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

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

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Education	**M.S. Communication, Seoul National University.** 2021 – Present – Advisor: Joonhwan Lee (Human–Computer Interaction+Design Lab) **B.S. Information and Interaction Design, Yonsei University.** 2015 – 2021 – Advisor: 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 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 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:** Ethnography, Interviews, Contextual Inquiry, Diary Study, Card Sorting, Participatory Design, Usability Testing **Prototyping and Visual Design:** Figma and Adobe Creative Suite **Quantitative Research:** Survey and Experiment Design **Programming and Statistics:** Python and R **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 Researcher from College of Social Sciences, Seoul National University. 2021. – Student Researcher from Institute for Higher Education Innovation, Yonsei University. 2019. **Scholarship** – BrainKorea21 Scholarship from Department of Communication, Seoul National University. 2021.

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