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Citizenship: American

Education

1996	PhD in Public Policy and Management, Heinz School of Public Policy and Management CARNEGIE MELLON UNIVERSITY, Pittsburgh, Pennsylvania
Aug 1990	M.S in Electrical Engineering University of Nevada
Aug 1987	MA in Economics Ohio State University Columbus, Ohio
Aug 1986	B.S in Electrical Engineering University of Texas Austin, Texas

Position(s) Held

Jul 2009 - Now	Associate Professor of Management Lee Kong Chian School of Business Singapore Management University
Jul 2001 - Jun 2009	Assistant Professor of Management Lee Kong Chian School of Business Singapore Management University
Apr 1994 - Oct 1994	U.S. Department of Interior Industry Materials Specialist
Oct 1988 - Aug 1990	Computer Systems Engineer Western Space and Missile Center
Jun 1988 - Aug 1988	Engineer in training REECO
Jun 1984	Engineering Co-op (ATM and Printer Development Labs) IBM corporation

Visiting Positions

Oct 1999 - Jul 2001	Asian Development Bank Institute Visiting Scholar
Oct 1996 - Jun 2000	United Nations, Tokyo. Research Associate/ Visting Fellow United Nations University, Institute of Advanced Studies
Feb 1995 - Feb 1996	Pre-doctoral Research Fellow Harvard University

Cambridge, MA, USA

Research Interests

- Knowledge-based Theories of the Firm
- Creative Industries
- Information-Communication Technology and International Development
- Technology Policy
- Environmental Policy and Sustainable Development

Journal Articles (Refereed)

1. "Unbounding the Managerial Mind: It's Time to Abandon the Image of Managers as "Small Brains"", by Feichin, Ted TSCHANG and Joseph PORAC, 2013, 22, 2, *Journal of Management Inquiry*, 250-254
2. "Design Capital and Design Moves: The Logic of Digital Business Strategy", by C. Jason WOODARD, Narayan RAMASUBBU, F. Ted TSCHANG, and V. SAMBAMURTHY, 2013, 37, 2, *MIS Quarterly*, 537-564
3. "The Outsourcing of 'Creative' Work and the Limits of Capability: The Case of the Philippines' Animation Industry", by Feichin, Ted TSCHANG and A. GOLDSTEIN, 2010, 57, 1, *IEEE Transactions on Engineering Management*, 132-143
4. "Developing virtual worlds: The interplay of design, communities and rationality", by Feichin, Ted TSCHANG and Comas J., 05/2010, 15, *First Monday*
5. "The Strategies of Chinese and Indian Software Multinationals: Implications for Internationalization Theory", by J. NIOSI and Feichin, Ted TSCHANG, 2009, 18, 2, *Industrial and Corporate Change*, 269-294
6. "Balancing the Tensions Between Rationalization and Creativity in the Video Games Industry", by Feichin, Ted TSCHANG, 11/2007, 18, 6, *Organization Science*, 989-1005
7. "Idea Creation, Constructivism and Evolution as Key Characteristics in the Videogame Artifact Design Process", by Feichin, Ted TSCHANG and J. SZCZYPULA, 04/2006, 24, 4, *European Management Journal*, 270-287
8. "An Analytical Framework for Science Parks and Technology Districts with an application to Singapore", by Francis KOH, Winston T H KOH, and Feichin, Ted TSCHANG, 2005, 20, 2, *Journal of Business Venturing*, 217-239
9. "Videogames as Interactive Experiential Products and Their Manner of Development", by Feichin, Ted TSCHANG, 2005, 9, 1, *International Journal of Innovation Management*, (Technology and Organisation: A Special Issue in Honour of Keith Pavitt), 103-131
10. "A New Approach to Assess the Technological Complexity of Different Categories of R&D (with Examples from Singapore)", by A AMSDEN and Feichin, Ted TSCHANG, 04/2003, 32, 4, *Research Policy*, 533-713
11. "Scaling Up Information Services for Development: A Framework of Increasing Returns for Telecenters", by M CHULADUL, L THUY, and Feichin, Ted TSCHANG, 2002, 14, 1, *Journal of*

