Yeonhee Cho (Johnny)

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(U.S. permanent resident)

I. EDUCATION

Ph.D. in Information Science   2019 - Present

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)

M.S.Ed. in Learning, Science and Technology   2017 - 2019

University of Pennsylvania, Graduate School of Education, Philadelphia, PA
Master research paper: Role of AR-based Learning in Science Education (*Advisor:* Dr. Susan Yoon)
Concentration: Augmented reality education, *GPA:* 3.8/4.0

M.A. in Media Studies   2015 – 2017

Syracuse University, *S.I. Newhouse School of Public Communications, Syracuse, NY*
Thesis: How Spatial Presence in VR Affects Memory Retention and Motivation on Second Language Learning: A Comparison of Desktop and Immersive VR-Based Learning (Advisor: Dr. Frank Biocca)
Concentration: HCI & Immersive technology, *GPA:* 3.9/4.0

B.S., Media and Communication Technology   2004 - 2011

Michigan State University, College of Communication Arts and Sciences, East Lansing, MI
Concentration: Information Technology, GPA: 3.7/4.0

II. GRANTS

Social Science Research Council Data Fluencies Dissertation Research Funding ($15,000)   2024
Korean-American Scientists and Engineers Association Scholarship ($2,000)   2024
Michael A. Chaprnka Scholarship in Michigan State University ($1500)   2011

III. PUBLICATIONS

A. REFEREED JOURNAL ARTICLES

1. **Cho, Y.**, Newman, M., Pitt, C., Yip, J. C., & Lee, J. H. (2024). You Are Tilted!: Leveraging Tabletop Gaming to Manage Tilt and Strengthen Team Dynamics in Esports. Proceedings of the ACM on Human-Computer Interaction, 8(CHI PLAY), 1-29, https://dl.acm.org/doi/abs/10.1145/3677116
2. **Cho, Y.**, Chris Coward, Jacob Lackner, Travis Willingham Windleharth & Jinha Lee (2023). The Use of an Escape Room as an Immersive Learning Environment for Building Resilience to Misinformation, Journal of Librarianship and Information Science, https://doi.org/10.1177/09610006231208027
3. Kung Jin Lee, Sungmin Na, Hsuan-Chun Wang, Hayley Park, Minhyung Jo, **Yeonhee Cho,** Youjin Jung,

Geonhui Park, Jin Ha Lee & Jason Yip (2023). Conducting online participatory design from the United States with children in South Korea with a focus on cultural awareness, Behaviour & Information Technology TBIT, https://doi.org/10.1080/0144929X.2023.2272194.

4. **Cho, Y.**, Michele Newman, Lidia Morris, Lane D. Koughan, Jason Yip & Jin Ha Lee (2023), Gender Differences in Ethical Stances for Playing AR Games: The Case of Pokémon GO, 2023 DiGRA International Conference, Seville, Spain, https://dl.digra.org/index.php/dl/article/view/1902

5. Lee, J. H., Yip, J., Moore, A., **Cho, Y.**, de Jong, Z., Kobashigawa, R., & Sanchez, A. E. (2023). Users' Perspectives on Ethical Issues Related to Playing Location-Based Augmented Reality Games: A Case Study of Pokémon GO. International Journal of Human-Computer Interaction, 39(2), 348-362. https://doi.org/10.1080/10447318.2021.2012378

6. **Cho, Y.**, Hsu, H. N., Zheng, Z., Trinh, E. E., Jang, H., & Cheng, Y. (2022, May). Research Based on Affective Filter Theory: Is Social VR an Effective Tool for Learning a Second Language? In 2022 8th International Conference of the Immersive Learning Research Network (iLRN) (pp. 1-7). IEEE. https://ieeexplore.ieee.org/abstract/document/9815924/

7. AR-Vis: Augmented Reality Interactive Visualization Environment for Exploring Dynamic Scientific Data, Hannah Hye Jin Kum-Biocca, Hyomin Kim, Frank Biocca, & **Yeonhee Cho** (2018, May) The 21st International Conference on Human-Computer Interaction, Florida (HCI '19). https://link.springer.com/chapter/10.1007/978-3-030-30712-7_47

B. CONFERENCE PRESENTATIONS

1. **Cho, Y.** (2024, Atlanta). Perceptions of Misinformation Among Teenagers: A Qualitative Inquiry. Presented at the US-Korea Conference (UKC).

2. **Cho, Y.** (2024, San Francisco). High School Students' Understanding and Response to Misinformation in the Age of AI. Presented at the US-Korea Conference (UKC).

