## **SNU CSE** seminars

## Conducting "Good" HCI Research by Asking Important Questions and Learning Together



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## **Abstract**

I share my personal experiences of conducting "good" HCI research. For me, the two most important aspects of conducting good HCI research are asking important questions and learning together. These principles have been ingrained in me through interactions with diverse individuals in various research environments. Regarding asking important questions, I propose three key characteristics that contribute to performing good HCI research. Firstly, the question should be personally intriguing to me. Secondly, it should offer a fresh perspective distinct from previous inquiries within the community. Lastly, the question should hold significance on a global scale. In addressing each of these characteristics, I introduce my personal publications and share the experiences that led to their successful publication in respected venues. Throughout this process, the pivotal element is the collaborative learning fostered within what we term as a "community of practice". I conclude the presentation by outlining my personal vision and future research plans.

## Biography

Kwon Ko is an incoming Ph.D. student at Stanford University (https://hyungkwonko.info/), who has research interests primarily centered around Generative AI, HCI, and Visualization. He has contributed to various HCI and Visualization venues, such as ACM CHI, UIST, IUI, IEEE VIS, and EuroVis. His focus lies in developing intelligent systems that enhance communication not only between humans and computers but also among humans, by creating sophisticated algorithms and innovative interaction techniques. With a solid background in both academia and industry, particularly in HCI and AI, he aims to pioneer practical solutions and foster innovation within our society. Previously, he worked as an AI researcher at Naver Webtoon Corp. and as an HCI researcher at KAIST Interaction Lab. He was awarded the Fulbright Scholarship for his doctoral studies.

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