

# Agenda

Date: September 29, 2018

Venue: International Conference Hall/Jiao 202, 2 Floor, Building of the College of Education, NTNU

Time	Activity		
08:30-09:00	Registration/Check In		
09:00-9:30	Opening Forum		
09:30-10:20	<b>Improvised Humor: Creativity in a Real Life</b> Professor Ovid JL Tzeng, Academia Sinica, Taiwan		
10:20-10:50	Coffee Break		
10:50-11:40	<b>From Computational Thinking to Computational Action</b> Professor Hal Abelson, Massachusetts Institute of Technology, USA		
11:30-12:30	<b>The RISE Framework of Creative Education: Theory and Application</b> Professor David Cropley, University of South Australia, Australia		
12:30-13:30	Lunch		
13:30-15:00	Innovative Experience Sharing	Oral Presentation	Poster Presentations
15:00-15:30	Coffee Break		
15:30-17:00	Innovative Experience Sharing	Oral Presentation	Poster Presentations

## Agenda

Date: September 30, 2018

Venue: International Conference Hall /Jiao 202, 2 Floor, Building of the College of Education, NTNU

Time	Activity	
08:30-09:00	Registration/Check In	
09:00-9:50	<b>STEM Learning Environment from Math experience in Japan</b> Professor Yoshinori Miyazaki, Shizuoka University, Japan	
9:50-10:20	Coffee Break	
10:20-11:10	<b>Game-Based Learning Demystified: Views on Design, Deployment and Exploitation in Finland</b> Dr. Kristian Kiili, Tampere University of Technology, Finland	
11:10-12:00	<b>STEM/STEAM Education: Essential in Preparing the Next Generation of Learners</b> Professor Edward Reeve, Utah State University, USA	
12:00-13:30	Lunch	
13:30-15:00	Innovative Experience Sharing	Oral Presentation
15:00-15:30	Coffee Break	
15:30-17:00	蒼海一聲笑，孰勝孰出？分析互聯網經營策略 Mr. Hua-Bin Xu, Tencent, China	
17:30-19:30	Dinner and Award Ceremony	

## 議程

日期：民國107年9月29日(六)

地點：國立臺灣師範大學教育學院 2 樓教 202 國際會議室

時間	活動內容		
08:30-09:00	註冊/報到		
09:00-9:30	開幕式		
09:30-10:20	<b>Improvised Humor: Creativity in a Real Life</b> 臺灣中央研究院 曾志朗 院士		
10:20-10:50	早茶時間		
10:50-11:40	<b>From Computational Thinking to Computational Action</b> 美國麻省理工學院 Hal Abelson 院士		
11:40-12:30	<b>The RISE Framework of Creative Education: Theory and Application</b> 澳洲南澳大學 David Cropley 教授		
12:30-13:30	午餐		
13:30-15:00	實務分享	口頭論文發表	壁報論文發表
15:00-15:30	午茶時間		
15:30-17:00	實務分享	口頭論文發表	壁報論文發表

## 議程

日期：2018年9月30日(日)

地點：國立臺灣師範大學教育學院 2 樓教 202 國際會議室

時間	活動內容	
08:30-09:00	註冊/報到	
09:00-9:50	<b>STEM Learning Environment from Math experience in Japan</b> 日本靜岡大學 Yoshinori Miyazaki 教授	
9:50-10:20	早茶時間	
10:20-11:10	<b>Game-Based Learning Demystified: Views on Design, Deployment and Exploitation in Finland</b> 芬蘭坦佩雷理工大學 Kristian Kiili 資深研究員	
11:10-12:00	<b>STEM/STEAM Education: Essential in Preparing the Next Generation of Learners</b> 美國猶他州立大學 Edward Reeve 教授	
12:00-13:30	午餐	
13:30-15:00	實務分享	口頭論文發表
15:00-15:30	午茶時間	
15:30-17:00	<b>蒼海一聲笑，孰勝孰出？分析互聯網經營策略</b> 騰訊社交平台部(QQ) 許華彬總經理	
17:30-19:30	晚宴暨頒獎典禮	

