

# JOEY HUANG

Curriculum Vitae, March 2026

North Carolina State University  
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## EDUCATION

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**Ph.D.** in Learning and Developmental Sciences, minor in Qualitative and Quantitative Research Methodology  
School of Education, Indiana University Bloomington

Thesis title: Studying Computational thinking Through Collaborative Design Activities  
with Scratch for Middle School Students

**M.A.** in Educational Psychology, The College of Education, The University of Texas at Austin

Thesis title: Facebook Use in College Students: Facing the Learning Motivation of  
Young Adults

## CURRENT POSITION

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**Assistant Professor**, North Carolina State University 2023 – present  
Learning, Design, & Technology  
Department of Teacher Education & Learning Sciences, College of Education

## RESEARCH EXPERIENCE

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**Postdoctoral Researcher**, “ReCrafting Computer Science: Concretizing Computational Thinking Through  
Tangible Fiber Crafts.” National Science Foundation. 2022 – 2023

Principal Investigator: Kylie Pepler, University of California, Irvine; Carolyn Rosé, Melisa Martinez,  
Carnegie Mellon University.

*Responsibilities/Results:* Received an NSF \$250k Postdoctoral Supplement Award. Led an interdisciplinary  
research team to design an open-source robotic loom kit (Robo-Loom). Developed a new and scalable  
curriculum for undergraduate computer science (CS) that reflects the interdisciplinarity of computational  
thinking to broaden CS participation for women and people of color in CS, robotics, and art history.

**Assistant Specialist**, “Future of Work at the Human-Technology Frontier: Advancing Cognitive and  
Physical Capabilities.” National Science Foundation. 2019 – 2022

Principal Investigator: Karthik Ramani, Purdue University; Kylie Pepler, University of California,  
Irvine; Daron Acemoglu, Massachusetts Institute of Technology.

*Responsibilities/Results:* Co-designed and developed Augmented Reality (AR) platform for pre-skilling and  
scaling the future manufacturing workforces. Led a research team to conduct data collection and  
analysis. Managed a research team to conduct end-user studies and prototype development.

**Postdoctoral Researcher**, “Skill-LeARn: Platform to Create and Share AR Content for Skilling.” National  
Science Foundation. 2020 – 2021

Principal Investigator: Karthik Ramani, Purdue University; Kylie Pepler, University of California,  
Irvine.

*Responsibilities/Results:* Co-authored a research grant proposal and receive \$5 million funding from NSF. Co-developed a physical-reality simulation platform and related technologies to connect human agents with robots and machines. Collaborated with stakeholders in industry and education to design AR content for up-skilling and re-skilling purposes. Co-developed a physical-reality simulation platform and related technologies to connect human agents with robots and machines. Collaborated with stakeholders in industry and academia to develop a research agenda.

**Assistant Specialist**, “Convergence Accelerator Phase I (RAISE): Skill-LeARn: Affordable Augmented Reality Platform for Scaling Up Manufacturing Workforce, Skilling, and Education.” National Science Foundation. 2019 – 2021

Principal Investigator: Karthik Ramani, Purdue University; Kylie Pepler, University of California, Irvine.

*Responsibilities/Results:* Led research teams to conduct useability testing with education and industry partners. Collected and analyzed over 100+ interviews to understand the behaviors, interest, and goals for the novices and experts of VR/AR applications. Co-developed a VR training system and digital crafting curriculum by applying design-based research methods.

**Lead Graduate Researcher**, “Learning-Objective Based Design and Assessment for the Online Manufacturing Certificate Program.” 2018 – 2020

Collaboration with Boeing Company, Michael Richey; Katy Börner, Indiana University Bloomington; Kylie Pepler, University of California, Irvine; John Hart, Massachusetts Institute of Technology

*Responsibilities/Results:* Researched engineers’ online learning trajectories and behaviors on edX. Examined course learning objectives and assessments. Directed and conducted data collection and qualitative and quantitative analysis. Collaborated with scholars and educators at the Boeing Company, MIT, and Indiana University. Applied data visualization techniques to advance learning, engagement, and performance.

**Graduate Assistant**, Center of Excellence for Women and Technology (CEW&T), Indiana University Bloomington. 2018 – 2019

*Responsibilities/Results:* Conducted research projects to understand and promote women’s participation in STEM learning and education. Assisted the Executive Director of CEW&T on grant applications, event planning, and evaluation report. Wrote and received a research grant to conduct a campus-wide survey and interview for women in STEM fields. Co-developed text- and data-mining techniques to conduct literature review on the topics of women’s engagement in STEM fields.

**Graduate Research Assistant**, “TTEST-Strategies: Human-Centered Robotics Experiences for Exploring Engineering, Computer Science, and Society.” National Science Foundation. 2015 – 2017

Principal Investigator: Selma Šabanović, Cindy Hmelo-Silver, Indiana University Bloomington.

*Responsibilities/Results:* Co-developed telepresence robot and programmed its function with a research team in Informatics. Conducted qualitative and quantitative data collection and analysis. Coached students to code and manipulate the robots collaboratively. Organized professional workshops for K-12 school teachers to incorporate robotics into curriculum.

**Lead Graduate Researcher**, “DIP: Sustaining ecological communities through citizen science and online collaboration.” National Science Foundation. 2014 – 2017

Principal Investigator: Cindy Hmelo-Silver Indiana University; Rebecca Jordan and Steven Gray, Michigan State University; Gregory Newman, Colorado State University.

*Responsibilities/Results:* Analyzed qualitative data to examine collaborative learning for citizen scientists. Developed analytical and computational tool with R program to visualize video data analysis. Led conference proceedings (ICLS, CSCL) and publication (CHB).

