

Xinying Hou

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Research Interests

Topics: AI in Education, Learning Technology, Computing Education, STEM Education, Human-Computer Interaction

Methodologies: Applied Machine Learning, Mixed Methods (qualitative + quantitative), Data Mining, Usability Testing

Education


2021 **University of Michigan, Ann Arbor, MI, USA**
-Present Ph.D. - Information, School of Information (*expected*)
Advisor: Barbara J Ericson


2019-2020 **Carnegie Mellon University, PA, USA**
MS - Human-Computer Interaction Institute, School of Computer Science
Advisor: Kenneth R Koedinger; Bruce M McLaren

2015-2019 **Nanjing University, Nanjing, China**
BA - Sociology, School of Social and Behavioral Sciences

Publications Best Paper Award; Best Paper Nomination)

Heavily-reviewed Conference Proceedings (C) & Journal Papers (J)

- J03 **The Impact of Gender in Learning with Games: A Consistent Effect in a Math Learning Game**
Huy A. Nguyen, [Xinying Hou](#), J Elizabeth Richey, Bruce M McLaren
IJGBL: International Journal of Game-Based Learning, 12(1), pp. 1–29.
- J02 **How Instructional Context Can Impact Learning with Educational Technology: Lessons from a Study with a Digital Learning Game**
Bruce M McLaren, J Elizabeth Richey, Huy A Nguyen, and [Xinying Hou](#)
C&E: Computers & Education, 178, pp. 1–20.
- J01 **Assessing the Effects of Open Models of Learning and Enjoyment in a Digital Learning Game**
[Xinying Hou](#), Huy A Nguyen, J Elizabeth Richey, Erik Harpstead, Jessica Hammer, Bruce M McLaren
IJAIED: International Journal of Artificial Intelligence in Education, pp. 1–31.
- C.09 **CodeTailor: LLM-Powered Personalized Parsons Puzzles for Engaging Support While Learning Programming**
 [Xinying Hou](#), Zihan Wu, Xu Wang, Barbara J Ericson
L@S 2024: ACM Conference on Learning at Scale

- C.08 **Insights from Social Shaping Theory: The Appropriation of Large Language Models in an Undergraduate Programming Course**
 Aadarsh Padiyath, [Xinying Hou](#), Amy Pang, Diego Viramontes Vargas, Xingjian Gu, Tamara Nelson-Fromm, Zihan Wu, Mark Guzdial, Barbara J Ericson
ICER 2024: ACM Conference on International Computing Education Research
- C.07 **How Novices Use LLM-Based Code Generators to Solve CS1 Coding Tasks in a Self-Paced Learning Environment**
 Majeed Kazemitabaar, [Xinying Hou](#), Austin Henley, Barbara J Ericson, David Weintrop, Tovi Grossman
Koli Calling 2023: ACM Koli Calling International Conference on Computing Education Research
- C.06 **Understanding the Effects of Using Parsons Problems to Scaffold Code Writing for Students with Varying CS Self-Efficacy Levels**
[Xinying Hou](#), Barbara J Ericson, Xu Wang
Koli Calling 2023: ACM Koli Calling International Conference on Computing Education Research
- C.05  **Evaluating ChatGPT's Decimal Skills and Feedback Generation in a Digital Learning Game**
 Huy A Nguyen, Hayden Stec, [Xinying Hou](#), Sarah Di, Bruce M McLaren
EC-TEL 2023: European Conference on Technology Enhanced Learning
- C.04 **Examining the Benefits of Prompted Self-explanation for Problem-solving in a Decimal Learning Game**
 Huy A. Nguyen, [Xinying Hou](#), Hayden Stec, Sarah Di, John Stamper, Bruce M McLaren
AIED 2023: International Conference on Artificial Intelligence in Education
- C.03 **Using Adaptive Parsons Problems to Scaffold Write-Code Problems**
[Xinying Hou](#), Barbara J Ericson, Xu Wang
ICER 2022: ACM Conference on International Computing Education Research
- C.02 **Moving beyond Test Scores: Analyzing the Effectiveness of a Digital Learning Game through Learning Analytics**
 Huy A Nguyen, [Xinying Hou](#), John Stamper, Bruce M McLaren
EDM 2020: International Conference on Educational Data Mining
- C.01 **Exploring How Gender and Enjoyment Impact Learning in a Digital Learning Game**
[Xinying Hou](#), Huy A Nguyen, J Elizabeth Richey, Bruce M McLaren
AIED 2020: International Conference on Artificial Intelligence in Education

Lightly-reviewed Poster / Late-Breaking Work / Workshop / Special Track (L)

