



特色課程(一)

論文引述引用與期刊資料庫查詢

交大科管所

學術倫理課程發展計畫



學習目標

- 瞭解如何避免抄襲/剽竊的方法。
- 瞭解如何引用(citation)與列出參考文獻(references)。
- 瞭解引用時會遭遇的問題。
- 學會使用 EndNote 基本功能。
- 學會匯入期刊資料庫文獻資料。
- 學會文獻檔案如何優化整理。
- 推廣同儕間閱讀知識與心得分享的機制。



抄襲/剽竊

- 在研究中取用他人的構想或成果而未適當地註明
- 翻譯他人研究成果當作自己的研究，未註明出處
- 牛津字典：
plagiarism: *The practice of taking someone else's **work** or **ideas** and passing them off as one's own.*
(資料來源：<http://www.oxforddictionaries.com>)



避免抄襲/剽竊

- 在研究中參考其他研究者的成果、整理相關研究文獻之後註明來源，並且需要將論證的邏輯編排清楚讓讀者瞭解哪些是前人的成果、哪些是本次研究的推論
- 三種方式
 - 引述(Quotation)
 - 摘寫(Summary)
 - 改寫(Paraphrase)



引述(Quotation)

- 將其他研究的字詞、或句子不經增刪修改，直接採取原有的文字，並註明出處。
- 兩種常用的表示方式：
 - 只引述少量(例如依APA規定英文在40字以內)直接以引號或斜體字標示，不必另外獨立一段。
 - 引述的量較大、多個句子時，需要將引述的部份獨立一段，斜體標示並且需要縮排。
- 通常會用在特定的定義、特殊用字(wording)、或是為了表示原文陳述的用字與語氣等等。

Gamification [7-9] has evolved as a promising technique to increase customer engagement over the web. The idea behind gamification is to insert game dynamics into web interactions to make activities more fun and thus enhance customer engagement[9][8].

範例來源：

Bista, S.K.; Nepal, S.; Paris, C., "Engagement and Cooperation in Social Networks: Do Benefits and Rewards Help?," in *Trust, Security and Privacy in Computing and Communications (TrustCom)*, 2012 IEEE 11th International Conference on , vol., no., pp.1405-1410, 25-27 June 2012.

摘寫(Summary)

- 將其他研究的成果摘要、濃縮主要重點，而不偏離原文陳述的論點，並註明出處。
- 可用在描述既成事實、他人的研究結果及使用的研究方法。
- 與引述不同，若無特殊用字或定義型的描述，單純陳述事實的話不需要特別引述完整原文，這時就應該用摘寫。

According to Gartner research (2009) the goals of gamification are to ‘achieve higher levels of engagement, change behaviors and stimulate innovation’. Burguillo, (2010) introduced the game mechanic of competition or Competition based Learning (CnBL), to motivate students and increase their learning performance. The combination of game theory with the use of friendly competitions was found to provide a strong motivation for students.

範例來源：

Cronk, M. (2012). Using Gamification to Increase Student Engagement and Participation in Class Discussion. In T. Amiel & B. Wilson (Eds.), Proceedings of EdMedia: World Conference on Educational Media and Technology 2012 (pp. 311-315). Association for the Advancement of Computing in Education (AACE).



改寫(Paraphrase)

- 可以說是一種「換句話說」的工夫；將他人研究成果或推論的重點，以自己的觀點進行詮釋，並註明原文出處。
- 通常會將不同研究者的成果進行整理，將他們的論點進行匯整之後再以自己的觀點與邏輯進行鋪陳、埋梗。

carrying them out. To maintain the intrinsic motivation in individuals, it is necessary to satisfy the following psychological and social needs:

Autonomy: Autonomy refers to the sense of will when performing a task. When activities are performed by personal interest, perceived autonomy is high. Providing opportunities to choose, using positive feedback and not controlling the instructions given to people, have been shown to improve the autonomy and consequently, the intrinsic motivation of individuals [13].

Competence: Competence is the need of the people to participate in challenges and feel competent and efficient. The factors that improve the experience of competition, such as the opportunities for acquiring new knowledge or skills, be optimally challenged [2] or receive positive feedback, improve the perceived level of competition and therefore it also improves intrinsic motivation.

Relatedness: Relatedness is experienced when a person feels connected to others. Intrinsic motivation will be strengthened in relations that convey security, making this type of motivation appears more frequently and in a more robust way [12, 3]. The current integration between games and social networks is very interesting to use it as a reinforcing motivation.

範例來源：

Aparicio, A.F., Vela, F.L.G, Sánchez, J.L.G, Montes, J.L.I. Analysis and application of gamification. in the 13th International Conference on Interacción Persona-Ordenador Article. 2012.

引用參考文獻的目的

- 常言道：「站在巨人的肩膀上」
- 需要考量到如何讓讀者容易看：
 - 過去研究做到哪邊，其他人做過哪些事
 - 過去研究有什麼缺口、有什麼可以再精進
 - 過去研究有什麼優點可以參酌、有什麼研究方法已經發展得足夠成熟；論點是有憑有據的
 - 有相當發展與研究成果的學派、理論、原則、模型
 - 別的研究已經經過驗證有一定可信度
- 透過整理，以有邏輯的方式讓讀者知道為什麼要做這個研究、為什麼要用這個研究方法、為什麼要用這種模型……等，來說服讀者這篇研究是有貢獻的。



引用與列出參考文獻的方式

1. Introduction

Thailand is not only a latecomer in industrialization but recently the country has also changed from a weak to a stronger patent regime since the first amendment of the Patent Act in 1992.

As earlier mentioned, production technologies and skills are mainly tacit in nature. Transfer at this level is by means of technology assistance in the forms of training (mostly on the job) and giving advice. IPR is not an issue. Nonetheless, for higher level of technologies such as design and development are proprietary knowledge of carmakers and global suppliers (sub-system integrators) who own patent in their home countries, and increasingly, in Thailand. Case studies of indigenous firms illustrate that 'automatic' or 'passive' transfer of knowledge is almost impossible. Successful firms like Daisin gained this capability neither from their joint venture partners, nor their customers (carmakers). It had to follow an 'independent' learning route by building up its own capabilities as well as leveraging external knowledge from other sources outside its existing production networks. Similarly, in order to build such capabilities, Summit Group had to collaborate with a local university, take over a Japanese firm, and recruit foreign engineers together with setting up its own R&D centre. Stronger patent regimes can be an obstacle and indigenous firms have to be 'active' learners in order to climb up technological ladders.

This study shows that to initiate a catching up mode of IPR regime, policy makers should look beyond laws and regulations by playing more attention to build up the preconditions for catching up, which should be viewed as inseparable elements of such mode of IPR. They should not depend on TNCs' decision but should attempt to formulate and implement policies to strengthen indigenous absorptive capacity of local firms, facilitate the mechanisms of knowledge diffusion, and improve enabling environment such as supporting local firms in hiring retired engineer from TNCs or enhancing local firms to collaborate with public researchers in order to climb up technological ladder.

References

Berger, M., 2005. Upgrading the System of Innovation in Late-Industrialising Countries – The Role of Transnational Corporations in Thailand's Manufacturing Sector. Dissertation Kiel University, Germany, March.

is different from the case in NIEs (Intarakumnerd and Charoenporn, 2010).

Nonetheless, the automotive industry in Thailand is quite an exception. It started in the early 1960s when transnational corporations (TNCs) built their assembly plants there. High demand

378–411.

