ZILONG PAN

111 Research Dr.

Bethlehem, PA 18015

601-758-3237

Zip322@lehigh.edu

EDUCATION

May 2022 **Ph.D.** in Learning Technologies Program
Department of Curriculum and Instruction
The University of Texas at Austin – Austin, Texas

May 2020 **M.Ed.** in Quantitative Research Methods
Department of Educational Psychology
The University of Texas at Austin – Austin, Texas

May 2015 **M.A.Ed.** in Middle School Education (Science & Social Studies)
Department of Educational Theory and Practice
The University of Georgia – Athens, Georgia

Jun 2012 **B.A.** in Chinese Language and Literacy
Department of Language and Literacy
Hunan First Normal University – Changsha, Hunan Province, China

PROFESSIONAL EXPERIENCE

Academia Experience

Aug 2022- **Assistant Professor** (Tenure Track)
Present Teaching, Learning and Technology Program, College of Education, Lehigh University, Bethlehem, PA

Jan 2017- **Teaching Assistant**
May 2021 Learning Technologies program, College of Education, the University of Texas at Austin. Austin, TX.

Aug 2019- **Graduate Research Assistant**
May 2020 Teacher Education Committee, College of Education, the University of Texas at Austin. Austin, TX.

Jun 2013- **Graduate Research Assistant**
May 2015 Department of Educational Theory and Practice, College of Education, the University of Georgia. Athens, GA.

Teaching Experience

Aug 2015- **Middle School Teacher – 7th Grade Science & Math**
May 2016 The Epstein School – Atlanta, GA

Aug 2014- **Middle School Student Teacher - 6th Grade Science**

Apr 2015 Dacula Middle School – Dacula, GA

Sep 2013- **Middle School Student Teacher - 8th Grade Social Study**

Dec 2013 Hilsman Middle School – Athens, GA

Aug 2012- **High School Student Teacher - 9th Grade World History**

Apr 2013 Clark Central High School – Athens, GA

Educational Technology Industry Experience

May 2020- **Instructional Designer**

Aug 2020 Office of Instructional Innovation, the University of Texas at Austin. Austin, TX.

July 2019- **Data/IT Coordinator**

Dec 2019 Magnolia Montessori for All (Public Montessori school), Austin, TX.

Jan 2018- **Data Analyst**

May 2018 Ericsson (Telefonaktiebolaget L. M. Ericsson), Austin, TX / Remote.

PUBLICATIONS

Peer-reviewed Book Chapters

Pan, Z., Li, C., Zou, W., & Liu, M. (2023). Applying Learning Analytics Approaches to Detect and Track Students' Cognitive States During Virtual Problem-Solving Activities. In G. Durak and S. Kankaya (Eds.) *Perspectives on Learning Analytics for Maximizing Student Outcomes*. IGI Global.

Liu, M., Han, S., Shao P., Cai, Y., & **Pan,** Z. (2021) The Current Landscape of Research and Practice on Visualizations and Dashboards for Learning Analytics. In M. Sahin and D. Ifenthaler (Eds.) *Visualizations and Dashboards for Learning Analytics. Advances in Analytics for Learning and Teaching*. Springer, Cham.

Liu, M., Horton, L., Li, C., & **Pan**, Z. (2019). Alien Rescue. In K. Schrier. (Ed.) *Learning, education & games vol. 3: Bringing games into educational contexts.* ETC Press (Carnegie Mellon).

Liu, M., **Pan**, Z., Pan, X, An. D, Zou, W., Li, C., & Shi, Y. (2019). The use of analytics for educational purposes: a review of literature from 2015 to present. In M. S. Khine (Ed.) *Emerging trends in learning analytics*. Brill Publishers.

Liu, M., Zou, W., Li, C., Shi, Y., **Pan**, Z., & Pan, X. (2018). Using learning analytics to examine relationships between learners' usage data with their profiles and perceptions: a case study of a MOOC designed for working professionals, In D. Ifenthaler, D. Mah, and J. Y. Yau (Eds.) *Utilizing Learning Analytics to Support Study Success*. Springer International Publishing.