International Development, 129-141

12. "The Digital Divide: Determinants and Policies with Special Reference to Asia", by M.G. QUIBRIA, S. N. AHMED, Feichin, Ted TSCHANG, and M. REYES-MACASAQUIT, 2002, 13, 6, *Journal of Asian Economics*, 811-825
13. "Information and Communication Technologies and Poverty", by M.G. QUIBRIA, Feichin, Ted TSCHANG, and M. REYES-MACASAQUIT, 2002, 7, 3, *Journal of the Asia Pacific Economy*, 285-309
14. "Product Development in Japanese TV Game Software: The Case of an Innovative Game", by Y BABA and Feichin, Ted TSCHANG, 12/2001, 5, 4, *International Journal of Innovation Management*, 487-515
15. "The Industrial Ecology of Metals: A Reconnaissance", by R.A FROSCHE, W.C CLARK, Clark J. CRAWFORD, A SAGAR, A WEBBER, and Feichin, Ted TSCHANG, 1997, 355, 1728, *Philosophical Transactions of the Royal Society*, 1335-1347
16. "A Bayesian Technique for Improving the Prediction Quality of a Global Energy Model", by H. DOWLATABADI and Feichin, Ted TSCHANG, 1995, 11, 1, *International Journal of Forecasting*, 43-61

Journal Articles (Non-refereed)

1. "The Indian Software Industry: Past Progress and Future Prospects", by Feichin, Ted TSCHANG, 2005, 42, 1, *International Journal of Contemporary Sociology*
2. "Comments on ICT Applications in an Indian Milk Collective", by Feichin, Ted TSCHANG and J. HIRAI, 2002, *Regional Development Dialogue*, UN Center for Regional Development
3. "A Framework for Reaching Agreement on Climate Change: Morals, Self-interest and Strategy", by Feichin, Ted TSCHANG, K KUMAR, and S MURTHY, 1998, 7, 4, *Global Environmental Change*, UNU Monitor, 381-389

Journal Articles (Forthcoming)

1. "Art is Long, Innovation is Short: Lessons from the Renaissance and the Digital Age", by Feichin Ted TSCHANG and J SAPSED, 2013, *Technological Forecasting and Social Change*

Conference Papers (Refereed)

1. "Technology and the Creative Process: Artistic innovation across two ages", by Feichin, Ted TSCHANG, 2011, EGOS, Paris, France
2. "Code Rules: Conflicting Logics of Playing, Profiting, and Sharing in the Field of Virtual Worlds", by Comas J. and Feichin, Ted TSCHANG, 2010, EGOS, Lisbon, Portugal
3. "The Interaction of Roles, Resources, and Organizational Structures in Creative Work", by Feichin, Ted TSCHANG, 2010, DRUID, London
4. "Explaining the Spatial Organization of Creative Industries: The Case of the US Videogames Industry", by Feichin, Ted TSCHANG, 07/2008, DRUID, Copenhagen, Denmark
5. "China's New Media Sectors: Domestic Culture as Competitive Advantage", by Feichin, Ted TSCHANG, 05/2006, *Stanford SPRIE/Tsinghua CISTP Conference on Greater China's Innovative Capabilities: Progress and Challenges*, Tsinghua University, Beijing

6. "When do Outsourcing and Insourcing Occur? The Case of the Animation Industry", by Feichin, Ted TSCHANG, 07/2004, *DRUID Conference*, Helsingor, Denmark
7. "Towards a New Approach for the Science and Technology System", by Feichin, Ted TSCHANG, 2003, *International Conference on Asian Studies (ICAS)*, organized by National University of Singapore, Singapore
8. "The Relationship Between Creativity and Technology in Videogames", by Feichin, Ted TSCHANG, 11/2003, *What Do We Know About Innovation? (in memorial of Keith Pavitt) Conference*, University of Sussex
9. "When Does an Idea Become an Innovation? The Role of Individual and Group Creativity in Videogame Design", by Feichin, Ted TSCHANG, 05/2003, *DRUID Conference*, Organized by Copenhagen Business School, Copenhagen, Copenhagen
10. "A Comparison of the Indian and Chinese Software Industries", by Feichin, Ted TSCHANG, 08/2002, *International Conference on Technology Policy and Innovation (ICTPI)*, Keihanna Plaza, Japan
11. "The Knowledge-based Economy and Issues in Virtual Education", by Feichin, Ted TSCHANG, 07/1998, *Third International Conference on Management*, Springer-Verlag, Organized by Shanghai JiaoTong University and Chinese Natural Science Foundation, Shanghai
12. "Some Multi-level Characteristics of Industrial Systems: Complexity and Knowledge as Organizing Principles", by Feichin, Ted TSCHANG, 11/1997, *Seventh International Forum on Technology Management*, Kyoto, Japan
13. "Estimation of the Autonomous Energy Efficiency Index Using Bayesian Data Windows", by Feichin, Ted TSCHANG and H. DOWLATABADI, 10/1993, *International Association for Energy Economics Conference*,
14. "An Energy-Economy Model for the Impacts of Energy Taxes", by Feichin, Ted TSCHANG, 10/1993, *Proceedings of the International Association for Energy Economics Conference*