- Intarakumnerd, P., Charoenporn, P., 2013. Knowledge transfer in the Thai automotive industry and impacts from changing patent regimes. In: Mani, S., Nelson, R.R. (Eds.), TRIPS Compliance, National Patent Regimes and Innovation: Evidence and Experience from Developing Countries, 2013. Edward Elgar Publishing, Massachusetts, pp. 113–171.
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- Neamsup, Y., 2011. Deputy Managing Director of R&D Large Vehicle, Sammitr Motor Manufacturing Co., Ltd., Personal Conversation, 24 March.
- Omura, E., 2011. Chief of Technical Center, Toyota Motor Asia Pacific Engineering & Manufacturing (TMAP-EM), Personal Conversation, 16 July.
- Park, W., 2008. International patent protection: 1960–2005. *Res. Policy* 37, 761–766.
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- Techakanont, K., 2002. A Study on Inter-Firm Technology Transfer in the Thai Automotive Industry, Unpublished Ph.D. Dissertation, Hiroshima University, Hiroshima.
- Techakanont, K., Terdudomtham, T., 2004. Evolution of inter-firm technology transfer and technological capability formation of local parts firms in the Thai automobile industry. *J. Technol. Innov.* 12 (2), 151–183.
- Tumrasvin, T., 2011. Assistant Manager, NISSAN Technical Centre South-East Asia, Personal Conversation, 30 March.
- United Nations Industrial Development Organization (UNIDO), 2006. The Role of Intellectual Property Rights in Technology Transfer and Economic Growth: Theory and Evidence. Working paper for Strategic Research and Economics Branch, UNIDO, Vienna.

引用
(citation)

前面有引用的文章，後面也一定要列表；但前面若沒有引用的話，後面也不能列。

參考文
獻列表

範例來源：

Intarakumnerd, P. and P. Charoenporn, Impact of stronger patent regimes on technology transfer: The case study of Thai automotive industry. *Research Policy*, 2015. 44(7): p. 1314–1326.

引用有不同的格式(style)

- 常見的有APA、Numbered、Harvard.....等

Flow theory proposed by Nakamura and Csikszentmihalyi (2002) indicates that a system, which provides suitable level of difficulties and challenges that need relatively higher skills, will make users enjoy in a “flow” state. The flow state is an experience that a user is completely involved in the context and less aware of time spent. The theory suggests designers to provide appropriate and various challenges or tasks for users, and even to provide personalized design. Thus, in a gamification system, we should evaluate users’ perceived challenges and their self-efficacy of using the gamification mechanism.

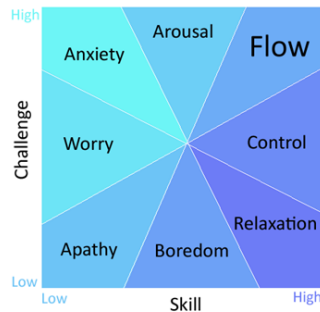


Figure 1. Flow theory [Nakamura & Csikszentmihalyi, 2002] LearningICVL.

Nakamura, Jeanne, & Csikszentmihalyi, Mihaly. (2002). The concept of flow. In C. R. Snyder (Ed.), *Handbook of positive psychology* (pp. 89-105). New York, NY, US: Oxford University Press.

O'Donovan, Siobhan. (2012). Gamification of the Games Course *Technical Report CS12-04-00*. Department of Computer Science, University of Cape Town.

Perryer, Chris, Scott-Ladd, Brenda, & Leighton, Catherine. (2012). Gamification: Implications for Workplace Intrinsic Motivation in The 21st Century. *AFBE JOURNAL*, 5(3), 371-381.

Ring, Lisa. (2013). *Towards an assesment of gamification : comparing game design elements with android design principles*. Paper presented at the Proceedings of Umeå's 16th student conference in computing science : USCCS 2013, Umeå.

Flow theory proposed by Nakamura and Csikszentmihalyi [26] indicates that a system, which provides suitable level of difficulties and challenges that need relatively higher skills, will make users enjoy in a “flow” state. The flow state is an experience that a user is completely involved in the context and less aware of time spent. The theory suggests designers to provide appropriate and various challenges or tasks for users, and even to provide personalized design. Thus, in a gamification system, we should evaluate users’ perceived challenges and their self-efficacy of using the gamification mechanism.

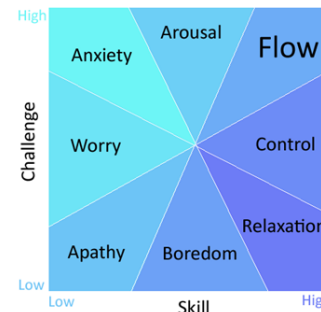


Figure 1. Flow theory [26]

範例來源：
Lin, W.T., An Investigation of Users' Experience and Behavior of Perceived Gamification Mechanics in Websites · 2014 ·

tion and social
p. 82-91.

25. Venkatesh, V., et al., *USER ACCEPTANCE OF INFORMATION TECHNOLOGY: TOWARD A UNIFIED VIEW*. MIS Quarterly, 2003. 27(3): p. 425-478.

26. Nakamura, J. and M. Csikszentmihalyi, *The concept of flow*, in *Handbook of positive psychology*, C.R. Snyder, Editor. 2002, Oxford University Press: New York, NY, US. p. 89-105.

27. Fogg, B., *A behavior model for persuasive design*, in *Proceedings of the 4th International Conference on Persuasive Technology* 2009, ACM: Claremont, California. p. 1-7.

28. Lucassen, G. and S. Jansen, *Gamification in Consumer Marketing - Future or Fallacy?* Procedia - Social and Behavioral Sciences, 2014. 148(0): p. 194-202.

手動引用時會遇到的問題

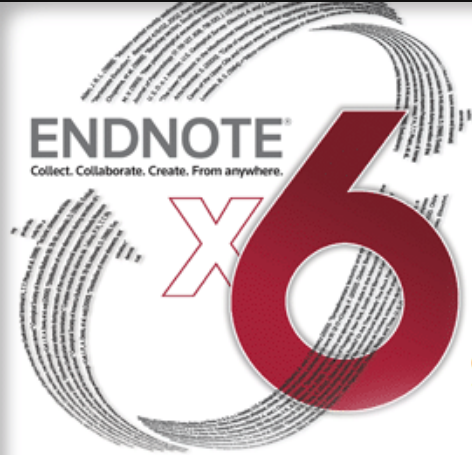
- 打錯字、格式未正確輸入
- 重複輸入同樣的文獻 (在Numbered style時常會發生)
- 要在原有段落插入新的引用，以致後面所有數字都要修改，不但耗時也可能造成數字未對到。
- 例：

1. Introduction

Gamification, defined as “Using game elements in non-game contexts.” [1], has been applied in many fields as a solution to engage users in sustainable specific behaviors, such as learning [2, 3], commercial sales [4], employee motivating [5], carbon reduction motivating [6], online community [7, 8], etc. There are various types of gamified mechanics and elements, such as achievement and awards [9-14], competition and leaderboard [3, 15-17], social communities [7, 13, 16, 18-20], and epic meaning [18, 19]. Researchers have found the effectiveness of gamification to motivate users [21] and to enhance user experience, attitude, loyalty, and willingness of continuously use [1, 22].

好用的文獻管理軟體 EndNote

- 可在引用後自動生成參考文獻
- 能夠自動調整格式
- 管理文獻書目




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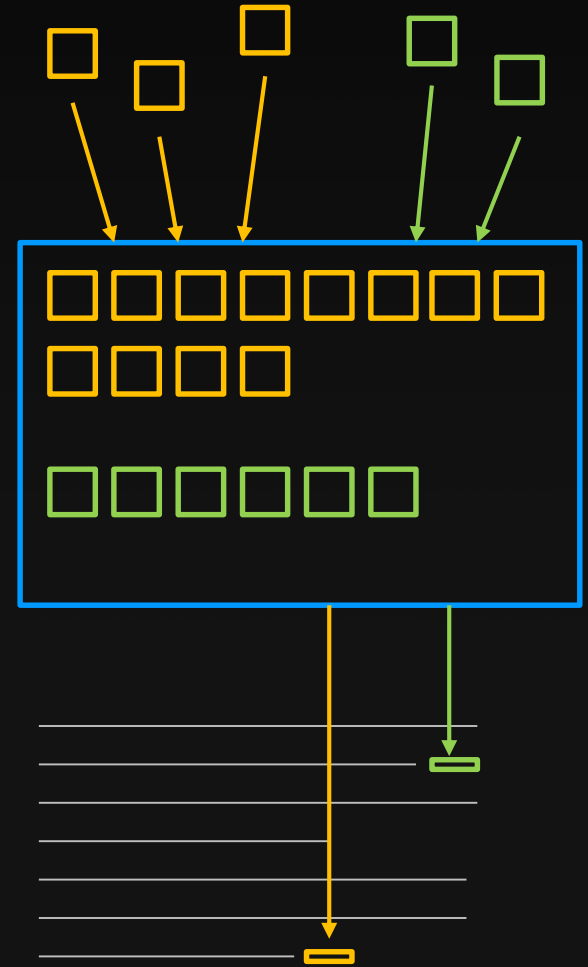
Contact your EndNote License administrator
for more information.

