Chih-Pu Dai, Ph.D.

Assistant Professor, Learning Design and Technology
Department of Learning Design and Technology (LTEC)(https://coe.hawaii.edu/ltec/)
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Education

2023	**Ph.D. in Instructional Systems and Learning Technologies**, Department of Educational Psychology and Learning Systems, College of Education, Florida State University, Tallahassee, FL
2022	**Graduate Certificate in Measurement and Statistics**, Department of Educational Psychology and Learning Systems, College of Education, Florida State University, Tallahassee, FL

Research Interests

I design and research innovative and inclusive advanced learning technologies that support diverse learners in Science, Technology, Engineering, and Math (STEM) contexts. My research is inter-/trans-disciplinary and focuses on Artificial Intelligence (AI) in Education, Extended Reality, Game-Based Learning, and Simulation-Based learning.

Professional Appointment

Aug, 2023-	**Assistant Professor, Learning Design and Technology** Department of Learning Design and Technology (LTEC), College of Education, University of Hawaiʻi at Mānoa, Honolulu, HI Graduate Faculty Status since Fall, 2023

Research Experience

Summer 2019- Summer, 2023	**Researcher,** Florida State University **Graduate Research Assistant**, Florida State University Work in the *Cyberlearning Design and Research Group* (PI: Dr. Fengfeng Ke) on various National Science Foundation (NSF) grant projects conducting multiple independent and collaborative research projects under the awards and the supervision of the PI *Teaching Practices with Multiplayer Mixed Reality Simulations and Virtual Students*; Co-PIs: Drs. Sherry Southerland and Xin Yuan. (NSF Improving Undergraduate STEM Education, IUSE) ($598,943)

Mixed Reality Integrated Teaching Training for STEM Graduate Teaching Assistants; Co-PI: Dr. Xin Yuan. (NSF Research Traineeship (NRT), IUSE) ($499,994)

Mathematical Learning via Architectural Design and Modeling Using E-Rebuild; Co-PIs: Drs. Russell Almond, Valerie Shute, Kathleen Clark, and Gordon Erlebacher) (NSF Discovery Research K-12, DRK-12) ($2,025,271)

- Digital project: Ke, F., **Dai, C-P**., [Scripting, Editing, Producing, Co-facilitating the discussion] & West, L. (2020). *E-Rebuild Scalable Architectural Game for Math Learning.* *https://multiplex.videohall.com/presentations/1749*

Fall, 2022-Spring, 2023	**Graduate Research Assistant,** Florida State University
	Work on research projects supervised by Dr. Secil Caskurlu
	Systematic literature review on multimodal learning analytics and K-12 education research

Spring, 2019-Spring, 2021

Graduate Research Assistant, Florida State University

Work on the NSF cyberlearning grant (Discovery Research K-12) team designing and developing learning supports, refining research instruments, collecting data in K-12 schools, and disseminating research findings; contributing to annual report writing and preparation.

Game-based Assessment and Support of STEM-related Competencies (Physics Playground) (PI: Dr. Valerie J. Shute; Co-PIs: Drs. Fengfeng Ke and Russell G. Almond; concluded May 31, 2021) ($1,066,257)

Refereed Journal Articles

[J14] Ke, F., **Dai, C-P.,** & West, L. (2024). Mathematical experience in game-based problem solving. *Journal of Computer Assisted Learning.* Advance online publication. http://doi.org/10.1111/jcal.12938 [SSCI]

[J13] Ke, F., **Dai, C-P.,** West., L., Pan, Y., & Xu, J. (2024). Using mathematizing supports for applied problem solving in a game-based learning environment. *Journal of Educational Computing Research.* Advance online publication. https://doi.org/10.1177/07356331231206990 [SSCI]

[J12] **Dai, C-P.,** Ke, F., Pan, Y., Moon, J., & Liu, Z. (2024). Effects of artificial intelligence-powered virtual agents on learning outcomes in simulation-based learning: A meta-analysis. *Educational Psychology Review, 36*, Article 31, 1-37. https://doi.org/10.1007/s10648-024-09855-4 [SSCI]

[J11] **Dai, C-P.** (2023). Designing learning support for simulation-based preservice teacher learning with artificial intelligence-powered virtual agents. *International Journal for Educational Media and Technology, 17*(2), 31-39. [Invitation only]

[J10] **Dai, C-P.,** Ke, F., Dai, Z., & Pachman, M. (2023). Improving teaching practices via virtual reality-supported simulation-based learning: Scenario design and the duration of implementation. *British Journal of Educational Technology, 54*(4), 836-856. https://doi.org/10.1111/bjet.13296 [SSCI]

[J09] **Dai, C-P.,** Ke, F., Pan, Y., & Liu, Y. (2023). Exploring students' learning support use in digital game-based math learning: A mixed-methods approach using machine learning and multi-cases study. *Computers & Education*, *194,* 104698. https://doi.org/10.1016/j.compedu.2022.104698

[SSCI]

[J08] Pan, Y. Ke, F., & **Dai, C-P.** (2023). Patterns of using multimodal external representations in digital game-based learning. *Journal of Educational Computing Research, 60*(8), 1918-1941. https://doi.org/10.1177/073563331221087771 [SSCI]

[J07] **Dai, C-P.** & Ke, F. (2022). Educational applications of artificial intelligence in simulation-based learning: A systematic mapping review. *Computers & Education: Artificial Intelligence, 3,* 100087. https://doi.org/10.1016/j.caeai.2022.100087 [Scopus-indexed, DOAJ-indexed]

[J06] **Dai, C-P.**, Ke, F., & Pan, Y. (2022). Narrative-supported math problem solving in digital game-based learning. *Educational Technology Research & Development, 70*(4), 1261-1281. https://doi.org/10.1007/s11423-022-10129-5 [SSCI]

[J05] Kuba, R., Rahimi, S., Smith, G., Shute, V. J. & **Dai, C-P.** (2021). Using the first principles of instruction and multimedia learning principles to design and develop in-game learning support videos. *Educational Technology Research & Development, 69*(2), 917-943. https://doi.org/10.1007/s11423-021-09994-3 [SSCI]

[J04] Rahimi, S., Shute. V. J., Kuba, R., **Dai, C-P.,** Yang, X., Smith, G. & Alonso-Fernandez, C., (2021). The use and effects of incentive systems on learning and performance in educational games. *Computers & Education, 165,* 104135. https://doi.org/10.1016/j.compedu.2021.104135 [SSCI]

[J03] Shute, V. J., Rahimi S., Smith, G., Ke, F., Almond, R., **Dai, C-P**, Kuba, R., Liu, Z., Yang, X., & Sun, C. (2021). Maximizing learning without sacrificing the fun: Stealth assessment, adaptivity, and learning supports in educational games. *Journal of Computer Assisted Learning, 37*(1), 127-141. https://doi.org/10.1111/jcal.12473 [SSCI]
*Wiley (the publisher) recognized top cited article in 2020-2021 and 2021-2022.

