Eugyoung (Eugy) Han

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Research Interests: virtual reality, social virtual reality, avatars, perception

Education

2020 - present **Ph.D.** in Communication
Stanford University
Advisor: Professor Jeremy Bailenson

2016 - 2020 **B.S.** in Cognitive Science with Honors
Brown University
Advisor: Professor William H. Warren
Thesis*:* "Weighted-averaging model of crowd motion generalizes to different turn angles and crowd sizes"

Publications

Amit, E., **Han, E.**, Posten, A., & Sloman, S. (2021). How people judge institutional corruption. *Connecticut Law Review,* 52(3)*,* 1121-1138.

Han, E., Nowak, K.L., & Bailenson, J.N. (2022). Prerequisites for Learning in Networked Immersive Virtual Reality. *Technology, Mind, and Behavio*r, *3*(4: Winter). https://doi.org/10.1037/tmb000094

Han, E., Miller, M.R., DeVeaux, C., Jun, H., Nowak, K.L., Hancock, J.T., Ram, N., Bailenson, J.N. (2023). People, Places, and Time: A Large-scale, Longitudinal Study of Transformed Avatars and Environmental Context in Group Interaction in the Metaverse. *Journal of Computer-Mediated Communication*, 28(2), https://doi.org/10.1093/jcmc/zmac031

DeVeaux, C., Markowitz, D.M., **Han, E.**, Miller, M.R., Hancock, J.T., Bailenson, J.N. (Forthcoming). A Large Scale, Longitudinal Analysis of Speech in Social VR: A First Look at Natural Language in the Virtual Classroom. *IEEE Virtual Reality*. IEEE. [Poster]

Miller, M.R., DeVeaux, C., **Han, E.**, Ram, N., Bailenson, J.N. (Forthcoming). A Large-Scale Study of Proxemics and Gaze in Groups. *IEEE Virtual Reality*. IEEE.

Queiroz, A., McGivney, E., Xiu, S.L., Anderson, C., Beams, B., DeVeaux, C., Frazier, K., **Han, E.**, … Bailenson, J. N. (Under Review). Collaborative Tasks in Immersive Virtual Reality Increase Learning. *International Society of the LearningSciences*.

Conference Presentations

Han, E., Willcoxon, M., Wirth, D.T., Warren, H.W. (2020, June 19-24). *Weighted-averaging model of crowd motion generalizes to different turn angles and crowd sizes*. Vision Sciences Society. [Poster]

Han, E., Miller M.R., Ram, N., Nowak, K.L., Bailenson, J.N. (2022, May 26-30). *Understanding Group Behavior in Virtual Reality: A Large-Scale, Longitudinal Study in the Metaverse*. 72nd Annual International Communication Association Conference, Paris, France. [Paper]

Han, E., Miller M.R., Nowak, K.L., Bailenson, J.N., Hancock, J.T. (2022, May 26-30). *The "Social" in Social VR: A Linguistic Analysis of Verbal Behavior in Groups* 72nd Annual International

Communication Association Conference, Paris, France. [Extended Abstract]

Han, E., Nowak, K.L., Bailenson, J.N. (2022, May 26-30). *Learning Together in Virtual Reality: A Longitudinal Case Study*. 72nd Annual International Communication Association Conference, Paris, France. [Paper] ***Top Student Paper Award, Information Systems Division**

DeVeaux, C., **Han, E.**, Landay, J.A., Bailenson, J.N. (2023, May 25-29). *A Presence of Absence: Understanding Disparities in Avatar Racial Representation and Embodiment in Social VR*. 73rd Annual International Communication Association Conference, Toronto, Ontario, Canada.

DeVeaux, C., Markowitz, D., **Han, E.**, Miller, M.R., Hancock, J.T., Bailenson, J.N. (2023, May 25-29). *A Large Scale, Longitudinal Analysis of Speech in Social VR: Language in the Virtual Classroom*. 73rd Annual International Communication Association Conference, Toronto, Ontario, Canada.

Han, E., DeVeaux, C., Harari, G.M., Bailenson, J.N. (2023, May 25-29). *VRtivity: Understanding Creativity Expression in Shared Virtual Environments*. 73rd Annual International Communication Association Conference, Toronto, Ontario, Canada. [Extended Abstract]

Park, R., DeVeaux, C., **Han, E.**, Miller, M.R., Bailenson, J.N., Ram, N. (2023, May 25-29). Modeling the Formation and Dissolution of Social Ties in Virtual Reality. 73rd Annual International Communication Association Conference, Toronto, Ontario, Canada. [Poster]

Honors and Awards

2020 - present	Stanford Graduate Fellow in Science and Engineering
2020	Research at Brown Grant
2019	Brown Linking Internships and Knowledge Award
2018	Brown Undergraduate Teaching and Research Award

Research Experience

2017 - 2020	*Research Assistant, Lab Manager* Virtual Environment Navigation Lab (VENLab), Brown University Advisor: Professor William H. Warren
2018 - 2020	*Research Assistant* Amit Lab, Brown University Advisor: Professor Elinor Amit
2019	*Research Assistant* Media Lab - Fluid Interfaces Group, Massachusetts Institute of Technology Advisors: Professor Pattie Maes, PhD Candidate Neo (Mostafa) Mohsenvand

Teaching Experience

2019	Undergraduate Teaching Assistant to Professor Jeff Huang CS130(0): User Interfaces/User Experience, Brown University, Fall 2019

2021, 2022	Teaching Assistant to Professor Jeremy Bailenson COMM166/266: Virtual People, Stanford University, Fall 2021, 2022 • Lead course designer for first large-scale course inside VR
2022	Instructor COMM118S: Into the Metaverse: Designing the Future of Virtual Worlds • Course requested to be retaught due to high ratings

Talks and Presentations

January 2022	Bodyswaps: The Educators vs. Virtual Reality Talk Title: "The Virtual World is your Classroom: Learning in the Metaverse"
February 2022	Guest Lecture at Université Laval Talk Title: "Virtual Teachers, Students, & Classrooms"
April 2022	CODEX FutureLaw Conference 2022 Panel: "Computational Law and the Metaverse (Do Virtual Realities Need Law?)"
June 2022	SALTISE Conference 2022 Symposium Panel: "Active learning through virtual realities and 3D avatars: A sneak peek behind the scenes of the process of conception, development, and implementation"

Book Chapters

DeVeaux, C., **Han, E.**, Bailenson, J.N. (2022). Expanding Education through Virtual Reality. In McKenzie, S. P., Arulkadacham, L., Chung, J., & Aziz, Z. (Eds.), *The Future of Online Education* (pp. 325-336). Nova Science Publishers. https://doi.org/10.52305/LERQ4827

Press

"New Stanford study shows choices of virtual environments and avatars can promote positive psychological outcomes in the metaverse" Stanford News (December 14, 2022)

"VR study shows virtual avatars and environments can affect your mood" Venture Beat (December 15, 2022)

Professional Service

Reviewer for ISMAR 2022, CHI 2023, IEEE VR 2023, ICA 2023

Technical Skills

R, MATLAB, Java, HTML/CSS, Maya