

Junxiang's Portfolio

About Me

My name is Junxiang. This portfolio represents the collection of my abilities and skills in multimedia development and visual design.

I have a strong background in multimedia design and online education. I feel passionate about technology, especially how it improves student learning in terms of enhanced E-learning experience.

I have two-year work experience, focusing on design and develop multimedia content to facilitate online learning and teaching. I would like to continue to explore the implementation of VR and AR technology in education to provide an immersive learning experience for all students.



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An Online English Lesson Pg. 03

This is a website created with Wix for one of my online English lessons. It contains inclusive features (Text-to-Speech) that meet the learning needs of students with hearing impairments. The assessments are created with H5P to provide students with some interactive activities that enhance student-knowledge interaction.

The screenshot shows the top navigation bar with the JunXlearning logo and an avocado icon. The navigation menu includes: Section #1 - A Couch Potato (highlighted in red), Section #2 - Healthy Lifestyles, Section #3 - A Fitness Survey, and Contact & Worksheets. The main content area features a video player with a play button and a progress bar showing 00:00 / 00:09. The video title is "EFL Speaking Activity: Couch Potatoes" and the subtitle is "A preparation course for the in-class discussion". Below the title, it says "For teenagers and adults CEF level B1 and above". The background image shows a snowy mountain peak with a red flag on top.

The screenshot shows a video player with a play button and a progress bar showing 00:00 / 00:21. The video title is "Task 4 - Vocabulary Game" and the subtitle is "Assessment 2 (20%)". The instructions are: "Play the Drag and Drop Game: match different pictures of activities with the correct vocabulary. For example, drag the option 'Cycling' and drop it to the area under the corresponding picture." Below the instructions, there are four images of physical activities: a person climbing, a person cycling, a person watching TV, and a person going to the gym. Below each image is a button with the corresponding activity name: Climbing, Cycling, Watching TV, and Going to the gym. At the bottom, there is a "Check" button. The footer text reads: "Images are from on Unsplash, made by the following: Coen van de Broek, Aleks Dorohovich, Alina Chernysheva, Bruce Mars, Kobby Mendez".