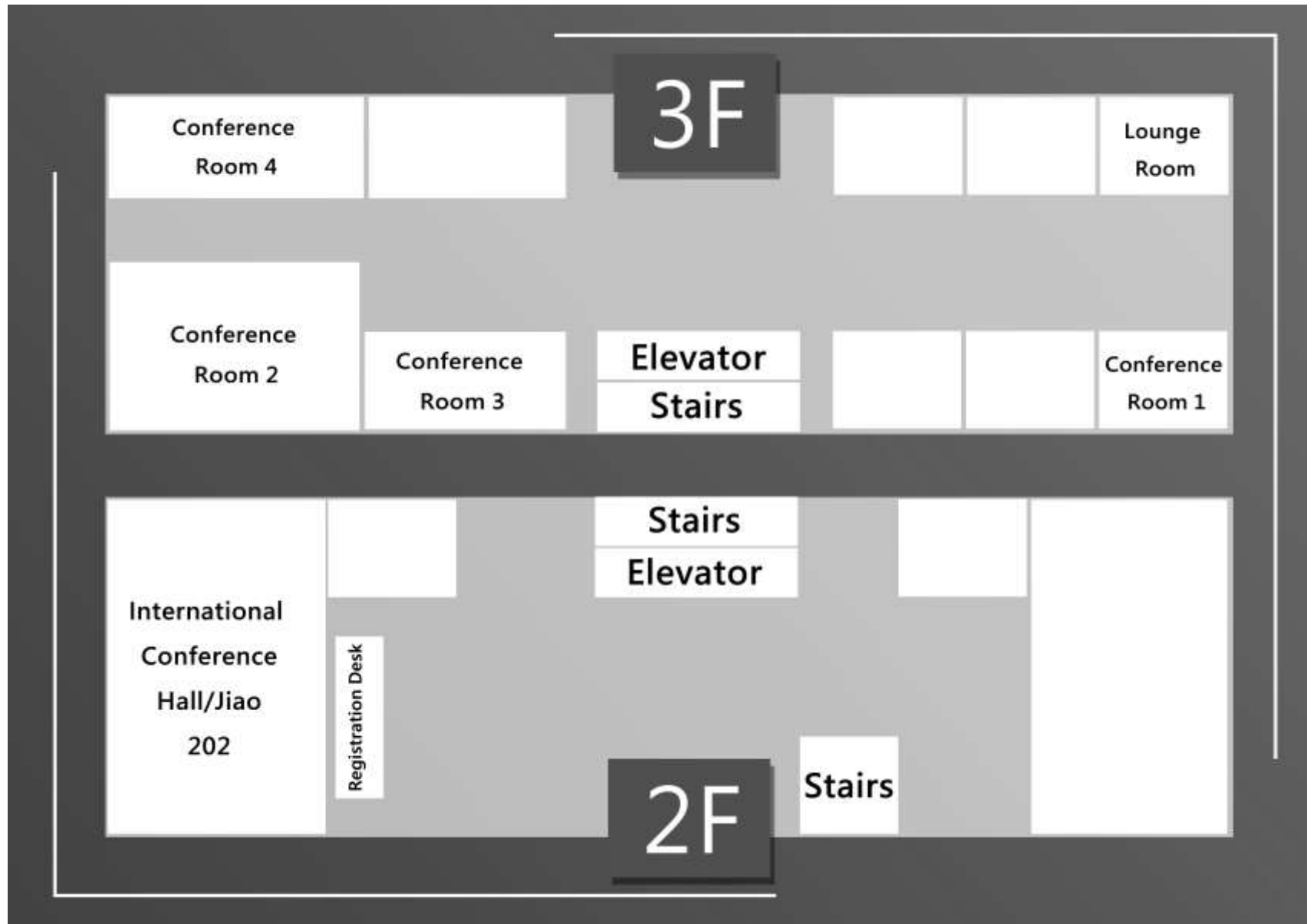
## Presentation Guideline

1. There is a 13-minute limit for oral presentations. A reminder bell will ring once at the 11-minute mark and twice at the 13-minute mark as a reminder to quickly wrap up your presentation.
2. After all presentations have finished, the host will hold a 15-minute Q&A Session. Please raise your hand to ask questions.
3. Questions to the speaker may be answered one by one or all at once depending on the host's instructions.
4. Please turn off or mute all phone and electronic devices and refrain from walking around and talking on the phone during the conference.