Peer-reviewed Journal Articles

Jiang, Z., Xu, Z., **Pan**, Z., He, J., & Xie, K. (2023). Exploring the Role of Artificial Intelligence in Facilitating Assessment of Writing Performance in Second Language Learning. *Languages, 8*(4), 247. https://doi.org/10.3390/languages8040247

Yang, M., Miller, C., Crompton, H., **Pan**, Z., & Glaser, N. (2023). The Implementation of Virtual Reality in Organizational Learning: Attitudes, challenges, side effects, and affordances. *TechTrends*. https://doi.org/10.1007/s11528-023-00917-y

Pan, Z., & Liu, M. (2022). The Role of Adaptive Scaffolding System in Supporting Middle School Problem-Based Learning Activities. *Journal of Educational Technology Systems, 51*(2), 117–145. https://doi.org/10.1177/00472395221133855

Cai, Y., **Pan**, Z., Han, S., Shao, P., & Liu, M. (2022). The impact of multimodal communication on learners' experience in a synchronous online environment: A mixed-methods study. *Online Learning. 26*(4), 1-28. https://olj.onlinelearningconsortium.org/index.php/olj/article/view/3448

Zheng, H., Branch, R. M., Ding, L., Kim, D., Jung, E., Lu, Z., Li, T., **Pan**, Z., & Yoon, M. (2022). The combination of segmentation and self-explanation to enhance video-based learning. *Active Learning in Higher Education*, 0(0). https://doi.org/10.1177/14697874221126920

Han, S., Liu, M., **Pan**, Z., Cai, Y., & Shao, P. (2022). Making FAQ chatbots more Inclusive: an examination of non-native English users' interactions with new technology in massive open online courses. *International Journal of Artificial Intelligence in Education*, 1-29. https://doi.org/10.1007/s40593-022-00311-4

Liu, M., Li, C., & **Pan**, Z. (2022). Creating an Interactive Dashboard to Support Middle School Teachers' Implementation of a Technology-Supported Problem-Based Learning Program. *International Journal of Designs for Learning, 13*(1), 1-18. https://doi.org/10.14434/ijdl.v13i1.31243

Liu, J., Wang, K., Chen, Z., & **Pan**, Z. (2022). Exploring the contributions of job resources, job demands, and job self-efficacy to STEM teachers' job satisfaction: A commonality analysis. *Psychology in the Schools*, 1– 21. https://doi.org/10.1002/pits.22768

Cai, Y., **Pan**, Z., & Liu, M. (2022). Augmented reality technology in language learning: A meta-analysis. *Journal of Computer Assisted Learning*, *38*(4), 929-945. https://doi.org/10.1111/jcal.12661

Liu, M., **Pan**, Z., Li, C., Han, S., Shi, Y., & Pan, X. (2021). Using Learning Analytics to Support Teaching and Learning in Higher Education: A Systematic Focused Review of Journal Publications from 2016 to Present. *International Journal on E-Learning, 20*(2), 137-169. https://www.learntechlib.org/primary/p/218376/

Pan, Z., López, M., Li, C., & Liu, M. (2021). Introducing augmented reality in early childhood literacy learning. *Research in Learning Technology, 29*. https://doi.org/10.25304/rlt.v29.2539

Liu, M., **Pan**, Z., Cai, Y., Shao, P., & Han, S. (2021). The Effect of a Multimedia-Enriched Problem-Based Learning Environment on Socioeconomically Disadvantaged Middle School Students' Science Learning: Examining the Relationship Among Self-Efficacy, Attitude, and Performance. *Journal of Educational Multimedia and Hypermedia, 30*(4), 359-391. https://www.learntechlib.org/p/219807/

Zou, W., Hu, X., **Pan**, Z., Li, C., Cai, Y., & Liu, M. (2020). Exploring the relationship between social presence and learners' prestige in MOOC discussion forums using automated content analysis and social network analysis. *Computers in Human Behavior, 115*. https://doi.org/10.1016/j.chb.2020.106582

Liu, M., Shi, Y., **Pan**, Z., Li, C., Pan, X. & López, M. F. (2020). Examining middle school teachers' implementation of a technology-enriched problem-based learning program: Motivational factors, challenges, and strategies. *Journal of Research on Technology in Education*, *53*(3), 279-295. https://doi.org/10.1080/15391523.2020.1768183