- Graduate Research Assistant**, “Systems and Cycles: Using Structure-Behavior-Function Thinking as a Conceptual Tool for Understanding Complex Natural Systems in Middle School Science.” Institute for Education Sciences. 2015 – 2016
- Principal Investigator: Cindy Hmelo-Silver, Indiana University; Rebecca Jordan, Michigan State University.
- Responsibilities/Results:* Created systematic workflow for the designed program with NetLogo. Updated ecosystem programs with NetLogo. Coached graduate students to employ the designed program for data analysis.
- Graduate Research Assistant**, “Mobile Games to Foster Financial Literacy.” Kelley School of business, Indiana University Bloomington. 2014 – 2016
- Principal investigator: Noah Stoffman and Scott Yonker, Kelley School of Business, Indiana University Bloomington.
- Responsibilities/Results:* Co-designed a tablet game for financial literacy. Conducted interviews and observations for prototypes and playtesting. Researched and presented game design and financial literacy for undergraduate students in education and business.
- Graduate Research Assistant**, “Playful Learning in the Wild: Understanding Game Making as Interest-Driven Learning.” Research Proposal Incentive Fund, Indiana University School of Education. 2014 – 2015
- Principal investigator: Sean Duncan, Indiana University Bloomington.
- Responsibilities/Results:* Co-designed educational games for STEM learning. Designed prototypes with 3D printers and laser cutter. Conducted playtesting and interviews for improvement of the games.
- Graduate Research Assistant**, “Investigating Story Games: Structured Educational Role-Play with Teens and Pre-Service Teachers.” Proffitt Internal Research Grant. 2014 – 2015
- Principal investigator: Sean Duncan, Indiana University Bloomington.
- Responsibilities/Results:* Performed data collection and analysis for both qualitative and quantitative approaches. Co-developed a research agenda and project direction.
- Lead Graduate Researcher**, “Connecting Badges and Expertise in Interest-Driven Affinity Spaces.” HASTAC Digital Media and Learning Research Competition Grant. 2014 – 2015
- Principal investigator: Sean Duncan, Indiana University Bloomington.
- Responsibilities/Results:* Led a research team and managed undergraduate and graduate students. Performed literature review, data collection and data analysis. Co-designed a computational and analytical program for data analysis with Python.
- Research Assistant**, collaborated with Diane Schallert, Department of Educational Psychology, The University of Texas at Austin. 2011 – 2012
- Responsibilities/Results:* Developed online survey with Qualtrics to examine the college students’ motivation, identity, and culture with the use of social networking sites.

## GRANTS

(I have led or significantly contributed to writing and developing the following funded grants)

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- Beginnings: Experiential Learning for In-Service Teachers: Augmenting Teaching and Learning with Generative AI**  
National Science Foundation, IUSE, ExLENT Award #2526340 (\$1M)  
Principal investigators: Tiffany Barnes, **Joey Huang**, Dongkuan Xu, Xiaoyi Tian, Andrew Grillo-Hill 2026
- MuseXR: Designing Shared Learning Experiences through Extended Reality**  
North Carolina State University, Innovational Fellows Program (\$15k)

Principal investigators: Joey Huang, Qiao Jin	2025
<b>Supporting Student Learning of Generative AI and Large Language Models through AI Chatbot Construction</b> North Carolina State University, Friday Institute, Catalyst Grant (\$10K) Principal investigators: <b>Joey Huang</b> , Tiffany Barnes, Xiaoyi Tian	2025
<b>Transforming Learning Through AI, Hands-On Computational Creativity, and Digital Art</b> North Carolina State University, College of Education Principal investigators: <b>Joey Huang</b> , Dongkuan (DK) Xu	2025
<b>Preparing Future-Ready Students: Engagement and Problem-Solving in CS Education</b> North Carolina State University, College of Education Principal investigators: <b>Joey Huang</b> , Yuchen Liu, Chenhan Xu	2025
<b>iWolfpack Readers and Writers: AI-Integrated Literacy Practicum for Tutoring Rural Children</b> North Carolina State University, Innovational Fellows Program (\$15k) Principal investigators: Jackie Relyea, <b>Joey Huang</b> , Marie Himes	2024
<b>Empowering Rural Young Girls: Enhancing Computational Thinking Through a STEAM Club</b> North Carolina State University, Friday Institute, Catalyst Grant (\$10K) Principal investigators: <b>Joey Huang</b> , Carrie Robledo, Rebekah Davis	2024
<b>Supplemental Funding for Postdoctoral Researchers to Mitigate COVID-19 Impacts on Research Career Progression</b> National Science Foundation, Postdoctoral Supplement Award (\$250k)	2022
<b>Recrafting Computer Science: Concretizing Computational Thinking Through Tangible Fiber Crafts</b> National Science Foundation, ECR-HER Award #2100401 (\$1.5 million) Principal investigator: Kylie Pepler, University of California, Irvine; Carolyn Rose, Melisa Martinez	2021
<b>Future Jobs and AI: Skill-XR: An Affordable and Scalable X-Reality (XR) Platform for Skills Training and Analytics in Manufacturing Workforce Education</b> National Science Foundation Convergence Accelerator Phase II Award #2033615 (\$5 million) Principal investigator: Karthik Ramani, Purdue University; Kylie Pepler, University of California, Irvine	2020
<b>The Impact of Interests, Confidence, Motivation, and Experience: Engaging and Learning New Technologies for Undergraduate Women</b> The Office of the Vice Provost for Research (OVPR) Award, IUB (\$5,000) Principal investigator: <b>Joey Huang</b> , Maureen Biggers	2018

## HONORS & AWARDS

Summer Grant Writing Program, \$3184	2025
Supplemental Mentoring Program, \$1800	2024
Early Career Workshop, 17th Annual Conference of the ISLS	2024
ACM CHI 2023 Honorable Mention Award (top 5% of accepted papers)	2023
Early Career Workshop, International Conference on Computers in Education	2019
Provost's Travel Award for Women in Science, IUB, \$1,750	2018 – 2019
Trentham Travel Fund, IUB, \$800	2018 – 2019
Center for Research on Learning and Technology Travel Award, IUB, \$3,300	2014 – 2019
IUB, \$5000	2018
Frieda Alice Renfro Fellowship, IUB, \$900	2018
Best Student Paper Award, American Educational Research Association (AERA)	2016
Annual Meeting Media, Culture and Learning (MCL) SIG, \$300	
Government Scholarship to Study Abroad (GSSA), Taiwan, \$32,000 (2 in 10 selected nationally)	2014
Proffitt Fellowship, Indiana University Bloomington, \$42,000	2013
Champion in Teaching Materials Design, National Changhua University of Education, Taiwan	2008

