

Lilly (Li-Fen) Lu

lillylu@unomaha.edu

EDUCATION

- **Ph.D.**, major in Curriculum & Instruction, specializing in Art Education; minor in Instructional Systems Technology, **Indiana University, Bloomington** (2000).
- **M.A.**, Instructional Systems Technology, **Indiana University, Bloomington** (1995).
- **B.A.**, Educational Media and Library Science, specializing in Instructional and Informational Design, **Tamkang University, Taiwan** (1987-1991).

CURRENT POSITION

- **Assistant Professor**, Department of Art & Art History, University of Nebraska at Omaha (2014-present)

PREVIOUS POSITIONS

- **Assistant Professor**, Division of Art + Design Education, School of Art, Northern Illinois University (2006-2014)
- **Research Fellow**, Digital Convergence Lab, Northern Illinois University (2011- 2014)
- **Collaborator**, Center for Technology in Learning and Teaching, Curriculum & Instruction, Iowa State University (2005-2006)
- **Instructional Development Specialist**, Learning Technologies, Center for Excellence in Learning and Teaching, Iowa State University (2003-2005)
- **Adjunct faculty**, Art Education Program, Indiana University (Summer, 2002 - 2004)
- **Research Associate**, Collaborative Teacher Education Project, Curriculum and Instruction, funded by a grant from the U.S. Office of Special Education, Indiana University (2002 - 2003)
- **Project Coordinator & Developer**, at the Center for Research on Learning and Technology, School of Education, Indiana University (2000-2001)
- **Project Coordinator & Developer**, iUNi (Information Universe) project at Indiana University (2000)

RESEARCH INTERESTS

- Digital/new media and digital visual culture
- 3D virtual worlds pedagogy and research methods
- Gaming (video games, game design, & play/game pedagogy)
- Online learning, e-learning, & community of practice
- Integrating digital technology into art education and in teacher education
- Web 2.0 tools and social media
- Mobile technology and application

GRANTS & FUNDS

- Director of **Minecraft and Game Design Camps for KANEKO** (\$6108) (2017)
 - Principal Investigator, recipient of **2015 National Art Education Foundation (NAEF) Research Grant** entitled "Empowering the Digital Generation through Creating Highly Interactive Virtual Environments (HIVEs)," (\$8,250) (2015-2016)
 - Principal Investigator, recipient of **2015 Kelly Endowed Fund award** for the project "Creating Blended Learning Environments for the Media Arts program"(\$25,000)(2015-2017).
 - Principal Investigator, recipient of **2012 Northern Illinois University Opportunity Summer Research and Artistry Grant** entitled "Highly interactive virtual environments as new art learning spaces for the digital generation"(\$15, 000) (2012-2013).
 - Principal Investigator, recipient of **2011 Northern Illinois University Foundation Venture Grant** entitled "Engaging students through highly interactive virtual environments (HIVE) in the 21st Century"(\$15, 309) (2011-2013)
 - Principal Investigator, recipient of **2008 National Art Education Foundation (NAEF) Research Grant** entitled "Technology as Culture Interface: Engaging Students in Art Learning in 3D Virtual Communities" (\$5,000) (2008-2009)
 - Principal Investigator, recipient of Northern Illinois University **2007 Summer Research and Artistry Grant** entitled "Art Cafe- a 3D virtual learning environment for art"(\$6,000)(2007-2008)
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PUBLICATIONS

Art Education

- Lu, L.F. (2017, in progress). Investigating Art Students' Learning in Highly Interactive Virtual Environments (HIVEs): A Mixed-Methods Study.
- Lu, L.F. & Etherington, M. (2017, in progress). Engaging Digital Makers through Interactive Virtual Art Makerspaces: Possibilities, Changes, and Challenges in Art Education.
- Lu, L.F. & Yang, G. M. (2016-2018, in progress). *American Visual Arts Education in a Digital Age: Integrating Technology and Media Arts into the 21st Century Art Education* (Y. Cooper Ed.): Hunan Fine Arts Publishing, China.
- Lu, L. F. (2015). Creative expression in 3D virtual worlds: Embracing creativity, imagination, and innovation in a virtual age. In Zimmerman, E. & Bastos, F. (Eds), *Creativity and art education*. National Art Education Association: Reston, VA.
- Lu, L. F. (2014). Potentials and challenges of 3D virtual worlds for art education in a virtual age. In Stokrocki, M. (Eds.), *Explorations in virtual worlds: New literacy and learning platforms*. National Art Education Association: Reston, VA.
- Lu, L. F. (2013). 3D virtual worlds as art media and exhibition arenas: Students' responses and challenges in contemporary art education. *Studies in Art Education*, 54(3), 232-245.
- Lu, L. F. (2012). 3D virtual worlds as new art medium and learning spaces for art education. *NAEA News*, 54 (1).
- Lu, L. F. (2010). Demystifying three-dimensional virtual worlds for art education. *Journal of International Society for Education through Art*, 6(3), 279-291.
- Lu, L. F. (2010). Teaching 21st century art education in a virtual age: Art Café @ Second Life. *Art Education*, 63(6), 19-24.
- Lai, A. & Lu, L. F. (2009). Integrating feminist pedagogy with online teaching: Facilitating critiques of patriarchal visual culture. *Visual Culture & Gender*, 4, 56-65.