[J02] Shute, V. J., Smith, G., Kuba, R., **Dai, C-P.,** Rahimi, S., Liu, Z., & Almond, R. G. (2021). The design, development, and testing of learning supports for the Physics Playground game. *International Journal of Artificial Intelligence in Education, 31*, 357-379. https://doi.org/10.1007/s40593-020-00196-1 [ESCI]

[J01] Liu, Z., Moon, J., Kim. B., & **Dai, C-P.** (2020). Integrating adaptivity in educational games: a combined bibliometric analysis and meta-analysis review. *Educational Technology Research & Development, 68*(4), 1931-1959. https://doi.org/10.1007/s11423-020-09791-4 [SSCI]

Refereed Book Chapters

[Ch04] **Dai, C-P.** (2024). Applying machine learning to augment the design and assessment of immersive learning experience. In M. S. Khine (Ed.). *Machine Learning in Educational Sciences: Approaches, Applications and Advances* (pp. 245-264). Springer Nature. https://doi.org/10.1007/978-981-99-9379-6_12

[Ch03] Smith, G., Shute, V., Rahimi, S., **Dai, C-P.** & Kuba, R. (2023). Stealth assessment and digital learning game design. In M. McCreery, & S. K. Krach (Eds.), *Games as Stealth Assessment* (pp. 81-100). IGI Global. https://doi.org/10.4018/979-8-3693-0568-3.ch004

[Ch02] Dai, Z., Ke, F., **Dai, C-P.**, Pachman., M., & Yuan, X. (2021). Role-play in virtual reality: A teaching training design case using OpenSimulator. In G. Akcayir, & C. D. Epp (Eds.), *Designing, Deploying, and Evaluating Virtual and Augmented Reality in Education* (pp.143-163). Hershey, PA: IGI Global https://doi.org/10.4018/978-1-7998-5043-4.ch007

[Ch01] Ke, F., Dai, Z., **Dai, C-P.**, Pachman, M., Chaulagain, R., & Yuan, X. (2020). Designing virtual agents for simulation-based learning in virtual reality. In R. Zheng (Ed.), *Cognitive and Affective Perspectives on Immersive Technology in Education* (pp. 151-170). Hershey, PA: IGI Global

https://doi.org/10.4018/978-1-7998-3250-8.ch008

Refereed Conference Proceedings

[C23] **Dai, C-P.,** Ke, F., Zhang, N. Southerland, S. A., Barrett, A., Bhowmik, S., West, L., & Yuan, X. (2024). Preservice Teacher Learning in Virtual Reality Simulation with Artificial Intelligence-Powered Virtual Students: Emotions and Teacher Talk Patterns. In *Proceedings of International Conference of the Learning Sciences (ICLS)*, (4 pages). Buffalo, NY: International Society of the Learning Sciences.

[C22] Zhang, N., Ke, F., **Dai, C-P.,** Southerland, S. A., Barrett, A., Bhowmik, S., West, L., Yuan, X. (2024). Exploring Preservice Teachers' Perceptions and Experiences of Teaching AI Students in Virtual Simulations. In *Proceedings of International Conference of the Learning Sciences (ICLS)*, (2 pages). Buffalo, NY: International Society of the Learning Sciences.

[C21] Zhang, N., Ke, F., **Dai, C-P.,** Barrett, A. (2024). Supporting Preservice Teachers' Responsive Teaching in AI-Integrated Simulations. In *Proceedings of International Conference of the Learning Sciences (ICLS)*, (2 pages). Buffalo, NY: International Society of the Learning Sciences.

[C20] Barrett, A., Ke, F., Zhang, N. & **Dai, C.-P.** (2024). Comparing the science talk of AI and human students. In *Proceedings of International Conference of the Learning Sciences (ICLS)*, (2 pages). Buffalo, NY: International Society of the Learning Sciences.

[C19] **Dai, C-P.,** Ke, F., Zhang, N., Barrett, A., West, L., Bhowmik, S., Southerland, S. A., & Yuan, X. (2024). Designing Conversational Agents to Support Student Teacher Learning in Virtual Reality Simulation: A Case Study. In *Proceedings of the ACM CHI Conference on Human Factors in Computing Systems Extended Abstracts* **(ACM CHI EA '24)**. Honolulu, HI. [Acceptance rate: 24%] https://doi.org/10.1145/3613905.3637145 [in press]

[C18] Barrett, A., Ke, F., **Dai, C-P.,** West, L., Bhowmik, S., Zhang, N. (2023). AI-integrated virtual students for teacher training: Comparing simulation-based classroom dialogue with the real thing. In Blikstein, P., Van Aalst, J., Kizito, R., & Brennan, K., (Eds.). *Proceedings of 17th International Conference of the Learning Sciences (ICLS) 2023,* (pp. 1797-1798). Montreal, Canada: International Society of the Learning Sciences. https://repository.isls.org/bitstream/1/10025/1/ICLS2023_1797-1798.pdf

[C17] Pan, Y., Ke, F., **Dai, C-P.**, West, L., & Xu, J. (2023). A design-based training workshop on teachers' math knowledge for teaching. In Blikstein, P., Van Aalst, J., Kizito, R., & Brennan, K., (Eds.). In Blikstein, P., Van Aalst, J., Kizito, R., & Brennan, K., (Eds.). *Proceedings of 17th International Conference of the Learning Sciences (ICLS) 2023*. (pp. 1891-1892). Montreal, Canada: International Society of the Learning Sciences. https://repository.isls.org/bitstream/1/10073/1/ICLS2023_1891-1892.pdf

[C16] **Dai, C-P.,** Ke, F., & Pan. Y. (2023). Exploring 6th to 8th graders' math play processes and strategies. In Blikstein, P., Van Aalst, J., Kizito, R., & Brennan, K., (Eds.). *Proceedings of 17th International Conference of the Learning Sciences (ICLS) 2023*. (pp. 1855-1856). Montreal, Canada: International Society of the Learning Sciences. https://repository.isls.org/bitstream/1/10054/1/ICLS2023_1855-1856.pdf

