

Feihong Wang

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GENERAL INFORMATION

Education

- May, 2010 Doctor of Philosophy in Instructional Design and Technology, Department of Learning Sciences and Technologies, Virginia Tech, Blacksburg, Virginia
- Dissertation: Effects of Students' Identity Salience on Their Attitudes Toward and Experience in Face-to-Face Peer Collaborative Learning Activities
- Advisor: Dr. John K. Burton
- Honor: Outstanding Instructional Design and Technology Student, 2010
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- December, 2007 Master of Arts in Instructional Design and Technology, Department of Learning Sciences and Technologies, Virginia Tech, Blacksburg, Virginia
- Advisor: Dr. Jennifer Brill
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- July, 2000 Degree: Bachelor of Science in Electronic Engineering, Zhejiang University, China
- Advisor: Dr. Susu Ruan
- Merit Scholarships: 1997, 2000

Professional Experience

- Aug, 2010 - now Post-Doctoral Research Associate
- Department of Learning Sciences and Technologies, Virginia Tech
- Perform research related to design, development, delivery, and evaluation of distance education programs
 - Design and develop courses for the ITMA (Instructional Technology Master of Arts) program at Virginia Tech
 - Responsible for in-depth evaluation of the long-term impact of Virginia Tech's online program in Instructional Technology
 - Collaborate with international scholars on applying theories to distance

- education programs and delivery systems
- Involve in other research in the IDT (Instructional Design and Technology) field.

Aug, 2006 - July, 2010 Graduate Assistant

Department of Learning Sciences and Technologies, Virginia Tech

- Assistant for Office of Educational Research and Outreach
- NSF Project Research Assistant (NSF 0736151)
- Educational Technology Lab Manager
- Educational Technology Lab Assistant
- Assistant for the Educational Technology Lab with a focus on the course management system - Scholar (based on Sakai)
- ITMA Course Facilitator and Grader

Dec, 2000 - Nov, 2005 Full-Time Instructor

Department of Instructional Technology, Zhejiang International Studies University, China

- Teach Computer Literacy to freshman and higher vocational study students
- Teach Digital Circuits to sophomore students
- Teach College English to 1st and 2nd year higher vocational study students
- Teach Computer Literacy, Digital Circuits, Basic Web Design Skills, and College English to elementary and secondary school teachers

Oct, 2004 - Dec, 2004 Part-Time Instructor

China Academy of Fine Arts, Hangzhou, China

- Teach English to undergraduate students preparing for Chinese Graduate Record English Examination

Dec, 2004 - Dec, 2005 Part-Time Instructor

Senior adult learning center in Hangzhou, China

- Teach English to senior adults

Honors & Awards

- 1) Outstanding Instructional Design and Technology Student, School of Education, Virginia Tech (2010)
- 2) First prize at Teaching Competition of Zhejiang Province, Education Department of Zhejiang Province, China (12/2004)
- 3) First prize at Modern Teaching Skill Contest, Zhejiang Education Institute, China (11/2004)
- 4) Second prize at Excellence in Teaching, Zhejiang Education Institute, China (5/2004)

- 5) Honored Teacher Award, Zhejiang Education Institute, China (2004)