- Lu, L. F. & Lai, A. (2009). Marriage of feminist pedagogy and online learning: Teaching gender and visual culture online. *Proceedings of Society for Information Technology & Teacher Education (SITE) International Conference 2009*.
- Lu, L. F. (2009). Teaching and learning in 3D virtual worlds: Seven art teachers' adventures in Second Life. *Proceedings of Society for Information Technology & Teacher Education (SITE) International Conference 2009*.
- Lu, L. F. (2009). Second Life: New art learning opportunities in the digital age. *NAEA News*, 51(4), 21.
- Lu, L. F. (2008). Art Café: A 3D virtual learning environment for art education. *Art Education*, 61(6), 48-53.
- Lu, L. F. (2008). Teaching art in a 3D virtual environment: Theory and practice. *Proceeding of International Society for Education Through Art (InSEA) Conference in Osaka, Japan*.
- Lai, A. & Lu, L. F. (2007). Facilitative strategies for enhancing knowledge construction through asynchronous discussion in an online art course. *Proceedings of Society for Information Technology & Teacher Education (SITE) International Conference 2007*. Charlottesville, VA: Association for the Advancement of Academic Computing.
- Lu, L. F. (2005). Pre-service art teacher negative attitudes and perceptions of computer-generated art imagery: Recommendations for pre-service art education program. *Visual Arts Research*, 31(1), 89-102.
- Lu, L. F. (2005). Recommendations for changing pre-service art teachers' negative attitudes toward computer-generated art imagery. *Proceedings of Society for Information Technology & Teacher Education International Conference (SITE) International Conference 2005*. Charlottesville, VA: Association for the Advancement of Academic Computing.
- Lu, L. F. (2000). A descriptive study of pre-service art teachers' responses to computer-generated and non computer-generated art images. Ph.D. dissertation, Indiana University, Bloomington.
- Lu, L. F. (1999). Using technologies in art education: A review of current issues. *InSEA News* 6(1), 5-6.

Instructional Technology

- Lu, L. F. (2013). 3D virtual worlds as creative pedagogy for art education: Art Café@Second Life. In Lennex, L. & Nettleton, K (Eds.), *Cases on 3D Technology Application and Integration in Education*. IGI Publication.
- Lu, L. F. (2011). Art education avatars in action: Preparing art teachers for learning and teaching in a virtual age. *Journal of Technology and Teacher Education*, 19 (3), 287-301.
- Lu, L. F. (2011). Engaging students through 21st century art learning: 3D virtual world pedagogy. In Cleborne D. Maddux (Ed.), *Research Highlights in Technology and Teacher Education 2011*. Association of Advancement of Computing in Education (AACE).
- Lu, L. F. (2011). Engaging students through 21st century art learning: 3D virtual world pedagogy. *Proceedings of the Society for Technology and Teacher Education (SITE) International Conference 2011 in Nashville, TN*.
- Lu, L. F. (2010). Art education avatars in action: Learning, teaching, and assessing in 3D virtual art learning environments. In Annetta & Bronack (Eds.), *Serious educational game assessment: Practical Methods and Models for Educational Games, Simulations and Virtual Worlds*. New York: Sense Publishers.
- Annetta, L., Kirkley, J., Ketelhut, D., Savvides, P., Lu, L., Dunleavy, M., Jones, G., Lamb, R., Stone, M., Kirkley, S., Johnson-Glenberg, M., Birchfield, D. & Heinecke, W. (2010). Assessment in Serious Educational Game, Simulations and Virtual Worlds, Part 2. In D. Gibson & B. Dodge (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2010* (pp. 1832-1833). Chesapeake, VA: AACE.

- Lu, L. F. (2010). Designing virtual learning events for 21st century art education. *Proceedings of the Society for Technology and Teacher Education (SITE) International Conference 2010*.
- Lu, L. F. (2010). Art education avatars in action: Assessing learning in 3D virtual art learning environments. *Proceedings of the Society for Technology and Teacher Education (SITE) International Conference 2010*.
- Lu, L. F., Lai, A. & Jeng, I. (2008). Engaging students in online art discussions: Effectiveness of knowledge construction and instructor facilitative strategies. *Proceedings of the Society for Technology and Teacher Education (SITE) International Conference 2008*.
- Lu, L. F. & Jeng, I. (2006). Knowledge construction in in-service teacher online discourse: Impacts of instructor roles and facilitative strategies. *Journal of Research on Technology in Education*, 39(2), 205-224.
- Lu, L. F. (2006). Assessing knowledge construction in in-service teacher online discourse: Recommendations for online teacher education. *Proceedings of the Society for Technology and Teacher Education (SITE) International Conference 2006*.
- Ho, A., Lu, L. F., & Thurmaier, K. (2006). Testing the reluctant professor's hypothesis: Evaluating a blended-learning approach to distance education. *Journal of Public Affairs Education*, 12(1), 81-102.
- Lu, L. F. (2004). Facilitating student online discussions: Effective instructional design and strategies. *Proceedings of World Conference on eLearning in Corporation, Government, Health, & Higher Education* (Vol. 2004, pp. 1359-1363). Washington, DC.
- Knapczyk, D., Chapman, C., Kelly, M. & Lu, L. (2002) Using web-based conferencing to promote interactivity and collaboration in teacher preparation. *Proceedings of the Society for Technology and Teacher Education (SITE) International Conference 2002*. Charlottesville, VA: Association for the Advancement of Academic Computing.