Conference Papers (Non-refereed)

1. "A Comparison of the Industrialization Paths for Asian Services Outsourcing Industries, and Implications for Poverty Reduction, Conference on Regulatory Reforms and Liberalization in Services: Examining Impacts on Inclusive and Sustainable Development, ADBI-UNESCAP", by Feichin, Ted TSCHANG, 2010, *Bali*
2. "The Hong Kong New Entertainment Media Sector", by Feichin, Ted TSCHANG, 01/2009, *Hong Kong Innovation Project Conference*, co-organized by Savantas Policy Institute and Central Policy Unit, HK Government
3. "Comparing Chinese and the Indian Software MNCs: Domestic and Export Market Strategies and their Interplay", by Feichin, Ted TSCHANG and Niosi J., 09/2008, *Conference on the Internationalisation of Chinese and Indian firms: Trends, Motivations and Strategy*, UNU/MERIT (Maastricht, the Netherlands)
4. "Singapore and the New Face of Innovation", by Feichin, Ted TSCHANG, 09/2006, *Global Innovation Ecosystem Conference (annual conference of the Science Council of Japan)*, summarized in conference report
5. "The Chinese Software Industry: Implications for India's Software Development Path", by Feichin, Ted TSCHANG, 2003, *International Conference on the IT/Software Industries in Asian and Indian Development*, Chennai, India

6. "The Global IT Industry: The Future of China and India, Towards Strategies & Policies", by Feichin, Ted TSCHANG, 05/2003, *summarized in Workshop Report*, University of California at Santa Cruz, Moffett Field
7. "Corporate Strategies in Information Technology Firms", by Feichin, Ted TSCHANG and Y. BABA, 2001, *Pacific Area Free Trade Association for Development (PAFTAD 21)*, Australian National University, Canberra, Australia
8. "Information and Communication Technologies and Development: An Asian Perspective", by Feichin, Ted TSCHANG and M.G. QUIBRIA, 12/2000, *Asian Development Bank Institute Third Anniversary Conference*, Tokyo
9. "Two Perspectives on Knowledge Creation", by Feichin, Ted TSCHANG, 07/1999, *International Conference on China's Knowledge Economy*, Organized by TsingHua University and Ministry of Science and Technology
10. "Technological Change and Learning in Virtual Education Systems", by Feichin, Ted TSCHANG, 06/1999, *The 3rd Global Classroom Conference*, Proceedings, Aoyama Gakuin University, Tokyo, Japan
11. "Macro Issues for Microworlds: A Conceptual Framework for Thinking about the Virtual University", by Feichin, Ted TSCHANG, 07/1997, *Proceedings, UNESCO Regional Conference on Higher Education*, Tokyo, Japan

Books and Monographs (Edited or Co-edited)

1. "Access to Knowledge: New Information Technologies and the Emergence of the Virtual University", by Feichin, Ted TSCHANG and Senta T. DELLA, *Pergamon*, Amsterdam; New York, 2001

