Curriculum Vita

Feng-Kuang Chiang
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Professor of School of Education, Shanghai Jiao Tong University (SJTU)
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Shanghai Jiao Tong University, Shanghai, 200240, China
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EDUCATIONAL BACKGROUND

2005.9-2009.6 Doctoral degree from Department of Industrial Technology Education (Major in Educational Technology) in Kaohsiung Normal University, Taiwan.

2008.04 –2009.03 Integrated Communication Systems Group, Department of Computer Science and Automation, Ilmenau University of Technology, Germary.
Scholarship from Taiwan National Science Council.
Supervisor: Dr. Wuttke Heinz-Dietrich, Prof. Rainer Knauf

2007.07 –2007.09 Dept. of Human System Science, Graduate School of Decision Science and Technology, Tokyo Institute of Technology.
Scholarship from Interchange Association, Japan.
Supervisor: Prof. AKAHORI, Kanji

2003.9-2005.6 Master degree from Graduate Institute of Education (Major in Education, Educational Program for Elementary school teachers) in Sun Yat-sen University, Taiwan.

1999.9-2003.6 Undergraduate from Department of Educational Technology College of Education (Major in Educational Technology, Educational Program for Secondary School Teachers) in TamKang University, Taiwan.

WORKING EXPERIENCE

202209-Tenure-track Professor, Director of Center for Future Education, School of Education, Shanghai Jiao Tong University, China
2020.01-202208 Director, Department of Educational Technology, School of Education, Shanghai Normal University, China
201904 – 202004 Visiting Scientist, RELATE Lab of Massachusetts Institute of Technology
Supervisor: Prof. David E. Pritchard
2017.09-now Distinguished Professor, Department of Educational Technology, School of

Education, Shanghai Normal University, China
2012.09-2017.08 Associate Professor, School of Educational Technology, Beijing Normal University
2013-2017 Instructional Designer, Joint Laboratory of Mobile Learning , Ministry of Education- China Mobile Communications Corporation
2011.10-2012.08 Lecturer, Beijing Normal University
2010.09-2011.07 Post-Doctoral Fellow, National Taiwan University

CURRENT RESEARCH INTERESTS

- STEAM Education
- Learning Space
- Innovation in Instruction with Information Technology

TEACHING

1. Multimedia Technology and Webpage-producing, Undergraduates 2012/ 2013
   Learning Sciences, Master Students 2012/ 2013/ 2014/ 2015/ 2016
2. Technology in Future Education, Undergraduates 2014/ 2015/ 2016/ 2017
   Instructional Design and case analysis in Science education, Master Students 2014/2015/2016/ 2017
3. The Design and Implementation of activity-based in Science and Technology Education, Master Students 2014
4. STEM in Education, Master Students 2015/2016/2017
5. Integrate ICT in Teaching, Summer Master Students 2013/2014/2015 / 2016
6. Research Frontier of Educational Technology 2017/2018/2019
7. Research Methods of Educational Technology, Undergraduates 2018/2019/2020
8. Research Methods of Educational Technology, Master Students 2019/2020/2021
9. STEM Curriculum Design and case analysis(Online), Undergraduates 2017/2018/2019/2020/2021
10. STEM Curriculum Design, Undergraduates 2020
11. Learning sciences and technology, PhD. Students 2021
12. Future education, Master Students, 2023

PROFESSIONAL MEMBERSHIPS

2012~now Member, Society of International Chinese in Educational Technology-SICET
2013.11~now World Robot Olympiad, Advisory Council
2017.10~now International experts, National Center of Science and Technology Evaluation, Ministry of Education and Science, Almaty, Republic of Kazakhstan
2019-2020 A member of the 2020/2021 EDUCAUSE Horizon Report expert panel
2020~now Deputy secretary of the Alliance for Improving Scientific Literacy for all (AISL)
2020~now A deputy director of Youth Working Committee, Information Technology Education Professional Committee of China Educational Technology Association

2021~now A doctoral dissertation external review committee at the School of Computing and Information Technology at the University of Wollongong

