

Kyuha Jung *Kyu as in curious, ha, and Jung as in jungle*

Human-Computer Interaction researcher
Human-centered design, social media, health informatics, online risks

email: jkyuha@gmail.com
website: kyuha.xyz

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 with Writing Referrals by 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 medical referral writing practices
- Led interviews, co-design activities, prototype development, and its evaluation with medical specialists
- One conference paper to be 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

M-Commerce for Older Adults: Co-Designing with Older Adults to Improve their Mobile Shopping Experiences
Research Lead | 2022
- Funded by *Naver* (a leading search engine in South Korea) to establish understanding of older adults during mobile shopping and design guidelines for m-commerce apps
- Conducted heuristic evaluation of *Naver* app's shopping features, interviews, think-aloud activities, card sorting, and co-design workshops with older adults
- Led qualitative analysis of the results, identified pain points, and created user personas, journey map, and design guidelines

Let's Talk @Clubhouse: Exploring Voice-Centered Social Media Platform and its Opportunities, Challenges, and Design Guidelines
Research Lead | 2021
- Led interviews with Clubhouse users to explore their in-app experiences inside 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
- Led literature review and questionnaires through Amazon MTurk 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

- Funded by the Liberal Arts program at Seoul National University to create a VR experience to promote diversity awareness on campus
- Led interviews with disability stakeholders and UI/UX design of an Unity-VR prototype

NAReBot: A Chatbot for Informing Real-time Voting Results of the National General Election

Undergraduate Research Intern with Joonhwan Lee at Seoul National University | 2021

- Funded by SBS (a major broadcasting company in South Korea) to develop NAReBot, a chatbot to deliver real-time voting results during the national general election
- Led interviews to explore voter needs and UX design of NAReBot which was used by more than 5,000 people during 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. (to be 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

Qualitative Research: ethnography, interview, contextual inquiry, diary study, card sorting, participatory design, prototype evaluation

Quantitative Research: survey, factorial experiment

Prototyping and Visual Design: Figma, Adobe Creative Suite

Statistics: R

Programming: Python

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.

Scholarships

- BrainKorea21 Scholarship from the Department of Communication, Seoul National University. 2021.
- Underwood Academic Scholarship from Underwood International College, Yonsei University. 2019 - 2020.

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
- Virtual conference design lead for KSCS (Korean Society for Cognitive Science) '21