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CiteWhileYouWrite™ patented technology. U.S. Patent No. 8,082,241

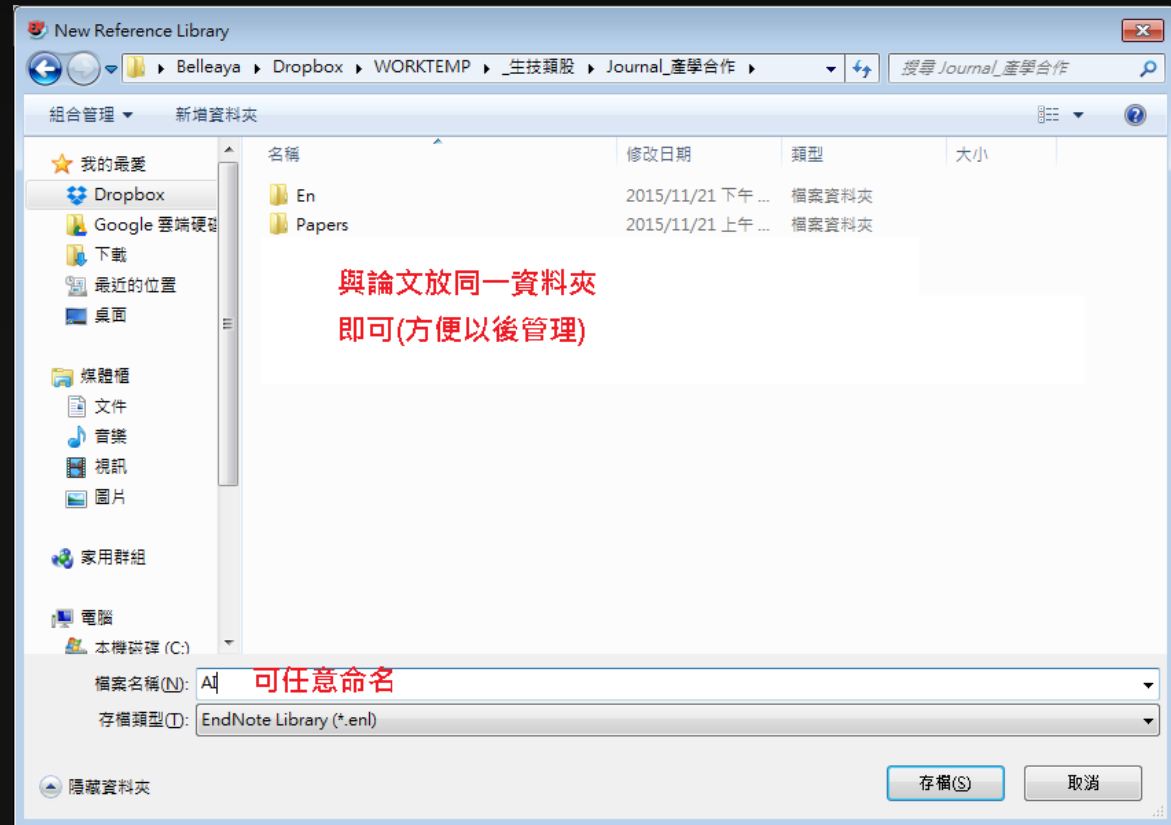
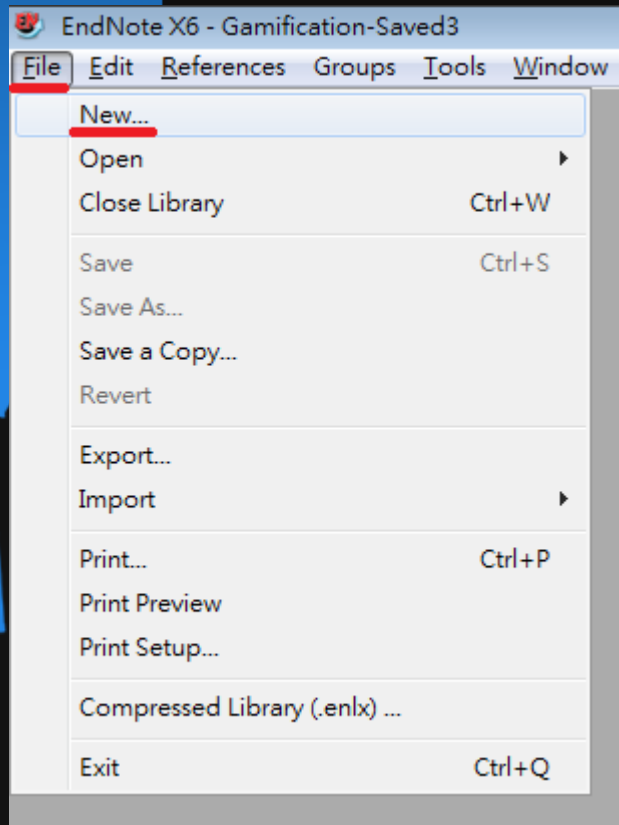
好用的文獻管理軟體 EndNote

- 可以把EndNote視為是一個資料庫、或是數位圖書館櫃台，從外面找到的書目可以在EndNote中分類整理，等到要使用時直接從裡面取得即可
- 所以在使用EndNote的第一步，就是要先設定好這個資料庫(圖書館)
- 通常一篇文章就建議搭配一個「圖書館」



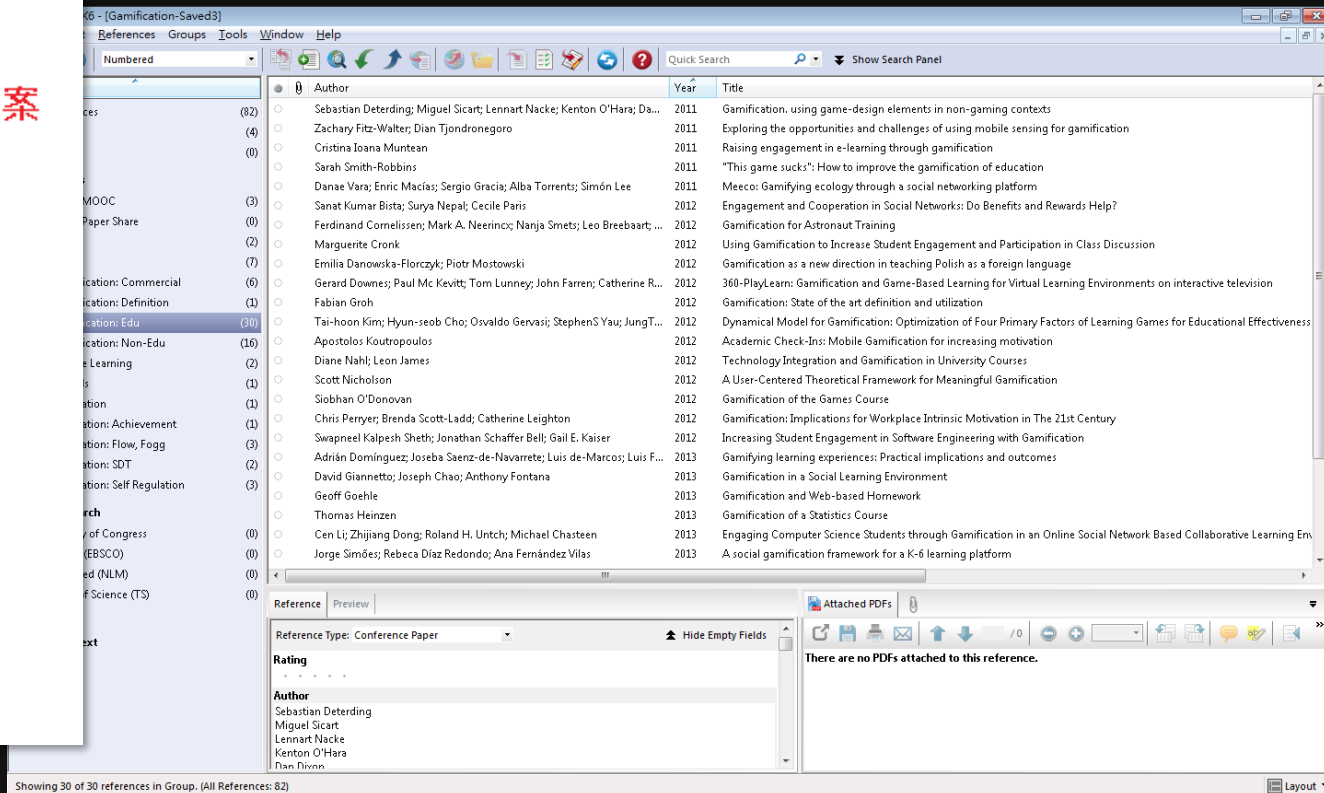
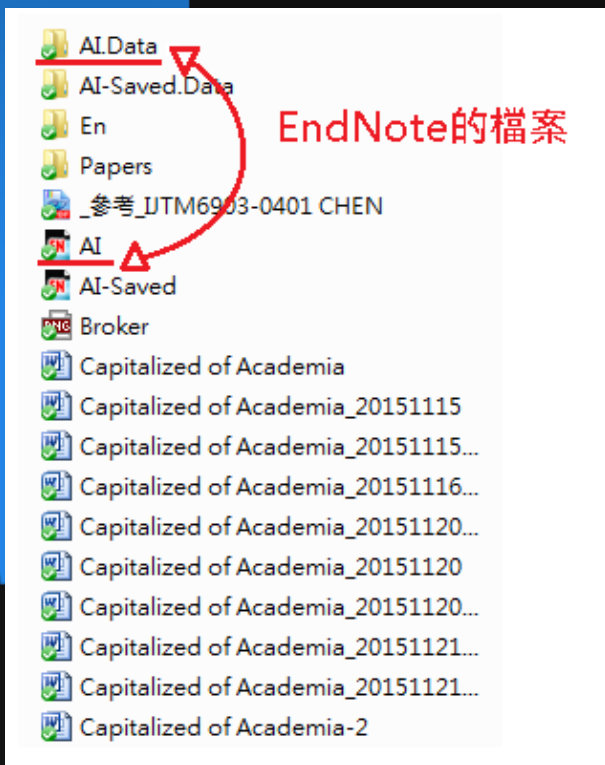
好用的文獻管理軟體 EndNote