## 發表指南

- 一、每篇文章發表時間為 13 分鐘，第 11 分鐘時響鈴一聲，請準備結束文章發表；第 13 分鐘時響鈴兩聲，請停止文章發表。
- 二、單場次所有文章發表後，現場提問順序，由主持人依舉手先後次序為主，單場次的討論時間以不超過 15 分鐘為原則。
- 三、發表者回覆提問，應依主持人裁定，採一併回答或逐條回答等方式進行。
- 四、請與會來賓將隨身攜帶的行動電話關機或改為震動靜音，避免在會場中走動或接聽電話，以免影響會議進行。

# Conference Layout



## Programme

Session 1: 13:30-15:00 (September 29, 2018)

Venue: Conference Room 1, 3F, Building of the College of Education, NTNU

<b>Paper ID</b>	<b>Paper Title</b>	<b>Authors</b>
ICCSM-RC001	The Relationship among Cognitive Load, Learning Interest, and Self-Confidence Enhancement in Playing Board Game	Feng-Shu Wu Jian-Hong Ye
ICCSM-RC002	Self-Efficacy in Playing Game Predicts Game Performance Mediated by Intrinsic Cognitive Load and Flow Experience in Playing Chinese Radical Assembly Game	Hung-Jen Yang Jian-Hong Ye
ICCSM-RC003	Rethinking of Planned Abandonment under the Perspective of Environment	Yan-Feng He
ICCSM-RC004	The Relationship among Achievement Motivation, Epistemic Curiosity, Learning Engagement and Learning Intention: A Case of Thai Language Learning	Nitiwat Watthanapas Jian-Hong Ye Jhen-Ni Ye
ICCSM-RC005	Exploring the Kids' Interest Maintained in Using Card Game to Learn Kinds of Fruits	Yi-Yao Lee
ICCSM-RC007	Research on Innovative Business Model of Social Enterprise: A Case Study of Bookhouse60	Tse-Ping Dong Wan-Yi Jhan
ICCSM-RC008	Internet Cognitive Fatigue Affects Gameplay Interest and Gameplay Anxiety in a game OTouch	Mei-Syuan Chen
Tea Break 15:00 - 15:30		

## Programme

Session 2: 13:30-15:00 (September 29, 2018)

Venue: Conference Room 2, 3F, Building of the College of Education, NTNU

Paper ID	Paper Title	Authors
ICCSM-RC010	A Qualitative Study on Preschool Teachers' Perceptions on Innovation in Their Daily Practice	Nan-Xi Chen
ICCSM-RC011	The Study of Enhancing Elementary School Students' Interest in English by Applying Shaking Fun	Ming-Ju Cheng
ICCSM-RC012	The Study of the Ninth-Graders' Interest, Attitudes, and Achievements by Using Quizlet Website to Learn English Vocabulary	Chien-Ying Lu Jian-Hong Ye
ICCSM-RC013	The study was to analyze the motivation and experience of Taiwanese working holiday	Wan-Yi Chen
ICCSM-RC015	Gender Differences in Imagination Disposition and Imagination Thinking	Chun-Hsin Chang Cheng-Jung Lin
ICCSM-RC016	The Relationship between Imagination Disposition and Functional Thinking	Cheng-Jung Lin Chun-Hsin Chang
ICCSM-RC017	A Study on Relationships among Core Competences, Blue Ocean Strategy and School Effectiveness in Innovative Leadership of Principals of Senior High Schools	Chu-Cheng Huang
ICCSM-RC020	Gender Differences of High School in Epistemic Value: A Case Study of Playing 3D Motorcycle Digital Game Learning	Shiun-Taung Jan Sheng-Yuan Chang Yao-Ting Sung
Tea Break 15:00 - 15:30		



## Programme

Session 3: 13:30-15:00 (September 29, 2018)

Venue: Conference Room 3, 3F, Building of the College of Education, NTNU

Paper ID	Paper Title	Authors
ICCSM-RM002	On the Primary Stage of Somatosensory Creation Toy Design	Wen-Te Chang Yu-Hung Chien
ICCSM-RM003	Study on Teaching Belief and Intelligent Belief to Hands-On Attitude and Help-Seeking Behavior	Pei-Yun Lai Jian-Hong Ye
ICCSM-RM004	A Study of Openness, Neuroticism, Hands-On Making Attitude and Self-Efficacy of Making Miniatures of Students Participating in PowerTech	Jian-Jie Pei
ICCSM-RS001	The Research of the Robot Competition Innovation Platform Based on the Theory of STEAM	Cheng-Min Wang Wan Wei
ICCSM-RS004	Continuance Intention of the Students attending the PowerTech Competition Relevant to Their Self-Efficacy and Help-Seeking	Hsiu-Yen Chu
ICCSM-RS005	The Use of STEM in 2274 BC: A Case of Dujiangyan Irrigation System	Jian-Hong Ye Ya-Jun Wang
Tea Break 15:00 - 15:30		