SCHOLARLY ACTIVITIES

Refereed Journal Publications

- Wang, F., & Burton, J. (Pending). Second life in education: A review of publications from its launch to 2011. *British Journal of Educational Technology*,
2011. *British Journal of Educational Technology*,
- Wang, F., & Shao, E. (2012). Using Second Life to assist EFL teaching: We do not have to sign in the program. *Tech Trends*, 56(4),
- Jones, B. D., Wilkins, J. L. M., Long, M. H., & Wang, F. (2012). Testing a motivational model of achievement: how students' mathematical beliefs and interests are related to their achievement. *European Journal of Psychology of Education*, 27(1), 1-20. doi: 10.1007/s10212-011-0062-9
- Wang, F., Chen, X., & Fang, W. (2011). Integrating cell phones into a Chinese high school EFL classroom: Students' attitudes, technological readiness, and perceived learning. *Journal of Educational Technology Development and Exchange*, 4(1), 91-102.
- Wang, F., Lockee, B., & Burton, J. (2011). Computer game-based learning: Chinese older adults' perceptions and experiences. *Journal of Educational Technology Systems*, 40 (1), 45-58. doi:10.2190/ET.40.1.e
- Wang, F. & Burton, J. (2010). A solution for older adults' learning of computer skills: The computer game-based learning approach. *Journal of Research in Education*, 21(2), 1-9.
- Wang, F., & Lockee, B. (2010). Virtual worlds in distance education: A content analysis study. *Quarterly Review of Distance Education*, 11(3), 183-186.
- Wang, F., & Burton, J. (2010). Making digital game-based learning work: Domain knowledge transparency. *i-manager's Journal of Educational Technology*, 6(4),8-16.
- Wang, F. & Burton, J. (2010). Collaborative learning problems and identity salience: A mixed methods study. *Journal of Educational Technology Development and Exchange*, 3(1), 1-12.
- Wang, F. (2010). Design principles for cell phone learning in EFL. *i-manager's Journal of Educational Technology*,7(2), 1-6.
- Long, M. H., Jones, B. D., & Wang, F. (2009). Activating students by connecting algebra to their lives. *Virginia Mathematic Teacher*, 35(2), 45-46.
- Evans, M. A., & Wang, F. (2008). The overlapping world view: Analyzing identity transformation in real and virtual worlds and the effects on learning. *i-manager's Journal of Educational Technology*, 52 (2), 55-63.
- Wang, F., & Wang, Z. (2005). An application of ICT education in British schools. *Educational Technology*. 1, 73-75.

Wang, F., Wang, Z. & Sun, Y. (2004). Preliminary study on the application of Chatbot in oral English learning. *Computer-Assisted Foreign Language Education*, 4, 67-72.

Conference Presentations

- Wang F., & Burton J. (2011 February). *A three-level model for collaborative learning: Identifying and differentiating collaborative learning activities*. Paper presented at the annual Eastern Educational Research Association (EERA) conference in Sarasota, Florida.
- Wang F., Chen X., & Fang, W. (2011 February). *Using cell phones to facilitate EFL teaching: A case study in China*. Paper presented at the annual Eastern Educational Research Association (EERA) conference in Sarasota, Florida.
- Wang, F. (2010, October). *Mixed methods studies in instructional design and technology: A mixed methods content Sanalysis study*. Paper presented at the 2010 Association for Educational Communications and Technology (AECT) convention in Anaheim, California.
- Wang, F., Lockee, B.B. (2010, October). *Virtual worlds and distance education: A content analysis study*. Paper presented at the 2010 Association for Educational Communications and Technology (AECT) convention in Anaheim, California.
- Wang, F. (2010, February). *The general trend in flow studies: The choice of flow factors and methodologies*. Paper presented at the annual Eastern Educational Research Association (EERA) conference in Savannah, Georgia.
- Wang, F. & Burton, J. (2009, October). *Effects of students' identity salience on their attitudes toward face-to-face classroom collaborative learning activities*. Paper presented at the 2009 Association for Educational Communications and Technology (AECT) convention in Louisville, Kentucky.
- Wang, F. (2009, February). *Critical factors in the success and failure of peer collaboration: The social identity perspective objectives*. Paper accepted by the annual Eastern Educational Research Association (EERA) conference in Sarasota, Florida.
- Wang, F. (2009, February). *Research and trends of digital game-based learning*. Paper presented at the annual Virginia Tech School of Education Student Association Research Conference (SOESA), Blacksburg, Virginia.
- Evans, M. A., & Wang, F. (2009, February). *Designing collaborative, co-constructive learning technologies: The interactive technologies for embodied mathematics Learning (itemL)*. Paper presented at the annual Eastern Educational Research Association Conference (EERA), Sarasota, Florida.
- Jones, B. D., Wilkins, J. L. M., Long, M. H., & Wang, F. (2008, August). *Students' beliefs about mathematical intelligence and their effects on achievement*. Research presented at the annual meeting of the American Psychological Association, Boston.
- Evans, M. A., Diaz, T., Liao, Y-C., Wang, F-H., Wu, Y., Eschenmann, T., Snediker, T., Li, F. (2007, October). *Developing prototypes for mobile learning: Design studies in geometry*. Paper presented at the Association for Educational Communications and Technology International Conference, Anaheim, CA.