International journal (Editorial Board)

1. British Journal of Educational Technology (SSCI/Q1) 2016~
2. LUMAT: Research and Practice in Math, Science and Technology Education 2016~
3. STEM Education 2020-
4. Frontiers in Psychology (SSCI/Q1) 2020-

International journal reviewer

1. Science Education (SSCI) 2019-
2. SAGE Open (SSCI)2018-now
3. Pakistan Journal of Distance and Online Education (PJDOL) 2018~now
4. LUMAT: Research and Practice in Math, Science and Technology Education 2016~
5. British Journal of Educational Technology (SSCI) 2016-now
6. EURASIA Journal of Mathematics, Science and Technology Education(SSCI) 2017-now
7. International Journal of Engineering Education 2013-now (SCI) 担任 3 期 Guest editor
8. International Journal of Science Education (SSCI) 2017-now
9. Higher Education 2012-now (SSCI)
10. Educational Research Journal 2011-now
11. Educational Research and Reviews 2010-now
12. International Journal of Quality & Reliability Management 2010-now (EI)
13. Journal of Applied Research in Workplace E-learning 2009-now
14. International Journal of Advanced Corporate Learning (iJAC) 2009-now
15. Computers in Human Behavior 2007-now (SSCI)
16. International Journal of Emerging Technologies in Learning (iJET) 2007-now(EI)
17. Journal of Computers in Education (2014-now)
18. The Asia-Pacific Education Researcher (2014-now) (SSCI)
19. Computer& Education(2014-now) (SSCI)
20. International Journal of Interactive Mobile Technologies (iJIM)
21. International Journal of Engineering Pedagogy (iJEP)
22. Journal of Computers in Education 2015-now
23. Interactive Learning Environments 2017-now (SSCI)
24. Research and Practice in Technology Enhanced Learning. 2019-now
25. IEEE Transactions on Learning Technologies (SSCI) 2019-now
26. International Journal of Evaluation and Research in Education 2020-now
27. Educational Technology Research and Development2019-now (SSCI)
28. STEM Education 2020-now
29. IEEE Access 2021-now(SCI)
30. Educational Technology & Society (ET&S) 2021-now (SSCI)
31. Science Progress 2021-now (SCI)
32. Language Teaching Research 2021-now (SSCI)

33. Applied Artificial Intelligence 2021-now (SCI)
34. European Journal of Investigation in Health, Psychology and Education 2021-now (SCI)

ACADEMIC CONFERENCE EXPERIENCE

1. STEM2012-Organising Committee Co-chair of 2nd International STEM2012 in Education Conference http://stem2012.bnu.edu.cn/
2. TESL2013-Technical Program Committee of 2nd International Workshop on Technology-Enhanced Social Learning http://www.china-iot.net/Workshops/TESL.htm
3. GCCCE2014-Sub-conference program committee members of the eighteenth Global Chinese Conference on Computers in Education http://gccce2014.ecnu.edu.cn/index.html
4. STEM2014-Program Committee of 3nd International STEM2014 in Education Conference, http://stem2014.ubc.ca/
5. STET 2014- Program Committee of first International Conference on Smart Technology-based Education and Training http://stet14.kesinternational.org/
6. ICoME2013- International Conference for Media in Education. Nagoya, Aichi, Japan; Aug 9-11. http://icome2013.iwd.jp/
7. Program committee of ICSLE2014 (International Conference on Smart Learning Environments)
8. Program Committee of 1~2nd International KES Conference on SMART EDUCATION AND E-LEARNING KES-SEEL-14/KES-SEEL-15
9. GCCCE2015-Sub-conference program committee members of the eighteenth Global Chinese Conference on Computers in Education
10. ICSLE 2015- Program Committee of 2015 international Conference on Smart Learning Environments
11. SEEL 2015-2015 Program Committee of 1~2nd International KES Conference on SMART EDUCATION AND E-LEARNING KES-SEEL-14/KES-SEEL-15
12. ICAIT2015-2015 Technical Program Committee (TPC) member of international Conference on Advanced Internet Technology
13. ICCE 2015-program committee members of the 23rd International Conference on Computers in Education
14. STEM2016- Executive Committee and Organizing Committee chair of 2nd International STEM2016 in Education Conference
15. GCCCE2016-Sub-conference program committee members of the eighteenth Global Chinese Conference on Computers in Education
16. CSCWD 2016-program committee members of 2016 IEEE 20th International Conference on Computer Supported Cooperative Work in Design
17. GCCCE2016-Sub-conference program committee members of the 20th Global Chinese Conference on Computers in Education (GCCCE 2016)
18. 2016 IEEE 20th International Conference on Computer Supported Cooperative Work in Design
19. IIAI LTLE 2017 Program Committee 6th International Conference on Learning

