

A. 具審查制度期刊論文

收錄於國外期刊論文

1. **Chen, S. T.**, Dattilo, J., & López Frías, F. J. (2018). Helping older adults pursue the good life: Advice from sages and social psychologists. *Therapeutic Recreation Journal*, 52(2), 170-189.
doi:10.18666/TRJ-2018-V52-I2-8577
2. Kim, J., **Chen, S. T.**, & Hwang, S. H. (2018). Effectiveness of Web-based physical activity interventions for older adults: A systematic review of randomized controlled trials. *International Journal of Human Movement Science*, 12(2), 69-87. doi:10.23949/ijhms.2018.08.12.2.5
3. Lorek, A., Dattilo, J., Mogle, J., Freed, S., Frysinger, M., & **Chen, S. T.** (2017). Staying connected: Recommendations by older adults concerning community leisure service delivery. *Journal of Park and Recreation Administration*, 35(3), 94-112. doi:10.18666/JPRA-2017-V35-I3-7682
4. Liou, M., **Chen, S. T.**, Fu, H. C., & Chiang, I. T. (2015). Effects of somatosensory video games on simple reactions of institutional-dwelling older adults with mild-cognitive impairments. *Proceedings of the International Conference on Advanced Learning Technologies*, 428-429. (EI)
5. **Chen, S. T.**, Chiang, I. T., Liu, E. Z. F., & Chang, M. (2012). Effects of improvement on selective attention: Developing appropriate somatosensory video game interventions for institutional-dwelling elderly with disabilities. *TOJET: The Turkish Online Journal of Educational Technology*, 11(4), 409-417. (SSCI)
6. **Chen, S. T.**, Huang, Y. G. L., & Chiang, I. T. (2012). Using somatosensory video games to promote quality of life for the elderly with disabilities. *Proceedings of the 4th IEEE International Conference on Digital Game and Intelligent Toy Enhanced Learning*, 258-262. (EI)
7. Chiang, I. T., Tsai, J. C., & **Chen, S. T.** (2012). Using Xbox 360 Kinect games on enhancing visual performance skills on institutionalized older adults with wheelchairs. *Proceedings of the 4th IEEE International Conference on Digital Game and Intelligent Toy Enhanced Learning*, 263-267. (EI)
8. Liu, I. T., Chiang, I. T., **Chen, S. T.**, & Chen, S. R. (2012). A comparison of differences in Wii performance and perceived life quality among physical active and inactive aging males in the community. *Proceedings of the 4th IEEE International Conference on Digital Game and Intelligent Toy Enhanced Learning*, 207-211. (EI)
9. Wu, T. Y., Chang, Y. C., **Chen, S. T.**, & Chiang, I. T. (2012). A Preliminary study on using augmented virtuality to improve training for intercollegiate

archers. *Proceedings of the 4th IEEE International Conference on Digital Game and Intelligent Toy Enhanced Learning*, 212-216. (EI)

收錄於國內期刊論文

10. 古博文、斯塔布斯.布蘭登、**陳上迪**、陳俐蓉（已接受）。青少年靜態行為與睡眠之系統性文獻回顧。 *體育學報 (TSSCI)*
11. 古博文、**陳上迪**、孫文榮、陳俐蓉（已接受）。高齡者靜態行為與憂鬱症狀之文獻回顧。 *中華心理學刊 (TSSCI)*
12. 古博文、**陳上迪**、鄭聖儒、陳俐蓉（2019）。成人每日靜態時間建議上限。 *台灣公共衛生雜誌*, 38 (3), 228-235。 (TSSCI)
13. 張伯茹、**陳上迪**（2019）。環境干擾對中高齡女性使用都市綠園道之戶外休閒、地方依附與幸福感之關係, *戶外遊憩研究*, 32 (2), 39-65。 (TSSCI)
14. **陳上迪**、姜義村（2013）。體感式遊戲對養護機構高齡者簡單反應之影響。 *大專體育學刊*, 15 (3), 277-287。 (TSSCI)
15. 姜義村、**陳上迪**（2012）。數位體感遊戲對於促進高齡族群之健康效益。 *中華體育季刊*, 26 (1), 39-47。 (TSSCI)
16. **陳上迪**、姜義村、王聖杰（2011）。以休閒緩衝壓力模式探討高齡喪偶婦女規律運動之歷程。 *嘉大體育健康休閒期刊*, 10 (3), 72-81。
17. **陳上迪**、姜義村（2011）。阻力訓練對於安養機構高齡者跌倒預防之效益與執行建議。 *彰化師大體育學報*, 10, 11-25。
18. 姜義村、**陳上迪**、高銘麟（2010）。回顧已開發國家在促進婦女身體活動及規律運動之政策與其對我國之啟示。 *休閒運動健康評論*, 2 (1), 1-11。