## Programme

Session 4: 13:30-15:00 (September 29, 2018)

Venue: Conference Room 4, 3F, Building of the College of Education, NTNU

<b>Paper ID</b>	<b>Paper Title</b>	<b>Authors</b>
ICCSM-PS001	機械大軍勇闖天關非夢事	楊士陞
ICCSM-PS003	開展仿生機器人創作及創新學科教學培養學生的創新創造能力	楊軍
ICCSM-PS011	Maker 教育與團隊經營	楊元彰
ICCSM-PS012	從學生參加青少年科技創作競賽的學習歷程談自造教育的推動模式	黃俊仁
Tea Break 15:00 - 15:30		

## Programme

Session 5: 15:30-17:00 (September 29, 2018)

Venue: Conference Room 1, 3F, Building of the College of Education, NTNU

Paper ID	Paper Title	Authors
ICCSM-RC030	Effects of Knowledge Building on Junior High School Students' Reading Comprehension	Yi-Mei Chen
ICCSM-RC031	Implementation of Reflections in Pre-service Teacher Training — Formative Peer Review of Teaching for IB Education	Ya-Hsun Tsai Xin-Xian Yu
ICCSM-RC035	Goal Achievement Motivation relevant to Perceived Usefulness and Ease of Comprehension of Entrepreneurship Courses that Affect Intention to Start-Up Business Mediated by Attitude towards Attending Classes of Entrepreneurship	Chieh Chien Mei-Hung Chen Jian-Hong Ye
ICCSM-RC036	The Theoretical Verification of the Innovative Leadership of High School Principals and the Application in the Educational field	Chu-Cheng Huang
ICCSM-RC037	The Effects of Dramas and Mind Maps in Creative Teaching Activities on Chinese Language Abilities of the Fourth Grade Students in Elementary School	Fang-Ju Liu
ICCSM-RC038	The Research between the Tutoring Time of High School Students and Deep Learning and Writing Ability - Take Twelfth Graders for Example	Chia-Ni Lee
ICCSM-RC040	The Opportunities and Influence of Internet Celebrities (“Wang Hong”) on Learning --- A Case Study of Vocational High School First Grade Students	Wan-Hsuan Yen Shih-Chi Chou
ICCSM-RC041	A Study on the Application of Educational Technology in Promoting Music Interests of Primary School Students	Wei-Ting Chen

## Programme

Session 6: 15:30-17:00 (September 29, 2018)

Venue: Conference Room 2, 3F, Building of the College of Education, NTNU

Paper ID	Paper Title	Authors
ICCSM-RS006	Goal achievement Motivation and Team Cohesiveness Affect the Continuance Intention in a Hands-On Making Competition	Tsai-Ru Fang
ICCSM-RS008	Displaying Chemical Molecular Model Design in Virtual Reality	Da-Wei Lu Yen-Chun Chen Ho-Yin Tsoi
ICCSM-RS009	The Effectiveness of STEM Education for the Design Self-Efficacy and Design Interest in Fashion Design	Jing-Yun Fan Jian-Hong Ye
ICCSM-RS010	The Influences of Continuance Intention on Help-Seeking, Hands-On Making Attitude and Behavior of Mama's Boy	Chung-I Lin
ICCSM-RS012	Project Research on STEAM Curriculum – Taking "Animal Imitating Beasts" as an Example	Chow-Chin Lu Shih-Yin Ma
ICCSM-RS013	A Study on the Importation of STEM Robotics Course on High School Students' Computer Programming Self-Efficacy and Computational Thinking	Chia-Ying Lee Chin Chung Tsai
ICCSM-RS014	Aeronautical Conception Embedded STEAM Curriculum Design and Practice for Makers	Shyan-Jer Lee Chung-Yu Huang Lynn Farh

## Programme

Session 7: 15:30-17:00 (September 29, 2018)