- 建立新的「圖書館」：
- File -> New -> 任意命名後存檔 (建議檔案與論文放同一資料夾)



好用的文獻管理軟體 EndNote

- 存檔完成後，會有enl檔、以及資料夾，若要將檔案傳給其他人，將這兩個檔案壓縮之後完整傳給對方即可
- 未來就可以持續在這個「圖書館」中增加新的書目，以在需要時直接選擇做文獻的引用。



好用的文獻管理軟體 EndNote

- 增加新的文獻：

The screenshot displays the EndNote X6 interface. The 'References' menu is open, showing options like 'New Reference' (Ctrl+N), 'Edit References' (Ctrl+E), and 'Go To...' (Ctrl+). A red arrow points to 'New Reference'. A context menu is also open over a selected reference, with 'New Reference' highlighted. Red text '或 右鍵' (or right-click) is written between the two menus. The background shows a list of references with columns for 'Year' and 'Title'.

Year	Title
2011	Gamification. using game-design elements in non-ga...
2011	Exploring the opportunities and challenges of using m...
2011	Raising engagement in e-learning through gamificatio...
2011	"This game sucks": How to improve the gamification o...
2011	eco: Gamifying ecology through a social networkin...
2011	agement and Cooperation in Social Networks: Do...
2011	nification for Astronaut Training
2011	ng Gamification to Increase Student Engagement a...
2011	nification as a new direction in teaching Polish as a...
2011	-PlayLearn: Gamification and Game-Based Learnin...
2011	nification: State of the art definition and utilization...
2011	namical Model for Gamification: Optimization of Fo...
2011	ademic Check-Ins: Mobile Gamification for increasi...
2011	hology Integration and Gamification in University...
2011	ser-Centered Theoretical Framework for Meaningf...
2011	nification of the Games Course
2011	nification: Implications for Workplace Intrinsic Mo...
2011	creasing Student Engagement in Software Engineerin...
2011	nifying learning experiences: Practical implications...
2011	nification in a Social Learning Environment
2011	nification and Web-based Homework
2011	nification of a Statistics Course
2011	aging Computer Science Students through Gamifi...

好用的文獻管理軟體 EndNote

- 輸入該文獻的基本資料

Hanus, 2015 #66

Reference Attached PDFs

Plain Font Plain Size B I U P A¹

Reference Type **Journal Article** Hide Empty Fields

Rating

Author
Hanus, Michael D.
Fox, Jesse 作者名(建議姓放前面加逗點)

Year
2015 文章年份

Title
Assessing the effects of gamification in the classroom: A longitudinal study on intrinsic motivation, social comparison, satisfaction, effort, and academic performance 文章標題

Journal
Computers & Education 期刊名

Volume
80 卷

Issue
0

Pages
152-161 頁

Start Page

Added to Library: 2014/10/8 Last Updated: 2014/10/8 Layout

好用的文獻管理軟體 EndNote

- 不同的類別，需要輸入的資料也不同
- 常用的是期刊、書籍、書籍章節、研討會論文、學位論文、報告、網頁連結。

New Reference

Reference Attached PDFs

Reference Type: Thesis

Rating

Author

Year

Title

Academic Department

Place Published

University

Degree

Document Number

Number of Pages

New Reference

Reference Attached PDFs

Reference Type: Book

Rating

Author

Year

Title

Series Editor

Series Title

Place Published

Publisher

Volume

Number of Volumes

Layout

好用的文獻管理軟體 EndNote

- 範例：
- 通常看到一篇可能會引用的論文，就可以先建立書目，把必要的資料都先輸入好備用

2009 First Asian Conference on Intelligent Information and Database Systems

A NOVEL MULTI-OBJECTIVE AFFINITY SET CLASSIFICATION SYSTEM: AN INVESTIGATION OF DELAYED DIAGNOSIS DETECTION

Chih-Hung Wu^a, Wei-Ting Li^b, Chin-Chia Hsu^c, Chi-Hua Li^d, I-Ching Fang^e, Chia-Hsiang Wu^f

^{a,b,d,e,f}Department of Digital Content and Technology, ^cDepartment of Information Management
^{a,b,d,e,f}National Taichung University, Taichung, Taiwan, R.O.C. ^eNational Taiwan University, Taipei, Taiwan, R.O.C.
E-mail: chwu@ntcu.edu.tw, bit096101@ms3.ntcu.edu.tw, d93725007@ntu.edu.tw,
bit096105@ms3.ntcu.edu.tw, bit096103@ms3.ntcu.edu.tw, chia0210@gmail.com

Abstract

This paper proposed a novel multi-objective affinity set (MO affinity set) classification system comparing with Ant colony optimization (ACO) and affinity set theory on delayed diagnosis dataset classification. The output of MO affinity set classification rules has the higher accuracy than ACO and traditional affinity set. Furthermore, our MO affinity set classification skips the traditional affinity set k-core method, and has fewer rules. It is better and more easily to apply or to construct a support system if the number of rules is smaller.

delayed diagnosis dataset obtained from emergency department (ED) in hospital database. Afterward, the classification rules can be applied to build an online delayed diagnosis detection support system.

2. Classification

2.1. Ant colony optimization classification

As well known, a classification rule consists of two parts as Fig. 1; a rule can be designed as a solution path through at least one of the condition nodes to exact one class node as shown in Fig.2. The same

New Reference

Reference Attached PDFs

Reference Type: Conference Proceedings

Rating

Author

Year of Conference

Title

Editor

Conference Name

Conference Location

Publisher

Volume

Number of Volumes

Issue

好用的文獻管理軟體 EndNote

- 如何在文章內插入引用：
- 首先，先切換到EndNote中，點選欲引用的那篇文章

The screenshot shows the EndNote software interface. The left sidebar displays a tree view of the library structure, including 'My Library' (82 references), 'Unfiled' (4), 'Trash' (0), and various 'My Groups' and 'Online Search' categories. The main pane shows a list of references with columns for Author, Year, and Title. The reference by Jeanne Nakamura and Mihaly Csikszentmihalyi (2002) is selected. A red arrow points to this entry with the text '選擇要引用的那篇文獻 再切換到Word檔'.