正在審查中的期刊論文

19. **Chen, S. T.**, Stevinson, C., Tien., T., Chen, L. J., & Ku, P. W. (under review). Accelerometer-measured daily steps and cognitive ability in older adults: A two-year follow-up study. *Experimental Gerontology*. (SSCI)
20. **Chen, S. T.**, Jinshil, H., Graefe, A. R., Mowen, A. J., Almeida, D. M., & Sliwinski, M. J. (under review). The influence of leisure engagement on daily emotional well-being. *Leisure Science*. (SSCI)
21. **Chen, S. T.**, Jinshil, H., Graefe, A. R., Almeida, D. M., Mowen, A. J., & Sliwinski, M. J. (under review). Associations of enjoyable activities with uplift events in adulthood: Effects on momentary positive affect. *Aging and Mental Health*. (SSCI)
22. Dattilo, J., Lorek, A., Sliwinski, M. J., **Chen, S. T.**, & Hill, N. (under review). An exploratory study examining effects of video-assisted leisure education on older adults. *Journal of Leisure Research*. (SSCI)

B. 學術專書

1. 羅元宏、陳桂敏、劉文禎、顏克典、宋映呈、林家茜、**陳上迪**、林伶利、侯佳惠、范育成 (2013)。老人休閒活動設計 (ISBN: 9789865828127)。臺中：華格納出版社。

C. 全文收錄具審查制度學術研討會論文集

1. **Chen, S. T.**, Hyun, J., & Sliwinski, M. J. (2018). Turning mood around: Uplift events moderate the effects of stress anticipation on working memory. *Innovation in Aging*, 2(suppl 1), 1003. doi:10.1093/geroni/igy031.3724
2. Chiang, I. T., Fu, H. C., **Chen, S. T.**, Wu, H. C., Tsai, S. H., & Liu, M. (2015). Using complexity theory to construct a digital learning environment facilitating experiential life education programs on elementary school teachers and students. *Proceedings of the International Conference on Education in Mathematics, Science & Technology*, 174-180.
3. Wu, H. C., Chiang, I. T., **Chen, S. T.**, Chen S. R., Tsai, S. H., & Fu, H. C. (2015). The effects of using somatosensory videogames to promote "life-effectiveness" of children in elementary schools. *Proceedings of the International Conference on Education in Mathematics, Science & Technology*, 195-200.
4. Fu, H. C., Chiang, I. T., **Chen, S. T.**, Tsai, S. H., Liu, M., & Wu, H. C. (2015). Possibility of using somatosensory videogames to promote zero hour physical education in elementary schools in Taiwan: a qualitative perspective. *Proceedings of the International Conference on Education in Mathematics, Science & Technology*, 201-206.
5. Liu, M., Lee, A. J. Y., Chang, C. Y., Wu, H. C., Fu, H. C., **Chen, S. T.**, & Chiang, I. T. (2013). Impacts of a one-month somatosensory game intervention on reaction and health-related quality of life on elderly. *Proceedings of the 21st International Conference on Computer in Education 2013*, 611-615.
6. Chiang, I. T., Liu, M., Wu, H. C., Chang, C. Y., Fu, H. C., **Chen, S. T.**, & Yeh, C. H. (2013). Which one works better? Testing outcomes of using a somatosensory game intervention and a chair-based exercise program on elderly. *Proceedings of the 21st International Conference on Computer in Education 2013*, 639-641.
7. **Chen, S. T.**, Chiang, I. T., Liu, E. Z. F., & Chang, M. (2012). Outcomes of using a somatosensory video game on enhancing selective attention of institutional-dwelling elderly with disabilities. *Proceedings of the 12th International Educational Technology Conference*, 570-577.
8. Chiang, I. T., Liu, E. Z. F., **Chen, S. T.**, & Shih, R. C. (2011). Using web 2.0

social networking to enhance collaborative learning in preparing graduation events. In Chang, M. et al. (Eds.), *Lecture Notes in Computer Science: Vol. 6872. Edutainment 2011* (pp. 440-444). Taipei, Taiwan: Springer Berlin Heidelberg.

