0.819	0.931	0.890
	IU2	0.905			
	IU3	0.889			

Table 3. Correlation matrix and square root of the AVE

Construct	EE	FC	PE	IU
EE	0.890			
FC	0.506	0.885		
PE	0.521	0.531	0.835	
IU	0.470	0.645	0.467	0.905

Figure 2. Results of Path Analysis



Note1: Standardized path coefficients are reported(t values in parentheses).

Note2: * represent at 0.05 level($p<0.05$), ** represent at 0.01 level($p<0.01$), *** represent at 0.01 level ($p<0.001$).

4.2. Analysis Results of the Structural Model

R-squared (R^2) measures the strength of the relationship between constructs in the model. With regard to the model's predictive power, the structural model was evaluated on the basis of R^2. Path coefficients (β) and the significance of the path (t-value) were calculated to test the research hypotheses. Figure 2 presents the results of the path analysis of the research model with the overall explanatory powers, the estimated path coefficients (all significant paths are marked with an asterisk), and the associated t-values of the paths. The R^2 value indicates that the proportion of variance in the dependent variable is explained by the variation in the independent variables. With regard to the explanatory power of the research model, the theorectical model explains 0.453 variance in intention to use MP. The model also obtains 0.255 variance in effort expectancy (EE), 0.366 for performance expectancy (PE). Following Cohen's rule (Cohen 1988), for R^2, 0.02 is weak, 0.13 is moderate, and 0.26 is strong. The R^2 value indicates high levels of explanatory power. Hair, Hult, Ringle and Sarstedt (2016) noted that an R^2 value of 0.20 is considered high for behavioral studies. Thus, the predictive accuracy of the research model is appropriate and acceptable. The t-values were estimated using the bootstrapping procedure. The results show that the t-value of all the paths are above 1.96, indicating a significant relationship. As shown in Figure 2, the constructs PE (β=0.120, $p< 0.05$), EE (β=0.151, $p< 0.01$), and FC (β=0.505, $p< 0.001$) are positively associated with IU. Thus, H1, H3, and H6 are surpported. Meanwhile, the constructs EE (β=0.340, $p< 0.001$) and FC (β=0.357, $p< 0.001$) positively influence PE. Therefore, H2 and H4 are confirmed. Moreover, the constructs FC (β=0.505, $p< 0.001$) exert a positive impact on EE; hence, H5 is fully supported.

4.3. Moderating Effects

This study examined the moderating effects of UE using SmartPLS software and the product indicator approach. H7 asserts that UE moderates the relationship between FC and PE. H8 states that

UE moderates the relationship between FC and EE. As presented in Table 4, the interaction latent variable "FC × UE" has a significant path coefficient (β=0.300, p< 0.001). UE interacts with FC to determine PE level and plays an important role as a moderator variable. Therefore, H7 is proven. Figure 3 illustrates the relationship between FC and PE under different UE levels. The result indicates that individuals with usage experience in MP tend to perceive more facilitating conditions, and consequently, have increased performance expectancy. The interaction latent variable "FC × UE" has a significant path coefficient (β=0.307, p< 0.001). UE interacts with FC in determining the level of EE. Thus, the important role of UE as a moderator variable was confirmed, and H8 is supported.

Table 4. Summary of hypothesis results

Relationship (Hypothesis)	Path Coefficient	T Statistics	Significance	Support?
PE → IU(H1)	0.120	2.279	p < 0.05	Yes
EE → PE(H2)	0.340	6.151	p < 0.001	Yes
EE → IU(H3)	0.151	2.639	p < 0.01	Yes
FC → PE(H4)	0.357	6.741	p < 0.001	Yes
FC → EE(H5)	0.505	10.907	p < 0.001	Yes
FC → IU(H6)	0.505	8.743	p < 0.001	Yes
FCxUE → PE(H7)	0.300	3.320	p < 0.001	Yes
FCxUE → EE(H8)	0.307	2.978	p < 0.001	Yes

Figure 3. Effect of Latent interaction. (UE and FC) on PE

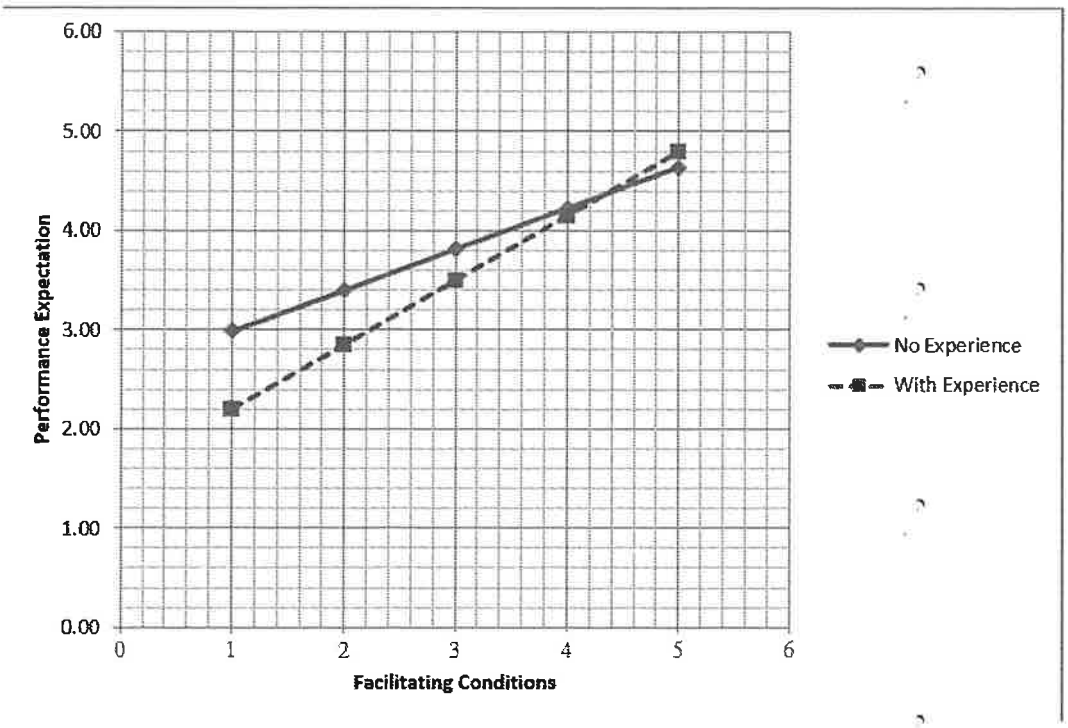


Figure 4. Effect of Latent interaction (UE and FC) on EE

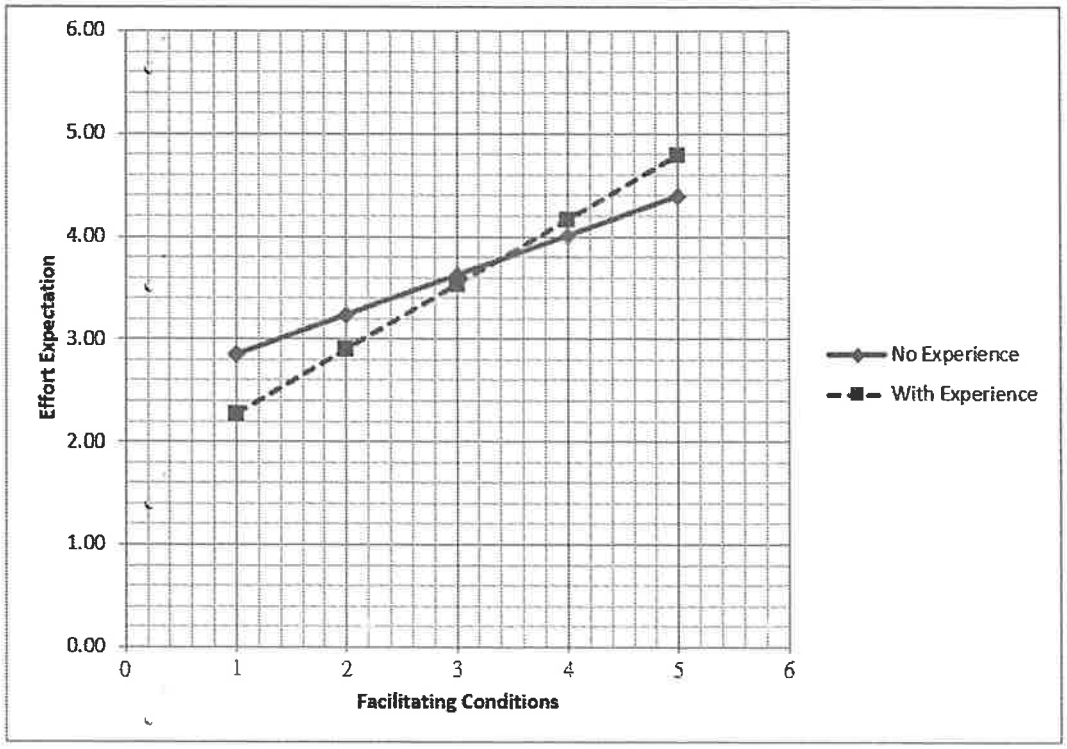


Figure 4 shows the relationship between FC and EE under different UE levels. The result specifies that individuals with usage experience in MP tend to perceive more facilitating conditions than those who do not, increasing their effort expectancy.