Liu, M., Li, C., **Pan**, Z. & Pan, X. (2019). Mining big data to help make informed decisions for designing effective digital educational games. *Interactive Learning Environments,* 1-21. https://doi.org/10.1080/10494820.2019.1639061

Liu, M., Zou, W., Shi, Y., **Pan**, Z. & Li, C. (2019). What do participants think of today's MOOCs: an updated look at the benefits and challenges of MOOCs designed for working professionals. *Journal of Computing in Higher Education, 32,* 307-329. https://doi.org/10.1007/s12528-019-09234-x

Liu, M., Liu, S., **Pan**, Z., Zou, W., & Li, C. (2018). Examining science learning and attitude by at-risk students after they used a multimedia-enriched problem-based learning environment. *Interdisciplinary Journal of Problem-Based Learning, 13*(1), 6. https://doi.org/10.7771/1541-5015.1752

Liu, M., Kang, J., Zou, W., Lee, H., **Pan**, Z., & Corliss, S. (2017). Using data to understand how to better design adaptive learning. *Technology, Knowledge and Learning, 22*(3), 271-298. https://doi.org/10.1007/s10758-017-9326-z

Peer-reviewed Conference Proceedings

Araujo-Junior, R., **Pan**, Z., Bodzin, A., Semmens, K., Hammond, T., Anastasio, D., Sechrist, S., Lerro, N., Rubin, E. & Vogel, J. (2023). Flood Adventures: Evaluation Study of Final Prototype. In *International Conference on Immersive Learning* (pp. 426-435). Immersive Learning Research Network (iLRN).

Shao, P., Meng, C., **Pan**, Z., & Liu, M. (2023). Investigate pre-service teachers' learning behaviors and their relationship with academic performance through LMS log data. In *Proceedings of AECT: Association for Educational Communications and Technology 2023* (pp.). Association for Educational Communications and Technology (AECT).

Jain, H., Dierolf, V., Jagota, A., **Pan**, Z., & Urban, N. (2023). Redesigning US STEM Doctoral Education to Create a National Workforce of Technical Leaders. In *2023 ASEE Annual Conference & Exposition* (pp.1-20). American Society for Engineering Education (ASEE).

Pan, Z. & Liu, M. (2022). Theory-Informed Problem-Solving Sequential Pattern Visualization. In *Proceedings of the 15th International Conference on Educational Data Mining (EDM'22)*. International Educational Data Mining Society (EDM).

Pan, Z. & Liu, M. (2022). The effects of learning analytics hint system in supporting students problem-solving. In *Companion Proceedings of the 12th International Learning Analytics and Knowledge Conference (LAK'22)* (pp. 77-86). Society for Learning Analytics Research (LAK).

Zou, W., **Pan**, Z., Li, C., & Liu, M. (2021). Does Social Presence Play a Role in Learners' Positions in MOOC Learner Network? A Machine Learning Approach to Analyze Social Presence in Discussion Forums. In *International Conference on Quantitative Ethnography* (pp. 248-264). International Conference on Quantitative Ethnography (ICQE).

Pan, Z., Li, C., & Liu, M. (2020). Learning analytics dashboard for problem-based learning. In *Proceedings of the Seventh ACM Conference on Learning@Scale* (pp. 393-396). Association for Computing Machinery (ACM).

Pan, Z., López, M. F. & Liu, M. (2019). Augmented reality in the pre-kindergarten classroom—an exploratory study of the effects of an augmented reality book set. In *Proceedings of AECT: Association for Educational Communications and Technology 2019* (pp. 433-440). Association for Educational Communications and Technology (AECT).

Liu, S., Liu, M., **Pan**, Z., Zou, W. & Li, C. (2019). Examining Science Learning by At-Risk Middle School Students in a Multimedia-Enriched Problem-Based Learning Environment. In *Companion Proceedings of the 9th International Learning Analytics and Knowledge Conference (LAK'19)* (pp. 237-239). Society for Learning Analytics Research (LAK).