Technologies and Learning Environments

20. ICCE 2017- Program Committee of the 25th International Conference on Computers in Education
21. 2017GCCCE- Program Committee of The 21th Global Chinese Conference on Computers in Education (GCCCE 2017)
22. ICSLE 2017 - Program Committee of 2017 International Conference on Smart Learning Environments Conference (ICSLE 2017), Program Committee
23. IC3 2018 (The First International Cognitive Cities Conference) - Program Committee of the workshop "STEAM Education and Computational Thinking" of IC3 2018. Conference Web Site: http://iscie.org/ic3/workshop.html
24. ICCE2018- Program Committee of 26th International Conference on Computers in Education, the Program Committee (PC) Member of the theme-based sub-conference <C4: ICCE Sub-Conference on Classroom, Ubiquitous, and Mobile Technologies Enhanced Learning (CUMTEL) .http://icce2018.ateneo.edu 26-30 November 2018 at Manila, the Philippines.
25. ICIME 2018 Program Committee (PC) Member of the International Joint Conference on Information, Media and Engineering (ICIME) 2018, Osaka University, Osaka, Japan, Dec. 12- 14 http://www.icime2018.com
26. GCCCE2018: The 22th Global Chinese Conference on Computers in Education (GCCCE 2018) C2: Digital Classroom, Mobile and Ubiquitous Learning at the 22nd Global Chinese Conference on Computers in Education (GCCCE 2018) .
27. GCCIL2018 : The 23th Global Chinese Conference on Computers in Education (GCCCE 2019) C2: Digital Classroom, Mobile and Ubiquitous Learning at the 22nd Global Chinese Conference on Computers in Education (GCCCE 2018) . Central China Normal University, Wuhan, China
28. GCCCE2019 : The 23th Global Chinese Conference on Computers in Education (GCCCE 2019) C2: Digital Classroom, Mobile and Ubiquitous Learning at the 22nd Global Chinese Conference on Computers in Education (GCCCE 2019) . Central China Normal University, Wuhan, China
29. ICSLE 2019: the Program Committee for the 5th International Conference on Smart Learning Environments (ICSLE 2019). Denton, Texas, United States, March 18-20, 2019
30. ICCE2019: the program committee of ICCE 2019- C4: ICCE Sub-Conference on Classroom, Ubiquitous and Mobile Technologies Enhanced Learning (CUMTEL) at the 27th International Conference on Computers in Education (ICCCE 2019) to be held on 2-6 December, 2019 at Kenting, Taiwan.
31. IJCIME 2019: Program Committee member of the IJCIME, International Joint Conference on Information, Media and Engineering (IJCIME) 2019 to be held at the Osaka University, Osaka, Japan, from Dec. 17 (Tuesday) to Dec. 19 (Thursday), 2019.
32. ICCE2020: Program Committee of ICCE 2020- C4: ICCE Sub-Conference on Classroom, Ubiquitous and Mobile Technologies Enhanced Learning (CUMTEL) at the 28th International Conference on Computers in Education (ICCCE 2020) to be held on 23-27 November 2020, at Darwin Convention Centre, NT Australia.
33. GCCIL2020: Program Committee of GCCIL2020, from Nov. 12 to Nov. 15, Henan Normal University, Henan, China

