Hao He

Ph.D.

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RESEARCH INTERESTS

- Extended reality (XR, including VR, AR, and MR)
- Game-based learning
- Creativity fostering
- STEM education (focusing on engineering education and nursing education)

AREAS OF EXPERTISE

- Learning theories, principles, models, and sciences
- Technology-enhanced learning (e.g., XR/AI/game-based/online/hybrid/mobile learning)
- Learning experience, user experience, and usability testing

EDUCATION

2017.08 ~ 2023.07	University of Missouri-Columbia, Missouri, USA Major: Information Science and Learning Technologies Dissertation: *Non-STEM-Trained Employees' Creativity in Using STEM Knowledge or Skills*	Ph.D.
2020.08 ~ 2023.07	University of Missouri-Columbia, Missouri, USA Major: Quantitative Research Methodology	Certificate
2015.08 ~ 2017.05	University of Missouri-Columbia, Missouri, USA Major: Educational Technology	M.Ed.
2004.08 ~ 2008.06	Zhejiang University City College, Hangzhou, Zhejiang, China Major: English Language & Literature	B.A.
2006.07 ~ 2006.08	University of California-Los Angeles, California, USA Course: English as a Second Language	Exchanging student

PROFESSIONAL EXPERIENCE

2023.08 ~ Present	Emporia State University, Emporia, Kansas, USA Department: School of Library and Information Management	Assistant Professor
2018.03 ~ 2023.07	Assisted Dr. Xinhao Xu in instructional design and course delivery through online and VR channels. Conducted research studies under the supervision of Dr. Xinhao Xu in the Technology-Enhanced Learning Lab (TELL) at the University of Missouri-Columbia.	TA & RA
2019.06 ~ 2023.07	Conducted research studies under the supervision of Dr. Johannes Strobel, Dr. Heather K. Hunt, and Dr. Noah Glaser at the University of Missouri-Columbia.	RA
2017.08 ~ 2021.05	Conducted research studies under the supervision of Dr. Johannes Strobel at the University of Missouri-Columbia.	RA
2019.08 ~ 2020.05	Conducted research studies under the supervision of Mr. Joseph Griffin, Adroit Studio, University of Missouri-Columbia.	RA
2015.10 ~ 2018.12	Conducted research studies under the supervision of Dr. Isa Jahnke and Ms. Neeley Current, the Information Experience Lab (IE Lab) at the University of Missouri-Columbia.	RA
2015.09 ~ 2017.12	Led a game development team in the LeXMizzou Project at the University of Missouri-Columbia.	Student Project Leader
2014.07 ~ 2015.07	Online English teaching, China	English teacher
2010.07 ~ 2014.06	Operated and managed two for-profit educational projects in New Oriental Education & Technology Group Inc., Hangzhou Branch.	Project Manager
2008.07 ~ 2014.06	Taught English grammar and essay writing to students from Grades 7-12, universities, and workplaces in New Oriental Education & Technology Group Inc., Hangzhou Branch.	English Teacher
2006.09 ~ 2009.07	English Writing Center at Zhejiang University City College	Student Tutor
2006.09 ~ 2007.07	Assisted teaching under the supervision of Dr. Yuwen Liu, Zhejiang University City College.	TA

PUBLICATIONS

Peer-reviewed Journal Articles (Total: 13)

Under review	**He, H.**, Xu, X., Li, S., Gu, Y., Duan, Y., Yun Fowler, S., Claunch, H., & Snyder, J. (Under review). Evaluating the Impact of Generative AI-Enhanced Virtual Reality Patient Encounter Simulations on Nursing Students' Clinical Skills and Beyond.
Under review	Li, S., Xu, X., Bueno-Vesga, J., & **He, H.** (Under review). Virtual vs. Real: A Multimodal Discourse Analysis of Nurse-Patient Interactions in Virtual Simulation and In-Person Clinical Settings.
J13	Duan, Y., Xu, X., **He, H.**, Li, S., & Gu, Y. (2025). Blending Mixed Reality and Generative AI to Teach Geography: An MR+GenAI Learning Environment. *Journal of Interactive Learning Research*, *36*(1), 83–100. Waynesville, NC: Association for the Advancement of Computing in Education (AACE). https://www.learntechlib.org/primary/p/225218/
J12	Qin, C., **He, H.**, Zhu, J., Hu, J., & Yu, J. (2024). Concerning Rural Undergraduates' Knowledge Absorption in Large-scale Online Learning: Inspired by Three Digital Divides and Beyond. *Asia Pacific Journal of Education*. https://doi.org/10.1080/02188791.2024.2407368
J11	Zhu, J., **He, H.**, Zhao, Y., & Cheng, M. (2024). Does Participating in Online Communities Enhance the Effectiveness and Experience of Micro-learning? Evidence from a Randomized Control Trial. *Humanities and Social Sciences Communications*. https://doi.org/10.1057/s41599-024-03719-6
J10	**He, H.**, Xu, X., Li, S., Wang, F., Schroeder, I., Aldrich, E. M., Murrell, S., Xue, L., & Gu, Y. (2024). Learning Middle-Latitude Cyclone Formation up in the Air: Student Learning Experience, Outcomes, and Perceptions in a CAVE VR-enabled Meteorology Class. *IEEE Transactions on Visualization and Computer Graphics*, *30*(5), 2807-2817. https://doi.org/10.1109/TVCG.2024.3372072
J9	Sadanala, G., Xu, X., **He, H.**, Bueno Vesga, J., & Li, S. (2024). Enhancing Distance Learning with Virtual Reality: Investigating Learners' Engagement and Outcomes. *Distance Education*. https://doi.org/10.1080/01587919.2024.2351929
J8	Liu, Y., Qin, C., & **He, H.** (2024). "Can I code?" Exploring Rural Fifth-grade Girls' Self-efficacy and Interest in Programming. *Journal of Computer-Assisted Learning*., 40(6), 2650-2666. https://doi.org/10.1111/jcal.12964
J7	**He, H.**, Glaser, N., AlZoubi, D., Mendoza, K. R., Hunt, H., & Burgoyne, S. (2023). Theatre-Based Techniques for Enhancing Creativity in Engineering Education: An Evaluation Study of the Creativity Academy Program. *Discover Education*, *2*(36), 1-22. https://doi.org/10.1007/s44217-023-00061-y
J6	Sadanala, G., Xu, X., **He, H.**, Bueno Vesga, J., & Li, S. (2023). 'Transition into Relatable Reality': Experience Analysis in a 3D Desktop Virtual-Reality-Based New Student Online Orientation. *Journal of Research on Technology in Education*, 1–22. https://doi.org/10.1080/15391523.2023.2210321
J5	**He, H.**, Zhu, J., Qin, C., & Li, Y. (2023). Are We Ready for Undergraduate EdTech Programs? Lessons and Experience from Student Satisfaction in China. *Educational Technology Research and Development*. https://doi.org/10.1007/s11423-023-10264-7
J4	Qin, C., **He, H.**, Zhu, J., Hu, J., & Yu, J. (2022). Do learners with higher readiness feel less anxious when studying online at home? *Frontiers in Psychology*, *13*, 1–12. https://doi.org/10.3389/fpsyg.2022.945914
J3	**He, H.**, Strobel, J., Burgoyne, S., Saboorizadeh, J., Hunt, H., & Pfeiffer, F. (2022). Investigating How Early-Career Engineering Faculty Perceive the Role Creativity Should Play in Engineering Education.