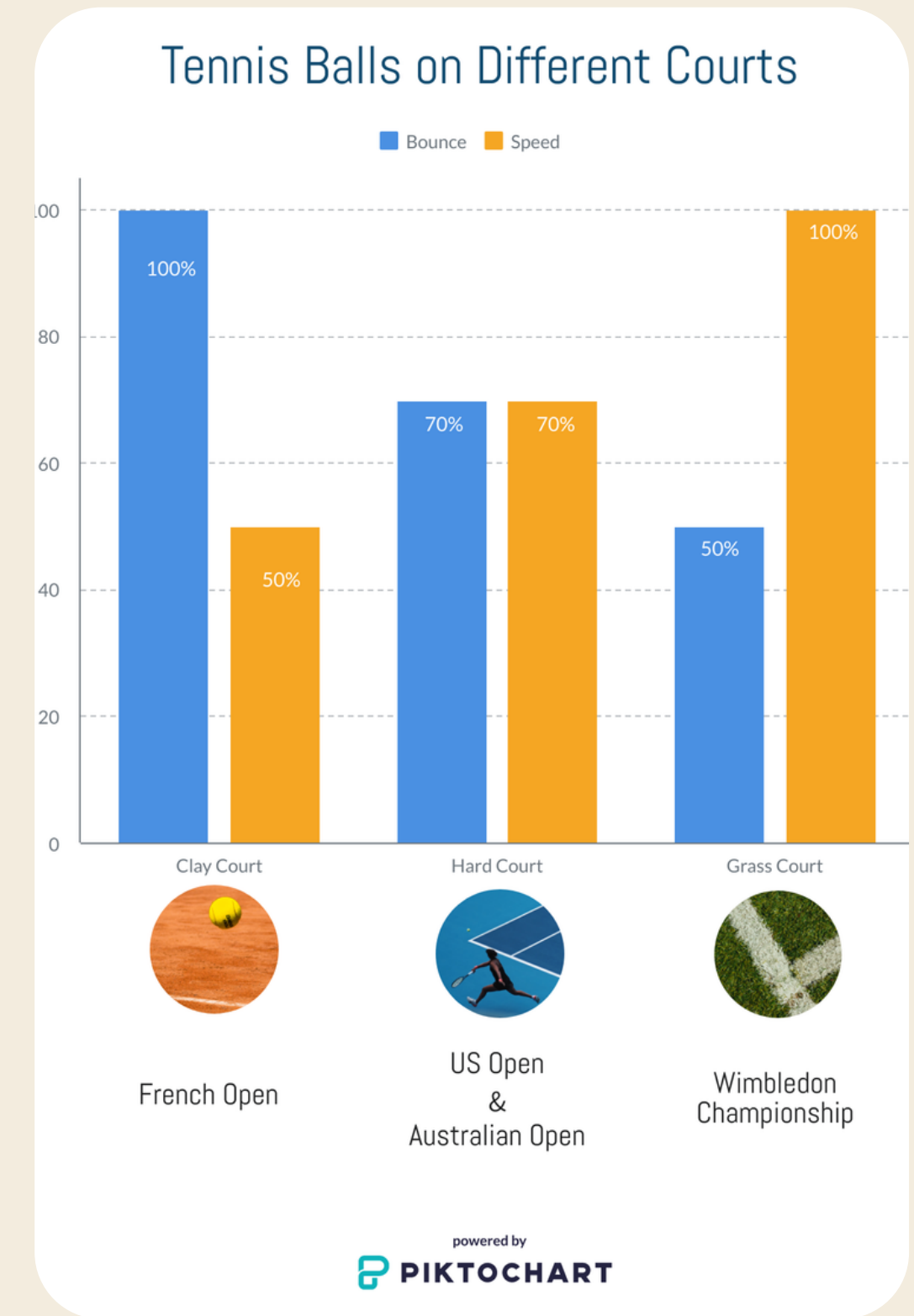
[Link to the website](https://junxlearning.wixsite.com/eddl5101-final)
<https://junxlearning.wixsite.com/eddl5101-final>

Infographic Pg. 04

Tennis Lesson

Here are some infographics that I made with Adobe Photoshop.

They were designed for tennis lessons that teach basic knowledge about the tennis racket and different tennis courts.



Video Project *Pg. 05*

How to wrap a tennis racket with an overgrip

This video was made with multiple tools, including Canva and Adobe Premiere Pro. The intro and outro videos were designed using a copy-right free video and audio repository offered by Canva.

I used the text motion template provided by Adobe. I segmented the instructional video into seven steps that foster essential processing management for learners via adding the text motions to the video.