5. DISCUSSION AND IMPLICATIONS

5.1. Discussion

This study aims to identify the behavioral factors that influence user's intention to use MP. In order to measure consumer's intention to use MP, an extensive review of the relevant literature on technology adoption was conducted and a new model was designed consisting of three major contructs from UTAUT model (performance expectancy, effort expectancy, and facilitating conditions). Usage experience was used as a moderator that affects the usage of technology. From the summary of the results, the amounts of influence power explained in the research model extracted by the dependable constructs were as follows: intention to use (45.3%), performance expectancy (36.6%), effort expectancy (25.5%). The values indicate the effectiveness of the predicting behavior outcomes of various constructs.

As predicted by the model, these constructs are proven to affect user's intention to adopt MP. Therefore, enhancing performance expectancy and effort expectancy will increase the adoption of MP. Previous studies have confirmed this finding in the adoption of mobile commerce (Al-Qeisi, Dennis & Abbad, 2015; Li & Wang, 2017). The model showed that effort expectancy not only influences behavior intention, but also directly affects performance expectancy. Such findings are consistent with those of previous work (Kim *et al. 2010; Xu and Gupta 2009).*

Facilitating conditions plays a significant role in determining effort expectancy, performance expectancy and intention to use. Among these constructs, facilitating conditions exhibits performance expectancy and effort expectancy. In this study, facilitating conditions can be regarded as the belief of individuals that MP firms will provide technological assistance and capabilities for executing payment transactions. The result indicates that facilitating conditions is associated with performance expectancy. It explains that when a convenient environment is created, then users will perceive the usefulness of a technology. Previous research that examined the use of technology has also found a significant relationship between facilitating conditions and mobile banking service adoption (Nel and Raleting 2012). In addition, facilitating conditions exhibits a significant relationship with effort expectancy, implying that simple operational processes and devices can help users perceive ease of use of a technology. This result is in line with previous studies that support the positive association between facilitating conditions and effort expectancy in web-based learning technology acceptance (Cigdem, Ozturk & Topcu, 2016), and multimedia messaging service *adoption (Chang and Pan 2011).*

With regards to the moderating effects of usage experience, the relationship between facilitating conditions and performance expectancy are stronger under high usage experience level than under low usage experience level. Therefore, one can assume that when expert users perceive convenient conditions, their perception of the usefulness of a technology will be enhanced. The moderating effect of usage experience will be lower for novice users. Therefore, the positive effect of facilitating conditions on performance expectancy will be strengthened by high usage experience level. In addition, it was determined that the relationship between facilitating conditions and effort expectancy is stronger under high usage experience level than under low usage experience level. Consequently, the positive effect of facilitating conditions on effort expectancy will be strengthened by a high usage experience level. Previous studies have reported that high usage experience will strengthen the relationship between facilitating conditions and performance expec*tancy (Prasanna & Huggins 2016).* However, the current study also verifies that high usage experience will enhance the relationship between facilitating conditions and effort expectancy. Such result has not been reported in previous studies.

5.2. Theoretical Contributions

In the research model, facilitating conditions plays an important role in the model. Findings indicate that facilitating conditions directly influences performance expectancy, effort expectancy and intention to use MP. The moderating effects of usage experience on the link between relationship antecedents (e.g., facilitating conditions) and outcomes (e.g., performance expectancy and effort expectancy) was also tested and confirmed. Results showed that usage experience exerts a strong moderating effect on the relationships between facilitating conditions and performance expectancy and between facilitating conditions and effort expectancy. The findings indicates the relative importance of user's MP experience on the relationship among facilitating conditions, performance expectancy, and effort expectancy. Past studies have examined the effects on facilitating conditions and performance expectancy by taking user experience as the moderating variable (Prasanna & Huggins, 2016). However, the empirical relationship between facilitating conditions and effort expectancy has not been explored in previous studies. Therefore, after verification in this study, it is found that experienced MP users are more likely to perceive the existence of technology support; thus, they are more likely to feel the ease of use of this technology. This study confirms that experienced consumers can strengthen the relationship between facilitating conditions and effort expectancy, therefore adding findings to an important theoretical gap of the discussion of this relationship. That is, users with usage experience will be influenced more by the level of facilitating conditions they perceived when considering MP's performance expectancy and effort expectancy than users without usage experience.

5.3. Practical Contributions

This research contributes considerably to societies wherein consumers are slow or reluctant to adopt MPs. The findings of this study have important implications to MP providers, banks,

telecommunication firms, and application developers when designing effective marketing strategies to attract new customers. From a practical perspective, this study provides empirical evidence for the key dimensions that are considered before consumers adopt MP. When consumers perceive the benefits of MP, such as an easy-to-use interface, fast connection between devices, and effective mobile banking applications, they will be encouraged to use this technology. Given the direct effect of facilitating conditions on performance expectancy, effort expectancy, creating facilitating environments, such as guide instructions, visual cues, and verbal directions, can aid users in exploring MP. In this manner, users can perceive MP's usefulness and ease of use in using MP.

The results show that usage experience strongly moderates the effects between facilitating conditions and performance expectancy and between facilitating conditions and effort expectancy. Consumers with usage experience will have a higher perception of facilitating conditions than those without usage experience, strengthening their awareness of the usefulness and ease of use of the proposed technology. For experienced users, providing additional convenient conditions, such as upgrading the terminal to accelerate the checkout process and producing a one-time code for contactless transaction, will demonstrate the convenience of MP in various channels, allowing them to perceive facilitation than other methods and increasing their perception on performance expectancy and effort expectancy. This study has established the importance of facilitating conditions in promoting MP. The study also illuminates how the usage experience affects the usefulness and ease of use of MP service. Therefore, the system manufacturer can consider offering support workforce in the shopping channel to help those who do not have MP experience to try it. On the other hand, by simplifying the operation process, consumers could perceive MP is simple and can be learned intuitively. After successful and pleasant trials, they may potentially become users of MP service.

6. LIMITATIONS AND FUTURE RESEARCH

This study has several limitations. First, a limited group of respondents from Taiwan participated in the research, and data were collected through a cross section at a certain point of time. Hence, we are uncertain if the results can be extrapolated to other countries. In addition, several restrictions were not considered in the survey design. For example, participants from metropolitan and non-metropolitan areas were not distinguished. Moreover, several stores do not provide MP service for specific channels. Considering these factors may yield different results.

Second, this study was conducted to identify different factors that influence consumers' usage of MP. The research model focused on factors that are positively associated with users' intention to adopt the technology. Therefore, only the motivating factors that impact consumers' behavior intention were discussed. By contrast, the hindering factors were not evaluated using the research model. Nevertheless, several hindering factors, such as technology anxiety, resistance to change, and usage barriers, should be considered in research. In addition, the contruct of social influence from UTAUT was not included in the research model. As consumers in Taiwan still currenly mainly use cash and credit cards for shopping, they do not seem to exhibit pressure from society to use MP.

7. CONCLUSION

Although mobile devices have become convenient tools for transferring money and paying for goods and services, Taiwan still lags behind other Asia-Pacific countries despite the increasing MP penetration rate in recent years. Therefore, this research identified the factors that determine the adoption of MP by consumers in the current payment context. This study contributed to previous research on MP by evaluating various aspects of behavioral and technological factors (performance expectancy, effort expectancy, facilitating conditions) that affect consumer's intention to adopt MP. In addition, this study examined the factors that moderate user's acceptance of MP in the current payment environment (usage experience).

This study can be considered novel because it confirmed the direct relationship between facilitating conditions and performance expectancy, this relationship has not yet been reported in other studies and can be added as an extension to the original UTAUT model. From the results of the moderating effect of usage experience on the relationships between facilitating conditions and effort expectancy and between facilitating conditions and performance expectancy, it was determined that users with usage experience will pay considerable attention to the convenient environment offered by MP providers and will perceive the usefulness and ease of use of this technology.

