

Yeonhee (Johnny) Cho

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U.S. permanent resident

Professional Summary

I am a researcher, designer, and educator exploring how emerging technologies, such as artificial intelligence, games, and virtual reality, can foster empathy, reflection, and well-being in learning environments. My work integrates social-emotional learning (SEL), media literacy, and humancomputer interaction (HCI) to design experiences that help young people engage critically and emotionally with digital information. Through participatory and design-based research, I collaborate with children, teenagers, and educators to create playful, ethically grounded technologies that support emotional intelligence and responsible digital citizenship.

Education

- 2019–2026 Ph.D. in Information Science, University of Washington, Information School, Seattle, WA**
Dissertation: Misinformation and Teenagers: Exploring the Role of Social and Emotional Learning in Media and Information Literacy and Teenagers Perceptions (Advisor: Dr. Jin Ha Lee)
- 2017–2019 M.S.Ed. in Learning, Science and Technology, University of Pennsylvania**
Master paper: Role of AR-based Learning in Science Education (Advisor: Dr. Susan Yoon);
Concentration: AR Education; GPA: 3.8/4.0
- 2015–2017 M.A. in Media Studies, Syracuse University, S.I. Newhouse School**
Thesis: How Spatial Presence in VR Affects Memory Retention and Motivation on Second Language Learning (Advisor: Dr. Frank Biocca); Concentration: HCI & Immersive Tech; GPA: 3.9/4.0
- 2004–2011 B.S., Media and Communication Technology, Michigan State University;**
Concentration: IT; GPA: 3.7/4.0

Grants

- 2024** Social Science Research Council: Data Fluencies Dissertation Research Funding (\$15,000)
- 2024** Korean-American Scientists and Engineers Association Scholarship (\$2,000)
- 2011** Michael A. Chaprnka Scholarship, Michigan State University (\$1,500)

Publications

Refereed Journal Articles

- 2024 Cho, Y., Newman, M., Pitt, C., Yip, J. C., & Lee, J. H. *You Are Tilted!: Leveraging Tabletop Gaming to Manage Tilt and Strengthen Team Dynamics in Esports*. *Proc. ACM Hum.-Comput. Interact.* (CHI PLAY), 129. [DOI](#)
- 2023 Cho, Y., Coward, C., Lackner, J., Windleharth, T. W., & Lee, J. H. *The Use of an Escape Room as an Immersive Learning Environment for Building Resilience to Misinformation*. *Journal of Librarianship and Information Science*. [DOI](#)
- 2023 Lee, K. J., Na, S., Wang, H.-C., Park, H., Jo, M., Cho, Y., Jung, Y., Park, G., Lee, J. H., & Yip, J. *Conducting online participatory design cultural awareness*. *Behaviour & Information Technology*. [DOI](#)
- 2023 Cho, Y., Newman, M., Morris, L., Koughan, L. D., Yip, J., & Lee, J. H. *Gender Differences in Ethical Stances for Playing AR Games: The Case of Pokémon GO*. *DiGRA 2023*. [Link](#)
- 2023 Lee, J. H., Yip, J., Moore, A., Cho, Y., de Jong, Z., Kobashigawa, R., & Sanchez, A. E. *Users Perspectives on Ethical Issues Pokémon GO*. *International Journal of Human-Computer Interaction*, 39(2), 348362. [DOI](#)
- 2022 Cho, Y., Hsu, H. N., Zheng, Z., Trinh, E. E., Jang, H., & Cheng, Y. *Is Social VR an Effective Tool for Learning a Second Language?* *iLRN 2022*. [DOI](#)
- 2019 Kum-Biocca, H. H. J., Kim, H., Biocca, F., & Cho, Y. *AR-Vis: Augmented Reality Interactive Visualization Environment for Exploring Dynamic Scientific Data*. *HCI 2019*. [Link](#)

Conference Presentations

- 2024 *Perceptions of Misinformation Among Teenagers: A Qualitative Inquiry*. USKorea Conference (UKC), Atlanta.
- 2024 *High School Students' Understanding and Response to Misinformation in the Age of AI*. UKC, San Francisco.
- 2020 *Experiential Journalism of Virtual Reality News*. BEA20, Las Vegas (with S. Y. Ri).
- 2018 *How Spatial Presence in VR Affects Memory Retention and Motivation*. ICA18, Prague. (Top Student Paper nomination; 44% acceptance)

Thesis

- 2018 Cho, Y. *How spatial presence in VR affects memory retention and motivation on second language learning: a comparison of desktop and immersive VR-based learning*. Syracuse University. [Link](#)

Book Chapters

- 2022 Cho, Y., Cohen, E. S., Freund, A. E., Yip, J., & Lee, J. H. *Coaching in Esports: promoting well-being & performance*. In *Understanding Collegiate Esports*. Routledge. [Link](#)

Web Articles

- 2025 Cho, Y. *If Its Funny, I Share It: Rethinking Teen Misinformation Education Through Empathy*. MediaWell/JustTech. [Link](#)