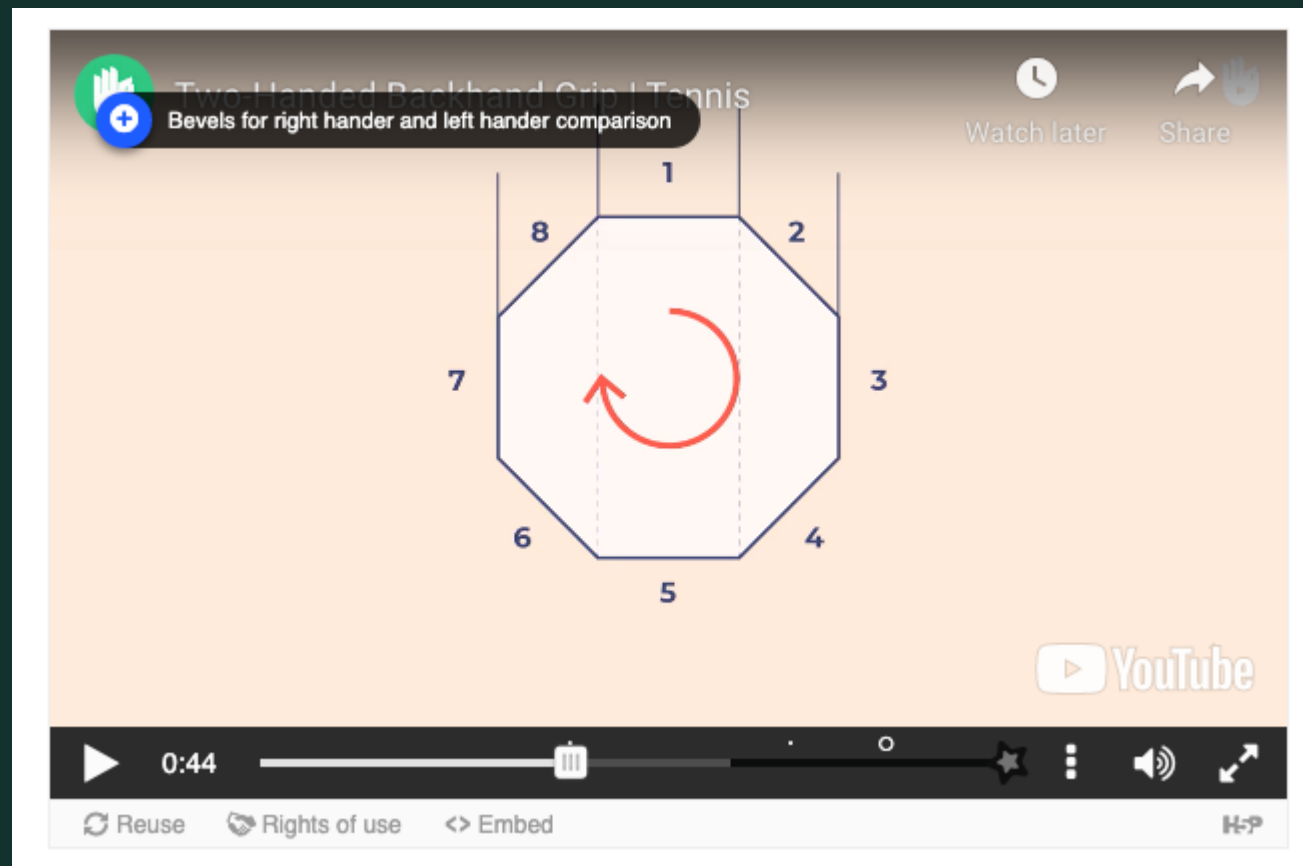
Video Link: <https://youtu.be/gfxbnPbwRvA>



