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|  基本資料（Basic Information） |
|  學 院(College) | 醫學科技學院College of Medical Sciences and Technology |
|  系 所(Department) | 職能治療學系School of Occupational Therapy |
|  姓 名(Name) | 陳美香CHEN,MEI-HSIANG | 職 稱(Title) | 副教授Associate Professor |
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|  研究專長類別（Research Expertise） |
| 項次 | 研究專長 | Expertise | 學門類別(Area of Expertise) | 學門分類(Academic Disciplines) |
| 1). | 1. 神經復健 2. 輔助科技 3. 人因工程 4. 認知復健 | 1. Neurological rehabilitation 2. Assistive Technology 3. Ergonomics 4. Cognitive rehabilitation | 工程技術類Engineering & Technology | 醫學工程Biomedical Engineering |

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|  校外研究計畫（Extramural Research Program） |
| 項次 | 計畫名稱 | Program Name | 計畫單位 |
| 1). | 上肢復健產品的現況調查與設計評估(I) | investgation and evaluation of current upper extremity rehabilitation products | 科技部(國科會) |
| 2). | 中風患者手部訓練設備的使用性評估與再設計之個案研究 | A case study of the usability evaluation and redesign of a hand motion training device for stroke patients | 科技部(國科會) |
| 3). | 新竹市政府100年度身心障礙者職業輔導評量計畫 | 100Vocational evaluation project in Hsinchu. | 其他(請於民間單位名稱輸入) |
| 4). | 中區職災勞工工作能力評估強化、職業輔導評量及職務再設計 | Vocational evaluation and hardening and job redesign in work-related injuried in middle Taiwan | 其他(請於民間單位名稱輸入) |
| 5). | 100年度職災勞工工作能力評估及強化暨職業輔導評量計畫 | Vocational evaluation and hardening for the work-related injuried. | 其他(請於民間單位名稱輸入) |
| 6). | 100年度辦理中途致殘身心障礙者就業支持方案 | The project for supporting the disabled to return to work | 其他(請於民間單位名稱輸入) |
| 7). | 互動式數位上肢復健遊戲設備的使用性評估與再設計（1/2） | Usability assessment and redesign of interactive digital game devices on upper extremityrehabilitation | 科技部(國科會) |
| 8). | 娛樂上肢復健產品的使用性評估與再設計 | The usability evaluation and re-design of entertainment upper extremity rehabilitaion devices | 科技部(國科會) |
| 9). | 新竹市101年度身心障礙者職業輔導評量計畫 | 101Vocational evaluation for the disabled in Hsinchu | 其他(請於民間單位名稱輸入) |
| 10). | 互動式數位上肢復健遊戲設備的使用性評估與再設計(2/2) | Usability assessment and redesign of interactive digital game devices on upper extremityrehabilitation | 科技部(國科會) |
| 11). | 101年度上半年補助職業災害勞工職業重建計畫 | 101Vocational Rehabilitation programs for work-related injuried labors | 其他(請於民間單位名稱輸入) |
| 12). | 新竹市102年度身心障礙者職業輔導評量計畫 | The vocational evaluation project for disabilities in Hsinchu | 其他(請於民間單位名稱輸入) |
| 13). | 中山醫學大學職災勞工職業重建計畫 | The vocational Rehabiltation for work-related injuried workers of CSMU | 其他(請於民間單位名稱輸入) |
| 14). | 國內研發之上肢復健數位遊戲軟體–設計及使用性評估(I) | The design of digital games of U/E rehabilitation--design & usability evaluation(I) | 科技部(國科會) |
| 15). | 新竹市103年度身心障礙者職業輔導評量計畫 | 103 Vocational evaluation for physical disabled in Hsinchu | 其他(請於民間單位名稱輸入) |