Author	Year	Title
	1988	The flow experience and its significance for human psychology
Jeanne Nakamura; Mihaly Csikszentmihalyi	2002	The concept of flow
BJ Fogg	2009	A behavior model for persuasive design

選擇要引用的那篇文獻
再切換到Word檔

Reference Preview

1. Nakamura, J. and M. Csikszentmihalyi, *The concept of flow*, in *Handbook of positive psychology*, C.R. Snyder, Editor. 2002, Oxford University Press: New York, NY, US. p. 89-105.

好用的文獻管理軟體 EndNote

- 回到Word，點選上面工具列最右邊的EndNote頁面 (只要安裝完EndNote就會出現了)
- 點選 Insert Citation -> Insert Selected Citation(s)

檔案 常用 插入 版面配置 參考資料 郵件 校閱 檢視 增益集 **EndNote X6** 先點選EndNote頁面

EN Go to EndNote
Insert Citation
Edit & Manage Citation(s)
Edit Library Reference(s)
Find Citation...
Insert Note
Insert Selected Citation(s)
Find Figure...

Style: Numbered
Export to EndNote
Preferences
EndNote Help

Update Citations and Bibliography
Convert Citations and Bibliography

Bibliography Tools

再插入引用文獻

游標移到要插入引用的位置

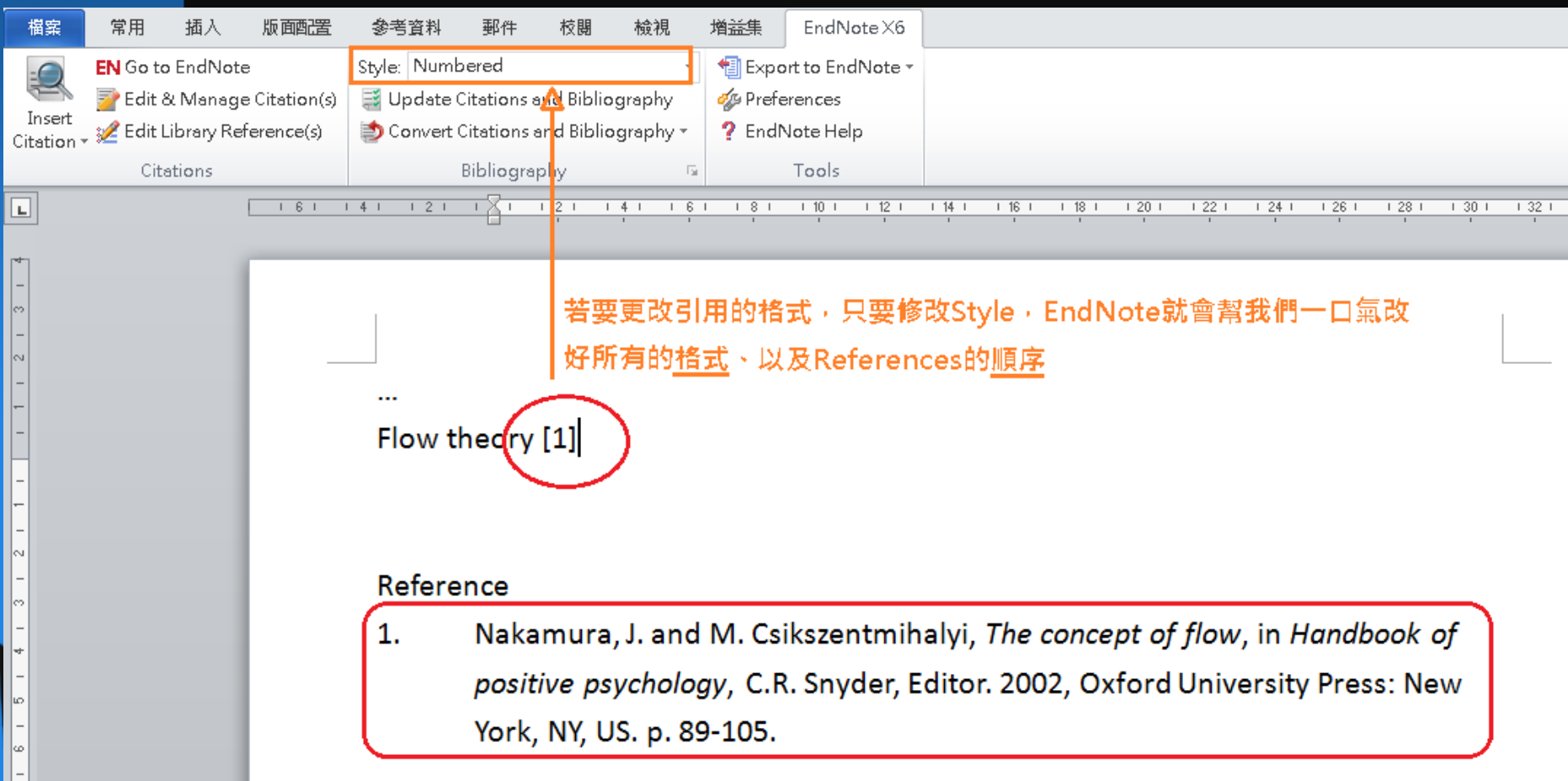
...

Flow theory |

Reference

好用的文獻管理軟體 EndNote

- 可依需求修改引用的格式



The screenshot displays the EndNote X6 software interface. The 'References' tab is active, and the 'Style: Numbered' dropdown menu is highlighted with an orange box. An orange arrow points from this menu to the citation text 'Flow theory [1]' in the document, where the '[1]' is circled in red. Below the citation, the 'Reference' section is shown, containing a single entry: '1. Nakamura, J. and M. Csikszentmihalyi, *The concept of flow*, in *Handbook of positive psychology*, C.R. Snyder, Editor. 2002, Oxford University Press: New York, NY, US. p. 89-105.' This reference list is enclosed in a red rounded rectangle. The software's menu bar includes '檔案', '常用', '插入', '版面配置', '參考資料', '郵件', '校閱', '檢視', '增益集', and 'EndNote X6'. The ribbon contains 'Insert Citation', 'Citations', 'Bibliography', and 'Tools' sections.

若要更改引用的格式，只要修改Style，EndNote就會幫我們一口氣改好所有的格式、以及References的順序

...

Flow theory [1]

Reference

1. Nakamura, J. and M. Csikszentmihalyi, *The concept of flow*, in *Handbook of positive psychology*, C.R. Snyder, Editor. 2002, Oxford University Press: New York, NY, US. p. 89-105.

好用的文獻管理軟體 EndNote

- 例如，將Numbered 改為APA 6th格式

The screenshot displays the EndNote X6 software interface. The top menu bar includes options like '檔案', '常用', '插入', '版面配置', '參考資料', '郵件', '校閱', '檢視', '增益集', and 'EndNote X6'. The '參考資料' (References) menu is open, showing options such as 'EN Go to EndNote', 'Insert Citation', 'Edit & Manage Citation(s)', 'Edit Library Reference(s)', 'Style: APA 6th', 'Update Citations and Bibliography', 'Convert Citations and Bibliography', 'Export to EndNote', 'Preferences', and 'EndNote Help'. The 'Style: APA 6th' option is highlighted with an orange box. Below the menu, a horizontal ruler is visible. The main workspace shows a reference list with the following entry circled in orange:

...

