

Hsiao-Ping Hsu

School of STEM Education, Innovation & Global Studies
Dublin City University

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[Scopus](#)
[Google Scholar](#)
[Research Gate](#)

PROFESSIONAL APPOINTMENTS

Sep. 2019 - Present	Assistant Professor School of STEM Education, Innovation & Global Studies, Institute of Education, Dublin City University, Dublin, Ireland
Sep. 2021 – Aug. 2024	Digital Learning Subject Coordinator School of STEM Education, Innovation & Global Studies, Institute of Education, Dublin City University, Dublin, Ireland

VISITING APPOINTMENTS

May 2026	Short-term Visiting Professor University of Padova, Italy Shaping a World-Class University 2025 Programme
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EDUCATION

2015 - 2019	Ph. D. Curriculum and Instruction (Learning Technologies) The University of Texas at Austin, Texas, TX, United States
2011 - 2013	M.S. Geography (Geographic Education) - <i>Summa Cum Laude</i> National Taiwan University
2005 - 2009	B.A. Geography (with secondary geography teaching certificate) - <i>Cum Laude</i> National Taiwan Normal University

REFEREED JOURNAL ARTICLES

He, Y.-F., **Hsu, H.-P.**, Ho, Y.-C., & Yu, C.-S. (accepted). Investigating Local Hazards with an Augmented Reality Sandbox: An Inquiry-Based Lesson Plan for Lower Secondary Geography. *The Geography Teacher*.

Hsu, H. P. & Gorman, A. (2026). Placement Stress and Year-Level Differences in Pre-service Teachers' Use of Generative AI: A Mixed-Methods Study in an Irish Initial Teacher Education Programme. *European Journal of Teacher Education*. <https://doi.org/10.1080/02619768.2026.2692979>

Cheah, Y. H., **Hsu, H. P.**, Lu, J., Alsaka, R. (2026). Preservice Teachers' Prompting Practices and Decision-Making: Exploring Pathways from Talking to Reasoning with Generative Artificial Intelligence. *Journal of Research on Technology in Education*. <https://doi.org/10.1080/15391523.2026.2704778>

- Majumdar, R., Ifenthaler, D., Schumacher, C., Donlon, E., **Hsu, H. P.**, Zagami, J., Heitink, M., & Mueller, W. (2026). Fostering collaborative futures: Multidisciplinary approaches to AI integration in educational ecosystems. *Computers and Education Open*, 11, 100405. <https://doi.org/10.1016/j.caeo.2026.100405>
- Hsu, H. P.** (2026). Artificial Intelligence Literacy and Competency in Pre-Service Teacher Education. *Encyclopedia*, 6(4), 76. <https://doi.org/10.3390/encyclopedia6040076>
- Hsu, H. P.** (2025) An Autoethnographic Study of ESL Academic Writing with ChatGPT: From Psychological Insights to the SUPER Framework. *Cogent Education*, 12(1) <https://doi.org/10.1080/2331186X.2025.2543113>
- Hsu, H. P.** (2025) From Programming to Prompting: Developing Computational Thinking through Large Language Model-Based Generative Artificial Intelligence. *TechTrends*, 69, 485-506 <https://doi.org/10.1007/s11528-025-01052-6>
- Hsu, H. P.**, Mak, J., Werner, J., White-Taylor, J., Geiselhofer, M., Gorman, A., & Torrejon Capurro, C. (2024). Preliminary Study on Pre-Service Teachers' Applications and Perceptions of Generative Artificial Intelligence for Lesson Planning. *Journal of Technology and Teacher Education*, 32(3), 409-437. <https://www.learntechlib.org/primary/p/224413/>
- Hsu, H. P.** (2024). Promote Environmental Awareness and Care by Creating a Virtual Reality Tour for the Local Community. *The Geography Teacher*, 21(3), 119–125. <https://doi.org/10.1080/19338341.2024.2373709>
- Bacalja, A., Nichols, T. P., Robinson, B., Bhatt, I., Kucharczyk, S., Zomer, C., Nash, B., Dupont, B., De Cock, R., Zaman, B., Bonenfant, M., Grosemans, E., Abrams, S. S., Vallis, C., Koutsogiannis, D., Dishon, G., Reed, J., Byers, T., Fawzy, R. M., **Hsu, H. P.**, Lowien, N., Barton, G., Callow, J., Liu, Z., Serafini, F., Vermeire, Z., deHaan, J., Croasdale, A., Torres-Toukoudidis, A., Xu, X., & Schnaider, K. (2024). Postdigital videogames literacies: Thinking with, through, and beyond James Gee's learning principles. *Postdigital Science and Education*, 6(4), 1103–1142. <https://doi.org/10.1007/s42438-024-00510-3>
- Hsu, H. P.** (2023). Can Generative Artificial Intelligence Write an Academic Journal Article? Opportunities, Challenges, and Implications. *Irish Journal of Technology Enhanced Learning*, 7(2), 158-171. <https://doi.org/10.22554/ijtel.v7i2.152>
- Hsu, H. P.**, Cheah, Y. H., & Hughes, J. E. (2023). A Case Study of a Secondary Biology Teacher's Pedagogical Reasoning and Action with Augmented Reality Technology. *Education Sciences*. 2023; 13(11), 1080. <https://doi.org/10.3390/educsci13111080>
- Murphy, R., Ward, F., McCabe, U., Flannery, M., Cleary, A., **Hsu, H. P.**, & Brennan, E. (2022). Recasting embodied and relational teaching in the arts: teacher educators reflect on the potential of digital learning. *Irish Educational Studies*, 41(1), 213-224. <https://doi.org/10.1080/03323315.2021.2022525>
- Hsu, H. P.**, Zou, W., & Hughes, J. E. (2019). Developing elementary students' digital literacy through augmented reality creation: Insights from a longitudinal analysis of questionnaires, interviews, and projects. *Journal of Educational*

