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### **學歷 Education**

2007.08 - 2011.05 美國密西根州立大學媒體與資訊博士 Ph.D. Media and Information Studies, Michigan State U.

2005.08- 2007. 05 美國密西根州立大學新聞碩士 M.A. Journalism, Michigan State U.

2001.09- 2005. 06 國立政治大學新聞學士 B.A. Journalism, National ChengChi University

### **研究專長 Research Interests & Expertise**

媒體心理學 Media Psychology

電子遊戲研究 Digital/Video Game Research

社群媒體 Social Media Research

媒介效果與媒體互動性 Media Effects & Media Interactivity

健康傳播 Health Communication

### **經歷 Experience**

2011.08 - 2014.08: 助理教授，交通大學傳播與科技系

2014.08-2015.07：副教授，交通大學傳播與科技系

2015.08-now: 副教授, 政治大學傳播學院

2012- 2014 : 副秘書長，台灣資訊社會學會

2014. Oct - 2016 : 執行編輯，中華傳播學刊

2015-2017: 秘書長，台灣資訊社會學會

2014. Sept-2015. June: 顧問，聯合報創研中心

### **榮譽 Awards**

1. 2015. May. 交大優秀教學獎 Excellent Teaching Award, NCTU
2. 2014-2018 優秀年輕學者獎。科技部。Excellent Young Scholar Award, Ministry of Science and Technology.
3. 2012 May 最佳論文獎第一名及第四名 (教師組論文獎) Game Studies Interest Group Top papers (1st place and 4th place, 兩篇), Annual Conference of the International Communication Association (ICA), Phoenix.
4. 2011 Dissertation Completion Fellowship 博士論文完成獎學金, Michigan State University
5. 2010 Nov 最佳學生論文獎 Top student paper award. Human Communication and Technology Division, Annual Conference of the National Communication Association (NCA), San Francisco.
6. 2010 MSU CAS Summer Research Excellence Fellowship 密西根州立大學暑期研究優秀獎
7. 2010 Outstanding Student Researcher Award 傑出學生研究獎, Department of Telecommunication, Information Studies, and Media, Michigan State University

8. 2010 Top Oral Presentation Award 最佳論文簡報獎, The Second Annual Graduate Academic Conference, Michigan State University
9. 2009 MSU CAS Summer Research Excellence Fellowship 密西根州立大學暑期研究優秀獎

### 著作、計劃案與榮譽 Publication, Grants and Awards

#### 期刊論文 (Journal Articles)

1. Peng, W., Pfeiffer, K., Winn, B., 林日璇 Lin, J-H., Sutton, D. (In press). A randomized trial of an active video game physical activity intervention. *Health Psychology*. [SSCI] impact factor: 3.59.
2. Lin, J-H. 林日璇(Accepted). Need for Relatedness: A self-determination approach to examining attachment styles, Facebook use, and psychological well-being. *Asian Journal of Communication*. doi: 10.1080/01292986.2015.1126749 [SSCI]
3. Lin, J-H. 林日璇(2015). The role of attachment style in Facebook use and social capital: Evidence from university students and a national sample. *Cyberpsychology, Behavior, and Social Networking*, 18(3): 173-180. doi: 10.1089/cyber.2014.0341. [SSCI]
4. Lin, J-H. 林日璇(2015). Just Dance: The effects of exergame feedback and controller use on physical activity and psychological outcomes. *Games for Health Journal: Research, Development, and Clinical Applications*. 4(3): 183-189
5. Lin, J-H. 林日璇 & Peng, W. (2015). The contributions of graphi and enactive realism to enjoyment and effort in active video games. *International Journal of Technology and Human Interaction*. [ISI]
6. 林日璇(2014) 社交媒體 vs.線上遊戲：台灣成人網路使用、媒介慣習與人際互動。中華傳播學刊. 25:3-36 [TSSCI].
7. Lin, J-H. 林日璇(2013). Identification matters: A moderated mediation model of media interactivity, character identification, and video game violence on aggression. *Journal of Communication*, 63(4): 682-702. doi: 10.1111/jcom.12044 [SSCI, top journal]. <http://onlinelibrary.wiley.com/doi/10.1111/jcom.12044/abstract>
8. Lin, J-H. 林日璇(2013). Do video games exert stronger effects on aggression than film? The role of media interactivity and identification on the association of violent content and aggressive outcomes. *Computers in Human Behavior*. 29: 535-543, doi: <http://dx.doi.org/10.1016/j.chb.2012.11.001>. [SSCI]
9. Peng, W., Crouse, J., & Lin, J-H., 林日璇(2013). Using active video games for physical activity promotion: A systematic review of the current state of research. *Health Education and Behavior*, 40(2), 171-192. doi: 10.1177/1090198112444956. [SSCI]
10. Lin, J-H. 林日璇, Peng, W., Kim, M., Kim, S., & LaRose, R. (2012). Social networking and adjustments among international students. *New Media and Society*. 14(3), 421-440. doi:10.1177/1461444811418627. [SSCI]
11. Peng, W., Lin, J-H. 林日璇, Winn, B., & Pfeiffer, K. (2012). Need satisfaction supportive game