## PUBLICATIONS & RELATED ARTICLES

## Journal Articles

- Huang, J.** (in progress). Designing Computational Thinking through Project Types and Collaborative Practices in Creative Computing. *Educational Technology Research and Development*.
- Huang, J.**, Pepler, K., Ojeda Ramirez, O., Speer, S., Rose, C., and Orta Martinez, M. (in prep.). Threads of thought: Unweaving computational thinking and collaborative skills through computational textiles. *Information & Learning Sciences Journal*.
- Ojeda-Ramirez, S., Yankova, N., **Huang, J.**, Orta Martinez, M., Speer, S., Rose, C., Pepler, K. (under review). Weaving disciplines together: Mediating STEAM interdisciplinary learning through knowledge objects and a robotic loom. *Learning and Instruction*.
- Ojeda-Ramirez, S., Cawelti, L., **Huang, J.**, Pepler, K. (under review). From promise to practice: Gendered labor divisions in STEAM activities. *Learning, Media and Technology*.
- Han, A., **Huang, J.**, Han, S., Corrigan, S., Pepler, K. (accepted). Human-centered design of a GenAI-based writing tutoring platform (storybot): Co-designing with primary school teachers. *Journal of Learning Sciences*.
- Huang, J.**, Han, A., Villanueva, A., Liu, Z., Zhu, Z., Ramani, K., Pepler, K. (2024). Deepening Children's STEM learning through making and creative writing. *International Journal of Child-Computer Interaction*.  
<https://doi.org/10.1016/j.ijcci.2024.100651>
- Jiang, S., **Huang, J.**, Lee, H. S. (2023). Visualizing qualitative data: Unpacking the complexities and nuances of technology-supported learning processes. *Educational Technology Research and Development*, 1-19. <https://doi.org/10.1007/s11423-023-10272-7>
- Huang, J.**, Parker, M. (2022). Developing computational thinking collaboratively: The nexus of computational practices within small groups. *Journal of Computer Science Education*. <https://doi.org/10.1080/08993408.2022.2039488>
- Pepler, K., **Huang, J.**, Richey, C. M., Ginda, M., Börner, K., Quinlan, H., Hart, A. J. (2020). Key principles for workforce upskilling via online learning: A learning analytics study of a professional course in additive manufacturing. *arXiv preprint*.  
<https://arxiv.org/abs/2008.06610>
- Huang, J.**, Hmelo-Silver, C. E., Jordan, R., Gray, S., Frenley, T., Newman, G., & Stern, M. J. (2018). Scientific discourse of citizen scientists: Models as a boundary object for collaborative problem solving. *Computers in Human Behavior*, 87, 480-492.  
<https://doi.org/10.1016/j.chb.2018.04.004>
- Gray, S., Jordan, R., Crall, A., Newman, G., Hmelo-Silver, C., **Huang, J.**, Whitney, N., Mellor, D., Frenley, T., Prysby, M. & Singer, A. (2017). Combining participatory modelling and citizen science to support volunteer conservation action. *Biological Conservation*, 208, 76-86. <https://doi.org/10.1016/j.biocon.2016.07.037>
- Frenley, T., Crall, A., Stern, M., Jordan, R., Gray, S., Prysby, M., ... & **Huang, J.** (2017). Bridging the Benefits of Online and Community Supported Citizen Science: A Case Study on Motivation and Retention with Conservation-Oriented Volunteers. *Citizen Science: Theory and Practice*, 2(1), 4. <http://doi.org/10.5334/cstp.84>

## Refereed Conference Proceedings

- Huang, J.**, Varda, C., Xu, D. (2026). Examining AI as design partner in creative computing: digital dialogue to embodied expression. In *Proceedings of the 20th International Conference of the Learning Sciences (ICLS)*. Irvine, California: International Society of the Learning Sciences.
- Huang, J.**, Tian, X., Ozturk, D., Singh, D., Rajapaksha, Y., Barnes, T. (2026). LumiBuilder: a Chatbot-building tool for hallucination-aware AI literacy. In *Proceedings of the 20th International Conference of the Learning Sciences (ICLS)*. Irvine, California: International Society of the Learning Sciences.
- Ozturk, D., Tian, X., **Huang, J.**, Barnes, T. (2026). Learning through chatbot design: examining children's AI understanding and hallucination awareness. In *Proceedings of the 20th International Conference of the Learning Sciences (ICLS)*. Irvine, California: International Society of the Learning Sciences.
- Rosé, C., Robinson, O., Orta Martinez, M., **Huang, J.**, Pepler, K. (2026). Investigating collaborative weaving design as a scaffold for AI literacy. In *Proceedings of the 19th International Conference on Computer-Supported Collaborative Learning (CSCL)*. Irvine, California: International Society of the Learning Sciences.
- Ojeda-Ramirez, S., Rich, A., **Huang, J.**, Speer, S., Rosé, C., Orta Martinez, M., Pepler, K. (2025). Weaving collaboration: Promoting effective interdisciplinary learning with a robotic loom. In J. Oshima, B. Chen, F. Vogel, S. Jarvela (Eds.) *18<sup>th</sup> International Conference on Computer-Supported Collaborative Learning (CSCL)* (pp. 160-167). Helsinki, Finland: International Society of the Learning Sciences.
- Huang, J.** (2025). Crafting computational thinking with rope weaving. Weaving collaboration: Promoting effective interdisciplinary learning with a robotic loom. In J. Oshima, B. Chen, F. Vogel, S. Jarvela (Eds.) *18<sup>th</sup> International Conference*

on *Computer-Supported Collaborative Learning (CSCL)* (pp. 611-613). Helsinki,, Finland: International Society of the Learning Sciences.