Computing Research, 57(6), 1400-1435.
<https://doi.org/10.1177/0735633118794515>

Hsu, H. P., Tsai, B. W., & Chen, C. M. (2018). Teaching geomorphology with web-based geographic information systems (GIS) in a one-computer classroom. *Journal of Geography*, 117(1), 29-39.
<https://doi.org/10.1080/00221341.2017.1346138>

NON-REFEREED JOURNAL ARTICLES

Hsu, H. P. (2024). Unlocking Young Minds Empowering Primary Students' Computational Thinking with Virtual Reality Creation using CoSpaces Edu. In A. L. Marcus (Ed.), *Exploring EdTech Ireland – Issue 7*. EdTech Ireland.
<https://www.exploringedtech.ie/issue-7>

MANUSCRIPTS IN REVISION / UNDER REVIEW

BOOK CHAPTER

Hsu, H. P. (Contributor), Bacalja, A., Nichols, T. P., Robinson, B., Bhatt, I., et al. (2026). *Postdigital videogames literacies: Thinking with, through, and beyond James Gee's learning principles*. In A. Bacalja, B. Robinson, & G. Dishon (Eds.), *Gaming in a Postdigital World* (pp. 61–102). Springer.
https://doi.org/10.1007/978-3-032-21035-7_5

PEER-REVIEWED CONFERENCE PRESENTATIONS

Hsu, H. P. & Gorman, A. (2026, April). *The Stress-Adoption Reconfiguration Pathway: Understanding Pre-Service Teachers' Use of GenAI Across a Four-Year Initial Teacher Education Program*. Paper presented at the 2026 Annual Meeting of the American Education Research Association (AERA), Los Angeles, United States.

Cheah, Y. H., **Hsu, H. P.**, Lu, J., Alsaka, R. (2026, April). *Preservice Teachers' Prompting Practices and Decision-Making in Using GenAI*. Paper presented at the 2026 Annual Meeting of the American Education Research Association (AERA), Los Angeles, United States.

Hsu, H. P. (2025, August). *From Programming to Prompting: Advancing Computational Thinking with Generative Artificial Intelligence*. Paper presented at the Association for Teacher Education in Europe (ATEE) Annual Conference 2025, Dublin, Ireland.

Hsu, H. P., Torrejon Capurro, C., Mak, J., Werner, J., White-Taylor, J., & Geiselhofer, M. (2025, August). *An Exploratory Study of Generative AI Use Among College of Education Students in the U.S. and Ireland: Opportunities, Challenges, and Professional Development Needs*. Paper presented at the Association for Teacher Education in Europe (ATEE) Annual Conference 2025, Dublin, Ireland.