Wrap Your Tennis Racket With an Overgrip



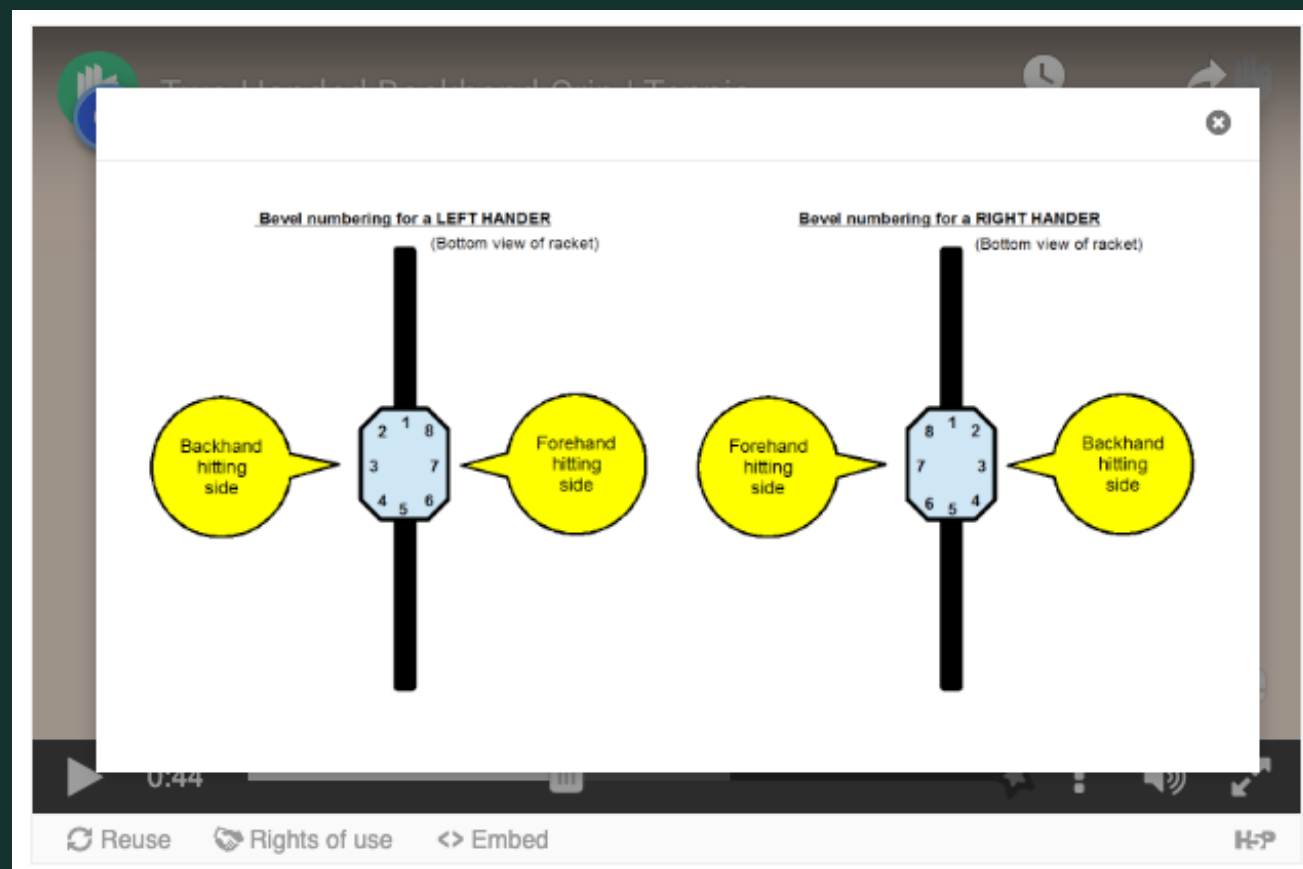
Interactive Video Pg. 06



step 1

This is an interactive video I created with H5P.

When students watch a specific content in the video, a button will pop up. Students can click the button to view some extra information that will help them understand the relevant content.



step 2

Similarly, at the end of the video, students will need to complete a quiz that covers what they have just learned in the video.

