Jane Hanqi Li

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RESEARCH INTERESTS

Education Innovation · Human-Computer Interaction (HCI) · AI Literacy · Responsible/Trustworthy AI · AI For Creativity

EDUCATION

University of California, San Diego ***09/2025 - Present***
Ph.D. in Education Studies *La Jolla, CA*
New York University ***09/2023 - 05/2025***
MA in Learning Technology and Experience Design *New York, NY*
School of Visual Arts ***09/2018 - 05/2022***
BFA in Illustration *New York, NY*

PUBLICATION

- **Hanqi Li**, Ruiwei Xiao, Hsuan Nieu, Ying-Jui Tseng, Guanze Liao, John Stamper, Kenneth Koedinger. "From Unseen Needs to Classroom Solutions": Exploring AI Literacy Challenges Opportunities with Project-based Learning Toolkit in K-12 Education. The Symposium on Educational Advances in Artificial Intelligence **(EAAI)** 2025
- Yuqi Hang, **Hanqi Li**, Jingying Deng, Kaining Liu, Xavier Ochoa, Exploring the impact of AI-based character strengths chatbot roleplayed by liked or admired fictional characters on user experience, 27 th International Conference on Human-Computer Interaction **(HCII)**
- **Hanqi Li,** Qianzi Wen, Ruiwei Xiao, Xavier Ochoa. "Enhancing Collaborative Learning with a Myers-Briggs Type Indicator (MBTI)-Driven Conversational AI Agent." Learning Analytics and Knowledge Conference **(LAK25)**, 2025
- Ruiwei Xiao, Ying-Jui Tseng, **Hanqi Li,** Hsuan Nieu, Guanze Liao, John Stamper, Kenneth Koedinger. "Enabling K-12 AI Literacy Education and Learning Analytics at Scale." Learning Analytics and Knowledge Conference **(LAK25)**, 2025
- Jingxuan Wang, Ruiwei Xiao, Xiaoxi Hou, **Hanqi Li**, Ying-Jui Tseng, John Stamper, Kenneth Koedinger. LLMs to Support K–12 Teachers in Culturally Relevant Pedagogy: An AI Literacy Example. International Conference on Artificial Intelligence in Education (AIED), 2024
- Ruiwei Xiao, Qing Xiao, Xinying Hou, **Jane Hanqi Li**, Phenyo Phemelo Moletsane, Hong Shen, John Stamper (2025). *Bridging Cultural Distance Between Models' Default and Local Classroom Demands: How Global Teachers Adopt GenAI to Support Everyday Teaching Practices.* [Preprint, under review].
- Ruiwei Xiao, Qing Xiao, Xinying Hou, Phenyo Phemelo Moletsane, **Jane Hanqi Li**, Hong Shen, John Stamper (2025). *Do Teachers Dream of GenAI Widening Educational (In)equality? Envisioning the Future of K-12 GenAI Education from Global Teachers' Perspectives.* [Preprint, under review].

PRESENTATION

- Jill Beale, **Hanqi Li**, Francisco Castro, Yuning Gao, Xiaomeng Huang, Chuqing Lyu, and Cass Scheirer. Critical Thinking Habits of Mind in Media Arts Learning. EdTech Innovation: New York University Research Labs Showcase (2024).

SELECTED RESEARCH

Carnegie Mellon University, ActiveAI ***11/2023 - Present***

Research Assistant, Supervised By Professor Ken Koedinger and Guanze Liao *Pittsburgh, PA*

- Led research on integrating a PBL AI Literacy toolkit into K-12 education, conducting video demonstrations and educator interviews.
- Analyzed data to identify key insights on AI tool implementation and curriculum innovation.
- Developed frontend components for the AI Literacy tool to enhance user interaction and support AI education (accepted by *The Symposium on Educational Advances in Artificial Intelligence* ***(EAAI)***).

New York University, Critical Thinking Habits of Mind ***11/2023 - 04/2024***

Research Assistant, Supervised By Professor Camillia Matuk and Kayla Desportes *New York, NY*

- Contributed to a Ph.D. research project led by Jill Beale, focused on teaching critical thinking through movie directing in a K-12 summer camp.
- Responsible for academic coding of scripts used in the camp's curriculum, facilitating students' learning experiences (presented on *EdTech Innovation: New York University Research Labs Showcase*).