- Hsu, H. P.** & Gorman, A. (2025, May). *How pre-service primary teachers use GenAI across the teacher education journey*. Paper presented at the EdTech 2025 Conference, Waterford, Ireland.
- Hsu, H. P.**, Torrejon Capurro, C., Mak, J., Werner, J., White-Taylor, J., & Geiselhofer, M. (2025, May). *Generative Artificial Intelligence Use and Perceptions Among College of Education Students: Insights from Ireland and the US*. Paper presented at the EdMedia 2025 Conference, Barcelona, Spain.
- Hsu, H. P.**, Torrejon Capurro, C., Mak, J., Werner, J., White-Taylor, J., & Geiselhofer, M. (2025, March). *Exploring Generative AI Use Among College of Education Students: Opportunities, Challenges, and Professional Development Needs in U.S. and Irish Contexts*. Paper presented at the 2025 Annual Conference of the Society for Information Technology and Teacher Education (SITE), Online.
- Hsu, H. P.**, Torrejon Capurro, C., Mak, J., Werner, J., White-Taylor, J., & Geiselhofer, M. (2025, February). Pre-Service Teachers' Experiences and Perceptions of Generative Artificial Intelligence: An International Comparative Study, Education after the Algorithm Symposium, Dublin City University, Dublin, Ireland.
- Leahy, M., **Hsu, H. P.** & McMorrough, A. (2023, March). *Developing pre-service primary teachers' confidence and competence in using Virtual Reality*. Paper presented at the 2023 Computers in Education Society of Ireland (CESI) Conference, Galway, Ireland.
- Flannery, M., Cleary, A., & **Hsu, H. P.** (2022, April). *Un/seeing in art making and digital learning*. Paper presented at the 2022 Educational Studies Association of Ireland (ESAI) Conference, Online.
- Moynihan, D., **Hsu, H. P.**, Butler, D. & Maguire, K. (2022, March). *Reflections on redesigning a game-based learning module for pre-service teachers during the Pandemic Experience*. Paper presented at the 2022 Computers in Education Society of Ireland (CESI) Conference, Online.
- Butler, D., Leahy, M., **Hsu, H. P.** & Moynihan, D. (2021, August). *Building Pre-Service Teachers' Confidence and Competence in Using Game-Based Learning*. Paper presented at the 2021 IFIP TC3 Conference, Tampere, Finland.
- Hsu, H. P.** & Hughes, J. (2020, April). *The effectiveness of the blended learning approach on digital literacy of middle school students with different daily Internet usage patterns*. Paper presented at the 2020 Annual Conference of the Society for Information Technology and Teacher Education (SITE), Online.
- Butler, D., Leahy, M., **Hsu, H. P.** & Moynihan, D. (2020, April). *Impact of pre-service teachers' gaming behaviours on their confidence and competence in applying game-based learning approaches: Implications for Teacher Educators*. Paper presented at the 2020 Annual Conference of the Society for Information Technology and Teacher Education (SITE), Online.
- Li, C., **Hsu, H. P.**, & Hughes, J. (2019, October). How Computer-assisted Data Triangulation Influences Graduate Students' Learning Experience and Outcomes of Qualitative Data Analysis. Paper accepted for the 2019 Association for Educational Communication & Technology (AECT) International Convention, Las Vegas, NV.

