

# The Principles of Strategic Integration of ChatGPT into Foreign Language Writing

*Mediation, Design and Guideline*

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# Introduction

## TAME THE BEAST OF AI



### Theoretical Conceptualisation

*Mediation: Sociocultural and Activity Theory*

### Research Method

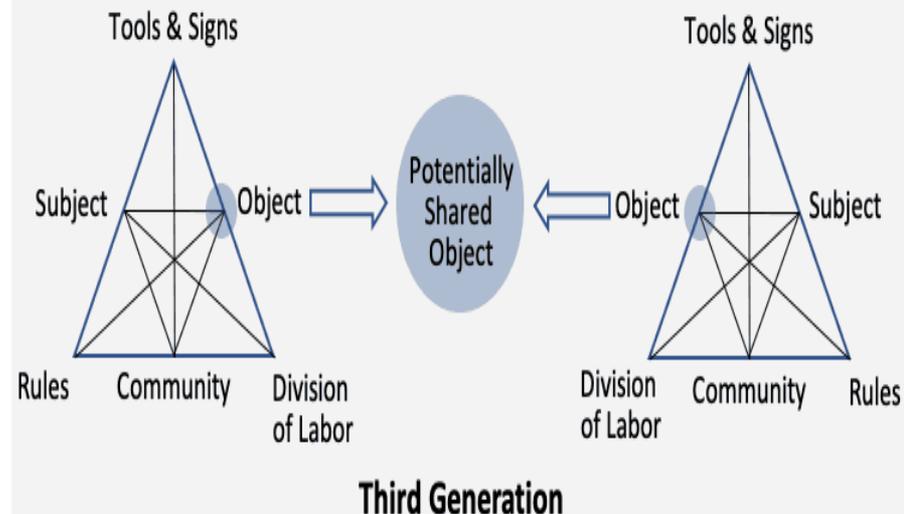
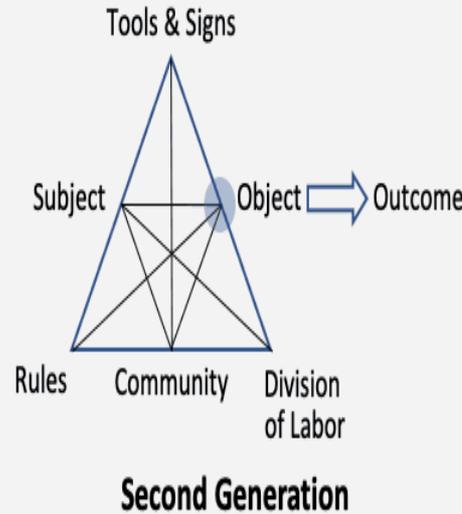
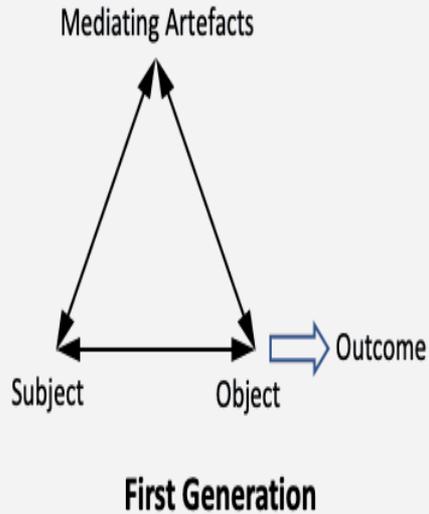
*Design: Design-Based Research*

### Practical Use

*Guideline: Principles and Strategies*

- Zhang, Y., & Liu, Y. (2025a). Tame the beast of ChatGPT: developing design principles to strategically integrate ChatGPT into EFL writing through an activity theory perspective. *Computer Assisted Language Learning*, 1–30. <https://doi.org/10.1080/09588221.2025.2539156>
- Zhang, Y., & Liu, Y. (2025b). Designing ChatGPT-mediated feedback activities in EFL writing: a design-based study of the dialogic feedback triangle. *Assessment & Evaluation in Higher Education*, 1–21. <https://doi.org/10.1080/02602938.2025.2571846>

# Sociocultural and Activity Theory



Mediated Action

Activity System

Interacting Activity Systems

Vygotsky

Leontiev

Engeström

<https://learningdiscourses.com/discourse/cultural-historical-activity-theory/>

# Design Based Research

DBR: a methodology of designing, developing, and evaluating educational interventions to both solve practical problems and advance our knowledge about the interventions and their development processes (Bakker, 2018)

The iterative cycles of design, implementation, and revision in DBR could ensure the strategies of AI-assisted writing are systematically developed, with researchers and participants cooperatively optimising the intervention (Zhang & Liu, 2025a).

