JONGGI HONG

Ph.D. candidate, Computer Science, University of Maryland, College Park

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EDUCATION

University of Maryland, College Park
Doctor of Philosophy, Computer Science
September 2014 – Present
College Park, Maryland, USA

Advisor: Hernisa Kacorri
Thesis: Exploring Blind and Sighted Users' Interactions with Error-Prone Speech and Image Recognition

Korea Advanced Institute of Science and Technology
Master of Science, Computer Science
September 2012 – August 2014
Daejeon, South Korea

Advisor: Geehyuk Lee
Thesis: FlickBoard: A Simple Split Soft Keyboard for Small Touch Screens

Korea Advanced Institute of Science and Technology
Bachelor of Science, Computer Science (summa cum laude)
February 2006 – December 2011
Daejeon, South Korea

PROFESSIONAL EXPERIENCE

Microsoft Research
Research Intern
June 2020 – September 2020
Redmond, WA, USA (Remote)

Mentors: Daniela Massiceti, Edward Cutrell, Cecily Morrison, Saqib Shaikh
Project: Building an interactive video recording interface for people with visual impairments

University of Maryland, College Park
Research Assistant
September 2017 – Present
College Park, Maryland, USA

Advisor: Hernisa Kacorri
Project: Developing a teachable interface of an object recognizer for people with visual impairments

Adobe Research
Research Intern
May 2018 – August 2018
San Jose, CA, USA

Mentors: Tak Yeon Lee, Eunyee Koh
Project: Classifying the semantic misalignments between link and landing page with machine learning

University of Maryland, College Park
Research Assistant
September 2015 – August 2017
College Park, Maryland, USA

Advisor: Leah Findlater
Project: Exploring the challenge of identifying ASR errors with audio-only interactions

HONORS & AWARDS

Selected as HCIC 2019 student attendee	June 2019
UbiComp 2018 Doctoral Consortium	October 2018
Goldhabor Travel Grant	May 2018
International Conference Student Support Award	May 2018
Summer Dean's Fellowship	May 2015
HCII 2014 Best Paper Award	June 2014
Summa cum laude award	February 2012
Full tuition waiver	February 2006 – December 2011

PUBLICATIONS

PEER-REVIEWED PAPERS PUBLISHED IN CONFERENCE PROCEEDINGS

P.11 Utkarsh Dwivedi, Merijke Coenraad, **Jonggi Hong**, Jaina Gandhi, Raj A Parikh Parikh, Ghazaleh Keshavarz, Elizabeth Bonsignore, Hernisa Kacorri. 2021. Co-designing Teachable Machines with Children. *Under review*.

P.10 Amanda Lazar, Robin N. Brewer, Hernisa Kacorri, **Jonggi Hong**, Mary Nicole Dugay Punzalan, Maisarah Mahathir, Olivia K. Richards, Warren Ross III. 2021. How Content Authored by People with Dementia Affects Attitudes towards Dementia. *Under review*.

P.9 **Jonggi Hong**, Ernest Essuah Mensah, Hernisa Kacorri. 2021. Generating Accessible Descriptors for Training Data in Teachable Applications for the Blind. *Under review*.

P.8 **Jonggi Hong**, Kyungjun Lee, June Xu, Hernisa Kacorri. 2020. Crowdsourcing the Perception of Machine Teaching. In *Proc. SIGCHI Conference on Human Factors in Computing Systems (CHI 2020)*. 1-14.
Acceptance rate: 24.3%

P.7 Kyungjun Lee, **Jonggi Hong**, Ebrima Jarjue, Simone Pimento, Hernisa Kacorri. 2019. Revisiting Blind Photography in the Context of Teachable Object Recognizers. In *Proc. International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS 2019)*. 83-95.
Acceptance rate: 26%

P.6 **Jonggi Hong**, Leah Findlater. 2018. Identifying Speech Input Errors Through Audio-Only Interaction. In *Proc. SIGCHI Conference on Human Factors in Computing Systems (CHI 2018)*. 567:1–567:12.
Acceptance rate: 25.7%

P.5 **Jonggi Hong**, Alisha Pradhan, Jon E. Froehlich, Leah Findlater. 2017. Evaluating Wrist-Based Haptic Feedback for Non-Visual Target Finding and Path Tracing on a 2D Surface. In *Proc. International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS 2017)*, 210-219.
Acceptance rate: 26.2%

P.4 Kristin Williams, Karyn Moffatt, **Jonggi Hong**, Yasmeen Faroqi-Shah, Leah Findlater. 2016. The Cost of Turning Heads: A Comparison of a Head-Worn Display to a Smartphone for Supporting Persons With Aphasia in Conversation. In *Proc. International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS 2016)*, 111-120.
Acceptance rate: 25%

P.3 **Jonggi Hong**, Lee Stearns, David Ross, Jon Froehlich, Leah Findlater. 2016. Evaluating Angular Accuracy of Wrist-based Haptic Directional Guidance for Hand Movement. In *Proc. Graphics Interface Conference (GI 2016)*, 195-200.
Acceptance rate: 39%