Video Link

<https://junxlearning.eddl.tru.ca/week-12-activity-4-create-interactive-video/>

Animation Video *Pg. 07*

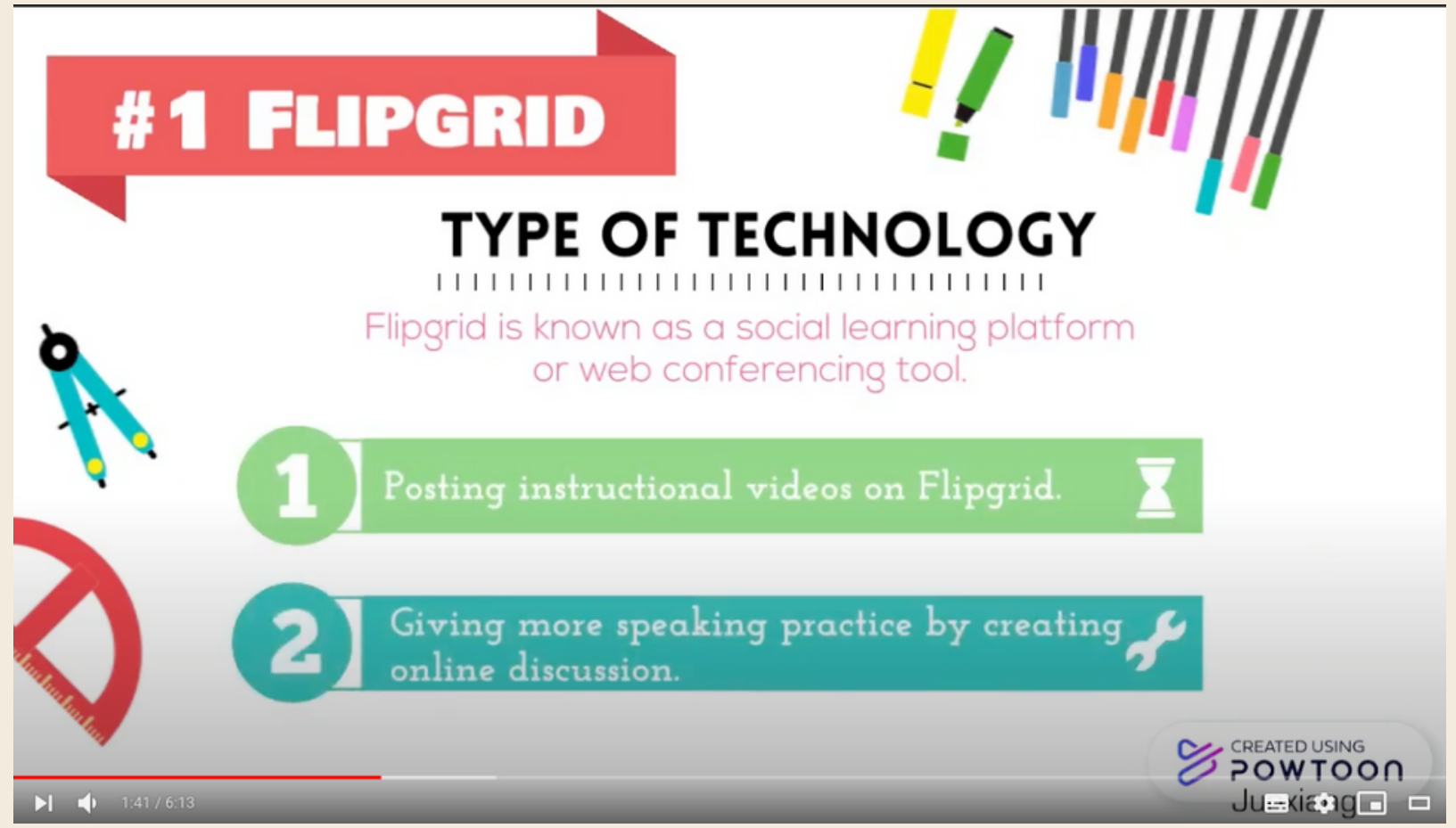
There are two animated videos I created with Powtoon and Animaker, respectively. Those tools are powerful in creating engaging and interesting instructional videos for students in a given educational context.