Research Procedure in Zhang and Liu (2025a)

# Design Based Research

## Phase 1: Preparation and design

1. Initial Intervention
2. Initial Design Principles
3. Initial Activity System Framework



## Phase 2: Intervention and enactment

Data Collection:  
Three Iterative Cycles of  
**Observations and Interviews**



**Second- and Third-  
Version Intervention**



## Phase 3: Retrospective analysis

**Data Analysis:  
Reflexive Thematic Analysis**



**Second- and Third-Version  
Design Principles and  
Activity System Framework**

# Design Principles for Strategic Use of ChatGPT

# Four Core Design Principles

**Design Principle 1:**  
Orchestrate all  
available tools

**Design Principle 2:**  
Prompt ChatGPT  
with specificity

**Design Principle 3:**  
Integrate ChatGPT's  
response with  
criticality

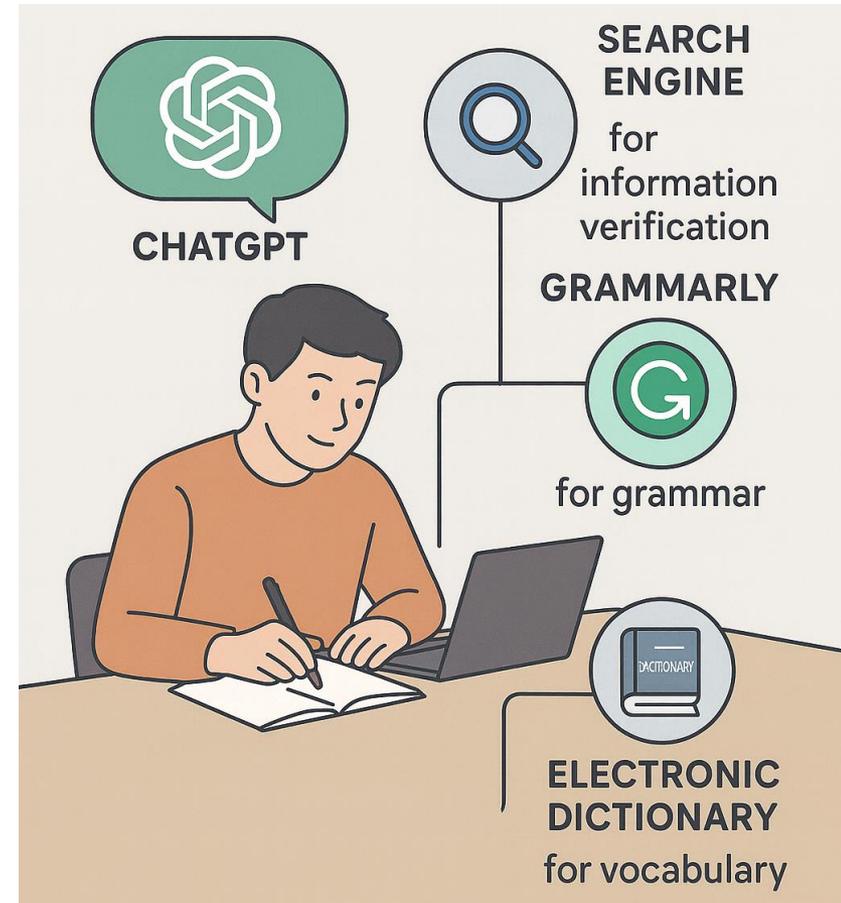
**Design Principle 4:**  
Adapt ChatGPT to  
different writing  
stages

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# Design Principle 1: Students orchestrate all available tools

## Strategies:

1. Consult E-dictionary for standard vocabulary use
2. Combine search engines for information verification
3. Combine automated writing evaluation tools for grammar check



# Design Principle 2: Students prompt ChatGPT with specificity

## Strategies:

4. Ask for elaboration based on prior knowledge
5. Define format and criteria in prompts

User: A

ChatGPT:

# Design Principle 3: Students integrate ChatGPT's response with criticality

## Strategies:

6. Trim and extend based on prior knowledge
7. Compare and note down useful information

User: A

ChatGPT:

# Design Principle 4: Students adapt ChatGPT to different writing stages

## Strategies:

8. Brainstorming with ChatGPT before writing
9. Gaining focused feedback from ChatGPT after writing

User: P

ChatGPT:

# Conclusion or Originality

- **Theoretically:**

Conceptualise ChatGPT-mediated writing through **Activity Theory** to reveal sociocultural mediations and contradictions, rather than treating it as a linear input–output process

- **Methodologically:**

Adopt a **Design-Based Research** approach to iteratively developing design principles, rather than relying on one-off implementations.

- **Practically:**

Derive **four design principles** with nine strategies to inform future students, teachers and educational technology designers.

# Thank you

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