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APPENDIX: QUESTIONNAIRE ITEMS (1–5-POINT LIKERT SCALE)

Performance Expectancy

1. I expect MP would be useful in my checkout.
2. I expect using MP would enable me to accomplish checkout more quickly.
3. I expect using MP would increase my productivity.

Effort Expectancy

1. I expect it would be easy for me to become skillful at using MP.
2. I expect MP would be easy to use.
3. I expect learning to operate MP would be easy for me.

Facilitating Conditions

1. I have the resources necessary to use MP.
2. I have the knowledge necessary to use MP.
3. The MP operating method is compatible with other devices I use.
4. If I have trouble, I believe someone would be available to assist me with payment difficulties.

Intention to Use

1. I will use MP services in the future.
2. I believe most of my future checkouts will be conducted via MP.
3. I plan to use MP in the next few months.

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新增資料區

存檔 取消

*論文名稱： Evaluating the effects of facilitating conditions and usage experience on mobile payr

*發表日期： 110/07/31 *論文收錄分類： 5.EI *作者順序： 1.第一

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中文摘要：

英文摘要： The following research attempts to investigate the determinants influencing consumers' intention to adopt mobile payment (MP). In order to do so, a research model was adapted based on three constructs from The Unified Theory of

參考文獻：

備註： 發表型式或論文收錄分類為"其它"、作者順序"單位證資(*)"，請於此備說明。

產生報表時是否列印： 4

檔案：

代碼	檔案	檔案名稱	檔案
35857	下載	Evaluating-the-Effects-of-Facilitating-Conditions-and-Usage-Experience-on-Mobile-Payment (1).pdf	刪除

國立屏東大學文化創意產業學系碩士班研究生修業要點

修正草案條文對照表

修正法規名稱	現行法規名稱	說明
國立屏東大學文化創意產業學系碩士班研究生修業要點	國立屏東大學文化創意產業學系碩士班研究生修業要點	未修正。
修正條文	**現行條文**	**說明**
一、本學系為維持碩士班研究生修業品質及修業上有共同規範，特依本校碩士班研究生共同修業辦法規定，訂定本學系研究生修業要點（以下簡稱本要點）。	一、本學系為維持碩士班研究生修業品質及修業上有共同規範，特依本校碩士班研究生共同修業辦法規定，訂定本學系研究生修業要點（以下簡稱本要點）。	未修正。
二、研究生必須修滿三十四學分（外加論文六學分），並符合修業年限規定，於論文口試通過後，始得畢業。修業年限以一至四年為限。對已修畢應修學分。但未修畢教育學程者，得延長一至二年，其延長之年限應併入本點所定之修業期限內計算。	二、研究生必須修滿三十四學分（外加論文六學分），並符合修業年限規定，於論文口試通過後，始得畢業。修業年限以一至四年為限。對已修畢應修學分。但未修畢教育學程者，得延長一至二年，其延長之年限應併入本點所定之修業期限內計算。	未修正。
三、以同等學力報考錄取者，應加修相關課程至少四學分，選修科目由指導教授視其論文寫作之需要建議擇定。	三、以同等學力報考錄取者，應加修相關課程至少四學分，選修科目由指導教授視其論文寫作之需要建議擇定。	未修正。
四、研究生須依照下列規定辦理選課： (一)一、二年級研究生每學期最少修五學分，最多修十八學分；三年級以上每學期最多修十八學分。如前一學期成績平均九十分以上者，經系主任同意後得加修一科。加修教育學程者、學分學程者，每學期所選教育學程、學分學程之課程，亦須內含於每學期修課最高學分上限。 (二)除「論文」外，任何一科至少四人選修，始	四、研究生須依照下列規定辦理選課： (一)一、二年級研究生每學期最少修五學分，最多修十八學分；三年級以上每學期最多修十八學分。如前一學期成績平均九十分以上者，經系主任同意後得加修一科。加修教育學程者、學分學程者，每學期所選教育學程、學分學程之課程，亦須內含於每學期修課最高學分上限。 (二)除「論文」外，任何一科至少四人選修，始	未修正。

得開課。 (三)「論文」一科，一學期三學分，須修習二個學期。 (四)「專題研討」一科四學分，一學期二學分，須修習二個學期。 (五)同等學力入學之研究生補修學分或其他研究生得依其個人之需要到大學部修習相關課程，其成績均列入碩士班學期成績及畢業成績之計算。但不計列於畢業學分數。 (六)研究生經系所主任同意後得跨校、系、所(日間班）選修，至多九學分（每學期至多三學分)。 (七)依照本校學生抵免學分要點辦理學分抵免事宜，至多八學分，且論文及必修科目不得申請抵免。 (八)研究生應完成學術倫理數位課程並通過測驗，取得修課證明後，始能畢業。 (九)一、二年級研究生每學期最少修五學分，特殊情形經系主任同意者，不在此限。	得開課。 (三)「論文」一科，一學期三學分，須修習二個學期。 (四)「專題研討」一科四學分，一學期二學分，須修習二個學期。 (五)同等學力入學之研究生補修學分或其他研究生得依其個人之需要到大學部修習相關課程，其成績均列入碩士班學期成績及畢業成績之計算。但不計列於畢業學分數。 (六)研究生經系所主任同意後得跨校、系、所(日間班）選修，至多九學分（每學期至多三學分)。 (七)依照本校學生抵免學分要點辦理學分抵免事宜，至多八學分，且論文及必修科目不得申請抵免。 (八)研究生應完成學術倫理數位課程並通過測驗，取得修課證明後，始能畢業。 (九)一、二年級研究生每學期最少修五學分，特殊情形經系主任同意者，不在此限。	

五、論文指導教授之遴聘及其職責： (一)研究生得於入學後、一年級第二學期結束前提出遴聘指導教授之申請。論文指導教授之聘請，經系主任同意聘請之。 (二)論文指導教授之職責在指導研究生撰寫論文計畫、論文及學業等相關事宜。 (三)指導教授之遴聘以本系專任與合聘教師為原則，每位指導教授至多同時指導八位研究生為原則。 (四)指導教授之遴選如因研究之需要得聘請協同指導教授共同指導。	五、論文指導教授之遴聘及其職責： (一)研究生得於入學後、一年級第二學期結束前提出遴聘指導教授之申請。論文指導教授之聘請，經系主任同意聘請之。 (二)論文指導教授之職責在指導研究生撰寫論文計畫、論文及學業等相關事宜。 (三)指導教授之遴聘以本系專任與合聘教師為原則，每位指導教授至多同時指導八位研究生為原則。 (四)指導教授之遴選如因研究之需要得聘請協同指導教授共同指導。	未修正。
六、論文研究計畫發表暨審查： (一)研究生修畢研究方法且修滿規定畢業學分中之百分之六十以上，始得提出論文研究計畫發表之申請。 (二)本學系研究生得以學術論文或創作論述提出論文計畫。 (三)論文計畫審查委員為二至三人，指導教授（含協同指導教授）為當然委員，另應加聘一名委員由校內助理教授以上之教師擔任之，並得視需要聘請校外委員一人。審查委員名單由指導教授推薦，經系主任審定後聘任之。 (四)各學年度論文研究計畫發表截止日期：上學期為一月三十一日；下學	六、論文研究計畫發表暨審查： (一)研究生修畢研究方法且修滿規定畢業學分中之百分之六十以上，始得提出論文研究計畫發表之申請。 (二)本學系研究生得以學術論文或創作論述提出論文計畫。 (三)論文計畫審查委員為二至三人，指導教授（含協同指導教授）為當然委員，另應加聘一名委員由校內助理教授以上之教師擔任之，並得視需要聘請校外委員一人。審查委員名單由指導教授推薦，經系主任審定後聘任之。 (四)各學年度論文研究計畫發表截止日期：上學期為一月三十一日；下學	未修正。

