

參考文獻

- [1] Chorng-Shiuh Koong, “The Design and Implementation of a Script Language and Playback System for Electronic Story Book”, Master Thesis of N.C.T.U Taiwan, 1995.
- [2] Dong-Ying Lee, ”An Authoring Environment for the Integration and Presentation of 2D and 3D Courseware Patterns “, Master Thesis of N.C.T.U. Taiwan, 2003.
- [3] Fach, P.W, “Design reuse through frameworks and patterns” Software, IEEE , Volume: 18 Issue: 5 ,2001 P71 -76.
- [4] Coplien, J.O, “Idioms and patterns as architectural literature”, Software, IEEE , Volume: 14 Issue: 1 , Jan.-Feb. 1997 P36 -42.
- [5] Fowler, M, “Patterns [software patterns]”, Software, IEEE , Volume: 20 Issue: 2, 2003 P56 -57.
- [6] Claire Sanders, Charlie Scott, Paul Wolfe, Building VRML Worlds, Berkeley/Osborne McGraw-Hill, 1997.
- [7] 汪洋，虛擬實境-VRML設計寶典，文魁資訊股份有限公司，台北，民國 88 年。
- [8] 嚴子翔，VRML虛擬實境網頁語言，知城數位科技股份有限公司，台北，民國 90 年。
- [9] Wei-Yi Huang, ” The Design and Implementation of a Script-to-VRML Translator for 3D Webpage”, Master Thesis of N.C.T.U. Taiwan, 2001.
- [10] Yi -Chen Tung, ” The Design and Implementation of a 3D Visual Authoring System For 3D Virtual Presentation”, Master Thesis of N.C.T.U. Taiwan, 2001.
- [11] 林龍震，3DS MAX/VIZ立體建模實務，金禾資訊股份有限公司，台北，民國 92 年。
- [12] 猶他茶壺工作室，tureSpace6 動畫寶典，知城數位科技股份有限公司，台北，民國 92 年。
- [13] Virtock Technologies, Vizx3D, <http://www.vizx3d.com> , 2004-04-20.
- [14] Jyi-Sheng Tyan, “The Design and Implementation of a Script Language and Playback System for Scenario-Based Electronic Book”, Master Thesis of N.C.T.U. Taiwan, 1999.
- [15] Shih-Fang Chuang, “The Design and Implementation of a Visual Language for

- Scenario Based Electronic Book”, Master Thesis of N.C.T.U. Taiwan, 1999.
- [16] Ming-Huei Lin, ”The Design and Implementation of a Script Language and Playback System for 3D Scenario Based Electronic Story Book”, Master Thesis of N.C.T.U. Taiwan, 2001.
- [17] Kotula, J, “Using patterns to create component documentation”, Software, IEEE , Volume: 15 Issue: 2, 1998 P84 -92.
- [18] Blanca, M.; Gutierrez, P.; Satriani, G, “SPI patterns: learning from experience”, Software, IEEE , Volume: 18 Issue: 3 ,2001 P28 -35.
- [19] Grady Booch, Object-Oriented Design with Applications, Benjamin/Comings Publishing Company, Inc, 1994.
- [20] (美) Jobn R. 、Tony Mason 、Doug Brown 著，lex & yacc中譯本，林偉豪譯，美商歐萊禮股份有限公司台灣分公司，台北，民 88。
- [21] Chorng-Shiuh Koong, “A Component-based Visual Scenario Construction Environment for Non-Programming Users to Create Interactive Electronic Books”, a Ph.D. dissertation of N.C.T.U. Taiwan, 1998.
- [22] 林生傳，教育研究法—全方位的統整與分析，心理出版社，台北，民國 92 年。
- [23] 黃國光，SPSS與統計原理剖析，松崗電腦圖書資料股份有限公司，台北，民國 89 年。
- [24] 林傑斌、陳湘、劉明德，SPSS 11 統計分析實務設計寶典，博碩文化股份有限公司，台北，民國 91 年。