PRESENTATIONS

Art Education

- Lu, L. F. (2017). *Investigating Art Students' Learning in Highly Interactive Virtual Environments (HIVES): A Mixed-Methods Case Study*. Invited panel presentation presented for the Research Commission's Pre-conference at National Art Education Association (NAEA) convention in NYC.
- Lu, L. F. & Eitherington, M. (2017). *Engaging Digital Makers through Interactive Virtual Art Makerspaces*. Presented at National Art Education Association (NAEA) convention in NYC.
- Lu, L. F. (2016). *New Media, Technology, and Virtual Art Making/ Creating Interactive 3D Virtual Art Spaces For Contemporary Art & Design Education*. AET Smackdown panel presentation at National Art Education Association (NAEA) convention in Chicago.
- Lu, L. F. & Eitherington, M. (2016). *Machinima Art: Virtual Storytelling Projects by Art Education Students*. Presented at National Art Education Association (NAEA) convention in Chicago.
- Lu, L. F. (2015). *Virtual Storytelling: Students as Creators in the Making of Machinima Art*. Presented at Nebraska Art Teachers Association (NATA) convention in Omaha, NE.
- Lu, L. F. (2015). *Students Dream It, They Build It: 3D Virtual Worlds Enter A High School*. Presented at Nebraska Art Teachers Association (NATA) convention in Omaha, NE.
- Lu, L. F. (2015). Design thinking for new media arts: Digital game design. Presented at National Art Education Association (NAEA) convention in New Orleans.
- Bae-Dimitriadis, M., Lu, L. F., Lee, O., & Kundu, R. (2015). *Invisible to visible: Challenges and opportunities for Asian Art Educators*. Invited panel presentation presented at National Art Education Association (NAEA) convention in New Orleans.

- Lu, L. F., Settapani, J., & James, G. (2013). *Students dream it, they build it: 3D virtual worlds enter a high school*. Presented at National Art Education Association (NAEA) convention in Dallas.
- Patton, R., Shin, R., & Lu, L. F. (2013). *Learning from digital game design, part two: Teaching game design*. Invited panel presentation at National Art Education Association (NAEA) convention in Dallas.
- Sweeny, B., Lu, L. F., Patton, R., & Shin, R. (2012). *Learning from digital game design*. Invited panel presentation at National Art Education Association (NAEA) convention in New York City.
- Lu, L. F. & Etherington, M. (2012). *Digital games as a contemporary art form: Middle school students' responses to social issues*. Presented at National Art Education Association (NAEA) convention in New York City.
- Lu, L. F., Etherington, M., James, G., Bickus, J., Padgett, G. (2011). *3D virtual worlds as virtual learning playgrounds for 21st century art education: Art Café@Second Life*. Presented at Illinois Art Education Association (IAEA) State Conference, Normal, IL.
- Lu, L. F. & Etherington, M. (2011). *3D virtual worlds as a new art medium and a virtual playground: Embracing creativity, imagination, and innovation in a virtual age*. Presented at National Art Education Association (NAEA) convention in Seattle.
- Lu, L. F. & Etherington, M. (2011). *Digital game making: A participatory art learning for critical and active creators*. Presented at National Art Education Association (NAEA) convention in Seattle.
- Lu, L. F. (2011). *Integrating 3D virtual worlds into art education: Lessons learned from Art Café @ Second Life*. Presented at American Educational Research Association (AERA) convention in New Orleans.
- Lu, L. F. (2011). *Engaging students through 21st century art learning: 3D virtual world pedagogy*. Presented at Society for Information Technology & Teacher Education (SITE) International Conference hosted by Association for the Advancement of Computing in Education (AACE) in Nashville.
- Lu, L. F. (2010). *When minds meet in virtual worlds: Art Café events in Second Life*. Presented at National Art Education Association (NAEA) convention in Baltimore.
- Stokrocki, M., Lu, L. F., Taylor, P., & Carpenter, S. (2010). *Virtual world immersive adventures: Building/teaching/learning/researching/networking in Second Life*. Invited panel presentation at National Art Education Association (NAEA) convention in Baltimore.
- Yang, G., Lu, L. F., & Cheng, M. (2010). *Redefining collaboration, authorship, and writing with TeachArt Wiki: Cross-cultural comparison*. Presented at National Art Education Association (NAEA) convention in Baltimore.
- Shin, F., Kim, J., Tokun, M., & Lu, L. F. (2010). *Issues forum: Teaching visual culture: International and intercultural perspectives III*. Invited panel presentation at National Art Education Association (NAEA) convention in Baltimore.
- Lu, L. F. (2009). *Integrating technology into art education in the 21st century: A curriculum proposal for preservice art education*. Presented at National Art Education Association (NAEA) convention in Minneapolis.
- Lu, L. F. & Han, S. (2009). *Creating an immersive virtual world for 21st Century Art learning: Lessons learned from Art Café @ Second Life*. Presented at National Art Education Association (NAEA) convention in Minneapolis.
- Lai, A. & Lu, L. F. (2009). *A feminist approach to teach visual culture: A case study of online discussion*. Presented at National Art Education Association (NAEA) convention in Minneapolis.
- Lu, L. F. (2009). *Teaching art in Second Life? Art teachers' responses to 3D virtual communities*. Presented at American Educational Research Association (AERA) convention in San Diego.