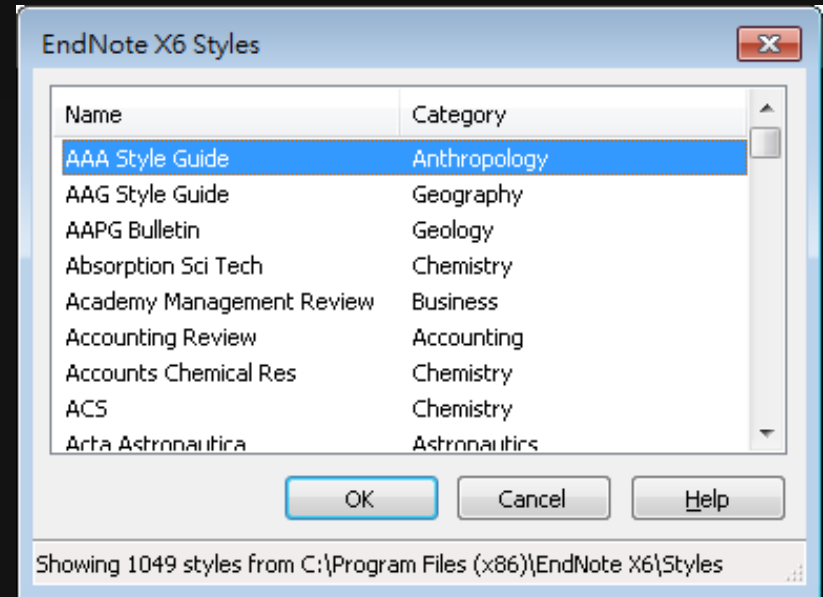
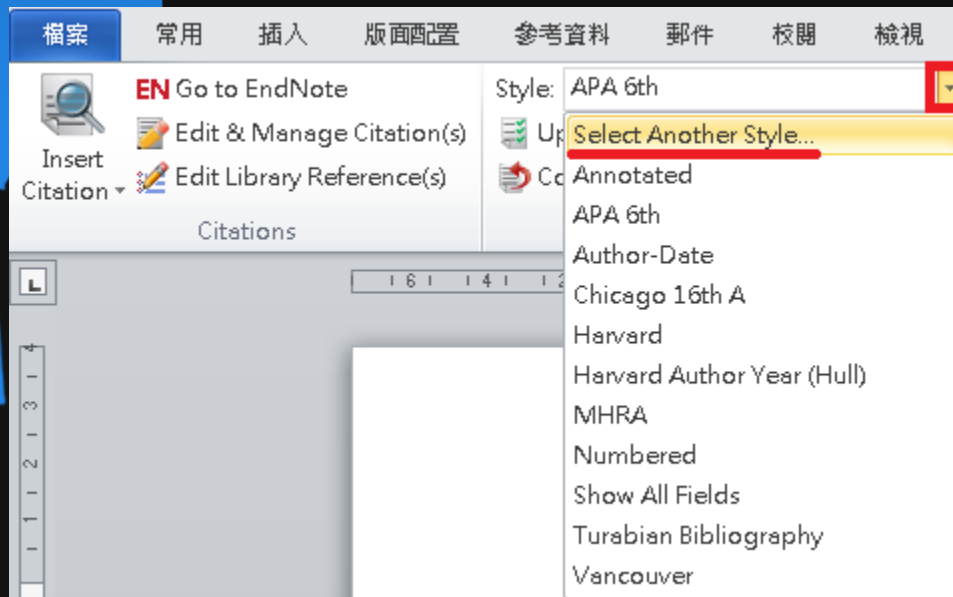
Flow theory (Nakamura & Csikszentmihalyi, 2002)

Reference

Nakamura, Jeanne, & Csikszentmihalyi, Mihaly. (2002). The concept of flow. In C. R. Snyder (Ed.), *Handbook of positive psychology* (pp. 89-105). New York, NY, US: Oxford University Press.

好用的文獻管理軟體 EndNote

- 若Style列表中沒有想要的，可以選擇 Select Another Style... 並尋找欲使用的Style
- 若沒有的話，亦可直接在網路上搜尋Style進行下載
- 不同系所需依學校規定有不同的參考格式
<http://www.lib.nctu.edu.tw/html/categoryid-24/id-258/>



好用的文獻管理軟體 EndNote

- 同樣在內文也可依需求修改為「人名(年份)」的格式

若要改成「人名(年份)」或「人名[數字]」的格式，可以按右鍵進行設定

Flow theory (Nakamura & Csikszentmihalyi, 2002)

Reference
Nakamura, Jeanne, & Csikszentmihalyi, Mihaly. (2002). The concept of flow. In C. R. Snyder (Ed.), *Handbook of positive psychology* (pp. 89-105). New York, NY, US: Oxford University Press.

剪下 (I)
複製 (C)
貼上選項:
編輯超連結 (H)...
選取超連結 (S)
開啟超連結 (O)
複製超連結 (C)
移除超連結 (R)
字型 (F)...
段落 (P)...
項目符號 (B) |>
編號 (N) |>
格式 (I) |>
插入符號 (S)
Edit Citation(s) |>
其他動作 (A) |>

Default Format
 Display as: Author (Year)
 Exclude Author
 Exclude Year
 Exclude Author & Year
 Show Only in Bibliography
More...

Flow theory proposed by Nakamura and Csikszentmihalyi (2002)

Reference

Nakamura, Jeanne, & Csikszentmihalyi, Mihaly. (2002). The concept of flow. In C. R. Snyder (Ed.), *Handbook of positive psychology* (pp. 89-105). New York, NY, US: Oxford University Press.

好用的文獻管理軟體 EndNote

- 也可修改為「人名[數字]」的格式

若要改成「人名(年份)」或「人名[數字]」的格式，可以按右鍵進行設定

Flow theory (Nakamura & Csikszentmihalyi, 2002)

Reference

Nakamura, Jeanne, & Csikszentmihalyi, M. (2002). The concept of flow. In C. R. Snyder (Ed.), *Handbook of positive psychology* (pp. 89-105). New York, NY, US: Oxford University Press.

Context menu options:

- 剪下 (I)
- 複製 (C)
- 貼上選項:
- 編輯超連結 (H)...
- 選取超連結 (S)
- 開啟超連結 (O)
- 複製超連結 (C)
- 移除超連結 (R)
- 字型 (F)...
- 段落 (P)...
- 項目符號 (B) |>
- 編號 (N) |>
- 格式 (I) |>
- 插入符號 (S)
- Edit Citation(s) |>**
- 其他動作 (A) |>

Format options:

- Default Format
- Display as: Author (Year)**
- Exclude Author
- Exclude Year
- Exclude Author & Year
- Show Only in Bibliography
- More...

Flow theory proposed by Nakamura and Csikszentmihalyi [1]

Reference

1. Nakamura, J. and M. Csikszentmihalyi, *The concept of flow*, in *Handbook of positive psychology*, C.R. Snyder, Editor. 2002, Oxford University Press: New York, NY, US. p. 89-105.

好用的文獻管理軟體 EndNote

- 此外，若往後要修改文獻的內容(比方有些期刊原本引用時還沒刊出，等到刊出後要補上頁數；或是作者姓名有誤而要修改時)，直接到EndNote中修改就可以了。

The screenshot shows the EndNote X6 interface. The main window displays a list of references with columns for Author, Year, and Title. The reference for Jeanne Nakamura and Mihaly Csikszentmihalyi (2002) is selected. A callout box highlights a text snippet: "Flow theory proposed by Nakamura and Csikszentmihalyi [1]". Below the snippet, the full reference is shown: "1. Nakamura, J. and M. Csikszentmihalyi, *The concept of flow*, in *Handbook of positive psychology*, C.R. Snyder, Editor. 2002, Oxford University Press: New York, NY, US. p. 89-105." Red arrows point from the callout box to the selected reference in the list and to the author names in the reference text. A purple arrow points from the callout box to the author names in the list.

Author	Year	Title
	1988	The flow experience and its significance for human psychology
Jeanne Nakamura; Mihaly Csikszentmihalyi	2002	The concept of flow
BJ Fogg	2009	A behavior model for persuasive design

只要EndNote的資料庫中有作修改，論文中插入引用的部份都能夠一口氣連動被更改。節省手動一個一個慢慢改的時間

Flow theory proposed by Nakamura and Csikszentmihalyi [1]

Reference

- Nakamura, J. and M. Csikszentmihalyi, *The concept of flow*, in *Handbook of positive psychology*, C.R. Snyder, Editor. 2002, Oxford University Press: New York, NY, US. p. 89-105.