3. Sung Yoon Ri & **Yeonhee Cho** (2020, April), Experiential Journalism of Virtual Reality News: Comparative Presence, Emotion, and Sharing Behaviors in News delivered by Virtual Reality, Television, and the Internet in Korea and United States, The Broadcasting Education Association, Las Vegas (BEA '20)

4. **Cho, Y.,** How Spatial Presence in Virtual Reality Affects Memory Retention and Motivation in Second Language Learning, Yeonhee Cho, Frank Biocca, Hannah Biocca (2018, May) The 68th Annual International Communication Association Conference, Instructional & Developmental Communication Division, Prague, Czech Republic (ICA'18), acceptance rate: 44%, Nominated by the Top Student Paper

5. Kelly Gaggin, Keonyoung Park, Jiyoung Lee, Se Jung Kim, Noah Kenneth Buntain, Irene Marie Domenico, Laura Enid Canuealas, Gina Gayle, Jianin Hu, Alexandros morntountak, Honey Aka Hani Lalitkumar Rao, Andrew Francis Wirzburger, Jun Zhang, Tamara Makana Chock, & **Yeonhee Cho** (2018, May), The Bag Stands Alone: Stereotype Processing in Virtual Reality. International Communication Association, Information Systems Division: Prague, Czech Republic.

6. **Cho, Y.,** (2018, April), The Impact of Interaction in Virtual Reality Language Learning as Active Learning. Korean American Educational Research Association: NY.

7. Mincheol Shin, Stephen Song, **Yeonhee Cho**, & Sejeong Kim (2017, May). What makes a Virtual Concert More Realistic: Spatialized 3D Sound with Head Tracking Function in a Multi-Model Virtual Reality System. International Communication Association: Communication and Technology Division: San Diego.

8. Sung Yoon Ri & **Yeonhee Cho** (2016, August). Kind TV: Interactive and personalized television news and credibility Applied Human Factors and Ergonomics. Co-Chair section: Florida.

9. Mincheol Shin, Stephen Song, Frank Biocca, **Yeonhee Cho**, & Hyun Yang (2016, July). Effects of Reverberationand SPL on Social Presence and Para-social Relationships: Why do people prefer live

music to recorded usic? International Society for Presence Research, International Communication Association. Preconference: Kyoto, Japan.

10. Jehwan Seo & **Yeonhee Cho** (2015, June). Design of a Smart TV Logging System considering Context of Audiences by Using Beacons and Smartphones. Advertising Research Foundation, Audience Measurement. Presentation: New York.

C. THESIS
1. **Cho, Y.** (2018). How spatial presence in VR affects memory retention and motivation on second language learning: a comparison of desktop and immersive VR-based learning.

D. BOOK CHAPTERS
1. **Cho, Y**., Cohen, E. S., Freund, A. E., Yip, J., & Lee, J. H. (forthcoming). Coaching in Esports: promoting well-being & performance. In J. H. Hoffman, R. Pauketat., & K. A. Varzeas (Eds.), Understanding collegiate Esports: A practitioner's guide to developing community and competition. Routledge.

IV. TEACHING EXPERIENCE

University of Washington, Seattle, WA
Pre-doctoral instructor
    Design Methods for Librarianship (LIS 547; Winter 2024)
    Research Methods (INFO 300; Autumn 2025)
    Design Methods (INFO 360; Winter, Spring 2026)

Teaching Assistant
    Informatic Capstone - Project Capstone I (INFO 490; Winter, Spring 2025)
    Design Methods (INFO 360; Autumn 2024)
    Research Methods (INFO 300; Spring 2024)
    Design Methods (INFO 360; Autumn 2023)
    MSIM Capstone II - Project Planning (IMT 596 A; Winter 2023)
    Information Systems Analysis and Design (INFO 380 A; Autumn 2022)
    Research and Analysis for Information Management Professionals (IMT 570 C; Spring 2022)
    Design Methods for Librarianship (LIS 547 B; Winter 2022)
    Direct Research Group (Summer, Spring 2021)
    Technical foundation - R class (INFO 201; Autumn 2020)
    MSIM Capstone II - Project-based class (IMT 587; Spring 2020)
    MSIM Capstone I - Project-based class (IMT 596A; Winter 2020)
    Research, Assessment, and Design (LIS570C; Autumn 2019)

New Jersey Institute of Technology, Newark, NJ
Instructor
  Digital Design Studio II (DD364; Spring 2019)
  History of Games (DD275; Fall 2018)

V. RESEARCH EXPERIENCE

Research Assistantship, UW Gamer Group
 Esports and Youth's Mental Health and Wellbeing 2021 - 2022
 Research Esports Teen player's mental health with participatory design
 Organizations: University of Irvine, Seattle Public Library, University of Washington

 Misinformation Escape Room Project 2021 - 2022
 Participated in designing and develop Misinformation Escape Room game
 Led directed research group (DRG) to analyze research data

Virtual Reality Developer, Dr. T. Makana Chock & Dan Pacheco, Syracuse University 2016 - 2017
 Research examining people's perceptions and responses to 'mixed reality' media.
 Creating stimuli by using unity 3D and 360-degree camera

Psychophysiological Assistant, Dr. Sung Yoon Ri & Steven Song, Syracuse University 2016
 Experiment research based on psychophysiological measures (measures of heart rate, galvanic
 skin response, brain function) and eye-tracker
 Analyzing the Biopac data and finding the correlation between proximity and news

Research Assistant, Dr. Joon Soo Lim, Syracuse University 2015
 Making stimuli related to advertising and public relations research (i.e., Effects of Social Proof
 and Visual Irony on the Perception of Crisis and Boycott Intent)
 Lim, J. S. (2017). How a paracrisis situation is instigated by an online firestorm and visual
 mockery: Testing a paracrisis development model. Computers in Human Behavior, 67, 252-263.

