

Xina Jiang

Website: <http://www.art.bnu.edu.cn/zysz/szmtx/7cee21a794354cc6aef7513444065cdc.htm>

EMPLOYMENT

- 2020-Current **Assistant Professor of Game Design at Beijing Normal University**
Department of Digital Media Art, School of Arts & Communication
- 2018- Current **Director of National Educational Games Committee**
- 2020- Current **Secretary of Web Technology and Intelligent Media Design Committee**
- 2022-2024 **Part-Time Lecturer for thesis supervision at Beijing University of Posts and Telecommunication**
Department of Digital Media Art, School of Arts & Communication
- 2019-2020 **Part-Time Lecturer at China National Art Fund (CNAF)**
National Game Art Talent Training Program
- 2018-2020 **Post Doctor at Beijing Normal University**
Project: A Critical Study of Functional Game Design
Advisor: Anthony Fun, Professor at Chinese University of Hong Kong
- 2018-2019 **Part-Time Lecturer for thesis supervision at Beijing Normal University**
Joint Animation Program, Department of Art & Design
- 2014-2015 **Part-Time Lecture at Crystal Rock Digital Education Academy**
Graphic User Interface Design Program

EDUCATION

- 2015-2018 PhD in Digital Media Art at Communication University of China
- 2016-2017 Joint PhD in Game Design at Northeastern University
- 2012-2015 MA in Game Design at Chinese University of Communication
- 2008-2012 BA in Digital Media Art at Jiangsu Normal University

AWARDS & NOMINATIONS

Personal Honors & Awards

- 2023 **Outstanding Completion of Humanities and Social Sciences Program**, Ministry of Education of China
- 2023 **Outstanding Instructor**, National Student Digital Media Technology Works and Creativity Competition, Chinese Society for Artificial Intelligence

- 2021 **Outstanding Undergraduate Mentor**, nominated by the President of BNU
- 2019 **Five Stars**, National Educational Games Awards
- 2019 **Invitational Exhibitions of Future Game**, Stiftung Deutsche und Chinesische Kultur (German and Chinese Culture Foundation)
- 2018 **China National Scholarship**, Ministry of Education of China
- 2015 **Second Prize**, China College Students' Original Animation Competition
- 2012 **Best Master Thesis on Game Design** by Communication University of China

Honors & Awards by Supervised Students

- 2023 **Best Artistic Expression Award**, National Student Functional Game Creation Competition, CADPA (China Audio and Video and Numeral Publishing Association) & Tencent Game, LiWan Song et al.
- 2023 **First Prize of North China Region**, National Student Digital Media Technology Works and Creativity Competition, Chinese Society for Artificial Intelligence, Ye Yao et al.
- 2022 **First Prize in the National Finals**, National Collegiate Digital Art and Design Competition, China Association of Higher Education, Yuhe Han et al.
- 2020 **First Prize in the National Finals**, National Student Advertising Art Competition, China Association of Higher Education, SiTe Li

PUBLICATIONS

Books

1. **蒋希娜**. 功能游戏设计研究：如何构建乌托邦式的学习环境 ISBN 9787507846447
English Title: Functional Game Design Research: How to Build Utopian Learning Environments
2. 黄心渊, **蒋希娜**. 数字媒体创作 ISBN 9787565720161
English Title: Creating Digital Media Works
3. 中国网络文艺发展研究报告 ISBN 9787520155830 【负责第二章网络游戏现状】
English Title: Research report on the development of online literature and art in China [Responsible for Chapter of Online Games]

Journal Articles

4. **Jiang X**, Harteveld C, Yang Y, et al. "If it's sunny, don't take an umbrella": a systematic evaluation of design principles for CT teaching games[J]. Educational technology research and development, 2023, 71(4): 1725-1763.
5. **蒋希娜**,刘佳,蒋莹莹等.知识分类视角下儿童科普游戏的叙事设计与效果验证[J].包装工程,2023,44(22):338-347+357.DOI:10.19554/j.cnki.1001-3563.2023.22.038.
English Title: Validation of Narrative Design and Effectiveness of Children's Science Games from the Perspective of Knowledge Categorization
6. **蒋希娜**,丁妮,陈世红等.儿童编程游戏设计模型与效果验证[J].现代教育技术,2022,32(12):58-67.

English Title: Children's Programming Game Design Modeling and Effectiveness Validation

7. 蒋莹莹,孟雪,蒋希娜.儿童观视野下我国儿童动画“叙事对话”的“三种姿态”[J].当代电视,2022,(04):103-107.DOI:10.16531/j.cnki.1000-8977.2022.04.014.

English Title: The Three Postures of “Narrative Dialogue” in Chinese Children Animation from the Perspective of Children's Perspective

8. 蒋希娜,李玥,何威等.基于知识划分理论的科普游戏设计与实例分析[J].现代教育技术,2021,31(06):49-55.

English Title: Design and Example Analysis of Science Game Based on Knowledge Division Theory

9. 蒋希娜,徐梁.坚守与开拓: 新时代中国电影的新征程——北京国际电影节·第27届大学生电影节学术论坛综述[J].电影评介,2020,(22):101-105.DOI:10.16583/j.cnki.52-1014/j.2020.22.022.

English Title: Perseverance and Pioneering: A New Journey for Chinese Cinema in the New Era--A Review of the Academic Forum of BJIFF-27th Student Film Festival

10. 蒋希娜,陈世红,何威.游戏出版内容质量问题及其优化策略[J].出版科学,2020,28(02):97-102.DOI:10.13363/j.publishingjournal.2020.02.014.