International Journal of Engineering Education, *38*(2), 564-580. https://www.ijee.ie/latestissues/Vol38-2/24_ijee4184.pdf

J2   <u>**He, H.**</u>, Hunt, H., and Strobel, J. (2020). Switching Modalities: An Empirical Study of Learning Outcomes and Learners' Perceptions in a Hybrid Bioengineering Course. *International Journal of Engineering Education*, *36*(3), 901-918. https://www.ijee.ie/latestissues/Vol36-3/09_ijee3921.pdf

J1   Jahnke, I., Lee, Y. M., Pham, M., <u>**He, H.**</u>, & Austin, L. (2019). Unpacking the Inherent Design Principles of Mobile Microlearning. *Technology, Knowledge and Learning*, *25*, 585-619. https://doi.org/10.1007/s10758-019-09413-w

<u>B</u>ooks & <u>B</u>ook <u>C</u>hapters (Total: 3)

BC3   <u>**He, H.**</u>, Strobel, J., & Koch, A. F. (2024). "Troublemakers" – An Exploratory Study on Teachers' Perception in Relation to STEM. In M. de Vries, S. Fletcher, P. Labudde, M. Lang, I. Mammes, C. Max, D. Münk, B. Nicholl, J. Strobel, & M. Winterbottom (Eds.), *Future Prospects of Technology Education* (pp. 95–118). Waxmann Publishing. https://www.waxmann.com/en/waxmann-buecher/?no_cache=1&tx_p2waxmann_pi2%5Bbuch%5D=BUC128802&tx_p2waxmann_pi2%5Baction%5D=show&tx_p2waxmann_pi2%5Bcontroller%5D=Buch&cHash=65f7b1e71895559f3418e75e8bb61aed

BC2   Saboorizadeh, J., <u>**He, H.**</u>, Burgoyne, S., Pfeiffer, F., Hunt, H., & Strobel, J. (2023). Theatre-Based Creativity Activities for the Development of Entrepreneurial Mindsets in Engineering. In S. Kaya-Capocci & E. Peters-Burton (Eds.), *Enhancing Entrepreneurial Mindsets Through STEM Education* (Integrated Science, Vol. 15, pp. 383–402). Springer International Publishing. https://doi.org/10.1007/978-3-031-17816-0_16

BC1   Aguerrebere, C., <u>**He, H.**</u>, Kwet, M., Laakso, M-J., Lang, C., Marconi, C., Price-Dennis, D., and Zhang, H. (2022). Global Perspectives on Learning Analytics in K12 Education. In Charles Lang, George Siemens, Alyssa Friend Wise, Dragan Gašević, and Agathe Merceron (Eds.), *Handbook of Learning Analytics, 2ⁿᵈ Edition*. https://solaresearch.org/wp-content/uploads/hla22/HLA22.pdf

<u>C</u>onference Proceedings Articles (Total: 14)

C14   Lu, W., <u>**He, H.**</u>, Yu, F., Laffey, J., Urban, A., Griffin, J., Sadler, T. D., & Goggins, S. (2025). Lessons upon Dislikes: Educational Game Design Principles from Players' Negative Feedback. In J. M. Krüger, D. Pedrosa, D. Beck, M.-L. Bourguet, A. Dengel, R. Ghannam, A. Miller, A. Peña-Rios, & J. Richter (Eds.), *Communications in Computer and Information Science* (Vol. 2271, pp. 329–347). Springer Nature Switzerland. https://doi.org/10.1007/978-3-031-80475-5_24

C13   <u>**He, H.**</u>, Xu, X., Li, S., Wang, F., Schroeder, I., Aldrich, E. M., Murell, S., Xue, L., & Gu, Y. (2024). Work-in-Progress—A CAVE-based Meteorology Class: From an Instructor's Perspective. *Immersive Learning Research - Academic*, *1*(1), 282–288. https://doi.org/10.56198/U6C0WAYSF

C12   <u>**He, H.**</u>, Xu, X., Bueno Vesga, J., Li, S., & Gu, Y. (2023). Outdated or Not? A Case Study of How 3D Desktop VR Is Accepted Today. In M.L. Bourguet, J.M. Krüger, D. Pedrosa, A. Dengel, A. Peña-Rios, & J. Richter (Eds.). *Immersive Learning Research - Academic*, *1*(1), 150-161. https://doi.org/10.1007/978-3-031-47328-9_11

C11   Sadanala, G., Xu, X., <u>**He, H.**</u>, Bueno Vesga, J., & Li, S. (2023). Does Learner's Attention Really Matter in an Educational Virtual World? A Design-Based Scaffolding Approach. In *Proceedings of Society for Information Technology & Teacher Education International Conference 2023*. New Orleans, Louisiana, USA: Association for the Advancement of Computing in Education (AACE).

https://www.learntechlib.org/p/222116/

C10   **He, H.**, Hunt, K., Burgoyne, S., & Saboorizadeh, J. (2022). How (Inter)national Engineering Faculty Members Perceive and Teach Creativity: A Cultural Perspective. In *Proceedings of 2022 ASEE Annual Conference*. https://peer.asee.org/41420

C9   Lu, W., **He, H.**, Urban, A., & Griffin, J. (2021). What the Eyes Can Tell: Analyzing Visual Attention with an Educational Video Game. In *The Proceedings of 2021 Eye Tracking Research and Applications Symposium*, 7. https://doi.org/10.1145/3448018.3459654

C8   Bueno-Vesga, J. A., Xu, X., & **He, H.** (2021). The Effects of Cognitive Load on Engagement in a Virtual Reality Learning Environment. In *Proceedings of 2021 IEEE Virtual Reality and 3D User Interfaces (VR)*, 645–652. https://doi.org/10.1109/VR50410.2021.00090

C7   Yu, F., Xu, X., Bueno Vesga, J., **He, H.**, Sadanala, G., & Li, S. (2020). Online Orientation in Virtual Reality for Graduate Students: A Discussion of the Preliminary Results. In *Proceedings of EdMedia + Innovate Learning*, 1271-1276. Online, The Netherlands: Association for the Advancement of Computing in Education (AACE). https://www.learntechlib.org/primary/p/217444/

C6   Strobel, J., Koch, A., & **He, H.** (2020). Valued Defiance - Teachers' View on STEM and Students. In *Proceedings of 2020 ASEE Virtual Annual Conference*. Online: 2020 ASEE Virtual Annual Conference. https://doi.org/10.18260/1-2--35484

