序　言

　　本期分別刊登數位學習、資訊行為、數位人文、資訊計量，以及圖書館檔案工作實務之論文各一篇，其刊登論文所橫跨之圖書資訊學術領域廣泛，足見本刊已成為圖書資訊各主要學術領域之研究成果發表場域。除了刊登具有價值之學術研究論文之外，本刊自 2019 年底開始，每期均擇優刊登一篇圖書館工作實務文章，至今已經擇優刊登了三篇圖書館工作實務文章，而本期刊登之黨史檔案數位典藏作業及其數位人文工具應用經驗之實務工作文章，為近年來政大圖書館在組織重整新成立校史與檔案組後，在檔案數位化領域相當重要之工作實務成果的分享。毫無疑問的，圖書館工作實務對於促進圖書館領域的實務工作推動與經驗交流具有非凡的意義與價值，也讓本刊成為兼具理論與實務的優質期刊，因此有了更為廣大的讀者群與社會影響力。期盼此舉能達到拋磚引玉之效，引領圖書資訊領域除了重視學術研究的發展外，亦重視圖書館實務工作的傳承與交流的重要性。

　　本期刊登之數位學習領域學術文章旨在探討兩款在遊戲設計要素上具有顯著差異的英文單字學習 App，對於學習成效、專注力、放鬆度及單字記憶保留上的影響，結果發現相較於遊戲設計要素較高的高刺激性英文單字學習 App，遊戲設計要素較低的低刺激性英文單字遊戲 App 對於學習成效、放鬆度、單字記憶保留上具有較正面的效應，而遊戲設計要素較高的高刺激性英文單字學習 App 則可以引發學習者比較高的專注力。該研究提出像英語字彙學習這樣的認知型學習 App，在遊戲設計上並不適合納入刺激性較高的遊戲設計要素。此外，該研究也發現「符合程度的挑戰性」及「回饋」為設計遊戲式英文單字學習 App 時最需要重視的兩個遊戲設計要素，其研究成果有助於遊戲式學習系統的發展。本期刊登之資訊行為領域學術文章以輔仁大學之碩士生為研究對象，採用質性深度訪談法，探討碩士生搜尋、篩選及取得電子期刊論文之經驗、管道工具、檢索策略、遭遇障礙等概況。研究結果可作為大學圖書館提供碩士生期刊資源服務策略與實務之參考，具有學術及實務應用價值。本期刊登之數位人文領域學術

文章嘗試運用數位人文之社會網絡分析技術，針對清代紹興府的藏書家社群進行解析，然後描繪出其社會網絡模型，藉由掌握藏書家之間的社群性，來窺探在地藏書時代風尚的生成背景。該研究嘗試使用數位科技以客觀的方式探討誰是清代紹興府的藏書家社群的核心人物，在沒有史料可以佐證的情況下，嘗試用數位人文方式來進行研究，可為研究提供另一種具有意義的探查視角。最後，本期刊登之資訊計量領域學術文章利用資訊計量方法，以 105-107 學年度 140 所高中的 403 份閱讀書單為研究對象，分析其書目內容，希望探討所列書籍是否符合學生的需求，以達到幫助學校選購有助於學生學習之圖書目的，其研究將資訊計量方法應用於學校圖書選購，具有促進教育發展之效益。

圖資與檔案學刊主編

Editorial

This issue publishes one paper each on digital learning, information behavior, digital humanities, informetrics, and the practice of library archival work. The published papers show a wide range of academic fields of library and information science, which reveals that this journal has been one of the main library and information journals in Taiwan. In addition to publishing valuable academic research papers, since the end of 2019, each issue of the journal has published a practical article on library work. So far, three practical articles has been included on library work in the journal. The practical work article published in this issue mainly focuses on sharing the practical experiences of applying digital humanities tools in digital archives of KMT's historical records, which is the main working outcome of the University History and Archives Section of National Chengchi University Library in the recent two years. Undoubtedly, library work practice has shown its significance and value in promoting library's practical work and experience exchange. It also makes this journal as a high-quality journal simultaneously paying attention to both theory and practice, and therefore has a wider readership. It is hoped that this change can bring the library and information field into a new ground that attach importance not only to the development of academic research, but also to the inheritance and exchange of library practical work.

The academic article in the field of digital learning in this issue aims to explore the effects of two game-based English vocabulary learning apps with significant differences in game design factors on learning effectiveness, sustained attention, relaxation, and vocabulary memory retention. The research findings of this study show that the low-stimulus game-based English vocabulary learning app with lower game design factors has more positive effects on learning effectiveness, relaxation, and vocabulary memory retention than the high-stimulus game-based English vocabulary learning app with higher game design factors, while the high-stimulus game-based English vocabulary learning app can arouse learners' higher sustained attention. The research

suggests that cognitive learning apps like English vocabulary learning are not suitable for incorporating more stimulating factors in game design. In addition, the research also found that "matching of the challenge to player skill" and "feedback" are the most important game design factors when designing game-based English vocabulary learning apps, and the research results are helpful to the development of game-based learning systems. The academic article in the field of information behavior published in this issue adopts qualitative in-depth interviews to discuss the experience of the Fu Jen Catholic University master students' experiences of seeking, selecting and accessing electronic journal articles, and the search tools, strategies, and obstacles they used throughout the process. The research results can be taken as a reference for university libraries to provide service strategies and practices for purchasing journal resources, and have academic and practical application value. Moreover, the academic article in the field of digital humanities published in this issue tries to utilize the social network analysis technology to analyze the community of bibliophiles in Shaoxing in the Qing dynasty, and then to describe its social network model. This research attempts to use digital technology to objectively explore who the core figure of the bibliophile community is in Shaoxing in the Qing dynasty. In the absence of historical data to support the research, this research tries to conduct research in a digital humanities way, which can provide another possible way for performing this kind of research. Finally, the academic article in the field of informetrics published in this issue uses information measurement methods, taking 403 reading lists from 140 high schools in the 105-107 academic years as the research subjects, to analyze the content of the bibliography and to explore whether the listed books meet the needs of students. In order to achieve the purpose of helping schools purchase books that are helpful to students' learning, this research applies informetrics to school book purchases, which has the effect of promoting the development of education settings.

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