[C15] West, L., Ke, F., **Dai, C-P.,** Kim, B-J., Chaulagain, C., Mondol, T. C., Xu, J., Kuba, R., Jung, S. (2022). Effects of level trajectory on mathematical gameplay. In Chinn, C., Tan, E., Chan, C., & Kali, Y. (Eds). *Proceedings of the 16th International Conference of the Learning Sciences (ICLS) 2022* (pp. 1986-1988). Hiroshima, Japan: International Society of the Learning Sciences. https://repository.isls.org/bitstream/1/8676/1/ICLS2022_1986-1987.pdf

[C14] Bhowmik, S., Barrett, A., Ke, F., Yuan, X., Southerland, S., **Dai, C-P.**, West, L., & Dai, Z. (2022). Simulating students: An AI chatbot for teacher training. In Chinn, C., Tan, E., Chan,

C., & Kali, Y. (Eds.). *Proceedings of the 16th International Conference of the Learning Sciences (ICLS) 2022* (pp. 1972-1973). Hiroshima, Japan: International Society of the Learning Sciences. https://repository.isls.org/bitstream/1/8669/1/ICLS2022_1972-1973.pdf

[C13] Pan, Y., Ke, F., & **Dai, C-P.** (2022). Game design experience for teachers' design thinking in participatory design culture. In Chinn, C., Tan, E., Chan, C., & Kali, Y. (Eds.). *Proceedings of the 16th International Conference of the Learning Sciences (ICLS) 2022* (pp. 1922-1923). Hiroshima, Japan: International Society of the Learning Sciences. https://repository.isls.org/bitstream/1/8643/1/ICLS2022_1922-1923.pdf

[C12] **Dai, C-P.,** Ke, F., & Pan, Y. (2022). How learners use in-game learning support in digital game-based math learning? In Chinn, C., Tan, E., Chan, C., & Kali, Y. (Eds.). *Proceedings of the 16th International Conference of the Learning Sciences (ICLS) 2022* (pp. 1870-1871). Hiroshima, Japan: International Society of the Learning Sciences. https://repository.isls.org/bitstream/1/8616/1/ICLS2022_1870-1871.pdf

[C11] **Dai, C-P.** (2021). Exploring designs of AI-integrated pedagogical agents for teacher training in virtual reality. In *Proceedings of the 2021 Learning Sciences Graduate Student Conference (LSGSC)* (pp.22-23). Champaign, IL: the University of Illinois at Urbana-Champaign.

[C10] **Dai, C-P.,** Ke, F., Dai, Z., West, L., Bhowmik, S., & Yuan, X. (2021). Designing artificial intelligence (AI) in virtual humans for simulation-based training with graduate teaching assistants. In de Vries, E., Hod, Y., & Ahn J. (Eds.). *Proceedings of the 15th International Conference of the Learning Sciences - ICLS 2021* (pp. 1101-1102). Bochum, Germany: International Society of the Learning Sciences. https://repository.isls.org/bitstream/1/7418/1/1101-1102.pdf

[C09] **Dai, C-P.** & Ke, F. (2021). Designing narratives in multimodal representations for game-based math learning and problem solving. In de Vries, E., Hod, Y., & Ahn J. (Eds.). *Proceedings of the 15th International Conference of the Learning Sciences - ICLS 2021* (pp. 909-910). Bochum, Germany: International Society of the Learning Sciences. https://repository.isls.org/bitstream/1/7615/1/909-910.pdf

[C08] **Dai, C-P.,** Ke, F., & Pan, Y. (2021). Participatory design of game-based math learning platform: Teacher-researcher negotiation and collaboration. In de Vries, E., Hod, Y., & Ahn J. (Eds.). *Proceedings of the 15th International Conference of the Learning Sciences - ICLS 2021* (pp. 907-908). Bochum, Germany: International Society of the Learning Sciences. https://repository.isls.org/bitstream/1/7614/1/907-908.pdf

[C07] **Dai, C-P.,** Ke, F., Pan, Y., & Dai, Z. (2020). Work-in-Progress—Learners' interaction with task narratives for math problem-solving in game-based learning. In Economou, D., Klippel, A., Dodds, H., Peña-Rios, A., Lee, M. J. W., Beck, D., Pirker, J., Dengel, A., Peres, T. M., & Richter, J. (Eds.) *Immersive Learning Research Network. Proceedings of 6th International Conference, iLRN 2020, Online, June 21-25, 2020. Immersive Learning Research Network.* (pp. 299-301)(IEEE). http://dx.doi.org/10.23919/iLRN47897.2020.9155180

[C06] Pan, Y., Ke, F., Uysal, S., Clark, M. K., & **Dai, C-P.** (2020). Learning mathematics from history: A case study on learning support design with history of mathematics in GBL. In Gresalfi, M. and Horn, I. S. (Eds.) *The Interdisciplinarity of the Learning Sciences, 14th International Conference of the Learning Sciences (ICLS) 2020, Volume 3.* (pp. 1745-1746) Nashville, Tennessee: International Society of the Learning Sciences. https://repository.isls.org/handle/1/6421

[C05] **Dai, C-P.,** Ke, F., Dai, Z., & West, L. (2020). Advocating facilitators' interdisciplinary learning with computer science teaching assistants in a virtual reality environment. In Gresalfi, M. and Horn, I. S. (Eds.) *The Interdisciplinarity of the Learning Sciences, 14th International Conference of the Learning Sciences (ICLS) 2020, Volume 4.* (pp. 2333-2334). Nashville, Tennessee: International Society of the Learning Sciences. https://repository.isls.org//handle/1/6546

[C04] Dai, Z., Ke, F., & **Dai, C-P.** (2020). Exploring learner behavioral patterns in virtual-reality-

based role-playing for teaching training. In Gresalfi, M. and Horn, I. S. (Eds.)*The Interdisciplinarity of the Learning Sciences, 14th International Conference of the Learning Sciences (ICLS) 2020, Volume 4.* (pp. 2403-2404). Nashville, Tennessee: International Society of the Learning Sciences. https://repository.isls.org/bitstream/1/6582/1/2403-2404.pdf

[C03] **Dai, C-P.** (2017). An exploratory study on integrating virtual reality video into L2 Chinese festival teaching. In J., Colpaert, A., Aerts, R., Kern, M., Kaiser (Eds.), *Proceedings of the XVIIIth International CALL Research Conference: CALL in Context* (pp.191-200). Berkeley, CA: University of California. ISBN 9789057285509