- Lu, L. F. (2009). *Art teacher education goes online: Art teacher education goes online: Assessing student learning in online discourse*. Presented at American Educational Research Association (AERA) convention in San Diego.
- Lu, L. F. & Lai, A. (2009). *Marriage of feminist pedagogy and online learning: Teaching gender and visual culture online*. Presented at Society for Information Technology & Teacher Education (SITE) International Conference hosted by Association for the Advancement of Computing in Education (AACE) in Charleston, South Carolina.
- Lu, L. F. (2009). *Teaching and learning in 3D virtual worlds: Seven art teachers' adventures in Second Life*. Presented at Society for Information Technology & Teacher Education (SITE) International Conference hosted by Association for the Advancement of Computing in Education (AACE) in Charleston, South Carolina.
- Lu, L. F. (2009). *3D virtual words adventure: Art Café @ Second Life*. Invited talk for a seminar course, Z550 topical Seminar in Art Education, in art education program at Indiana University, Bloomington.
- Lu, L. F. (2008). *Teaching digital visual culture through 3D virtual worlds: New challenges for 21st century art education*. Invited talk for Educational University of Changhua, Taiwan
- Lu, L. F. (2008). *Teaching art in a 3D virtual environment: Theory and practice*. Accepted in International Society for Education Through Art (InSEA) Conference in Osaka.
- Lu, L. F. (2008). *Web 2.0 for art education: Using the latest online tools to transform and expand learning experience*. Presented at National Art Education Association (NAEA) convention in New Orleans.
- Turek, M. & Lu, L. F. (2008). *Digital storytelling: Humanistic folklore using new technologies*. Presented at National Art Education Association (NAEA) convention in New Orleans.
- Lu, L. F. (2007). *Art Café: A virtual learning environment for art educators*. Presented in Illinois Art Education Association (IAEA) conference.
- Lu, L. F., Turek, M., Webb, J. (2007) *Designing and teaching art WebQuest*. Presented in Illinois Art Education Association (IAEA) conference.
- Lu, L. F. (2007). *Technology and visual culture art education: A review of current issues and challenges*. Presentation proposal accepted for InSEA regional conference in Seoul, Korea.
- Lu, L. F. (2007). *Integrating technology in Art Education, 20 years later: A review of current status and issues*. Presented at National Art Education Association (NAEA) convention in New York City.
- Lu, L. F. & Lai, A. (2007). *A practical guide to online learning and teaching for art educators*. Presented at National Art Education Association (NAEA) convention in New York City.
- Lai, A. & Lu, L.F. (2007). *Facilitative strategies for enhancing knowledge construction through asynchronous discussion in an online art course*. Presented at Society for Information Technology & Teacher Education (SITE) International Conference hosted by Association for the Advancement of Computing in Education (AACE) in San Antonio, Texas.
- Lu, L. F. (2006). *Art Café: A 3D virtual learning environment for art*. Presented at National Art Education Association (NAEA) convention in Chicago.
- Lu, L. F. (2006). *Pre-service art teacher negative attitudes and perceptions of computer-generated art imagery* for the panel session "Intersections of Technology with Art Education." Invited panel presentation at National Art Education Association (NAEA) convention in Chicago.
- Lu, L. F. & Jeng, I. F. (2006). *Struggling on teaching a new, trendy, but disliked subject: Preservice art teachers' responses to computer art*. Paper will be presented at American Educational Research Association (AERA) convention in San Francisco.