C5   Sadanala, G., Xu, X., **He, H.**, Bueno Vesga, J., Yu, F. & Li, S. (2020). Perseverance and Engagement for the Success in a 3D Virtual Reality Learning Environment – A Cube Quest Activity. In D. Schmidt-Crawford (Ed.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2020*, 1018-1023. Online: Association for the Advancement of Computing in Education (AACE). https://www.learntechlib.org/primary/p/215857/

C4   Bueno Vesga, J., Xu, X., **He, H.**, Sadanala, G., Li, S. & Yu, F. (2020). Technostress and Student's Intention to Use V.R. for Learning. In D. Schmidt-Crawford (Ed.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2020*, 1005-1010. Online: Association for the Advancement of Computing in Education (AACE). https://www.learntechlib.org/primary/p/215855/

C3   Li, S., Xu, X., Bueno, J., **He, H.**, Sadanala, G. & Yu, F. (2020). Through the Lens of the Limited-Capacity Assumption in Cognitive Theory of Multimedia Learning (CTML): A Discussion on the Desktop Virtual Reality (VR) Online Orientation. In D. Schmidt-Crawford (Ed.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2020*, 510-516. Online: Association for the Advancement of Computing in Education (AACE). https://www.learntechlib.org/primary/p/215790/

C2   Urban, A., Lu, W., **He, H.**, & Griffin, J. (2020). Education through Navigation: Exploring Wayfinding in Mission HydroSci. San Francisco: *Proceedings of the 2019 Connected Learning Summit*. https://press.etc.cmu.edu/file/download/1359/ceadcd01-8eef-4e0d-8157-5ded0b8837d7

C1   Pham, M., Xu, X., Bueno Vesga, J., & **He, H.** (2019). Pedagogical Usability in the Design of a Learning Module on Virtual Reality. In *Proceedings of Society for Information Technology & Teacher Education International Conference 2019*. Las Vegas: Association for the Advancement of Computing in Education (AACE). https://www.learntechlib.org/p/207693/

PRESENTATIONS & CONFERENCES

Presentations (Total: 31)

Pr31   **He, H.**, Xu, X., Gu, Y., Li, S., Bueno-Vesga, J., & Duan, Y. (Accepted). *Training Nursing Students with a GenAI-Enhanced Virtual Reality Patient Encounter Practice*. Will present at the American Educational Research Association (AERA) 2025 Annual Conference. Denver, Colorado, USA.

Pr30   Xu, X., Cox, M., Bueno Vesga, J., Li, S., Duan, Y., **He, H.**, Gu, Y., Yun Fowler, S., Claunch, H., & Snyder, J. (2024). *VR Intravenous Piggyback (IVPB) Practice for Nursing Students – Designing a Medication-Administration Training in Meta Horizon*. Presented at the Association for Educational Communications and Technology (AECT) 2024 Convention. Kansas City, Missouri, USA. October 22, 2024.

Pr29   Gu, Y., Xu, X., Li, S., **He, H.**, Yun Fowler, S., Claunch, H., Duan, Y., & Snyder, J. (2024). *Nursing Students' Experiences of a VR-based AI-supported Patient Encounter Training System: A Thematic Analysis Study*. Presented at the Association for Educational Communications and Technology (AECT) 2024 Convention. Kansas City, Missouri, USA. October 22, 2024.

Pr28   Li, S., Xu, X., Wang, F., Alrich, E., **He, H.**, Schroeder, I., Murrell, S., & Gu, Y. (2024). *Exploring Sustained Attention and Distraction in a CAVE VR Learning Experience for Meteorology Education*. Presented at the Association for Educational Communications and Technology (AECT) 2024 Convention. Kansas City, Missouri, USA. October 22, 2024.

Pr27   Duan, Y., Xu, X., Li S., Xue, L., **He, H.**, & Gu, Y. (2024). *Movement Matters: How A Virtual Reality Learning System Facilitates US Geographic Learning for International Students*. Presented at the Association for Educational Communications and Technology (AECT) 2024 Convention. Kansas City, Missouri, USA. October 20, 2024.

Pr26   **He, H.**, Xu, X., Li, S., Wang, F., Schroeder, I., Aldrich, E. M., Murell, S., Xue, L., & Gu, Y. (2024). *Work-in-Progress—A CAVE-based Meteorology Class: From an Instructor's Perspective*. Presented at iLRN 2024 - 10th International Conference of the Immersive Learning Research Network Online Meeting.

Pr25   Lu, W., **He, H.**, Yu, F., Laffey, J., Goggins, S., Urban, A., & Griffin, J. (2024). *Lessons upon Dislikes: Educational Game Design Principles from Players' Negative Feedback*. Presented at iLRN 2024 - 10th International Conference of the Immersive Learning Research Network Online Meeting.

Pr24   **He, H.**, Xu, X., Li, S., Wang, F., Schroeder, I., Aldrich, E. M., Murrell, S., Xue, L., & Gu, Y. (2024). *Learning Middle-Latitude Cyclone Formation up in the Air: Student Learning Experience, Outcomes, and Perceptions in a CAVE VR-enabled Meteorology Class*. Presented at IEEE VR 2024: The 31st IEEE Conference on Virtual Reality and 3D User Interfaces. Orlando, Florida, USA. March 21, 2024.

Pr23   **He, H.**, Xu, X., Bueno Vesga, J., Li, S., Snyder, J., & Gu, Y. (2023). *Investigating Nursing Students' Self-Efficacy, Motivation, User Experience, and Behavior Intention in Virtual Reality as a Practice Technology*. Presented at the Association for Educational Communications and Technology (AECT) 2023 Convention. Orlando, Florida, USA. October 16, 2023.

Pr22   Li, S., Xu, X., **He, H.**, Bueno Vesga, J., Gu, Y., & Snyder, J. (2023). *Informing and Improving a Desktop Virtual Reality Patient-encounter Using Discourse Analysis*. Presented at the Association for Educational Communications and Technology (AECT) 2023 Convention. Orlando, Florida, USA. October 17, 2023.

Pr21   Gu, Y., Xu, X., **He, H.**, Bueno Vesga, J., Li, S., & Snyder, J. (2023). *Exploring Nursing Students'*

Perceptions of a Desktop Virtual Reality Patient-Encounter Experience: A Qualitative Descriptive Study. Presented at the Association for Educational Communications and Technology (AECT) 2023 Convention. Orlando, Florida, USA. October 16, 2023.

