



## 序 言

本刊發行之主要宗旨為同時促進圖書資訊與檔案學領域之學術發展，目前為國內唯一同時兼顧這兩個學術領域發展的期刊，因此本刊每期刊登的文章亦以這兩個學術發展面向為主要考量，長期以來已經逐漸經營出其獨特的期刊特色，成為圖書資訊與檔案學領域學者重要之學術研究成果發表園地。其中圖書資訊學領域更海納諸如數位學習、數位閱讀及數位人文等近幾年來極受關注之新興學術領域，希望引領圖書資訊學跨領域之研究。此外，檔案學領域則鼓勵以兼具理論與實務作為研究之視角，期盼為檔案學研究建立更為堅實的學術發展基礎，也讓檔案學成為實用的學術研究領域，並帶動機構對於檔案在知識保存與應用上的重視。

本期共刊登四篇文章，包括三篇圖書資訊學，以及一篇檔案學領域學術文章，其中圖書資訊領域收錄之三篇文章分別為相關於數位學習、圖書館資訊系統及數位閱讀之學術文章；檔案學領域則是相關於公文資訊管理系統之學術文章。過去數位學習較少有研究透過識別出教學情境裡的教學任務與學生閱讀文體之關聯，以促進教師之資訊使用與搜尋系統之設計，本期第一篇文章透過質性引文分析來分析教材裡之引文，以識別出教師使用之文體，再以半結構式訪談來搜集有關教師執行教學任務之研究資料，探索教學情境裡之教學任務與學生閱讀文體之關聯。此外，第二篇文章探討組織改造期間影響政府機關公文資訊管理系統成功之因素與經驗，有助於政府機關面臨組織改造，於建置公文資訊管理系統時之相關規劃參考，其研究具有實務應用價值；再則，第三篇文章提出整合RFID無線辨識科技及精密機械手臂系統，發展可全自動借書、出書、還書、補書之圖書館自助經營模式，為發展圖書館資訊服務系統之一大創新，亦具有商業化之應用價值；最後，數位閱讀介面設計對於閱讀接受度的影響為數位閱讀相當受到關注的研究議題，第四篇文章以電子雜誌Apps之使用者為對象，使用整合性科技接受模型（UTAUT）為研究架構，探討電子雜誌Apps於行動載具上的介面設計要素，與使用者能夠接受的舒適易讀的介面設計方針等影響使用者使用意願之因素，有助於電子雜誌Apps製作者編排設計出適合使用者的電子雜誌Apps內容。

圖資與檔案學刊主編

陳志銘



## Editorial

The main purpose of publishing this journal is to promote the academic development of the fields of library and information and archival studies. At present, this journal is the unique journal in Taiwan that simultaneously takes into account the development of these two academic fields. Therefore, each issue of this journal always includes articles that fall into both of the academic fields. This journal has become an important academic journal for scholars in the field of library and information and archival studies through the long-term management. Particularly, this journal has attracted much attention in the emerging academic fields recently, such as digital learning, digital reading, and digital humanities, and hoped to lead the research of cross-disciplinary research in library and information field. In addition, the field of archival studies encourages the use of both theory and practice as a research perspective in order to establish a more solid foundation for the academic development of archival studies, make archival studies as a practical research field and drive institutions to pay much attention to knowledge preservation and archival applications.

In this issue, four excellent and high-quality articles were published, including three papers related to library and information studies and the other related to archival studies. The former related to the library and information studies are academic articles associated with digital learning, library service systems, and digital reading, whereas the latter is an academic article related to the electronic document management system. In the past, there were few studies to identify the task-genre associations in the context of university for promoting the design of the teacher's information use and search system. In this issue, the first paper analyzes the citations in the textbook through qualitative citation analysis to identify the task-genre associations in the context of university. Next, the second paper explores the factors and experiences that affect the success of the electronic document management system during the organizational transformation, which will help the government agencies face organizational changes when establishing the electronic document management system. The research has highly potential values in practical application. The third paper, in addition, proposes a novel library service system that can automatically assist users to borrow, reserve/pick up and return books by integrating RFID wireless identification technology and mechanical arm system to develop a library self-service business model. The proposed library service system has commercial application value. Finally,

the impact of digital reading interface design on reading acceptance is a research topic that has received considerable attention in digital reading. The fourth paper examines the use of e-magazine Apps by using Unified Theory of Acceptance and Use of Technology (UTAUT) as a research framework to investigate the effects of interface design elements of e-magazine Apps on intention use and facilitating conditions. This study is helpful in designing an e-magazine Apps with high acceptability of interface design.

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