

SANGEUN SEO

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POHANG, Republic of Korea

RESEARCH INTERESTS

Human-Computer-Interaction (HCI), Human-AI Interaction (HAI), Large Language Models (LLM),
AI-Enhanced Learning Systems, Personalized Learning Technologies

EDUCATION

Feb 2026 – Present	Pohang University of Science and Technology (POSTECH)
Advisor: Eunkyun Jo	Ph.D. in Department of Computer Science and Engineering
Sep 2023 – Feb 2026	Daegu Gyeongbuk institute of Science & Technology (DGIST)
Advisor: Jean Y. Song	M.S. in Electrical Engineering and Computer Science
Mar 2017 – Aug 2023	Ulsan National Institute of Science & Technology (UNIST)
	B.S. in Computer Science and Engineering
	B.S. in Human Factors Engineering

EXPERIENCE

Sep 2023 – Present	Designing Intelligence Augmentation Group (DIAG), DGIST
Advisor: Jean Y. Song	Graduate Student
- Conducting a co-design workshop study focused on learner-centered short-form video (SFV) learning, aiming to understand how learners envision and design effective educational SFV experiences.	
- Co-authored a DIS 2024 full paper as the second author: " Exploring Intervention Techniques to Alleviate Negative Emotions during Video Content Moderation Tasks as a Worker-centered Task Design ".	
- Participated in national and industry-funded research projects (including MSIT and enterprise-led initiatives), contributing to system prototyping, user study execution, and interdisciplinary collaboration.	

Spring 2023	Human-AI Interactions and Visualization (HAIV), UNIST
Advisor: Sungahn Ko	Research Intern
Explored problem-solving techniques using AI in research on HCI and data visualization.	

Winter 2022	Designing Intelligence Augmentation Group (DIAG), DGIST Research Intern Co-authored and submitted a research paper as the second author on HCI and crowdsourcing.
Fall 2022	Tactile Interaction (TACT) Lab, UNIST Research Intern Acquired skills in 3D modeling and 3D printing to support HCI hardware research, while learning Unity for VR device integration and control.
Summer 2022	Designing Intelligence Augmentation Group (DIAG), DGIST Research Intern Experienced foundational research in Human-Computer Interaction (HCI), including experimental design, execution, and data analysis.

AWARDS & HONORS

Sep 2023	DGIST National Scholarship Fully funded by the DGIST National Scholarship (approx. \$11000)
Mar 2017	UNIST National Scholarship Fully funded by the UNIST National Scholarship (approx. \$21000)

PUBLICATION

Conference Papers

[Exploring Intervention Techniques to Alleviate Negative Emotions during Video Content Moderation Tasks as a Worker-centered Task Design](#)

Dokyun Lee, [Sangeun Seo](#), Chanwoo Park, Sunjun Kim, Buru Chang, and Jean Y. Song

In Proceedings of the ACM Conference on Designing Interactive Systems (DIS 2024)

Workshops

[Teaching for More-than-human Perspectives in Design – A Pedagogical Pattern Mining Workshop](#)

In Proceedings of the ACM Conference on Designing Interactive Systems (DIS 2024)

TEACHING & MENTORING

Feb 2026

CSED401: Computer and Society

Teaching Assistant, mentored students on social computing principles and evaluated research-oriented group projects

Fall 2024

Undergraduate Group Research Mentoring Program

Mentoring UGRP (Undergraduate Group Research Program) team at DGIST

Fall 2023

BE101a: Introduction to Programming

Introductory-level course required for all freshmen at DGIST. Assisted students during lab sessions.

ACADEMIC SERVICES

Reviewer

CSCW 2024

C&C 2025

Student Volunteer

DGIST EECS Student Conference & Happy Hour 2023 (Chair)