

Jing Feng

Rotman Research Institute
3560 Bathurst Street, Toronto, Ontario, Canada M6A 2E1
jing.psy@gmail.com
(+1) 416-856-8909

Education

Ph.D., Cognitive and Engineering Psychology University of Toronto, Canada	2011
M.A., Cognitive and Engineering Psychology University of Toronto, Canada	2006
B.Sc. Honors, Applied Psychology Zhejiang University, China	2005

Experience

Post-Doctoral Researcher

Rotman Research Institute 2011 - present

- Conducted research on aging, selective attention and driving performance
- Developed a measurement of fitness to drive; currently validating it by experiment

Graduate Researcher

Department of Psychology, University of Toronto 2005 - 2011

- Conducted research on human attention and spatial cognition, cognitive training, and information presentation
- Research contribution recognized by both the academy (200+ publication citations) and the public (major media coverage including the *Economist*, *Scientific American Mind* and *ScienceDaily*)
- Effectively collaborated with researchers from engineering backgrounds on interface design for the software, *Ecological Footprint*
- Mentored undergraduates in various research projects

Teaching Assistant

Department of Psychology, University of Toronto 2005 - 2011

- Proficient in Statistics, Engineering Psychology, Introductory Psychology, Introduction to Social Psychology

Journal Publications

- Feng, J., Craik, F. I. M., Levine, B., Moreno, S., & Naglie, G. (under review). Differential age-related changes in attention across an extended visual field.
- Feng, J., & Spence, I. (in revision). Bias in spatial attention.
- Spence, I., Jia, A., Feng, J., Elserafi, J., & Zhao, Y. (in revision). How speech modifies visual attention.
- Feng, J., & Spence, I. (in press). A mixture distribution of spatial attention. *Experimental Psychology*.
- Feng, J., Pratt, J., & Spence, I. (2012). Attention and visuospatial working memory share the same processing resources. *Frontiers in Psychology*, 3, 103.
- Wu, S., Cheng, C. K., Feng, J., D'Angelo, L., Alain, C., & Spence, I. (2012). Playing a first-person shooter video game induces neuroplastic change. *Journal of Cognitive Neuroscience*, 24, 1286-1293.
- Spence, I., & Feng, J. (2010). Video games and spatial cognition. *Review of General Psychology*, 14, 92-104 (invited paper).
- Spence, I., Yu, J., Feng, J., & Marshman, J. (2009). Women match men when learning a spatial skill. *Journal of Experimental Psychology: Learning, Memory and Cognition*, 35, 1097-1103.
- Spence, I., DeYoung, C. G., & Feng, J. (2009). The technology profile inventory: construction, validation, and application. *Computers in Human Behavior*, 25, 458-465.
- Feng, J., Spence, I., & Pratt, J. (2007). Playing an action video game reduces gender difference in spatial cognition. *Psychological Science*, 18, 850-855.

Presentations & Posters

- Feng, J., & Spence, I. (2012). Bias in the spatial distribution of attention. Poster at *the Annual Conference of the Cognitive Neuroscience Society 2012*, Chicago, USA, April 2012.
- Feng, J., Craik, F. I. M., Levine, B., Moreno, S., & Naglie, G. (2012). Aging, attention and training. Presented at *Toronto Rehab DriverLAB*, Toronto, Canada, February 2012.
- Feng, J., & Spence, I. (2012). Top-down control of attention across an extended visual field. Poster at *the Lake Ontario Visionary Establishment Annual Meeting*, Niagara Falls, Canada, February 2012.
- Feng, J., Spence, I., & Wu, S. (2012). Gender differences in working memory and mental rotation. Poster at *the Lake Ontario Visionary Establishment Annual Meeting*, Niagara Falls, Canada, February 2012.
- Feng, J., & Spence, I. (2010). Left or right? Spatial arrangement for information presentation. Presented at *IBM CASCON 2010*, Toronto, Canada, November 2010.
- Feng, J., & Spence, I. (2010). Play changes the brain. Poster at *INPLAY 2010*, Toronto, Canada, May 2010.