Venue: Conference Room 3, 3F, Building of the College of Education, NTNU

Paper ID	Paper Title	Authors
ICCSM-PC001	IEYI 世界青少年發明展指導感言——帶隊參展的心路歷程	林麗華
ICCSM-PC002	小創意，大發明	楊宜倫
ICCSM-PC003	IEYI 在設計思維班之一路走來	蔡芳玲
ICCSM-PC004	創意 Maker 公館 Super~公館國小的創新科技夢	謝祥宏
ICCSM-PC005	概念圖引入發明展創客實作競賽	陳淑華 吳宏達 吳語萱
ICCSM-PC008	揮動創意魔法棒 打造特色好學園	張信務
ICCSM-PC009	回首來時路~我與 IEYI 的不解之緣	陳建良 王雅芬

## Programme

Session 8: 15:30-17:00 (September 29, 2018)

Venue: Conference Room 4, 3F, Building of the College of Education, NTNU

Paper ID	Paper Title	Authors
ICCSM-PS005	以少兒編程教學為基礎，自幼培養兒童學科交叉融合之理念	周菡曉 劉敬德 郭暢 余巖
ICCSM-PS006	STEAM 教育的永續與創新—以新北市安和與民安國小科展作品為例	洪珮瑀 林建毅
ICCSM-PS007	小創客的 STEAM 能力之培養	簡佑宏 孔奕嬪 曾鈺涵 邱語涵 楊于萱 張方瑜
ICCSM-PS008	國小結合 3D 列印與雷射切割之 STEAM 導向自造課程之設計與實施	簡佑宏 曾鈺涵 邱語涵 孔奕嬪 張方瑜 楊于萱
ICCSM-PS010	展翅雲端 e 創客 STEAM 校園自由行 自由軟體在國小校園創新應用實務	蔡明貴

## Programme

Session 9: 13:30-15:00 (September 30, 2018)

Venue: Conference Room 1, 3F, Building of the College of Education, NTNU

Paper ID	Paper Title	Authors
ICCSM-RC018	Study on Applying Improvisational Creativity Training into Performing Arts in-Service Teacher Education	Sheng-Tao Fan
ICCSM-RC024	The Research for Relation between Discovery of Self Effectiveness and Cognitive Curiosity and Intention for Students Constantly Participating IEYI	Yi-Shan Lin
ICCSM-RC026	The Effects of Knowledge Building and Collaborative Learning on Students' English Reading Comprehension	Yen-Yu Yeh
ICCSM-RC027	Dialogue between "Multiple" and "Artistic" Images—Research on the Multiple Evaluation of Aesthetic Education by Chinese Students	Pin-Cih Lin Chuen-Min Huang
ICCSM-RC028	High School Students' Continual Participation in Game Intentions: A Case Study of 3D Motorcycle Digital Gaming Learning	Sheng-Yuan Chang Siun-Taung Jan Yao-Ting Sung
ICCSM-RC029	The Application of an Interactive Virtual Reality Game in Spatial Ability Learning	Wen-Hung Chao Rong-Chi Chang
ICCSM-RC032	The Relationship among Scientific Attitudes, Self-efficacy, Experiential Value, Partner's Trust, Scientific Curiosity and Academic Achievement - A Case of the High School Students After Playing the Board Game	Chih-Yu Chen
Tea Break 15:00 - 15:30		

## Programme

Session 10: 13:30-15:00 (September 30, 2018)

Venue: Conference Room 2, 3F, Building of the College of Education, NTNU

Paper ID	Paper Title	Authors
ICCSM-RS015	The Learning Performance Related to Metacognition, Cognition Load and Flow Experience in Green Energy Inquiry Learning	Kuan-Cheng Chu Chi-Ruei Tsai
ICCSM-RS016	Developing Students' Spatial Reasoning Skills in Three Orthogonal Views: A Design-Based Research with Game-Based Learning	Yi-Chao Chang Yun-Zu Chen Kai-Lin Yung
ICCSM-RS017	The Study of Teaching Beliefs on Positive Mentality and Help-Seeking Behavior	Pei-Kai Chen Jian-Hong Ye
ICCSM-RS018	An Initial Research on Implementing STEAM Education Outdoor	Chin-Shueh Chen
ICCSM-RS020	Smartphones, Science, & ESL: An Innovative Perspective for Creating Interdisciplinary Pedagogical Practice	Brady Michael Jack
ICCSM-RS021	A Multifunctional Maker's Laboratory Module for Science Inquiry	Sulis Priyanto Chien-Rong Lu
ICCSM-RS022	Curriculum Development of Interdisciplinary Teaching Innovation	Yi-Wen Su Ching-Hsiang Yu Ting-mei Yu Chun Tsung Hsueh Chia-Yen Tsai Ling-Jiun Du Shiou-Ru Fan
Tea Break 15:00 - 15:30		