- Lu, L. F. (2005). *Preservice art teachers' responses to computer art: Problems, suggestions, and application for computer art education*. Presented at National Art Education Association (NAEA) convention in Boston.
- Lu, L. F. (2005). *Recommendations for changing pre-service art teachers' negative attitudes toward computer-generated art imagery*. Paper presented at Society for Information Technology & Teacher Education International Conference (SITE).
- Lu, L. F. (2004). *Teaching Photoshop to beginners: Using mental models to help novice users learn software easily and effectively*. Presented at National Art Education Association (NAEA) convention in Denver.
- Lu, L. F. (2004). *Preservice art teacher responses to computer-generated art imagery*. Presented at National Art Education Association (NAEA) convention in Denver.
- Lu, L. F. (2003). *Creating and using digital images in the classroom: A model and curriculum for art teachers*. Presented at National Art Education Association (NAEA) convention in Minneapolis.
- Lu, L. F. & Jeng, I. F. (2000). *Indiana art teachers' perceptions of integrating computer art into art curriculum*. Paper presented at American Educational Research Association (AERA) convention in New Orleans.
- Lu, L. F. (2000). *Preservice art teachers' reactions to computer art*. Paper presented at National Art Education Association (NAEA) convention in Los Angeles.
- Lu, L. F. (2000). *Feasibility of applying art criticism models to computer art*. Paper presented at National Art Education Association (NAEA) convention in Los Angeles.
- Lu, L. F. (1999). *Computer technology and art education reform*. Paper accepted for the presentation at the United States Society for Education through Art (USSEA) conference.
- Lu, L. F. (1999). *A comparative study of preservice art teachers' responses to traditional and computer-generated art images*. Paper presented at National Art Education Association (NAEA) convention in Washington D. C.
- Lu, L. F. (1999). *Educating emotional intelligence through art*. Paper presented at National Art Education Association (NAEA) convention in Washington D. C.
- Lu, L. F. (1998). *Facilitating aesthetic experience and self-development in the art classrooms: A case study of an expert art teacher*. Paper presented at the National Art Education Association (NAEA) convention in Chicago.

Instructional Technology

- Lu, L. F. & Click, A. (2013). *Students dream it, they Build it: 3D virtual worlds enter a high School*. Presented at Game+Learning+Society Conference 9.0 in Madison, WI.
- Lu, L. F. (2012). *Teaching 21st century art education in a virtual age? Investigating student responses and challenges to 3D virtual learning environments* selected for the special session *multimodal arts education: Virtuality, fiction, drama and utopia in educational research*. Accepted for presentation at American Educational Research Association (AERA) convention in Vancouver, British Columbia, Canada.
- Lu, L. F. (2012). *Embracing creativity & imagination in 3D virtual worlds: Virtual pedagogy for 21st century art education*. Accepted for presentation at Society for Information Technology & Teacher Education International Conference (SITE) in Austin, Texas.
- Lu, L. F. (2012). *Art education avatars in action: Preparing art teachers for learning and teaching in a virtual age*. Invited panel presentation for JTATE Special Issue: Digital Games and Simulations in Teacher Preparation at Society for Information Technology & Teacher Education International Conference (SITE) in Austin, Texas.
- Lu, L. F. (2011). *Embracing creativity in 21st century art education in a virtual age: Student responses and challenges to 3D virtual learning environments*. Accepted for presentation at 2011 Taiwan International Conference on Education (TICE 2011), Kaohsiung, Taiwan.

- Lu, L.F. (2011). *Integrating 3D virtual worlds into art education: Lessons learned from Art Café @ Second Life*. Presented at American Educational Research Association (AERA) convention in New Orleans, Louisiana.
- Lu, L. F. (2011). *Engaging students through 21st century art learning: 3D virtual world pedagogy*. Paper presented at Society for Information Technology & Teacher Education International Conference (SITE) in Nashville, TN.
- Anderson, E. & Lu, L. F. (2011). *Developing 21st century skills in 3-D virtual world learning spaces*. Presented in American Educational Communications and Technology (AECT) International Convention, Jacksonville, FL.
- Anderson, E. & Lu, L. F. (2011). *Now that we are here, what can we learn? Developing 21st century skills in 3-D virtual world learning spaces*. Presented in Virtual Worlds Best Practices in Education 2011 (in Second Life).
- Anderson, E. & Lu, L. F. (2011). *The sandbox is for teachers too: How teachers benefit from learning by doing in sandbox 3-D virtual worlds*. Presented in Games, Learning and Society Conference 7.0, Madison, WI.
- Lu, L. F. (2010). *Designing virtual learning events for 21st century art education*. Accepted for presentation in Society for Technology and Teacher Education (SITE) International Conference in San Diego, CA.
- Lu, L. F. (2010). *Art education avatars in action: Assessing learning in 3D virtual art learning environments*. Invited presentation for the symposium *Assessment in Serious Educational Game, Simulations and Virtual Worlds* in Society for Technology and Teacher Education (SITE) International Conference in San Diego, CA.
- Lu, L. F. (2010). *Art educator avatars in action: Best practices for teaching & learning in 3D virtual Wworlds*. Accepted for presentation at National Educational Computing Conference (NECC) hosted by International Society for Technology in Education (ISTE) in Denver, CO.
- Lu, L. F., Han, S., Etherington, M., Zuniga, V., & Marshall. W. (2010). *Virtual worlds as digital playgrounds for 21st century art education*. Presented in Virtual Worlds Best Practices in Education 2010 (in Second Life).
- Lai, A. & Lu, L. F. (2009). *Facilitating online discussion: Strategies and impact on student learning*. Presented at American Educational Research Association (AERA) convention in San Diego.
- Lu, L. F., Lai, A. & Jeng, I. (2008). *Engaging students in online art discussions: Effectiveness of knowledge construction and instructor facilitative strategies*. Paper presented in Society for Technology and Teacher Education (SITE) International Conference in San Diego, CA.
- Lu, L. F. (2007). *Assessing critical-thinking learning outcomes in online courses*. Research paper accepted for presentation at National Educational Computing Conference (NECC) hosted by International Society for Technology in Education (ISTE) in Atlanta, GA.
- Lu, L. F. (2007). *Do online students really learn? An alternative to assessing learning effectiveness*. Paper presented at American Educational Research Association (AERA) convention in Chicago.
- Lu, L. F. (2006). *Knowledge construction in in-service teacher online discourses: Impacts of instructor roles and facilitative strategies*. Paper presented at American Educational Research Association (AERA) convention in San Francisco.
- Lu, L. F. (2006). *Assessing knowledge construction in in-service teacher online discourse: Recommendations for online teacher education*. Paper presented at Society for Information Technology & Teacher Education International Conference (SITE) in Orlando, FL.
- Lu, L. F. (2004). *Facilitating student online discussions: Effective instructional designs and strategies*. Paper presented at World Conference on eLearning in Corporation, Government, Health, & Higher Education 2004, Washington, DC.