Pr20	Li, S., Xu, X., Wang, F., Aldrich, E., Schroader, I., **He, H.**, & Murrell, S. (2023). *Using CAVE VR to facilitate students in learning complex atmospheric science: A pilot study*. Presented at the Association for Educational Communications and Technology (AECT) 2023 Convention. Orlando, Florida, USA. October 16, 2023.
Pr19	Xu, X., Wang, F., Aldrich, E., Li, S., Schroader, I., **He, H.**, & Murrell, S. (2023). *Learning Meteorology up in the Air – Designing a CAVE VR Learning Environment*. Presented at the Association for Educational Communications and Technology (AECT) 2023 Convention. Orlando, Florida, USA. October 16, 2023.
Pr18	**He, H.**, Xu, X., Bueno Vesga, J., Li, S., & Gu, Y. (2023). *Outdated or Not? A Case Study of How 3D Desktop VR Is Accepted Today*. Presented at Immersive Learning Research Network (iLRN) 2023 Annual Conference (Online). May 19, 2023.
Pr17	Pham, M., Xu, X., Bueno Vesga, J., & **He, H.** (2023). *Exploring Factors Affecting Students' Learning Experiments with Virtual Reality Learning Environments in Online Courses*. Presented at the American Educational Research Association (AERA) 2023 Annual Conference. Chicago, Illinois, USA. April 13, 2023.
Pr16	**He, H.**, Hunt, H., Burgoyne, S., & Saboorizadeh, J. (2022). *How (Inter)national Engineering Faculty Members Perceive and Teach Creativity: A Cultural Perspective*. Presented at the American Society of Engineering Education (ASEE) 2022 Annual Conference. Minneapolis, Minnesota, USA. June 26, 2022.
Pr15	**He, H.**, Qin, C., Zhu, J., Meng, W., Li, Y., Liu, Y., & Zhang, H. (2021). *Establishing EdTech Work Scenarios: Interviews with Employees from the EdTech Industry*. Presented at the Association for Educational Communications and Technology (AECT) 2021 Convention (Hybrid). November 4, 2021.
Pr14	Lu, W., **He, H.**, Urban, A. C., & Griffin, J. (2021). *What the Eyes Can Tell: Analyzing Visual Attention with an Educational Video Game*. Presented at 2021 Eye Tracking Research and Applications Symposium (Online). May 29, 2021.
Pr13	Zhu, J., **He, H.**, Dawson, K., & Kumar, S. (2021). *Know More About Learners' Interaction in Informal Social-Media-Based Learning Communities: A Systematic Literature Review*. Presented at the American Educational Research Association (AERA) 2021 Virtual Conference (Online). April 2020.
Pr12	**He, H.**, Zhu, J., Qin, C., and Li, Y. (2020). *Undergraduate Student Satisfaction with Educational Technology Programs in China*. Presented at the Association for Educational Communications and Technology (AECT) 2020 Virtual Convention (Online), November 3, 2020.
Pr11	Yu, F., Xu, X., Bueno Vesga, J., **He, H.**, Sadanala, G., & Li, S. (2020). *A 3D VR-enabled Online Orientation for New Graduate Students: Do They Learn Anything?*. Presented at the Association for Educational Communications and Technology (AECT) 2020 Virtual Convention (Online). November 2, 2020.
Pr10	Yu, F., Xu, X., Bueno Vesga, J., **He, H.**, Sadanala, G., & Li, S. (2020). *Online Orientation in Virtual Reality for Graduate Students: A Discussion of the Preliminary Results*. Presented at EdMedia + Innovate Learning (Online).
Pr9	Strobel, J., Koch, A., and **He, H.** (2020). *Valued Defiance - Teachers' View on STEM and Students*. Presented at the American Society of Engineering Education (ASEE) 2020 Virtual Annual Conference

(Online). 10.18260/1-2—35484

Pr8	Sadanala, G., Xu X., **He, H.**, Bueno, J., Yu, F., and Li, S. (2020). *Perseverance and Engagement for the Success in a 3D Virtual Reality Learning Environment – A Cube Quest Activity*. Presented at the Society for Information Technology and Teacher Education (SITE) 2020 Annual Conference (Online).
Pr7	Bueno Vesga, J., Xu, X., **He, H.**, Sadanala, G., Li, S., and Yu, F. (2020). *Technostress and Student's Intention to use V.R. for Learning*. Presented at the Society for Information Technology and Teacher Education (SITE) 2020 Annual Conference.
Pr6	Li, S., Xu, X., Bueno Vesga, J., **He, H.**, Sadanala, G., and Yu, F. (2020). *Through the Lens of the Limited-Capacity Assumption in Cognitive Theory of Multimedia Learning (CTML): A Discussion on the Desktop Virtual Reality (VR) Online Orientation*. Presented at the Society for Information Technology and Teacher Education (SITE) 2020 Annual Conference.
Pr5	Sadanala, G., Li, S., **He, H.**, Bueno Vesga, J., Yu, F., Jackson, D., and Xu, X. (2020). *A 3D VR-enabled Online Orientation*. Presented at the Society for Information Technology and Teacher Education (SITE) 2020 Annual Conference.
Pr4	Urban, A., Lu, W., **He, H.**, and Griffin, J. (2019). *Education through Navigation: Exploring Wayfinding in Mission HydroSci*. Presented at Connected Learning Summit (CLS) 2019.
Pr3	**He, H.**, Pham, M., Bueno, J., Xu, X., & Sadanala, G. (Oct. 2019). *An Evidence-based Study on the Confidence and Cognitive Load in a 3D VR Teacher Education Environment*. Presented at the Association for Educational Communications and Technology (AECT) 2019 International Convention.
Pr2	**He, H.**, Pham, M., Bueno, J., Xu, X., & Sadanala, G. (Oct. 2019). *The Creations of a Virtual Campus – Enabling Online Education with VR*. Presented at the Association for Educational Communications and Technology (AECT) 2019 International Convention.
Pr1	Lee, Y. M., **He, H.**, Pham, M. & Jahnke, I. (Oct. 2018). *Mobile Microlearning: Designing Learning for Journalists and Other Learners 'In The Field'*. Presented at the Association for Educational Communications and Technology (AECT) 2018 International Convention.

Workshops (Total: 2)

Wr2	Jahnke, I., Lee, Y. M., **He, H.**, Pham, M., & Sadanala, G. (Oct. 2018). *User Experience and Usability Testing Within the Sociotechnical Process - Methods, Challenges and Pitfall*. Presented at AECT 2018 International Convention.
Wr1	Current, N., **He, H.**, Pham, M., & Jahnke, I. (Oct. 2017). *Introduction to Usability Testing for Games*. Presented at the LexMizzou Workshop 3: Usability and Accessibility for Games.

Posters (Total: 12)

Po12	Pan, Y., Tseng, E., **He, H.**, Geller, I., Clarson, E., & Corey, C. (Accepted). *Teachers as Informants in Participatory Design for Game-Based Learning*. Will present at the American Educational Research Association (AERA) 2025 Annual Conference. Denver, Colorado, USA.
Po11	**He, H.**, Xu, X., Li, S., Wang, F., Schroeder, I., Aldrich, E. M., Murell, S., Xue, L., & Gu, Y. (2024). *Work-in-Progress: A CAVE-based Meteorology Class: From an Instructor's Perspective*. Presented at iLRN 2024 - 10th International Conference of the Immersive Learning Research Network Online Meeting.
Po10	**He, H.**, Xu, X., Bueno Vesga, J., Li, S., & Gu, Y. (2023). *How First-time VR Learners Accept a Legacy 3D Desktop VR System Today*. Presented at the Association for Educational Communications and

Technology (AECT) 2023 Convention. Orlando, Florida, USA. October 15, 2023.