features as motivational determinants: An experimental study of a self-determination theory guided exergame. *Media Psychology*, 15(2):175-196. doi:10.1080/15213269.2012.673850. [SCI].

12. Peng, W., Lin, J-H. 林日璇, & Crouse, J. (2011). Is playing exergaming really exercising? A meta-analysis of energy expenditure in active video games. *CyberPsychology, Behavior, and SocialNetworking*, 14(11): 681-688, doiL 10.1089/cyber.2010.0578. [SSCI]

### 研討會論文 (Selective Referred Conference Papers)

4 Conference papers in 2015 and after are hidden for ongoing blind reviews among journals.

1. Lin, J-H. (2014, June). 人際連結性與關係性滿足：從自我決定論剖析台灣社交往來使用及心理幸福感。中華傳播年會，台北：銘傳大學。

2. Lin, J-H. (2014, May). Need for Connectedness: A self-determination approach to examine attachment styles, Facebook use, and psychological well-being. Paper presented at the International Communication Association Annual Conference, Seattle, US.

3. Lin, J-H. (2013, August). Facebook to offline or offline to Facebook: A longitudinal study for the 2012 Taiwan Presidential Election. Paper to be presented at the AEJMC Annual Conference, Washington DC.

4. Lin, J-H. (2013, July). 連結還是疏遠?台灣網路使用、媒介慣習與人際互動。中華傳播年會,台北:輔仁大學。

5. Peng, W., Pfeiffer, K., Winn, B., Lin, J-H., & Sutton, D. (2013) Promoting Physical Activity through an Active Video Game among Young Adults. Paper presented at the 2013 International Communication Association Annual Conference. London, UK.

6. Lin, J-H. (2012, May). The moderating role of the media interactivity on the relationship between video game violence and aggression and the mediating role of self-concept. Paper presented at the Annual Conference of the International Communication Association(ICA), Phoenix, AZ. \*Game Studies Interest Group Top paper 最佳論文獎第一名

7. Lin, J-H., & LaRose, R. (2012, May). The scale development and testing of character identification as a mediating mechanism of the effect of media interactivity on the relationship of violence and aggression. Paper presented at the Annual Conference of the International Communication Association(ICA), Phoenix, AZ.

8. Peng, W., Lin, J-H., Winn, B., & Pfeiffer, K. (2012, May). Need satisfaction supportive game features as motivational determinants: An experimental study of a self-determination theory guided exergame. Paper presented at the Annual Conference of the International Communication Association (ICA), Phoenix, AZ. \*Game Studies Interest Group Top papers 最佳論文獎第四名

9. Peng, W., Lin, J-H., Kim, G. (2012, May). The contribution of graphic and enactive realism to video game enjoyment and effort. Paper presented at the Annual Conference of the International Communication Association (ICA), Phoenix, AZ.

