

CURRICULUM VITA

SOOHWAN KIM

PROFILE

Research Interests

2021 ~ 2023	_____
2020 ~ 2021	_____
2019 ~ 2022	_____
2018 ~ 2023	_____
2014	_____
2013	_____
2012 ~ 2014	<u>Senior consultant</u> , of smart learning, Changsin elementary school (Korea)
2010 ~ 2014	<u>Senior researcher</u> , Institute of Future Informational Talent (Korea)
2010 ~ 2013	<u>Manager</u> , Camp for game addicted students and teacher training course , Institute of Future Informational Talent (Korea), and Scratch Day in Korea.
2011 ~ 2013	<u>Lecturer</u> , STEM fusion Camp for gifted students, Institute of Future Informational Talent (Korea)
2011	<u>Lecturer</u> , for gifted students of information, Incheon education office (Korea)
2010 ~ 2011	<u>Manager and Teacher</u> , Korean manager for Global Moon Project, Texas Tech University (USA)
2008 ~ 2010	<u>Leading agent</u> for ICT, Incheon education office (Korea)
2008 ~ 2009	<u>Lecturer</u> , for Information Ethics, National Information Society Agency (Korea)
2007 ~ 2013	<u>Part-time Professor</u> , Department of Compute education , Gyeongin National University of Education (Korea)
2007 ~ 2009	<u>Part-time Professor</u> , Introduction to Multimedia and Computer, Chongshin University and Methodist Theological University (Korea)
2005 ~ 2014	<u>Lecturer</u> , of ICT and Smart learning, Incheon Education Office (Korea)
2004	<u>Lecturer</u> , of Designing of teaching and learning with ICT, National Education Office
1999 ~ 2014	<u>Elementary school teacher</u> (Korea)

INTERNATIONAL ACTIVITIES

2023	_____
2023	_____
2023	_____
2022	_____
2022	_____
2021	_____

Han, H., Han, S., Kim, S. Kim, H. (2007). Adaptive QoS for Educational User Created Content(UCC), *LNCS 4469*, 316-323.

Kim, S., Han, H. & Han, S. (2006). *The Study on Effective Programming Learning using Wiki Community Systems*, *LNCS*, 4227

- **Korean Journals (KCI level)**

TPACK model for Church School Educators, *Theology and Praxis*, 2024.02

Development of Artificial Intelligence Literacy Framework for General Teachers, *The Journal of Korean Association of Computer Education*, 2023.11

Analysis of Functions and Services for the Development of AI Education Platform, *The Journal of Korean Association of Computer Education*, 2021.03

Development of a Standard Curriculum Model of Next-generation Software Education, *JOURNAL OF The Korean Association of information Education*, 2020.08

Review on Artificial Intelligence Education for K-12 Students and Teachers, *The Journal of Korean Association of Computer Education*, 2020.07

Development of Debugging Tasks and Tool for Process-centered Assessment on Software Education, *The Journal of Korean Association of Computer Education*, 2020.07

A comparison of digital literacy level of elementary and middle school students based on the 2018-2019 National Assessment of Digital Literacy, *Journal of Korean Association for Educational Information and Media*, 2020.06

Development of Game Developer Career Experience Program using Scratch, *The Journal of Korean Association of Computer Education*, 2020.01

Developing a Digital Literacy Curriculum Framework, *CNU Journal of Educational Studies*, 2019.08

The Effectiveness of Flipped Learning for Teenagers in Church Education, *Theology and Praxis*, 2019.05

Analysis of Abstraction Contents in Informatics Textbooks of Middle School According to 2015 Revised Curriculum, *The Journal of Korean Association of Computer Education*, 2018.09

Development of evaluation factors for SW education in elementary and secondary schools, *The Journal of Korean Association of Computer Education*, 2017.11

Analysis about the Initial Process of Learning Transfer in Computational Thinking Education, *The Journal of Korean Association of Computer Education*, 2017.11

Stages of Concern of Korean Teachers about Software Education and the Teacher Characteristics, *Journal of The Korean Association of information Education*, 2016.08

Development of Scratch Code Analysis System for Assessment about Concepts of Computational Thinking, The Journal of Korean Association of Computer Education, 2015.11

Analysis of Scratch code for Student Assessment about Computational Thinking Capability, The Journal of Korean Association of Computer Education, 2015.09

Effects of Teaching and Learning Strategies of Learner-Centered Computing Training on Improving Computational Thinking, Journal of The Korean Association of information Education, 2015.09

Analysis on the Parents Aware of the Need for the Elementary SW Education, Journal of The Korean Association of information Education, 2015.06

Analysis of Art and Humanity Major Learners' Features in Programming Class, The Journal of Korean Association of Computer Education, 2015.05

Analysis of Non-Computer Majors' Difficulties in Computational Thinking Education, The Journal of Korean Association of Computer Education, 2015.05

A Possibility of Christian Education Utilizing Multimedia Creation, Christian Education and Information Technology, 2015.03

The Relationship Analysis between Smartphone Addiction and Ecological Factors of Elementary Students, Journal of The Korean Association of information Education, 2014.12

A Perception on SW Education of Students with Scratch-Day, Journal of The Korean Association of information Education, 2014.12

Development of Tools to Evaluate the Effectiveness of Smart Education and Digital Textbooks, Journal of The Korean Association of information Education, 2014.06

Intensive Treatment Program for Students with Game Addiction based on Multiple Intelligences, Journal of The Korean Association of information Education, 2014.03

TEACHING EXPERIENCE