34. The panel of judges of the Global Chinese Educational Game Design Competition 2021 GCCCE 2020: Program Committee of the 24th Global Chinese Conference on Computers in Education (GCCCE 2020) online
35. ICCE2021: Program Committee of C4: ICCE Sub-Conference on Classroom, Ubiquitous and Mobile Technologies Enhanced Learning (CUMTEL) at the 29th International Conference on Computers in Education (ICCCE 2021) to be held on 22-26 November 2021 at Bangkok, Thailand, 2021.
36. GCCCE 2022: Program Committee of the 26th Global Chinese Conference on Computers in Education (GCCCE 2019) online 2022/5/28-2022/6/1
37. The panel of judges of the Global Chinese Educational Game Design Competition 2022 ICAIE 2022: Program Committee of the International Conference on Artificial Intelligence and Education (ICAIE 2022), which will be held on Oct. 8-10, in Kobe, Japan (Hybrid)

HONORS & AWARDS

1. Design Star of the 3rd National University Blend instructional Design & Innovation Competition
2. 2021 Outstanding Teacher of Shanghai Normal University
3. 2021 Elsevier's "Highly Cited Chinese Researchers 2020"
4. 2021 "TOP SUPERVISOR" of Shanghai Normal University
5. 2020 Excellent instructor for summer social practice activities of Shanghai Normal University
6. 2020 Distinguished Fellow, Department of Educational Technology, Tamkang University, Taiwan
7. 2018 National Outstanding Teachers for Master of Education (Teacher Education), China
8. 2017 The Second Prize of Graduate course for teachers' High Quality Lessons, Beijing Normal University, co-teacher
9. 2017 Candidate of Ten best teachers (Graduate students), Beijing Normal University (Candidate)
10. 2016, Outstanding Freshman Tutor, Beijing Normal University
11. 2016 The Excellence Award of Graduate course for teachers' High Quality Lessons, Beijing Normal University
12. 2015,12 The First Prize of the 2015 Multimedia Courseware Design Competition, Beijing Normal University
13. 2014, Outstanding Freshman Tutor, Beijing Normal University
14. 2014 (IBC's Top 100 Educators - 2014, International biographical Centre, Cambridge, UK)(2014, June)
15. 2014, 2000 Outstanding intellectuals of the 21st Century (International Biographical Centre, Cambridge, England, 2014); http://www.internationalbiographicalcentre.com
16. http://www.internationalbiographicalcentre.com
17. 2013 Marquis Who's Who in the World; Marquis Who's Who Publications from the publisher of Who's Who in America
18. 2013, Jingshi Talent Teacher Awards(京师英才), First Prize, Beijing Normal University

19. 2013, Young Researcher Award, International Conference for Media in Education (ICOME2013)
20. 2012, The Thirteenth Young Teacher Teaching Basic Skills Competition, Science Group, Third Prize, Beijing Normal University
21. 2012, The Thirteenth Young Teacher Teaching Basic Skills Competition, Science Group, the Most Students' Welcome Prize, Beijing Normal University
22. 2005-2009 the long-range development of Outstanding Student Scholarship from Cultural Education Foundation of Hsing-Tian-Gung
23. 2009 The Taiwan National Science Council (NSC) expense subsidy attends the International Conference on E-Learning in the Workplace (ICELW2009) to publish the paper
24. 2009 The Ministry of Education (MOE) government expense subsidy attends the Society for Information Technology and Teacher Education (SITE 2009) International Conference to publish the paper
25. 2007 Outstanding Students' Scholarship from Cultural Education Foundation of National Kaohsiung Normal University
26. 2006 Asian Admirable Achievers (Educator)
27. 2006 The Ministry of Education (MOE) government expense subsidy attends the WSEAS2006 international Conference to publish the paper
28. 2005 Honorary member of the Phi Tau Phi Honor Scholastic Society of R.O.C.
29. 2005-Now the long-range development of Outstanding Student Scholarship from Cultural Education Foundation of Hsing-Tian-Gung
30. 2004 The Outstanding University Student Award in Taiwan

SELECTED RESEARCH GRANTS

RESEARCH PROJECTS (ONGOING PROJECTS)

1. 20190322 Research title: A Research of World Robot Olympiad's Effect on Participants. 2019—2023. World Robot Olympiad Association Ltd, $25000 (310-C-6135-19-010010) [Grant Number GR001/2019].