[C02] **Dai, C-P.** (2017). A narrative inquiry into Taiwanese grade school teachers' practice of Chinese as a foreign language in the Philippines. In J., Mena, A., García Valcarcel Muñoz Repiso, F., José García Peñalvo, M., Martín del Pozo (Eds.), *Search and research: Teacher education for contemporary contexts* (pp.169-178). Salamanca, Spain: Ediciones Universidad de Salamanca. ISBN 978-84-9012-769-8

[C01] **Dai, C-P.** (2013). An investigation on Thai learners' acquisition of "Dou" in Mandarin Chinese. *Proceedings of 2013 International Conference of Teaching Chinese as a Second Language.* (pp.861-868). Kaohsiung, Taiwan: Wenzao Ursuline University of Languages. [in Chinese]

Conference Presentations, Posters, and Showcases

*No duplicates from the conference proceedings

[P54] **Dai, C-P.** & Ke, F. (2024, April). *The Impacts of Model-Based Support and Artificial-Intelligence-Powered Virtual Agents in Virtual Reality for Preservice Teachers.* Paper Session at the 2024 AERA Annual Meeting. Philadelphia, PA.

[P53] **Dai, C-P.,** Ke, F., Zhang, N., Southerland, S. A., Barrett, A., Bhowmik, S., West, L., & Yuan, X. (2024, April). *Preservice teachers' emotions and ambitious teaching in virtual reality simulation with artificial intelligence-powered virtual humans.* Roundtable session at the 2024 AERA Annual Meeting. Philadelphia, PA.

[P52] Caskurlu, S., Ocak, C., & **Dai, C-P.** (2024, April). *Multimodal Learning Analytics in K-8 Research: A Systematic Review.* Paper session at the 2024 AERA Annual Meeting. Philadelphia, PA.

[P51] Zhang, N., Ke, F., **Dai, C-P.,** Barrett, A., Southerland, S. A., Bhowmik, S., West, L., & Yuan, X. (2024, April). *Understanding preservice teachers' perceptions and experiences in an AI-empowered teaching simulation.* Paper Session at the 2024 AERA Annual Meeting. Philadelphia, PA.

[P50] Barrett, A., Ke, F., **Dai, C-P.,** Zhang, N., Bhowmik, S., West, L., Yuan, X., & Southerland, S. A. (2024, April). *Teacher training in virtual-world simulations: Analyzing pre-service science teacher talk moves with AI-powered student agents.* Roundtable at the 2024 AERA Annual Meeting. Philadelphia, PA.

[P49] West, L., Ke, F., Xu, J., **Dai, C-P.,** & Pan, Y. (2023, October). *Interdisciplinary collaborative design of an adaptive cognitive task planner for game-based math learning.* Concurrent Presentation presented at Association for Educational Communications & Technology international convention (AECT), 2023. Orlando, FL.

[P48] Pan, Y., Ke, F., **Dai, C-P.,** West, L., & Xu, J. (2023, October). *Developing teachers' knowledge for teaching in a design-based training.* Poster presented at Association for Educational Communications & Technology international convention (AECT), 2023. Orlando, FL.

[P47] Ocak C., Caskurlu, S., & **Dai, C-P.** (2023, October). *Developing A Checklist As a Guide to Conduct Multimodal Learning Analytics Research.* Concurrent Presentation presented at Association for Educational Communications & Technology international convention (AECT), 2023. Orlando, FL.

[P46] **Dai, C-P.,** Ke, F., Barrett, A., Zhang, N., West, L., Southerland, S., Bhowmik, S., & Yuan, X. (2023, October). *Classroom dynamics and teaching practices with artificial intelligence virtual students in virtual reality.* Concurrent Presentation presented at Association for Educational Communications & Technology international convention (AECT), 2023. Orlando, FL.

[P45] Barrett, A., **Dai, C-P.**, West, L., Bhowmik, S., Zhang, N., & Ke. F. (2023, August). *Preservice teacher discourse with AI-integrated virtual students: A look at sentence function.* Presentation presented at the 20th Biennial European Association for Research on Learning and Instruction (EARLI) Conference. Thessaloniki, Greece.

[P44] Pan, Y., Ke, F., & **Dai, C-P.** (2023, May). *Effects of game-based learning supports on students' math performance and perceived game flow.* Virtual Paper Session presented at the 2023 AERA Annual Meeting. Chicago, IL.

[P43] Pan, Y. & **Dai, C-P.** (2023, May). *Developing conceptual and procedural knowledge for mathematical problem solving in digital game-based learning.* Virtual Paper Session presented at the 2023 AERA Annual Meeting. Chicago, IL.

[P42] **Dai, C-P.,** Ke, F., Pan, Y., Moon, J., & Liu, Z. (2023, April). *A meta-analysis on the effects of using artificial intelligence-powered virtual agents in simulation-based learning.* Paper Session presented at the 2023 AERA Annual Meeting. Chicago, IL.
*Also presented at the 2023 Marvalene Hughes Research in Education Conference at College of Education, Florida State University, Tallahassee.

[P41] **Dai, C-P.,** Ke, F., Pan, Y., & Liu, Y. (2023, April). *A mixed-methods study exploring learning support use in digital game-based math learning.* Poster presented at the 2023 AERA Annual Meeting. Chicago, IL. https://aera23-aera.ipostersessions.com/Default.aspx?s=EA-C8-5E-31-71-45-7E-9A-2E-BC-1F-94-28-9B-32-EC#

[P40] **Dai, C-P.**, Ke, F., Pan, Y., & Liu, Y. (2022, October). *Cluster analysis of learning support use in digital game-based math learning.* Concurrent session presented at Association for Educational Communications & Technology international convention (AECT), Las Vegas, NV, USA (and online).

[P39] **Dai, C-P.** & Ke, F. (2022, October). *A scoping review on educational applications of artificial intelligence (AI) in simulation-based learning.* Concurrent session presented at Association for Educational Communications & Technology international convention (AECT), Las Vegas, NV, USA (and online).

[P38] **Dai, C-P.**, Ke, F., Southerland, S., Dai, Z., & Zhang, N. (2022, October). *Scenario design in virtual reality with artificial intelligence (AI)-powered virtual agents.* Concurrent session presented at Association for Educational Communications & Technology international convention (AECT), Las Vegas, NV, USA (and online).

[P37] Pan, Y., Ke, F., **Dai, C-P.** (2022, October). *What teachers learn in participatory game design?.* Poster session presented at Association for Educational Communications & Technology international convention (AECT), Las Vegas, NV, USA (and online).

