

## Kyuha Jung *Kyu as in curious, ha, and Jung as in jungle*

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Human-Computer Interaction researcher  
Human-centered design, health informatics, social media

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website: kyuha.xyz

- Education      **M.S. Communication, Seoul National University.** 2021 - Present  
- Advisor: Dr. Joonhwan Lee (Human-Computer Interaction+Design Lab)  
**B.S. Information and Interaction Design, Yonsei University.** 2015 - 2021  
- Advisor: Dr. Younah Kang
- Research Experience      **Medical Referrals: Supporting Clinicians with Writing Referrals by Draft Generation and Clinical Summarization of Patient Medical History**  
Research Lead at Seoul National University | 2021 - Present  
- Collaborating with rheumatologists and medical engineers at Seoul National University Hospital to develop a support tool for clinicians during medical referral writing practices  
- Led interviews, co-design activities, prototype development, and its evaluation with medical specialists  
- One conference paper to be submitted (Eun, J., **Jung K.**, Park, Y., Kim, H., Lee, E. Y., Kim, J. Y., Choi, J., Kim, K., Min, J., Lee, J.)
- Chatbot Responses: Diversifying Female Conversational Agent's Response Strategies against Human User's Sexual Harassment with Emotional Appeals**  
Research Lead at Seoul National University | 2022 - Present  
- Master's thesis investigating how we should design responses of female personified chatbots to human users' sexual harassment
- M-Commerce for Older Adults: Co-Designing with Older Adults to Improve their Mobile Shopping Experiences**  
Research Lead at Seoul National University | 2022  
- Funded by *Naver* (a leading search engine in South Korea) to establish understanding of older adults during mobile shopping and design guidelines for m-commerce apps  
- Conducted heuristic evaluation of *Naver* app's shopping features, interviews, think-aloud activities, card sorting, and co-design workshops with older adults  
- Led qualitative analysis of the results, identified pain points, and created user personas, journey map, and design guidelines
- Let's Talk @Clubhouse: Exploring Voice-Centered Social Media Platform and its Opportunities, Challenges, and Design Guidelines**  
Research Lead at Seoul National University | 2021  
- Led interviews with Clubhouse users to explore their in-app experiences inside a voice-centered social media service  
- CHI '22 Late-Breaking Work (**Jung K.**, Park, Y., Kim, H., and Lee, J.)
- Virtual Faces: Investigating Human Perception of Virtual Character Faces**  
Research Assistant with Dr. Chaehan So at Yonsei University | 2020 - 2021  
- Led literature review and questionnaires through Amazon MTurk on evaluating perceptions of virtual character faces in various ages and angles  
- Two papers under journal review (So, C., **Jung K.**)

***DiVRsity: Designing a Multiplayer Role-Playing Experience in VR for Diversity Awareness Education***

Research Lead at Seoul National University | 2022

- Funded by the Liberal Arts program at Seoul National University to create a VR experience to promote diversity awareness on campus
- Led interviews with disability stakeholders and UI/UX design of an Unity-VR prototype

***NAReBot: A Chatbot for Informing Real-time Voting Results of the National General Election***

Undergraduate Research Intern at Seoul National University | 2020

- Funded by SBS (a major broadcasting company in South Korea) to develop *NAReBot*, a chatbot to deliver real-time voting results during the national general election
- Led interviews to explore voter needs and UX design of *NAReBot* which was used by more than 5,000 people during the election day

Under Review

Eun, J., **Jung, K.**, Park, Y., Kim, H., Lee, E. Y., Kim, J. Y., Choi, J., Kim, K., Min, J., Lee, J. (*to be submitted*). "TL;DR. Think Like a DR.": A Co-Design Approach to Developing an EMR-Driven Medical Referral Draft System for Clinicians of Chronic Gout Patients.

So, C., **Jung, K.** (*under journal review*). Approachability and Credibility of Virtual Character Faces: The Role of the Horizontal Viewing Angle.

So, C., **Jung, K.** (*under journal review*). How Face Age Influences the Trait Inference of Virtual Characters' Attractiveness, Competence and Likeability.

Posters

**Jung, K.**, Park, Y., Kim, H., and Lee, J. (2022, April). Let's Talk@ Clubhouse: Exploring Voice-Centered Social Media Platform and its Opportunities, Challenges, and Design Guidelines. In *CHI Conference on Human Factors in Computing Systems Extended Abstracts* (pp. 1-6).

Skills

**Qualitative Research:** ethnography, interview, contextual inquiry, diary study, card sorting, participatory design, prototype evaluation

**Quantitative Research:** survey, factorial experiment

**Prototyping and Visual Design:** Figma, Adobe Creative Suite

**Statistics:** R

**Programming:** Python

**Languages:** Korean (native), English (fluent), Spanish (basic)

Employment

**Army Translator** at the First Republic of Korea Army Headquarters, 2016-2017

Awards and Honors

**Awards**

- Award of Excellence (Capstone Project *Virtual Sweets: VR for Diabetes Patients*) from Institute for Higher Education Innovation, Yonsei University. 2020

**Research Funding**

- Faculty of Liberal Arts Education, Seoul National University. 2022.

- Social Science Future Foundation Researcher from the College of Social Sciences, Seoul National University. 2021.

- Student Researcher from the Institute for Higher Education Innovation, Yonsei University. 2019.

**Scholarships**

- BrainKorea21 Scholarship from the Department of Communication, Seoul National University. 2021.
- Underwood Academic Scholarship from Underwood International College, Yonsei University. 2019 - 2020.

## Teaching Experience

**Teaching Assistant**

- HCI Theory and Practice (Dr. Hajin Lim), Seoul National University. Spring 2022
- Computing for Beginners (Dr. Sanghyuk Lee), Seoul National University. Spring 2022
- AI Project (Dr. Chaehan So), Yonsei University. Fall 2020
- Deep Learning (Dr. Chaehan So), Yonsei University. Spring 2020
- Data Visualization (Dr. Chaehan So), Yonsei University. Spring 2020

## Academic Service

**Student Volunteer**

- FACCT '22
- Virtual conference design lead for KSCS (Korean Society for Cognitive Science) '21