CHEN Jingwei

Professor and Doctoral Supervisor

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Ph.D. in Art Studies, Master of Arts (M.A.) in Design and Art, Bachelor of Engineering (B.Eng.) in Animation and Software Development

Publications (last 5 years)

- ·Emerging Horizons in E-sports Studies.(2024). Media
- ·Handbook for Reporting and Promoting the Asian Games E-sports Competition.(2023) Served the Hangzhou Asian Games
- ·A Study on the Innovative Development of Chinese Traditional Culture in the Modern Media Environment.(2021). China Radio & Television Academic Journal
- ·A Study on Animation and Digital Media Education and Teaching.(2021)
- ·A Study on Virtual Reality Interaction.(2020)
- ·Gamification Design in AR Children' s Picture Books.(2019).Modern Publishing

Research Projects (last 5 years)

- ·2025 Research on the Design of Digital Games for Chinese Traditional Culture from a Cognitive Perspective, National Social Science Fund of China (Art Project), PI
- ·2024 The Organic Integration of Chinese Traditional Cultural Concepts into the Development of E-sports in the New Era, China Media Group (CMG), PI
- ·2023 "E-sports in the Asian Games" and Its Impact: Symposium & 2023 E-sports Culture and Industry Conference, Tencent, PI
- ·2022 Research on the Design of Intelligent Interactive Products for Children with Learning Disabilities, National Social Science Fund of China (Art Project), Participant
- ·2020 Research on Parallel Simulation Technology for Large-Scale Performances, Sub-project of National Key R&D Program of China, PI
- ·2020 Innovation Research on the Knowledge System of Chinese Animation Art in the New Era, Major Project of National Social Science Fund of China (Art Project), Participant

Professional Activities

- ·Director, China New Media Association for Youth
- ·Secretary-General, Digital Art Committee, China Society of Image and Graphics
- ·Committee Member, Game Industry Research Expert Committee & Esports Industry Research Committee, China Audio-Video and Digital Publishing Association