Teaching Experience

University of Washington, Seattle, WA

Term	Role	Course	Course Title	My Role	(OSR (5), CEI (7))*
2026 SP	Lecturer	INFO 360	Design Methods	Pre-doctoral Instructor	–
2026 WI	Lecturer	INFO 360	Design Methods	Pre-doctoral Instructor	–
2025 AU	Lecturer	INFO 300	Research Methods	Pre-doctoral Instructor	–
2025 SP	TA	INFO 490 E	Project Capstone II	Capstone mentoring, feedback, grading	(4.3, 4.1)
2025 WI	TA	INFO 490 E	Project Capstone I	Capstone mentoring, feedback, grading	(4.2, 5.3)
2024 AU	TA	INFO 360 C	Design Methods	Labs, grading, support	(4.3, 4.1)
2024 SP	TA	INFO 300 AB	Research Methods	Labs, grading, support	(4.7, 5.2)
2024 WI	Lecturer	LIS 547 A	Design Methods for Librarianship	Co-designed and taught lectures, led activities, graded	(4.2, 4.9)
2023 AU	TA	INFO 360 B	Design Methods	Labs, grading, student support	(4.5, 4.9)
2023 SP	TA	IMT 597 A	Capstone III Project Implementation (Hybrid)	Assisted with final capstone projects, grading	(3.1, 5.8)
2023 WI	TA	IMT 596 A	Capstone II Project Planning (Hybrid)	Co-led course activities, grading, capstone support	(3.0, 5.7)
2022 AU	TA	INFO 380 AA	Information Systems Analysis and Design	Led labs, feedback, grading	(4.7, 5.0)
2022 SP	TA	IMT 570 C	Research and Analysis for Information Management Professionals	Analysis, feedback, grading	–
2021 SP	RA	DRG	Direct Research Group - Misinformation	Led projects, guide data collection, quan/qual analysis	–
2020 AU	TA	INFO 210	Technical Foundation - R Studio	Led labs, feedback, grading	–
2020 WI	TA	IMT 596 A/B	Capstone I Project Planning (Hybrid)	Capstone support, grading, feedback	(3.9, 5.3)
2019 AU	TA	LIS 570 C	Research, Assessment, and Design (Online)	Supported students, graded, online engagement	(4.0, 6.2)

New Jersey Institute of Technology, Newark, NJ

2019 Instructor: Digital Design Studio II (DD364; Spring).

2018 Instructor: History of Games (DD275; Fall).

⁰ student evaluation scores: OSR = Overall Summative Rating (5 scale), CEI = Challenge & Engagement Index (7 scale).

Research Experience

- 2021–2022** Research Assistant, UW Gamer Group: Esports & youth well-being (PD with UCI, SPL, UW); Misinformation Escape Room (design/dev, DRG lead).
- 2016–2017** Virtual Reality Developer, Syracuse University: Mixed-reality media perception studies; Unity/360 content creation.
- 2016** Psychophysiological Assistant, Syracuse University: HR/EDA/eye-tracking; BIOPAC analysis.
- 2015** Research Assistant, Syracuse University: Stimuli for advertising/PR; contributed to Lim (2017), *Computers in Human Behavior*.
- 2015–2017** Lab Researcher, M.I.N.D. Lab, Syracuse University: Technical setup, experiment support.
- 2015** UX Researcher, Seoul National University Hospital: PHR UX; big-data informed patient status prediction.

Invited Talks / Panels

- 2022** [Misinformation in Science and Society M.I.S.S](#)
- 2022** [WOMEN IN UX @UW](#)
- 2022** [KSEA NWRC + KOCSEA + CHANGBAL](#)
- 2022** Husky Expo
- 2021** EDUC 200: Collegiate Esports Edition

Media Recognition

- 2022** [Ph.D. students work on the misinformation puzzle](#) (UW iSchool).
- 2021** [iSchool researchers to inform four projects awarded more than \\$1.6 million by IMLS](#) (UW iSchool).
- 2020** [Students, Pacific Science Center team up on educational game](#) (UW iSchool).

Technical Skills

- Coding:** Unity, Unreal, R, Python, JavaScript, C#, HTML, CSS.
- Visual:** Maya, 360° camera, Adobe Creative Suite (Premiere, After Effects, Photoshop).
- UX:** Sketch, Figma, Morae.
- Experimental/Research:** fNIRS, ECG, EDA, Eye tracking, SPSS, Qualtrics.

Volunteer Community Service

- 2024–2026** President, Bellevue Korean Soccer Team
- 2024–2025** KSEA YG President
- 2022–2023** Changbal PR/Event Manager
- 2018–2019** IT/STEM Teacher, Cramer Elementary
- 2016–2017** English Assistant, North Side Learning Center
- 2016–2017** President, Korean Student Association, Syracuse University
- 2007–2009** Medic, Republic of Korea Army
- 2006–2007** Vice-President, Korean Student Organization, MSU

Patents

- 2018 Virtual Reality for Kids (#10-2018-0086001)
2017 Virtual Reality Survey System (#10-2017-0103497)

Professional Experience

- 2022 User Experience Researcher Intern, Indeed
2020–2021 Entrepreneur, English Coding Education
2018–2019 Entrepreneur, KidsVR
2017–2018 Education Intern, The Franklin Institute
2016–2017 VR Content Creator, IMAJION Mixed Reality
2016 Communication Manager, Kyunggi-do election campaign
2012–2014 HR Associate, SK
2010 Project Assistant Intern, 2010 Shanghai Expo Korean Pavilion
2007 Filmmaker Assistant Intern, Seoul Broadcasting System (SBS)

Professional Service & Mentoring

- Reviewer:** Book reviewer (*Education and Information Technologies* (2022–present); iLRN (2021–present; *The Fundamentals of Video Game Literacy*, 2024)).
Research Mentoring: Korean-American Youth Scientist Research-thon (2024; ~50 students); Lumiere Education Research Program (2021–2022).

Professional Memberships

ACM CHI; CHI PLAY; ICA; AERA; iLRN; KSEA; UW Reality Lab; UW Gamer Coalition. =====

References

Dr. Jin Ha Lee

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