

Table 1 Evidence & Achievements (Mid-1990s - Present)

Activity Types & Examples	Media Literacy Principles and Criteria Addressed						
Books Published	Access	Analyze	Eval	Create	Teach	Reflec	Collab
-Wan, G. (2007). <i>Virtually True: Questioning Online Media</i> .	X	X	X	X	X		X
-Wan, G. (2007). <i>TV Takeover: Questioning Television</i> .	X	X	X	X	X		X
-Wan, G. & Cheng, H. (2004). <i>The Media-Savvy Students: Teaching Media Literacy Skills</i> .	X	X	X	X	X		X
Research Articles Published	Access	Analyze	Eval	Create	Teach	Reflec	Collab
-Wan, G. and Gut, D. (Eds.) (2008). <i>New Media and Education in the 21st Century</i> .	X	X	X	X	X	X	X
-Wan, G., & Gut, D. (2008). <i>Media Use by Chinese and U.S. Secondary Students: Implications for Media Literacy Education</i> .	X				X	X	X
-Ma, J., Wan, G., & Lu, E. (2008). <i>Digital Cheating and Plagiarism in Schools</i> .	X	X	X		X	X	X
-Wan, G. & Gut, D. (2008). <i>Roles of Media and Media Literacy Education: Lives of Chinese and American Adolescents</i> .	X					X	X
-Wan, G., Tanimoto, R., & Templeton, R. (2008). <i>Creating Constructivist Learning Environment for Japanese EFL Students: A Digital Story Program</i> .	X			X	X	X	X
-Wan, G. (2006). <i>Linking Literacy with Technology: Creating Digital Stories</i> .	X			X	X	X	X
-Wan, G. (2006). <i>Integrating Media Literacy into the Curriculum</i> .	X	X	X	X	X		X
-Wan, G. (2001). <i>Barney & Friends: An Evaluation of the Literacy Learning Environment Created by the TV Series for Children</i> .	X	X	X		X	X	X
-Wan, G. (1999). <i>Creating Critical Viewers Through Language Arts Activities</i> .	X	X	X		X		X

Media Literacy Integrated in Courses	Access	Analyze	Eval	Create	Teach	Reflec	Collab
ETE 350 <i>Language Arts Methods</i> : critical media users and publish class books (1997-2004).	X	X	X	X	X		
ETE 260: <i>Children's Literature</i> : creating digital stories with multimedia tools (1997-2004).	X			X	X		
EDSE351: <i>Secondary Teaching & Learning</i> : media literacy as 21 st Century skills; integrating media literacy across curriculum (2004-present).	X	X	X	X	X		X
English: <i>Teaching English as a Foreign Language</i> : learning to write by writing and publishing digital stories (2003-present)	X			X	X		X
EDEL 605 <i>Elementary Language Arts and Social Studies Methods</i> ; EDEL 603 <i>Elementary Reading Methods</i> ; EDS606 <i>Secondary Language Arts Methods & Assessment</i> (American University in Dubai): teach media literacy concepts, critical reading skills.	X	X	X	X	X		X
Grants/Workshops/Conference Presentations	Access	Analyze	Eval	Create	Teach	Reflec	Collab
WTVP-PBS (1997-2004). Media literacy workshops for local community	X	X	X	X	X		X
Literacy Center Workshop (2006-Present). Integrating Media Literacy in Existing Curriculum	X	X	X	X	X	X	X
Conference Presentations (1996-Present). See attached list	X	X	X	X	X	X	X
Grant: Co-Principle Investigator (2008). Improving Literacy through School Libraries Project. U.S. Department of Education. (under review)	X	X	X	X	X	X	X
Research Grant (2005). Educational research fund for media literacy research, College of Education, Ohio University.	X	X	X	X	X	X	X
ATT Grant (2006). Video Game Civilization III: Educational Possibilities.	X	X	X	X	X		X

- X = exist and addressed
- Access, Analyze, Eval, Create: The four media literacy principles.
- Teach: teaching of media literacy
- Refle = Reflection on media literacy education/activity.
- Collab = Collaboration with others on media literacy activities