[P36] Pan, Y., Ke, F., & **Dai, C-P.** (2022, October). *Designing games for effective mathematics learning: Evidence from thirteen years of research.* Poster session presented at Association for Educational Communications & Technology international convention (AECT), Las Vegas, NV, USA (and online).

[P35] Yuan, X., Ke, F., Southerland, S. A., & **Dai, C-P.** (2022, June). *Teaching practices with multiplayer mixed reality simulations and virtual students.* Poster presented at The American Association for the Advancement of Science (AAAS) NSF Improving Undergraduate STEM Education Program: Education and Human Resources (IUSE: EHR) National Summit. Washington, D.C. https://tinyurl.com/5n6c4mbe *Invited; conceptualization and poster creation supervised by the PIs.

[P34] Pan, Y., Ke, F., & **Dai, C-P.** (2022, April). *The way of using multimodal external representations in*

game-based learning. Poster presented at the 2022 AERA Annual Meeting. San Diego, CA. http://dx.doi.org/10.3102/IP.22.1890579

[P33] **Dai, C-P.**, Ke. F., Pan, Y., Dai, Z. (2022, April). *Narratives for math problem solving and associated gender differences in digital game-based learning.* Poster presented at the 2022 AERA Annual Meeting. San Diego, CA. http://dx.doi.org/10.3102/IP.22.1889053

[P32] Pan, Y., Ke, F., Xu, X., & **Dai, C-P.** (2022, April). *Learning math through gameplay: A systematic review on learning games in mathematical education.* Paper presented at the 2022 AERA Annual Meeting. San Diego, CA.

[P31] **Dai, C-P.,** Ke, F., Dai, Z., West, L., Bhowmik, S., & Yuan, X. (2022, April). *Toward artificial intelligence-integrated pedagogical agents for student instructor training in virtual reality.* Paper presented at the 2022 AERA Annual Meeting. San Diego, CA. http://dx.doi.org/10.3102/IP.22.1889108
*Also presented at the 2022 Marvalene Hughes Research in Education Conference at College of Education, Florida State University, Tallahassee.

[P30] Kuba, R., Xu, J., **Dai, C-P.,** & Ke, F. (2022, April). *Fundamental principles of interaction: Designing user interfaces for adaptive, linear, and free-choice game navigation paths.* Roundtable presented at the 2022 AERA Annual Meeting. San Diego, CA.

[P29] **Dai, C-P.,** Ke, F., & Pan, Y. (2022, January). *Heuristics from teachers for game-based math learning design and implementation.* Poster presented at the National Council of Teachers of Mathematics (NCTM) 2022 Research Conference, Virtual Event.

[P28] **Dai, C-P.** (2021, November). *Conversational agents with artificial intelligence (AI) for learning: Opportunities and challenges.* Poster presented at 2021 Florida Educational Research Association (FERA) 65th Annual Meeting. Tampa, FL.

[P27] **Dai, C-P.,** Ke, F., Pan, Y., & Dai, Z. (2021, November). *Narratives-supported math problem solving in game-based learning.* Concurrent session presented at Association for Educational Communications & Technology international convention (AECT), Chicago, IL + Virtual.

[P26] **Dai, C-P.,** Park, Y., & Mitchell, A. L. (2021, November). *Exploring future instructional designers' perceptions of and practices for online problem-based learning.* Concurrent session presented at Association for Educational Communications & Technology international convention (AECT), Chicago, IL + Virtual.

[P25] **Dai, C.-P.,** Ke, F.., West, L., Dai, Z., Bhowmik, S., & Yuan, X. (2021, November). *Artificial intelligence in virtual humans for teaching assistant training: A design and development case study.* Concurrent session presented at Association for Educational Communications & Technology international convention (AECT), Chicago, IL + Virtual.

[P24] Pan, Y., Ke, F., Xu, X., & **Dai, C-P.** (2021, November). *A systematic review of empirical evidence of the learning games in math education.* Poster presented at Association for Educational Communications & Technology international convention (AECT), Chicago, IL + Virtual.

[P23] Ke., F., Dai., Z., **Dai., C-P.,** West., L., & Yuan., X. (2021, April). Mixed reality integrated learning environment for teaching training of STEM teaching assistants. In Symposium *Leveraging Mixed-reality Classroom Simulators for Professional Development to Support Student-centered STEM Learning Environments.* the 2021 National Association for Research in Science Teaching (NARST) Annual International Conference. Orlando, FL. (virtual)

[P22] **Dai, C-P.,** Ke, F., Dai, Z., Pachman, M., West, L., Bhowmik, S., & Yuan, X. (2021, April). *Examining associated factors for effective teaching training in virtual reality: An ordinal logistic regression analysis.* Paper presentation presented at the 2021 Virtual AERA Annual Meeting. Orlando, FL. https://tinyurl.com/2p8292em

[P21] Rahimi, S., Shute, V., Kuba, R., **Dai, C-P.**, Yang, X., Smith, G., & Alonso-Fernandez, C. (2021, April). *Maximizing learning and performance using incentive systems in educational games.* Roundtable presented at the 2021 Virtual AERA Annual Meeting. Orlando, FL.

[P20] **Dai, C-P.** & Ke, F. (2021, April). *Heuristics of task narrative design for problem solving in game-based math learning.* Paper presentation presented at the 2021 Virtual AERA Annual Meeting. Orlando, FL. https://tinyurl.com/ahpscx3k
  *Also presented at the 2021 Marvalene Hughes Research in Education Conference at College of Education, Florida State University, Tallahassee.

[P19] Dai, Z., Ke, F., **Dai, C-P.**, Pachman, M., West, L., Bhowmik, S., & Yuan, X. (2021, April). *Using data mining of learner behaviors to inform design of role-play in virtual-reality-based teacher training.* Poster presented at the 2021 Virtual AERA Annual Meeting. Orlando, FL.

[P18] West, L., **Dai, C-P.**, Ke, F., Dai, Z., Pachman, M., Yuan, X., & Bhowmik, S. (2021, April). *Factors impacting reaction time to prompting in virtual teaching training.* Poster presented at the 2021 Virtual AERA Annual Meeting. Orlando, FL.

[P17] West, L., **Dai, C-P.**, & Ke, F. (2021, April). *Teaching ratio and geometry through 3D architectural design and game-based Learning.* Presentation at National Council of Teachers of Mathematics (NCTM) 2021 Virtual Annual Meeting. St. Louis, MO.

[P16] **Dai, C-P.** & Ke, F. (2020, November). *Task narrative design and problem solving in game-based math learning.* Paper presented at 2020 Florida Educational Research Association (FERA) Virtual Forum. FL.