HORNORS AND AWARDS

2024 Senior Faculty Fellowship & Course Development Grant
Center for Innovation in Teaching and Learning (CITL), Lehigh University

2023 Faculty Fellowship & Course Development Grant
Center for Innovation in Teaching and Learning (CITL), Lehigh University

2021-22 Continuing Fellowship
College of Education, The University of Texas at Austin

2020-21 Janey and Melvin Lack Endowed Graduate Fellowship in Education
College of Education, The University of Texas at Austin

2019-20 Dr. O. L. Davis, Jr. Endowed Excellence Award
College of Education, The University of Texas at Austin

RESEARCH FUNDING

2023-24 **Co-Principal Investigator**. Bodzin, A., Hammond, T., **Pan**, Z, & Araujo-Junior, R. Immersive Learning with Watershed Explorers: Industrial History Virtual Reality Experience. County of Northampton. **Awarded**: $6,800.

2022-23 **Co-Principal Investigator**. Bodzin, A., Hammond, T., **Pan**, Z, & Fu, J. Immersive Learning with Headset Virtual Reality Gameful Experiences. Lehigh University Faculty Research Grant Program. **Awarded**: $6,000.

2022-23 **Co-Principal Investigator**. Jain, H., Dierolf, V., Jagota, A., Vaughn, D., & **Pan**, Z. Partnership with Researchers in Industry for Doctoral Education. National Science Foundation Grant (IGE-1806904). **Awarded**: $440,743.00.

EDITORIAL AND REVIEW SERVICE FOR SCHOLARLY PUBLICATIONS AND CONFERENCE

Ad Hoc Reviewer for Scholarly Publications:

- Computers & Education
- Educational Technology Research and Development (ETR&D)
- The Internet and Higher Education (IHE)
- Journal of Human-Computer Interaction (IJHC)
- Interdisciplinary Journal of Problem-Based Learning (IJPBL)

Ad Hoc Reviewer for Conferences:

- American Educational Research Association (AERA)
- Association for Educational Communications and Technology (AECT)

SCHOLARLY PRESENTATIONS

Invited Presentations & Talk

2022 Invited as guest speaker on Machine Learning in Education to ESLTECH 8226 Methods of Inquiry in Learning Technologies, the Ohio State University. Virtual, November.

2022 Invited as guest speaker on Game-based learning to TLT 458 Introduction to Multimedia Programming and Development, Lehigh University. Virtual, October.

2022 Invited as guest speaker on using simulation and games in education to UGS 302 Live, Play, Communicate, and Learn with Digital Media Technologies course, University of Texas at Austin. Virtual, April.

2022 Invited as guest speaker on Virtual Worlds & CSCL to ESLTECH 7277 Computer Supported Collaborative Learning, the Ohio State University. Virtual, March.

2020 Invited as guest speaker on involving learning analytics in research to ESLTECH 8226 Methods of Inquiries in Educational Technology, the Ohio State University. Columbus, Ohio, October.

2020 Invited to a panel on using simulation and games in education to EDC 390T Instructional Systems Design, University of Texas at Austin. Austin, Texas, October.

2019 Invited to a panel on using simulation and games in education to UGS 302 Live, Play, Communicate, and Learn with Digital Media Technologies course, University of Texas at Austin. Austin, Texas, April.

2019 Invited as guest speaker on learning new media design tools to EDC 385G Interactive Multimedia Design and Production course, University of Texas at Austin. Austin, Texas, January.

2018 Invited to a panel on using simulation and games in education to UGS 302 Live, Play, Communicate, and Learn with Digital Media Technologies course, University of Texas at Austin. Austin, Texas, April.

2017 Invited to a panel on using simulation and games in education to EDC 390T Instructional Systems Design, University of Texas at Austin. Austin, Texas, September.

2017 Invited to a panel on using simulation and games in education to UGS 302 Live, Play, Communicate, and Learn with Digital Media Technologies course, University of Texas at Austin. Austin, Texas, March.

Refereed Conference Presentations

Shao, P., Meng, C., **Pan**, Z., & Liu, M. (2023, October). Investigate pre-service teachers' learning behaviors and their relationship with academic performance through LMS log data. Presented at the annual conference of *Association for Educational Communications and Technology* (AECT). Orlando, FL.