Project #1: The Contingency Theory of Leadership



<https://youtu.be/3zab-pQkEDM>

Project #2: Exploring Digital Solutions

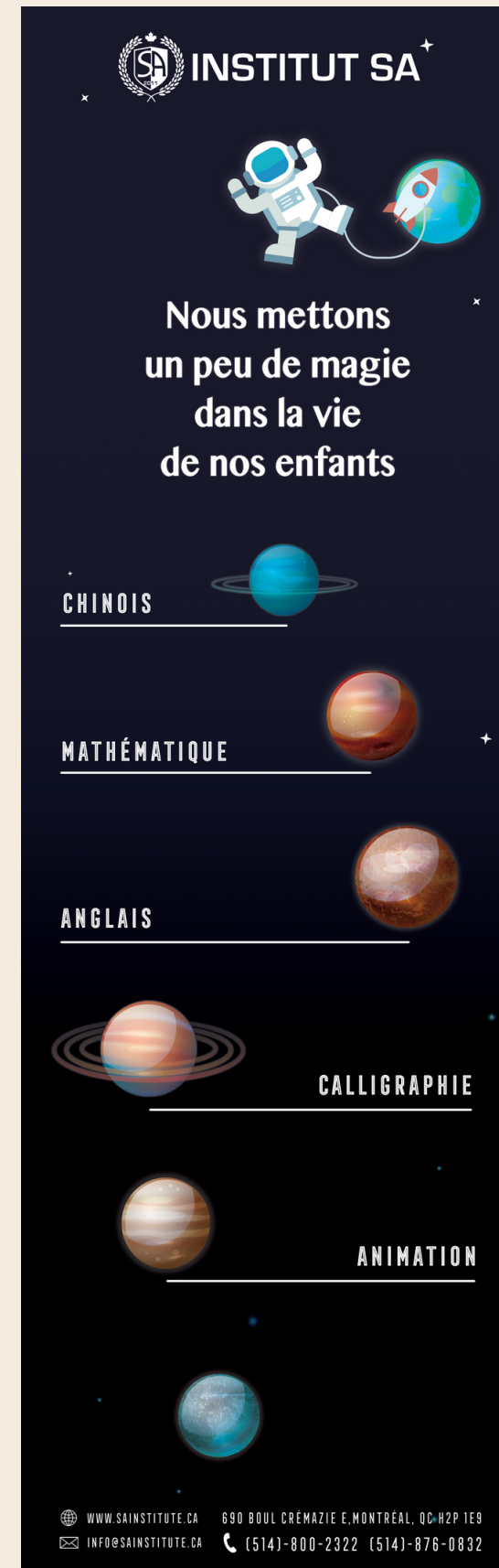
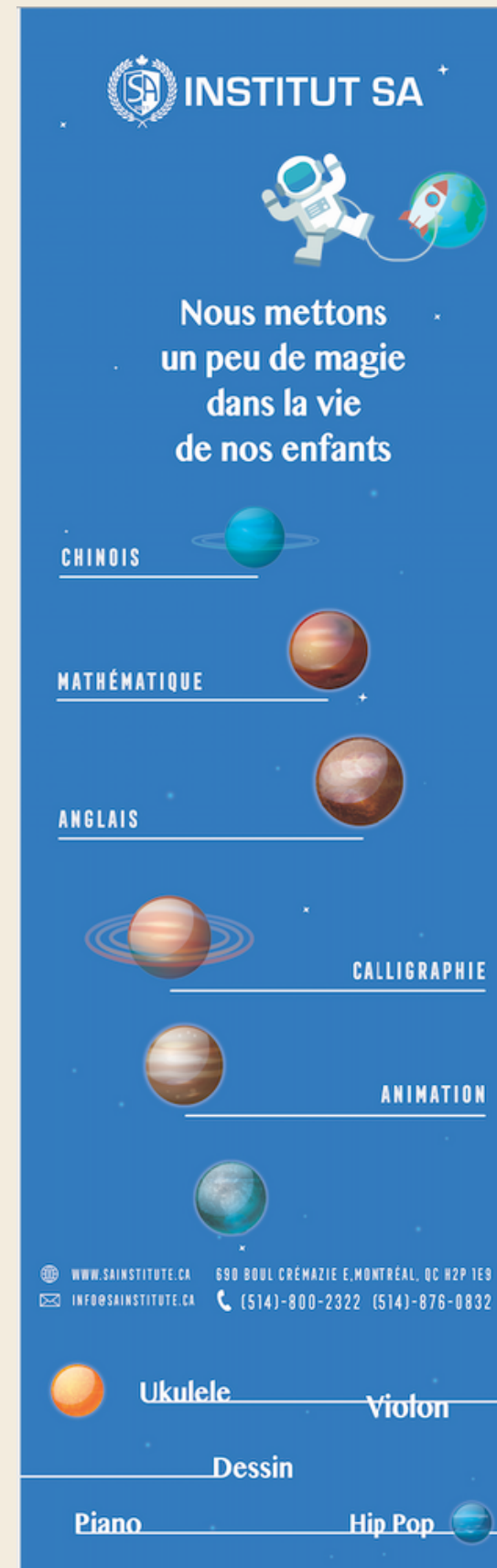