期為七月三十一日，逾期者不予受理。 (五)論文研究計畫審查須全體委員出席始得進行考試。考試評分以通過、修正後通過、未通過三項。但有二分之一以上（含）委員評定未通過時，以不及格論，評定以一次為限。論文研究計畫審查結果經評定為不及格時，三個月後得再提出發表申請。	期為七月三十一日，逾期者不予受理。 (五)論文研究計畫審查須全體委員出席始得進行考試。考試評分以通過、修正後通過、未通過三項。但有二分之一以上（含）委員評定未通過時，以不及格論，評定以一次為限。論文研究計畫審查結果經評定為不及格時，三個月後得再提出發表申請。	
七、論文口試與畢業： (一)研究生於論文研究計畫通過後，在三個月後經指導教授同意及系主任審查核定，始得舉行口試。如有緊急重要之特殊情況，經指導教授同意及系主任核定後，亦可提出口試申請，然均須於口試日期十四天前提出申請。 (二)論文口試以創作論述方式，須於提出學位論文口試申請前，完成畢業創作公開展演，研究生請自行洽妥場地及展期，進行公開宣傳並記錄展演過程，並於口試及畢業論文中呈現展出證明。展演場地須經過系學術委員會開會審議確認，提送審議時間須於展演前一個月完成。 (三)研究生畢業創作作品必須是就讀碩士班創作之新作品。畢業創作展演規模須符合以下任一條件：	七、論文口試與畢業： (一)研究生於論文研究計畫通過後，在三個月後經指導教授同意及系主任審查核定，始得舉行口試；如有緊急重要之特殊情況，經指導教授同意及系主任核定後，亦可提出口試申請，然均須於口試日期十四天前提出申請。 (二)論文口試以創作論述方式，須於提出學位論文口試申請前，完成畢業創作公開展演，並提出展出證明。研究生畢業創作作品必須是未發表過之新作品，且須自行洽妥場地及展期，進行公開宣傳並記錄。畢業創作展演規模須符合以下任一條件： 1.影視創作或表演藝術類：作品累計長度至少六十分鐘。 2.平面類：作品大小、材料不拘，至少十五件。	一、修訂作品展演方式及規範展演需提送會議審議時間。 二、標點符號修正。 三、項次調整，文字潤飾。

1.表演、動畫、新媒體類：作品至少一件。 2.平面類：作品大小、材料不拘，至少十五件。 3.立體類：作品大小、材料不拘，至少十件。 4.其他：應依系學術委員會審議結果辦理，提送審議時間須於申請論文研究計畫一個月前完成。 (四)論文口試委員至少三人，除論文研究計畫審查委員外，應有校外委員一人，其聘請程序依照研究計畫審查方式辦理。 (五)論文口試成績之評定與論文研究計畫審查同。論文口試不及格而依規定仍可繼續修業者，得重考一次。重考一次不及格者，應予退學。 (六)研究生應於口試十四天前，將論文分送各口試委員及系辦公室各一份，並於規定時間內完成論文口試。未依規定時限舉行論文口試，視為該學期未畢業。 (七)指導教授於學生論文口試完畢後，於當日將口試委員評分表等送	3.立體類：作品大小、材料不拘，至少十件。 4.其他：應依系學術委員會審議結果辦理。 (三)論文口試委員至少三人，除論文研究計畫審查委員外，應有校外委員一人，其聘請程序依照研究計畫審查方式辦理。 (四)論文口試成績之評定與論文研究計畫審查同。論文口試不及格而依規定仍可繼續修業者，得重考一次。重考一次不及格者，應予退學。 (五)研究生應於口試十四天前，將論文分送各口試委員及系辦公室各一份，並於規定時間內完成論文口試。未依規定時限舉行論文口試，視為該學期未畢業。 (六)指導教授於學生論文口試完畢後，於當日將口試委員評分表等送交系辦公室。 (七)各學年度論文口試截止日期：上學期為一月十五日；下學期為七月十五日。 (八)通過論文口試後，應遵照口試委員會意見將論文修正，經指導教授審核後依規定本數印製，連同中、英文摘要	

交系辦公室。 (八)各學年度論文口試截止日期：上學期為一月十五日；下學期為七月十五日。 (九)通過論文口試後，應遵照口試委員會意見將論文修正，經指導教授審核後依規定本數印製，連同中、英文摘要及論文電子檔送交系辦公室。 (十)研究生修滿規定學分與通過論文口試者得申請畢業，其上學期最後離校日期為下學期註冊日；下學期最後離校日期為八月十五日。逾期未辦妥離校手續者，視同該學期未畢業。 (十一)學位論文上傳前，應經論文比對系統比對，相似度指數需低於百分之三十，結果經指導教授簽名後，始得畢業。	及論文電子檔送交系辦公室。 (九)研究生修滿規定學分與通過論文口試者得申請畢業，其上學期最後離校日期為下學期註冊日；下學期最後離校日期為八月十五日。逾期未辦妥離校手續者，視同該學期未畢業。 (十)學位論文上傳前，應經論文比對系統比對，相似度指數需低於百分之三十，結果經指導教授簽名後，始得畢業。	
八、論文指導教授、論文計畫發表審查委員及論文口試委員與研究生之間有利害關係時，應予迴避。	八、論文指導教授、論文計畫發表審查委員及論文口試委員與研究生之間有利害關係時，應予迴避。	未修正。
九、本學系研究生在學期間，應依本學系碩士班研究生參與學術活動實施要點規定，參與文化產業或客家文化相關學術論文公開發表或學術活動，應完成積點之規定並提出證明，始得畢業。	九、本學系研究生在學期間，應依本學系碩士班研究生參與學術活動實施要點規定，參與文化產業或客家文化相關學術論文公開發表或學術活動，應完成積點之規定並提出證明，始得畢業。	未修正。
十、本要點如有未盡事宜，悉依本校碩士班研究生共同修	十、本要點如有未盡事宜，悉依本校碩士班研究生共同修	未修正。

業辦法及相關規定辦理。	業辦法及相關規定辦理。	
十一、本要點經系務會議、院務會議及教務會議通過，陳請校長核定後公布實施；修正時亦同。	十一、本要點經系務會議、院務會議及教務會議通過，陳請校長核定後公布實施；修正時亦同。	未修正。

國立屏東大學文化創意產業學系碩士班研究生修業要點(草案)

103年9月15日本校103學年度第1學期第1次文化創意產業學系系務會議通過
103年9月22日本校103學年度第1學期第1次人文社會學院院務會議通過
103年10月9日本校103學年度第1學期第1次教務會議通過
104年3月6日本校103學年度第2學期第1次文化創意產業學系系務會議修正通過
104年5月4日本校103學年度第2學期第1次人文社會學院院務會議修正通過
104年5月21日本校103學年度第2學期第2次教務會議修正通過
106年3月2日本校105學年度第2學期第1次文化創意產業學系系務會議修正通過
106年5月9日本校105學年度第2學期第2次人文社會學院院務會議修正通過
106年6月8日本校105學年度第2學期第2次教務會議修正通過
106年9月28日本校106學年度第1學期第2次文化創意產業學系系務會議修正通過
106年10月24日本校106學年度第1學期第1次人文社會學院院務會議修正通過
106年11月16日本校106學年度第1學期第1次教務會議修正通過
108年4月11日本校107學年度第2學期第2次文化創意產業學系系務會議修正通過
108年5月7日本校107學年度第2學期第2次人文社會學院院務會議修正通過
108年6月13日本校107學年度第2學期第2次教務會議修正通過
108年10月30日本校108學年度第1學期第2次文化創意產業學系系務會議修正通過
108年12月3日本校108學年度第1學期第2次人文社會學院院務會議修正通過
108年12月19日本校108學年度第1學期第2次教務會議修正通過
110年9月28日本校110學年度第1學期第1次文化創意產業學系系務會議修正通過
110年10月12日110學年度第1學期第1次人文社會學院院務會議修正通過
110年10月21日本校110學年度第1學期第1次教務會議修正通過
111年10月19日本校111學年度第1學期第2次文化創意產業學系系務會議修正通過

一、本學系為維持碩士班研究生修業品質及修業上有共同規範，特依本校碩士班研究生共同修業辦法規定，訂定本學系碩士班研究生修業要點(以下簡稱本要點)。

二、研究生必須修滿三十四學分（外加論文六學分），並符合修業年限規定，於論文口試通過後，始得畢業。修業年限以一至四年為限。

三、以同等學力報考錄取者，應加修相關課程至少四學分，選修科目由指導教授視其論文寫作之需要建議擇定。

四、研究生須依照下列規定辦理選課:

(一)一、二年級研究生每學期最少修五學分，最多修十八學分；三年級以上每學期最多修十八學分。如前一學期成績平均九十分以上者，經系主任同意後得加修一科。加修教育學程者、學分學程者，每學期所選教育學程、學分學程之課程，亦須內含於每學期修課最高學分上限。

