Yeji Park

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Research Interests

Human-Computer Interaction, Gaze Interaction, Virtual Reality, Head-Mounted Display Interactions

Education

Ulsan National Institute of Science and Technology   *March 2020 — Current*

Bachelor of Electrical Engineering   GPA: 3.39/4.3 (Overall)
Bachelor of Design (Double major)   GPA: 4.05/4.3 (Design)

Publications

International

The Impact of Gaze and Hand Gesture Complexity on Gaze-Pinch Interaction Performances   *Ubicomp/ISWC Workshop'24*

Yeji Park, Jiwan Kim, and Ian Oakley. **Accepted** (*In press*)
Ubicomp/ISWC 2024 Workshop on Heads-Up Computing - Research Summary Paper
• *Investigated the effects of gaze and hand gesture complexity on performance and error rates in gaze-pinch interactions.*

Domestic

Wishes: An Emerging Media Art For Improving Reliance in a Post-Pandemic Era   *DSUS'22*

Yeji Park, and Kyungho Lee.
2022 한국디자인학회 가을 국제학술대회 논문집 – 대학생학술대회 구두발표 : 전시 경험
• *Interactive media artwork to help individuals recover psychological health by experiencing 'flying balloons' on the web.*

Awards

BBB: Revolutionising Cross-Language Communication Services in a Multilingual World   *reddot'23*

reddot winner 2023, Brand & Communication Design
Collaborated with Seoyeong Hwang, Juhyeok Yoon, Sangyun Lee
Role: UI/UX design
Supervisor: Kyungho Lee (UNIST)
• *Classify and leverage AI-human roles in human interpreting services over the phone, address the globalization of interpreting requests, and resolve boundary blurring between providers to create a flexible user experience*

Project

O-K Text   *March 2023 — December 2023*

Supervisor: Ian Oakley (KAIST)
• *Designing a text entry system in Hangul inputs using multimodal interaction of gaze for consonants and hand pinch for vowels*
• *Undergraduate research, Design department, UNIST*

BBB Korea Interpreter App Redesign *(Project)*   *November 2022 — May 2023*

Collaborated with Seoyeong Hwang, Juhyeok Yoon, Sangyun Lee
Role: Interpreter requests app UI design for IOS
Supervisor: Kyungho Lee (UNIST)
• *Redesigned and launched an interpreting request and service provision app in collaboration with BBB Korea.*

Internship Experience

Wearable Interactive Technology Lab *(Undergraduate intern)*   *Jan 2024 — Current*

Supervised by Professor Ian Oakley, School of Electrical Engineering, KAIST
Gaze-based VR interaction design

Expressive Computing Lab *(Undergraduate intern)*   *June 2022 — June 2023*

Supervised by Professor Kyungho Lee, Department of Design, UNIST
Human-centered AI user experience design