P.2 **Jonggi Hong**, Seongkook Heo, Poika Isokoski, Geehyuk Lee. 2015. SplitBoard: A Simple Split Soft Keyboard for Wristwatch-sized Touch Screens. In *Proc. SIGCHI Conference on Human Factors in Computing Systems (CHI 2015)*, 1233-1236.
Acceptance rate: 25%

P.1 Jooyeun Ham, **Jonggi Hong**, Youngkyoon Jang, Seung Hwan Ko, Woontack Woo. 2014. Smart Wristband: Touch-and-motion–tracking Wearable Input Device for Smart Glasses. In *Proc. International Conference on Human-Computer Interaction (HCII 2014)*, 109-118. (Best paper awarded)
Acceptance rate: N/A

PEER-REVIEWED JOURNAL ARTICLES

J.3 **Jonggi Hong**, Christine Vaing, Hernisa Kacorri, Leah Findlater. 2020. Reviewing Speech Input with Audio: Differences Between Blind and Sighted Users. *ACM Transactions on Accessible Computing (TACCESS)*. 13, 1, Article 2 (April 2020).
Impact factor: 1.57

J.2 **Jonggi Hong**, Seongkook Heo, Poika Isokoski, Geehyuk Lee. 2016. Comparison of Three QWERTY Keyboards for a Smartwatch. *Interacting with Computers*. 28(6), 811-825.
Impact factor: 1.41

J.1 **Jonggi Hong**, Geehyuk Lee, Hwan Kim, Woohun Lee. 2015. TouchRoller: A Touch-sensitive Cylindrical Input Device for GUI Manipulation of Interactive TVs. *Interacting with Computers*. 28(3), 293-310.
Impact factor: 1.41

WORKSHOP AND POSTER PAPERS

W.5 **Jonggi Hong**, Kyungjun Lee, June Xu, Hernisa Kacorri, Exploring Machine Teaching in Object Recognition with the Crowd. In *Extended Abstracts of the ACM Conference on Human Factors in Computing Systems (CHI EA 2019)*.

W.4 **Jonggi Hong**. Accessible Human-Error Interactions in AI Applications for the Blind. Doctoral Colloquium at UbiComp 2018.

W.3 **Jonggi Hong**, Leah Findlater. Correcting Errors in Speech Input During Non-Visual Use. Ubiquitous Text Input Workshop at CHI 2017.

W.2 Jooyeun Ham, **Jonggi Hong**, Youngkyoon Jang, Seung Hwan Ko, Woontack Woo. 2014. Poster: Smart Glasses' Augmented Wearable Interface based on Wristband-type Motion-aware Touch Panel. Poster. *3D User Interfaces (3DUI)*, IEEE Symposium on, 147-148.

W.1 **Jonggi Hong**, Geehyuk Lee. 2013. TouchShield: A Virtual Control for Stable Grip of a Smartphone Using the Thumb. In *Extended Abstracts of the ACM Conference on Human Factors in Computing Systems (CHI EA 2013)*.

PATENTS

Takyeon Lee, **Jonggi Hong**, Eunyee Koh. A method for predicting semantic misalignments between link and landing page — USA, 2019

Geehyuk Lee, **Jonggi Hong** Graphical user interface (GUI) widget for stable holding and control of smart phone based on touch screen — USA, 2012

TEACHING

Seminar in Research Methods and Data Analysis (INST808) — Spring 2020
Graduate Teaching Assistant. University of Maryland, College Park

Inclusive Design in HCI (INST704) — Fall 2019
Graduate Teaching Assistant. University of Maryland, College Park

Object-oriented Programming II (CMSC132) — Spring 2017
Graduate Teaching Assistant. University of Maryland, College Park — Fall 2016, Spring 2015

Object-oriented Programming I (CMSC131) — Fall 2014
Graduate Teaching Assistant. University of Maryland, College Park

Data Structure (CS206) — Fall 2012
Graduate Teaching Assistant. Korea Advanced Institute of Science and Technology

PROFESSIONAL SERVICE

ASSOCIATE CHAIR

CHI2020 Late Breaking Work — 2020

REVIEWER

ACM SIGCHI Conference on Human Factors in Computing Systems (CHI) — 2021

ACM SIGCHI Conference on Human Factors in Computing Systems (CHI) — 2020

ACM SIGCHI Conference on Human Factors in Computing Systems (CHI) — 2019

IFIP TC.13 International Conference on Human-Computer Interaction (INTERACT) — 2019

Assistive Technologies journal — 2019

PROFESSIONAL AFFILIATION AND MEMBERSHIP

- Member of Association for Computing Machinery (ACM)
  Special Interest Group on Accessibility and Computing (SIGACCESS)
  Special Interest Group on Computer-Human Interaction (SIGCHI)