

## MAIGA CHANG

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*Maiga Chang*

Dr. Maiga Chang is Full Professor in the School of Computing Information and Systems at Athabasca University, Canada. His research mainly focus on game-based learning, training and assessment; mobile learning and ubiquitous learning; museum e-learning; learning behaviour analysis; learning analytics and academic analytics; data mining and artificial intelligence; intelligent agent technology; and, mobile healthcare.

He is now Chair of IEEE Technical Committee of Learning Technology (TCLT), an Executive Committee member of Asia-Pacific Society for Computers in Education (APSCE), Global Chinese Society for Computing in Education, and Chinese Society for Inquiry Learning. He is also chair of Digital Game and Intelligent Toy Enhanced Learning special interest group (SIG) under the TCLT.

Dr. Chang was executive chair (2016-2018) and new initiative chair (2015-2016) in the executive board of IEEE Technical Committee of Learning Technology (TCLT) and chair (2016-2017) and co-chair (2014-2015) of APSCE Asia-Pacific Region Game and Toy Enhanced Learning and Society special interest group (SIG).

He is editor in chief of International Journal of Distance Education Technologies (an EI and Web of Science's ESCI journal without publication fee), section editor of Education and Science (a free SSCI Open Access journal), and advisory board member of Journal of Computers and Applied Science Education. He is guest editor of Education and Technology Society (a free SSCI Open Access journal), Multimedia Tools and Applications (an SCI journal), Mathematical Problems in Engineering (an SCI journal), and The Scientific World Journal (an SCI journal).

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He has also been the guest associate editor of IEEE Technology and Engineering Education, guest editor of International Review of Research in Open and Distance Learning (a free SSCI Open Access journal without publication fee) and Research and Practice in Technology Enhanced Learning (a free Open Access journal with publication fee covered by APSCE).

Dr. Chang also serves academic international conference events include being program chair of International Conference on Smart Learning Environments (ICSLE 2015, 2018 and 2019), general program chair of IEEE TCLT flagship conference International Conference on Advanced Learning Technologies (IEEE ICALT 2017 to 2019), IPC Coordination Co-Chair of International Conference on Computers in Education (ICCE 2018), executive program chair and program co-chair of Global Chinese Conference on Computers in Education (GCCCE) in 2017 and 2016, track program chair of Digital Game and Intelligent Toy Enhanced Learning in IEEE International Conference on Advanced Learning Technologies 2014 to 2018, executive chair of GCCCE 2014 sub-conference on Joyful Learning and Society and co-chair for the sub-conference in GCCCE 2013 and 2015,

executive chair of ICCE 2014 sub-conference on Game and Toy Enhanced Learning and Society (GTEL&S) and co-chair for the sub-conference in ICCE 2011, 2013 and 2015, advisory board member of IADIS International Conference on Mobile, Hybrid, and On-line Learning (2012~now), steering committee of International Conference on Systems and Networks Communications (2017~2018) and special area chair of pervasive education (2011~2016), program co-chair (2011), general co-chair (2009), and advisory board (2013) of Edutainment, and local chair of IEEE DIGITEL 2008.

He has given more than 85 talks and lectures in different conferences, universities, and events; He has participated in more than 290 international conferences and workshops as a Program Committee Member; and, he also has (co-)authored more than 225 edited books, special issues, book chapters, journal and international conference papers. He is an IEEE member for seventeen years since 1996 and also a member of ACM (2001-2017), AAAI (since 2001-2017), INNS (since 2004), and Phi Tau Phi Scholastic Honor Society.