

Table of Contents

Emerging Computing and Engineering

The Influence of Game Components on Motivation and Immersion of Middle-Aged People: Focusing on Pokemon Go 1

Seoyoung Kim

Digital Business and Economics

A Study on the Influence of Container Terminal Information Quality on the Reuse Intention 11

Jinseub Kim, Sungha Jung, Chulkyu Park, Hakyun Kim

Relationship between Corporate Image, Brand Awareness, and Purchase Intention according to Sports Sponsorship 21

Jae-pil Seo

Real Earnings Management in Korean Family Firms 35

Jaisik Gong

Effecting System Quality Factors on Purchase Intention of Internet Insurance 47

Wooyeon Park, Daim Jung, Haechul Jung, Tabe ekouka Elvis, Hakyun Kim

Nursing Science and Technology

Effects of Blended Learning on Nursing Students' Clinical Competence, Clinical Judgment, and Skill Performance Ability 57

Hye Kyung Oh

Humanities and Sociology based Technology

A Study on the Design Strategy of Museum Cultural and Creative Products from the Perspective of Cultural Symbols - An Example of the Clay Figurine Museum in China
..... 69

Li Hong Ming, Lee Min

Welfare and Silver Technology

Effects of Empowerment Education Program on Happiness, Interpersonal Competence and Confidence of Elderly People 85

Na Young Choi

Analysis of Health Promotion Behaviors according to Physical Activity Participation Patterns of Physically Handicapped People: Application and Supplementation of Health Belief Model 95

Hyun-ryun Kim, Jae-keun Baek

The Effects of Academic Stress, Empathic Ability, and Meaning in Life on the Happiness of College Students 107

Ho Bin Ko

Education Science and Technology

A Study on the High School Credit Recognition Process for Out-of-School Learning
Experience 117

Sahoon Kim

Analysis of the Process-based Assessment Plan for Small Elementary School English
Language Department 127

Hyeong-Jeong Nam, Mun-Koo Kang

Practice Teaching Experience of Prospective Korean Language Teachers 141

Sang-soo Kim