[P15] **Dai, C-P.**, Ke, F., Dai, Z., West, L. (2020, November). *Problem-solving teaching training in a virtual reality learning environment.* Paper presented at 2020 Association for Educational Communications & Technology international convention (AECT), online, Jacksonville, FL.

[P14] Park, Y., Dennen, V., Adolfson, D., & **Dai, C-P.** (2020, November). *A content analysis of Social media policy for school districts.* Paper presented at 2020 Association for Educational Communications & Technology international convention (AECT), online, Jacksonville, FL.

[P13] **Dai, C-P.,** Shute, V., Smith, G., Liu, Z., Kuba, R., & Rahimi, S. (2020, November). *Fostering game-based physics learning through game design features.* Paper presented at 2020 Association for Educational Communications & Technology international convention (AECT), online, Jacksonville, FL.

[P12] Kuba, R., Smith, G., Shute, V., **Dai., C-P.,** & Rahimi, S. (2020, November). *Applying multimedia principles in the design and development of learning support videos in game-based learning.* Paper presented at 2020 Association for Educational Communications & Technology international convention (AECT), Online, Jacksonville, FL.

[P11] **Dai, C-P.,** Ke, F., Dai, Z., West, L., Bhowmik, S., & Yuan, X. (2020, June). *Designing interactions in a computer-based virtual world for teaching training.* Showcase presented at iLRN 2020: 6th International Conference of the Immersive Learning Research Network (Immersive Learning Project Showcase & Competition), San Luis Obispo, California. (Virtual Conference).

[P10] **Dai, C-P.** (2020, April). *Promoting motivational and cognitive learning processes with game features: A literature review* [Poster Session]. AERA Annual Meeting San Francisco, CA http://tinyurl.com/tc99gdu (Conference Canceled).
  *Also accepted at the 2020 Marvalene Hughes Research in Education Conference at College of Education, Florida State University, Tallahassee (Conference Canceled).

[P09] **Dai, C-P.,** Ke, F., & West, L. (2020, April). *Towards meaningful game-based math learning with effective task design.* Poster accepted at 2020 Research Symposium of the National Council of Teachers of Mathematics (NCTM), Chicago, IL. (conference canceled due to COVID-19)

[P08] Dai, Z., Ke, F., **Dai, C-P.,** Pachman, M., & Yuan, X. (2020, March). *Exploring learners' behavioral patterns in a simulation-based teaching training in virtual reality.* Poster accepted at the Society for Research on Educational Effectiveness (SREE) Spring 2020 conference, Arlington, VA. (conference canceled due to COVID-19)

[P07] **Dai, C-P.,** Park, Y., & Mitchell, A. L. (2019, November). *Future instructional designers' perceptions*

of online Problem-Based Learning (PBL). Paper presented at 2019 Florida Educational Research Association (FERA) 64th annual meeting, St. Petersburg, FL.

[P06] **Dai, C-P.** (2019, October). *What makes a learning game effective?: A literature review of game design elements.* Poster presented at 2019 Association for Educational Communications & Technology international convention (AECT), Las Vegas, NV.

[P05] **Dai, C-P.** (2019, October). *Examining technology integration in Burkina Faso: Inspiration of Taiwanese L2 Chinese teachers' beliefs and practices.* Poster presented at 2019 Association for Educational Communications & Technology international convention (AECT), Las Vegas, NV.

[P04] **Dai, C-P.** & Athittaya, K. (2013, March). *Contrastive Analysis between Thai and Chinese and its implication for CSL/CFL: On adverb "Dou".* Paper presented at 2013 Conference of Graduate Student of Chinese Language Teaching and Overseas Chinese Education, Chung Yuan Christian University, Taiwan. [in Chinese]

[P03] **Dai, C-P.** & Yan, C.-Y. (2013, March). *A narrative inquiry on team teaching of novice teachers of Chinese as a Second Language.* Paper presented at 2013 Conference of Graduate Student of Chinese Language Teaching and Overseas Chinese Education, Chung Yuan Christian University, Taiwan. [in Chinese]

[P02] **Dai, C-P.** (2013, January). *Thai learners' perceptions of integrating Virtual Reality video into Chinese festival teaching.* Paper presented at the 5th World Chinese Language Teaching Graduate Students Forum, Xiamen, PR China. [in Chinese]

[P01] Chang, Y. & **Dai, C-P.** (2012, October). *Analysis of teaching material for new immigrants: An example of "Character recognition for adult new immigrants in Taoyuan County I, II".* Paper presented at 2012 Interdisciplinary Conference of Chinese Language Education, National United University, Taiwan. [in Chinese]

Invited/Selected Presentations, Panels, Symposia, and Media Appearance

Dai, C-P. & George, S. (2024, July). Harnessing Artificial Intelligence (AI) to Advocate for Transformative Teaching. [Invited Plenary Session]. *Association of Teacher Educators: ATE's 2024 Summer Conference*, Denver, CO.

Dai, C-P. (2024, April). *Artificial Intelligence and Augmented Learning Design.* Roundtable Discussion selected at ISLT@50 Conference, Instructional Systems and Learning Technologies (ISLT) Program, Florida State University, Tallahassee, FL.

Dai, C-P. (2024, March 06). *How to teach elementary/secondary students to use artificial intelligence?* [Breakout session]. Waipahu High School Teacher Workshop (AI EmpowerED: Navigating the Future of Teaching). Waipahu High School, Waipahu, HI.

Dai, C-P. (2024, March 06). *Artificial Intelligence in Education* [Keynote address]. Waipahu High School Teacher Workshop (AI EmpowerED: Navigating the Future of Teaching). Waipahu High School, Waipahu, HI.

Dai, C-P., Eichelberger, A., Hoffman, D., Janakiraman, S., Leong, P., & Menchaca, M. [**LTEC Faculty,** *alphabetical order*] (2024, February). *Change for Resiliency: One Department's Strategies for Implementing Culturally Relevant Education with a Focus on Asia and the Pacific* [Featured Keynote Plenary Panel]. The 4th Southeast Asian Conference on Education (SEACE), Chiang Mai, Thailand & Online.

McKimmy, P., Menchaca, M. P., Hirata, D., & **Dai, C-P.** (2024, January 04). Practical Approaches to AI in Academia. In Menchaca, M. P. (Chair), *Practical Approaches to AI in Academia* [Featured Keynote Plenary Panel]. The International Academic Forum (IAFOR) International Conference on Education in Hawai'i (IICE), and The IAFOR International Conference on Arts & Humanities in Hawai'i (IICAH), Honolulu, HI.