- L.08 **A Preliminary Analysis of Students' Help Requests with an LLM-powered Chatbot when Completing CS1 Assignments**
 Ruiwei Xiao, [Xinying Hou](#), Harsh Kumar, Steven Moore, John Stamper, Michael Liut
CSEDM 2024: Educational Data Mining in Computer Science Education Workshop
- L.07 **Exploring How Multiple Levels of GPT-Generated Programming Hints Support or Disappoint Novices**
 Ruiwei Xiao, [Xinying Hou](#), John Stamper
CHI 2024: ACM Conference on Human Factors in Computing Systems

- L.06 **Enhancing LLM-Based Feedback: Insights from Intelligent Tutoring Systems and the Learning Sciences**
John Stamper, Ruiwei Xiao, [Xinying Hou](#)
AIED 2024: International Conference on Artificial Intelligence in Education
- L.05 **Integrating Personalized Parsons Problems with Multi-Level Textual Explanations to Scaffold Code Writing**
[Xinying Hou](#), Barbara J Ericson, Xu Wang
SIGCSE TS 2024: ACM Technical Symposium on Computer Science Education
- L.04 **Parsons Problems to Scaffold Code Writing: Impact on Performance and Problem-Solving Efficiency**
[Xinying Hou](#), Barbara J Ericson, Xu Wang
ITiCSE 2023: ACM Conference on Innovation and Technology in Computer Science Education
- L.03 **Design a Dashboard for Secondary School Learners to Support Mastery Learning in a Gamified Learning Environment**
[Xinying Hou](#), Tomohiro Nagashima, Vincent Aleven
EC-TEL 2022: European Conference on Technology Enhanced Learning
- L.02 **Drinking Our Own Champagne: Analyzing the Impact of Learning-by-doing Resources in an E-learning Course**
[Xinying Hou](#), Paulo F Carvalho, Kenneth R Koedinger
LAK 2021: ACM International Learning Analytics and Knowledge Conference
- L.01 **Increasing Children's Knowledge of Pattern Detection and Skip Counting Using a Tablet-based Math Activity**
Cheyeon Ha, [Xinying Hou](#), Huy A Nguyen, Judith Odili Uchidiuno
ICLS 2020: International Conference of the Learning Sciences

Research Experiences

- 09/2021 - **Graduate Student Researcher**
Present University of Michigan - Ann Arbor
- 06/2024 - **PhD Researcher Intern**
07/2024 Educational Testing Service (ETS) - ETS Research Institute
Mentors: Jessica Andrews Todd, Carolyn Forsyth, Yang Jiang
- 10/2019 - **Graduate Research Assistant**
7/2021 Carnegie Mellon University

Invited Talks

- 07/2024 **L@S 2024: CodeTailor: LLM-Powered Personalized Parsons Puzzles for Engaging Support While Learning Programming**
- 01/2024 **Raspberry Pi Foundation: Using generative AI to create personalized Parsons Problems and explanations**
- 11/2023 **Koli Calling 2023: Understanding the Effects of Using Parsons Problems to Scaffold Code Writing for Students with Varying CS Self-Efficacy Levels**

- 04/2023 **2023 CRA-WP Grad Cohort for Women:** Helping Novice Programmers to Write Code in an Introductory Programming Class: The Effects of Using Adaptive Parsons problems as Scaffolding
- 08/2022 **ICER 2022:** Using Adaptive Parsons Problems to Scaffold Write-Code Problems.
- 07/2020 **AIED 2020:** Exploring How Gender and Enjoyment Impact Learning in a Digital Learning Game.
- 07/2020 **EDM 2020:** Moving beyond Test Scores: Analyzing the Effectiveness of a Digital Learning Game through Learning Analytics.

Teaching Experience

Winter 2024 **SI 206 - Data-Oriented Programming**
Graduate Student Instructor

Honors and Awards

- 2024 Rackham Conference Travel Grant
Best Paper Nomination L@S'24
- 2023 UMSI Conference Travel Grant
Best Paper Award ECTEL'23
- 2022 Rackham Conference Travel Grant
- 2019 Carnegie Mellon University Merit Scholarship Recipient
- 2017 National Scholarship Recipient

Skills and Tools

Technical Skills Python, R, STATA, SPSS, Data Mining, Applied Machine Learning
HTML5/CSS3, JavaScript, Bootstrap, Vue.js, Django, AJAX, C#, Unity (3D)

Qualitative methods Cognitive Task Analysis, Backward Design, Contextual Inquiry,
Affinity Diagramming, Usability Testing, Survey Design, User Interview

Quantitative methods Statistics testing, A/B Testing, Experiment Design

Design Figma
Sketching, Personas, Storyboarding, Prototyping