Lab Researcher, Dr. Frank Biocca, M.I.N.D Lab, Syracuse University 2015 - 2017
 Working on technical settings and supporting the experimental tasks

UX Researcher, Seoul National University Hospital, South Korea 2015
 Personal Health Record (PHR) user experience by using big data to predict patients' medical status

VI. INVITED TALKS/PANELS

Misinformation in Science & Society (M.I.S.S.) 2022
WOMEN IN UX @UW Panel Talk 2022
KSEA NWRC + KOCSEA + CHANGBAL 2022 2022
Husky Expo Panel Talk 2022
EDUC 200: Collegiate Esports Edition Class Panel Talk 2021

VII. MEDIA RECOGNITION

1. Jessi Loerch (2022), PH.D. STUDENTS WORK ON THE MISINFORMATION PUZZLE
2. iSchool (2021), iSchool researchers to inform four projects awarded more than $1.6 million by IMLS
3. Jessi Loerch (2020), STUDENTS, PACIFIC SCIENCE CENTER TEAM UP ON EDUCATIONAL GAME

VIII. TECHNICAL SKILLS

Coding Skills: Unity, Unreal, R, Python, Java Script, C#, HTML, CSS
Visual Tool: MAYA, 360-degree camera, ADOBE CS (Premiere, Aftereffects, Photoshop)
User Experience: Sketch, Figma, Morae
Experimental and Research Tools: FNIR (Functional near-infrared spectroscopy; Measure brain function), ECG (Electrocardiography; Measure heartbeat), EDA (Electrodermal activity; Measure skin conductance), Eye tracking, SPSS (Statistics), Qualtrics (Survey)

IX. VOLUNTEER & COMMUNITY SERVICES

President, Bellevue Korean Soccer Team, Bellevue, WA	2024 - Present
KSEA YG President, Seattle, WA	2024 - Present
Changbal PR/Event Manager, Korean IT Society in Seattle, WA	2022 - 2023
IT/STEM Teacher, Cramer Elementary School, Camden, NJ	2018 - 2019
English Assistant, North Side Learning Center, Syracuse, NY	2016 - 2017
President of Korean Student Association, Syracuse University, NY	2016 - 2017
Medic, Republic of Korea Army, South Korea	2007- 2009
Vice-President, Korean Student Organization, MSU, MI	2006 - 2007

X. PATENT

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

XI. PROFESSIONAL EXPERIENCE

User Experience Researcher Intern, Indeed, Seattle	2022
Entrepreneur, English Coding Education, Start-up Company	2020 - 2021
Entrepreneur, KidsVR, Start-up Company	2018 - 2019
Education Intern, The Franklin Institute Science Museum, Philadelphia, PA	2017 - 2018
VR Content Creator, 'IMAJION' Mixed Reality, Syracuse, NY	2016 - 2017
Communication Manager, Election camp, Kyunggi-do, South Korea	2016
HR Associate (Full-time), SK (IT & Telecommunication Company), South Korea	2012 - 2014
Project Assistant Intern, 2010 Shanghai Expo Korean Pavilion	2010
Filmmaker Assistant Intern, Seoul Broadcasting System (SBS), Seoul, South Korea	2007

XII. PROFESSIONAL SERVICE

Reviewer

Book reviewer(Fundamental game literacy by Ryan Zhang)	2024
Journal of Education and Information Technologies	2022 - Present
The International Conference of the Immersive Learning Research Network	2021 - Present

Research Mentor

Korean-American Youth Scientist Research-thon   2024
- Hosted 50 middle and high school students for research
Lumiere Education Research Program   2021 - 2022
- Gupta, R. (2022). Examining the cognitive and physical components associated with game transfer phenomena in virtual reality. Age, 22(24), 24.
- Ryan Rohit (A Study on the Effects of Social VR on Loneliness)   2022 - 2023

XIII. PROFESSIONAL MEMBERSHIPS

Immersive Learning Research Network (ILRN)
Korean American Scientists and Engineers Association (KSEA)
International Communication Association (ICA)
American Education Research Association (AERA)
Computer-Human Interaction (CHI)
Computer-Human Interaction Play (CHI PLAY)
UW Reality LAB
UW Gamer Coalition

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