(COMPLETED PROJECTS)

1. 201904-202009 Research title: A comparative study of MIR among university students in USA and Mainland. This project is an international collaboration between the MIT, USA and Shanghai Normal University (SHNU), China. Co-PI: Feng-Kuang Chiang.
2. 2016-2020. Research title: A comparison of social context in ALCs between China and US Advanced Innovation Center for Future Education (AICFE) of Beijing Normal University. PI: Feng-Kuang Chiang, Co-PI: D. Christopher Brooks. RMB20000
3. 201906-202006 Research title: A study of emotional energy in the context of a Chinese primary STEM classroom. This project is an international collaboration between the Queensland University of Technology (QUT), Australia and Shanghai Normal University (SHNU), China. $9,500. Co-PI: Feng-Kuang Chiang.
4. 201707-201907, The National Education Science "13th Five-Year plan" key research

topics of Ministry of Education (DCA170309)

5. 201712-202012 Design, Implement, and Evaluation of Keyboard -based Innovative Language curriculum, funded by Shanghai 蒙黉 management consultancy Ltd.
6. 201601-201701 Integrating English Learning Activities into Campus Culture in seamless learning environment: A quasi-experimental study, funded by 2016 MOE Research Center for Online Education (2016YB112)
7. 201511-201607 Design, Implement, and Evaluation of School-based STEM curriculum, funded by 2015 Beijing Wangjing Experiment School
8. 201410-201610, Longitudinal analysis of learning motivation and learning achievement among elementary school children using eSchoolbag funded by 2014 Beijing Social Science Foundation (14JYC027).
9. 2013.10-2016.10, "Technology in Future Education" course for freshman project, funded by Beijing Normal University
10. 201410-201710 Center for STEM Innovative Instruction, funded by Faculty of Education in Beijing Normal University (CXTD201401)
11. 201510-201601 The effect of Seat design on students' active learning, funded by Beijing Normal University
12. 201504-201507 International 2015 STEM Summer School, funded by Faculty of Education in Beijing Normal University
13. 201410-201502 A Case Study of Design-Based Learning in a Science Education Course, funded by Beijing Normal University
14. 201412-201507 Study on functional orientation and content of construction of new Henan Science and Technology Museum, funded by Henan Association for Science and Technology
15. 201410-201510 Design the future classroom based on Learning, Teaching, Experiment, and Training, funded by National Engineering Research Center of Educational Technology
16. 201301-201601 Development and Design of STEM Course, funded by 985 project of School of Educational Technology in Beijing Normal University
17. 201401-201601 A Qualitative research on elementary school children using eSchoolbag, funded by Beijing Normal University
18. 201410-201502 Modified Flipped Classroom instructional model on Learning Sciences course for Graduated Study, funded by Beijing Normal University
19. 2013.01-2014,02 Master Students' Knowledge Construction and Sharing between Taiwan and China by Learning Cell Platform-Taking Learning Sciences Course for example, funded by 985 project of School of Educational Technology in Beijing Normal University
20. 2012.01-2012.12. Web-based Design and Project-based Learning for Improving Students' Critical Thinking Performance, funded by 985 project of School of Educational Technology in Beijing Normal University
21. 2011. 10-2012,10 Behavioral Intention of BNU Students towards Using Learning Cell Platform for Learning, funded by Beijing Normal University

