

Lucy Xi Lu

Learning Designer/E-Learning Researcher

Skilled in designing technology-enhanced, experiential, and gamified learning solutions that drive measurable outcomes, while remaining at the forefront of emerging trends in instructional design, learning technology, and analytics.

Contact

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EDUCATION

Florida State University

PhD, Instructional Design
2021

University of Southern California

M.S., Teaching English to Speakers
of Other Languages
2008

Zhejiang Normal University

B.A., English
2003

CERTIFICATE

Project Management Professional (PMP), 2021 –present

Certificate of Educational Data Mining (2023). *Summer School, Educational Data Mining track, Carnegie Mellon University*

Graduate Certificate of Educational Measurement & Statistics (2021). Florida State University

Interagency Language Roundtable (ILR) Oral Proficiency Tester (Mandarin Chinese), American Council on the Teaching of Foreign Languages, 2014 – present

EXPERIENCE

E-LEARNING DESIGNER/ASSISTANT IN RESEARCH

LEARNING SYSTEMS INSTITUTE, FLORIDA STATE UNIVERSITY (JAN 2022 – PRESENT)

- Develop **Storyline 360-based e-learning modules** for K–12 learners across Florida.
- Write grant proposals supporting learning design initiatives.
- Collaborate with engineering faculty to guide the design and evaluation of educational outreach and training programs.

INSTRUCTIONAL DESIGNER

OFFICE OF DISTANCE LEARNING, FLORIDA STATE UNIVERSITY (AUG 2020 – DEC 2020)

Served as a **Canvas** e-learning consultant for university professors, providing design solutions for undergraduate courses and creating online activities and assessments to enhance learning outcomes.

GRADUATE RESEARCH ASSISTANT/INSTRUCIONAL DESIGN LEAD

COLLEGE OF EDUCATION, FLORIDA STATE UNIVERSITY (May 2016 - Oct 2017)

Conducted quantitative STEM education research, led the design of game levels, and developed pre- and post-game middle school physics assessment items for a 2D physics game funded by the National Science Foundation (NSF).

ASSISTANT PROFESSOR

DEFENSE LANGUAGE INSTITUTE, CALIFORNIA, USA (Aug 2008 – Sept 2014)

Served as the Teaching Lead, providing elementary-level Chinese language instruction to military personnel in support of national security objectives.

AWARD HIGHLIGHTS

- **LASER (Learning Analytics in STEM Education Research) Scholar** (2024), North Carolina State University – Awarded \$1,500
- **Dissertation Grant Awardee** (2021), Florida State University – Awarded \$1,000

RESEARCH GRANTS SUBMITTED

Title: Quin & Tina's Quantum Quest: Designing Game-Based E-Learning Modules to Teach Foundational Quantum Concepts in Elementary Education (***Principal Investigator***)

Submission: Florida State University Seed Grant, 2025 (Under Consideration)

Project Overview: Proposes a gamified e-learning module developed with ***Storyline 360*** and ***Vyond*** to teach fundamental quantum concepts to elementary students.

Title: Beginnings: Initiating Experiential Quantum Learning at FAMU-FSU: Expanding Opportunities for All (***Co-PI***)

Submission: NSF, 2025 (In Preparation)

Role: Leading the evaluation of outcomes for the undergraduate and graduate-level ***Quantum Science and Engineering Certificate Programs*** at the ***FAMU-FSU College of Engineering***.

Title: FuSe2 Topic 2: High-Resolution, Flexible Radiation Imager with Halide Perovskite and CNT Backplane Integration (***Co-PI***)

Submission: NSF, 2024 (Not Funded)

Role: Leading the design and development of an online training module on semiconductor concepts and assessing students' learning outcomes.

SKILLS

Quantitative & Qualitative Research, Game-based Learning, Instructional Design Models, Learning Analytics, Project Evaluation, Adobe Suite, Storyline 360, Vyond, Canvas, Blackboard, SCORM, Project Management

PUBLICATIONS

Lu, X. (2025, April 27). Exploring gender differences: The effect of first-person vs. third-person gameplay on computational thinking in middle schoolers within a game-based learning environment. Paper presented at the Annual Meeting of the American Educational Research Association (AERA), Colorado, USA.

Lu, X. (2021). Boon or bane? An investigation of player perspective taking in a computational thinking digital game (Publication No. 28258882) [Doctoral dissertation, Florida State University]. ProQuest Dissertation and Theses.

Shute, V. J., Lu, X., & Rahimi, S. (2021). Stealth assessment. In J. M. Spector (Ed.), *The Routledge Encyclopedia of Education* (pp. 1-9). London, UK: Taylor & Francis group.