D. 研討會發表

國外研討會發表

1. **Chen, S. T.**, Chang, P. J., Jao, Y. L., & Dattilo, J. (2019). Effects of leisure education on older adults: A systematic review. The 11th International Association of Gerontology and Geriatrics (IAGG) Asia/Oceania Regional Congress. Taipei, Taiwan. October 23-27.
2. **Chen, S. T.**, Hyun, J., Sliwinski, M. J., Almeida, D., Graefe, A., & Mowen, A. (2019). Associations of enjoyable activities with uplift events: Effects on momentary positive affect. The Academy of Leisure Sciences' (TALS) annual conference on research and teaching, Greenville, SC. February 26 - March 1.
3. **Chen, S. T.**, Hyun, J., & Sliwinski, M. J. (2018). Turning mood around: Uplift events moderate the effects of stress anticipation on working memory. Gerontological Society of America (GSA) annual scientific meeting. Boston, MA. November 14-18
4. **Chen, S. T.**, Hyun, J., Graefe, A., & Sliwinski, M. J. (2018). Does leisure experience act as resources to cope with stressors increase positive affect in daily life? National Recreation and Park Association (NRPA) conference, Indianapolis, IN. September 29-30.
5. **Chen, S. T.**, Dattilo, J., & Ram, N. (2017). Connections between perceived leisure, daily control, and daily social support. Pennsylvania State University mini-conference on multivariate/longitudinal methods, State College, Pennsylvania. May 4.
6. **Chen, S. T.**, Kim, J., & Hodge, C. (2016). Web-based interventions for promoting physical activity in older adults: A systematic review. National Environment and Recreation Research (NERR) Symposium, Annapolis, Maryland. April 3-5.
7. Liu, M., **Chen, S. T.**, Fu, H. C., & Chiang, I. T. (2015). Effects of somatosensory video games on simple reactions of institutional-dwelling older adults with mild-cognitive impairments. International Conference on Advanced Learning Technology. July 6-9.
8. Chiang, I. T., Fu, H. C., **Chen, S. T.**, Wu, H. C., Tsai, S. H., & Liu, M. (2015). Using complexity theory to construct a digital learning environment facilitating experiential life education programs on elementary school teachers and students. International Conference on Education in

Mathematics, Science & Technology (ICEMST 2015), Antalya, Turkey. April 23-26.

9. Fu, H. C., Chiang, I. T., **Chen, S. T.**, Tsai, S. H., Liu, M., & Wu, H. C. (2015). Possibility of using somatosensory videogames to promote zero hour physical education in elementary schools in Taiwan: A qualitative perspective. International Conference on Education in Mathematics, Science & Technology, Antalya, Turkey. April 23-26.
10. Wu, H. C., Chiang, I. T., **Chen, S. T.**, Chen S. R., Tsai, S. H., & Fu, H. C. (2015). The effects of using somatosensory videogames to promote "life-effectiveness" of children in elementary schools. International Conference on Education in Mathematics, Science & Technology, Antalya, Turkey. April 23-26.
11. Chiang, I. T., Fu, H. C., Wu, H. C., Liu, M., & **Chen, S. T.** (2015). Motivation and experience in playing somatosensory games of elderly in nursing homes. International Conference on Advances in Social Sciences (ICASS), Bangkok, Bangkok. January 2-3.
12. Chiang, I. T., Liu, M., Wu, H. C., Chang, C. Y., Fu, H. C., **Chen, S. T.**, & Yeh, C. H. (2013). Which one works better? Testing outcomes of using a somatosensory game intervention and a chair-based exercise program on elderly. 21st International Conference on Computer in Education (ICCE 2013), Bali, Indonesia. November 18-22.
13. Liu, M., Lee, A. J. Y., Chang, C. Y., Wu, H. C., Fu, H. C., **Chen, S. T.**, & Chiang, I. T. (2013). Impacts of a one-month somatosensory game intervention on reaction and health-related quality of life on elderly. 21st International Conference on Computer in Education (ICCE 2013), Bali, Indonesia. November 18-22.
14. **Chen, S. T.**, Chiang, I. T., Liu, E. Z. F., & Chang, M. (2012). Outcomes of using a somatosensory video game on enhancing selective attention of institutional-dwelling elderly with disabilities. 12th International Educational Technology Conference (IETC), Taoyuan, Taiwan. July, 11-13.
15. **Chen, S. T.**, Huang, Y. G. L., & Chiang, I. T. (2012). Using somatosensory video games to promote quality of life for the elderly with disabilities. IEEE International Conference on Digital Game and Intelligent Toy Enhanced Learning, Takamatsu, Japan. July, 11-13.
16. Chiang, I. T., Tsai, J. C., & **Chen, S. T.** (2012). Using Xbox 360 Kinect games on enhancing visual performance skills on institutionalized older adults with wheelchairs. IEEE International Conference on Digital Game and Intelligent Toy Enhanced Learning, Takamatsu, Japan. July, 11-13.
17. Liu, I. T., Chiang, I. T., **Chen, S. T.**, & Chen, S. R. (2012). A comparison of

differences in Wii performance and perceived life quality among physical active and inactive aging males in the community. IEEE International Conference on Digital Game and Intelligent Toy Enhanced Learning, Takamatsu, Japan. July, 11-13.