## Programme

Session 11: 13:30-15:00 (September 30, 2018)

Venue: Conference Room 3, 3F, Building of the College of Education, NTNU

<b>Paper ID</b>	<b>Paper Title</b>	<b>Authors</b>
ICCSM-RC033	Edify: An Interactive Foreign Language Trainer	Rosalyn P. Reyes Evelyn C. Samson Julius Garcia
ICCSM-RC034	Find and Tap: A Mobile Application and Assistive Technology for Children with Dysgraphia	Romer E. Gesmundo Julius G. Garcia
ICCSM-RC039	Project Based Learning for Higher Education 4.0 A Case Study: STIKI	Eva Handriyantini Anita Saiful Yahya
ICCSM-RS007	Reflections on the Construction of Kindergarten's Science Curriculum in Perspective of STEAM Education	Chao Geng
ICCSM-RS011	The Educational Value of the Sol y Agua Digital Game into Middle School Science Class	Diana Minerva Camberos Rangel Angel Ortega Monika Akbar
ICCSM-RS023	The Effects of Lesson Applying STEAM Education of Students in Loei Rajabhat University	Siriporn Srichantha
Tea Break 15:00 - 15:30		

## Programme

Session 12: 13:30-15:00 (September 30, 2018)

Venue: Conference Room 4, 3F, Building of the College of Education, NTNU

Paper ID	Paper Title	Authors
ICCSM-PC006	推升新漢餅潮運動：烘焙產業的創新行銷策略	王志美
ICCSM-PC007	開展創造力教育的金鑰_以插角國小特色課程為例	陳宥然
ICCSM-PC010	教育創業精神在小學教育之實踐：以一位卓越校長為例	楊智先
ICCSM-PC011	智慧相續、創意永續的教育生命力	李惠敏
ICCSM-PM001	智慧創客的食農教育課程實踐～以新北市瑞平國小 KTAV 學習食譜為例	施惠珍
ICCSM-PS002	PowerTech 仿生機器人的驚奇之旅	林承賢
ICCSM-PS009	經營創意教學之心路歷程	呂紹川
Tea Break 15:00 - 15:30		

## Programme

Session of Poster : 13:30-15:00 (September 29, 2018)

Venue: Lobby, 3F, Building of the College of Education, NTNU

Paper ID	Paper Title	Authors
ICCSM-RC009	The Factors Affecting Continuance Intention of NFC Proximity Mobile Payments on SmartPhone	Yu-Pin Kao
ICCSM-RC014	Self-Efficacy, Achievement Motivation and Engagement of Extension Education Students - Case Study of National Taiwan Normal University	Hsiao-Hsin Lai
ICCSM-RC021	Using Push-pull Mode to Explore Intention Usage of "iTaiwan Free Wi-Fi"	Tzu-Hua Chen
ICCSM-RC022	Behavioral Intention of shopping in Internet Celebrity Fans	Wan-Ting Yang
ICCSM-RC023	Prosocial Behavior Affects Emotional Labor and Job Performance: A Case Study of Shop Service in A Telecommunication Company	Mei-Chou Chen
ICCSM-RC025	The Design of Innovative Interaction Model Based on Augmented Reality and TRIZ Theory in Primary Learning	Tzu-Hsuan Chen
ICCSM-RM001	Maker Education Opens a New Era of Education	Wun-Yuan Chang
ICCSM-RS019	Design Learning Scaffolds for STEM Instruction Based on VR	Yu-Hui Ma Jiong Guo
ICCSM-PS004	STEAM Couse Taking a Preschool Lipstick Class in an Educational Institution in Chengdu as an Example	Yu-Bing Zeng
Tea Break 15:00 - 15:30		