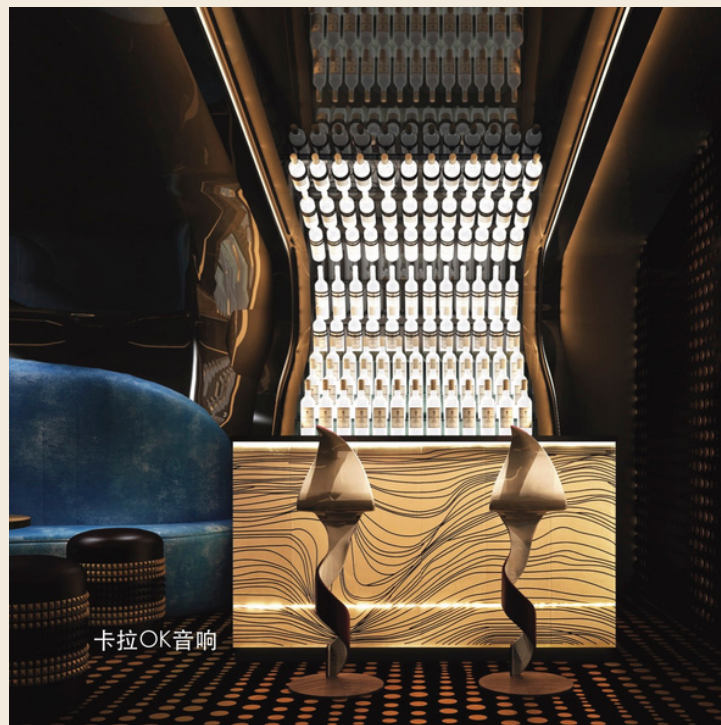
<https://youtu.be/hDjIMpeYm0Y>

Poster Design *Pg. 08*

This is a poster that I created with Adobe Illustrator and Photoshop for my previous company.

I designed two sizes for different presentation purposes. This project was printed out and displayed at the Mount-Royal community's 2019 festival event.





Young Mind Audio

电话: 18600157885
邮件: yosemine@163.com
网址: www.ym1978.com

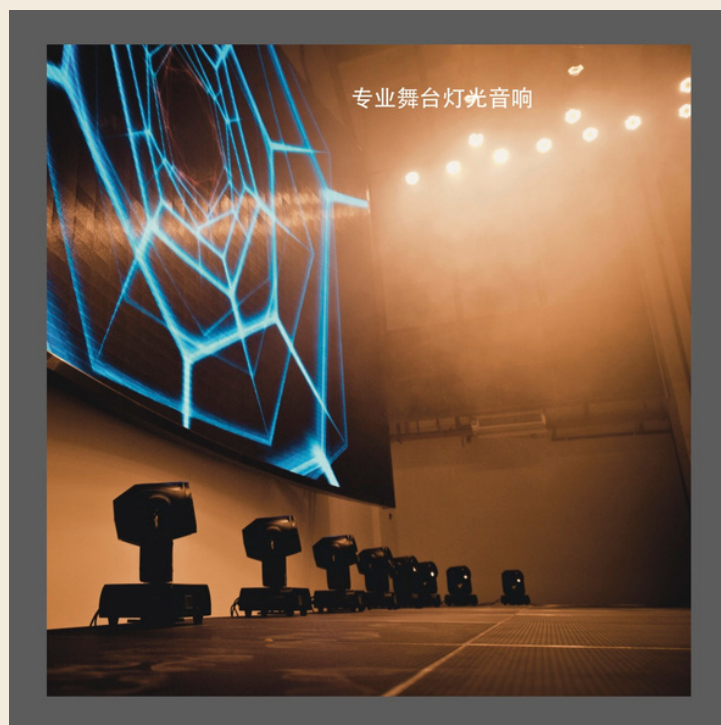
地址: 广州市增城区 增江街 沿江东路十五号
1978 创意园 E2-101 优美文化

多房间背景音乐



代理品牌

代理品牌



最新式KTV应用参考
Application Reference for KTV

天花结构图 Ceiling structural illustration

墙体结构图 Wall structural illustration

地板结构图 Floor structural illustration

This brochure was created with Adobe Indesign for a home theater company in China.