(二)除「論文」外，任何一科至少四人選修，始得開課。

(三)「論文」一科，一學期三學分，須修習二個學期。

(四)「專題研討」一科四學分，一學期二學分，須修習二個學期。

(五)同等學力入學之研究生補修學分或其他研究生得依其個人之需要到大學部修習相關課程，其成績均列入碩士班學期成績及畢業成績之計算。但不計列於畢業學分數。

(六)研究生經系所主任同意後得跨校、系、所（日間班）選修，至多九學分（每學期至多三學分）。

(七)依照本校學生抵免學分要點辦理學分抵免事宜，至多八學分，且論文及必修科目不得申請抵免。

(八)研究生應完成學術倫理數位課程並通過測驗，取得修課證明後，始能畢業。

(九)一、二年級研究生每學期最少修五學分，特殊情形經系主任同意者，不在此

限。

五、論文指導教授之遴聘及其職責：

(一)研究生得於入學後、一年級第二學期結束前提出遴聘指導教授之申請。論文指導教授之聘請，經系主任同意聘請之。

(二)論文指導教授之職責在指導研究生撰寫論文計畫、論文及學業等相關事宜。

(三)指導教授之遴聘以本系專任與合聘教師為原則，每位指導教授至多同時指導八位研究生為原則。

(四)指導教授之遴選如因研究之需要得聘請協同指導教授共同指導。

六、論文研究計畫發表暨審查：

(一)研究生修畢研究方法且修滿規定畢業學分中之百分之六十以上，始得提出論文研究計畫發表之申請。

(二)本學系研究生得以學術論文或創作論述提出論文計畫。

(三)論文計畫審查委員為二至三人，指導教授（含協同指導教授）為當然委員，另應加聘一名委員由校內助理教授以上之教師擔任之，並得視需要聘請校外委員一人。審查委員名單由指導教授推薦，經系主任審定後聘任之。

(四)各學年度論文研究計畫發表截止日期：上學期為一月三十一日；下學期為七月三十一日，逾期者不予受理。

(五)論文研究計畫審查須全體委員出席始得進行考試。考試評分以通過、修正後通過、未通過三項。但有二分之一以上（含）委員評定未通過時，以不及格論，評定以一次為限。論文研究計畫審查結果經評定為不及格時，三個月後得再提出發表申請。

七、論文口試與畢業：

(一)研究生於論文研究計畫通過後，在三個月後經指導教授同意及系主任審查核定，始得舉行口試；如有緊急重要之特殊情況，經指導教授同意及系主任核定後，亦可提出口試申請，然均須於口試日期十四天前提出申請。

(二)論文口試以創作論述方式，須於提出學位論文口試申請前，完成畢業創作公開展演，並提出展出證明。研究生畢業創作作品必須是未發表過之新作品，且須自行洽妥場地及展期，進行公開宣傳並記錄。畢業創作展演規模須符合以下任一條件：

1.影視創作或表演藝術類：作品累計長度至少六十分鐘。

2.平面類：作品大小、材料不拘，至少十五件。

3.立體類：作品大小、材料不拘，至少十件。

4.其他：應依系學術委員會審議結果辦理。

(三)論文口試委員至少三人，除論文研究計畫審查委員外，應有校外委員一人，其聘請程序依照研究計畫審查方式辦理。

(四)論文口試成績之評定與論文研究計畫審查同。論文口試不及格而依規定仍可繼續修業者，得重考一次。重考一次不及格者，應予退學。

(五)研究生應於口試十四天前，將論文分送各口試委員及系辦公室各一份，並於

(一)研究生於論文研究計畫通過後，在三個月後經指導教授同意及系主任審查核定，始得舉行口試。如有緊急重要之特殊情況，經指導教授同意及系主

任核定後，亦可提出口試申請，然均須於口試日期十四天前提出申請。

(二)論文口試以創作論述方式，須於提出學位論文口試申請前，完成畢業創作公開展演，研究生請自行洽妥場地及展期，進行公開宣傳並記錄展演過程，並於口試及畢業論文中呈現展出證明。展演場地須經過系學術委員會開會審議確認，提送審議時間須於展演前一個月完成。

(三)研究生畢業創作作品必須是就讀碩士班創作之新作品。畢業創作展演規模須符合以下任一條件：

1.表演、動畫、新媒體類：作品至少一件。

2.平面類：作品大小、材料不拘，至少十五件。

3.立體類：作品大小、材料不拘，至少十件。

4.其他：應依系學術委員會審議結果辦理，提送審議時間須於申請論文研究計畫一個月前完成。

(四)論文口試委員至少三人，除論文研究計畫審查委員外，應有校外委員一人，其聘請程序依照研究計畫審查方式辦理。

(五)論文口試成績之評定與論文研究計畫審查同。論文口試不及格而依規定仍可繼續修業者，得重考一次。重考一次不及格者，應予退學。

(六)研究生應於口試十四天前，將論文分送各口試委員及系辦公室各一份，並於規定時間內完成論文口試。未依規定時限舉行論文口試，視為該學期未畢業。

(七)指導教授於學生論文口試完畢後，於當日將口試委員評分表等送交系辦公室。

(八)各學年度論文口試截止日期：上學期為一月十五日；下學期為七月十五日。

(九)通過論文口試後，應遵照口試委員會意見將論文修正，經指導教授審核後依規定本數印製，連同中、英文摘要及論文電子檔送交系辦公室。

(十)研究生修滿規定學分與通過論文口試者得申請畢業，其上學期最後離校日期為下學期註冊日；下學期最後離校日期為八月十五日。逾期未辦妥離校手續者，視同該學期未畢業。

(十一)學位論文上傳前，應經論文比對系統比對，相似度指數需低於百分之三十，結果經指導教授簽名後，始得畢業。

八、論文指導教授、論文計畫發表審查委員及論文口試委員與研究生之間有利害關係時，應予迴避。

九、本學系研究生在學期間，應依本學系碩士班研究生參與學術活動實施要點規定，參與文化產業或客家文化相關學術論文公開發表或學術活動，應完成積點之規定並提出證明，始得畢業。

十、本要點如有未盡事宜，悉依本校碩士班研究生共同修業辦法及相關規定辦理。

十一、本要點經系務會議、院務會議及教務會議通過，陳請校長核定後公布實施；修正時亦同。

本規章負責單位：文化創意產業學系

國立屏東大學文化創意產業學系碩士在職專班研究生修業要點
修正草案條文對照表

修正法規名稱	現行法規名稱	說明
國立屏東大學文化創意產業學系碩士在職專班研究生修業要點	國立屏東大學文化創意產業學系碩士在職專班研究生修業要點	未修正。
修正條文	**現行條文**	**說明**
一、本學系為維持碩士在職專班研究生修業品質及修業上有共同規範，特依本校碩士班研究生共同修業辦法規定，訂定本學系碩士在職專班研究生修業要點（以下簡稱本要點）。	一、本學系為維持碩士在職專班研究生修業品質及修業上有共同規範，特依本校碩士班研究生共同修業辦法規定，訂定本學系碩士在職專班研究生修業要點（以下簡稱本要點）。	未修正。
二、研究生必須修滿三十學分，內含論文六學分。並符合修業年限規定，於論文口試通過後，始得畢業。修業年限以一至四年為限，若未能在四年內修滿應修課程或未完成學位論文者，得再延長二年。	二、研究生必須修滿三十學分，內含論文六學分。並符合修業年限規定，於論文口試通過後，始得畢業。修業年限以一至四年為限，若未能在四年內修滿應修課程或未完成學位論文者，得再延長二年。	未修正。
三、以同等學力報考錄取者，應加修相關課程至少四學分，選修科目由指導教授視其論文寫作之需要建議擇定。	三、以同等學力報考錄取者，應加修相關課程至少四學分，選修科目由指導教授視其論文寫作之需要建議擇定。	未修正。
四、研究生須依照下列規定辦理選課： (一)一、二年級研究生每學期最少修五學分，最多修十八學分；三年級以上每學期最多修十八學分。如前一學期成績平均九十分以上者，經系主任同意後得加修一科。加修教育學程者、學分學程者，每學期所選教育學程、學分學程之課程，亦須內含於每學期修課最高學分上限。 (二)除「論文」外，任何一	四、研究生須依照下列規定辦理選課： (一)一、二年級研究生每學期最少修五學分，最多修十八學分；三年級以上每學期最多修十八學分。如前一學期成績平均九十分以上者，經系主任同意後得加修一科。加修教育學程者、學分學程者，每學期所選教育學程、學分學程之課程，亦須內含於每學期修課最高學分上限。 (二)除「論文」外，任何一	未修正。