Dai, C-P. (2023, October, 19). In Weston, D. (Host). *A consultation and discussion (virtual) based on Chih-Pu Dai's recent research on Teacher Development, AI, and Virtual Reality.* Teacher Development Trust, London, UK.

McKimmy, P., Menchaca, M. P., Allen, S., & **Dai, C-P.** [Panelist] (2023, September 07). Panel Discussion. In McKimmy, P. (Chair), *AI in Your Syllabus and Classroom: A Presentation and Discussion* [Syposium]. Leading with Excellence conference, Office of the Vice Provost for Academic Excellence, University of Hawaiʻi at Mānoa, Honolulu, HI.

O'Shea, P. (Host). (2023, January 15). The Versatilist with Chih-Pu Dai. [Audio podcast episode]. In *The Versatilist Podcast* (https://www.podomatic.com/podcasts/versatilist). A podcast supported by the Immersive Learning Research Network (iLRN). https://www.podomatic.com/podcasts/versatilist/episodes/2023-01-15T19_38_26-08_00

Courses Taught and Invited Lectures

At University of Hawaiʻi at Mānoa

Fall, 2023-present	**New Course Instructor, Designer, and Developer,** Department of Learning Design and Technology, University of Hawaiʻi at Mānoa
	    LTEC 645: Artificial Intelligence for Human Learning [Graduate]
	Course Instructor, Department of Learning Design and Technology, University of Hawaiʻi at Mānoa
	    LTEC 647B: Learning with Emerging Technologies (B) Mobile Learning [Graduate, Summer II, 2024]
	    LTEC 112: Technologies for Academic Success [Undergraduate, Summer I, 2024]
	    LTEC 611: Educational Technology Research and Evaluation [Graduate, Spring, 2024] (here-or-there and hybrid)
	    LTEC 661: Design Thinking [Online, Graduate, Spring, 2024]
	    LTEC 623: Digital Video Design [Online, Graduate, TA supervised: Jessica Chillingworth, Fall, 2023]

At Florida State University

Summer, 2023	**Graduate Teaching Assistant,** Department of Educational Psychology and Learning Systems, Florida State University *EME 6357 - Evaluation of Training in HPT* [with Dr. Jeff Phillips]

Fall, 2021-Spring, 2022	**Graduate Assistant in Teaching,** Department of Educational Psychology and Learning Systems, Florida State University
	    EME 6507 - Development of Multimedia Instruction, graduate-level hybrid course [Spring, 2022] [with Drs. Fengfeng Ke & Lukas Zhichun Liu]
	    EME 5077- Mobile Learning, graduate-level online course [Fall, 2021] [with Dr. Yasin Yalsin]

Invited Lectures and Other Teaching Experience

Fall, 2022	**Invited Lecture,** Department of Educational Psychology and Learning Systems, Florida State University

EME 5078 - Design of Online & Digital Adaptive Learning, graduate-level online course [Dr. Secil Caskurlu] – *Adaptive learning and the infusion of artificial intelligence in digital game-based and simulation-based learning*

Invited Lecture, Department of Educational Leadership, Policy, & Technology Studies, College of Education, University of Alabama

INTE534 - Issues and Trends of Instructional Technology [Dr. Jewoong Moon] – *The design of simulation-based learning experience with intelligent virtual agents: Challenges and prospects*

Spring, 2022

Featured Innovator (Invited Speaker), Innovation Hub, Florida State University.

The Seminole Innovators Program [graduate/undergraduate students, Spring, 2022]: *Innovations in simulation-based learning for teacher education with virtual students*

Fall, 2012

Teaching Assistant, Chung Yuan Christian University, Taiwan

Spring 2013: CL204A Educational Psychology, CL202B Mandarin Phonology, CL202G Child Language Development, CL303G Chinese Curriculum and Instruction Design

Fall 2012: CL202D Introduction to Teaching Chinese as a Second Language, CL201A Mandarin pronunciation

Fall, 2012

Teaching Assistant, Chang Gung University, Taiwan

GC1003 Chinese Literature

Doctoral Student Advising

Doctoral Disseratation Committees

Jessica Chillingworth, 2024-current (Ph.D. Committee member)
Daniel Boulos, 2023-current (Ph.D. Committee member)

International Teaching Experience for K-12 and Adult Learners

2017-2018   L2 Chinese Instructor, Chinese Language Teaching Promotion Center, Taiwan Embassy, Ouagadougou, Burkina Faso

2013-2017   L2 Chinese Instructor, Center of Chinese Language and Culture, Fu Jen Catholic University, Taiwan

2014-2015   L2 Chinese Teacher, Saint Jude Catholic School, the Philippines

2012-2013   L2 Chinese Instructor, Chung Yuan Christian University, Taiwan

2011-2012   L2 Chinese Instructor, Thai-Taiwan (BDI) Technological College, Samut Prakan, Thailand

2010-2011   L2 English Teacher, Kainan University, Taiwan

Honors and Awards

2023   **Mānoa Faculty Research Travel Award** ($2,000), Office of the Vice Provost for Research and Scholarship, University of Hawaiʻi at Mānoa

2023   **Dissertation Research Grant** ($1,000), Graduate School, Florida State University

2021-2022	**Ruby Diamond Future Professor Award Nomination** (2nd time), Instructional Systems and Learning Technologies, Florida State University
2020-2021	**Liliana Muhlman Masoner Outstanding International Student Award** ($1,000), Instructional Systems and Learning Technologies, Florida State University
2019-2020	**Ruby Diamond Future Professor Award** ($500), Instructional Systems and Learning Technologies, Florida State University
2019- 2023	**Travel Grants** ($1,200), the Congress of Graduate Students, Florida State University.
2019- 2023	**Marvalene Hughes Research in Education, Council on Research in Education (CORE), and EPLS Student Conference Travel Awards** ($3,990), Florida State University
2019-2022	**Travel Grants** ($2,550), Instructional Systems and Learning Technologies (Student Support Fund), Florida State University
2021	**ISLS – Wallace Foundation Scholarship Award** ($120)
2020	**AECT Scholarship Award** ($65)
2020	**Ascendium-Sponsored Practitioner Fellowships,** Society for Research on Educational Effectiveness (SREE) and Ascendium (Full coverage $1,498 proposed for attending SREE 2020 March conference in Arlington, VA) (Awarded, conference canceled due to COVID-19)
2019	**The Professional Development Travel Award** ($166), Department of Educational Psychology and Learning Systems, Florida State University
2018	**The Adelaide D. Wilson Graduate Fellowship** ($1,000 FSU fellowship), Florida State University
2018-2019	**The Gagné-Briggs Endowed Scholarship** ($25,000), Instructional Systems and Learning Technologies, Florida State University