Chapters in Books

1. "Hong Kong's New Creative Industries: The Example of the Video Games Sector", by Feichin, Ted TSCHANG, in *Innovation Policy and the Limits of Laissez-faire: Hong Kong's Policy in Comparative Perspective*, edited by Douglas B. Fuller, *Palgrave Macmillan*, 2010.
2. "New Media Sectors in the Chinese Creative Economy", by Feichin, Ted TSCHANG, in *Creative Industries in Asia and Europe*, edited by Lily Kong and Justin O'Connor, *Springer-Verlag*, 2009.
3. "China's New Media Sectors: Domestic Culture as Competitive Advantage", by Feichin, Ted TSCHANG, in *Innovation in Greater China*, edited by H. Rowen and L. Xue, 9781931368124, *Stanford Program on Regions of Innovation and Entrepreneurship*, Stanford, Calif., 2008.
4. "The Videogame Development Process", by Feichin, Ted TSCHANG, in *Video Game History*, edited by Mark J. P. Wolf, 9780313338687, *Greenwood Press*, Westport, Conn, 2008.
5. "The Chinese Software Industry", by Feichin, Ted TSCHANG and L. XUE, in *Underdogs to Tigers: The Rise and Growth of the Software Industry in Brazil, China, India, Ireland, and Israel*, edited by A. Arora and A. Gambardella, 9780199275601, *Oxford University Press*, Oxford; New York, 02/2005.
6. "Corporate Strategies in Information Technology Firms", by Y. BABA and Feichin, Ted TSCHANG, in *The New Economy in the Asia-Pacific*, edited by P. Drysdale, *Routledge*, 2004.
7. "Knowledge Creation at Sub-Economy Levels: A New Framework for Innovative Problem-Solving Processes", by Feichin, Ted TSCHANG, in *China's Future in the Knowledge Economy: Engaging the New World*, edited by B.Greewal, L. Xue, P.Sheehan and F. Sun, 9781862726185, *Centre for strategic Economic Studies and Tsinghua University Press*, Melbourne, Vic; Beijing, 2003.

8. "Introducing the conceptual framework", by Feichin, Ted TSCHANG and Senta T. DELLA, in *Access to Knowledge: New Information Technologies and the Emergence of the Virtual University*, edited by Tschang, F. T. and Della Senta T., 9780080436708, Elsevier, Amsterdam; New York, 2001.
9. "New Course Curricula for the 21st century: Learning and Creating knowledge in Virtual Settings", by J. SZCZYPULA, Feichin, Ted TSCHANG, and O. VIKAS, in *Access to Knowledge: New Information Technologies and the Emergence of the Virtual University*, edited by Tschang, F. T. and T. Della Senta, 9780080436708, Elsevier, Amsterdam; New York, 2001.
10. "Towards More Accessible Global and Local Knowledge Systems", by Feichin, Ted TSCHANG, in *Access to Knowledge: New Information Technologies and the Emergence of the Virtual University*, edited by Tschang, F. T. and T. Della Senta, 9780080436708, Elsevier, Amsterdam; New York, 2001.
11. "Characterizing the Emergence and Design of Virtual Universities", by Feichin, Ted TSCHANG, in *Access to Knowledge: New Information Technologies and the Emergence of the Virtual University*, edited by Tschang, F. T. and Della Senta T., 9780080436708, Elsevier, Amsterdam ; New York, 2001.
12. "Higher Education for Stability", by Feichin, Ted TSCHANG and J PARK, in *Education for Sustainability, Scientific Publishers*, 1999.
13. "Sustainable Future of the Global System", by F.C LO, T. MORITA, and Feichin, Ted TSCHANG, in *The Sustainable Future of the Global System*, edited by F.C Lo,T.Morita and S. Shishido, 9784906686049, United Nations University, 1999.
14. "Distributional and Environmental Consequences of Taxes on Energy", by Feichin, Ted TSCHANG, R KOPP, and H. DOWLATABADI, in *Advances in the Economics of Energy and Resources*, edited by John R. Moroney, Vol.9, 0192-558X, JAI Press, Greenwich, Connecticut, 1995.