- Hsu, H. P.**, Cheah, Y. H., & Hughes, J. (2019, June). *From beginner to expert: A teacher's reflective practice of applying augmented reality*. Paper presented at the 2019 Annual Meeting of International Society for Technology in Education (ISTE), Philadelphia, PA
- Hsu, H. P.**, Cheah, Y. H., & Hughes, J. (2019, April). *A longitudinal and micro-level view of one teacher's technology integration practices: Augmented reality in science*. Paper presented at the 2019 Annual Meeting of the American Education Research Association (AERA), Toronto, Canada.
- Hsu, H. P.**, Zou, W., Hughes, J., & Shi, Y. (2019, April). *Create virtual reality artifacts to develop 21st century skills and environmental literacy*. Paper presented at the 2019 Annual Meeting of the American Education Research Association (AERA), Toronto, Canada.
- Hughes, J., **Hsu, H. P.** (2019, March). *No Tech 4 U! Students' stories of tech abstinence*. Paper presented at the 2019 SXSW EDU, Austin, TX
- Hsu, H. P.**, Hughes, J., Zou, W., & Hsu, T. Y. (2018, October). *An instructional framework that integrates flipped learning, SNS-based learning and project-based learning to facilitate students' development of digital literacy in blended settings*. Paper presented at the 2018 Association for Educational Communication & Technology (AECT) International Convention, Kansas City, MO.
- Hsu, H. P.**, Zou, W., Hsu, T. Y., Hughes, J., & Shi, Y. (2018, October). *Introducing virtual reality into environmental education: develop 21st century skills and environmental literacy through creating virtual reality artifacts*. Paper presented at the 2018 Association for Educational Communication & Technology (AECT) International Convention, Kansas City, MO.
- Shi, Y., **Hsu, H. P.**, & Hsu, T. Y. (2018, October). *Using augmented reality to develop environmental literacy among middle school students*. Paper presented at the 2018 Association for Educational Communication & Technology (AECT) International Convention, Kansas City, MO.
- Zou, W., **Hsu, H. P.**, & Wang, C. T. (2018, October). *Teaching scratch programming in flipped classroom and guided discovery contexts*. Paper presented at the 2018 Association for Educational Communication & Technology (AECT) International Convention, Kansas City, MO.
- Hsu, H. P.**, Zou, W., & Hughes, J., & Wang, C. T. (2018, April). *Develop elementary students' digital literacy by creating augmented reality artifacts in a situated and cumulative way*. Paper presented at the 2018 Annual Meeting of the American Education Research Association (AERA), New York City, NY.
- Hsu, H. P.**, Zou, W., Hughes, J., Hsu, T. Y., & Huang, H. P. (2017, December). *International collaboration to develop 21st century skills and environmental and cultural awareness using augmented reality and virtual reality*. Paper presented at the 2018 Reimagine Education Awards & Conference, Philadelphia, PA.
- Hsu, H. P.**, Zou, W., & Hughes, J. (2017, November). *Learn from peers with different expertise: Interdisciplinary project-based learning in 5C competencies and content knowledge in a Taiwanese middle school*. Paper presented at the 2017

Association for Educational Communication & Technology (AECT)
International Convention, Jacksonville, FL.

- Hsu, H. P.**, Zou, W., Huang, H. P., & Hsu, T. Y. (2017, May). *The pilot study to exploring the integration of digital literacy and geography education: Two case studies from an elementary school and a middle school in the northern area of Taiwan*. Paper presented at the 2017 International Geographical Convention, Taipei, Taiwan.
- Hsu, H. P.**, Zou, W., & Hughes, J. (2017, March). *A pilot study: Project-based-learning with social media in digital literacy education at the K-12 level in Taiwan*. Paper presented at the 2017 Annual Conference of the Society for Information Technology and Teacher Education (SITE), Austin, TX.
- Hsu, H. P.**, Tsai, B. W., & Chen, C. M. (2016, November). *Could we teach geomorphology using web-based GIS effectively in a one-computer classroom?* Paper presented at the 2016 Association for Educational Communication & Technology International Convention (AECT), Las Vegas, NV.
- Hsu, H. P.** (2013, May). *Using Web-GIS and GIS data to teach geomorphology in a one-computer classroom*. Paper presented at the 9th Minister of Education Educational Practice and Theory and Twelve-year Compulsory Education Conference, Taipei, Taiwan.
- Hsu, H. P.** (2013, March). *Evaluation of adaptability for teaching fluvial morphology with GIS in a senior high school*. Paper presented at the 7th Minister of Education National Annual Teaching with Informational Technology Conference, Taipei, Taiwan.
- Hsu, H. P.** (2012, June). *Production networks transformed through electronic commerce: A case study of the peach industry in Taoyuan County*. Paper presented at the 16th Taiwan Geographic Academic Conference, Taipei, Taiwan.
- Hsu, H. P.** (2008, March). *Escapism and McDonald's: A case study of the spatial behaviour of older people at McDonald's restaurants in Taipei*. Paper presented at the 1st Saylingwen Cultural and Educational Foundation Academic Conference, Taipei, Taiwan.

NON-REFEREED PRESENTATIONS

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| 2026 | From the Elephant in the Room to Professional Dialogue: Open Research on Pre-service Teachers' Use of Generative AI in School Placement. Selected presentation for Open Research Connections, Dublin City University, Dublin, Ireland. |
| 2026 | Starting Points for iSTEM: From Disciplinary Roots to Integrated Practice, STEM Education Conference 2026, Mary Immaculate College, Limerick, Ireland. |
| 2026 | Designing with, against, and beyond Generative AI: From AI literacy to AI competency in teacher education, Researching Practice, & Practising Research Day 2026, Institute of Education, Dublin City University, Dublin, Ireland. |
| 2026 | Placement Stress and Generative Artificial Intelligence Use among Pre-Service Teachers during School Placement, Center for the |