好用的文獻管理軟體 EndNote

- 除了手動輸入或手動複製貼上之外，還有更快的方式，就是透過下載EndNote的匯入檔

下載RIS等匯入檔
就可以直接把文獻匯入EndNote了

Author	Year	Title
Sebastian Deterding; Miguel Sicart; Lennart Nacke; Kenton O'Hara; Da...	2011	Gamification. using game-design elements in
Zachary Fitz-Walter; Dian Tjondronegoro	2011	Exploring the opportunities and challenges of
Cristina Ioana Muntean	2011	Raising engagement in e-learning through g
Sarah Smith-Robbins	2011	"This game sucks": How to improve the gam
Danae Vara; Enric Macías; Sergio Gracia; Alba Torrents; Simón Lee	2011	Meeco: Gamifying ecology through a social r
Sanat Kumar Bista; Surya Nepal; Cecile Paris	2012	Engagement and Cooperation in Social Netw
Ferdinand Cornelissen; Mark A. Neerinx; Nanja Smets; Leo Breebaart; ...	2012	Gamification for Astronaut Training
Marguerite Cronk	2012	Using Gamification to Increase Student Enga
Emilia Danowska-Florczyk; Piotr Mostowski	2012	Gamification as a new direction in teaching P
Gerard Downes; Paul Mc Kevitt; Tom Lunney; John Farren; Catherine R...	2012	360-PlayLearn: Gamification and Game-Base
Fabian Groh	2012	Gamification: State of the art definition and u
Tai-hoon Kim; Hyun-seob Cho; Osvaldo Gervasi; StephenS Yau; JungT...	2012	Dynamical Model for Gamification: Optimiza
Apostolos Koutropoulos	2012	Academic Check-Ins: Mobile Gamification fo
Diane Nahl; Leon James	2012	Technology Integration and Gamification in
Scott Nicholson	2012	A User-Centered Theoretical Framework for

好用的文獻管理軟體 EndNote

Download PDF Export to RIS More options... Search ScienceDirect Advanced search

You have selected 1 citation for export. Help

Direct export

Save to RefWorks

Export file

Format

- RIS (for EndNote, Reference Manager, ProCite)
- BibTeX
- Text

Content

- Citation Only
- Citation and Abstract

Export



Vertical alliance pharmaceut

Toby E. Stuart

Show more

doi:10.1016/j.respol

Abstract

Many young biotech partnerships with established, downstream firms. We examine the alliance activity in a large sample of biotechnology firms and find: (i) firms with multiple in-licensing agreements are more likely to attract revenue-generating alliances with downstream partners; however, (ii) the positive relationship between in-licenses and downstream



—biotechnology—

Get rights and content

This article belongs to a special issue

Biotechnology: Its origins, organization, and outputs

Edited By Mark Ebers and Walter W. Powell

Other articles from this special issue

Biotechnology: Its origins, organizati...

Mark EbersWalter W. Powell more

How do technology clusters emerge ...

Steven Casper more

From divergent meanings to common...

Jeannette A. Colyvas more

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Recommended articles

Citing articles (72)

好用的文獻管理軟體 EndNote

The screenshot shows a web browser window with a dialog box titled "Export Citation" overlaid. The dialog has a "Close" button in the top right corner. Below the title, it says "Download citation by selecting your citation manager". There are two main sections: a selection box on the left containing "Citation without abstract" and a dropdown menu on the right labeled "Select Download". The dropdown menu is open, showing a list of options: "» ProCite (RIS)", "» Reference Manager (RIS)", "» Ref Works (RIS)", "» BookEnds (RIS)", "» EndNote (RIS)", "» PubMed (TXT)", "» Text only (TXT)", and "» BibTeX (BIB)". The "EndNote (RIS)" option is highlighted with a red box. The background shows a webpage with a Springer logo and some text, including "Jung Article" and "Ab".

好用的文獻管理軟體 EndNote

onlinelibrary.wiley.com/doi/10.1111/j.1435-5957.2007.00126.x/full

繁 簡 圖 書 字 體 大小 加 減 刷新

The geographical and institutional proximity of research collaboration*

Roderik Ponds^{1,2}, Frank Van Oort^{1,2}
and Koen Frenken²

Article first published online: 22 JUN 2007

DOI: 10.1111/j.1435-5957.2007.00126.x

Issue



Papers in Regional Science

Volume 86, Issue 3, pages

SEARCH

In this issue

Advanced > Saved Searches >

Export Citation

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Format:

Export type:

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10.1111%2Fj.1435-5957.2007.00126.x.enw

檔案類型: RIS Formatted File (702 位元組)

從: http://onlinelibrary.wiley.com

Firefox 應該如何處理此檔案?

開啟方式 (O):

儲存檔案 (S)

對此類檔案自動採用此處理方式。(A)

確定

取消

Abstract

Article

References

Cited By

好用的文獻管理軟體 EndNote

The screenshot shows the IEEE Xplore Digital Library interface. At the top, there is a search bar and navigation links. The main content area displays a search result for a paper by Author(s). A modal dialog box titled "DOWNLOAD CITATIONS" is open, allowing the user to choose the format and content of the citation. The "Include:" section has "Citation Only" selected. The "Format:" section has "EndNote, ProCite, RefMan" selected. A "Download Citation" button is visible at the bottom of the dialog box.

IEEE Xplore® Digital Library

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IEEE

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Enter Search

Basic Search

Browse Conference

What is a university institution

1 Author(s)

Abstract

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Print

delegated to an investigation company. In this paper, we

18%). On the whole, we found significant relationships

out-source "Open Innovation". Then, it is universities and public research institutes that attract attention as providers of outsource. They have substitute roles for R&D on firms because they carry out basic research with high risk that private firms cannot. However, it is not necessarily certain what firms collaborate with universities and public research institutes based on evidence.

好用的文獻管理軟體 EndNote

icc.oxfordjournals.org/citmgr?gca=indcor%3B10%2F4%2F861

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Industrial and Corporate Change

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Download to Citation Manager

Download the citations below by selecting one of the formats on the right.

Article:
Maryann P. Feldman
The Entrepreneurial Event Revisited: Firm Formation in a Regional Context
ICC (2001) 10 (4): 861-891 doi:10.1093/icc/10.4.861
» [Abstract](#) » [Full Text \(PDF\)](#)

Citation Manager Formats

- [BibTeX](#)
(Mac & Win)
- [Bookends](#)
- Ris format
(Mac only)
- [EasyBib](#)
- Ris format
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- Citation for the content below
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- Citation and references for the content below

Download citations

Content

1. University–Industry Interactions: the Case of the UK Biotech Industry

Helen Lawton Smith, Sharmistha Bagchi-Sen

Industry & Innovation

Vol. 13, Iss. 4, 2006

好用的文獻管理軟體 EndNote



The image shows a Google Scholar search interface. At the top, the Google logo is on the left, and a search bar contains the word "gamification". To the right of the search bar is a blue search button with a magnifying glass icon. Below the search bar, the text "學術搜尋" (Scholar Search) is displayed in red, followed by "約有 16,700 項結果 (0.04 秒)" (Approximately 16,700 results in 0.04 seconds). A red vertical bar is on the left side of the page. The main content area is divided into sections by horizontal lines. The first section is titled "文章" (Articles) in red. Below it, there are two search filters: "不限時間" (No time limit) and "按照關聯性排序" (Sort by relevance). The "不限時間" filter has sub-options: "2015 以後", "2014 以後", "2011 以後", and "自訂範圍..." (Custom range...). The "按照關聯性排序" filter has a sub-option: "按日期排序" (Sort by date). The first article listed is "From game design elements to gamefulness: defining gamification" by S Deterding, D Dixon, R Khaled, and L Nacke. The abstract mentions that recent years have seen a rapid proliferation of mass-market consumer software that takes inspiration from video games. The article has been cited 1199 times. The second article is "Gamification: using game-design elements in non-gaming contexts" by S Deterding, M Sicart, L Nacke, and K O'Hara. The abstract states that "Gamification" is an informal umbrella term for the use of video game elements in non-gaming systems to improve user experience (UX) and user engagement. The article has been cited 574 times. The third section is titled "搜尋所有網站" (Search all websites) in red. It includes sub-options: "搜尋所有中文網頁" (Search all Chinese websites) and "搜尋繁體中文網頁" (Search all Traditional Chinese websites). The first book listed is "Gamification by design: Implementing game mechanics in web and mobile apps" by G Zichermann and C Cunningham. The abstract asks what Foursquare, Zynga, Nike+, and Groupon have in common and notes that these brands use gamification to deliver a sticky, viral, and engaging experience to their customers. The book has been cited 726 times.