Published Reports

1. "National Innovation Systems and Industrial Development, Primary Background Paper", by Feichin, Ted TSCHANG, *Science and Technology Capacity Building Workshop (for high level policy analysts/makers)*, Organized by the Governments of the UK and Singapore (Agency for Science and Technology Research), Singapore, 07/2006
2. "The Philippines IT-Enabled Services Industry, final report for the Foreign Investment Advisory Service (World Bank) and the Government of the Philippines", by Feichin, Ted TSCHANG, 2005
3. "A Basic Framework for Understanding the Implications of the Digital Economy and E-commerce for Emerging Regions", by Feichin, Ted TSCHANG, *Background Paper, United Nations University/Institute of Advanced Studies*, Presented at UNU/IAS Workshop, The Digital Economy in Asia, 2000
4. "Estimating the Ancillary Benefits of Selected Carbon Dioxide Mitigation Strategies: Electricity Sector", by H. DOWLATABADI and Feichin, Ted TSCHANG, *U.S. Environmental Protection Agency*, 08/1993

Chapters in Books (Forthcoming)

1. "Creative Industries: Socio-Economic Transformation as the New Face of Innovation", by Feichin, Ted TSCHANG, in *Oxford Handbook of the Economics of the Pacific Rim*, edited by N. Singh and I. N. Kaur eds, Oxford University Press, 2013.

2. "The Brief History, Tumultuous Present, and Uncertain Future of Virtual Worlds", by Feichin, Ted TSCHANG and J COMAS, in *Changing the Rules of the Game: Economic and Management Issues in the Computer Games Industry*, edited by S. Hotho and N. McGregor eds, Palgrave, 2013.
3. "The Global Computer Software Sector", by Feichin, Ted TSCHANG, J NIOSI, and S ATHREYE, in *Economic Development as a Learning Process: Variation across Sectoral Systems*, edited by Malerba, F. and Nelson, R. R., 2012.

Working Papers

1. "Technology and the Creative Process: Artistic innovation across two ages", by Feichin, Ted TSCHANG, 2011, EGOS, Paris, France
2. "Creative Industries: Socio-Economics Transformation as the New Face of Innovation", by Feichin, Ted TSCHANG, 2011, Oxford Handbook of the Economics of the Pacific Rim, N. Singh and I.N. Kaur eds
3. "Patterns of Development in IT-enabled services offshoring", by Feichin, Ted TSCHANG, 2011
4. "Comparing Chinese and the Indian Software MNCs: Domestic and Export Market Strategies and their Interplay, Working Paper 2008-050", by Niosi J. and Feichin, Ted TSCHANG, 2008, United Nations University/ Maastricht Economic and social Research and training centre on Innovation and Technology (MERIT)
5. "Balancing the Tensions Between Rationalization and Creativity in the Video Games Industry", by Feichin, Ted TSCHANG, 2007, Working Paper series, Lee Kong Chian School of Business, Singapore Management University
6. "China's Software Industry: Implications and an Initial Comparison of Capabilities with India", by Feichin, Ted TSCHANG, 2003, Paris: OECD
7. "The Chinese Software Industry: A Different Path from India's", by Feichin, Ted TSCHANG and Xue L., 2003, Tokyo: Asian Development Bank Institute
8. "The Indian Software Industry: A Framework for Upgrading Technological Capabilities", by Feichin, Ted TSCHANG, A AMSDEN, and S. SADAGOPAN, 2003, Tokyo: Asian Development Bank Institute
9. "The Effects of Product Development and Cultural Sourcing on the Location of Creative Industry: The Case of the US Computer Game Industry", by Feichin, Ted TSCHANG, 10/2003, Wharton-SMU Research Centre
10. "Do Foreign Companies Conduct R&D in Developing Countries A New Approach to Analyzing the Level of R&D, with an Analysis of Singapore", by A AMSDEN, Feichin, Ted TSCHANG, and A GOTO, 2001, Asian Development Bank Institute
11. "Information and Communication Technologies and Development: An Asian Perspective", by M.G. QUIBRIA and Feichin, Ted TSCHANG, 2001, Tokyo: Asian Development Bank Institute
12. "The Basic Characteristics of Skills and Organizational Capabilities in the Indian Software Industry", by Feichin, Ted TSCHANG, 2001, Tokyo: Asian Development Bank Institute
13. "Some Multi-level Characteristics of Industrial Systems: Complexity and Knowledge as Organizing Principles", by Feichin, Ted TSCHANG, 1998, Institute for Economic Research. University of Kyoto (Also in Proceedings, Seventh International Forum on Technology Management, Kyoto, Japan, November 1997)

14. "Distributional and Environmental Consequences of Taxes on Energy", by H. DOWLATABADI, R KOPP, and Feichin, Ted TSCHANG, 1995, Washington D.C.