- Advancement of Science Teaching and Learning (CASTeL) Lunch Seminar, Institute of Education, Dublin City University, Dublin, Ireland.
- 2025 How pre-service primary teachers use Generative AI across the teacher education journey (Gasta Presentation), Researching Practice, & Practising Research Day 2025, Institute of Education, Dublin City University, Dublin, Ireland.
- 2025 Teaching with Generative AI: A Practice-Based Approach to AI Literacy in Initial Teacher Education, Researching Practice, & Practising Research Day 2025, Institute of Education, Dublin City University, Dublin, Ireland.
- 2024 Pre-Service Teachers' Applications and Perceptions of Generative Artificial Intelligence for Lesson Planning (Gasta Presentation), Researching Practice, & Practising Research Day 2024, Institute of Education, Dublin City University, Dublin, Ireland.
- 2024 Just an Hour, Arizona State University, Online
- 2024 Exchange of New Insights and Experiences in Future Curriculum Development- Perspectives from Ireland, Tunghai University, Taichung, Taiwan
- 2023 The Affordances of Artificial Intelligence (AI) in Assessment, Researching Practice, & Practising Research Day 2023, Institute of Education, Dublin City University, Dublin, Ireland.
- 2023 Introduction to the Teacher Education System in Ireland - Using Dublin City University as an Example, Tunghai University, Taichung, Taiwan
- 2021 Post Primary Geography Education and Digital Learning Technologies in Ireland, National Taiwan Normal University, Taipei, Taiwan.
- 2020 Digital Literacy Education in Everyday Life, 2020 Annual Meeting of Chinese Scholars in Europe, Science and Technology Division Taipei Representative Office in the UK, Online
- 2019 Digital technologies in Mother Tongue Language Education, Mother Tongues, Dublin, Ireland
- 2019 Applying Augmented Reality (AR) and Virtual Reality (VR) in Inquiry-based STEM Education, Keelung Municipal Ren Ai Elementary School, Keelung City, Taiwan
- 2018 Teaching Social Science with Augmented Reality (AR) and Virtual Reality (VR): An Inquiry-Based Instructional Design and Implementation, National Taitung Senior High School, Taitung County, Taiwan.
- 2018 The Combination of Flipped Classroom Pedagogy and Learning by Design to Develop 21st Century Skills, Digital Literacy and Environmental Literacy, International Division, 2018 Association for Educational Communication & Technology (AECT) International Convention, Kansas City, MO.
- 2018 The Integration of Virtual Reality in Teaching 21st Century Skills and Environmental and Cultural Awareness, Design and Development Division, 2018 Association for Educational Communication & Technology (AECT) International Convention, Kansas City, MO.

CURRICULUM VITAE

- 2017 From Consumer to Creator: Applying Augmented Reality and Virtual Reality in Geographic Education as well as 21st Century Skills Education, National Taiwan Normal University, Taipei, Taiwan.
- 2017 Studying in the United States and Tips for Scholarship Application Workshop, Ministry of Education, Taipei, Taiwan.
- 2017 Fulbright Scholarship Application, National Taiwan Normal University, Taipei, Taiwan.
- 2017 Applying Google Earth in Inquiry-based Geography Education, Taipei Municipal Zhong Shan Girls High School, Taipei, Taiwan.
- 2016 Applying Aurasma and Roundme in Teaching Environmental Literacy and 21st Century Skills, Da-You Junior High School, Taoyuan, Taiwan.
- 2016 Creating Augmented Reality to Facilitate Digital Literacy at Elementary School Level, Yong-An Elementary School, Taipei, Taiwan.
- 2016 Studying in the United States and Fulbright Scholarship Application, Fulbright Taiwan and Foundation for Scholarly Exchange, Taipei, Taiwan.

HONOURS/AWARDS

- 2026 **Best Paper Award**, Instructional Technology (IT) SIG, American Educational Research Association (AERA).
- 2026 **Outstanding Reviewer Award**, Technology as an Agent of Change in Teaching and Learning (TACTL) SIG, American Educational Research Association (AERA).
- 2026 **Shortlisted for the 2026 President's Awards for Excellence in Teaching & Learning- Team Category**, Dublin City University, Ireland
- The most prestigious university-wide award that recognises outstanding contributions to DCU's Teaching and Learning Team members: **Hsiao-Ping Hsu**, Margaret Leahy, Denis Moynihan, Anne McMorrough and Amina Charania
- 2025 **Selected Visiting Professorship**, Shaping a World-Class University 2025 Programme, University of Padua, Italy (€1,500).
- 2025 **Gasta Research Presentation Award**, Researching Practice & Practising Research Day 2025, Institute of Education, Dublin City University
- 2024 **Gasta Research Presentation Award**, Researching Practice & Practising Research Day 2024, Institute of Education, Dublin City University
- 2020 **The Most Popular Presentation Award**, 2020 Annual Meeting of Chinese Scholars in Europe, Science and Technology Division Taipei Representative Office in the UK, Online
- 2020 **Shortlisted for the 2020 President's Awards for Excellence in Teaching & Learning- Team Category**, Dublin City University, Ireland
- The most prestigious university-wide award that recognises outstanding contributions to DCU's Teaching and Learning