New York University, Independent Study ***06/2024 - Present***

Graduate Researcher, Supervised By Professor Xavier Ochoa *New York, NY*

- Designed and developed an AI chatbot that uses favorite movie characters in positive psychology to explore the impact of AI feedback and guidance on people's satisfaction with feedback and its perceived usefulness.
- Investigated participants' perceptions of AI interactions in an evidence-based character strengths intervention, focusing on enhancing well-being and engagement (accepted by the *27th International Conference on Human-Computer Interaction* ***(HCII)***).

New York University, Independent Study ***09/2024 - Present***

Graduate Researcher, Supervised By Professor Xavier Ochoa and Jionghao Lin *New York, NY*

- Designed a system with an conversational AI agent that uses MBTI insights to enhance collaborative learning for college students, providing personalized feedback on communication strategies, conflict resolution, and role delegation.
- Conducted classroom experiments to assess the AI's effectiveness by collecting multi-modal data, including behavioral, learning, and conversational data, to analyze the impact on teamwork, engagement, and social-emotional learning (accepted by *Learning Analytics and Knowledge Conference* ***(LAK25)***).

New York University, CREATE Lab ***08/2024 - Present***

Junior Developer, Supervised By Professor Jan L. Plass and Al Olsen *New York, NY*

- Developed the Loop system in collaboration with NYU Silver School of Social Work, creating a VR environment with realistic human avatars and integrating OpenAI technology for real-time dialogue to enhance social work training simulations.
- Designed a user-friendly platform that allows users to create accounts, provide context for inputs, send inputs to the AI agent, tag and regenerate AI responses, ensuring accessibility and inclusivity in diverse social work scenarios.

GRANTS

OpenAI Researcher Access Program ***2024***

- Project: *PosiChat: an AI chatbot for integrating positive psychology with favorite movie characters.*

New York University ECT Student Grant ***2024***

- Project: *PosiChat: an AI chatbot for integrating positive psychology with favorite movie characters.*

New York University ECT Student Grant ***2024***

- Project: Enhancing Collaborative Learning with a Myers-Briggs Type Indicator (MBTI) -Driven Conversational AI.

TEACHING EXPERIENCE

New York University, Coding Workshop ***09/2024 - Present***

Organizer and Instructor, Supervised By Professor Beth Tripmacher *New York, NY*

- Organized and led after-class workshops for graduate students focused on designing and developing portfolio websites.
- Developed and delivered teaching content covering AI for productivity, front-end coding, UX design, portfolio organization, visual design, and UX case writing.

INDUSTRY EXPERIENCE

Fini ***03/2023 - 05/2024***

Product Designer *Remote*

- Led a cross-functional team to build Fini, an on-demand health content marketplace, overseeing feature delivery and writing Product Requirement Documents.
- Conducted market research on gamification and Generative AI, and secured CEO approval for key initiatives.

iHealth and Wellness Foundation ***03/2023 - 09/2023***

UX Designer *New York, NY*

- Redesigned the website's search experience, simplifying hospital and doctor selection with a new card design and navigation system.
- Created and launched 8 pages within 5 weeks, collaborating with the development team to refine and implement designs.

Papier.Etc ***12/2022 - 06/2023***

Partener, Designer *New York, NY*

- Expanded an online project into a physical store in Chengdu, China, gaining hands-on experience in e-commerce design and marketing.
- Facilitated artist collaborations and increased Instagram followers by 45%, while developing the store's website vision and wireframes.

VOLUNTEERING EXPERIENCE

Started ***10/2023***

EdTech Week Volunteer *New York, NY*

Games For Change ***06/2024***

Event Volunteer *New York, NY*

The Bowery Mission ***09/2023 - Present***

Meal Prep Volunteer *New York, NY*

OTHER

- **Research Skills**: Interview, Qualitative Research, Quantitative Research, Technology Integration in Education, Program Implementation, Data collection and analysis, Baseline and endline survey development, Participant recruitment and registration, Survey data analysis, Educational outcome assessment, Creative coding, Design and Development.
- **Programming Languages & Toolkit**: R, Python, JavaScript, P5js, HTML, CSS, LaTeX, Exploratory, Figma, Adobe Creative Suite
- **Certifications & Training:** CITI Program Social and Behavioral Research Investigators, Google UX Design Certificate