Taejun Kim

CONTACT

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RESEARCH INTERESTS

My curiosity lies in discovering the maximum potential of using our eyes for computer input, which led me to research the opportunities and challenges of utilizing gaze for human-computer interaction. Aside from my primary interest, I also have a fascination with Haptics and text entry.

PUBLICATIONS

International Conference and Journal Papers

1. **QuadStretcher: A Forearm-Worn Skin Stretch Display for Bare-Hand Interaction in AR/VR**
   Taejun Kim, Yougnbo Aram Shim, YoungIn Kim, Sunbum Kim, Jaeyeon Lee, Geehyuk Lee
   CHI 2024: ACM Conference on Human Factors in Computing Systems
2. **STAR: Smartphone-Analogous Typing in Augmented Reality**
   Taejun Kim, Amy Karlson, Aakar Gupta, Tovi Grossman, Jason Wu, Parastoo Abtahi, Christopher Collins, Michael Glueck, Hemant Bhaskar Surale
   UIST 2023: ACM Symposium on User Interface Software and Technology
3. **WristMenu with Tactons: An Eyes- and Ears-free Menu with Tactons Describing Menu Items in the Wrist Rotation Space**
   Eunhye Youn, **Taejun Kim**, Geehyuk Lee
   IJHCI 2022: International Journal of Human-Computer Interaction (Impact Factor: 3.353)
4. **Lattice Menu: A Low-Error Gaze-Based Marking Menu Utilizing Target-Assisted Gaze Gestures on a Lattice of Visual Anchors**
   Taejun Kim, Auejin Ham, Sunggeun Ahn, Geehyuk Lee
   CHI 2022: ACM Conference on Human Factors in Computing Systems
5. **Heterogeneous Stroke: Using Unique Vibration Cues to Improve the Wrist-Worn Spatiotemporal Tactile Display**
   Taejun Kim, Youngbo Aram Shim, Geehyuk Lee
   CHI 2021: ACM Conference on Human Factors in Computing Systems

Extended Abstracts: Posters and Demos

1. **QuadStretch: A Forearm-wearable Multi-dimensional Skin Stretch Display for Immersive VR Haptic Feedback**
   Youngbo Aram Shim, **Taejun Kim**, Geehyuk Lee
   CHI 2022 Interactivity: ACM Conference on Human Factors in Computing Systems

PROFESSIONAL EXPERIENCE

Meta Reality Labs, Toronto, Canada JUN. 2022 – DEC. 2022
Ph.D. Research Intern

AWARDS & HONOR

CHI '22 Best Demo Award, ACM Conference on Human Factors in Computing Systems MAY. 2022
Demonstrating "QuadStretch: A Forearm-wearable Multi-dimensional Skin Stretch Display for Immersive VR Haptic Feedback"

Outstanding Master's Thesis Award, KAIST School of Computing FEB. 2021
Thesis Title: "Improving Recognition Accuracy of Wrist-Worn Spatiotemporal Tactile Display using Heterogeneous Vibrotactile Stimuli"

Naver PhD Fellowship, Naver Corp. DEC. 2022
Ph.D. Fellowship

Inseo Precision Engineering Fellowship, KAIST. MAY. 2023
Ph.D. Fellowship

Kim Young Han Global Leader Fellowship, KAIST. JUL. 2023
Ph.D. Fellowship

2024 Global Leadership Awards, President of KAIST. FEB. 2024
Ph.D. Award

EDUCATION

Korea Advanced Institute of Science and Technology (KAIST) Daejeon, Korea
Ph.D. Candidate in Computer Science SEP. 2020 – Present
Advisor: Geehyuk Lee, Ph.D.

Korea Advanced Institute of Science and Technology (KAIST) Daejeon, Korea
M.S. in Computer Science 2020
Thesis: "Improving Recognition Accuracy of Wrist-Worn Spatiotemporal Tactile Display using Heterogeneous Vibrotactile Stimuli"
Advisor: Geehyuk Lee, Ph.D.

Korea Advanced Institute of Science and Technology (KAIST) Daejeon, Korea
B.S. in Computer Science 2018

INVITED TALKS

Interface Control with Eye Movement MAR. 2023
High-Beams seminar series, University College London

Interface Control with Eye Movement NOV. 2022
Stanford HCI Lunch, Stanford University

Interface Control with Eye Movement NOV. 2022
DGP Lab, University of Toronto

ACADEMIC SERVICE

Reviewer (9)
CHI 2024*: ACM Conference on Human Factors in Computing Systems
CHI LBW 2024: Extended Abstracts of the CHI Conference
WHC 2023*: IEEE World Haptics Conference
INTERACT 2023: IFIP International Conference on Human-Computer Interaction
ETRA Short Papers 2023: ACM Symposium on Eye Tracking Research & Application
(*Special recognition for outstanding reviews)

TEACHING

Guest Lecturer OCT. 2021
Lecture on SPSS & R practice, CS584, KAIST

Teaching Assistant

CS492 Wearable User Interface, KAIST	Spring 2023
CS584 Human-Computer Interaction, KAIST	Fall 2021
CS550 Software Engineering, KAIST	Spring 2021
CS300 Introduction to Algorithms, KAIST	Fall 2020
CS204 Discrete Mathematics, KAIST	Spring 2019
CS230 System Programming, KAIST	Spring 2018
CS101 Introduction to Programming, KAIST	Fall 2017