- Huang, J.** (2024). Parsing the use of computational concepts with Scratch projects. In J. Clarke-Midura, I. Kollar, X. Gu, & C. D'Angelo (Eds.) *17<sup>th</sup> International Conference on Computer-Supported Collaborative Learning (CSCL)* (pp. 293-296). Buffalo, New York: International Society of the Learning Sciences. \*Best Paper Nomination.
- Yankova, N., Speer, S., **Huang, J.**, Peppler, K., Robinson, O., Martinez, M. O. (2024). Weaving with ropes to parse mathematical abstraction. In R. Lindgren, T. Asino, & E. A. Kyza, C.-K. Looi, D. T. Keifert, E. Suarez (Eds.) *Learning as a cornerstone of healing, resilience, and community: 18th International Conference of the Learning Sciences* (pp. 2245-2246). Buffalo, New York: International Society of the Learning Sciences.
- Huang, J.**, Cawelti, L., Peppler, K. (2023). Exploring algorithm building through designing and making kinetic sculpture. In P. Blikstein, J. V. Aalst, R. Kizito, & K. Brennan (Eds.) *17<sup>th</sup> International Conference of the Learning Sciences (ICLS)* (pp. 1494-1497). Montreal, Canada: International Society of the Learning Sciences.
- Speer, S., **Huang, J.**, Yankova, N., Rose, C., Peppler, K., Orta-Martinez, M. (2023). SPEERLoom: Collaboratively re-crafting CS education. In J. D. Slotta & E., Charles (Eds.) *3<sup>rd</sup> Annual Meeting of the International Society of the Learning Sciences (ISLS) Annual Meeting 2023* (pp. 31-34). Montreal, Canada: International Society of the Learning Sciences.
- Speer, S., Garcia-Alonzo, A. P., **Huang, J.**, Yankova, N., Rose, C., Peppler, K., McCann J., Martinez, M. O. (2023) SPEERLoom: An open-source loom kit for interdisciplinary engagement in math, engineering, and textiles. *Proceedings of the 36th Annual ACM Symposium on User Interface Software and Technology*. San Francisco, CA, USA. <https://doi.org/10.1145/3586183.360672>
- Peppler, K., **Huang, J.**, Richey, M. C., Ginda, M., Bonrner, K., Quinian, H., Hart, J. (2023). Visual Learning Analytics to Upskill Aerospace Engineers in Advanced Manufacturing. In P. Blikstein, J. V. Aalst, R. Kizito, K. Brennan (Eds.) *17<sup>th</sup> International Conference of the Learning Sciences (ICLS)* (pp. 1900-1902). Montreal, Canada: International Society of the Learning Sciences. <https://doi.org/10.22318/icls2023.562882>
- Ojeda-Ramirez, S., Cawelti, L., **Huang, J.**, Peppler, K. (2023). Tools dictate the divide: entrenched gendered practices in the making of kinetic sculptures. In P. Blikstein, J. V. Aalst, R. Kizito, K. Brennan (Eds.) *17<sup>th</sup> International Conference of the Learning Sciences (ICLS)* (pp. 1964-1966). Montreal, Canada: International Society of the Learning Sciences.
- Vitiello, R., **Huang, J.**, Speer, S., Yankova, N., Peppler, K., Orta-Martinez, M., Rose, C. (2023). Studying interdisciplinary collaboration as a core skill. In C. Damsa, M. Borge, E. Koh, & M. Worsley (Eds.) *16<sup>th</sup> International Conference on Computer-Supported Collaborative Learning (CSCL)* (pp. 378-379). Montreal, Canada: International Society of the Learning Sciences.
- Yankova, N., **Huang, J.**, Vitiello, R., Speer, S., Orta-Martinez, M., Rose, C., Peppler, K. (2023). "Where is the Z-axis?": Negotiating understanding of servo rotation through gestures and tools. In P. Blikstein, J. V. Aalst, R. Kizito, & K. Brennan (Eds.) *17<sup>th</sup> International Conference of the Learning Sciences (ICLS)* (pp. 1254-1257). Montreal, Canada: International Society of the Learning Sciences.
- Zhu, Z., Liu, Z., Zhang Y., Zhu, L., **Huang, J.**, Villanueva, A., Qian, X., Peppler, K., Ramani, K. (2023). LearnIoTVR: An end-to-end virtual reality environment providing authentic learning experiences for Internet of Things. *The ACM CHI Conference on Human Factors in Computing Systems 2023*. <https://doi.org/10.1145/3544548.3581396> \*Honorable Mention Award
- Huang, J.**, Han, A., Sedas, M., Telfer-Radzat, K., & Peppler, K., (2022). Crafting paper circuits: Gendered materials for circuitry learning. In J. Oshima, T. Mochizuki, & Y. Hayashi (Eds.) *International Collaboration toward Educational Innovation for All: International Society of the Learning Sciences (ISLS) Annual Meeting 2022* (pp.1293-1296). Hiroshima, Japan: International Society of the Learning Sciences.
- Huang, J.** (2022). Exploring social interactions to promote computational thinking practices. In J. Oshima, T. Mochizuki, & Y. Hayashi (Eds.) *International Collaboration toward Educational Innovation for All: International Society of the Learning Sciences (ISLS) Annual Meeting 2022* (pp. 607-608). Hiroshima, Japan: International Society of the Learning Sciences.
- Han, A., Keune, A., **Huang, J.**, & Peppler, K., (2022). Visualizing Family Engagement in Museum Settings. In: J. Oshima, T. Mochizuki, & Y. Hayashi (Eds.) *International Collaboration toward Educational Innovation for All: International Society of the Learning Sciences (ISLS) Annual Meeting 2022* (pp. 1094-1095). Hiroshima, Japan: International Society of the Learning Sciences.
- Ipsita, A., Erickson, L., Dong, Y., **Huang, J.**, Bushinski, A. K., Saradhi, S., Vilanueva, M. A., Peppler, K., Redick, S. T., Ramani, K. (2022). Towards modeling of virtual reality welding simulators to promote accessible and scalable training. *The ACM CHI Conference on Human Factors in Computing Systems 2022*. <https://doi.org/10.1145/3491102.3517696>
- Villanueva, A., Liu, Z., Zhu, Z., Du, X., **Huang, J.**, Peppler, K., Ramani, K. (2021). RobotAR: An augmented reality compatible teleconsulting robotics toolkit for augmented makerspaces experiences. *The ACM CHI Conference on Human Factors in Computing Systems 2021*. <https://doi.org/10.1145/3411764.3445726>

