

## Kyuha Jung *Kyu as in curious / ha / Jung as in jungle*

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Human-Computer Interaction Researcher  
User-Centered and Ethical Design. Social Media and Health Informatics.

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website: kyuha.xyz

- Education**
- M.S. Communication, Seoul National University.** 2021 - Present
    - Advisor: Dr. Joonhwan Lee (Human-Computer Interaction+Design Lab)
  - B.S. Information and Interaction Design, Yonsei University.** 2015 - 2021
    - Advisor: Dr. Younah Kang
- Research Experience**
- Medical Referrals: Supporting Clinicians on Writing Referrals with Draft Generation and Clinical Summarization of Patient Medical History***  
Research Lead | 2021 - Present
    - Collaborating with rheumatologists and medical engineers at Seoul National University Hospital to develop a support tool for clinicians during the medical referral process
    - Led interviews, co-design activities, prototype development, and its evaluation with clinicians
    - One conference paper submitted (Eun, J., **Jung K.**, Park, Y., Kim, H., Lee, E. Y., Kim, J. Y., Choi, J., Kim, K., Min, J., Lee, J.)
  - Chatbot Responses: Diversifying Female Conversational Agent's Response Strategies against Human User's Sexual Harassment with Emotional Appeals***  
Research Lead | 2022 - Present
    - Master's thesis investigating how we should design responses of female personified chatbots to human users' sexual harassment
  - Mobile Shopping for Older Adults: Co-Designing with Older Adults to Improve their Mobile Shopping Experiences***  
Research Lead | 2022 - Present
    - Collaborating with *Naver* (a leading search engine in South Korea) and its e-commerce app *Naver Shopping* to establish design guidelines for older adults
    - Conducting heuristic evaluation of the mobile app, interviews, and participatory design activities with older adults
  - Let's Talk @Clubhouse: Exploring Voice-Centered Social Media Platform and its Opportunities, Challenges, and Design Guidelines***  
Research Lead | 2021
    - Conducted interviews with Clubhouse users to explore their in-app experience of a voice-centered social media service
    - CHI '22 Late-Breaking Work (**Jung K.**, Park, Y., Kim, H., and Lee, J.)
  - Virtual Faces: Investigating Human Perception of Virtual Character Faces***  
Research Assistant (with Dr. Chaehan So at Yonsei University) | 2020 - 2021
    - Conducted literature review and questionnaires on evaluating perceptions of virtual character faces in various ages and angles
    - Two papers under journal review (So, C., **Jung K.**)

**DiVRsity: Designing a Multiplayer Role-Playing Experience in VR for Diversity Awareness Education**

Research Lead | 2022

- Collaborating with the Liberal Arts program at Seoul National University to create a VR experience to promote diversity awareness
- Conducted stakeholder interviews and UI/UX design of an Unity-VR prototype

**NAReBot: A Chatbot for Providing the National General Election Voting Results**

Undergraduate Intern (with Dr. Joonhwan Lee at Seoul National University) | 2021

- Collaborated with SBS (a major broadcasting company in South Korea) to design and develop a chatbot to deliver realtime voting results during the national general election
- Conducted interviews to explore voter needs and UX design of NAReBot which was later launched at the election day

Under Review

Eun, J., **Jung, K.**, Park, Y., Kim, H., Lee, E. Y., Kim, J. Y., Choi, J., Kim, K., Min, J., Lee, J. (*submitted*). "TL;DR. Think Like a DR.": A Co-Design Approach to Developing an EMR-Driven Medical Referral Draft System for Clinicians of Chronic Gout Patients.

So, C., **Jung, K.** (*under journal review*). Approachability and Credibility of Virtual Character Faces: The Role of the Horizontal Viewing Angle.

So, C., **Jung, K.** (*under journal review*). How Face Age Influences the Trait Inference of Virtual Characters' Attractiveness, Competence and Likeability.

Posters

**Jung, K.**, Park, Y., Kim, H., and Lee, J. (2022, April). Let's Talk@ Clubhouse: Exploring Voice-Centered Social Media Platform and its Opportunities, Challenges, and Design Guidelines. In *CHI Conference on Human Factors in Computing Systems Extended Abstracts* (pp. 1-6).

Skills

**User Research:** observation, interview, contextual inquiry, diary study, card sorting, participatory design, usability testing

**Prototyping and Visual Design:** Figma, Adobe Creative Suite

**Quantitative Research:** survey, factorial experiment design

**Programming and Statistics:** Python, R, HTML, CSS, JS

**Languages:** Korean (native), English (fluent), Spanish (basic)

Employment

**Army Translator** at the First Republic of Korea Army Headquarters, 2016-2017

Awards and Honors

**Awards**

- Award of Excellence (Capstone Project *Virtual Sweets: VR for Diabetes Patients*) from Institute for Higher Education Innovation, Yonsei University. 2020

**Research Funding**

- Faculty of Liberal Arts Education, Seoul National University. 2022.
- Social Science Future Foundation Researcher from the College of Social Sciences, Seoul National University. 2021.
- Student Researcher from the Institute for Higher Education Innovation, Yonsei University. 2019.

**Scholarship**

- BrainKorea21 Scholarship from the Department of Communication, Seoul National University. 2021.

- Teaching Experience    **Teaching Assistant**
- HCI Theory and Practice (Dr. Hajin Lim), Seoul National University. Spring 2022
  - Computing for Beginners (Dr. Sanghyuk Lee), Seoul National University. Spring 2022
  - AI Project (Dr. Chaehan So), Yonsei University. Fall 2020
  - Deep Learning (Dr. Chaehan So), Yonsei University. Spring 2020
  - Data Visualization (Dr. Chaehan So), Yonsei University. Spring 2020
- Academic Service    **Student Volunteer**
- FACCT '22
  - Conference design lead for KSCS '21 (The Korean Society for Cognitive Science)