10. Smith, A., Pfeiffer, K., FACSM, Sutton, D., Peng, W., Winn, B., & Lin, J-H., (2011, Oct). Contribution of an active video game intervention to daily physical activity. Poster presented at the Annual Meeting of the Midwest American College of Sports Medicine, Indianapolis, IN.
11. Peng, W., Lin, J-H., Crouse, J. (2011, May). Is Playing Exergames Really Exercising? A Meta-analysis of Energy Expenditure in Active Video Games. Paper presented on the Annual Conference of the International Communication Association (ICA), Boston, MA.
12. Lin, J-H., (2010, November). Do Video Games Exert Stronger Effects on Aggression than Film? The Role of Media Modality and Identification on the Association of Violent Content and Aggressive Outcomes. Paper presented at the Annual Conference of the National Communication Association (NCA), San Francisco, CA. \*Top student paper of the Human Communication and Technology Division 最佳學生論文獎
13. Peng, W., Lin, J-H., & Kim, G. (2010, November). Does Losing a Game Exacerbate the Effects of Violent Video Game? The Relationship between Outcome of Competition, Frustration, and Aggression. Paper presented at the Annual Conference of the National Communication Association (NCA), San Francisco, CA.
14. Peng, W., Winn, B., Pfeiffer, K., Crouse, J., Lin, J-H. (2010, October). Developing a Video Game to Increase Intrinsic Motivation to Exercise, Paper presented at the Meaningful Play 2010 Conference, East Lansing, MI.
15. Lin, J-H., & Peng, W. (2010, June). An advertising literacy workshop to enhance young adolescents' understanding of traditional and emerging advertising of food. Paper presented at the Annual Conference of the International Communication Association (ICA), Singapore.
16. Lin, J-H., Peng, W., Kim, M., Kim, S., LaRose, R. (2010, June). Social Networking and adjustment to cultural change. Paper presented at the Annual Conference of the International Communication Association (ICA), Singapore.
17. Peng, W., & Lin, J-H. (2009, November). African American parents' and adolescents' understanding of advergames and general advertising literacy. Paper presented at the Consumer Culture & the Ethical Treatment of Children Conference. East Lansing, MI.
18. Zube, P., Lampe, C., & Lin, J-H. (2009, November). Web 2.0 Step-Flow: Social Networking Sites and Political Information. Paper presented at the Annual Conference of the National Communication Association (NCA), Chicago, IL.
19. Lin, J-H. (2008, March). College Students' Perceptions of Credibility of Weblogs and Traditional Media as a Function of their Weblog Usage. Paper presented at the Annual midwinter Conference of the Association for Education in Journalism and Mass Communication (AEJMC), Pittsburgh, PA. \*Cited by the textbook, Media Now, the sixth edition

## 國科會計畫 Grants from Ministry of Science and Technology

計畫主持人。《從互動性、角色認同及使用者情境建構電子遊戲理論》(2014/8/1-2018/7/31)[103-2628-H-009 -002 -SS4]

計畫主持人《社群網站對於台灣政治傳播及年輕選民的影響》(2012/02/01- 2014/07/31) [101-2410-H-009-001-SS2]

《問卷出題小組 [傳播調查資料庫]》(2011/09 - 2014/06) [100-2420-H-004-049-SS3]

## 業界合作

2012-now 羅技電子

## 服務

2015-2017 資訊社會研究學會 秘書長

2014-至今 MOOC 課程:「電子遊戲與社會」(2014 年於北京清華學堂在線, 2015 年於台灣交大 Ewant 平台)

2014.10-2016.09 中華傳播學刊 執行編輯

2013-2015 資訊社會研究學會 副秘書長