科至少四人選修，始得開課。 (三)「論文」一科，一學期三學分，須修習二個學期。 (四)同等學力入學之研究生補修學分或其他研究生得依其個人之需要到大學部修習相關課程，其成績均列入碩士班學期成績及畢業成績之計算。但不計列於畢業學分數。 (五)研究生經系所主任同意後得跨校、系、所（日間班）選修，至多六學分（每學期至多三學分）。 (六)依照本校學生抵免學分要點辦理學分抵免事宜，至多八學分，且論文及必修科目不得申請抵免。 (七)研究生應完成學術倫理數位課程並通過測驗，取得修課證明後，始能畢業。 (八)一、二年級研究生每學期最少修五學分，特殊情形經系主任同意者，不在此限。	科至少四人選修，始得開課。 (三)「論文」一科，一學期三學分，須修習二個學期。 (四)同等學力入學之研究生補修學分或其他研究生得依其個人之需要到大學部修習相關課程，其成績均列入碩士班學期成績及畢業成績之計算。但不計列於畢業學分數。 (五)研究生經系所主任同意後得跨校、系、所（日間班）選修，至多六學分（每學期至多三學分）。 (六)依照本校學生抵免學分要點辦理學分抵免事宜，至多八學分，且論文及必修科目不得申請抵免。 (七)研究生應完成學術倫理數位課程並通過測驗，取得修課證明後，始能畢業。 (八)一、二年級研究生每學期最少修五學分，特殊情形經系主任同意者，不在此限。	

五、論文指導教授之遴聘及其職責： (一)研究生得於入學後、一年級第二學期結束前提出遴聘指導教授之申請。論文指導教授之聘請，經系主任同意聘請之。 (二)論文指導教授之職責在指導研究生撰寫論文計畫、論文及學業等相關事宜。 (三)指導教授之遴聘以本系專任與合聘教師為原則，每位指導教授至多同時指導八位研究生為原則。 (四)指導教授之遴選如因研究之需要得聘請協同指導教授共同指導。	五、論文指導教授之遴聘及其職責： (一)研究生得於入學後、一年級第二學期結束前提出遴聘指導教授之申請。論文指導教授之聘請，經系主任同意聘請之。 (二)論文指導教授之職責在指導研究生撰寫論文計畫、論文及學業等相關事宜。 (三)指導教授之遴聘以本系專任與合聘教師為原則，每位指導教授至多同時指導八位研究生為原則。 (四)指導教授之遴選如因研究之需要得聘請協同指導教授共同指導。	未修正。
六、論文研究計畫發表暨審查： （一）研究生修畢研究方法且修滿規定畢業學分中之百分之六十以上，始得提出論文研究計畫發表之申請。 （二）本學系研究生得以學術論文或創作論述提出論文計畫。 （三）論文計畫審查委員為二至三人，指導教授（含協同指導教授）為當然委員，另應加聘一名委員由校內助理教授以上之教師擔任之，並得視需要聘請校外委員一人。審查委員名單由指導教授推薦，經系主任審定後聘任之。 （四）各學年度論文研究計畫發表截止日期：上學期為一月三十一日；下學	六、論文研究計畫發表暨審查： （一）研究生修畢研究方法且修滿規定畢業學分中之百分之六十以上，始得提出論文研究計畫發表之申請。 （二）本學系研究生得以學術論文或創作論述提出論文計畫。 （三）論文計畫審查委員為二至三人，指導教授（含協同指導教授）為當然委員，另應加聘一名委員由校內助理教授以上之教師擔任之，並得視需要聘請校外委員一人。審查委員名單由指導教授推薦，經系主任審定後聘任之。 （四）各學年度論文研究計畫發表截止日期：上學期為一月三十一日；下學	未修正。

期為七月三十一日，逾期者不予受理。 (五)論文研究計畫審查須全體委員出席始得進行考試。考試評分以通過、修正後通過、未通過三項。但有二分之一以上（含）委員評定未通過時，以不及格論，評定以一次為限。論文研究計畫審查結果經評定為不及格時，三個月後得再提出發表申請。	期為七月三十一日，逾期者不予受理。 (五)論文研究計畫審查須全體委員出席始得進行考試。考試評分以通過、修正後通過、未通過三項。但有二分之一以上（含）委員評定未通過時，以不及格論，評定以一次為限。論文研究計畫審查結果經評定為不及格時，三個月後得再提出發表申請。	
七、論文口試與畢業： (一)研究生於論文研究計畫通過後，在三個月後經指導教授同意及系主任審查核定，始得舉行口試。如有緊急重要之特殊情況，經指導教授同意及系主任核定後，亦可提出口試申請，然均須於口試日期十四天前提出申請。 (二)論文口試以創作論述方式，須於提出學位論文口試申請前，完成畢業創作公開展演，研究生請自行洽妥場地及展期，進行公開宣傳並記錄展演過程，並於口試及畢業論文中呈現展出證明。展演場地須經過系學術委員會開會審議確認，提送審議時間須於展演前一個月完成。 (三)研究生畢業創作作品必須是就讀碩士班創作之新作品。畢業創作展演規模須符合以下任一條件：	七、論文口試與畢業： (一)研究生於論文研究計畫通過後，在三個月後經指導教授同意及系主任審查核定，始得舉行口試；如有緊急重要之特殊情況，經指導教授同意及系主任核定後，亦可提出口試申請，然均須於口試日期十四天前提出申請。 (二)論文口試以創作論述方式，須於提出學位論文口試申請前，完成畢業創作公開展演，並提出展出證明。研究生畢業創作作品必須是未發表過之新作品，且須自行洽妥場地及展期，進行公開宣傳並記錄。畢業創作展演規模須符合以下任一條件： 1.影視創作或表演藝術類：作品累計長度至少六十分鐘。 2.平面類：作品大小、材料不拘，至少十五件。	一、修訂作品展演方式及規範展演需提送會議審議時間。 二、標點符號修正。 三、項次調整，文字潤飾。

1.表演、動畫、新媒體類：作品至少一件。 2.平面類：作品大小、材料不拘，至少十五件。 3.立體類：作品大小、材料不拘，至少十件。 4.其他：應依系學術委員會審議結果辦理，提送審議時間須於申請論文研究計畫一個月前完成。 (四)論文口試委員至少三人，除論文研究計畫審查委員外，應有校外委員一人，其聘請程序依照研究計畫審查方式辦理。 (五)論文口試成績之評定與論文研究計畫審查同。論文口試不及格而依規定仍可繼續修業者，得重考一次。重考一次不及格者，應予退學。 (六)研究生應於口試十四天前，將論文分送各口試委員及系辦公室各一份，並於規定時間內完成論文口試。未依規定時限舉行論文口試，視為該學期未畢業。 (七)指導教授於學生論文口試完畢後，於當日將口試委員評分表等送	3.立體類：作品大小、材料不拘，至少十件。 4.其他：應依系學術委員會審議結果辦理。 (三)論文口試委員至少三人，除論文研究計畫審查委員外，應有校外委員一人，其聘請程序依照研究計畫審查方式辦理。 (四)論文口試成績之評定與論文研究計畫審查同。論文口試不及格而依規定仍可繼續修業者，得重考一次。重考一次不及格者，應予退學。 (五)研究生應於口試十四天前，將論文分送各口試委員及系辦公室各一份，並於規定時間內完成論文口試。未依規定時限舉行論文口試，視為該學期未畢業。 (六)指導教授於學生論文口試完畢後，於當日將口試委員評分表等送交系辦公室。 (七)各學年度論文口試截止日期：上學期為一月十五日；下學期為七月十五日。 (八)通過論文口試後，應遵照口試委員會意見將論文修正，經指導教授審核後依規定本數印製，連同中、英文摘要	

交系辦公室。 (八)各學年度論文口試截止日期：上學期為一月十五日；下學期為七月十五日。 (九)通過論文口試後，應遵照口試委員會意見將論文修正，經指導教授審核後依規定本數印製，連同中、英文摘要及論文電子檔送交系辦公室。 (十)研究生修滿規定學分與通過論文口試者得申請畢業，其上學期最後離校日期為下學期註冊日；下學期最後離校日期為八月十五日。逾期未辦妥離校手續者，視同該學期未畢業。 (十一)學位論文上傳前，應經論文比對系統比對，相似度指數需低於百分之三十，結果經指導教授簽名後，始得畢業。	及論文電子檔送交系辦公室。 (九)研究生修滿規定學分與通過論文口試者得申請畢業，其上學期最後離校日期為下學期註冊日；下學期最後離校日期為八月十五日。逾期未辦妥離校手續者，視同該學期未畢業。 (十)學位論文上傳前，應經論文比對系統比對，相似度指數需低於百分之三十，結果經指導教授簽名後，始得畢業。	
八、論文指導教授、論文計畫發表審查委員及論文口試委員與研究生之間有利害關係時，應予迴避。	八、論文指導教授、論文計畫發表審查委員及論文口試委員與研究生之間有利害關係時，應予迴避。	未修正。
九、本學系研究生在學期間，應依本學系碩士班研究生參與學術活動實施要點規定，參與文化產業或客家文化相關學術論文公開發表或學術活動，應完成積點之規定並提出證明，始得畢業。	九、本學系研究生在學期間，應依本學系碩士班研究生參與學術活動實施要點規定，參與文化產業或客家文化相關學術論文公開發表或學術活動，應完成積點之規定並提出證明，始得畢業。	未修正。
十、碩士在職專班之碩士論文得以專業實務報告代替。其採	十、碩士在職專班之碩士論文得以專業實務報告代替。其採	未修正。