18. Wu, T. Y., Chang, Y. C., **Chen, S. T.**, & Chiang, I. T. (2012). A Preliminary study on using augmented virtuality to improve training for intercollegiate archers. IEEE International Conference on Digital Game and Intelligent Toy Enhanced Learning, Takamatsu, Japan. July, 11-13.
19. Chiang, I. T., Liu, Z. F., **Chen, S. T.**, & Shih, R. C. (2011). Using web 2.0 social networking to enhance collaborative learning in preparing graduation events. Edutainment 2011, Lecture Notes in Computer Science (LNCS), Taipei, Taiwan. September 7-9.

國內研討會發表

20. 張伯茹、**陳上迪** (2019)。都市綠園道物理環境對高齡者戶外活動之影響。2019 第 21 屆休閒、遊憩、觀光學術研討會暨國際論壇，臺中、臺灣。
21. 張伯茹、**陳上迪** (2018)。中高齡女性環境干擾、戶外休閒、地方依附與幸福感：以都市綠園道為例。2018 第 20 屆休閒、遊憩、觀光學術研討會暨國際論壇，臺北、臺灣。
22. 吳信緻、陳志維、傅修淇、張吉堯、劉懋、**陳上迪**、姜義村 (2013)。養護機構高齡者對於不同類型體感遊戲經驗之初探。體育運動學術團體聯合年會暨學術研討會，桃園，臺灣。
23. 張吉堯、吳信緻、陳志維、傅修淇、**陳上迪**、劉懋、姜義村 (2013)。使用數位電子遊戲評估失能老人之反應能力之初探。體育運動學術團體聯合年會暨學術研討會，桃園，臺灣。
24. 周廷原、姜義村、**陳上迪** (2011)。以跆拳道世界排名前三國家探討我國跆拳道發展之策略。休閒暨運動產業管理學術研討會，屏東，臺灣。
25. 周廷原、姜義村、**陳上迪** (2011)。週期性肌力訓練對於柔道選手王沁芳肌力增加之效益。休閒暨運動產業管理學術研討會，屏東，臺灣。
26. 王聖杰、姜義村、**陳上迪** (2011)。以休閒緩衝壓力模式探討高齡喪偶婦女規律運動歷程。休閒暨運動產業管理學術研討會，屏東，臺灣。
27. 張斌士、**陳上迪**、姜義村、高銘麟 (2010)。發展數位化休閒運動課程之歷程：以榮民之家住民為例。體育運動學術團體聯合年會暨學術研討會，臺北，臺灣。
28. **陳上迪**、姜義村 (2010)。女性學生自我體型認知、健康生活品質與身體活動之研究。體育運動學術團體聯合年會暨學術研討會，臺北，臺灣。

研究計畫參與

1. 臺灣科技部延攬博士後研究人才計畫博士後研究，計畫名稱：老年靜態行為與憂鬱症狀：24小時活動分析的觀點（計畫主持人：古博文）。執行單位：國立彰化師範大學運動健康研究所。計畫編號：MOST-108-2811-H108-500 (2019/8~現在)
2. 美國國家老齡研究所研究計畫研究助理，計畫名稱：愛因斯坦老化研究 (Einstein Aging Study, EAS) (計畫主持人：Dr. Martin Sliwinski)。執行單位：美國賓州州立大學健康老化研究中心 (2019/6~2019/7)
3. 美國國家老齡研究所研究計畫研究助理，計畫名稱：探討壓力對於老化認知、生理與情緒的影響 (Effects of Stress on Cognitive Aging, Physiology, and Emotion, ESCAPE) (計畫主持人：Dr. Martin Sliwinski)。執行單位：美國賓州州立大學健康老化研究中心 (2018/6~2018/7)
4. 美國聯邦政府健康資源服務局研究計畫研究助理，計畫名稱：老年勞動力教育推廣計畫 (The Geriatric Workforce Education Project, GWEP) (計畫主持人：Dr. Martin Sliwinski)。執行單位：美國賓州州立大學健康老化研究中心 (2015/8~2017/7)
5. 臺灣科技部專題研究計畫(一般研究計畫)研究助理，計畫名稱：對！我動(YA! iMOVE!)」個人化休閒教練APP軟體研發計畫（計畫主持人：姜義村）。執行單位：國立彰化師範大學運動健康研究所。計畫編號：NSC100-2511-S018-030 (2011/11~2012/10)
6. 臺灣科技部專題研究計畫(一般研究計畫)研究助理，計畫名稱：以複雜理論發展泛自閉症障礙症候群成人互助家庭中非工作時間之長期照護安養模式研究 (2) (計畫主持人：姜義村)。執行單位：國立彰化師範大學運動健康研究所。計畫編號：NSC96-2516-S018-011 (2010/11~2011/7)
7. 臺灣行政院衛生署國民健康局研究計畫研究助理，計畫名稱：探討影響婦女的身體活動及規律運動之因素與對策（計畫主持人：姜義村）。執行單位：國立彰化師範大學運動健康研究所。計畫編號：DOH99-HP-1401 (2010/8~2010)