| 16). | 103年第2梯次公益彩券回饋金補助辦理促進身心障礙者就業計畫 | 2014 Second Stage Lottery Rebates Allowance Managing Facilitating Disabilities Employment Project | 其他(請於民間單位名稱輸入) |
| 17). | 以科技接受模式評估國內研發之園藝復健遊戲系統的使用性及滿意度 | The Usability and Satisfaction of Domestic Research and Development Gardening Rehabilitation Game System with technology acceptance model | 科技部(國科會) |
| 18). | 國內研發之上肢復健數位遊戲軟體–療效, 使用性及滿意度評估 (II) | Developing a digital game for domestic stroke patients＇ upper extremity rehabilitation – itsefficacy, usability and satisfaction assessment | 科技部(國科會) |
| 19). | 103年度上半年勞動部職安署補助職業災害勞工職業重建計畫-中山醫學大學職災勞工職業重建計畫 | The vocational Rehabiltation for work-related injuried workers of CSMU | 其他(請於民間單位名稱輸入) |
| 20). | 臨床上肢復健器材的現況與需求調查 | The investigation of present situation and needs of upper extremity devices | 科技部(國科會) |
| 21). | 臨床上肢復健產品的人因設計及療效評估-以錐形塔及推拉箱為例(I) | The design & effectiveness of U/E devices--cone & sanding activities | 科技部(國科會) |
| 22). | 105年度上半年勞動部職安署補助職業災害勞工職業重建計畫-中山醫學大學職災勞工職業重建計畫 | 105-其他01//105-0-D1-000001 | 其他(請於民間單位名稱輸入) |
| 23). | 臨床上肢復健產品的療效及使用性評估 -以錐形塔及推拉箱為例(II) | 105-2221-E-040-005- | 科技部(國科會) |
| 24). | 104年度上半年勞動部職安署補助職業災害勞工職業重建計畫-中山醫學大學職災勞工職業重建計劃 | The vocational rehabilitation programs for work-related injuried in Taichung | 其他(請於民間單位名稱輸入) |
| 25). | 中途致殘之肢體障礙者職業重建計畫 | Vacational Rehabilitation for the physical Disability | 衛生福利部(衛生署) |
| 26). | 94年度弱勢勞工職業輔導評量暨職涯輔導計畫 | Vacational evaluation for the weak Labors | 衛生福利部(衛生署) |
| 27). | 95年度至96年度身心障礙者職業輔導評量暨工作能力強化計畫（1/2） | Vocational Evaluation and Work Hardening for Disabled in 2006-2007 | 其他(請於民間單位名稱輸入) |
| 28). | 95年度委託辦理身心障礙者就業諮商計畫 | Vocational Counselling for teh Disabled | 其他(請於民間單位名稱輸入) |
| 29). | 95年度至96年度身心障礙者職業輔導評量暨工作能力強化計畫（2/2） | Vocational evaluation and work hardening programs for the disabled. | 其他(請於民間單位名稱輸入) |
| 30). | 臺中市96年度委託辦理身心障礙者就業諮商計畫 | Vocational counseling for the disabled | 其他(請於民間單位名稱輸入) |
| 31). | 職業輔導評量評估工具採購 | Vocational evaluation tools | 其他(請於民間單位名稱輸入) |
| 32). | 中部地區職業災害勞工工作能力評估與強化計畫 | Vocational evaluation and work hardening programs for occupational injuries in middle areas | 其他(請於民間單位名稱輸入) |
| 33). | 97年度臺中市身心障礙者就業諮商計畫 | Vocational counseling for disabled in Taichung | 其他(請於民間單位名稱輸入) |
| 34). | 97年度臺中市身心障礙者職業輔導評量暨工作能力強化計畫 | The vocational evaluation and work hardening for the disabiled in Taichung | 其他(請於民間單位名稱輸入) |
| 35). | 97年度上半年勞工保險局補助職業災害勞工職業重建計畫 | Vocational Rehabilitation for the vocational injury persons in 2008 | 其他(請於民間單位名稱輸入) |
| 36). | 98年台中市身心障礙者就業諮商計畫 | Vocational counseling for the disabled in Taichung, 2009 | 其他(請於民間單位名稱輸入) |

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|  校內研究計畫（Internal Research Program） |
| 項次 | 計畫名稱 | Program Name | 計畫單位 |