- Team members: Deirdre Butler, Margaret Leahy, Denis Moynihan, and **Hsiao-Ping Hsu**
- 2019 **Outstanding Graduate Student Research Fellowship in Technology Innovation and Application**, Foxconn Education Foundation, (\$3,300)
 - 19 fellows were selected from a competitive pool of 174 candidates. Judged by well-known professors in STEM fields and vice presidents and senior executive officers of Foxconn and entrepreneurs with strong reputations.
 - Foxconn is the world's largest contract electronics manufacturer and the fourth-largest information technology company by revenue all over the world.
- 2019 **Dissertation Writing Fellowship**, Department of Curriculum and Instruction, College of Education, The University of Texas at Austin, TX, United States (\$19,389)
 - Only one PhD candidate would be funded annually based on the applicant's dissertation significance and past research performance
- 2018 **Outstanding Student Practice of Educational Technology in an International Setting**, International Division, Association for Educational Communication & Technology (AECT)
 - One of three prestigious student awards offered by AECT in 2018
- 2018 **Nova Southeastern Award for Outstanding Practices by a Graduate Student in Instructional Design**, Design and Development Division, Association for Educational Communication & Technology (AECT) (\$250)
 - One of three prestigious student awards offered by AECT in 2018
- 2018 **Faculty/Student Collaborative Award**, College of Education, The University of Texas at Austin, TX, United States (\$490; 2x),
- 2017 **2018 Reimagine Education Award** – Bronze Winner of Virtual/Augmented Reality Category.
 - Team leader, project manager, and chief curriculum innovator and designer
 - Project title: *International collaboration to develop 21st century skills and environmental and cultural awareness using augmented reality and virtual reality.*
 - Participants: 1,200 Elementary and Middle School Students
 - The most prestigious international competition, garnering more than 1,200 international applications, organized by the Wharton Business School at the University of Pennsylvania and

Quacquarelli & Symonds, aiming to acknowledge and reward the most successful initiatives in creating a transformational educational experience, enhancing student learning outcomes and employability all over the world.

- 2017 **College of Education Graduate Student Research Award**, The University of Texas at Austin, TX, United States
- 2017 **The Best 100 Curriculum and Teaching Innovations in Taiwan***
- Chief curriculum designer
 - The most prestigious annual competition for educational innovation in Taiwan, judged by professors of the college of education, educators, and entrepreneurs with strong reputations (\$1,700)
- 2017 **Middle School Teaching Excellence Competition in Taoyuan City, Taiwan**, Second Prize. Chief curriculum designer and program evaluator (\$700)
- 2017 **Elementary School Educational Action Research Competition in Taipei City, Taiwan**, First prize. Chief curriculum designer and program evaluator (\$200)
- 2017 **Faculty/Student Collaborative Award**, College of Education, The University of Texas at Austin, TX, United States (\$570)
- 2017 **Graduate Student Assembly Travel Grant**, The University of Texas at Austin, TX, United States (\$250)
- 2016 **Henderson Foundation Scholarship**, College of Education, The University of Texas at Austin, TX, United States (\$1,000)
- 2016 **Graduate Student Professional Development Award**, College of Education, The University of Texas at Austin, TX, United States (\$457)
- 2015-2019 **Government Fellowship for Studying Abroad**, the Ministry of Education, Taiwan (US\$168,000)
- 2015 **Graduate Student Professional Development Award**, College of Education, The University of Texas at Austin, TX, United States (\$200)

