Kwangyoung Lee

HCI researcher, Ph.D Candidate

291, Daehak-ro, Yuseong-gu, Daejeon,
Republic of Korea 34141
Email: kwangyoung@kaist.ac.kr
Phone Number: (+82) 10-7347-3676

Research Interest

Human-Computer Interaction, Human-Centered Design, Personal Informatics, Data-Driven Design, Mental Well-being, Digital Health

Education

Sep. 2022 - Aug. 2026 (expected)	**Korea Advanced Institute of Science and Technology (KAIST)** *Ph.D / Industrial Design*
Mar. 2016 - Feb. 2018	**Ulsan National Institute of Science and Technology (UNIST)** *Professional Master of Design-Engineering* Thesis: Designing Toolkits for Self-Tracking and Self-Intervention to Improve Mental Health Advisor: Professor Hwajung Hong
Feb. 2010 - Feb. 2016	**Korea Advanced Institute of Science and Technology (KAIST)** *Bachelor of Science / Industrial Design*

Research Experience

Aug. 2022 - Present	**Stress Management by Developing Digital Twins (@ KAIST)** Supported by Institute of Information & communications Technology Planning & Evaluation (IITP) ***Role: Project Manager, Research Assistant*** • Developing human digital twins technologies for prediction and management of emotional workers' mental health • Conducting user research to explore how people perceive their emotions in the workplace with a smartphone application though data tracked and how they interact with data to relieve stress

Apr. 2018 - Dec. 2019

Positive Computing through Persuasive Interactions (@ Seoul National University)
Supported by Institute of Information & communications Technology Planning & Evaluation (IITP)
Role: Research Assistant
- Conducting preliminary study on developing tools that can help manage stress by prediction and intervention plan setting
- Designing a calendar-based smartphone application for stress management and conducting user research to understand how people anticipate their daily stress based on the event and how they mediate stress with intervention

Feb. 2017 - Sep. 2017

U-Glass Project (@ UNIST)
Role: Project Manager of design team
- Developed auxiliary tools for an exhibition based on augmented reality (AR) technology
- Managed design team to design content scenario for experiencing museum exhibits with AR glass and conducted user research to explore what will be an engagement factor in an immersive environment

Work Experience

Jan. 2020 - Jul. 2022

Krafton (PUBG Studio), Seoul
Role: UX Designer
- Designed user experience (UX) for lobby screen (outgame) of Battleground Game (Contribution page: Newspage, Notification center, Profile screen, Workshop screen)
- Conducted design research to induce user retention

Jan. 2017 - Feb. 2017

ITNJ (Start-up), Ulsan
Role: UX Research Assistant / Product Designer
- Developed online educational content and designed portable tablet cradle
- Discovered new businesses based on the experiences of people using tablet PCs and designed the cradle to install the tablet

Jun. 2014 - Dec. 2015

Coin-Cloud (Start-up), Daejeon
Role: CEO / Designer
- Developed coin accumulation system using smartphones to reduce coin issuance cost
- Participated in start-up competition hosted by KBD Industrial Bank and attracted investment from companies

Publication

| Under review | **Our Minds are Like a Battery: Investigating the Impact of Analogy on Managing Emotional Exhaustion in the Call Center** |
| | *Kwangyoung Lee, Sooyeon Ahn, Jong-ok Hong, Jaehyun Lim, Namgoo Park, Uichin Lee, Hwajung Hong* |

| Under review | **Understanding God-Saeng (God生) Phenomenon: Young Generation's Pursuit of Authentic Well-being** |
| | *Inhwa Song, Kwangyoung Lee, Janghee Cho, Amon Rapp, Hwajung Hong* |

BigComp 2023 (Workshop)	**Designing a Personalized Stress Management System for Call Center Workers**
	Kwangyoung Lee, Hyunseung Lim, Sooyeon Ahn, Taewan Kim, Hwajung Hong
	2023 IEEE International Conference on Big Data and Smart Computing (BigComp)

CHI 2020	**Toward future-centric personal informatics: Expecting stressful events and preparing personalized interventions in stress management**
	Kwangyoung Lee, Hyewon Cho, Kobiljon Toshnazarov, Nematjon Narziev, So Young Rhim, Kyungsik Han, YoungTae Noh, Hwajung Hong
	CHI '20: Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems

DESIGN 2018	**Aesthetic product interaction: The necessity of consistency between function and emotion**
	K. Lee, J. A. Self, H. Hong
	DS 92: Proceedings of the DESIGN 2018 15th International Design Conference

CHI 2018	**MindNavigator: Exploring the stress and self-interventions for mental wellness**
	Kwangyoung Lee, Hwajung Hong
	CHI '18: Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems

DIS 2017	**Designing for self-tracking of emotion and experience with tangible modality**
	Kwangyoung Lee, Hwajung Hong
	DIS '17: Proceedings of the 2017 Conference on Designing Interactive Systems

Conference Presentation

Oral Presentations

| April, 2018 | **MindNavigator: Exploring the stress and self-interventions for mental wellness** |
| | Conference on Human Factors in Computing Systems, Montréal, Canada |

| June, 2017 | **Designing for self-tracking of emotion and experience with tangible modality** |
| | Designing Interactive Systems, Edinburgh, UK |

Teaching Experience

Teaching Assistant

Fall, 2016	**Design Knowledge and Skills (Intro to Information Visualization)**
	Course: IID231, +20 students, UNIST
	• An undergraduate course for teaching basic knowledge, tools, and practical skills for visualizing information with data.
	• Provided feedback in the weekly one-on-one instruction session, guiding individual project development.