Works-in-Progress

1. "Decreasing returns to status among video game developers", by Gokhan ERTUG, Fabrizio CASTELLUCCI, Feichin Ted TSCHANG, and Andre BONFRER, 2013
2. "A Combinative Theory of Creative Enterprise: How Fun is Designed in the Videogames Industry, manuscript (draft)", by Feichin, Ted TSCHANG, 2011
3. "Code Rules: Virtual World Institutional Formation as Social Patterning Behavior", by Comas J. and Feichin, Ted TSCHANG, 2009
4. "Neither Top-down nor Bottom-Up: The Nature of Creativity in Creative Work", by Feichin, Ted TSCHANG, 2009
5. "The Evolution of Knowledge Capabilities in the Indian Software Industry", by Feichin, Ted TSCHANG, A AMSDEN, and S. SAADAGOPAN, 2009
6. "The Business of Virtual Worlds", by Feichin, Ted TSCHANG, J. COMAS, and N.V. VENKATRAMAN, 2009
7. "Startups First, Product Later: The Technology Adaptation Process for Research-based Startups", by Feichin, Ted TSCHANG and A. KUMARASWAMY, 2009
8. "The Chinese Online Games Industry: Competitive Advantage in Culture", by Feichin, Ted TSCHANG and S. TSANG, 2009
9. "The Global Computer Software Sector", by Niosi J., Athreye S, and Feichin, Ted TSCHANG, 2009
10. "Unpacking the Spatial Organization of US Videogames Industry: Lessons for Research on Creative Clusters", by Feichin, Ted TSCHANG and J. VANG, 2009
11. "The New Entertainment Media Sectors in HK", by Feichin, Ted TSCHANG, 2009

Invited Academic Talks, Lectures and Panels

1. "A combinative theory of Knowledge Creation in Games", by Feichin, Ted TSCHANG, 05/2011, Aalto University's Institute for Strategy
2. "A combinative theory of Knowledge Creation in Games", by Feichin, Ted TSCHANG, 05/2011, Tampere University
3. "Environment Panel, Harvard Project for Asian and International Relations (HPAIR) conference, Invited talk", by Feichin, Ted TSCHANG, 08/2010, Singapore
4. "How e-communities cross the chasm, International Research Workshop on the Interactive Digital Media Marketplace", by Feichin, Ted TSCHANG, 07/2010, SMU
5. "Panel member on Serious Games session panel, The World Knowledge Forum", by Feichin, Ted TSCHANG, 2009, Seoul, Korea
6. "Presentation on the organization of production in virtual worlds and games", by Feichin, Ted TSCHANG, 08/2008, Proposed School of Management. University of California, Santa Cruz