English Title: Game Publishing Content Quality Problems and Their Optimization Strategies

11. 蒋希娜,黄心渊.指向计算思维能力培养的儿童编程游戏设计[J].现代教育技术,2019,29(03):119-126.

English Title: Programming Game Design for Children Pointing to the Development of Computational Thinking Skills

12. Jiang X, Hartevelde C, Huang X, et al. The computational puzzle design framework: a design guide for games teaching computational thinking[C]//the 14th International Conference.2019.DOI:10.1145/3337722.3337768.

13. 蒋希娜,黄心渊,蒋莹莹.指向图形表征能力培养的儿童绘画游戏设计研究[J].电化教育研究,2017,38(08):83-88+95.DOI:10.13811/j.cnki.eer.2017.08.013.

English Title: A study on the design of children's drawing games pointing to the development of graphic representational skills

14. 蒋希娜,黄如民,黄心渊等.游戏化数字童书出版策略研究[J].出版科学,2017,25(02):73-78.DOI:10.13363/j.publishingjournal.2017.02.016.

English Title: A Study of Publishing Strategies for Gamified Children's Digital Books

15. 杨冷冷,黄心渊,蒋希娜.手机团购应用界面的注意力设计[J].包装工程,2015,36(18):135-139.DOI:10.19554/j.cnki.1001-3563.2015.18.031.

English Title: Attention design for mobile group-buying application interfaces

16. 蒋希娜,黄心渊,黄如民.基于多元表征的儿童数学游戏设计[J].现代教育技术,2015,25(03):101-108.

English Title: A study of children's math game design based on multiple representations

CREATIVE ACTIVITY: GAMES

Computer software copyrights recognized by PRC State Copyright Administration (SCA)

1. 卢沟桥事变发生地 VR 漫游系统 (登记号 2024SR0266786)

Lugouqiao Incident Site VR Roaming System (Registration Number 2022SR0009889)

2. 燕京八绝非遗技艺体验平台 (登记号 2024SR0272035)

Platform for Experiencing the Intangible Cultural Heritage Techniques of Yanjing Eight Masterpieces (Registration Number 2022SR0009889)

3. 可视化编程游戏软件 V1.0 (登记号 2022SR0009889)
Visual Programming Game Software (Registration Number 2022SR0009889)
4. 动物狂欢节游戏软件 (登记号 2017SR007306)
Animal Carnival Game Software (Registration Number 2017SR007306)
5. Project Evil 体感游戏软件 (登记号 2017SR049729, 联合创作)
Project Evil somatosensory game software (Registration Number 2017SR007306)
6. Chess 增强现实解谜游戏软件 (登记号 2017SR372211, 联合创作)
7. Animal Carnival Game Software (Registration Number 2017SR049729, co-author)
8. 七巧板益智游戏 (登记号 2014R11L343280)
Tangram puzzle (Registration Number 2014R11L343280)

GRANTS

1. 主持: 2022 年, 教育部人文社科青年项目《传承红色基因的功能游戏设计与评价研究》
Research on Design and Evaluation of Functional Games for Inheriting Red Gene, Youth Program of Humanities and Social Sciences, Ministry of Education, Role: PI, 2022-2024
2. 主持: 2019 年, 博士后科学基金一等资助项目《培养学前儿童计算思维的编程游戏设计及实证研究》
A Programming Game Design and Empirical Study of Fostering Computational Thinking in Preschoolers, First Class Grant from the Postdoctoral Science Foundation, Role: PI, 2019-2021
3. 主持: 2018 年, 中央高校基本科研业务费专项资金《功能游戏设计框架及其批评路径研究》
Research on Functional Game Design Framework and Its Criticism Path, Special Funds for Basic Research Operating Costs of Central Universities, Role: PI, 2018-2020
4. 主持: 2015 年, 中国传媒大学“艺术英才”项目《移动(工程)漫画创作平台设计与开发》
Design and Development of Mobile (Engineering) Comic Creation Platform, Communication University of China (CUC) “Artistic Excellence” Program, Role: PI, 2015-2016
5. 参与: 2018 年, 国家社科基金艺术学重大项目《中国数字新媒体艺术创新研究》
Research on Innovation of Digital New Media Art in China, a Major Project of the National Social Science Foundation of China in the Arts, Role: Team Member, 2018-2024
6. 参与: 2018 年, 教育部人文社科一般项目《数字游戏批评的理论建构与话语实践研究》
Research on Theoretical Construction and Discourse Practice of Digital Game Criticism, General Project of Humanities and Social Sciences, Ministry of Education, Co-PI, 2018-2021
7. **STEM + Computing Partnerships (STEM+C) for Research on the Development of Computational Thinking and Systems Thinking in Middle School Students through Explorations of Complex Earth Systems**, National Science Foundation, Role: Team Member, 2015-2018

8. **GrACE: An AI-Based Game for Broadening Participation in Computer Science and Teaching Computational Thinking**, National Science Foundation, Role: Team Member, 2014-2016

TEACHING

At Beijing Normal University (all required courses)

Undergraduate Students	New Media Design
	Integrated Art Practices
	Fundamentals of Animation
	Interactive Design & Game prototype
Graduate Students	Cross-Media Convergence Design
	Digital Identity Design
	Empirical Game User Research

At Communication University of China (co-taught)

Undergraduate Students	Serious Game Design
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