Po9	**He, H.**, Glaser, N., Hunt, H., Burgoyne, S., & Saboorizadeh, J. (2023). *Student Experiences of Learning in Creativity-Integrated Engineering Courses*. Presented at the American Educational Research Association (AERA) 2023 Annual Conference. Chicago, Illinois, USA. April 16, 2023. https://aera23-aera.ipostersessions.com/?s=B8-A3-83-56-15-72-97-63-BC-08-A4-EA-6E-E2-8E-C9
Po8	Li, S., Xu, X., Snyder, J., **He, H.**, Hung, A., Bueno Vesga, J., & Gu, Y. (2023). *VR-enabled Patient Encounter Practice for Nursing Students: A Self-Efficacy Study*. Presented at the American Educational Research Association (AERA) 2023 Annual Conference. Chicago, Illinois, USA. April 16, 2023.
Po7	Sadanala, G., Xu, X., **He, H.**, Bueno Vesga, J., & Li, S. (2023). *Does Learner's Attention Really Matter in an Educational Virtual World? A Design-Based Scaffolding Approach*. Will present at SITE International Conference 2023. New Orleans, Louisiana, USA: Association for the Advancement of Computing in Education (AACE). March 16, 2023
Po6	Xu, X., **He, H.**, Stafford, A., Bueno Vesga, J., Sadanala, G., & Li, S. (2021). *3D VR Graduation Celebration during the Pandemic: A Case Study*. Presented at AECT 2021 Convention (Hybrid). November 4, 2021.
Po5	**He, H.**, Xu, X., Bueno Vesga, J., Sadanala, G., Yu, F., & Li, S. (2020). *Virtual Reality Online Orientation: A Student Orientation in the VR World*. Presented at AECT 2020 International Convention (Online). November 3, 2020.
Po4	Zhu, J., **He, H.**, Dawson, K., & Kumar, S. (2020). *Interaction and Participation in Informal Social-Media-Based Learning Communities: A Systematic Literature Review*. Presented at AECT 2020 Virtual Convention (Online). November 2, 2020.
Po3	**He, H.**, Bueno Vesga, J., Pham, M., & Xu, X. (May 2019). *3D Virtual Gallery: Engaging Students in an Online Digital Media Course*. Presented at the poster session for the M.U. Celebration of Teaching, University of Missouri. May 21, 2019.
Po2	**He, H.**, Jahnke, I., Lee, Y.-M., Pham, M., & Hewitt, C. (Oct. 2018). *IE Lab Research*. Presented at College of Education Research Day, University of Missouri. October 24, 2018.
Po1	**He, H.**, Pham, M., Lee, Y.-M., Current, N., Jahnke, I. (Oct. 2017). *IE Lab Research*, Presented at College of Education Research Day, University of Missouri. November 8, 2017.

Roundtable (Total: 5)

Rd5	Gu, Y., Xu, X., Li, S., **He, H.**, Duan, Y., Bueno-Vesga, J., Fowler, S. J. Y., Claunch, H. L., & Snyder, J. (Accepted). *Design, Development, and Evaluation of an AI-driven Virtual Patient System in Communication Skills Training for Healthcare Professionals: Convergent Mixed Method*. Will present at the American Educational Research Association (AERA) 2025 Annual Conference. Denver, Colorado, USA.
Rd4	Duan, Y., Xu, X., Gu, Y., Li, S., Fowler, S. J. Y., Claunch, H. L., Snyder, J., **He, H.**, & Bueno-Vesga, J. (Accepted). *The Usability of an Artificial Intelligence Enhanced Virtual Standard Patient (AI-VSP) in Nursing Education*. Will present at the American Educational Research Association (AERA) 2025 Annual Conference. Denver, Colorado, USA.
Rd3	Li, S., Xu, X., **He, H.**, Gu, Y., Duan, Y., Bueno-Vesga, J., Fowler, S. J. Y., Claunch, H. L., & Snyder, J. (Accepted). *Unfolding patient-encounter interactions in virtual simulation and in-person practice: A multimodal discourse analysis study*. Will present at the American Educational Research Association (AERA) 2025 Annual Conference. Denver, Colorado, USA.

Rd2	Bueno-Vesga, J., Xu., X., Gu, Y., **He, H.**, Li, S., Duan, Y., Fowler, S. J. Y., Claunch, H. L., & Snyder, J. (Accepted). *Assessing the Influence of Cognitive Load and Engagement on Nursing Students Intention to Use an AI-supported VR Training System*. Will present at the American Educational Research Association (AERA) 2025 Annual Conference. Denver, Colorado, USA.
Rd1	**He, H.** & Yu, F. (Oct. 2019). *Danmaku Commenting: A New Method for Usability Testing*. Presented at the AECT 2019 International Convention. October 24, 2019.

Invited Talk (Total: 6)

T6	**He, H.,** Zhu, J., Zhang, Z., Xu, Q., & Liu, Y. (2023). 中国高等教育学会学习科学研究分会 2023 学术年会博士生论坛. [The Doctoral Symposium of the 2023 Academic Annual Convention of China Association of Higher Education – The Learning Sciences Branch]. Central China Normal University. Wuhan, China. September 24, 2023.
T5	**He, H.** (2019). "文科专业如何确定自己的职业兴趣？" [Determining My Career Interest: Starting from a Non-STEM Major]. The 1st Alumni Forum of the School of Foreign Languages, Zhejiang University City College. Hangzhou, China. May 14, 2022.
T4	**He, H.** (2021). "VRO2: A Virtual Reality Online Orientation during the COVID-19 Pandemic". College of Education for the Future, Beijing Normal University. Beijing, China. December 25, 2021.
T3	Zhu, J., **He, H.,** Zhao, Q., & Lou, K. (2021). "从为友解读新一代社群模式" [Starting from EdwithU: Discussing the Model of the New-generation Online Community]. Himalaya App. March 17, 2021. http://xima.tv/75tgev?_sonic=0
T2	**He, H.** (2019). "从英语专业到教育科技：我的转型之路" [My Transformation from an English Major Student to an EdTech Student]. School of Foreign Languages, Zhejiang University City College. Hangzhou, China. September 12, 2019.
T1	**He, H.** (2017). "为什么我给母校捐赠？" [Why Did I Donate to My Undergraduate College?]. School of Foreign Languages, Zhejiang University City College. Hangzhou, China. May 30, 2017.

