Contents:

A Brain Stimulation Strategy For Developing Cognitive Skills Among Late Bloomer 01-05

Word Games: Their Application In Teaching Vocabulary At Junior High Schools In Semarang City 06-09

Developing Early Childhood’s Social And Emotional Competences through 3ps-Based Educative Game Tool 10-12

Interactions between College Students and Professors in a Virtual Learning Environment 13-22

Coping Mechanisms of Foreign Students in Baguio City: An Ethnograthic Approach 23-33

The Discrepancy between High School GPA and Qiyas Results among Saudi High School Students 34-41

Case Study on Established the Occupational Competency Standard and Training Plan for the Quality Managers in SME 42-52

The impact of Van Gogh’s paintings dynamic structure on relief Printmaking surface: Contemporary approach 53-60

Attitude of Students towards Alcohol Abuse in Federal University of Agriculture, Makurdi, Nigeria 61-65

A Proposed Model of E-Learning For Merging with Sudanese Universities Teaching Programmes in Khartoum State 66-76

Analysis of Student’s Answer Error in Learning Mathematics Using Newman Analysis 77-82

Influence of Workload and Psychological Variables on Attitude towards Leisure among Lecturers in Public Universities in Rivers AState, Nigeria 83-91