

HWAJUNG HONG

Assistant Professor | Department of Communication | Seoul National University

✉ hwajunghong@snu.ac.kr | 🏠 <http://hwajunghong.com>

EDUCATION

- May 2015 **Georgia Institute of Technology**, Atlanta, GA
Ph.D. in Human-Centered Computing | School of Interactive Computing
Thesis: *Specializing Social Networking Services to Support the Independence of Adolescents and Adults with Autism*
Advisors: Gregory Abowd & Rosa Arriaga
- May 2010 **Georgia Institute of Technology**, Atlanta, GA
M.S. in Human-Computer Interaction (Specialization: Digital media)
- Feb 2008 **Korea Advanced Institute of Science and Technology (KAIST)**, Daejeon, Korea
B.S. in Industrial Design, *Magna Cum Laude*

RESEARCH INTERESTS

Broadly—Designing, building, evaluating human-centered user interfaces and data visualizations.

Lately—Building interactive technologies to promote mental health and wellness; social media and crowd-powered services towards accessibility and education; data-driven design.

EMPLOYMENT

- Mar 2018 - present **Seoul National University**, Seoul, Korea
Assistant Professor, Department of Communication
- Aug 2015 - Mar 2018 **Ulsan National Institute of Science and Technology (UNIST)**, Ulsan, Korea
Assistant Professor, Design and Human Engineering
Affiliated Assistant professor, Computer Science and Engineering
- Jan 2009 - May 2015 **Georgia Institute of Technology**, Atlanta, GA
PhD Student (Graduate Research Assistant/Graduate Teaching Assistant)
- May 2012 - Aug 2012 **Xerox Palo Alto Research Center (PARC)**, Palo Alto, CA
Research Intern, Augmented Social Cognition Group, Mentor: Ashwin Ram
- May 2011 - Aug 2011 **Microsoft Research**, Redmond, WA
Research Intern, VIBE Group, Mentor: Kori Inkpen
- Jun 2010 - Aug 2010 **LG Electronics, Inc.**, Seoul, Korea
UX consultant, Home Appliance Center
- May 2009 - Aug 2009 **Motorola, Inc.**, Schaumburg, IL
Research Intern, Experience design and prototyping lab, Mentor: Santosh Basapur
- Feb 2008 - Apr 2008 **Continuum**, Seoul, Korea
UX researcher
- Jul 2006 - Jan 2007 **SK Telecom**, Seoul, Korea
Interaction Designer, User Experience Team, Communication Intelligent Division

PUBLICATIONS

Journals

- [J.1] Uichin Lee, Kyungsik Han, Hyunsung Cho, Kyong-Mee Chung, [Hwajung Hong](#), Sung-Ju Lee, Youngtae Noh, Sooyoung Park, John M. Carroll (2018) *To appear*
Intelligent Positive Computing with Mobile, Wearable, and IoT Devices: Literature Review and Research Directions
Ad Hoc Networks Journal (Elsevier)

Conference Papers (peer reviewed)

