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• 研究人員	徐建業；王靜瓊；簡文山；韓柏樑；簡淑真； Hsu, Chien-Yeh； Wang, Ching Chiung； Jian,Wen-Shan； Han, Bor-Cheng； Chien,Shu-Chen；		
• 中文關鍵字	藥物濫用；俱樂部藥物；多媒體；情境模擬；新興毒品；；；		
• 英文關鍵字	Drug Abuse；Multimedia；Scenario Simulation；E-Learning；；；；		
• 中文摘要	依台灣地區緝獲毒品統計資料(97 年 7 月藥物濫用案件暨檢驗統計資料)得知，俱樂部毒品(如：MDMA、GHB、GBL、Ketamine、FM2、甲基安非他命和 LSD)之緝獲量統計，毒品供給面已獲得穩定控制，可見我國在查緝毒上，已達到嚇阻販毒的成效。但在降低毒品需求方面仍有待努力，因此「預防勝於治療」、「沒有需求就沒有供給」，反毒應從拒毒教育開始，才是治本。由於販毒手法複雜化、替代性新興毒品的增加而殘害國人身心，為有效達到教育青少年人口反毒，正視毒品危害，從青少年出入場所著手是一項強而有力的宣導。因此，如何有效防制俱樂部毒品濫用應視為目前當務之急的工作。有別於傳統平面媒體文宣、教條式反毒教學內容及一般單向被動式線上學習模式，本團隊於 93 年執行管制藥品管理局委託計畫「建立一個預防俱樂部毒品濫用之網路學習模式(DOH93-NNB-1018)」時，便開發出一種互動式預防俱樂部毒品濫用之網路學習模式—「虛擬藥物濫用情境模擬(Virtual Drug Abuse Scenario Simulation, VDASS)」，藉由模擬各種俱樂部毒品濫用後感覺、症狀、行為、副作用、後遺症等之情境及如何尋求解決管道之特色，來提高使用者對線上學習之興趣，期望能降低因「好奇心」驅使下以身試藥之行為。而於 95 年執行管制藥品管理局委託計畫「建立一個預防俱樂部毒品濫用之網路學習模式(II)(DOH95-NNB-1017)」，則沿用虛擬藥物濫用情境模擬(VDASS)的學習模式，開發出更多濫用藥物之多媒體學習內容，持續收集擴充藥物濫用之專業知識及教學輔助資源，以及更進一步探討及評估 VDASS 學習模式對於學習之影響及其適用性。本延續計畫(98 年度)總目標，在 93、95 及 96 年度執行管制藥品管理局委託計畫「建立一個預防俱樂部毒品濫用之網路學習模式(III)(DOH96-NNB-1017)」的研究基礎之下，設計一個以宣導新興毒品濫用預防為主的數位學習教材，主要包含藥物濫用預防學習網網站與多媒體互動式動畫，並收集新興藥物濫用之專業知識及教學輔助資源，新增大麻、LSD 和一粒眠三種濫用藥物之多媒體學習內容，充實網站內容資源。並依據過去計畫之研究，深入分析在學青少年對於藥物濫用健康信念之多變項分析，以建立起預防新興毒品濫用之宣導模式。		

- 英文摘要

According to the statistical analysis of drug seized in Taiwan, the rate of seized club drugs (such as MDMA, GHB, GBL, Ketamine, FM2, Methamphetamine and LSD) is decreasing these years, which shows that not only effective seizing but we also made a deterrent effect. It is very important to find solutions for preventing drug abuse. From the point of view of harm reduction, traditional propaganda and education methods become more and more inefficient and ineffective. Due to complicated drug dealing business, the increasing of alternative new drugs not only physically but psychologically harms our nation. In order to achieve anti-drug education to youth populations effectively and face the danger of drugs, it is a strong advocacy to start from places which usually youth people access. Unlike traditional print media propaganda, the contents of the dogmatic anti-drug education and general one-way passive online learning model, we were authorized by National Bureau of Controlled Drugs (NBCD) in 2004, to “Build a Club Drug Abuse Prevention Model of Web-based Learning (DOH93-NNB-1018)”. We developed a Web-based interactive learning model of club drug abuse prevention - "Virtual Drug Abuse Scenario Simulation (VDASS)", to increase the interest of users to study online through the simulation of drug abuse, symptoms, behavior, side effects and complications with a variety of clubs drugs, and hoping to reduce the result of “curiosity” to being driven by the behavior of drugs. In 2006, we were again commissioned by NBCD with the "Build a Club Drug Abuse Prevention Model of Web-based Learning (II) (DOH95-NNB-1017)", which produced more multimedia learning contents of drug abuse and we kept on collecting and expand the amount of professional knowledge and teaching support resources, further explore and evaluate the effect of VDASS model in learning and its applicability. The goal of our extension plan (2009) is to develop an e-learning resource for new drug abuse prevention, which include a drug abuse prevention learning website and an interactive multimedia animation. We will also collect new professional drug abuse knowledge and teaching aids, add in multimedia content based on marijuana, LSD and Erimin these three kinds of abuse drugs, and enrich the website. And based on the remaining research projects, we will have an in-depth analysis of health beliefs with drug abuse among young people in school, in order to establish a new drug abuse prevention model of advocacy.