GRANTS & FUNDED PROJECTS (TOTAL: 13)

G13 2023-2024	**He, H. (PI)** & Xia, Y. (Co-PI). "Exploring the Immersive Future: Librarians' Perspectives on Virtual Reality in Libraries". (*Funded by the Kathrine K. White Faculty Incentive Grant Program, Emporia State University*). 2023. **$1700.00 (Awarded)**. ESU Foundation Index: #120075.
G12 2018-2022	**He, H. Project member in an NSF IUSE project**. "Creativity throughout the Curriculum: Educational Practices to Build the STEM Workforce of Tomorrow". (*Funded by the NSF IUSE Grant Program*). Principal Investigator: Dr. Heather K. Hunt. Supervisor: Dr. Heather K. Hunt, Associate Professor in the Department of Bioengineering at the University of Missouri-Columbia, and Dr. Johannes Strobel, Full Professor at the School of Information Science & Learning Technologies. 2018. **$342,526**. NSF Grant Number: 1836857. — Conducted data collection. — Conducted data analysis. — Prepared manuscripts.

G11 2018 – 2019	**He, H. (PI)**, Xu, X. (Co-PI), Pham, M. (Co-PI), & Bueno, J. (Co-PI) "Learners' Learning Experience and Performance in a 3D Virtual Learning Environment". (*Funded by Student Teaching as Research (STAR) Projects, University of Missouri*). 2019. **$1,500 (Awarded)**. — Prepared the grant proposal. — Designed the study. — Conducted data collection. — Conducted data analysis. — Prepared manuscripts. — Presented at the AECT 2019 Convention.
G10 2018 – 2019	**He, H.** **Project member in the Information Experience Lab project**. "Content Creators' Using 360° Video and V.R. Environments". (*Funded by Reynolds Journalism Institute, University of Missouri, RJI fellow: Thomas Seymat*). Principal Investigator and Supervisor: Dr. Isa Jahnke, Director of the Information Experience Lab, University of Missouri-Columbia. **$13,525**. — Conducted expert review.
G9 2018 – 2019	**He, H.** **Project leader in the Information Experience Lab project**. "Usability Research for ListBuilder". (*Funded by Reynolds Journalism Institute, University of Missouri, RJI fellow/Whereby.Us COO: Rebekah Monson*). Principal Investigator and Supervisor: Dr. Isa Jahnke, Director of the Information Experience Lab, University of Missouri-Columbia. **$10,127**. — Conducted data collection. — Conducted data analysis. — Prepared the main part of the Phase One report and presented it to the client.
G8 2018	**He, H.** **Project member in the Information Experience Lab project**. "M.U. Extension Website Usability Study". (*Funded by M.U. Extension, University of Missouri*). Principal Investigator and Supervisor: Dr. Isa Jahnke, Director of the Information Experience Lab, University of Missouri-Columbia. **$18,122**. — Conducted literature review. — Participated in developing an instrument for pedagogical usability evaluation.
G7 2017 – 2018	**He, H.** **Project member in the Information Experience Lab project**. "Mobile Applications for Micro-learning: A Review of Academic and Industry Implementations". (*Funded by Reynolds Journalism Institute, University of Missouri, RJI fellow: Linda Austin*). Principal Investigator and Supervisor: Dr. Isa Jahnke, Director of the Information Experience Lab, University of Missouri-Columbia. **$15,064.** (A paper on the project published in a peer-reviewed journal, *Technology, Knowledge, and Learning*) — Conducted literature review. — Conducted data collection. — Conducted data analysis. — Prepared part of the report and presented it to the client.
G6 2017	**He, H.** **Project member in the Information Experience Lab project**. "Usability Research for the St. Charles City-County Library Website". (*Funded by St. Charles City-County Library, MO*). Principal Investigator and Supervisor: Dr. Isa Jahnke, Director of the Information

	Experience Lab, University of Missouri-Columbia. **$15,026**. — Conducted data analysis.
G5 2017	**He, H.** **Project leader in the Information Experience Lab project**. "Comparative Systems Analysis: Process to Determine System Functions for Media Innovation System". (*Funded by Reynolds Journalism Institute, University of Missouri, RJI fellow: Michelle Ferrier*). Principal Investigator and Supervisor: Dr. Isa Jahnke, Director of the Information Experience Lab, University of Missouri-Columbia. **$10,572**. — Conducted literature review. — Created a system prototype and presented it to the client.
G4 2016 – 2017	**He, H.** **Project member in the Information Experience Lab project**. "Usability Research for the ElevatEd System". (*Funded by Hook Center, University of Missouri-Columbia*). Principal Investigator and Supervisor: Dr. Isa Jahnke, Director of the Information Experience Lab, University of Missouri-Columbia. 2017. **$13,160**. — Conducted expert review. — Conducted data collection. — Conducted data analysis. — Prepared part of the report and presented it to the client.
G3 2016	**He, H.** **Project member in the Information Experience Lab project**. "Usability Research for Panacea's Cloud". (*Funded by the College of Engineering, Dr. Prasad Calyam, University of Missouri-Columbia*). Principal Investigator and Supervisor: Dr. Isa Jahnke, Director of the Information Experience Lab, University of Missouri-Columbia. **$10,960**. — Conducted data collection. — Conducted data analysis.
G2 2016	**He, H.** **Project leader in the Information Experience Lab project**. "RJI Brain-friendly News Web Design Survey". (*Funded by Reynolds Journalism Institute, University of Missouri, RJI fellow: Barrett Golding*). Principal Investigator and Supervisor: Dr. Isa Jahnke, Director of the Information Experience Lab, University of Missouri-Columbia. **$1,496.22**. — Conducted data collection. — Conducted data analysis. — Prepared the main parts of the report and presented it to the client.
G1 2016	**He, H.** **Project leader in the Information Experience Lab project**. "A Comprehensive Usability and User Experience Study for the Kinect-based Fall Risk Evaluation and Feedback System: Time Up and Go Test (TUG Test)". (*Funded by University of Missouri-Columbia, Research Council, Dr. Lorraine J. Phillips*). Principal Investigator and Supervisor: Dr. Isa Jahnke, Director of the Information Experience Lab, University of Missouri-Columbia. **$4,467**. — Conducted data collection. — Conducted data analysis. — Prepared the main parts of the report and presented it to the client.

TECHNICAL REPORTS (TOTAL: 13)

TR13   Lee, Y. M., **He, H.**, Pham, M., Hewitt, C., Current, N., & Jahnke, I. (2018). *Mobile Applications for Microlearning: A Review of Academic and Industry Implementations*. University of Missouri-Columbia: Information Experience Lab. February 2018. Technical Report.

TR12   Flanagin, B., Atiso, K., Lee, Y. M., **He, H.**, Pham, M., Current, N., & Jahnke, I. (2017). *Usability Research for St. Charles City-County Library Website Final Report*. University of Missouri-Columbia: Information Experience Lab. May 2017. Technical Report.

TR11   **He, H.**, Lee, Y. M., Flanagin, B., Pham, M., Current, N. & Jahnke, I. (2017). *Usability Research for the RJI APME's NewsTrain Project Final Report*. University of Missouri-Columbia: Information Experience Lab. August 2017. Technical Report.

TR10   **He, H.**, Lee, Y. M., Pham, M., Current, N., & Jahnke, I. (2017). *Comparative Systems Analysis: Process to Determine System Functions for Media Innovation System*. University of Missouri-Columbia: Information Experience Lab. April 2017. Technical Report.