Google

gamification

學術搜尋 約有 16,700 項結果 (0.04 秒)

文章

提示：如只要搜尋中文（繁體）的結果，可使用學術搜尋設定指定搜尋語言。

From game design elements to gamefulness: defining gamification
S Deterding, D Dixon, R Khaled, L Nacke - Proceedings of the 15th ... , 2011 - dl.acm.org
Abstract Recent years have seen a rapid proliferation of mass-market consumer software that takes inspiration from video games. Usually summarized as "gamification", this trend connects to a sizeable body of existing concepts and research in human-computer ...
被引用 1199 次 相關文章 全部共 16 個版本 [導入EndNote](#) 儲存 顯示更多服務

Gamification: using game-design elements in non-gaming contexts
S Deterding, M Sicart, L Nacke, K O'Hara... - CHI'11 Extended ... , 2011 - dl.acm.org
Abstract "Gamification" is an informal umbrella term for the use of video game elements in non-gaming systems to improve user experience (UX) and user engagement. The recent introduction of gamified applications to large audiences promises new additions to the ...
被引用 574 次 相關文章 全部共 16 個版本 [導入EndNote](#) 儲存 顯示更多服務

[書籍] Gamification by design: Implementing game mechanics in web and mobile apps
G Zichermann, C Cunningham - 2011 - books.google.com
What do Foursquare, Zynga, Nike+, and Groupon have in common? These and many other brands use gamification to deliver a sticky, viral, and engaging experience to their customers. This book provides the design strategy and tactics you need to integrate game ...
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我的圖書館

不限時間

2015 以後

2014 以後

2011 以後

自訂範圍...

按照關聯性排序

按日期排序

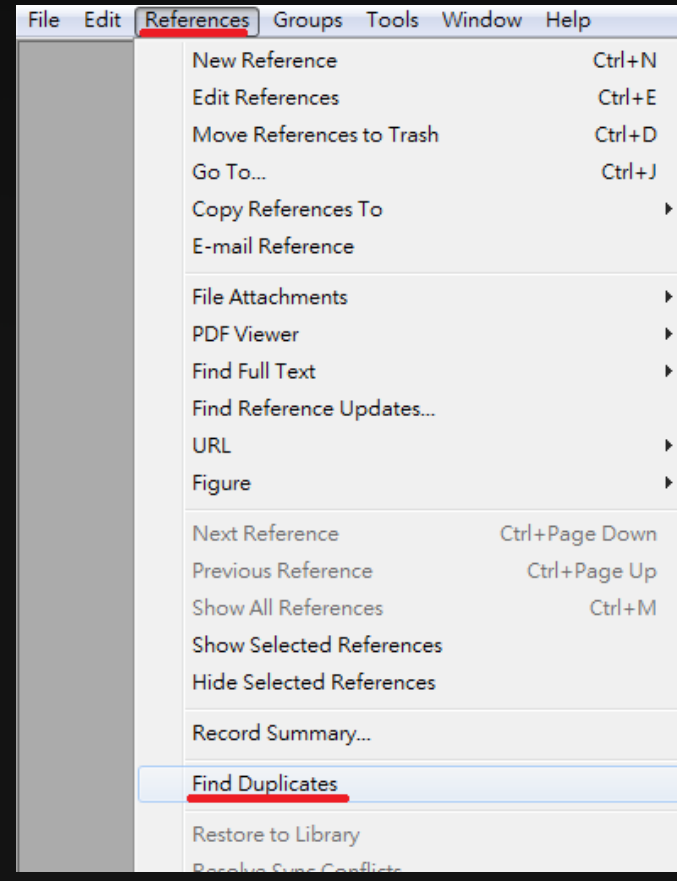
搜尋所有網站

搜尋所有中文網頁

搜尋繁體中文網頁

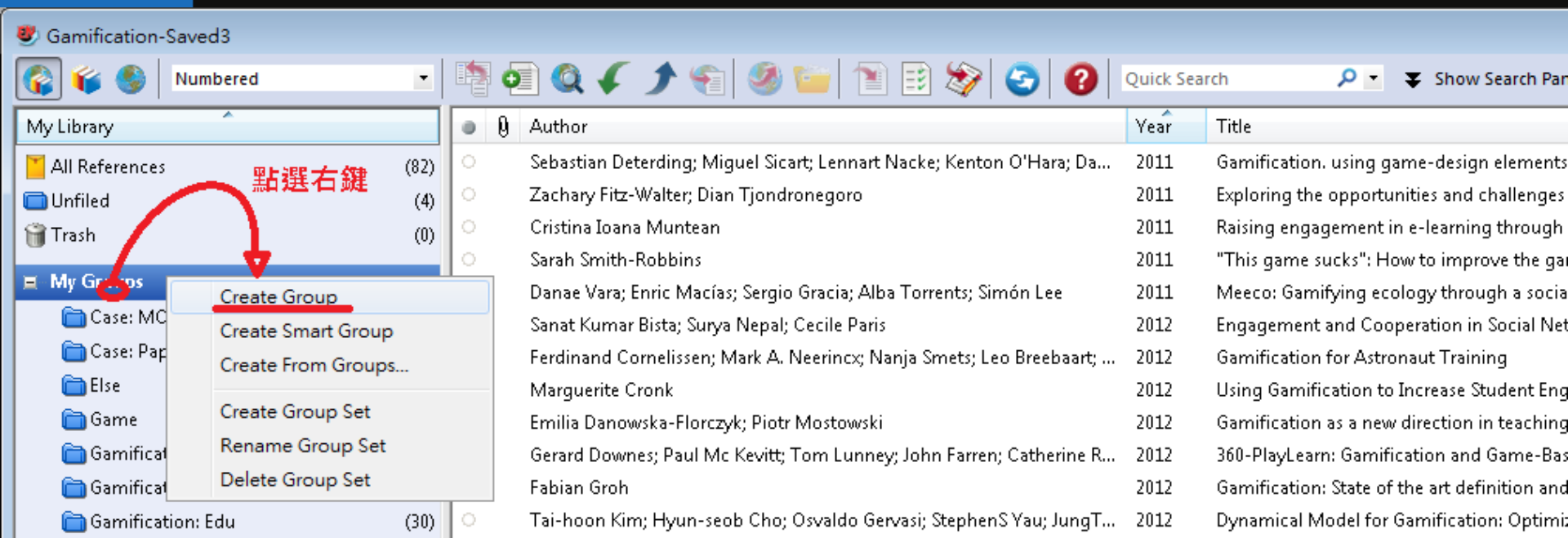
好用的文獻管理軟體 EndNote

- 打開想要匯至的EndNote圖書館檔案
- 點兩下已下載好的匯入檔， EndNote就會自動匯入了
- 將新匯入的文獻檢查其正確性，看看是否有漏資料 (尤其是Google導入有時會有缺)
- 可用References -> Find Duplicates 尋找是否有重複的檔案



好用的文獻管理軟體 EndNote

- 要有效管理文獻，可以利用EndNote的分類功能。
- 在左方的My Groups點選右鍵 -> Create Group
- 同個文獻可以分類到多個組裡面



下載期刊或研討會論文資料

- 在前面提到引用文獻其中一個用處是「瞭解過去已經受檢驗而有可信度的研究」，其中以期刊論文較為嚴謹，而研討會論文則是有較多較新的概念。
- 一般尋找論文可透過下列網站：
 - Science Direct Online (www.sciencedirect.com)
 - Springer (link.springer.com)
 - Web of Science (webofknowledge.com)
 - Google學術搜尋 (scholar.google.com.tw)
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From game design elements to gamefulness: defining gamification
[S Deterding, D Dixon, R Khaled, L Nacke](#) - Proceedings of the 15th ... , 2011 - dl.acm.org
Abstract Recent years have seen a rapid proliferation of mass-market consumer software that takes inspiration from video games. Usually summarized as "gamification", this trend connects to a sizeable body of existing concepts and research in human-computer ...
被引用 1199 次 相關文章 全部共 16 個版本 導入EndNote 儲存 顯示更多服務

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