- Thurmaier, K., Ho, A. & Lu, L. F. (2004). *Options for improving the public administration learning experience: Professional development through online distance education*. Paper presented at NASPAA 2004 Conference in Indianapolis.
- Thurmaier, K., Ho, A. & Lu, L. F. (2004). *An evaluation of blended distance education courses*. Presented at Teaching Public Administration Conference in Madison, Wisconsin.
- Knapczyk, D. R., Chapman, C. E., Kelly, M., & Lu, L. F. (2002). *Web conferencing in teacher education: Encouraging collaboration in learning*. Paper presented at Society for Information Technology in Teacher Education (SITE) International Conference in Nashville, Tennessee.

Invited Public Lectures

- Lu, L. F. (2010). *Educational applications of 3D virtual worlds for contemporary art education: Art Café @ Second Life*. Invited guest presentation at 2010 Taiwan Art Education Association Annual Conference, Taipei.
- Lu, L. F. (2010). *Contemporary art in 3D virtual worlds*. Invited talk at the Educational University of Changhua, Taiwan.
- Lu, L. F. (2009). *3D virtual worlds adventure: Art Café @ Second Life*. Invited talk at Indiana University, Bloomington.
- Lu, L. F. (2008). *Teaching digital visual culture through 3D virtual worlds: New challenges for 21st century art education*. Invited talk at the Educational University of Changhua, Taiwan.

Invited Workshops

- 3D virtual world workshops (2010) for graduate students in Art Education program at Educational University of Changhua, Taiwan.
- Second Life workshops (2009) for a seminar course in art education program at Indiana University, Bloomington
- Second Life (SL) workshops (2008) virtually for the art educator, Dr. Li-Yan Wang, and her graduate students of Educational University of Changhua, Taiwan.

TEACHING

(UNO – University of Nebraska at Omaha; NIU – Northern Illinois University; ISU – Iowa State University; IU – Indiana University, Bloomington)

Graduate level

- ART 8006 Digital Visual Culture: Virtual Worlds and Video Games (UNO, 2015)
- ArtE 683 Seminar: Second Life and Other Virtual Worlds (NIU, 2010)
- ArtE 543 Technology and Art Education (NIU, 2009-2013)
- ArtE 784 Research Methods in Art Education (NIU, 2009)
- ArtE 584 History and Philosophy of Art Education (NIU, 2006-2008)
- ArtE 583 Seminar: Art Education and Technology (NIU, 2007-2008)
- Z550 Seminar: Creating and Using Digital Images in the Classrooms (IU, 2002-2004)

Undergraduate level

- Art 4190 Game Design Studio (UNO, 2016-present)

- Art 3170 Digital Game Design (UNO, 2016-present)
- Art 3140 CGI: Computer-Generated Imagery (UNO, 2015-present)
- Art 4000 Digital Visual Culture: Virtual Worlds and Video Games (UNO, 2015)
- Art 1220 Digital Media Foundation (UNO, 2014-present)
- ArtE 343 Digital Art Making & Teaching K-12 (NIU, 2009-2013)
- Art 489 Topics in Art: Technology and Art Education (NIU, 2008)
- ArtE 488 Student Teaching (NIU, 2006-2013)
- ArtE 383 Teaching Art in Elementary Schools (NIU, 2006-2013)