Conference Posters

- Wang, F. (2010, February). *The diagnostic model of motivation*. Research presented at the annual Eastern Educational Research Association (EERA) conference, Savannah, Georgia.
- Wang, F. & Burton, J. (2010, February). *The theoretical underpinning of collaborative learning*. Research presented at the annual Eastern Educational Research Association (EERA) conference, Savannah, Georgia.
- Wang, F., Lockee, B., Burton, J. & Potter, K. (2010, February). *Children as designers: The evolution of learner-produced multimedia*. Research presented at the annual Eastern Educational Research Association (EERA) conference, Savannah, Georgia.
- Wang, F. (2009, February). *The theoretical underpinning of collaborative learning*. Research presented at the annual Virginia Tech School of Education Student Association (SOESA) research conference, Blacksburg, Virginia.
- Black, A., Park, Y., Jeffrey, T. Shutt, B., & Wang, F. (2009, February). *Perceptions of human interaction in online computer-mediated communication environment: A phenomenological study*. Research presented at the annual Virginia Tech School of Education Student Association (SOESA) research conference, Blacksburg, Virginia.
- Robinson, A. Wang, F., Lyons, T., McPherson, E. (2008, July). *Tommy's world*. Research presented at Game, Learning, Society Conference, Madison, WI.
- Wang, F., Long, M. H., & Jones, B. D. (2008, February). *Ninth-Grade students' attitudes and conceptions about math*. Research presented at the annual Virginia Tech School of Education Student Association (SOESA) research conference, Blacksburg, Virginia.

SERVICE AND OUTREACH

Reviewing

Refereed Journal

- Australasian Journal of Educational Technology (AJET) (2012-present)
- International Journal of Mobile Learning and Organization (IJMLO) (2012-present)
- Journal of Online Learning and Teaching (JOLT) (2012- present)
- Tech Trends (TT) (2011- present)
- International Journal of Gaming and Computer-Mediated Simulations (IJGCMS)(2011- present)

Conference

- Association for Educational Communications and Technology (AECT)/SICET (2012)
- Virginia Tech School of Education Student Association (SOESA)(2010)

Membership of Professional Affiliations

- Professors of Instructional Design and Technology (PIDT)
- Association for Educational Communications and Technology (AECT)
- Eastern Educational Research Association (EERA)
- American Psychological Association (APA)
- Game + Learning + Society Association
- Virginia Tech School of Education Student Association (SOESA)
- Zhejiang University Student Union

OTHERS

Technical Skills

- E-Learning Authorization tools: *Adobe Captivate CS5, Articulate (Presenter, Quizmaker, & Engage)*
- Design Software: *Dreamweaver, Photoshop, Flash, Illustrator, FrontPage, Nvu, HTML, iWeb*
- Video and Audio Editing Software: *FinalCut Pro, Premiere Pro, iMovie, Windows Movie Maker, iDVD, Camtasia Studio, SnagIt, Audacity*
- Research Related Software: *SPSS, JMP, Endnote, Nvivo*
- Microsoft Office Software: *Word, Excel, PowerPoint, Publisher, Visio*
- Course Management System: *Blackboard, Scholar (Sakai), Moodle*
- Others: *Various Web 2.0 Tools, Inspiration, Adobe Acrobat*
- Hardware: *SmartBoard, Telecommunication system, Instructional system, ActivBoard*

Languages

- Chinese
- English