EXTERNAL AND INTERNAL GRANT WRITING EXPERIENCE

- 2026 **Staff Publications Research Funding Award**, Institute of Education, Dublin City University (Funded, €1,974)
Preservice Teachers' Prompting Practices and Decision-Making in Using Generative Artificial Intelligence
Principal Investigator: Hsiao-Ping Hsu
- 2025 **Artificial Intelligence, Planning and Preparation for Learning and Teaching, Request for Quote Information**, National Council for Curriculum and Assessment (NCCA), Ireland (Unfunded, €31,923.35)
CoPlanAI: Exploring Socratic Dialogue in AI Tools for Planning and Preparation in Primary Education
Lead Principal Investigator: Hsiao-Ping Hsu

- 2025 **Staff Publications Research Funding Award**, Institute of Education, Dublin City University (Funded, €1,985)
Pre-Service Teachers' Use of Generative AI for Lesson Planning: Exploring the Impact of Stress and Academic Procrastination During Professional Placement
Principal Investigator: Hsiao-Ping Hsu
- 2025 **International Conference Attendance Call**, Institute of Education, Dublin City University (€1,500)
- 2025 **Research Rolling Call 1 Funding Scheme**, Institute of Education, Dublin City University (€1,000)
- 2025 **CASTEL Research Rolling Call 1 Funding Scheme**, Institute of Education, Dublin City University (Two-time Funded, €1,000 & €452)
- 2024 **Staff Publications Research Funding Award**, Institute of Education, Dublin City University (Funded, €1990)
Investigation of the Relationships between Higher Education Students' Use of Camera, Personality Traits, and Class Participation In Online Learning Settings.
Principal Investigator: Hsiao-Ping Hsu
- 2025 **Centre for the Advancement of STEM Teaching and Learning (CASTeL) Funding**, Dublin City University, Two-time recipient in 2025 (€1,000 and €452)
- 2024 **2024 National Science and Technology Council Taiwanese Overseas Pioneers Grants Young Scholars**, National Science and Technology Council, Taiwan (Unfunded, €17,561.63)
Project title: Constructionism in the Age of Large Language Model Generative Artificial Intelligence: A Constructionist Prompting
Principal Investigator: Hsiao-Ping Hsu
- 2024 **Research Rolling Call 2 Funding Scheme**, Institute of Education, Dublin City University (Funded, €980)
Project title: Explore Local Large Language Model-Based Generative Artificial Intelligence Tools
Principal Investigator: Hsiao-Ping Hsu
- 2023 **DCU/ASU Cross-Institutional Seed Grant**, Dublin City University and Arizona State University (Funded, €5,000)
Project title: Exploring Pre-Service Teachers' Perceptions of Generative Artificial Intelligence in Educational Planning and Implementation
Principal Investigator: Hsiao-Ping Hsu
- 2021 **Collaborative Research Funding Award**, Institute of Education, Dublin City University (Funded, €3,950)
Project title: Learning through Collaboration: Critical Reflection on the Performativity of Teaching in Virtual and In-person Teaching Spaces using Artistic, multimodal, and Phenomenological Approaches.
Principal Investigator: Regina Murphy
- 2021 **SCoTENS Research Project**, The Standing Conference on Teacher Education, North and South (Unfunded)

- Project title: A Mixed-Method Approach to Examining the Relationships between Higher Education Students' Use of Camera, Personality Traits, Class Participation and Academic Performance in Blended and Online Learning Settings
Principal Investigator: Hsiao-Ping Hsu
- 2017 **Graduate Student Awarded Research Grant**, College of Education, The University of Texas at Austin, TX, United States (Funded, \$2,000)
- Project title: A Pilot Study: Leveraging the Power of Project-based Learning and Social Media in Digital Literacy Education
Principal Investigator: Hsiao-Ping Hsu
- 2015-2017 **Fulbright Graduate Study Grant** (No. PS00180920), the Department of State's Bureau of Educational and Cultural Affairs, United States (Funded, \$32,000)
- 2008 **Undergraduate Student Research Grant** (No. 97-2815-C-003-039-H), the Ministry of Science and Technology, Taiwan (Funded, \$1,600)
- 2007 **Undergraduate Student Research Grant** (No. 96-2815-C-003-022-H), the Ministry of Science and Technology (Funded, \$1,600)

CURRENT AND RECENT TEACHING

2024–Present	EDP1037 Meaning Making with Multimedia
2019–Present	EDP1083 Research Project
2019–Present	EDP1159 Digital Learning
2019–Present	EDP1003 Enabling Learning
2025–2026	EDP1050 Designing, Learning with Digital Technologies
2021–2023	ED1024 Teacher as a Reflective Practitioner
2020–2023	ED8039 Enable Learning
2019–2021	ED2033 Reflection and Enquiry