| 1). | 呈現介面與亮度對比對注意力之影響與腦波反應 | Effects of Display Medium and Luminance Contrast on Attention and EEG Response | 職能治療學系 |

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|  發表之專書、論文以及參加之研討會（Published Book, Paper and Seminar） |

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| 代表性著作(Published papers) |
| 1).Yu-Lin Wang, Gong-Hong Lin, Yi-Jing Huang, Mei-Hsiang Chen, Ching-Lin Hsieh,(2017), Refining three measures to construct an efficient Functional Assessment of Stroke. Stroke. 48, 1630-1635. |
| 2).Chien-Yu Huang, Gong-Hong Lin, Yi-Jing Huang, Chen-Yi Song,Ya-Chen Lee, Mon-Jane How, Yi-Miau Chen, I-Ping Hsueh, Mei-Hsiang Chen, Ching-Lin Hsieh,(2016), Improving the utility of the Brunnstrom recovery stages in patients with stroke: validation and quantification. Medicine. 95, e450-. |
| 3).Li-Chen Tung, Wan-Hui Yu, Gong-Hong Lin, Tzu-Ying Yu, Chien-Te Wu, Chia-Yin Tsai, Willy,(2016), Development of a Tablet-based symbol digit modalities test for reliably assessing information processing speed in patients with stroke. Disability & Rehabilitation. 38, 1952-1960. |
| 4).Lan\_Ling Huang, Hsi-Hsun Yang, Chang-Franw Lee, Mei-Hsiang Chen,(2016), Improvemeent Design of the clinical Upper Extremity Rehabilitation Product for Stroke Patients. Lecture Notes in computer Science. 17, 597-605. |
| 5).Wen-Shian Lu,Sheau-Ling Huang,Jeng-Feng Yang, Mei-Hsiang Chen,Ching-Lin Hsieh, and Chia-Yeh Chou,(2015), Convergent Validity and Responsiveness of the EQ-5D Utility Weights for Stroke Survivors. Journal of Rehabilitation Medicine. 48, 346-351. |
| 6).Mei-Hsiang Chena,\*,Lan-Ling Huangb,Chao-Hua Wang,(2015), Developing a digital game for stroke patients’ upper extremityrehabilitation – design, usability and effectiveness assessment. Procedia Manufacturing. 3, 6-12. |
| 7).Huang, L.-L., Chen, M.-H.\*, Wang, C.-H., & Lee, C.-F,(2015), Developing a Digital Game for Domestic Stroke Patients’ Upper Extremity Rehabilitation–Design and Usability Assessment . Access to Learning, Health and Well-Being.. 1, 454-461. |
| 8).Chun-Ming Yang, , Gong-Hong Lin, , Mei-Hsiang Chen, I-Ping Hsueh, and Ching-Lin Hsieh,(2014), DEVELOPMENT OF A COMPUTERIZED DIGIT VIGILANCE TEST ANDVALIDATION IN PATIENTS WITH STROKE. J Rehabil Med. 47, 311-317. |
| 9).Mei-Hsiang Chen, Lan-Ling Huang, Chang-Franw Lee, Ching-Lin Hsieh, Yu-Chao Lin, Hsiuchih Liu,(2014), A controlled pilot trial of twocommercial video games forrehabilitation of arm function afterstroke. Clinical Rehabilitation. 29(7), 674-682. |
| 10).Yu-Chao Lin, Mei-Hsiang Chen,(2014), Effect of Website Aesthetics on Approach Intention. Journal of e-Business. 第十六卷, 107-126. |
