

# Hu-Ching Kayla Hsu, PhD

Learning Designer | Researcher

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## Profile

Resourceful instructional designer with project management and communication skills to maximize results in multicultural learning environments

## Core Competencies

- Application of learning theories
- Micro-learning module design
- Technology-enhanced instruction
- Storyboarding
- Project management
- Adult learning motivation

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## Education

**PhD** in Learning Design and Technology

Purdue University | West Lafayette, IN

**Secondary Teaching License** in Mandarin

Indiana University–Purdue University Indianapolis | Indianapolis, IN

**MA** in Journalism

Ball State University | Muncie, IN

**BA** in Journalism

Chinese Culture University | Taipei, Taiwan

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## Instructional Design Tools

Learning Management System: Canvas, Blackboard, D2L, Sakai, Meridian

E-learning Authoring: Articulate 360 (Storyline & Rise), Adobe Captivate

Video Editing: Camtasia, Clipchamp, VideoScribe

User Testing: SCORM Cloud, Review My eLearning

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## Professional Employment

**Instructional Design Manager**      Educational Activities, IEEE | Piscataway, NJ      7/2022–Present

- Collaborate with faculty and industry stakeholders to develop self-directed online courses for continuing education targeting working professionals in engineering fields worldwide
- Work with external vendors to produce multimedia learning modules
- Assist in developing matrices and strategies to evaluate and select production vendors

**Research Assistant Professor**      NYU Tandon School of Engineering | Brooklyn, NY      8/2019–5/2022

- Collaborated with faculty to design and develop engaging online engineering courses incorporating research- and evidence-based teaching methods
- Published articles on enhancing diversity and inclusion in STEM education and conducted research on e-learning design, STEM education, and instructional technology

## Professional Employment (continued)

	<ul style="list-style-type: none"><li>• Provided pedagogical consultation to faculty during prolonged remote teaching period caused by pandemic</li></ul>	
<b>Instructional Designer</b>	NYU Tandon Online   Brooklyn, NY	8/2017–8/2019
	<ul style="list-style-type: none"><li>• Designed online learning materials using various formats such as video-based tutorials, learning glass, animation, and interactive infographics</li><li>• Managed multiple course design projects simultaneously, including conducting needs assessment, developing interactive course content, and identifying misalignment between learning objectives and assessments</li><li>• Created an online graduate assistant training program with a focus on promoting inclusion in online learning environments</li></ul>	
<b>Intern</b>	Language and Communications Programme, United Nations   New York, NY	3/2017–6/2017
	<ul style="list-style-type: none"><li>• Assisted with administrative tasks for professional development programs in multicultural environment</li><li>• Proposed social learning initiative and set up online learning platform for United Nations employees worldwide</li></ul>	
<b>Instructional Design Analyst Intern</b>	The Association of College and University Educators   New York, NY	6/2016–7/2016
	<ul style="list-style-type: none"><li>• Developed strategies to apply Effective Teaching Principles created by Association of College and University Educators in online learning environments</li></ul>	
<b>Graduate Teaching Assistant</b>	Center for Instructional Excellence, Purdue University   West Lafayette, IN	11/2013–12/2016
	<ul style="list-style-type: none"><li>• Created and facilitated online college teaching workshops</li><li>• Provided e-learning project consultation to faculty</li></ul>	
<b>Teacher</b>	Marion High School   Marion, IN	8/2011–6/2013
	<ul style="list-style-type: none"><li>• Utilized constructivist learning approach in large classes</li><li>• Arranged visits by native Chinese speakers to class to interact with students</li></ul>	

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## Research Interests

Virtual reality for education, online learning development, women in STEM, self-determination theory

## Publications

### Book Chapter

Hsu, H. K., & Wang, C. V. (2021). **Assessing the impact of immersive virtual reality on objective learning outcomes based on presence, immersion, and interactivity: A thematic review.** In K. Seo & S. Gibbons (Eds.), *Learning Technologies and User Interaction: Diversifying Implementation in Curriculum, Instruction, and Professional Development*. New York: Routledge.

### Journal articles

Hsu, H. K., & Memon, N. (2021). **Crossing the bridge to STEM: Retaining women students in an online CS conversion program.** *ACM Transactions on Computing Education*, 21(2).

Hsu, H. K. (2020). **Developing online engineering courses: A resource kit for collaboration between faculty and instructional designers.** *Journal of Educational Technology Systems*, 49(1).

Hsu, H. K., Wang, C.V., & Levesque-Bristol, C. (2019). **Reexamining the impact of self-determination theory on learning outcomes in the online learning environment.** *Education and Information Technologies*, 24, 2159–74.

Wang, C., Hsu, H. K., Bonem, E. M., Moss, J. D., Yu, S., Nelson, D. B., & Levesque-Bristol, C. (2019). **Need satisfaction and need dissatisfaction: A comparative study of online and face-to-face learning contexts.** *Computers in Human Behavior*, 95, 114–25.

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## Conference Presentations

Hsu, H. K. (2021). **Retaining women students in an online CS conversion program.** Re-enter STEM through emerging technology: Invited online presentations by NSF RESET Conference.

Hsu, H. K. (2019). **Creating a diverse and inclusive STEM e-learning environment through an online graduate teaching assistant training module.** ASEE 2019 Fall Mid-Atlantic States Conference, New York City, NY.

Hsu, H. K., & Neubauer, K. (2016, November). **Collaborative online professional development: Creating interactive spaces for teaching assistants.** Roundtable presentation at the 41st Annual Professional and Organizational Development Network Conference, Louisville, KY.

Hsu, H. K., Wang, C., & Levesque-Bristol, C. (2016, August). **Testing self-determination theory in online learning environments.** Poster presentation at the American Psychological Association Annual Convention, Denver, CO.

Hsu, H. K., & Zhang, M. (2013, October). **Using online game builders to create fun games for your foreign language class.** Indiana Foreign Language Teacher Association Annual Conference, Indianapolis, IN.

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## Certification

**Computer Supported Collaborative Learning Certificate.** Awarded by LearnLab, Pittsburgh Science of Learning Center, Carnegie Mellon University and University of Pittsburgh, 2015

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## Global and Social Responsibility Engagement

**Monthly pledge** | United Nations International Children's Emergency Fund, since 2016

**End-of-year donation** | Sponsor special projects via Global Giving, World Vision, and American Red Cross