Taejun Kim

CONTACT Ph.D. Candidate

School of Computing, KAIST

Email: taejun.kim@kaist.ac.kr
URL: https://taejun20.github.io

Kim Byung Ho IT Building (N1) #722 KAIST, 291 Daehak-ro, Yuseong-gu Daejeon 34141, Republic of Korea

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.

PUBLICATIONS

International Conference Papers

1. 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

2. 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

3. QuadStretch: A Forearm-wearable Multi-dimensional Skin Stretch Display for Immersive VR Haptic Feedback

Youngbo Aram Shim, Taejun Kim, Geehyuk Lee

CHI 2022 EA (Demonstration): ACM Conference on Human Factors in Computing Systems

4. 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

International Journal Papers

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)

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

TAEJUN KIM 1 Last update: October 15, 2023

EDUCATION Korea Advanced Institute of Science and Technology (KAIST)

Daejeon, Korea SEP. 2020 – Present

Ph.D. Candidate in Computer Science

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 Heteroge-

neous 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**

DGP Lab, University of Toronto

Nov. 2022

ACADEMIC SERVICE Reviewer

CHI: ACM Conference on Human Factors in Computing Systems

2024

WHC: IEEE World Haptics Conference

2023

INTERACT: IFIP International Conference on Human-Computer Interaction ETRA Short Papers: ACM Symposium on Eye Tracking Research & Application

TEACHING

Guest Lecturer

Ост. 2021

Lecture on SPSS & R practice, CS584, KAIST

Teaching Assistant

CS492 Wearable User Interface, KAIST CS584 Human-Computer Interaction, KAIST CS550 Software Engineering, KAIST

Spring 2023 Fall 2021

CS300 Introduction to Algorithms, KAIST CS204 Discrete Mathematics, KAIST

Spring 2021 Fall 2020

CS230 System Programming, KAIST

Spring 2019 Spring 2018

Last update: October 15, 2023

Fall 2017

CS101 Introduction to Programming, KAIST

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