- Huang, J.** (2020). Exploring computational thinking practices through collaborative design activities. In C. Girvan, J. R. Byrne, B. Tangney, & V. Dagié (Eds.), *Exploring, Testing and Extending our Understanding of Constructionism: Constructionism 2020* (pp. 95-96). Dublin, Ireland: ACM (conference cancelled, proceedings published).
- Lee, U.-S., Stamatis, M. K., Pacheco, J., Roque, R., Widman, S., Wingert, K., Wegemer, M. C., **Huang, J.** (2020). Partnering for equity: Research practice partnerships and community contexts. In M. Gresalfi & I. Horn (Eds.), *The interdisciplinarity of the learning sciences: International conference of the learning sciences (ICLS) 2020* (pp. 2631-2632). Nashville, TN, USA. <https://repository.isls.org/handle/1/6643>
- Huang, J.** & Peppler, K. (2019). Studying computational thinking through collaborative design activities with Scratch. In K. Lund, E. Lavoué, G. P. Niccolai (Eds.), *A wide lens: Combining Embodied, Enactive, Extended, and Embedded Learning in Collaborative Settings: International Conference on Computer Supported Collaborative Learning (CSCL) 2019* (pp. 933-935). Lyon, France. <https://doi.org/10.22318/cscl2019.933>
- Huang, J.**, Gomoll, A., Tolar, E., Hmelo-Silver, C. E., Sabanovic, S. (2018) Visualizing complex classrooms through real-time observations. In Kay, J. and Luckin, R. (Eds.), *Rethinking Learning in the Digital Age: Making the Learning Sciences Count, 13<sup>th</sup> International Conference of the Learning Sciences (ICLS) 2018* (pp.1609-1610). London, UK. <https://repository.isls.org/handle/1/761>
- Huang, J.**, Hmelo-Silver, C., Jordan, R., Frensey, T., Gray, S., & Newman, G. (2017). Scientific discourse of citizen scientists: A collaborative modeling as a boundary object. In Smith, B. K., Borge, M., Mercier, E., and Lim, K. Y. (Eds.), *Making a Difference: Prioritizing Equity and Access in CSCL, 12<sup>th</sup> International Conference on Computer Supported Collaborative Learning (CSCL) 2017* (pp. 399-406). Philadelphia, PA, USA. <https://repository.isls.org/handle/1/257>
- Duncan, S., Georgen, C., Cook, L. & **Huang, J.** (2016). "I have to tell you something": How narrative and pretend play intersect in story games. In K. Caldwell, S. Seyler, A. Ochsner, & C. Steinkuehler (Eds.), *Proceedings of Games+Learning+Society 11*, 67-74. <https://gls2015.sched.com/event/3Djo/narrative>
- Huang, J.** & Duncan, S. C. (2016). Educational roles and structures of interaction in a Minecraft affinity space. In K. Caldwell, S. Seyler, A. Ochsner, & C. Steinkuehler (Eds.), *Proceedings of Games+Learning+Society 11*, 525- 526.
- Duncan, S. C. & **Huang, J.** (2016). Connecting badges: Exploring the utility of digital badges for learning in affinity spaces. In *Selected Papers of Internet Research*. <https://journals.uic.edu/ojs/index.php/spir/article/view/8506/6776>
- Duncan, S. C., **Huang, J.**, Georgen, C. & Cook, L. (2015). Investigating recognition systems in a collaborative, programming-oriented affinity space. In O. Lindwall, P. Hakkinen, T. Koschmann, P. Tchounikine, and S. Ludvigsen (Eds.), *Exploring the Materials Conditions of Learning: Computer Supported Collaborative Learning (CSCL) Conference 2015* (Vol 2., pp.753-754). Gothenburg, Sweden. <https://www.isls.org/cscl2015/papers/CSCL2015ProceedingsVolume2.pdf>
- Hmelo-Silver, C. E., Jordan, R. C., Novak, W.E. **Huang, C.J.**, Mellor, D., Gray, S., Crall, A., & Newman, G. (2015). Engaging citizen scientists in model-based reasoning. In O. Lindwall, P. Hakkinen, T. Koschmann, P. Tchounikine, and S. Ludvigsen (Eds.), *Exploring the Materials Conditions of Learning: Computer Supported Collaborative Learning (CSCL) Conference 2015* (pp. 693-694). Gothenburg, Sweden. <https://www.isls.org/cscl2015/papers/MC-0198-Poster-HmeloSilver.pdf>
- Duncan, S.C., **Huang, C.J.** (2014). "About as educational as Minecraft can get": Youth framings of games and learning in an affinity space. In A. Ochsner, J. Dietmeier, C. Williams, & C. Steinkuehler (Eds.). *Proceedings of GLS 10 (Games+Learning+Society) Conference*, 82-88. <https://gls2014.sched.com/event/1kctH7T/affinity-spaces>

### Technical Reports and Others

- Peppler, K., Rose, C., Martinez, M., **Huang, J.** (2023). *ReCrafting Computer Science: Concretizing Computational Thinking Through Tangible Fiber Crafts*. Project deliverable for National Science Foundation project #2100401.
- Borner, K., Heimlich, J., Kennedy, B., Peppler, K., Uzzo, S. **Huang, J.** (2022). *Data Visualization Literacy: Research and Tools that Advance Public Understanding of Scientific Data*. Project deliverable for National Science Foundation project #1713567.
- Peppler, K., **Huang, J.** (2022). *CAREER: Designing a New Nexus: Examining the Social Construction of Electronics and Computing Toolkits to Broaden Participation and Deepen Learning*. Project deliverable for National Science Foundation project # 1936098.
- Peppler, K., Rose, C., Martinez, M., **Huang, J.** (2022). *ReCrafting Computer Science: Concretizing Computational Thinking Through Tangible Fiber Crafts*. Project deliverable for National Science Foundation project #2100401.
- Keune, A., Bermúdez, D., Dahn, M., **Huang, J.**, Peppler, K. (2022). *Performing Mathematics Through Crafting: A workshop from a Constructionist Approach*. Connected Learning Alliance. Blog Post [[Link here](#)].
- Ramani, K., Elmqvist N., Peppler, K., **Huang, J.**, Quinn, A., Redick, T. (2021). *B1 (Future Jobs and AI): Skill-XR: An affordable and scalable X-Reality (XR) platform for skills training and analytics in manufacturing workforce education*. Project deliverable for National Science Foundation project #2033615.