MENTOR EXPERIENCE

- 2024– **Second Advisor, Doctor of Education Thesis, Institute of Education, Dublin City University**
- Student: Irene Stone
- Topic: An Exploration of How Generative AI Can Support Programming Learning at Upper Post-Primary Level
- 2025-2026 **Advisor, Master of Education Thesis, Institute of Education, Dublin City University**
- Student: Neeve Hyland
- Topic: How Primary Teacher Sponsors Justify, Recognise and Sustain Computational Thinking Alignment: A Qualitative Study of the Dream Space Ambassador Programme
- 2022-2023 **Advisor, Master of Education Thesis, Institute of Education, Dublin City University**
- Student: Niamh Sarah Redmond

- 2022-2023

- Topic: Using Virtual Reality for learning: Can a Sense of Place be developed in a 6th Class Primary School Classroom
 - Advisor, Master of Education Thesis, Institute of Education, Dublin City University**
 - Student: Claire McGowan
- 2021-2022

- Topic: The use of Scratch in teaching narrative writing to 4th Class students in a constructionist learning environment
 - Co-Advisor, Master of Education Thesis, Institute of Education, Dublin City University**
 - Student: Conor Mc Bride
- 2014-2015

- Topic: Five years after the launch of the Digital Learning Framework for Primary Schools (DES, 2017): How Early-Career Primary Teachers in Ireland are Embedding Digital Technologies in Classroom Practice
 - First Co-Advisor, 13th National Geographic Olympics in Taiwan**
 - The third best paper from 162 competitors
- 2014-15

- Topic: The Analysis and Prediction of Typhoon Track Deflection in Eastern Taiwan
 - Second Co-Advisor, 54th National Science Fair Competition for Senior High School Students in Eastern Taiwan**
 - The best paper from 22 competitors
- 2013-14

- Topic: The Analysis of Typhoon Track Deflection and Looping Motion in Eastern Taiwan
 - First Co-Advisor, 12th National Geographic Olympics in Taiwan**
 - Honourable mention
 - Topic: The location analysis of fine art shops in Hualien.

SCHOLARLY ENGAGEMENT / INVITED ACADEMIC CONTRIBUTIONS

- 2026

Contributor, *Gaming in a Postdigital World* (Springer, Postdigital Science and Education Series), edited by Alexander Bacalja, Bradley Robinson, and Gideon Dishon. Contributed to the international collective writing project, *Postdigital Videogames Literacies: Thinking with, Through, and Beyond James Gee's Learning Principles*.
- 2025

Member, Thematic Working Group 8 (Artificial Intelligence, Big Data, Teaching and Learning: Future Challenges and Opportunities), EDUsummIT 2025, Dublin City University, Ireland. Invitational international summit under the patronage of UNESCO involving researchers, policymakers, and practitioners from 29 countries.

PROFESSIONAL SERVICE AND ENGAGEMENT

Research Proposal Evaluation

2026 Invited External Scientific Evaluator, Swiss National Science Foundation (SNSF), Switzerland

Editorial Board Memberships

2024 - Editorial Review Board Member, *Journal of Technology and Teacher Education*
Present
2024- Present Editorial Review Board Member, *Journal of Interactive Learning Research*

Journal Reviewing

2026 - Reviewer, *Teaching and Teacher Education*
Present
2026 - Reviewer, *International Journal of STEM Education*
Present
2026 - Reviewer, *Improving Schools*
Present
2025 - Reviewer, *Humanities and Social Sciences Communications*
Present
2025 - Reviewer, *BMC Medical Education*
Present
2024 - Reviewer, *Education and Information Technologies*
Present
2024 - Reviewer, *International Journal of Information and Education Technology*
Present
2023 - Reviewer, *Irish Journal of Technology Enhanced Learning*
Present
2023 - Reviewer, *Education Sciences*
Present
2022 - Reviewer, *Journal of Geography in Higher Education*
Present
2022 - Reviewer, *Pedagogies: An International Journal*
Present
2020 - 2023 Reviewer, DCU First Lego League Competitions

PROFESSIONAL MEMBERSHIPS

2022- Present Computers in Education Society of Ireland (CESI)
2022- Present Educational Studies Association of Ireland (ESAI)
2021- Present International Federation for Information Processing (IFIP) – Working Group 3.3. Intending Member
2017- Present American Educational Research Association (AERA)
2017, 2020, Society for Information Technology and Teacher Education (SITE):
2025
2016- Present Association for Educational Communications and Technology (AECT)