

EDUCATION	University of Toronto, Ontario Institute for Studies in Education Toronto, Canada <i>Ph.D. in Curriculum and Pedagogy</i> 2023 - 2028 (<i>expected</i>) <ul style="list-style-type: none">• Advisor: Prof. Michelle Lui.• Research area: Technology-enhanced pedagogical tools, immersive technologies for (in)formal learning purposes, AI for human learning and behavior change.
	University of Pennsylvania Philadelphia, USA <i>M.S in Education (Education Entrepreneurship)</i> 2021 - 2023 <ul style="list-style-type: none">• Learning Technology Panel Director, Penn China Education Summit 2022.• Wharton Venture Lab: Venture Initiation Program- Community (VIP-C) member.
	University of Melbourne Melbourne, Australia <i>Master of Tertiary Education Management</i> 2018 - 2020
	University of New South Wales Sydney, Australia <i>B.E. in Civil Engineering (with Architecture), First Class Honors</i> 2012 - 2016
AWARDS & HONOURS	• ACM DIS 2025 Best Paper Honourable Mention Award Top 5 %, ACM SIGCHI 2025
	• Muriel Fung Student Appreciation Award, OISE 2025
	• Waldorf Schools Scholarship for Evidence-based Research, OISE, \$9,000 2024
	• Alumni Appreciation Award, UNSW China Open Day, UNSW Engineering 2018
	• Name on Fame of Wall, UNSW Engineering 2016
	• First-Class Honors & Dean's Honors List, UNSW Engineering 2016
PUBLICATIONS	Yuqi Wang , Sirui Wang, Shiman Zhang, Kexue Fu, Michelle Lui, and Ray Lc. 2025. From Temporal to Spatial: Designing Spatialized Interactions with Segmented Audios in Immersive Environments for Active Engagement with Performing Arts Intangible Cultural Heritage. In <i>Proceedings of the 2025 ACM Designing Interactive Systems Conference (DIS '25)</i> .
	Yuqi Wang . 2022. Immersive Learning Technology: A Design Guide for 360° VR Videos for Education. <i>Computer Engineering, Network and Digital Communication 2</i> , (2022), 1–10.
	Yuqi Wang , Lexuan Jiang, and Yaru Yang. 2021. Happy Learning: How Different Emotions Affect Semantic Memory. <i>Advances in Social Science, Education and Humanities Research</i> (2021).

PROFESSIONAL EXPERIENCE	Associate Researcher, Inspirit Learning Inc. Remote 2023 – present
	<ul style="list-style-type: none"> • Lead research on VR career-exploration simulations across school districts; Findings presented to executive leadership; and papers in submission to AERA, CHI, DIS.
	Research Assistant, OISE Toronto, Canada 2024.10 – Present
	<ul style="list-style-type: none"> • Support Prof. Michelle Lui on immersive-learning projects; run R-based quantitative and NVivo qualitative analyses. • Draft manuscripts and conference submissions.
	Teaching Assistant, University of Toronto Toronto/ Mississauga, Canada 2024.09 – Present
	<ul style="list-style-type: none"> • EDS285 The Future of Ed Tech: Active Learning Classrooms and Artificial Intelligence • EDS345 Design Thinking Incubator: From Problem to Prototype
	Co-Founder/Campus Director, Academic Mobility Program, Tongji University. Sydney & Shanghai, China 2016.09 – 2020.07
	<ul style="list-style-type: none"> • Designed 28 course outlines and hosted 1,147 students from across 8 countries. • Expanded partner universities from 2 to 15, generating ¥19.5 M revenue.
PROJECTS	Virtual Reality in Career and Technical Education (CTE)
	<i>Stanford GSE • Mimbis • Inspirit • Harrison SD2</i> 2025.01 – Present
	Immersive Learning for Career Education, a Systematic Review & Meta-analysis
	<i>OISE</i> 2025.01 – Present
	Collaborative VR Learning Design, a Scoping Review
	<i>OISE</i> 2024.11 – Present
	From Temporal to Spatial: Immersive ICH Soundscapes
	<i>City University of Hong Kong • OISE</i> 2024.05 – 2025.01
	AR Integration in STEM Education
	<i>Inspirit • Snap • Stride</i> 2023.06 – 2023.10
SKILLS	Languages: Chinese, English.
	Methods: Quantitative (R, SPSS, JASP) • Qualitative (NVivo, Dovetail) • Mixed Methods
	Media: 360° video editing, Photoshop, InDesign, SketchUp, Revit, AutoCAD, CryEngine
ACADEMIC SERVICES	Reviewers for: <i>OISE Graduate Student Research Conference</i> (GSRC 2024)
	<i>ACM CHI Conference on Human Factors in Computing Systems</i> (CHI 2025)
	<i>ACM Conference on Designing Interactive Systems</i> (DIS 2025)