PPTELL 2020 and Critical Thinking Meeting Agenda - Day 2					
Time Taiwan (UTC+8)	Time Denton, TX (UTC-5)	2020/06/30 (Denton, TX) 2020/07/01 (Taiwan)			
0700~0800	1800~1900	Invited Speaker: (Room 1) Dr. Miguel Nussbaum Critical Thinking Critical Thinking and Creativity at COVID-19		Workshop: (Room 2) Dr. Xiaofei Lu Promoting Academic Genre Competence Using Corpus-Based Genre Analysis Activities	
		Chair: Dr. Michael Spector		Chair: Dr. Sadaf Munshi	
0800~0810	1900~1910	Keynote: Dr. Xiaofei Lu	Bro	eak	
0810~0910	1910~2010	(Room 1) Telepresence-Place-based Foreign Language Learning: Affordances, Design Principles, and Future Directions Chair: Dr. Sadaf Munshi			
0910~0920	2010~2020	Break			
0920-1020	2020~2120	Keynote: Prof. Lin Lin (Critical thinking) (Room 1) Critical Thinking, Technologies, and Future Workforce Chair: Dr. Michael Spector			
1020~1030	2120~2130	, , , , , , , , , , , , , , , , , , , ,	Bro	eak	
1030-1040	2130~2140	Oral presentation (Room 1): CT session chair: Ms. Brittany Lankford Paper 15 Is Computational Thinking Critical Thinking?	Oral presentation (Room 2) session chair: Ms. Hsuan Li Paper 23 Pre-Service Chinese Teachers Implementing a TPACK Framework in an Online Teaching Context Chang & Wei	Oral presentation (Room 3) session chair: Ms. Geneva Tesh Paper 25 The Relationship between Self- Determination, Success and English Language Acquisition: A Case Study of Human Determination, Self-Efficacy, & Success Khan, Benjamin & Mavers	Oral presentation (Room 4) session chair: Dr. Yi-Ju Wu Paper 30 A Preliminary Study of Pre-service Teachers' Development and Reflections on Online Teaching Hsu, Lan & Tseng
1040-1050	2140~2150	Paper 19 Using Holistic Design and Technology to Stimulate Critical Thinking in Mathematical Modeling Goodman	Paper 27 Using a Chinese Language Learning Motivation and Learning Strategies Platform to Instantiate Personalized Language Teaching Chen, Tu, Yang, Fang & Chang	Paper 31 Efficiency in Game Based Language Learning: A Meta- Analysis of Social-Network Gaming McKiddy	Paper 4 Effects of Scenery-Based Virtual Reality Dyadic Activities on English Writing for Tourism Purposes Lin, Liu, Chen & Jong
1050~1100	2150~2200	Paper 26 The Marketization and Globalization through Universities' Webpage: A Comparative Case Study about Two Universities in China through Critical Discourse Analysis Wang	Paper 24 Exploring the Possibility of Using a Humanoid Robot as a Tutor and Oral Test Proctor in Chinese as a Foreign Language Li, Yang & Shiota	Paper 34 Analytics in Online English Language Learning Environments Tesh & Larson	Paper 22 Discovering the Effects of 3D immersive Experience in Teaching English Oral Communication of Students in College of Medicine Wu, Lan, Huang, Lin & Tsai
1100~1110	2200~2210	Paper 32 Comparing Multimedia in Student-Centered vs. Teacher-Directed Math Classrooms Lankford	Q&A (20 mins)	Q&A (20 mins)	Q&A (20 mins)
1110~1120 1120~1130	2210~2220 2220~2230	Q&A (20 mins)			