

Hsuan-Ming Tseng (曾銑銘)

PhD in Science Education, AI education lecturer, product developer

DrNoGreasy Studio · Email: drnogreasy@gmail.com · ORCID: [0009-0007-6275-9935](https://orcid.org/0009-0007-6275-9935) · GitHub: [tigerbojo](https://github.com/tigerbojo) · Last updated 2026-09-08 · Version 2026.09

Education

2023	National Changhua University of Education, Graduate Institute of Science Education · PhD Focus: AI in education. Thesis: an acceptance model for AI courses among high-school students
2002	Soochow University, Department of Business Mathematics · BSc Foundations in mathematical modelling, statistics and data analysis; minor in computer science.

Appointments

2025—	DrNoGreasy Studio · Founder AI products, curriculum development and teaching. Flutter apps, AI agents, web systems and industrial AI adoption.
2024—2025	Mind Hub Co., Ltd. · CTO Technical lead for the MOEA SBIR project on generative-AI hosiery design; ITRI knowledge-base assistant (RAG).
2023—2024	International Youth Innovation & Future Education Association · Chair Youth innovation and future-education initiatives.
2019—2023	AI4kids · Manager, Teacher Training & Curriculum Development Designed a K-12 AI curriculum, ran teacher training and school partnerships; co-developed and recorded a six-volume AI textbook series and co-authored Volume 1 (Machine Learning).
2019—2022	NCUE · Teaching and research assistant STEM course and lesson design; data collection, analysis and writing for Prof. Hsiao-Lin Tuan's MOST project (108-2511-H-018-004-MY3).

Research expertise

Mathematics education

AI education and curriculum development

Educational statistics

Scale development

Data science and analysis

Digital learning content

Generative AI applications

Journal articles

2024	Development and validation of a learning-engagement scale for high-school AI courses Tseng, H.-M., & Tuan, H.-L. (2024). International Journal on Digital Learning Technology, 16(2), 51–78 (TSSCI) DOI: 10.53106/2071260X2024041602003 (https://doi.org/10.53106/2071260X2024041602003)
2023	Development and validation of an acceptance scale for high-school AI courses Tseng, H.-M., & Tuan, H.-L. (2023). Journal of Technology and Human Resource Education, 9(3/4), 92–118 DOI: 10.6587/JTHRE.202306_9(3_4).0004 (https://doi.org/10.6587/JTHRE.202306_9(3_4).0004)

Conference papers

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| 2022 | Development and validation of an AI-course acceptance scale for high-school students (oral)
38th International Conference of the Association for Science Education Taiwan, Hsinchu |
| 2021 | Development and Discussion of the Acceptance Model of Emerging Technology Courses: the AI course for high-school students
2021 East-Asian Association for Science Education online conference, Shizuoka, Japan |
| 2021 | Acceptance model of emerging-technology courses and its relation to achievement: the case of a high-school AI course (oral, best paper)
2021 Global Chinese Conference on Educational Information and Assessment, Taichung |
| 2020 | Learning engagement in an introductory AI course (poster)
36th International Conference of the Association for Science Education Taiwan, Kaohsiung |
| 2020 | Developing a STEM teaching-competence questionnaire for secondary teachers (oral)
36th International Conference of the Association for Science Education Taiwan, Kaohsiung |

Books and textbooks

AI Made Simple

Business Weekly Publications, 2021, co-author. ISBN 9789865482350

Edge Computing for Everyone

Chwa Publishing, sole author.

Six-volume K-12 AI textbook series (ML / DL / NLP / big data / AIoT / edge computing)

Chwa Publishing, 32 chapters. Co-author of Volume 1 (Machine Learning); co-developed and recorded the teaching videos for the whole series.

Teaching

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| 2019—2026 | NTU MeDA Lab · AI-in-medicine camp lecturer
Every winter and summer since 2019: AI for medical imaging and big data. |
| 2020—2021 | Taichung Girls' Senior High · elective on AI and data science
Two semesters, formally commissioned by the school; wrote and ran the Ministry of Education AI-education grant; five student capstone projects. |
| 2020 | TSMC Charity Foundation · rural AI education program
A complete 16-lesson AI course for rural primary schools, mapped to the national curriculum with a five-level rubric. |
| 2020—2021 | MOE cross-school technology-teacher community · AI lecturer
Curriculum development with in-service teachers; an 8-week Taichung teacher community produced five UbD lesson plans. |
| 2021— | Chwa Publishing · national AI workshops for IT teachers
Lecturer for the central and southern Taiwan sessions. |
| 2024 | ITRI textile policy office · generative AI for hosiery
Industry course on putting generative image tools to work in hosiery design. |

Funded projects and commissions

2024—2025	MOEA SBIR: generative-AI hosiery product design Technical lead. Design time cut 40–50%, imaging cost down over 80%, 90% satisfaction; five products tested, three manufacturer MOUs.
2024	ITRI DKA knowledge-base assistant RAG architecture, vector database, LINE and web integration, with a knowledge-base admin console.
2026	ITRI SockMap knitting-pattern tool Six-step design-to-bitmap pipeline running in the browser; 244 unit and 20 end-to-end tests.
2020—2021	MOE AI-education grants (Taichung Girls' Senior High, Mingdao High School) Wrote and ran the grants: courses, teacher training and outcome assessment.
2019—2022	MOST 108-2511-H-018-004-MY3 (PI: Prof. Hsiao-Lin Tuan) Research assistant: data collection, analysis and writing.

Industrial systems

DKA knowledge-base assistant

Generative AI grounded in a domain knowledge base to reduce hallucination; integrated with LINE and web.

AIM virtual try-on

From U-Net to Stable Diffusion; outfit images without models or studio shoots. First place at Taiwan AI Academy.

Green-iguana alert system

Edge inference on NVIDIA Jetson Nano to detect and report an invasive species in real time.

Eye-tracking course system for 3-view drawings

Moodle plus eye tracking to record gaze and reading paths while students learn orthographic views.

Awards and professional training

2021	Best Paper Award 2021 Global Chinese Conference on Educational Information and Assessment
2019	First place, capstone competition (virtual try-on system) Taiwan AI Academy, Taichung, Technical Leadership Program, 3rd cohort
2019	Taiwan AI Academy, Taichung · Technical Leadership Program, 3rd cohort Capstone project, a virtual try-on system, took first place in the cohort competition.

Media

2021	UFO Radio interview On the book AI Made Simple and AI education.
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Digital products

PEAKSTW, Taiwan 100 Peaks app

Flutter, live on iOS and Android; GPS tracking, safety check-ins, subscriptions.

<https://www.peakstw.com/>

RAILSTW, Taiwan rail journey

240-station digital stamp rally; iOS app and website.

<https://rail.drnogreasy.life/>

Math Three Kingdoms interactive site and AI animation

A 408-page comic the author owns, adapted into animation and interactive levels.

<https://sanguo.drnogreasy.life/>

Free developer tools

App-release checklist generator and AI-agent production checklist (zh/en).

<https://drnogreasy.life/tools/>

Tools and languages

Tools : SPSS, Smart-PLS, Amos, Python; Flutter, Firebase, Next.js, Cloudflare; Claude Code, Gemini, OpenAI Codex

Languages : Mandarin (native); English (TOEFL iBT 83; presented in English at international conferences)

<https://drnogreasy.life/en/cv/> · Last updated 2026-09-08 · Version 2026.09