- Peppler, K., **Huang, J.** (2021). *Future of Work at the Human-Technology Frontier (FW-HTF): Pre-skilling workers, understanding labor force implications and designing future factory human-robot workflows using a physical simulation platform*. Project deliverable for National Science Foundation project #1931227.
- Peppler, K., **Huang, J.** (2020). *Future of Work at the Human-Technology Frontier (FW-HTF): Pre-skilling workers, understanding labor Force implications and designing future factory human-robot workflows using a physical simulation platform*. Project deliverable for National Science Foundation project #1931227.
- Ramani, K., Redick, T., Ebert, D., Peppler, K., **Huang, J.** (2020). *Convergence Accelerator (C-Accel) Phase I (RAISE): Skill-LEARn: Affordable and accessible augmented reality platform for scaling up manufacturing workforce, skilling, and education*. Project deliverable for National Science Foundation project #1936098.
- Jordan, R., Hmelo-Silver, C., Stern, M., Gray, S., Newman, G., Crall, A., **Huang, J.** (2017). *DIP: Sustaining ecological communities through citizen science and online collaboration*. Project deliverable for National Science Foundation project #1227550.

## INVITED TALKS, PRESENTATIONS, & WORKSHOPS

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- Guest Speaker** on the topic of Designing and Developing a Mixed Reality (XR) Platform for Learning and Workforce Training for Digital Learning Lab directed by Mark Warschauer, University of California, Irvine, School of Education. January, 2021.
- Guest Speaker** on the topic of Ed Tech: Measuring Computational thinking Practices for *21st Century Literacies* course by Dr. Fernando Rodriguez, University of California, Irvine, School of Education. February, 2020.
- Guest Lecture** for Data Visualization in Education graduate-level course by Dr. Shiyang Jiang, North Carolina State University, Program of Learning Design and Technology. November, 2019.
- Guest Lecture** for Introduction to Informatics (honors course), Indiana University Bloomington, School of Informatics. October, 2018.
- Guest Speaker** on the topic of 3D Printing and Design for Graduate Women in Technology (GWiT), Indiana University Bloomington. (October, 2017)
- Guest Lecture** for Management Information Systems undergraduate-level course by Dr. Taryn Malher & Dr. Frank Akaiwa, Indiana University Bloomington, School of Business. Spring & Fall 2017-2018; Spring 2019.

## CONFERENCE PRESENTATIONS, TALKS, POSTER, SYMPOSIA

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- Huang, J.** (February 7, 2025). ArtAlgo: An AI-Powered Creative Computing Platform [Invited Webinar Presentation]. AI with the Friday Institute: From Insight to Innovation in Higher Education Webinar Series, Friday Institute for Educational Innovation, North Carolina State University.
- Huang, J.**, Han, A., Han, S. (April 23 – 27, 2025). Co-Designing the GenAI-Based Writing Tutoring Platform (GWTP) with K-12 Teachers [Conference Paper Session]. Annual Meeting of the American Educational Research Association (AERA), Denver, CO, United States.
- Huang, J.**, Speer, S., Orta Martinez, M., Rose, C., Peppler, K. (April 23 – 27, 2025). Tangled in Code: Exploring the Intersection of Rope Weaving and Computational Thinking. [Conference Poster Session]. Annual Meeting of the American Educational Research Association (AERA), Denver, CO, United States.
- Han, A., **Huang, J.**, Villanueva, A., Peppler, K., Liu, Z., Zhu, Z., Ramani, K. (April 13-16, 2023). IoT Props Into Creative Writing: Designing Narrative-Based Maker Activities for Children [Poster Session]. Annual Meeting of the American Educational Research Association (AERA), Chicago, IN, United States.
- Ojeda Ramirez, S., Cawelti, L., **Huang, J.**, Telfer-Radzatz, K., & Peppler, K. (April 13-16, 2023). “I know a lot more boys that are interested in doing stuff like that”: Gendered Perceptions of Computational Construction Kits [Conference Roundtable Session] Annual Meeting of the American Educational Research Association (AERA), Chicago, IN, United States.
- Cawelti, L., **Huang, J.**, Ojeda Ramirez, S., Telfer-Radzatz, K., & Peppler, K. (April 13-16, 2023). Exploring Interdisciplinary STEAM Practices through Making a Kinetic Sculpture [Conference Paper Session]. Annual Meeting of the American Educational Research Association (AERA), Chicago, IN, United States.
- Huang, J.**, Schindler, E., Peppler, K. (July, 2022). Artificial Intelligence Technologies and Connected Learning. Paper presented at the Connected Learning Summit (CLS), July 27-29, Online Conference.
- Keune, A., Bermúdez, D. V., Dahn, M., **Huang, J.**, Peppler, K. (July, 2022). Creating a Doll Skirt or a Basket: Performing Proportional Reasoning and Spatial Visualization. Workshop presented at the Connected Learning Summit (CLS), July 27-29, Online Conference.
- Huang, J.** (July, 2021). Understanding Collaborative Computational Thinking. Paper presented at the Connected Learning Summit (CLS), July 7-30, 2021, Online Conference.

