

課程內容：

週次	日期	上課內容
1	7/7	新奇有趣的研究主題
2	7/14	資料庫找文獻
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4	7/28	問卷的設計
5	8/4	資料的建檔
6	8/11	統計分析(spss,amos 統計軟體)
7	8/18	論文 1-6 章撰寫
8	8/25	論文投稿(國際期刊)

鄭美圓-投稿之國際期刊

1.Cheng-Shih Lin ¹, Mei-Yuan Jeng ² and Tsu-Ming Yeh (2018).The Elderly Perceived Meanings and Values of Virtual Reality Leisure Activities: A Means-End Chain Approach, nternational Journal of Environmental Research and Public Health(SSCI). Received: 15 January 2018; Accepted: 2 April 2018; Published: 3 April 2018

2. Mei-Yuan Jeng, Liang-Chih Chang, and Ching-Yi Wang (2017) Video games reduce autonomic nervous system dysfunction among older adults with lower limb disability, *Geriatrics & Gerontology International(SSCI)*, accepted, 2017.02.23. (2015 Impact Factor: 2.229)

3. Mei-Yuan Jeng¹ & Fan-Yun Pai^{2,3} & Tsu-Ming Yeh³(2016) The Virtual Reality Leisure Activities Experience on Elderly People, *International Society for Quality-of-Life(SSCI)*, Published online:01 February 2016.

4. Mei-Yuan Jeng, Tsu-Ming Yeh (2016) “The Effect of Consumer Values on the Brand Position of Green Restaurants by Means-End Chain and Laddering Interviews”, *Service Business (SSCI)*, Vol.10, No.1, pp.223-238, 2016.03