

The Influence of Adventure Education on Employees' Teamwork Efficiency - Example of the Y Hightech Company in Changhua...

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ABSTRACT

The Influence of Adventure Education on Employees' Teamwork Efficiency - Example of the Y Hightech Company in Changhua County Student: Kuei-Chu Teng Advisor: Prof. Wei-Ling Lee Da-Yeh University ABSTRACT This dissertation studies the influence of adventure education on employees' teamwork efficiency, with a view to finding out the connections between adventure education and teamwork efficiency while also providing a company's management and manpower resources unit with feasible ways to enhance the communication, cooperation, division of work, problem-solving and policy-making in teamwork. Middle-level executives of the Y environmental protection company of Changhua County in central Taiwan have been chosen as research objects, and a total of 32 persons are selected as effective samples. This research adopts the "pretest-posttest control group design model" of the Quasi-Experimental Designs, while makes use of SPSS windows 10.0 Chinese version and t-test, one-way ANOVA, and paired-t to conduct statistical analyses. The following results have been achieved: The Experiment Group, after taking part in adventure education activities, has shown significant difference between the Control Group in terms of teamwork efficiency, communication, cooperation, division of work, problem-solving and policy-making. Participating members in the Experiment Group have demonstrated different performance before and after these adventure education activities. The characteristics of those participants in the Experiment Group, in the pretests and posttests, show no significant differences in terms of teamwork efficiency, communication, cooperation, division of work, problem-solving and policy-making. Only the "gender" factor shows some differences in team cooperation and division of work. In the end, a general discussion is conducted regarding research results and some concrete suggestions are made for the reference of related agencies or interested researchers in future. Key Words: adventure education, team, teamwork efficiency

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Table of Contents

內容目錄 中文摘要	iii	英文摘要	iii
iv 誌謝辭	vi	內容目錄	vi
vii 表目錄	ix	圖目錄	ix
x 第一章 緒論	1	第一節 研究背景與動機	1
1 第二節 研究目的	4	第三節 研究對象與範圍	4
5 第四節 研究問題	5	第五節 名詞解釋	5
6 第二章 文獻回顧	7	第一節 探索教育活動	7
7 第二節 探索教育活動的理論基礎	10	第三節 探索教育	10
活動的類型與設計原則	16	第四節 團隊與團隊建立	22
發展理論	25	第五節 團隊	22
國內外相關實證研究	37	第六節 團隊效能理論	28
研究架構	42	第七節	28
第一節 研究設計與施測事項	43	第三章 研究方法	42
第二節 資料處理	48	第一節	42
第一節 不同背景變項之基本資料分析	50	第二節 研究假設	43
第二節 異分析	53	第三節 探索教育活動之課程設計	45
58 第五章 結論與建議	63	第四章 研究結果分析	50
63 第一節 研究討論	64	第一節 人口統計變項對團隊效能在前測與後測的差異分析	50
67 參考文獻	71	第二節 探索教育活動對團隊效能的差異分析	50
82 附錄A 單元活動教案	84	第三節 研究結果摘要	50
		建議	50
		附錄A 施測問卷	50
		附錄B 單元活動教案	50

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