# Traffic Guidance

**Address:** 129, Sec. 1, Heping E. Rd., Da'an Dist., Taipei City 10645

## Transportation

Vehicles	Directions
MRT	<ul style="list-style-type: none"><li>● Take Zhonghe-Xinlu Line or Songshan-Xindian Line and get off at Guting Station (Exit 5). Walk alongside Heping East Road for 8 minutes to reach NTNU Main Campus.</li><li>● Take Songshan-Xindian Line and get off at Taipower Building Station (Exit 4). Walk alongside Shi Da Road for 8 minutes to reach NTNU Main Campus.</li><li>● If you head from Taipei Main Station, please take Tamsui-Xinyi Line to Chiang Kai-Shek Memorial Hall Station, and transfer to Songshan-Xindian Line. Please visit Taipei Rapid Transit Corporation for more information.</li></ul>
Bus	<ul style="list-style-type: none"><li>● Get off at either "National Taiwan Normal U." or "National Taiwan Normal U. General Building." Look up bus routes at Taipei Bus Information and Transit System.</li></ul>
YouBike	<ul style="list-style-type: none"><li>● There are many YouBike Stations around NTNU Main Campus, such as "NTNU Library," "MRT Taipower Building Sta. (Exit 2)," "MRT Dongmen Sta. (Exit 4)," "Xinsheng &amp; Heping Intersection," and "Jinshan &amp; Aiguo Intersection." Please visit Taipei Bike Sharing System Service for more information.</li></ul>
Drive	<ul style="list-style-type: none"><li>● National Freeway No. 1: Yuanshan Interchange --&gt; Jianguo Elevated Road --&gt; Turn right to Heping East Road --&gt; NTNU</li><li>● National Freeway No. 3:<ul style="list-style-type: none"><li>■ Muzha Interchange --&gt; Xinhai Road --&gt; turn right to Roosevelt Road --&gt; Turn right to Heping East Road --&gt; NTNU</li><li>■ Ankeng Interchange --&gt; Huanhe N-S Expressway --&gt; Shuiyuan Expressway --&gt; Turn right to Shida Road --&gt; NTNU</li></ul></li></ul>

## Parking

Two underground parking areas are adjacent to the NTNU General Building as well as the Field and Track. Since there are limited parking lots, visitors are encouraged to take public transportation to reach NTNU Main Campus.

## 交通指南

地址：106 台北市大安區和平東路一段 129 號

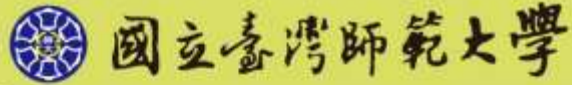
### 交通方式

#### 交通工具 說明

捷運	<ul style="list-style-type: none"><li>● 搭乘中和新蘆線【橘線】或松山新店線【綠線】於「古亭站」下車，自五號出口往和平東路方向直行約八分鐘即可到達。</li><li>● 搭乘松山新店線【綠線】於「台電大樓站」下車，自四號出口往師大路方向直行約八分鐘即可到達。</li><li>● 如從台北車站前來，請先搭乘淡水信義線【紅線】至「中正紀念堂站」轉乘松山新店線【綠線】。詳細路線與票價，請上台北捷運公司查詢。</li></ul>
公車	<ul style="list-style-type: none"><li>● 鄰近站牌為「師大」、「師大綜合大樓」，有多條公車路線經過，請上台北市公車資訊查詢。</li></ul>
微笑單車	<ul style="list-style-type: none"><li>● 圖書館校區前即有「臺灣師範大學（圖書館）」站點，其他鄰近站點有「捷運東門站（四號出口）」、「捷運台電大樓站（二號出口）」、「金山愛國路口」、「新生和平路口」。更多資訊，請上台北市公共自行車查詢。</li></ul>
自行開車	<ul style="list-style-type: none"><li>● 中山高速公路：圓山交流道下→建國南北快速道路→右轉和平東路→臺灣師大校本部</li><li>● 北部第二高速公路：<ul style="list-style-type: none"><li>■ 木柵交流道→辛亥路→右轉羅斯福路→右轉和平東路→臺灣師大校本部</li><li>■ 安坑交流道→新店環河快速道路→水源快速道路→右轉師大路→臺灣師大校本部</li></ul></li></ul>

### 停車資訊

本校共有校本部（操場下方）與綜合大樓（圖書館側）二停車場。因停車位有限，請儘量使用公共交通工具。



Map of National Taiwan Normal University (Main Campus II)

### 校本部II配置圖



自動體外心臟電擊去顫器  
Automated External Defibrillator



汽車停車場  
Vehicle Parking



提款機  
ATM



郵局  
Post Office



餐廳  
Restaurant or Cafe

2013.08.15