計基準、應繳送資料及報告內容另訂之。	計基準、應繳送資料及報告內容另訂之。	
十一、本要點如有未盡事宜，悉依本校碩士班研究生共同修業辦法及相關規定辦理。	十一、本要點如有未盡事宜，悉依本校碩士班研究生共同修業辦法及相關規定辦理。	未修正。
十二、本要點經系務會議、院務會議及教務會議通過，陳請校長核定後公布實施；修正時亦同。	十二、本要點經系務會議、院務會議及教務會議通過，陳請校長核定後公布實施；修正時亦同。	未修正。

國立屏東大學文化創意產業學系碩士在職專班研究生修業要點

（草案）

108年10月30日本校108學年度第1學期第2次文化創意產業學系系務會議通過
108年12月3日本校108學年度第1學期第2次人文社會學院院務會議通過
108年12月19日本校108學年度第1學期第2次教務會議通過
109年3月18日本校108學年度第2學期第1次文化創意產業學系系務會議通過
109 年 4 月 7 日本校 108 學年度第 2 學期第 2 次人文社會學院院務會議通過
109 年 4 月 16 日本校 108 學年度第 2 學期第 1 次教務會議修正通過
110 年 10 月 21 日本校 110 學年度第 1 學期第 1 次教務會議修正通過
111 年 10 月 19 日本校 111 學年度第 1 學期第 2 次文化創意產業學系系務會議修正通過

一、本學系為維持碩士在職專班研究生修業品質及修業上有共同規範，特依本校碩士班研究生共同修業辦法規定，訂定本學系碩士在職專班研究生修業要點（以下簡稱本要點）。

二、研究生必須修滿三十學分，內含論文六學分。並符合修業年限規定，於論文口試通過後，始得畢業。修業年限以一至四年為限，若未能在四年內修滿應修課程或未完成學位論文者，得再延長二年。

三、以同等學力報考錄取者，應加修相關課程至少四學分，選修科目由指導教授視其論文寫作之需要建議擇定。

四、研究生須依照下列規定辦理選課:

(一)一、二年級研究生每學期最少修五學分，最多修十八學分；三年級以上每學期最多修十八學分。如前一學期成績平均九十分以上者，經系主任同意後得加修一科。加修教育學程者、學分學程者，每學期所選教育學程、學分學程之課程，亦須內含於每學期修課最高學分上限。

(二)除「論文」外，任何一科至少四人選修，始得開課。

(三)「論文」一科，一學期三學分，須修習二個學期。

(四)同等學力入學之研究生補修學分或其他研究生得依其個人之需要到大學部修習相關課程，其成績均列入碩士班學期成績及畢業成績之計算。但不計列於畢業學分數。

(五)研究生經系所主任同意後得跨校、系、所（日間班）選修，至多六學分（每學期至多三學分）。

(六)依照本校學生抵免學分要點辦理學分抵免事宜，至多八學分，且論文及必修科目不得申請抵免。

(七)研究生應完成學術倫理數位課程並通過測驗，取得修課證明後，始能畢業。

(八)一、二年級研究生每學期最少修五學分，特殊情形經系主任同意者，不在此限。

五、論文指導教授之遴聘及其職責：

(一)研究生得於入學後、一年級第二學期結束前提出遴聘指導教授之申請。論文指導教授之聘請，經系主任同意聘請之。

(二)論文指導教授之職責在指導研究生撰寫論文計畫、論文及學業等相關事宜。

(三)指導教授之遴聘以本系專任與合聘教師為原則，每位指導教授至多同時指導

八位研究生為原則。

(四)指導教授之遴選如因研究之需要得聘請協同指導教授共同指導。

六、論文研究計畫發表暨審查：

(一)研究生修畢研究方法且修滿規定畢業學分中之百分之六十以上，始得提出論文研究計畫發表之申請。

(二)本學系研究生得以學術論文或創作論述提出論文計畫。

(三)論文計畫審查委員為二至三人，指導教授（含協同指導教授）為當然委員，另應加聘一名委員由校內助理教授以上之教師擔任之，並得視需要聘請校外委員一人。審查委員名單由指導教授推薦，經系主任審定後聘任之。

(四)各學年度論文研究計畫發表截止日期：上學期為一月三十一日；下學期為七月三十一日，逾期者不予受理。

(五)論文研究計畫審查須全體委員出席始得進行考試。考試評分以通過、修正後通過、未通過三項。但有二分之一以上（含）委員評定未通過時，以不及格論，評定以一次為限。論文研究計畫審查結果經評定為不及格時，三個月後得再提出發表申請。

七、論文口試與畢業：

(一)研究生於論文研究計畫通過後，在三個月後經指導教授同意及系主任審查核定，始得舉行口試；如有緊急重要之特殊情況，經指導教授同意及系主任核定後，亦可提出口試申請，然均須於口試日期十四天前提出申請。

(二)論文口試以創作論述方式，須於提出學位論文口試申請前，完成畢業創作公開展演，研究生請自行洽妥場地及展期，進行公開宣傳並記錄展演過程，並於口試及畢業論文中呈現展出證明。展演場地須經過系學術委員會開會審議確認，提送審議時間須於展演前一個月完成。