- Phonethibsavads, A., **Huang, J.** (October, 2019). A Comparison of Goal-Directed Interactions in Improv Performance and Collaborative Problem-Solving. Poster presented at the Connected Learning Summit (CLS), Irvine, CA, U.S.A.
- Huang, J.** (October, 2019). Studying Computational Thinking through Collaborative Design Activities. Paper presented at the Learning Sciences Graduate Student Conference (LSGSA), Evanston, IL, U.S.A.
- Huang, J.** (April, 2019). Studying Collaborative Practices to Enhance Equity in Computer Science Literacy and Education. In Panel: Designing for Design: Creating Learning Environments that Support Equitable Engineering for Students in Grades 3-8. Presented at the Annual Meeting of the American Educational Research Association (AERA), Toronto, Canada.
- Huang, J.**, Hung, J.-H. R., Priscilla, C. (March, 2019). Women in Technology: Utilizing a Text-Mining Technique to Conduct a Literature Review. Paper presented at the Center of Excellence for Women in Technology Summit conference, Bloomington, IN, U.S.A.
- Huang, J.**, Upadhyay, S. (March, 2019). Studying Computational Thinking Through Collaborative Design Activities with Scratch. Paper presented at the Instructional Systems Technology Conference, Bloomington, IN, U.S.A.
- Huang, J.**, Weber, M., Zhang, C. (March, 2019). Introduction of 3D Printing and Design. Workshop presented at the Center of Excellence for Women in Technology Summit conference, Bloomington, IN, U.S.A
- Huang, J.** (October, 2018). Exploring Computational Thinking Practices of Expert and Novice Users through Analyses of Computer-Mediated Discourse in the Scratch Online Community. Paper presented at the Learning Sciences Graduate Student Conference (LSGSA), Bloomington, IN, U.S.A.
- Huang, J.** (April, 2018). Exploring Computer-Mediated Discourse in the Scratch Online Community. Paper presented at the Annual Meeting of the American Educational Research Association (AERA), New York, NY, U.S.A.
- Huang, J.** (March, 2018). Collaborative Programming: Designing to Support Collaboration in Scratch. Paper presented at the InfoSocial Conference at Northwestern University, Evanston, IL, U.S.
- Huang, J.**, Liu, X. (March, 2018). 3D Printing for Everyone. Workshop presented at the Center of Excellence for Women in Technology Summit, Bloomington, IN, U.S.A.
- Frensley, T., Gray, S., **Huang, J.**, Jordan, R. (May, 2017). Designing Collaborative Science Projects and Tools for Conservation. Symposium in Citizen Science Association (CSA) CitSci Conference, St. Paul, MI, U.S.A.
- Huang, J.**, Hmelo-Silver, C. E., Jordan, R., Frensley, T., Gray, S., Newman, G. (April, 2017). Exploring Citizen Science Engagement in Collaborative Scientific Practices. Paper presented at the Annual Meeting of the American Educational Research Association (AERA), San Antonio, TX, U.S.A.
- Huang, J.** & Duncan, S. C. (April, 2016). Anonymous Spaces and Non-Anonymous Participation: Understanding Role and Structure Within an Affinity Space. Paper presented at the Annual Meeting of the American Educational Research Association (AERA), Washington, DC., U.S.A.
- Huang, J.** (June, 2016). Computational Thinking in Practice: Understanding How Scratch is Perceived and Used in Taiwan and the United States. Workshop presented at the International Society of the Learning Sciences (ICLS), Singapore.
- Duncan, S. C. & **Huang, J.** (October, 2015). Connecting badges: Exploring the utility of digital badges for learning in affinity spaces. Presented at Internet Research 16, Phoenix, Arizona.
- Duncan, S. C., **Huang, J.**, Georgen, C. & Cook, L. (June, 2015). Investigating recognition systems in a collaborative, programming-oriented affinity space. Poster presented at Computer Supported Collaborative Learning, Göteborg, Sweden.
- Hmelo-Silver, C. E., Jordan, R. C., Novak, W.E. **Huang, C.J.**, Mellor, D., Gray, S., Crall, A., Newman, G. (June, 2015). Engaging Citizen Scientists in Model-based Reasoning. Poster presented at Computer Supported Collaborative Learning, Göteborg, Sweden.
- Hmelo-Silver, C. E., Jordan, R. C., Novak, W.E. **Huang, C.J.**, Mellor, D., Gray, S., Crall, A., Newman, G. (February, 2015). Engaging Citizen Scientists in Model-based Reasoning. Paper presented at Citizen Science Association Conference, San Jose, CA, U.S.A.
- Duncan, S. C., **Huang, J.**, Georgen, C., Cook, L. (October, 2014). Connecting badges and interactional practices in online affinity spaces. Invited poster session, Indiana University School of Education "First Fridays" poster session for Center for Research on Learning & Technology, Bloomington, IN, U.S.A.
- Duncan, S. C., **Huang, J.**, & Georgen, C. (March, 2014). Connecting badges and online expertise. Presented at Digital Media & Learning 2014, Boston, MA, U.S.A.

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## TEACHING EXPERIENCE

## Instructorship

- Instructor**, ECI 588: Text Mining in Education 2026  
Department of Teacher Education and Learning Sciences, North Carolina State University.
- Instructor**, ECI 496: Intro to Educational Innovation and Entrepreneurship 2026  
Department of Teacher Education and Learning Sciences, North Carolina State University.
- Instructor**, ECI 586: Introduction to Learning Analytics 2025  
Department of Teacher Education and Learning Sciences, North Carolina State University.
- Instructor**, ECI 721: Technology and Informal Learning Environments (Graduate-Level) 2024, 2025  
Department of Teacher Education and Learning Sciences, North Carolina State University.
- Instructor**, ECI 519-601: Intro to Educational Innovation and Entrepreneurship (Graduate and Undergraduate Level) 2024  
Department of Teacher Education and Learning Sciences, North Carolina State University.
- Teaching Assistant**, EDUC 218/IN4MATX295: Arts, Making, and Engineering, School of Education, Department of Informatics. 2020 – 2021  
Responsibilities: Designed and structured the course agenda, readings, assignments in relation to the construct of arts, making, and engineering. Developed and Led lab and classroom activities.
- Teaching Assistant**, G202: Business, Government, and Society, Kelley School of Business, Indiana University Bloomington. 2017 – 2018  
Responsibilities: Evaluated students' case studies and course assignment based on the social strategy case studies from Harvard Business School (HBS). Improved the course assessment to better evaluate students' learning.
- Associate Instructor**, P251: Educational Psychology of Elementary School Majors (Online), Department of Counseling and Educational Psychology, Indiana University Bloomington. 2017 – 2018  
Responsibilities: Designed online curriculums, modules, and assessments via Canvas to teach pre-service teachers varied educational psychology and learning theories.
- Associate Instructor**, M101: Field Experience for Elementary School Majors (Online), Department of Counseling and Educational Psychology, Indiana University Bloomington. 2017 – 2018  
Responsibilities: Scaffolded students to apply learning theories and educational psychology constructs in teaching.
- Associate Instructor**, P251: Educational Psychology of Elementary School Majors, Department of Counseling and Educational Psychology, Indiana University Bloomington. 2016 – 2017  
Responsibilities: Created course materials and designed curriculums to teach pre-service teachers varied educational psychology and learning theories.
- Associate Instructor**, M101: Field Experience for Elementary School Majors, Department of Counseling and Educational Psychology, Indiana University Bloomington. 2016 – 2017  
Responsibilities: Coached students to connect learning theories and educational psychology constructs in teaching.

