CHENYU LIN

EDUCATION

University of Wisconsin-Madison   Madison, USA

Ph.D. in Learning Science   Sept.2025 - present

New York University   New York, USA

M.S. in Games for Learning   Sept. 2023 - May 2025

Hubei Normal University   Huangshi, China

B.A. in Journalism of Broadcast and Television   Sept. 2012 - June 2016

RESEARCH EXPERIENCE

AUGMENT-ED, GenAI for Learning Analytics Project, New York University   Jan. 2024 - May. 2024

Research Assistant. Advised by Xavier Ochoa.

- Transcribed 40 participants' data, including watching the recordings and converting them into a written format, ensuring precise and reliable data entry for subsequent analysis.

- Qualitatively coded the participants' prompts, systematically categorizing and labeling the prompts to identify patterns and sophisticated levels.

- Assisted in refining the coding scheme by collaborating with the research team to evaluate and improve the initial coding framework.

MuFIN VTutor Project, Carnegie Mellon University   Aug. 2024 - Dec. 2024

Research Assistant. Advised by Ken Koedinger.

- Developed an animated pedagogical agent using Unity, including designing, prototyping, and testing interactive features to ensure the agent is intuitive and effective in diverse educational scenarios.

- Utilized MuFIN (A framework for automating multimodal feedback generation using generative artificial intelligence) to generate multimodal feedback for improving students' learning outcomes.

- Conduct comprehensive literature reviews on the integration of animated pedagogical agents in educational settings, including the use of AI-driven pedagogical agents and the models of feedback.

- Work closely with interdisciplinary teams to improve engagement and student outcomes.

CREAT, VR Educational Game Project, New York University   Sept. 2024 - present

Independent Study. Advised by Jan Plass.

- Developed a research study focused on identifying tasks within a VR educational game that could benefit from AI systems to enhance students' intrinsic motivation and cognitive development. This research explored various AI modalities, such as voice, text, and visual feedback.

- Analyzed tutorials in five VR games to evaluate their functionality, how they assist players at different stages, and the type of guidance provided (text, voice, etc.).

- Compiled findings into a comprehensive design document with recommendations for implementing AI-driven tutorial systems in educational VR games, focusing on best practices for maximizing instructional effectiveness.

PUBLICATION

Chen, E., **Lin, C.**, Tang, X., Xi, A., Wang, C., Lin, J., & Koedinger, K. R. (2025, February 13). VTutor: An open-source SDK for Generative AI-powered animated pedagogical agents with multi-media output. arXiv.org. https://arxiv.org/abs/2502.04103

PRESENTATION

Lin, X., & **Lin, C.** (2024, June 12). *Engaging Adult Learners in Asynchronous Online Discussion Board: A Case Study of the Utilization of ChatGPT.* The 15th Asian Adult Education Pre-Conference affiliated with Adult Education Research Conference. University of Georgia, GA.

HONORS AWARDS & FELLOWSHIPS

Scholarship

Dingman Scholarship ($1600), NYU Steinhardt   2024

SELECTIVE EVENTS

Learning Analytics Summer Insititute, University of Texas at Arlington   2024

LearnLab Summer School, Intelligent Tutor System Track, Carnegie Mellon University   2024

WORK EXPERIENCE

Confucius Institute at Salahuddin University   Iraq

Chinese Teacher   May. 2022 - Nov. 2022

- Took charge of Chinese language teaching work to enhance students' listening and speaking ability.

17 Education & Technology Group Inc.   Beijing, China

English Teacher for Junior Middle School Students   July. 2020 - Nov.2021

- Extracted key information from student learning data, conducting Bayesian knowledge tracing analysis to provide a scientific basis for curriculum development, including the curriculum framework and course structure, which were used by over 10,000 students.

Onion Academy   Beijing, China

Course Designer, Junior Middle School English   Jan. 2019 - July. 2020

- Conducted user analysis and applied user-centered design, interactive elements, and cognitive load management to create more than 20 animated video courses on English grammar, which integrated interactive exercises and quizzes to maintain student engagement and provide immediate feedback.

Teach For China (NGO)   Yunnan, China

Volunteer teacher   Sept. 2016 - July. 2018

- Taught English to fifth and sixth-grade students in a rural public primary school in Yunnan province. Meanwhile, I organized teacher training activities and provided content.

ADDITIONAL INFORMATION

- **Certificate:** TKT English Teaching Ability Certificate, Celt-S(Cambridge Certificate in English Teaching-secondary education orientation), High School English Teacher Certificate(China)
- **Computer skills**: C#, C++, Python, Javascript, HTML, Unity