Jiyeon Han

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Research Interests

Human–Computer Interacation (HCI), Accessibility, AI Usability, Interaction Design, UX Evaluation

Educations

Ewha Womans University   **Seoul, Korea**
Masters in Computer Science and Engineering   2022–2024

Ewha Womans University   **Seoul, Korea**
Bachelors in Computer Science and Engineering   2016–2022

Lesely University   **Seoul, Korea**
Undergraduate Exchange Program   2018–2018

Research Experience

Human Computer Interaction Lab, Ewha Womans University   Jan 2022 – Present
Research Assistant (Advisor: Uran Oh)

- **AscleAI**: Developed an LLM+RAG-based clinical note management system for chart summarization and retrieval; improved efficiency of clinician workflows.
- **MuseForge**: Conducted UX study comparing text-to-audio generation with search-based music selection; proposed design guidelines and prototyped an LLM-assisted prompt system.
- **MoodChartBot**: Designed chatbot-based mood tracking app using KoBERT for emotion detection; supported early detection of depressive symptoms.
- **TogGrid**: Created a low-cost tactile interface for visually impaired users to understand and reproduce shapes using toggle buttons.

Publications

- **Han, J.***, Park, J.*, Huh, J., Oh, U., Do, J., & Kim, D. (2024). *AscleAI: A LLM-based Clinical Note Management System for Enhancing Clinician Productivity.* In Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI EA '24). ACM. [paper]

- **Han, J.**, Yang, E., & Oh, U. (2024). *Understanding the Use of AI-Based Audio Generation Models by End-Users.* In Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI EA '24). ACM. [paper]

- **Han, J.**, Kim, Y., Cho, H., Lee, J., & Oh, U. (2023). *MoodChartBot: Design and Implementation of a Mood Chart Application Using AI Chatbot.* Journal of Korea Multimedia Society, 26(3), 503–508. [paper]

- Kim, Y.*, **Han, J.***, & Oh, U. (2023). *Exploring Low-Cost Grid-Based Tactile Instruments for Understanding and Reproducing Shapes for People with Visual Impairments.* International Journal of Advanced Smart Convergence, 12(3), 127–140. [paper]

- **Han, J.**, Moon, S.J., Park, D.E., & Oh, U. (2019). *Music Assembler: Integrated Virtual Musical Instrument with Block-Typed Touch Sensor.* In Proceedings of the Korea Computer Congress, 1687–1689. [paper]

Grants & Awards

Boeing Scholarship Recipient   Aug, 2024

The Grand Prize of Convergence Research in Ewha Graduate Student Convergence Research   Feb, 2023
Achievement Forum

Ewha Womans University Admissions Scholarship for Graduates   Mar, 2022

Outstanding Capstone Design Project Award   Dec, 2019

Teaching Experience

C Programming   Spring, 2023
Graduate Teaching Assistant; facilitated lab sessions and graded assignments

Artificial Intelligence   Spring, 2023
Graduate Teaching Assistant; supported student projects and coursework guidance

Automata Theory   Fall, 2022
Graduate Teaching Assistant; held tutorial sessions and assisted with exam preparation

Linear Algebra   Spring, 2022
Graduate Teaching Assistant; guided practice sessions and graded assignments

Linux Workshop   Summer, 2019
Undergraduate Teaching Assistant; assisted lab practice and grading

Service

Member, App Development Club Appsolute   Mar, 2020 – Jun, 2021
Contributed to two mobile apps released on Google Play (Todo List, Quote Storage)

Member, Game Development Club KING   Mar, 2017 – Feb, 2022
Collaborated on student–led game development projects; released a tycoon game on Steam

Member, Developer Student Club Ewha (Google DSC)   Sep, 2019 – Aug, 2020
Developed a music–note–based diary app as part of a collaborative community project

Staff, Game Making Groups Game Jam 2017   May, 2017 – Aug, 2017
Assisted with planning and coordinating a university–wide game jam event

Skills & Tools

Programming: Python, Java, JavaScript, C, SQL

User Research: User Interviews, Usability Testing, Surveys & Questionnairess, Comparative Analysis, Think–Aloud
Protocol, Heuristic Evaluation, Accessibility Testing, Affinity Mapping, Task Flow Analysis

Data Analysis: Likert–Scale Surveys, Behavioral Analysis, Interaction Logging, Completion Time Analysis,
Quantitative Data Analysis

Prototyping & Development: Figma, Wireframing, Information Architecture, Flow Design, Unity