Professional Services

Ad-hoc reviewer for journals and book chapters

2023	IEEE Transactions on Learning Technologies
2023	The ACM CHI conference on Human Factors in Computing Systems
2023	Interactive Learning Environments
2023	International Journal of Human-Computer Interaction
2023	Multimedia Tools and Applications
2021-2023	Journal of Educational Computing Research
2023	Behaviour & Information Technology
2023	British Journal of Educational Technology
2023	Cogent Engineering
2023	Research and Practice in Technology Enhanced Learning
2020-2023	The Internet and Higher Education
2023	Cogent Education
2021-2023	Journal of Pedagogical Research
2023	Higher Learning Research Communications
2022	Computers & Education: Artificial Intelligence (Reviewer pool)
2022	Journal of Science Education and Technology
2022	Computer Animation and Virtual Worlds (SCI-indexed)

2021   Reviewer, Book Chapter in *Games as Stealth Assessments,* Edited by Michael P. McCreery & S. Kathleen Krach (Eds.), IGI Global

Ad-hoc reviewer for grant proposal

2023   National Science Foundation (NSF)

Conference reviewer and committee

2024   **Co-Chair,** International Conference on Computers in Education, C5: ICCE Sub-Conference on Educational Gamification and Game-based Learning (EGG), The Asia-Pacific Society for Computers in Education (APSCE)

2020-2024   **Review Panel/Graduate Student Reviewer,** American Educational Research Association (AERA)

2020-2024   **Conference Reviewer,** Annual Meeting of the International Society of the Learning Sciences (ICLS and CSCL)

2019-2023   **Conference Reviewer**, Association for Educational Communications and Technology (AECT)

2022-2023   **Program Committee Member**
                30th/31st International Conference on Computers in Education, C5: ICCE Sub-Conference on Educational Gamification and Game-based Learning (EGG)

2021   **Conference Reviewer,** the 2021 Learning Sciences Graduate Student Conference (LSGSC)

2021   **Reviewer,** SREE conference (the Research Methods section)

Professional Organizations

Association of Computer Machinery (ACM), 2024
American Educational Research Association (AERA), 2019-2024
International Society for the Learning Sciences (ISLS), 2020- 2024
Association for Educational Communications & Technology (AECT), 2019- 2024
Florida Educational Research Association (FERA), 2019-2021
Immersive Learning Research Network (iLRN), 2020
Society for Research on Educational Effectiveness (SREE), 2020
International Study Association on Teachers and Teaching (ISATT), 2017

Services

College of Education, University of Hawai'i at Mānoa

Spring, 2024   College of Education (COE) Senate for LTEC department
Fall, 2023   College of Education (COE) Senate (Alternate for LTEC department)
Fall, 2023   Discover UH Mānoa Open House, Virtual Reality Cart hosted by the Department of Learning Design and Technology

Professional Community

2024   Committee Member

	SIG Educational Gamification and Game-based Learning (EGG), The Asia-Pacific Society for Computers in Education (APSCE)
Fall, 2023	Session Facilitator Association for Educational Communications and Technology (AECT) International Convention, Orlando, FL. Divisions of *Emerging Learning Technologies* and *Design and Development*
Fall, 2022	Volunteer Association for Educational Communications and Technology (AECT) International Convention, Las Vegas, NV. Moderating concurrent sessions and assisting in Help Desk & Tech Center
Spring, 2022	Presentation Session Chair, *Learning Experience Design & Design Thinking* (SIG-Design and Technology), 2022 American Educational Research Association (AERA) Annual Meeting, San Diego, CA.
Fall, 2021	Volunteer (Presentation Session Facilitator, *Instructional Technology II*) 2021 Florida Educational Research Association 65th Annual Meeting, Tampa, FL.
Spring, 2021	Q&A Facilitator 2021 American Educational Research Association (AERA) Virtual Annual Meeting (Division G, Section 5; Division C, Section 1a)
Fall, 2020	Volunteer 2020 Association for Educational Communications and Technology (AECT) International Convention Moderating virtual concurrent sessions and assisting in virtual Help Desk & Tech Center
Spring, 2020	Assistant to the conference planners (Dr. James D. Klein and Demetrius Rice) Alumni-Student Knowledge Exchange (ASKe) conference, Instructional Systems and Learning Technologies program, Florida State University (switched online due to COVID-19)
2019	Volunteer (Tech Center) 2019 Association for Educational Communications and Technology (AECT) International Convention

Local Community

Spring, 2024	LTEC 690 (Seminar in Technology Leadership, Master's course) - Student Presentations to Faculty (Providing feedback for students' instructional design project; Drs. Ariana Eichelberger and Dan Hoffman)
Fall, 2023	LTEC 750C (Seminar in Educational Technology Issues, Doctoral course) - Faculty Talk Story (Dr. Seungoh Paek) LTEC 687 (Learning Design Studio, Master's course) - Student Presentations to Faculty (Providing feedback in 2 class sessions for students' instructional design project; Drs. Ariana Eichelberger and Dan Hoffman)
2019-2020	Vice President, Taiwanese Student Association at Florida State University, Tallahassee, FL (FSU Recognized Student Association)
Spring, 2019	Sunday School Teacher, Tallahassee Chinese School, Tallahassee, FL

Computer Skills

Markup, Scripting, and Programming Languages
> Python (leveraging packages/modules) (LinkedIn Learning certificates: *Learning Python*, *Reinforcement Learning Foundations*, *Artificial Intelligence Foundations: Machine Learning, Machine Learning with Python: Foundations*), HTML, CSS, LinkedIn Learning certificate: *SQL Data Science Code Challenges,* R Studio (LinkedIn Learning certificate: *Learning R*, conducting Meta-Analysis with *metafor*)

Application Software
> Adobe Captivate, Articulate Rise 360, Adobe Premiere Pro, Audacity, Camtasia, Movie Maker, Microsoft Office, OpenSimulator, Second Life

Web 2.0 Tools/Learning Management Systems
> Dropbox, Google Drive, Wix, WordPress, Canvas, Qualtrics

Statistical and Research Software
> NVivo, SPSS, BORIS (Video analysis tool), Mplus (Structural equation modeling)