| 11).Jen-Suh Chern, Mei-Hsiang Chen, Ya-Chen Lee, Sheng-Shiung Chen, Li-Fong Lin, Wen-Hsuan Hou, Ching-Lin Hsieh,(2013), Validation of a Chinese Version of the Frenchay Activities Index in Patients with Traumatic Limb Injury. Journal of Occupational Rehabilitation. 24, 439-445. |
| 12).Lan-Ling Huang, Chang-Franw Lee, Ching-Lin Hsieh, Mei-Hsiang Chen,(2013), Upper extremity rehabilitation equipment for stroke patients in taiwan: usage problems and improvement needs. Occupational Therapy International. 20, 205-214. |
| 13).吳姿誼， 薛漪平， 陳美香， 謝清麟，(2012)，脊髓損傷者之職能治療知識程度初探。職能治療學會雜誌。30，177-197。 |
| 14).吳姿誼, 黃怡靜, 陳怡妙, 陳美香, 侯孟真, 謝清麟，(2011)，中風個案與家屬對職能治療之認識程度初探。職能治療學會雜誌。30，1-19。 |
| 15).Lan-Ling Huang, Chang-Franw Lee, Mei-Hsiang Chen,(2011), Design Improvement Requirements for the UpperExtremity Rehabilitation Devices in Taiwan. HCI International 2011–Posters’ Extended Abstracts. 1, 400-404. |
| 16).林俊佑, 黃嵐鈴, 余濟成, 陳美香, 李皇辰, 金仲達，(2011)，使用無線感測網路於肢體復健之資訊回饋。第18屆中華民國人因工程學會年會暨學術研討會(論文集), pp.273-280。，-。 |
| 17).黃嵐鈴，李傳房，陳美香，(2010)，中風患者使用上肢復健產品之調查。科技學刊。19，103-114。 |
| 18).呂文賢  |
| 19).Chen MH, Hsieh CL, Mao HF, Huang SL.,(2007), Differences between patient and proxy reports in the assessment of disability after stroke. Clinical Rehabilitation. 21, 351-356. |
| 20).Kong-King Shieh |
| 21).陳美香，(2005)，呈現介面與亮度對比對認知(記憶與概念形成)績效之影響與腦波反應。博士論文。.，1-121。 |
| 22).Kong-King Shieh |
| 23).I-Ping Hsueh, Sheau-Ling Huang, Mei-Hsiang Chen, Shi-Dong Jush, Ching-Lin Hsieh,(2000), Evaluation of Stroke Patients with the Extended Activities of Daily Living Scale in Taiwan. Disabillty & Rehabilitation. 22(11), 495-500. |
| 24).孟令夫, 祝旭東, 陳美香，(1999)，單側大腦中風病患站姿傾倒之信度研究與特質分析。中華民國復健醫學會雜誌。27(3)，91-102。 |

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| 研討會論文(Seminar) |
| 1).MEI-HSIANG CHEN, (2016), Improvement design of the clinical upper extremity rehabilitation product for Stroke patients. HCI International 2016, The Westin Harbour Castle Hotel , Toronto, Canada. |
| 2).MEI-HSIANG CHEN, (2015), Developing a digital game for domestic stroke patients’ upper extremity rehabilitation – design and usability assessment. 6th International Conference on Applied Human Factors and Ergonomics 2015, Caesars Palace Hotel, Las Vegas, Nevada, USA. |
| 3).MEI-HSIANG CHEN, (2014), Usability evaluation of off-the-shelf digital game devices for stroke rehabilitation in Taiwan. The Seventh International Conference on Advances in Computer-Human InteractionsACHI 2014, Barcelona, Spain . |
| 4).MEI-HSIANG CHEN, (2013), THE THERAPEUTIC EFFECTIVENESS AND SATISFACTION ASSESSMENT OF USING THE COMMERCIAL DIGITAL GAMES IN UPPER EXTREMITY REHABILITATION THERAPY FOR STROKE PATIENTS. IADIS International Conference Interfaces and Human Computer Interaction 2013 , Prague, Czech Republic. |