Workshops

Pedagogy and online learning workshops for faculty development in higher education

- Redesign Traditional Courses for Online Delivery (ISU, 2003-2005)
- A Practical Guide to Developing Effective Online Learning (ISU, 2003-2005)
- Designing and Facilitating Online Learning Activities to Enhance Critical Thinking: Strategies and Course Examples (ISU, 2003-2005)
- Introduction to WebCT and WebCT Content Delivery (ISU, 2003-2005)
- Designing User-Friendly Web Pages for Instruction (ISU, 2003-2005)

Technology workshops for faculty development in higher education

- Photoshop (ISU, 2003-2005)
- Adobe Acrobat (ISU, 2003-2005)

Technology workshops for inservice teacher professional development

- Photoshop: Basics (IU, 2001-2002)
- Photoshop: Advanced (IU, 2001-2002)
- Illustrator (IU, 2001-2002)

SERVICES

- *Editorial Review Board member, Art Education Journal* (2010-2013)
- *Secretary and Board member, Art Education Technology* (AET) affiliated with National Art Education Association (NAEA) (2014-present)
- *Vice Chair of Technology and Board member, Art Education Technology* (AET) affiliated with National Art Education Association (NAEA) (2010-2011)
- *Conference program reviewer, 2011 Virtual World Best Practice in Education conference* (2011)
- *Conference program reviewer, Art Education Technology* (AET) affiliated with National Art Education Association (NAEA) (2010-2011, 2016-2017)
- *Journal Reviewer, International Journal of Educational Computing Research* (2009-present).
- *Invited Journal Reviewer, Journal of Gender and Education* (2015)
- *Program committee member and reviewer, Society for Information Technology and Teacher Education (SITE) International Conference 2009*
- *Network Coordinator and Board Member, Electronic Media Interest Group (EMIG)* affiliated with National Art Education Association (NAEA) (2008-2012)
- *Web Master and Board Member, Women Caucus Group* affiliated with National Art Education Association (NAEA) (2007-2012)
- *Member, Rule Committee, School of Art, Northern Illinois University* (2006-2007)

- *Member*, Curriculum Committee, School of Art, Northern Illinois University (Fall, 2006, Fall, 2007)
- *Representative* of School of Art, Wright School Technology Partnership Project, Northern Illinois University (2006-2007)
- *Member*, Graduate Student Comprehensive Exam Committee (since 2006)
 - Katie Cook, M. A. (2006-2008)
 - Debbie Peter, M. A. (2007-2008)
 - John Webb, M. A. (2007-2010)
 - Michelle Turek, M. A. (2007-2009)
 - Elizabeth Nache, M. A. (2007-2012)
 - Paul Scanlans, M. A. (2007-2010)
 - Heather Boma, M. A. (2008-2010)
 - Regina Fagan, M. A. (2009-2012)
 - Melinda Seifrid (2008-2010)
 - Amy Park (2007-2010)
 - Sara Rigdon (2008-2013)
 - Rhiannon Sallas (2010-2013)
 - Sandrine Han, Ph. D. (2008-2010)
 - Matthew Etherington, M. A. (2009-2012)

HIGHER EDUCATION AND K-12 TEACHING EXPERIENCES

Higher Education

- **Guest Instructor/Facilitator** in an online seminar in a graduate course “Principles of Flexible and Distance Learning” in Curriculum and Instruction, Iowa State University (2005)
- **Adjunct Faculty**, graduate level course “Topical Seminar in Art Education: Creating and Using Digital Images in the Classrooms,” in Art Education Program, Indiana University (Summer, 2002 - 2004)
- **Workshop Instructor**, Learning Technology, Center for Excellence in Learning and Teaching (2003-2005)
 - Taught the pedagogy workshops for online learning for faculty development, including:
 - Redesign Traditional Courses for Online Delivery
 - A Practical Guide to Developing Effective Online Learning
 - Designing and Facilitating Online Learning Activities to Enhance Critical Thinking: Strategies and Course Examples.
 - Taught technology workshops for faculty development, including:
 - Designing User-Friendly Web Pages for Instruction
 - Photoshop and Adobe Acrobat
 - Introduction to WebCT and WebCT Content Delivery
- **Instructor**, undergraduate level course “Self-Instruction in Art” for non-art major students, Art Education, Indiana University (1995 - 1999)
- **Workshop Instructor**, “Photoshop” and “Illustrator” for in-service teacher workshops, Center for Research on Learning and Technology, School of Education, Indiana University (2001-2002)
- **Instructor**, “Integrating Technology into Teaching” for in-service teachers, sponsored by National Changhua University of Education and Department of Education in Changhua (1996)
- **Group Facilitator**, Self-development Learning Program, Office of Student Affairs, Tamkang University (1990-1991)