SELECTED PUBLICATIONS

Selected Book Chapters in English

1. Feng-Kuang Chiang*, Shuhan Jiang, Mingze Sun, Yana Jiang. (2016). E-Schoolbag Use in Chinese Primary School: Teachers' Perspectives. In H. Niemi, & J. Jia (Eds.), *New ways to teach and learn in China and Finland- crossing boundaries with technology* (pp105-122). Dordrecht, Finland: Springer.
2. Zhang Yun, Liang Anan, Sun Huiping, Liu Lan, Chiang Feng-kuang*. (2015). The design research of informal learning space in future-Constructing the "Smart Space" of Beijing Normal University Library. *Smart Education and Smart e-Learning*, v 41, p 25-35, 2015, Smart Education and Smart e-Learning. Springer. (EI)
3. Wenjing Li, Feng-Kuang Chiang*(2020). Preservice Teachers' Perceptions of STEAM Education and Attitudes Toward STEAM Disciplines and Careers in China. In Pratim Sengupta, Marie-Claire Shanahan, and Beaumie Kim, Critical, *Transdisciplinary and Embodied Approaches in STEM Education* (Eds.), Springer International Publishing.

Selected Articles in English

1. Feng-Kuang Chiang*; Zhang Yicong; Lu Yanan (2023). Development and Validation a Questionnaire for Assessing perspectives of World Robot Olympiad on Participants. *Research and Practice in Technology Enhanced Learning, 18*. (ESCI)
2. Feng-Kuang Chiang*, Yicong Zhang, Dan Zhu, Xiaojing Shang, Zhujun Jiang (2022). The Influence of Online STEM Education Camps on Students' Self-efficacy, Computational Thinking and Task Value. *Journal of Science Education and Technology*. *31,* 461–472. https://doi.org/10.1007/s10956-022-09967-y(SSCI)
3. Feng-Kuang Chiang*, Chun-Hao Chang, Shan Wang, Rui heng Cai, Li Li (2022). The Effect of an Interdisciplinary STEM Course on Children's Perceptions of Learning and Engineering Design Skills. *International Journal of Technology & Design Education, 32,* 55–74..(SSCI/SCI) https://doi.org/10.1007/s10798-020-09603-z
4. Feng-Kuang Chiang, Dan Zhu, Wenhao Yu. (2022). A systematic review of academic dishonesty in online learning environments. *Journal of Computer Assisted Learning*. *38,* 907-928. http://doi.org/10.1111/jcal.12656 (SSCI)
5. Feng-Kuang Chiang*, Xiaojing Shang, Lu Qiao. (2022). Augmented reality in vocational training: A systematic review of research and applications. *Computers in Human Behavior*. *129*. (SSCI) https://doi.org/10.1016/j.chb.2021.107125
6. Qianru Lyu, Feng-Kuang Chiang*, James Davis SFHEA. (2022). Primary and Middle School Teacher Experiences of Integrated STEM Education in China: Challenges and Opportunities. *International Journal of Engineering Education*. *38*(2), 491–504. (SCI)
7. Zhenhua Wu & Feng-Kuang Chiang* (2022) Effectiveness of keyboard-based English vocabulary practice application on vocational school students. *Interactive Learning Environments*, https://doi.org/10.1080/10494820.2021.1922461 6 (SSCI)
8. Feng-Kuang Chiang; Zhenhua Wu*. (2021). Flipping a classroom with a three-stage collaborative instructional model (3-CI) for graduate students. *Australasian Journal of Educational Technology, 37*(4), 64-80. https://doi.org/10.14742/ajet.6330 (SSCI)
9. Chunsheng Yang; Feng-Kuang Chiang*, Qiangqiang Cheng; Jun Ji. (2021). Machine

Learning-based Student Modeling Methodology for Intelligent Tutoring Systems. *Journal of Educational Computing Research*. (SSCI) https://doi.org/10.1177/0735633120986256