7. "Presentation on 'Virtual Worlds', Graduate Research Institute for Policy Studies (GRIPS)", by Feichin, Ted TSCHANG, 07/2008, Japan
8. "Presentation on the 'Society in New Media", by Feichin, Ted TSCHANG, 07/2008, Marshall School of Business, University of Southern California
9. "Presentation on new theorizing on comparative software industries' developmental paths", by Feichin, Ted TSCHANG, 07/2008, CRITO, University of California-Irvine
10. "China's software industry", by Feichin, Ted TSCHANG, 09/2007, *Conference on China's software export industry*, Nanjing
11. "Presentation for Special Issue on Innovation at Multi-levels", by Feichin, Ted TSCHANG, 02/2007, *Organization Science Winter Conference*, Steamboat Springs, CO, USA
12. "A Comparison of the Indian and Chinese Software Industries", by Feichin, Ted TSCHANG, 08/2006, *Harvard HPAIR (student-organized) Conference*, Singapore
13. "The Rise, Fall and Prospects of the Videogame Industry", by Feichin, Ted TSCHANG, 08/2006, *Institute for Infocomm Research Seminar Series*, Singapore
14. "Service Innovation in Videogames", by Feichin, Ted TSCHANG, 04/2006, *Inaugural International Forum*, Institute for Knowledge Services and Innovation, Yuan-Ze University, Taiwan
15. "Presentation on video games industry in US and Asia", by Feichin, Ted TSCHANG, 04/2006, Research Institute on Economy, Trade and Industry (REITI), Japanese Ministry of Economy, Trade and Industry (METI) seminar
16. "Transitions in the Singapore Innovation System and the Nature of R&D", by Feichin, Ted TSCHANG, 10/2004, *Research and Development Institution International Forum*, Beijing Municipal Commission for Science and Technology, Beijing, P. R. China
17. "Presentation on "Studying the Videogame Industry"", by Feichin, Ted TSCHANG, 05/2003, Carnegie Mellon University
18. "A Comparison of the Indian and Chinese Software Industries", by Feichin, Ted TSCHANG, 2002, *state government meetings of the Brazil Software Export Association's project on the software industry*, Curitiba and Sao Paolo, Brazil
19. "How to Increase Future Collaborative IAM Research in the Asian-Pacific Region: Rappoteur's Summary", by Feichin, Ted TSCHANG, 1997, *Proceedings, IPCC Asia-Pacific Workshop on Integrated Assessment Models, WMO and UNEP*

Courses Taught - Masters

- MSc in Management (part-time)
Qualitative Research (Core), 2008

Courses Taught - Undergraduate

- Term 1: MGMT002 Technology & World Change, August 2007 - December 2007
- Term 1: MGMT302 Development of the Video Game & Entertainment Industries, August 2008 - November 2008
- Term 2: MGMT002 Technology & World Change, January 2009 - April 2009

Conducting Workshops

- “How Could Virtual Worlds Evolve? Implications from a Theory of Society at Play,” Academy of Management, International Authors Workshop, August 2008
- “Software Sectoral Systems of Innovation” (with J. Niosi, S. Athreye), Catch-up Project Workshop (funded by Columbia University Earth Institute), UNU/MERIT, Maastricht University, January 2008
- “Software Sectoral Systems of Innovation” (with J. Niosi, S. Athreye), Catch-up Project Workshop (funded by Columbia University Earth Institute), Bocconi University, Milan, May 2007
- “The Culture, Economics, and Policy of the Creative Industries in Asia,” Workshop on Creative Industries, co-organized by the U. Manchester, Nat. Univ. Singapore and Shanghai Academy of Social Science, Shanghai, October 2006
- “S&T Policy and Innovation Systems Within New Global Realities”, Science and Technology Capacity Building Workshop, Also moderator and workshop co-organizer. Organized by the Governments of the UK and Singapore (Agency for Science and Technology Research), Singapore, July 2006
- “The Chinese Software Industry: Advantages of the Domestic Market,” (with L. Xue), Globalization Workshop, Pittsburgh: Carnegie Mellon University (Third in a series), July 2003
- “The Chinese Software Industry: A Different Path from India's” International Workshop on Software in Emerging Countries,” Sant Anna School of Advanced Studies, Pisa, Italy, (project workshop), September 2002
- “The Indian Software Industry: Implications for Asian Development Paths,” International Workshop on Science, Technology and Society, National University of Singapore, 2002
- “The Software Industry and Development,” Workshop on the New Economy in Asia (also the workshop convenor), Background Paper, Asian Development Bank Institute, 2001
- “A Basic Framework for Understanding the Implications of the Digital Economy and E-commerce for Emerging Regions” (also the workshop convenor), Background Paper, United Nations University/Institute of Advanced Studies, UNU/IAS Workshop on The Digital Economy in Asia, 2000
- “A Framework for Innovative Knowledge Creation: Delving and Stretching in Social Organizations” background paper to OECD/NSF High-Level Forum on Measuring Knowledge in Learning Economies and Societies, May 1999

Consultancy

- Savantas Policy Institute (project on Hong Kong's Innovation Systems), 2008 - 2009
- World Bank (project on the Philippine's IT-Enabled Services Industry), 2005 - 2005
- Asian Development Bank Institute (project on China's software industry), 2003 - 2003