Zou, W., **Pan**, Z., Li, C., & Yang, Y. (2023, October). Mathmagician: Co-creating an AI-based Culturally Responsive Math Word Problem Generator with Educators and Learners. Presented at the annual conference of *Association for Educational Communications and Technology* (AECT). Orlando, FL.

He, J., Jiang, Z., **Pan**, Z., Men, Q., & Xie, K. (2023, October). The Changing Patterns of Learners' Behavior and the Association with Motivation and Cognitive Engagement in Online Learning. Presented at the annual conference of *Association for Educational Communications and Technology* (AECT). Orlando, FL.

Jiang, Z., Xu, Z., **Pan**, Z., He, J., & Xie, K. (2023, October). Exploring the role of artificial intelligence in facilitating writing assessment in second language learning. Presented at the annual conference of *Association for Educational Communications and Technology* (AECT). Orlando, FL.

Shao, P., Cai, Y., **Pan**, Z., Song, H., & Liu, M. (2023, April). Exploring the Effects of Learning Analytics Dashboards on Learning Outcomes: A Meta-Analysis. Presented at the annual conference of *American Educational Research Association* (AERA). Chicago, Illinois.

Xie, K., Jiang, Z., **Pan**, Z., Men, Q., & He, J. (2023, April). Examining Learning Engagement through Sequential Pattern Mining. Presented at the annual conference of *American Educational Research Association* (AERA). Chicago, Illinois.

Pan, Z., Jiang, Z., Men, Q., He, J., & Xie, K. (2022, October). A Two-Level Cluster Analysis that Integrates Fine-Grained Event-Based Sequences with Learner-Based Behavioral Patterns. Presented at the annual conference of *Association for Educational Communications and Technology* (AECT). Las Vegas, NV.

Pan, Z., Han, S., Cai, Y., Shao, P., & Liu, M. (2022, April). The Role of a Learning Analytics Scaffolding System in Middle School Science Problem-Based Learning Activities. Presented at the annual conference of *American Educational Research Association* (AERA). San Diego, California.

Liu, M., **Pan**, Z., Cai, Y., Shao, P., & Han, S. (2022, April). The Effect of Multimedia-Enriched Problem-Based Learning on Socioeconomically Disadvantaged Middle School Students' Science Learning. Presented at the annual conference of *American Educational Research Association* (AERA). San Diego, California.

Han, S., Liu, M., **Pan**, Z., Cai, Y., & Shao, P. (2022, April). Making Chatbots More Inclusive: Addressing Challenges of Non-Native English Speakers With New Technology in MOOCs. Presented at the annual conference of *American Educational Research Association* (AERA). San Diego, California.

Cai, Y. & **Pan**, Z. (2022, April). The Impact of Multimodal Communication on Learners' Experience in a Synchronous

Online Environment. Presented at the annual conference of *American Educational Research Association* (AERA). San Diego, California.

Pan, Z. & Liu, M. (2022, March). The effects of learning analytics hint system in supporting students' problem-solving. Presented at *12th International Conference on Learning Analytics & Knowledge* (LAK). Virtual.

Han, S., Shao, P., Cai, Y., Liu, M, & **Pan**, Z. (2021, November). The Current Landscape of Research and Practice on Visualizations and Dashboard for Learning Analytics. Presented at the annual conference of *Association for Educational Communications and Technology* (AECT). Chicago, IL.

Pan, Z., Li, C., Zou, W., & Liu, M. (2021, April). The development of an automatic text classifier enhanced dashboard in supporting teacher's facilitation of virtual problem-based learning activities. Presented at the annual conference of *American Educational Research Association* (AERA). (Online)

Han, S., **Pan**, Z., & Liu, M. (2021, April). Accessibility and Customization in Online Learning. Presented at the annual conference of *American Educational Research Association* (AERA). (Online)

Liu, M., Li, C., & **Pan**, Z. (2021, April). Using Learning Analytics to Understand How to Design Effective Digital Educational Games. Presented at the annual conference of *American Educational Research Association* (AERA). (Online)