## PROFESSIONAL EXPERIENCE

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- 3D Printing and Design Lead Intern**, Center of Excellence for Women and Technology (CEW&T), Indiana University Bloomington. 2015 – 2019

Responsibilities: Researched, developed, and taught additive manufacturing workshops to faculty, student, and staff at Indiana University and youth in K-12 after-school programs.

**Data Analyst**, Inteplast Group, LTD.

2012 – 2013

Responsibilities: Analyzed manufacturing process data and sample testing results to improve manufacturing production. Utilized statistical process control (SPC) (i.e., QI Macros, Minitab) to monitor and advance manufacturing process.

## ACADEMIC & PROFESSIONAL SERVICE

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### Professional Service (national & international scholarly community)

#### Leadership Roles

Program Coordinator, Learning Design & Technology PhD Program, NC State University	2025 - present
Co-Chair, International Society of the Learning Sciences Annual Meeting Interactive Tools & Demos	2025 - present
Co-Chair, AERA Division C	2025 - present
International Society of the Learning Sciences: CSCL Committee	2025 - present
Conference committee and representative of ILSSA: International Society of the Learning Sciences (ISLS) Annual Meeting 2021	2020 – 2022
Founding Officer (Membership & Outreach): International Learning Sciences Student Association (ILSSA)	2019-2021
Conference session chair: Pedagogy and Literacy in Engineering and Computer Science Contexts, American Educational Research Association (AERA)	2019
Conference host & committee: Center of Excellence for Women and Technology Summit	2019
Conference host & committee: Center of Excellence for Women and Technology Summit	2018
Conference host & committee: Learning Sciences Graduate Student Conference (LSGSC)	2017
Conference host & committee: Instructional Systems Technology Conference	2017
Conference session chair: Computer Supported Collaborative Learning (CSCL)	2017
Vice President & Treasurer: Learning Sciences Graduate Student Association (LSGSA)	2017
Research Ambassador: Graduate and Professional Student Government (GPSG)	2016 – 2017
Vice President: Taiwanese Student Association – UT Austin	2011 – 2012

#### Peer Review Service

Journal reviewer: Education Research Review	2026
Journal reviewer: Computer Science Education	2026
Conference reviewer: International Society of the Learning Sciences (ISLS)	2026
Conference reviewer: American Society for Engineering Education (ASEE)	2026
Conference reviewer: American Educational Research Association	2025
Conference reviewer: American Educational Research Association	2024
Conference reviewer: International Society of the Learning Sciences (ISLS)	2024
Journal reviewer: Computer Science Education	2023
Conference reviewer: International Society of the Learning Sciences (ISLS)	2023
Conference reviewer: American Educational Research Association	2023
Conference reviewer: ACM CHI Conference	2023
Conference reviewer: ACM CHI Conference	2022
Conference reviewer: American Educational Research Association	2022
Conference reviewer: Connected Learning Submit	2022
Conference reviewer: International Society of the Learning Sciences (ISLS)	2021
Conference reviewer: American Educational Research Association	2021
Conference reviewer: ACM CHI Conference	2021
Conference reviewer: Connected Learning Submit	2020
Conference reviewer: American Educational Research Association	2019
Conference reviewer: Learning Sciences Graduate Student Conference	2019
Journal reviewer: Computer Science Education	2018
Journal reviewer: Computers in Human Behavior	2018
Conference reviewer: Learning Sciences Graduate Student Conference	2018

Conference reviewer: American Educational Research Association	2018
Conference reviewer: The International Conference of the Learning Sciences	2018
Conference reviewer: The International Conference on Computer-Supported Collaborative Learning	2017
Journal reviewer: Computers in Human Behavior	2017
Conference reviewer: Learning Sciences Graduate Student Conference	2017
Conference reviewer: American Educational Research Association	2017
Conference reviewer: The International Conference of the Learning Sciences	2016
Conference reviewer: Instructional Systems Technology Conference	2016
Conference reviewer: American Educational Research Association	2015
Conference reviewer: Games, Learning, and Society Conference	2015
Conference reviewer: Games, Learning, and Society Conference	2014

### Public Service

School of Information and Computer Sciences (ICS) Industry Showcase, Irvine, California	2020
3D Printing Workshop at Girls Inc. Bloomington, Indiana	2019
Workshop host: Launch(ed) Women in Tech Conference, Fishers, Indiana	2019
Workshop co-host: Makerspace workshop, Indianapolis, Indiana	2018
Workshop co-host: Best Buy + LRNG e-Textiles (LilyPad and ArduBlocks), St. Jude's Children's Hospital, Memphis, Tennessee	2018

### PROFESSIONAL AFFILIATIONS

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Member: Association for Computing Machinery (ACM)	2019 – present
Member: Special Interest Group on Computer Science Education (SIGCSE)	2019 – present
Member: American Educational Research Association (AERA) Learning Sciences Special Interest Group (SIG LS)	2013 – present
Member: International Society of the Learning Sciences (ISLS)	2013 – present

### CERTIFICATE

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Additive Manufacturing for Innovative Design and Production (MITxPRO)  
Teaching Chinese as a Foreign Language, National Taiwan Normal University

### SKILLS

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Languages: Mandarin Chinese (native), English (proficient)  
Statistical Methods: Multiple regression, Multivariate Analysis, Covariate Analysis, Correlation Analysis  
Statistical Package: R/R studio, SPSS, Mplus, SAS  
Qualitative Analysis Software: NVivo, ATLAS.ti, InqScribe (transcription), MAXQDA, Dedoose  
Qualitative Skills: Interview, Focus Group, Observation, Ethnographic Study  
Social Network Analysis & Visualization Tools: Gephi, UCINET, R  
Programming: Python, HTML