I. **General Research Interest**
   A. Innovative Intervention in Treating Children with Cerebral Palsy
      1. Virtual reality
      2. Humanoid robots
      3. Functional strength training
      4. Rhythmic auditory cues and other music components

   B. Early Intervention in Treating High-Risk Infants
      1. Mobile reinforcement in training infant’s leg movements
      2. Reinforcement in training infant’s reaching movements

   C. Low-Cost Indicators in Detecting Developmental Delay
      1. Using atypical kicking movements to detect developmental delay
      2. Using atypical reaching or object exploratory behaviors to detect developmental delay

   D. Systematic Review and Meta-Analysis Methodologies

II. **Current Research Projects**
   A. Examining the effectiveness of virtual reality and functional strength training in children with cerebral palsy

   B. Validating kicking parameters in detecting infants’ motor delay

   C. Comparing the feedback from robots or human agents in reaching kinematics in children with and without cerebral palsy

   D. Building a norm database of reaching kinematics using Super Pop VR™

III. **Research Skills**
   A. Quantitative research methodologies, including statistical analyses

   B. Developing, implementing and evaluating interventions

   C. Measurement reliability and validity
D. Systematic review and meta-analysis methodologies