| 5).MEI-HSIANG CHEN, (2013), Applying commercial digital games to promote upper extremity movement functions for stroke patients. The 6th Interactional Conference on Advances in Human-Computer Interactions, Nice, France. |
| 6).MEI-HSIANG CHEN, (2012), Usability assessment of off-the-shelf digital game devices for stroke rehabilitation in Taiwan: usage problems and improvement needs for users. The 4th international conference foe umiversal design FUKUOKA 2012, FUKUOKA，JAPAN. |
| 7).MEI-HSIANG CHEN, (2012), Usage problems and improvement needs of the clinical upper extremity rehabilitation devices in Taiwan: a pilot study. 4th International conference on Applied Human Factors and Ergonomics, Hilton San Fransisco Union Square, San Fransisco , California. |
| 8).陳美香，(2012)，工作強化訓練對職災椎勞間盤突出工之介入模式與成效。2012年促進身心障礙者就業國際研討會—身心障礙職業重建服務邁向專業之路，國立彰化師範大學進德校區（彰化市進德路一號）輔導與諮商學系1F演講廳。 |
| 9).陳美香，(2012)，工作強化訓練協助職業性腕隧道症候群患者重返職場的經驗探討。2012年促進身心障礙者就業國際研討會—身心障礙職業重建服務邁向專業之路，國立彰化師範大學進德校區（彰化市進德路一號）輔導與諮商學系1F演講廳。 |
| 10).陳美香，(2012)，工作強化訓練協助職業性腕隧道症候群患者重返職場的經驗探討。2012年促進身心障礙者就業國際研討會—身心障礙職業重建服務邁向專業之路，國立彰化師範大學進德校區（彰化市進德路一號）輔導與諮商學系1F演講廳。 |
| 11).MEI-HSIANG CHEN, (2011), A user-centered assessment of the usability of digital game devices for upper extremity rehabilitation therapy. The 4th IASDR World Conference on Design Research , Delft, Netherlands.. |
| 12).MEI-HSIANG CHEN, (2011), Design improvement requirements for the upper extremity rehabilitation devices in Taiwan, Human-Computer Interaction International . Human Computer Interaction (HCI), Florida, USA. |
| 13).陳美香，(2011)，使用無線感測網路於肢體復健之資訊回饋。第18屆人因工程年會暨學術研討會會，中山醫學大學正心樓。 |
| 14).MEI-HSIANG CHEN, (2010), The investigation of design improvement requirements for the upper extremity rehabilitation devices in Taiwan. 2010 Asia Pacific Industrial Engineering & Management System Conference, Melaka, Malaysia. |
| 15).MEI-HSIANG CHEN, (2010), The Application of Job redesign on injuried workers returm to work. International Symposium on Work Injury Prevention &Rehabilitation 2010, 中國廣州. |
| 16).MEI-HSIANG CHEN, (2010), The factors of returning to work after the work hardeningintervention programs. APCHI-ERGOFUTURE INTERNATIONAL JOINT CONFERENCE, Bali, Indonesia. |
| 17).陳美香，(2009)，認知因素對穩定就業之效應。中華民國特殊教育學會年會暨各區學術論文研討會，彰化。 |
| 18).MEI-HSIANG CHEN, (2009), Effects of Color Combination and Luminance Contrast on Reading Comprehension and Visual Fatigue. 13th International Conference Human-Computer Interaction, San Diego, CA.USA. |
| 19).陳美香，(2008)，職業輔導評量之認知測驗工具與身心障礙者穩定就業間相關性。彰雲嘉大學校院聯盟-2008年學術研討會，國立彰化師範大學新教學大樓。 |
| 20).陳美香，(2007)，對視覺疲勞使用電子紙顯示器。12th International Conference on Human-Computer Interaction，中國北京。 |
| 21).MEI-HSIANG CHEN, (2006), Effects of Left-sided movement on screen in Unilateral neglect. 14th Congress of the World Federation of Occupational Therapists, 澳大利亞悉尼. |