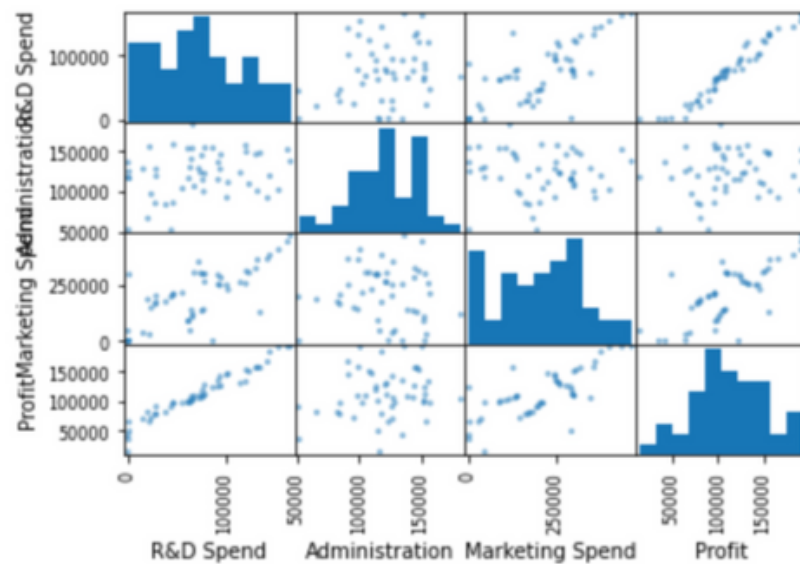
Python Data Wrangling project Pg. 10

```
import pandas as pd
import seaborn as sn
import matplotlib.pyplot as plt
import numpy as np
```

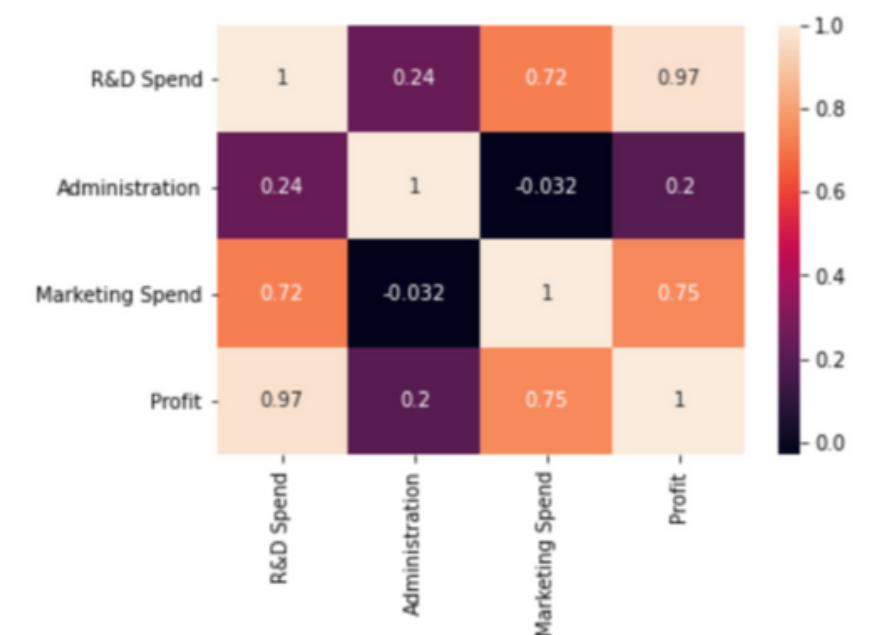
```
dataset = pd.read_csv('dataset-50_Startups.csv')
dataset.head()
```

	R&D Spend	Administration	Marketing Spend	State	Profit
0	165349.20	136897.80	471784.10	New York	192261.83
1	162597.70	151377.59	443898.53	California	191792.06
2	153441.51	101145.55	407934.54	Florida	191050.39
3	144372.41	118671.85	383199.62	New York	182901.99
4	142107.34	91391.77	366168.42	Florida	166187.94

```
pd.plotting.scatter_matrix(dataset)
```



```
corrMatrix = dataset.corr()
sn.heatmap(corrMatrix, annot=True)
plt.show()
```



The original table shows the total amount an educational technology start-up spent on R & D, administration, marketing, state and profit. I use Python to explore the relationship between each of the three major spending and profit. A scatter plot and a correlation matrix are prepared to clearly show the linear relationships. Research and development has the most obvious linear relationship with profit (0.97), followed by marketing and administration spending.



THANK YOU

tobyzjx@gmail.com

[Portfolio Website of E-learning](#)

[The AVR platform Paper Discussion](#)