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Abstract
Today, "e-Learning" plays a role as a valuable auxiliary for regular learning as a result of the development of computer and internet technologies. The e-learning mode with game as a new approach of e-Learning was paid attention by learning researchers because it is able to enhance learning motive, to simulate reality, to reduce learning obstacle, and so on. Further, because of collective participatory, real-time interaction, and 3D representation the e-Learning with "Multiuser Online Game" presents higher potential for simulating most of learning circumstances, and has many advantages for learners. The purpose of this study is to understand how effective for e-Learning is the mode of multi-user online game? In this study, an e-Learning system for fire fighting called "Rescue Resources" was built, and a part of the system was regarded as content of a fire fighting test for verifying the system effects. A result was found by means of experiment, test, and statistical processes that the participants who used the system have significant higher achievement in the "fire fighting test". It is evident that the mode of multiuser online game is valuable for learning applications.
Advisory Committee Hua-Cheng Chang - advisor

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