TR9   **He, H.**, Pham, M., Lee, Y. M., Current, N., & Jahnke, I. (2017). *Media Innovation System Sitemap and Prototypes*. University of Missouri-Columbia: Information Experience Lab. April 2017. Technical Report.

TR8   Pham, M., **He, H.**, Lee, Y. M., Flanagin, B., Noronha, I., Atiso, K., Current, N., Demir, F., & Jahnke, I. (2017). *Usability Research for the ElevatEd System-Final Report*. University of Missouri-Columbia: Information Experience Lab. June 2017. Technical Report.

TR7   Atiso, K., Haggerty, K., **He, H.**, Todd, M., Bossaller, S., Jahnke, I., Demir, F., & Current, N. (2016). *Design Review for University of Missouri Learning Management System Portal*. University of Missouri-Columbia: Information Experience Lab. April 2016. Technical Report.

TR6   Demir, F., Current, N., Kim, S., Haggerty, K., Cannon, S., **He, H.**, & Jahnke, I. (2016). *ShineBig Multimedia Survey Software Final Report*. University of Missouri-Columbia: Information Experience Lab. July 2016. Technical Report.

TR5   Haggerty, K., Adams, V., Atiso, K., **He, H.**, & Current, N. (2016). *SAMHSA Usability Report*. University of Missouri-Columbia: Information Experience Lab. 2016. Technical Report.

TR4   Haggerty, K., Adams, V., Atiso, K., **He, H.**, Jahnke, I., Demir, F., & Current, N. (2016). *Strategic Improvement Planning - A Comprehensive Usability Research Report for ElevatEd*. University of Missouri-Columbia: Information Experience Lab. March 2016. Technical Report.

TR3   Haggerty, K., Atiso, K., **He, H.**, Jahnke, I., Demir, F., Kim, S. M., & Current, N. (2016). *Usability Research for Panacea's Cloud Final Report*. University of Missouri-Columbia: Information Experience Lab. May 2016. Technical Report.

TR2   **He, H.**, Current, N., Demir, F., & Golding, B. (2016). *RJI Brain-friendly News Web Design Survey Report*. University of Missouri-Columbia: Information Experience Lab. May 2016. Technical Report.

TR1   **He, H.**, Pham, M., Atiso, K., Demir, F., Current, N., & Jahnke, I. (2016). *A Comprehensive Usability and User Experience Study Report for the Kinect-based Fall Risk Evaluation and Feedback System: Time Up and Go Test (TUG Test)*. University of Missouri-Columbia: Information Experience Lab.

December 2016. Technical Report.

TEACHING

Course Teaching

Emporia State University

Time	Course #	Course Name	Level	Role
Fall 2024	LI 810 XA	Research Methods in Library and Information Science (16 weeks)	Graduate	Instructor
Fall 2024	LI 810 XB	Research Methods in Library and Information Science (16 weeks)	Graduate	Instructor
Fall 2024	LI 810 XE	Research Methods in Library and Information Science (16 weeks)	Graduate	Instructor
Summer 2024	LI 843 XI	Web Design and Development (10 weeks) Student ratings: 4.0 out of 5.0	Graduate	Instructor
Spring 2024	LI 810 XA	Research Methods in Library and Information Science (16 weeks) Student ratings: 4.9 out of 5.0	Graduate	Instructor
Spring 2024	LI 810 XD	Research Methods in Library and Information Science (16 weeks) Student ratings: 4.5 out of 5.0	Graduate	Instructor
Spring 2024	LI 843 XI	Web Design and Development (16 weeks) Student ratings: 4.6 out of 5.0	Graduate	Instructor
Fall 2023	LI 810 XE	Research Methods in Library and Information Science (16 weeks) Student ratings: 4.7 out of 5.0	Graduate	Instructor
Fall 2023	LI 843 XJ	Web Design and Development (16 weeks) Student ratings: 4.4 out of 5.0	Graduate	Instructor

University of Missouri at Columbia

Time	Course #	Course Name	Level	Role
Fall 2021	IS_LT 7888	Seminar in IS&LT: Intro to VR-enabled Instructional Design (8 weeks)	Graduate	TA
Spring 2020	IS_LT 9485	Designing Online Courses (16 weeks)	Graduate	TA
Fall 2019	IS_LT 4361 /7361	Introduction to Digital Media (8 weeks)	Undergraduate & Graduate	TA
Fall 2019	IS_LT 4310 /7310/9085	Seminar in IS&LT: Intro to VR-enabled Instructional Design (8 weeks)	Undergraduate & Graduate	TA
Spring 2019	IS_LT 4361 /7361	Introduction to Digital Media (8 weeks)	Undergraduate & Graduate	TA

New Oriental Education & Technology Group Inc. Hangzhou Branch

Time	Course #	Course Name	Role
2008-2014	N/A	English Grammar for TOEFL preparation	Instructor
2008-2014	N/A	English Writing for TOEFL preparation	Instructor

Webinar

Time	Topic	Delivery Format
Fall 2023 (2023/11/08)	Applying Virtual Reality in Education and Possibilities in Library and Information Science (60 minutes) https://www.youtube.com/watch?v=pcEDMkZONHg&t=13s	Online

Guest Lecturing

Shenzhen University

Term	Course #	Course Name	Level
Fall 2024 (2024/11/11)		Qualitative Data Analysis in Educational Technology Research – Part 1 (80 minutes)	Graduate
Fall 2024 (2024/11/18)		Qualitative Data Analysis in Educational Technology Research – Part 2 (80 minutes)	Graduate
Spring 2024 (2024/6/5)		Qualitative Data Analysis in Educational Science Research – Part 1 (80 minutes)	Undergraduate
Spring 2024 (2024/6/12)		Qualitative Data Analysis in Educational Science Research – Part 2 (80 minutes)	Undergraduate
Spring 2024 (2024/04/24)		Applying VR in Education with "a Little" Help from AI (80 minutes)	Graduate
Fall 2023 (2023/11/14)		Qualitative Data Analysis in Educational Technology Research – Part 1 (80 minutes)	Graduate
Fall 2023 (2023/11/21)		Qualitative Data Analysis in Educational Technology Research – Part 2 (80 minutes)	Graduate
Fall 2023 (2023/11/15)		Qualitative Data Analysis in Educational Science Research – Part 1 (80 minutes)	Graduate
Fall 2023 (2023/11/22)		Qualitative Data Analysis in Educational Science Research – Part 2 (80 minutes)	Graduate
Fall 2023 (2023/11/16)		Qualitative Data Analysis in Educational Science Research – Part 1 (80 minutes)	Undergraduate
Fall 2023 (2023/11/23)		Qualitative Data Analysis in Educational Science Research – Part 2 (80 minutes)	Undergraduate

Xi'an Jiaotong-Liverpool University

Term	Course #	Course Name	Level
Spring 2024 (2024/04/28)	EDS 404	The School of Tomorrow: Managing Change in Global Education (60 minutes; presented an online guest lecture titled "A Peep at XR + AI in Education")	Graduate

