Yeyu Wang Curriculum Vitæ

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Research Interest

Learning Analytics, Quantitative Ethnography, Educational Data Mining

Education

09/2019 – present **University of Wisconsin – Madison, USA**
Ph.D. in Educational Psychology
Educational Psychology Department
Advisor: David Williamson Shaffer

09/2017 – 08/2018 **Carnegie Mellon University, USA**
Master of Educational Technology and Applied Learning Science (METALS)
Human-Computer Interaction Institute
Advisor: Bruce McLaren

09/2013 – 07/2017 **Beijing Normal University, China**
Bachelor of Science in Educational Technology
School of Educational Technology
Advisor: Jingjing Zhang

Professional Experience

09/2018 – 08/2019 **Penn Center for Learning Analytics, the University of Pennsylvania, USA**
Research Assistant
Advisor: Ryan S. Baker
Coordinated studies in classroom and facilitated data collection; conducted preprocessing and feature engineering in Physics Playground; built early detectors for wheel-spinning in ASSISTments; and supported the running of MOOC called Big Data and Education in edX.

09/2016 – 12/2016 **Chenjinglun High School, China**
Intern Teacher
Advisor: Jingqiu Yang
Designed and taught hands-on programming course using "Mixly" and "Arduino" for Grade 10 to foster programming skills, peer collaboration and problem solving ability.

Peer-Reviewed Conference Papers

[C.3] **Wang, Y.**, Nguyen, H., Harpstead, E., Stamper, J., & McLaren, B. M. (2019, June). How Does Order of Gameplay Impact Learning and Enjoyment in a Digital Learning Game?. In International Conference on Artificial Intelligence in Education (pp. 518-531). Springer, Cham.

[C.2] Nguyen, H., **Wang, Y.**, Stamper, J., & McLaren, B.M. (2019). Using knowledge component modeling to increase domain understanding in a digital learning game. Proceedings of the 12th International Conference on Educational Data Mining (EDM 2019). (pp. 139-148).

[C.1] Nguyen, H., Harpstead, E., **Wang, Y.,** & McLaren, B. M. (2018, June). Student agency and game-based learning: A study comparing low and high agency. In *International Conference on Artificial Intelligence in Education* (pp. 338-351). Springer, Cham.

Workshop, Symposia, and Posters

[A.2] **Wang, Y.,** Swiecki, Z., & Shaffer, D.W. (2020). Simplification of Epistemic Networks to Increase Interpretability. Poster presented in *2020 UW–Madison Education Research Poster Fair*.

[A.1] **Wang, Y.,** Fogel, A., Tunstall, J., & Brohinsky, J. (2019). Bimodal Epistemic Network Analysis: Parsing the Democratic Debates. Poster presented in *International Conference on Quantitative Ethnography 2019*.

Awards and Honors

09/2019 – 08/2023 Selected scholar by Training Program in Prevention, Intervention, and Enhancement

Teaching and Invited Talks

12/2019 Research workshop about Epistemic Network Analysis invited by Professor Jingjing Zhang, in School of Educational Technology, Beijing Normal University, China

Current Projects

[Learning Analytics] Simplification of Epistemic Networks by removing non-dominant nodes based on derived node removal criteria, implementing and comparing stepwise / exhaustive / recursive node removal approaches.

[Learning Analytics] Post analysis of Epistemic Networks Analysis using Bayesian t-test.

[Human-Computer Interaction Design] Design of research tool, Quantitative Ethnography Pipeline, including data processing, coding and modeling.

[Learning Analytics] [Digital Learning Game] Uncover grammar of log data in an epistemic game *iPlan* about urban planning literacy.

Skills

R, Python, SPSS.