

Yeonwoo Lee

CV

Date: 05, 12, 2025

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EDUCATION

MA in Media Cultural Studies 09/2022 – 02/2024

Yonsei University, Seoul

- Thesis: *The Rise of Gamer-Consumer*
- GPA: 4.23/4.5

BA in Philosophy (Summa cum laude) 09/2018 – 02/2022

Duksung Women's University, Seoul

- Thesis: *Visual Arts in the Post-Corona Era*
- GPA: 4.3/4.5

CERTIFICATION

Level 1 Certificate in Computer Skills (Korean Certification) 08/2020

TELC Deutsch B2 Certificate 09/2020

SELECTED RESEARCH & WORK EXPERIENCES

Research Assistant 02/2025 – Present

Ontological Reconstruction of Gaming Disorder, International Collaborative Research

- Conducting data collection and analysis for a collaborative research project on gaming disorder

Editorial Board Member 05/2023 – Present

Game Generation, Digital Game Webzine, Seoul, South Korea

- Responsible for content planning, manuscript review, author coordination, and research

Research Assistant 05/2025 – 04/2025

International Survey on ICD-11 Gaming Disorder, The Game and Science Institute

- Collecting and analyzing survey data

Researcher 05/2024 – 12/2024

Netmarble Game Museum, Seoul, South Korea

- Game history research, database management, and exhibition planning

Researcher

10/2023 – 04/2024

Heavy Gamer Research, Yonsei University

- Designed the study, conducted literature review, collected and analyzed data, and co-authored the final report

Researcher

11/2022 – 04/2023

Middle-Aged Gamer Research, Yonsei University

- Investigated prior research, designed the study, collected and analyzed data, and wrote the final report

PUBLICATIONS

Peer Reviewed Journal Articles

- Lee, Y., & Jang, T. S. (2021). Visual arts in the post-corona era. *Philosophical Studies*, 3(0), 131–155.
<https://kiss.kstudy.com/Detail/Ar?key=3927750>
- Shin, Y., Jang, T. S., & Lee, Y. (2019). The concept of "추" (chu) in Kant's aesthetics. *Philosophical Studies*, 1(0), 147–165.
<https://kiss.kstudy.com/Detail/Ar?key=3828749>

SELECTED CONFERENCE & WORKSHOP PRESENTATIONS

- (2025). *Meritocracy and Its Discontents: Understanding Trolling in the case of League of Legends*. IAMCR 2025, Nanyang Technological University, Singapore.
- (2025). *The Rise of Gamer-Consumers: Anger, Protests, and Divisions in South Korean Gamer Activism*. DiGRA 2025. Malta.
- (2024). *How Meritocracy Creates 'Trolling': A Study of Trolling in League of Legends* [Abstract]. Cultural Studies Camp, Seoul, South Korea.
- (2024). *Masculinity in Gaming Communities: An Analysis of Costume Play Meme* [Abstract]. DiGRA 2024. Guadalajara. Mexico.
- (2023). *Where have all the StarCraft gamers gone?*. Cultural Studies Association, Seoul, South Korea.

AWARDS & GRANTS

DAAD Summer Course Scholarship, German Academic Exchange Service (DAAD),
2021