Term	Course #	Course Name	Level
Spring 2023 (2023/04/22)	EDS 404	The School of Tomorrow: Managing Change in Global Education (60 minutes; presented an online guest lecture titled "A Peep at XR + Education")	Graduate
Spring 2022 (2023/04/30)	EDS 404	The School of Tomorrow: Managing Change in Global Education (60 minutes; presented an online guest lecture titled "A Peep at XR + Education")	Graduate

National Research University Higher School of Economics

Term	Course #	Course Name	Level
Summer 2021 (2021/07/13)	IOE Summer School 2021	VRO$_2$: A Virtual Reality Online Orientation during the COVID-19 Pandemic (60 minutes; presented online)	Graduate

Training

University of Missouri at Columbia

Time	Program	Training Content and Type	Role
Summer 2021	Ignites Camp	3D Modeling Using Fusion 360 (A two-day summer camp for children of migrant workers; high school students with limited English proficiency)	Instructor

Instructional Design

Emporia State University

Time	Course Name	Module
Fall 2024	LI810 Research Methods in Library and Information Science	All 15 modules throughout 16 weeks; reworked from previous course design.
Summer 2024	IT810 Multimedia Design	Module 4 - Simulation

University of Missouri at Columbia

Time	Course Name	Module
Fall 2021	IS_LT 7888 Seminar in Information Science and Learning Technologies: Intro to VR-enabled Instructional Design (8 weeks)	Modules 2, 3, 4, & 6 throughout Weeks 2, 3, 4, & 6; reworked from IS_LT 4310/7310/9085
Spring 2020	IS_LT 9485 Designing Online Courses (16 weeks)	All eight modules throughout 16 weeks
Fall 2019	IS_LT 4310/7310/9085 Seminar in Information Science and Learning Technologies: Intro to VR-enabled Instructional Design (8 weeks)	All eight modules throughout eight weeks

Fall 2019	IS_LT 4361/7361 Introduction to Digital Media (8 weeks)	Module 6 to 8: Digital 3D Virtual Reality Learning Environment throughout Week 6 to 8
Spring 2019	IS_LT 4361/7361 Introduction to Digital Media (8 weeks)	Module 6 to 8: Digital 3D Virtual Reality Learning Environment throughout Week 6 to 8
Fall 2018	UX and Usability Certificate course for SISLT, University of Missouri-Columbia	All eight modules

PROFESSIONAL INVOLVEMENT

Membership

2017 – present	Life Member of the *Association for Educational Communications and Technology* (AECT)
2019 – present	Member of the *Institute of Electrical and Electronics Engineers* (IEEE)
2018 – present	Member of the *American Educational Research Association* (AERA)
2020 – present	Member of the *Immersive Learning Research Network* (iLRN)
2020 – 2023	Member of the *American Society of Engineering Education* (ASEE)
2020 – 2021	Member of the *International Society of the Learning Sciences* (ISLS)
2019 – 2020	Member of the *Society of International Chinese Educational Technology* (SICET)

Services

On-campus

IDT Committee	August 2024—Present Serving as a member of the Instructional Design and Development (IDT) Committee within the School of Library and Information Management (SLIM) at Emporia State University (ESU). ● Assisting in the recruitment of prospective IDT program students. ● Designing, developing, and updating IDT program curriculum and courses.
OER Committee	August 2024—Present Serving as a member of the Open Educational Resources (OER) Committee at Emporia State University. ● Creating OER assessment rubrics as alternative tenure and promotion evaluation criteria.
Curriculum Committee	August 2023—May 2024 Served as a member of the Curriculum Committee within the School of Library and Information Management (SLIM) at Emporia State University (ESU). ● Assisted in the update and revision of curriculum and courses in SLIM.

Off-campus

AECT D&D VP of Communications	October 2024—October 2026

	Serving as the VP of Communications in the Design & Development (D&D) division of the Association for Educational Communications and Technology (AECT) ● Distribute communication emails to D&D members.
Board Member	July 2023—October 2023 Served as a board member in the Doctoral Symposium of the 2023 Academic Annual Convention of China Association of Higher Education – The Learning Sciences Branch [中国高等教育学会学习科学研究分会 2023 学术年会博士生论坛] ● Recruited reviewers. ● Reviewed submissions.

Peer-Review

Journal

Education and Information Technologies
Journal of Computer-Assisted Learning
Asia Pacific Journal of Education
European Journal of Engineering Education
Journal of Engineering Education

Conference

AECT 2019 – 2024 Conventions
AERA 2021 – 2024 Annual Conferences
iLRN 2023 – 2024 Conferences
ASEE 2020 & 2022 Annual Conferences
iConference 2019
Connected Learning Summit 2019

Academic Volunteer

2022	Full-time (10 hours) volunteer for *AECT 2022 Convention*
2019	Full-time (12 hours) volunteer for *AECT 2019 Convention*

HONORS & AWARDS (TOTAL: 9)

A9	**Walter Scott Monroe Research Fellowship Fund**, awarded by the College of Education and Human Development, the University of Missouri-Columbia for the academic year 2022-2023, **$1,000**
A8	**Dr. David H. Jonassen Endowment in Information Science**, awarded by the College of Education and Human Development, the University of Missouri-Columbia for the academic year 2021-2022, **$500**
A7	**Exceptional Visual Representation of Research** for the IE Lab Poster for MU COE Research Day 2018, awarded by the College of Education, University of Missouri-Columbia
A6	**Technology & Industry Education Scholarship**, awarded by the College of Education, the University of Missouri-Columbia for the academic year 2018-2019, **$250**
A5	**Walter Scott Monroe Fellowship**, awarded by the College of Education, the University of Missouri-Columbia for the academic year 2018-2019, **$950**

A4	**C & T Estep Endowed Scholarship**, awarded by the College of Education, the University of Missouri-Columbia for the academic year 2016-2017, **$1,000**
A3	**Kate Stamper Wilhite Scholarship**, awarded by the College of Education, the University of Missouri-Columbia for the academic year 2016-2017, **$500**
A2	**Award for Outstanding Teacher**, awarded by New Oriental Education & Technology Group Inc., June 2014
A1	**Award for Outstanding Employee**, awarded by New Oriental Education & Technology Group Inc., June 2013

SKILLS

(Definitions: *Beginner* – I can use basic but not advanced functions/features. *Intermediate* – I can use both basic and advanced functions/features but cannot teach others. *Advanced* – I can use the tool/language very well and teach others.)

Languages	Beginner	Intermediate	Advanced	Native
Chinese				●
English			●	
French	●			

Programming	Beginner	Intermediate	Advanced
R		●	
Python	●		
C/C++	●		

VR/Game Engines	Beginner	Intermediate	Advanced
OpenSimulator			●
CoSpaces		●	
Meta Horizon		●	
Stencyl		●	
Unreal	●		

Office/Multimedia	Beginner	Intermediate	Advanced
MS Office			●
Adobe Ps/Ai/Pr	●		
Audacity	●		
Blender	●		
Figma	●		