K-12 Settings

- **Instructor**, The Chinese School of Greater Kansas City (2015-present)
- **Supervisor**, Student Teaching, Northern Illinois University (2006-2013)
- **Instructor**, Saturday Art Classes Program, Art Education, Indiana University (1994-1995)
- **Student Instructor**, Green County Elementary School, Green County, Indiana (1996)
- **Volunteer Teaching Assistant**, Green County Elementary School, Green County, Indiana (1996)

OTHER PROFESSIONAL EXPERIENCES

- **Reviewer**, evaluating online courses for faculty promotion and tenure, Iowa State University (2004)
- **Webmaster**, Collaborative Teacher Education Program, Curriculum and Instruction, Indiana University (2001-2002)
- **Instructional Designer and Technical Consultant**, Collaborative Teacher Education Program and Community of Teachers Program, Curriculum and Instruction, Indiana University (2001-2002)
- **Project Coordinator & Developer**, *ArtCafe: A 3D virtual learning environment for K-12 students* project, Indiana University (2000)
- **Instructional Designer and Programmer**, *Microskills for Counselor Education*, multimedia project, Indiana University (Spring, 1995)
 - **Instructional Designer and Programmer**, *Chinese Folk Art and Lillian's Gallery*, multimedia projects, Indiana University (Summer, 1994)
- **Instructional Designer and Developer**, *Rational Emotive Therapy Theory*, counseling course, Indiana University (Fall, 1994)
- **Instructional Designer**, production team of *Death of the Dinosaurs*, multimedia project, Indiana University, (Spring, 1994)

RELATED INFORMATION TECHNOLOGY SPECIALTIES

- Computer programming for information management
- Information architecture for the web
- User interface design for information systems
- Human computer interaction (HCI)

PROFESSIONAL ORGANIZATION OFFICERS & MEMBERSHIPS*Officers*

- **Secretary and Board member**, Art Education Technology (AET) affiliated with National Art Education Association (NAEA) (2014-present)
- **Vice Chair of Technology and Board member**, Art Education Technology (AET) affiliated with National Art Education Association (NAEA) (2010-2011)
- **Vice Chair of Technology** (2009-2012), **Network Coordinator and Board Member** (2008-present), *Electronic Media Interest Group (EMIG)* affiliated with National Art Education Association (NAEA)
- **Web Master and Board Member**, Women Caucus Group affiliated with National Art Education Association (NAEA) (2007-2012)

Membership

- National Art Education Association (NAEA), (1996-present)
 - SIG: Art Education Technology (AET) (2005-present)

- SIG: Women Caucus (2007-2012)
 - SIG: Caucus of Social Theory and Art Education (CSTAE) (2012-2013)
 - SIG: Design Issue (2016-2017)
 - SIG: Seminar for Research in Art Education (SRAE)(2011-2013)
- International Society for Education through Art (InSEA), (2007-present)
- American Educational Research Association (AERA), (2002, 2005-2013)
 - Division of Teaching and Teacher Education
 - SIG: Arts and Inquiry in the Visual and Performing Arts in Education
 - SIG: Arts and Learning
 - SIG: Arts-Based Educational Research
 - SIG: Instructional Technology
 - SIG: Technology, Instruction, Cognition, and Learning
- International Society for Technology in Education (ISTE), (2007-2012)
 - SIG: Teacher Education
 - SIG: Innovative Learning Technology
 - SIG: Telelearning
- Association for Advancement for Computing in Education (AACE), (2004-2013)
 - SIG: Arts Education
 - SIG: Assessment/E-Folios
 - SIG: Digital Storytelling
 - SIG: Distance/Flexible Education
 - SIG: Games & Simulations
 - SIG: Information Technology Diffusion/Integration
 - SIG: Information Technology Education
 - SIG: Research & Evaluation
 - SIG: Technology Leadership
- Association for Educational Communications and Technology (AECT), (1994-1995, 2003-2005)
- Nebraska Art Teachers Association (NATA), (2014-present)
- Illinois Art Education Association (IAEA), (2006-2013)
- Art Educators of Iowa Association (AEIA), (2003-2006)
- Indiana Art Education Association (IAEA), (1997-2003)

HONORS & ART EXHIBITS

- "Rocks Tell Stories", Northern Illinois University School of Art Faculty Biennial Exhibition, DeKalb, IL (2013/11/19-2014-2-15)
- Recipient of Travel Grant from Curriculum & Instruction Department, Indiana University, Bloomington (2000)
- Recipient of Lowell Doctoral Scholarship, Indiana University, Bloomington (1999 & 2000)
- "Love for nature: A Taiwanese female student's impressions"
 - Photographic artworks exhibited at Matrix Gallery at School of Education, Indiana University, Bloomington (Summer, 1999)
- Winner of the 1996 photography contest at School of Education (1996), Indiana University, Bloomington
 - The photo is on permanent exhibit at School of Education at Indiana University, Bloomington
- First prize winner of the 1990 photography contest at Tamkang University in Taiwan
 - The photo exhibited in School of Arts at Tamkang University (1990)