Zou, W., **Pan**, Z., Li, C., & Liu, M. (2021, January). Does Social Presence Play a Role in Learners' Positions in MOOC Learner Network? A Machine Learning Approach to Analyze Social Presence in Discussion Forums. Presented at the International Conference on Quantitative Ethnography (ICQE). (Online)

Pan, Z., Li, C., & Liu, M. (2020, August). Learning analytics dashboard for problem-based learning. Presented at annual ACM Conference on Learning@Scale (L@S). (Online)

Pan, Z. & Liu, M. (2020, April). Problem-solving along the way. Paper accepted to the annual conference of *American Educational Research Association* (AERA). San Francisco, California. (Conference Canceled)

Pan, Z., López, M., & Liu, M. (2020, April). The impact of integrating augmented reality in pre-kindergarten classrooms. Paper accepted to the annual conference of *American Educational Research Association* (AERA). San Francisco, California. (Conference Canceled)

Liu, M., Shi, Y., **Pan**, Z., Li, C., Pan, X., & López, M. (2020, April). What motivates middle school teachers to adopt a technology-enriched problem-based learning program in their classrooms. Paper accepted to the annual conference of *American Educational Research Association* (AERA). San Francisco, California. (Conference Canceled)

Liu, M., Zou, W., Li, C., Shi, Y., **Pan**, Z., & Pan, X. (2020, April). Examining relationships between MOOC participants' usage data and their profiles through learning analytics. Paper accepted to the annual conference of *American Educational Research Association* (AERA). San Francisco, California. (Conference Canceled)

Pan, Z., López, M., Won, H., & Liu, M. (2019, October). Augmented reality in the pre-kindergarten classroom—an exploratory study of the effects of an augmented reality book set. Presented at the annual conference of *Association for Educational Communications and Technology* (AECT). Las Vegas, NV.

Ma, Y. & **Pan**, Z. (2019, April). Kiddy science with technology--an application of TTIPP (Turn-around Technology Integration Pedagogy Planning) model. Presented at the annual conference of *Texas State Educational Technology Conference* (EdTech). San Marcos, Texas.

Liu, M., Zou, W., & **Pan**, Z. (2019, April). Understanding the behavioral patterns of learners with different levels of prior knowledge in an adaptive learning system. Presented at the annual conference of *American Educational Research Association* (AERA). Toronto, Ontario, Canada.

Won, H., Jones, I., **Pan**, Z., You, H., & Puckett, K (2019, April). Teacher's educational beliefs in shaping instructional practices for pre-K's STEM learning. Presented at the annual conference of *American Educational Research Association* (AERA). Toronto, Ontario, Canada.

Liu, M., Zou, W., Shi, Y., **Pan**, Z., & Li, C (2019, April). What do participants think of today's MOOCs -- an updated look at the benefits and challenges of MOOCs designed for working professionals. Presented at the annual conference of *American Educational Research Association* (AERA). Toronto, Ontario, Canada.

Liu, M., Liu**,** S., **Pan**, Z., Zou, W., & Li, C. (2019, March). Examining science learning by at-risk middle school students in a multimedia-enriched problem-based learning environment. Presented at *9th International Conference on Learning Analytics & Knowledge* (LAK). Tempe, Arizona.

Li, C. & **Pan**, Z. (2018, October). A machine learning incorporated qualitative data analysis method. Presented at the annual conference of *Association for Educational Communications and Technology* (AECT). Kansas City, MO.

Liu, M., Liu**,** S., **Pan**, Z., & Zou, W. (2018, October). Promoting self-efficacy and science learning for all middle school students using a technology-enhanced problem-based environment. Presented at the annual conference of *Association for Educational Communications and Technology* (AECT). Kansas City, MO.

Won, H., **Pan**, Z., & Lee, S. (2018, June). Ramp activity for young children: rethinking its instructional practices. Presented at *National Association of Early Childhood Teacher Educators* (NAECTE). Austin, Texas.

Liu, M., Kang**,** J., Zou, W., Lee, H., & **Pan**, Z. (2018, April). Using data to understand how to better design adaptive learning. Presented at the annual conference of *American Educational Research Association* (AERA). New York, NY.