10. Guangtian Zhu, Xiaoling Su, Juan Du, Qingwei Chen, Bolong Xiong, Feng-Kuang Chiang*. (2020). A quasi-experimental study on the influence of different Media Scaffolds toward physics problem-solving process. *Interactive Learning Environments*. (SSCI) https://doi.org/10.1080/10494820.2020.1815222
11. Feng-Kuang Chiang*, Yan-qiu Liu, Xiran Feng, Yaoxian Zhuang & Yulong Sun (2020) Effects of the world robot Olympiad on the students who participate: a qualitative study, *Interactive Learning Environments,* https://doi.org/10.1080/10494820.2020.1775097(SSCI)
12. James P. Davis*; Juan Du ; JiaHui Tang; Lu Qiao; YanQiu Liu; Feng-Kuang Chiang. (2020). Uniformity, Diversity, Harmony and Emotional Energy in a Chinese STEM Classroom. *International Journal of STEM Education. 7*, 44 (SSCI) ISSN: 2196-7822 https://doi.org/10.1186/s40594-020-00232-5
13. Liyan Wang, Feng-Kuang Chiang* (2020). Integrating novel engineering strategies into STEM education: APP design and an assessment of engineering-related attitudes. *British Journal of Educational Technology. 51* (6), 1938-1959. (SSCI) http://dx.doi.org/10.1111/bjet.13031
14. Feng-Kuang Chiang*, Li, Li, Cai, Rui Heng, Wang, Shan. (2020.1.1). Investigation of Elementary-School Students' Perception of Engineering using Drawing Analysis. *International Journal of Engineering Education. 36*(1A) 241–255 (SCI)
15. Feng-Kuang Chiang, D. Christopher Brooks*, Hui Chen. (2020.12.11). Cross-cultural social contexts: A comparison of Chinese and American students' experiences in active learning classrooms. *Interactive Learning Environments*. (SSCI). https://doi.org/10.1080/10494820.2020.1855206
16. Feng-Kuang Chiang, LIYAN WANG, JINGJING ZHANG, XIAOMEI YAN, YEHONG YANG, LI CHEN. (2019). Mapping STEM Education from 25 Years of NSF-Funded Projects. *International Journal of Engineering Education. 35,* 6(A), 1594–1604. (SCI)
17. Feng-Kuang Chiang*, Qin Lian. (2018). A Pilot Study to Assess the Impacts of Game-based Construction Learning, Using Scratch, on Students' Multi-Step Equation-Solving Performance. *Interactive Learning Environments. 26*(6). 803-814 (SSCI) http://www.tandfonline.com/doi/full/10.1080/10494820.2017.1412990
18. Cai, S., Feng-Kuang Chiang., Sun, Y., Lin, C., & Lee, J. J. (2017). Applications of Augmented Reality-based Natural Interactive Learning in Magnetic Field Instruction. *Interactive Learning Environments. 25,* 6. 778-791 (SSCI) http://china.tandfonline.com/doi/abs/10.1080/10494820.2016.1181094
19. Feng-Kuang Chiang*, Chen Chen. (2017). Modified Flipped Classroom Instructional Model in ''Learning Sciences'' Course for Graduate Students. *Asia-Pacific Education Researcher. 26*(1–2), 1–10. (SSCI)
20. Min Chen, Feng Kuang Chiang, Ya Na Jiang, and Sheng Quan Yu. (2017). A context-adaptive teacher training model in a ubiquitous learning environment. *Interactive Learning Environments. 25*(1), 113-126. (SSCI). http://www.tandfonline.com/doi/full/10.1080/10494820.2016.1143845
21. SU CAI, XU WANG, & Feng-Kuang Chiang *. (2014). A Case Study of Augmented Reality

Simulation System Application in a Chemistry Course. *Computers in Human Behavior. 37,* 31-40. (SSCI)

22. Su Cai, Feng-Kuang Chiang, Xu Wang.(2013) . Using the Augmented Reality 3D Technique for a Convex Imaging Experiment in a Physics Course. *International Journal of Engineering Education. 29*(4):856-865 (SCI)

SELECTED LECTURES

1. 20180426 Innovation in the classroom practice of China: A summary of recent research. Speech presented at 3rd Edu-Hub in Asia workshop, Korea University, Korea.2018.4.25-4.27.
2. 20190319, Transforming Teaching and Learning in Education, Taiwan University, Taipei.
3. 20190617. 3CI Model in “Learning Sciences” Course for Graduate Students. LINC 2019. USA: MIT.
4. 20210514 Innovation in the classroom practice of China: A summary of recent research. Nanjing Normal University. (online)