

Sichuang Fan

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Education

- Sep 2023 – Present **Master of Arts in Curriculum Studies**, Western University, London, ON
GPA: 4.0/4.0
- Thesis: *Learning Game Making vs. Learning Through Game Making: A Systematic Review of Game Making for Learning Curriculum for Developing Systems Thinking*
 - Scholarships: Western Graduate Research Scholarship; AER Graduate Scholarship for Literacy Studies in Education
- Sep 2015 – Sep 2020 **Bachelor of Arts in Child and Youth Studies**, Brock University, St. Catharines, ON
- Capstone: *Evaluation of Artificial Intelligence Tutoring System Based on the Octalysis Framework*

Research and Publications

Manuscripts Under Review

Fan, S. *Cultivating Systems Thinking through Game-Making: A Systematic Review on Curriculum Design*. Manuscript under review.

Fan, S. *Meaning & Purpose, Curiosity & Exploration: Motivational Rhetorics in China and Ontario Math Curricula*. Manuscript under review.

Fan, S. *Have We Solved Them Yet? A Historical Analysis of Recurring Problem Constructions in Seminal Learning Design and Technology Literature*. Manuscript under review.

Refereed Conference Proceedings

- 2020 Fan, S. (2020). *Evaluation of Artificial Intelligence Tutoring System Based on the Octalysis Framework: Improving Motivational Design and Management within the System*. In *Proceedings of the International Conference on Game-Based Learning* (pp. 51–59).

Conference Presentations

- 2024 Fan, S. (2024). *Content Analysis of Motivational Design in Mathematics Curricula: A Study of Ontario and China*. Paper presented at The 2nd Chinese Society of Education Annual Conference: Whole Person Development in the Digital Era, Chinese Perspectives and Practices in a Global Context.
- Mar 2024 Fan, S. (2024, March). *Content Analysis of Motivational Design in Mathematics Curricula: A Study of Ontario and China*. Poster presented at the Robert Macmillan Symposium, Western University, London, ON.

Professional Experience (Curriculum and Editorial)

- Mar 2023 – Jan 2024 **Curriculum Design Consultant**, Guanghai Education Group, Shanghai, China
- Developed the “Guanghai Camp Competency Framework,” defining learning outcomes and assessment standards.
 - Formulated comprehensive evaluation schemes and reviewed curriculum materials to ensure alignment with educational goals.
- Aug 2022 – Aug 2023 **Teacher Librarian & Curriculum Lead**, Xianghu Future School, Hangzhou, China
- Spearheaded planning for the school’s Learning Center, including collection development and service policy design.
 - Collaborated with faculty to develop a competency-based Information Literacy curriculum.
 - Managed the review and acquisition of literacy resources with close attention to instructional relevance and quality.

- Aug 2021 – Aug 2023
Director of Curriculum Design, Hangzhou Cheer21 Education, Hangzhou, China
- Designed the Core Competencies Framework aligned with China’s national core standards.
 - Oversaw product development for curriculum aligned with The Youth Artificial Intelligence Technical Level Test (TYAITLT).
 - Developed the Cheer21 competency-based LMS.
 - Edited and refined workshop materials for project-based learning consulting services.
- Jan 2021 – Aug 2021
Curriculum Designer, Superdoers Education, Kunming, China
- Managed the design of the “Risk-Taking and Entrepreneurship” curriculum.
 - Established assessment criteria and learning pathways to ensure pedagogical consistency across modules.
- Jul 2020 – Jan 2021
Junior Researcher, Hailiang Education Research Institute, Hangzhou, China
- Conducted research on anti-bullying policies and developed curriculum principles for Hailiang Foreign Student School.
 - Designed teacher training programs focused on gamification in education, with clear learning objectives and implementation structures.
- Oct 2018 – Jul 2019
Junior Researcher, Hangzhou Yungu School, Hangzhou, China
- Served as Program Manager for a Grade 7–8 project-based learning program, overseeing delivery quality and student experience.
 - Co-developed the Schoolpoly educational board game and the “Board Game Analysis and Design” courses.

Teaching and Community Service

- Jul 2022
Supervisor, Mighty Mathematician, Hangzhou, China
- Supervised the design of educational board games to support learning in rational numbers.
- May 2018 – Oct 2018
Chess Instructor, Edunaissance, Hangzhou, China
- Instructed students aged 5–8 in chess fundamentals and strategic thinking.
- Dec 2017 – Apr 2018
Mentor (Big Brother), Big Brothers Big Sisters of North and West Niagara, St. Catharines, ON
- Served as a role model and mentor for children from single-parent families, supporting their social and emotional development.

Skills and Languages

- Languages English (Fluent); Mandarin (Native)
- Technical Curriculum Design; Gamification Frameworks (Octalysis); Systematic Literature Review; Academic Writing and Editing