

## ISASD 2024 Workshop Proposal Form

The workshops will be held from July 8th to July 11th, 2024. Please provide the following information, which will be reviewed by the ISASD 2024 committee.

### 1. Workshop Title:

Smart Aging: Aging Leisure Sports, Information Technology, and Technological Education

### 2. Workshop Chairs:

Name	Jing-Wei Liu	Yi-Hui Liu
Affiliation	National Taiwan University of Sport	National Taichung University of Science and Technology
E-mail	liujingwei.ntus@gmail.com	ursula@nutc.edu.tw

### 3. Workshop Chair's Introduction (please provide a 150-word introduction):

Jing-Wei Liu is an associate professor of Department of Sport Information & Communication, National Taiwan University of Sport. He specializes in Virtual Reality, Augmented Reality, Game Based Learning, Big Data, Fuzzy Time Series, Data Mining, Soft Computing, and Artificial Intelligence. His paper appeared in Supercomputing, IEEE Access, Soft Computing, Journal of Ambient Intelligence and Humanized Computing, International Journal of Information Technology & Decision Making, Journal of Systems and Software, Journal of Computer Information Systems, Computers and Industrial Engineering, Computers & Education, Computers and Mathematics with Applications, Economic Modelling, Journal of Computer Information Systems, International Journal of Information and Management Sciences, Plant Systematics and Evolution, Expert Systems with Applications, and others.

Yi-Hui Liu currently teaches at the Department of Senior Citizen Service Management, National Taichung University of Science and Technology.

Her research fields include the application of science and technology education in the learning of the elderly.

#### 4. Statement of Objectives (200-500 words):

In recent years, the rapid global increase in the aging population has brought forth significant challenges. Against this backdrop, the realms of aging leisure, information technology, and technological education have emerged as crucial areas of study. They play pivotal roles in enhancing the quality of life for older adults, fostering societal engagement, and addressing the diverse needs of an aging population in contemporary societies.

Aging leisure sports are recognized as effective means of health promotion, not only preventing chronic diseases but also encouraging community participation and social interaction. Concurrently, the swift evolution of information technology has provided novel learning and lifestyle opportunities for the elderly, including user-friendly applications, smart devices, and applications in the healthcare domain. Technological education has become instrumental in facilitating the integration of older individuals into the digital society, elevating their technological literacy, and subsequently expanding their societal participation.

This workshop aims to bring together professionals from various disciplines to collaboratively explore and discuss the latest research findings, trends, and challenges within the fields of aging leisure, information technology, and technological education. Through this platform, we seek to foster interdisciplinary collaboration, facilitate knowledge exchange, and collectively explore how best to meet the needs of an aging society, contributing to the sustainable development of an aging population.

By participating in this workshop, we anticipate establishing a profound and meaningful dialogue that propels research and practices in the domains of aging leisure, information technology, and technological education. Together, we strive to contribute to the construction of healthier, smarter, and more inclusive environments for elderly living. We appreciate your attention and support.

#### Workshop Topics

##### **1. Aging Leisure Sports:**

- Health promotion and disease prevention

- Community participation and social interaction
- Design and promotion of leisure activities

**2. Information Technology and the Elderly:**

- Elderly-friendly applications and websites
- Medical technology and elderly care
- Digital learning and quality of life enhancement

**3. Technological Education and Geriatric Learning:**

- Game-based learning for the elderly
- Application of educational technology in geriatric learning
- Multimedia application in geriatric learning
- Computer science and engineering and the learning processes

**4. Other technologies about the elderly.**

5. Target Article Quantity and Expected Number of Participants:

Target Article Quantity: 20

Expected Number of Participants: 30

6. Expected Technical Program Committee Members:

**Jing-Wei Liu**, National Taiwan University of Sport, Taiwan

**Yi-Hui Liu**, National Taichung University of Science and Technology,  
Taiwan

**Pin-Ju Juan**, Tamkang University, Taiwan

**Hsin-Tzu Lin**, National Pingtung University of Science and Technology,  
Taiwan

**Jiwon Yoon**, Korea National Sport University, Korea

**Shun Nian Luo**, Sanda University, China

**Fan Ling**, Shanghai Technical Institute of Electronics and Information,  
China