- Spence, I., & Feng, J. (2009). Video games and spatial cognition. Presented at *the Annual University of Toronto's Knowledge Media Design Institute 2009*, Toronto, Canada, December 2009.
- Feng, J., & Spence, I. (2008). Video games change your brain. Presented at *Meaningful Play 2008*, Michigan, USA, October 2008.
- Feng, J., & Spence, I. (2008). Attending to large dynamic displays. Poster at *Computer-Human Interaction (CHI) 2008*, Florence, Italy, April 2008.
- Feng, J., & Spence, I. (2007). Effects of cognitive training on individual differences in attention. Presented at *the HCI International 2007*, Beijing, China, July 2007.
- Feng, J. (2007). Effects of video game playing on individual differences in attention. Presented at *the 8th Annual Inter-University Workshop on Human Factor Engineering*, Toronto, Canada, January 2007.
- Feng, J., & Spence, I. (2006). Prepare women for careers in ICT using video games. Poster at *IBM CASCAN 2006*, Toronto, Canada, October 2006.
- Feng, J., & Spence, I. (2006). Closing the gender gap by training using action video games. Presented at *the Second IASTED International Conference on Education and Technology*, Calgary, Canada, July 2006.

Invited Talks

- Feng, J. (2012). Human attention and driving. Invited to *Hfast Lab*, Department of Mechanical and Industrial Engineering, Toronto, Canada, June 2012.
- Feng, J. (2011). Human attention and display design. Invited to *Nokia Research Center Beijing*, Beijing, China, April 2011.
- Feng, J. (2011). Gender and spatial cognition. Invited to *Institute of Psychology, Chinese Academy of Sciences*, Beijing, China, April 2011.
- Feng, J., & Spence, I. (2010). Play changes the brain. Invited to *INPLAY 2010*, Toronto, Canada, April 2010.
- Feng, J. (2008). Solely attention-based capacity limit for visuospatial working memory. Invited to *the Ebbinghaus Empire Meetings at Department of Psychology*, University of Toronto, Toronto, Canada, March 2008.
- Feng, J., & Spence, I. (2007). Becoming more attentive by playing video games. Invited to *Defence Research and Development (DRDC) Canada*, Toronto, Canada, October 2007.

Professional Associations

- Member
 Association of Psychological Science (APS)
 Association of Computer and Machinery, Special Interest Group on Computer and Human Interaction (ACM SIGCHI)

Cognitive Neuroscience Society (CNS)

Human Factors Interest Group (HFIG) at University of Toronto

Toronto Region – Computer Human Interaction (ToRCHI)

- Committee Member & Reviewer
Conference Paper Program of FuturePlay, 2007-2010
- Reviewer
Conference on Computer Human Interaction (CHI)
ACM Symposium on User Interface Software and Technology (UIST)
The Annual Human Factors and Ergonomics Society Meeting
Canadian Journal of Behavioural Science
Psychology and Violence

Selected Media Exposure

- Author. (2007). Nurture strikes back: some sex differences that look biological are really culture. *The Economist*, September 7, 2007.
- Elias, C. (2007). Playing video games reduces sex differences in spatial skills. *University of Toronto Bulletin*, September 25, 2007.
- Author. (2007). Playing video games reduces sex differences in spatial skills. *ScienceDaily*, October 26, 2007.
- Rempel, S. (2007). Games improve women's spatial skills. *The Toronto Star*, November 8, 2007.
- Carpenter, S. (2007). Shoot first, ace geometry later: video games may eliminate the gender gap in spatial skills. *Scientific American Mind*, December, 2007.
- Zacharzewski, M. (2007). Graj, bedziesz lepszy z matmy! (in Polish). *GameRanking*, December 2007

Scholarships & Awards

- University of Toronto Fellowship (2005 – 2011 Academic Years)
University of Toronto, Canada
- Frederic Hudd Scholarship (2006 – 2008 Academic Years)
- Massey College Academic Travel Grant (2006 – 2008 Academic Years),
Massey College, University of Toronto, Canada

- The Faculty of Art and Science's Graduate Student Conference Travel Grant (2007 – 2008 Academic Year)

University of Toronto, Canada

- Outstanding Student Fellowship (2003 – 2004 Academic Year)
- Excellent Student Award (2003 – 2004 Academic Year)
- Excellent Bachelor Thesis Award (2003 – 2004 Academic Year)
- Excellent Achievement Scholarship (2001 – 2002 Academic Year)

Zhejiang University, China