Liu, M., Kang, J., **Pan**, Z., Zou, W., & Lee, H. (2017, October). Exploring data visualization as an emerging analytic technique. Presented at *World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education* (E-Learn). Vancouver, British Columbia, Canada.

Liu, M., **Pan,** Z., & Lee, H. (2017, June). Using iPads in instruction: a case study. Presented at the annual conference of *World Conference on Educational Media and Technology* (EdMedia). Washington DC.

TEACHING AND RESEARCH ADVISING

Courses Taught:

TLT 462 Data Visualization (Spring 2023)

TLT 460 Advanced Multimedia Programming and Development (Spring 2023)

TLT 465 Design Thinking for Learning (Fall 2023)

Graduate Student Advising:

Provided academic advising to students pursuing Master of Education (M.Ed.) in Teaching, Learning and Technology: eleven students.

Dissertation Committee Member:

Robson M. Araujo-Junior, Teaching, Learning and Technology (2022-present). Dissertation in progress.

Doctoral Research Project Committee:

Allen Tylor, Teaching, Learning and Technology (2022-present). Dissertation in progress.

Courses Designed/Assisted at University of Texas at Austin, Feb 2017—May 2021:

Graduate level:

EDC 385G Design and Strategies for New Media
EDC S380R Educational Research & Design
EDC 390T Instructional Systems Design
EDC 385G Interactive Multimedia Design and Production

Undergraduate level:

ALD 328 Applied Human Learning, Cohort J
UGS 302 Live, Play, Communicate, and Learn with Digital Media Technologies

SERVICE

Institutional:

- Member of AI Community of Practice at the Center for Innovation in Teaching & Learning, Oct 2023—Present.
- Member of Institute for Data, Intelligent Systems, and Computation (I-DISC), Jan 2023 –Present.
- Served as penal discussant for Generative Artificial Intelligence in Education, Feb 2023.
- Served as program evaluator for P3 program at College of Engineering, Sep 2022 –Present.
  --Provided annual evaluation reports by interviewing doctoral students and industrial mentors who participated in the P3, presented report at P3 program semester convening.
  --Conducted interview with students, faculties and industry partners,
  --Design survey for faculty perception about doctorate mentorship
- Representatives to College of Arts and Sciences faculty meetings, Aug 2022 –May 2023.
  -- Provided consultation to faculty members from the College of Arts and Sciences regarding curriculum design, certificate development, and research support.
- Representatives to College of Business faculty meetings, Aug 2023 –Present.

-- Provided consultation to faculty members from the College of Arts and Sciences regarding curriculum design, certificate development, and research support.

Departmental and Program:

- Development of academic certificate programs.

  -- Involved in the initial planning, design and development of Game-Based Learning and Learner Analytics certificate programs.

- Academic Advisor to Teaching, Learning and Technology Program, Aug 2022 – Present.

  -- Provided academic advising and guidance to eleven graduate students in this program, which included meeting with them for curriculum plan, answering questions about courses selections, and holding a meeting to guide students plan for future academic and career plans.

Professional:

- Member, American Educational Research Association (AERA) Feb 2017—Present.
- Member, Association for Educational Communications and Technology (AECT) Oct 2018—Present.
- Member, Association for Computing Machinery (ACM) Mar 2018—Present.

Community:

- Judge of Middle school industrial education video contest, Mar 2023.

-- Evaluated the videos created by 33 different middle schools in the Lehigh Valley with the theme of "What's So Cool About Manufacturing?".

CERTIFICATIONS

- Certification in Middle School (6-8) Science and Social Study. Georgia, United States.
- Certification in Chinese Language Art (1-12). People's Republic of China.

COMPUTER & PROGRAMMING SKILLS

Authoring/Mockup Tools: Adobe Captivate & XD, Articulate Rise & Storyline, Axure, Figma, InVision, Sketch

Database: MySQL

Data Visualization Tools: ArcGIS, Gephi, Google Data Studio, Power BI, Tableau

Design Software/Applications: Adobe Illustrator, Audacity, Blender, Unity 3D

Languages/Scripts: Python

Statistical Software: R, SAS, SPSS