(三)研究生畢業創作作品必須是就讀碩士班創作之新作品。畢業創作展演規模須符合以下任一條件：

1.表演、動畫、新媒體類：作品至少一件。

2.平面類：作品大小、材料不拘，至少十五件。

3.立體類：作品大小、材料不拘，至少十件。

4.其他：應依系學術委員會審議結果辦理，提送審議時間須於申請論文研究計畫一個月前完成。

(四)論文口試委員至少三人，除論文研究計畫審查委員外，應有校外委員一人，其聘請程序依照研究計畫審查方式辦理。

(五)論文口試成績之評定與論文研究計畫審查同。論文口試不及格而依規定仍可繼續修業者，得重考一次。重考一次不及格者，應予退學。

(六)研究生應於口試十四天前，將論文分送各口試委員及系辦公室各一份，並於規定時間內完成論文口試。未依規定時限舉行論文口試，視為該學期未畢業。

(七)指導教授於學生論文口試完畢後，於當日將口試委員評分表等送交系辦公室。

(八)各學年度論文口試截止日期：上學期為一月十五日；下學期為七月十五日。

(九)通過論文口試後，應遵照口試委員會意見將論文修正，經指導教授審核後依

規定本數印製，連同中、英文摘要及論文電子檔送交系辦公室。

(十)研究生修滿規定學分與通過論文口試者得申請畢業，其上學期最後離校日期為下學期註冊日；下學期最後離校日期為八月十五日。逾期未辦妥離校手續者，視同該學期未畢業。

(十一)學位論文上傳前，應經論文比對系統比對，相似度指數需低於百分之三十，結果經指導教授簽名後，始得畢業。

八、論文指導教授、論文計畫發表審查委員及論文口試委員與研究生之間有利害關係時，應予迴避。

九、本學系研究生在學期間，應依本學系碩士班研究生參與學術活動實施要點規定，參與文化產業相關學術論文公開發表或學術活動，應完成積點之規定並提出證明，始得畢業。

十、碩士在職專班之碩士論文得以專業實務報告代替。其採計基準、應繳送資料及報告內容另訂之。

十一、本要點如有未盡事宜，悉依本校碩士班研究生共同修業辦法及相關規定辦理。

十二、本要點經系務會議、院務會議及教務會議通過，陳請校長核定後公布實施；修正時亦同。

本規章負責單位：文化創意產業學系

國立屏東大學文化創意產業學系專題研究課程評分要點

逐點說明表

修正法規名稱	現行法規名稱	說明
國立屏東大學文化創意產業學系專題研究課程評分要點	國立屏東大學文化創意產業學系專題研究課程評分要點	未修訂。
修正條文	**現行條文**	**說明**
一、為使本系教師指導專題研究課程評分方式有共同之依據，並完善課程成果檢核，特訂定國立屏東大學文化創意產業(以下簡稱本系)專題研究課程評分要點(以下簡稱本要點)。	一、為使本系教師指導專題研究課程評分方式有共同之依據，並完善課程成果檢核，特訂定國立屏東大學文化創意產業(以下簡稱本系)專題研究課程評分要點(以下簡稱本要點)。	未修訂。
二、本要點適用於本系教師指導專題研究課程，提供教師評定成績準則。專題研究成果製作分為三大類，創作類，企劃類，論文類，學生須於專題研究課程申請表中註明類別。	二、本要點適用於本系教師指導專題研究課程，提供教師評定成績準則。專題研究成果製作分為三大類，創作組，企劃組，論文組，於專題研究課程申請表中註明類別，每位專(兼)任教師指導至多3組。每組最多為3人。	文字潤飾。
三、專題研究申請表(含分組名單)最遲須在開學後一周內繳交至系辦公室，完成分組程序，學生選定指導教授如有困難，由系主任協調之。	三、專題研究申請表(含分組名單)最遲需在開學後一周內繳交至系辦公室，完成分組程序，學生分組或選定指導教授如有困難，由系主任協調之。	文字潤飾。
四、學生須於四年級上學期與四年級下學期選修專題研究，並於四年級下學期畢業前完成專題研究成果發表，未依進度完成者，視為該課程未通過。	四、學生須於三年級下學期與四年級上學期選修專題研究，並於四年級上學期畢業前完成專題研究成果發表，未依進度完成者，視為該課程未通過。	專題研究課程改為四年級上學期與四年級下學期選修。
五、專題研究成果發表分為校內作品展覽與論文發表兩種，辦理的時間同本系研討會時間。學生對於發表形式如有疑義，須於專題研究成果發表前一個月提交系學術委員會審查後確認。	五、成果發表係指於公開場合以口頭形式、海報形式、創作形式等發表者，對於發表形式如有疑義，須提交系學術委員會解釋。	重新訂定專題研究成果發表型式。
六、學生專題研究若採校內作品展覽形式，可另外選修「策展實務」課程加強策展能力。	六、審查方式由系主任聘請本系教師為審查委員，評定分數以 60 分為及格，未出席審查會者不予通過。	明訂採校內作品展覽形式，可另外選修「策展實務」課程。
七、專題研究成果四年級下學期	七、審查時間第一階段於三年級	明訂專題研究成

總成績計算方式，由各學生指導教師評分部分佔 50%；專題研究成果發表評分佔 50%，專題研究成果發表評分採方式由校內作品展覽與論文發表分組審查委員評分。評定分數以 60 分為及格。	下學期開學後(三月份)進行專題構想審查，第二階段於期末考週進行(六月份)專題進度審查。第三階段為專題成果審查(十月份)，審查缺席者該學期以不及格計算。	果總成績計算方式。
八、四年級導師須督導專題研究成果發表。四年級學生應自行組織籌備會，共同選舉執行長與副執行長各一位，由籌備會成員自行進行成果發表相關事務分工。	八、學生應自行組織籌備會，共同選舉執行長與副執行長各一位，由籌備會成員自行進行成果發表形式，地點選定，收支辦法與相關事務分工。	明訂專題成果發籌備會成員組成。
九、本要點如有未盡事宜，悉依系務會議所做之決議辦理。	九、本要點如有未盡事宜，悉依系務會議所做之決議辦理。	未修訂。
十、本要點經系務會議通過，陳請校長核定後公布施行；修正時亦同。	十、本要點經系務會議通過，陳請校長核定後公布施行；修正時亦同。	未修訂。

國立屏東大學文化創意產業學系專題研究課程評分要點(草案)

107年4月10日106學年度第2學期第2次系務會議通過
111年10月19日111學年度第1學期第2次系務會議通過

一、爲使本系教師指導專題研究課程評分方式有共同之依據，並完善課程成果檢核，特訂定國立屏東大學文化創意產業(以下簡稱本系)專題研究課程評分要點(以下簡稱本要點)。

二、本要點適用於本系教師指導專題研究課程，提供教師評定成績準則。專題研究成果製作分為三大類，創作類，企劃類，論文類，學生須於專題研究課程申請表中註明類別。

三、專題研究申請表(含分組名單)最遲須在開學後一周內繳交至系辦公室，完成分組程序，學生選定指導教授如有困難，由系主任協調之。

四、學生須於四年級上學期與四年級下學期選修專題研究，並於四年級下學期畢業前完成專題研究成果發表，未依進度完成者，視為該課程未通過。

五、專題研究成果發表分為校內作品展覽與論文發表兩種，辦理的時間同本系研討會時間。學生對於發表形式如有疑義，須於專題研究成果發表前一個月提交系學術委員會審查後確認。

六、學生專題研究若採校內作品展覽形式，可另外選修「策展實務」課程加強策展能力。

七、專題研究成果四年級下學期總成績計算方式，由各學生指導教師評分部分佔50%；專題研究成果發表評分佔50%，專題研究成果發表評分採方式由校內作品展覽與論文發表分組審查委員評分。評定分數以60分為及格。

八、四年級導師須督導專題研究成果發表。四年級學生應自行組織籌備會，共同選舉執行長與副執行長各一位，由籌備會成員自行進行成果發表相關事務分工。

九、本要點如有未盡事宜，悉依系務會議所做之決議辦理。

十、本要點經系務會議通過，陳請校長核定後公布施行；修正時亦同。

國立屏東大學文化創意產業學系碩士學會組織章程

草案全文

111 年 10 月 19 日 111 學年度第 1 學期第 2 次系務會議通過

一、 本學會定名為「國立屏東大學文化創意產業學系碩士學會」，簡稱屏大文創碩士學會（以下簡稱「碩學會」)。

二、 碩學會會址設於屏東市民生路 4-18 號(民生校區)文化創意產業學系系辦公室。

三、 碩會員由文化創意產業學系碩士班日間部及在職專班一、二年級學生組成。會長由日間部碩士班一年級副班代擔任；副會長由碩士在職專班一年級副班代擔任，任期為一學年。若有休學等相關情事，則由新任副班代擔任之，並經系主任同意後，即可就任。每學年於上學期開學第四週前辦理完新生迎新活動後，完成新舊任正副會長交接作業。每學年於上學期開學第四週前辦理完新生迎新活動後，完成新舊任正副會長交接作業。

四、 碩學會成立以提振學術研究風氣，促進同儕情誼為宗旨。碩學會事務如下：

（一）協助系辦公室辦理新生入學說明會。

（二）每學年上學期辦理新生迎新活動。

（三）協助辦理本系學術研討會。

（四）每學年下學期辦理期末送舊活動。

（五）其他活動辦理。

五、 除入學說明會及迎新活動由當屆會長及副會長協調碩士班二年級學生辦理之外，其餘活動由會長與副會長協調全體碩士班一年級學生辦理。

六、 辦法經系務會議通過後實施，修正時亦同。

國立屏東大學文化創意產業學系碩士學會組織章程

逐點說明表

規定	說明
一、本學會定名為「國立屏東大學文化創意產業學系碩士學會」，簡稱屏大文創碩士學會（以下簡稱「碩學會」）。	明訂碩學會之名稱。
二、碩學會會址設於屏東市民生路 4-18 號(民生校區)文化創意產業學系系辦公室。	明訂碩學會地址。
三、碩會員由文化創意產業學系碩士班日間部及在職專班一、二年級學生組成。會長由日間部碩士班一年級副班代擔任;副會長由碩士在職專班一年級副班代擔任，任期為一學年。若有休學等相關情事，則由新任副班代擔任之，並經系主任同意後，即可就任。每學年於上學期開學第四週前辦理完新生迎新活動後，完成新舊任正副會長交接作業。每學年於上學期開學第四週前辦理完新生迎新活動後，完成新舊任正副會長交接作業。	明訂碩學會正副會長的推選方式，並明訂任期與交接時間。
四、碩學會成立以提振學術研究風氣，促進同儕情誼為宗旨。碩學會事務如下： （一）協助系辦公室辦理新生入學說明會。 （二）每學年上學期辦理新生迎新活動。 （三）協助辦理本系學術研討會。 （四）每學年下學期辦理期末送舊活動。 （五）其他活動辦理。	明訂碩學會應辦理事務。
五、除入學說明會及迎新活動由當屆會長及副會長協調碩士班二年級學生辦理之外，其餘活動由會長與副會長協調全體碩士班一年級學生辦理。	明訂活動辦理之負責人員
六、辦法經系務會議通過後實施，修正時亦同。	本要點訂定與修正時，校內行政程序。