

Taejun Kim

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RESEARCH INTERESTS	My research focuses on understanding human eye behaviors and improving user interactions related to gaze and vision. Aside from this primary interest, I've also researched broader topics like haptics and text entry.	
PUBLICATIONS	International Conference Papers <ol style="list-style-type: none">1. QuadStretcher: A Forearm-Worn Skin Stretch Display for Bare-Hand Interaction in AR/VR Taejun Kim, Youngbo Aram Shim, YoungIn Kim, Sunbum Kim, Jaeyeon Lee, Geehyuk Lee CHI 2024: ACM Conference on Human Factors in Computing Systems (acceptance ratio: 26.3%) https://doi.org/10.1145/3613904.36420672. 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 (acceptance ratio: 25.1%) https://doi.org/10.1145/3586183.36068033. 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 (acceptance ratio: 12.5%) https://doi.org/10.1145/3491102.35019774. 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 (acceptance ratio: 26.3%) https://doi.org/10.1145/3411764.3445448 International Journal Papers <ol style="list-style-type: none">1. 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) https://doi.org/10.1080/10447318.2022.2159780 Extended Abstracts: Posters and Demos <ol style="list-style-type: none">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 https://doi.org/10.1145/3491101.3519908	
PROFESSIONAL EXPERIENCE	Meta Reality Labs, Toronto, Canada Ph.D. Research Intern <i>Managers:</i> Hemant Surale, Amy Karlson, and Aakar Gupta	JUN. 2022 – DEC. 2022
AWARDS & HONOR	CHI '22 Best Demo Award , ACM Conference on Human Factors in Computing Systems Demonstrating “QuadStretch: A Forearm-wearable Multi-dimensional Skin Stretch Display for Immersive	MAY. 2022

	VR Haptic Feedback”	
	Outstanding Master’s Thesis Award , KAIST School of Computing Thesis Title: “Improving Recognition Accuracy of Wrist-Worn Spatiotemporal Tactile Display using Heterogeneous Vibrotactile Stimuli”	FEB. 2021
	Naver PhD Fellowship , Naver Corp. Ph.D. Fellowship	DEC. 2022
	Inseo Precision Engineering Fellowship , KAIST. Ph.D. Fellowship	MAY. 2023
	Kim Young Han Global Leader Fellowship , KAIST. Ph.D. Fellowship	JUL. 2023
	2024 Global Leadership Awards , President of KAIST. Ph.D. Award	FEB. 2024
	KIA Research Fellowship , Kia Motors Corp. Ph.D. Fellowship	MAR. 2024
EDUCATION	Korea Advanced Institute of Science and Technology (KAIST) Ph.D. Candidate in Computer Science <i>Advisor</i> : Geehyuk Lee, Ph.D.	Daejeon, Korea SEP. 2020 – Present
	Korea Advanced Institute of Science and Technology (KAIST) M.S. in Computer Science <i>Thesis</i> : “Improving Recognition Accuracy of Wrist-Worn Spatiotemporal Tactile Display using Heterogeneous Vibrotactile Stimuli” <i>Advisor</i> : Geehyuk Lee, Ph.D.	Daejeon, Korea 2020
	Korea Advanced Institute of Science and Technology (KAIST) B.S. in Computer Science	Daejeon, Korea 2018
INVITED TALKS	Haptics, Text Entry, and Gaze Interaction Introduction To Human-Computer Interaction, UNIST, <i>Host</i> : Jaeyeon Lee	MAY. 2024
	Haptics, Text Entry, and Gaze Interaction Interactive Wearable Computing Lab, KAIST, <i>Host</i> : Ian Oakley	MAY. 2024
	Interface Control with Eye Movement High-Beams seminar series, University College London, <i>Host</i> : Kaan Akşit	MAR. 2023
	Interface Control with Eye Movement Stanford HCI Lunch, Stanford University, <i>Host</i> : Sean Liu	NOV. 2022
	Interface Control with Eye Movement DGP Lab, University of Toronto, <i>Host</i> : Karthik Mahadevan	NOV. 2022
ACADEMIC SERVICE	Reviewer (19) CHI 2024* UIST 2024* CHI LBW 2024* MobileHCI 2024 ETRA Short Papers 2023, 2024 ISS 2024 SIGGRAPH Asia ET 2024 WHC 2023* INTERACT 2023 (*Special recognition for outstanding reviews)	

TEACHING

Guest Lecturer

Lecture on SPSS & R practice, CS584, KAIST

OCT. 2021

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