- [c.15] Kwangyoung Lee, James Andrew Self, [Hwajung Hong](#) (2018)
Aesthetic Product Interaction: The Necessity of Consistency between Function & Emotion.
DESIGN 2018: 15th International Design Conference
- [c.14] Kwangyoung Lee, [Hwajung Hong](#) (2018)
MindNavigator: Exploring the Stress and Self-Interventions for Mental Wellness.
CHI 2018: ACM Conference on Human Factors in Computing Systems. [25% acceptance rate, 10pgs]
- [c.13] Jennifer G. Kim, Karrie Karahalios, [Hwajung Hong](#) (2018)
Understanding Identity Presentation in Medical Crowdfunding.
CHI 2018: ACM Conference on Human Factors in Computing Systems. [25% acceptance rate, 10pgs]
- [c.12] Kwangyoung Lee, [Hwajung Hong](#) (2017)
Designing for Self-Tracking of Emotion and Experience with Tangible Modality.
DIS 2017: ACM Conference on Designing Interactive Systems. [24% acceptance rate, 10pgs]
- [c.11] Jennifer G. Kim, Kristen Vaccaro, Karrie Karahalios, [Hwajung Hong](#) (2017)
“Not by Money Alone”: Social Support Opportunities in Medical Crowdfunding Campaigns.
CSCW 2017: ACM Conference on Computer Supported Cooperative Work. [34% acceptance rate, 10pgs]
- [c.10] Jennifer G. Kim, Ha Kyung Kong, Karrie Karahalios, Wai-Tat Fu, [Hwajung Hong](#) (2016)
The Power of Collective Endorsements: Credibility Factors in Medical Crowdfunding Campaigns.
CHI 2016: ACM Conference on Human Factors in Computing Systems. [23% acceptance rate, 10pgs]
- [c.9] [Hwajung Hong](#), Gregory D.Abowd, Rosa I.Arriaga (2015)
Towards Designing Social Question-and-Answer Systems for Behavioral Support of Individuals with Autism.
Pervasive Health 2015: IEEE International Conference on Pervasive Computing Technologies for Healthcare. [30% acceptance rate, 8pgs]
- [c.8] [Hwajung Hong](#), Eric Gilbert, Gregory D.Abowd, Rosa I.Arriaga (2015)
Towards Designing Social Question-and-Answer Systems for Behavioral Support of Individuals with Autism.
CHI 2015: ACM Conference on Human Factors in Computing Systems. [23% acceptance rate, 10pgs]
- [c.7] [Hwajung Hong](#), Lana Yarosh, Jennifer G.Kim, Gregory D.Abowd, Rosa I.Arriaga (2013)
Investigating the Use of “Circles” in Social Networks to Support the Independence of Individuals with Autism.
CHI 2013: ACM Conference on Human Factors in Computing Systems. [20% acceptance, 10pgs]
- [c.6] [Hwajung Hong](#), Jennifer G. Kim, Gregory D. Abowd, Rosa I. Arriaga (2012)
Designing a Social Network to Support the Independence of Young Adults with Autism.
CSCW 2012: ACM Conference on Computer Supported Cooperative Work.
9% acceptance for top- tier submissions

- [c.5] Fatima Boujarwah, Nazneen, [Hwajung Hong](#), Gregory D.Abowd, Rosa I.Arriaga (2011)
Towards a Framework to Situate Assistive Technology Design in the Context of Culture.
ASSETS 2011: ACM SIGACCESS Conference on Computers and Accessibility. [33% acceptance, 10pgs]
- [c.4] Fatima Boujarwah, [Hwajung Hong](#), Gregory D.Abowd, Rosa I.Arriaga, Jackie Isabelle (2010)
Training Social Problem Solving Skills in Adolescents with High-Functioning Autism.
Pervasive Health 2010: International Conference on Pervasive Computing Technologies for Healthcare. [30% acceptance, 8pgs]
- [c.3] Tanyoung Kim, [Hwajung Hong](#), Brian Magerko (2010)
Design Requirements for Ambient Display that Supports Sustainable Lifestyle.
DIS 2010: ACM conference on Designing Interactive Systems. [25% acceptance, 10pgs]
- [c.2] Tanyoung Kim, [Hwajung Hong](#), Brian Magerko (2010)
Designing for Persuasion: Toward Ambient Eco-Visualization for Awareness.
Persuasive 2010: International Conference on Persuasive Technology. [31% acceptance, 10pgs]
- [c.1] Jan Gillesen, [Hwajung Hong](#), Rosa I.Arriaga (2009)
Refl-ex: Towards Designing an Interactive and Intelligent Tool for Social Skill Development of Individuals with HFA/ASD.
DPPI 2009: International Conference on Designing Pleasurable Products and Interfaces.
- Posters, Demos, and Workshop Papers (peer reviewed)**
- [p.16] Taewan Kim, Young-Woo Park, [Hwajung Hong](#) (2017)
Calm Station: An Interactive Perpetual Desk Object that Reduces Digital Distractions.
Demonstrations of DIS 2017: ACM Conference on Designing Interactive Systems.
- [p.15] Dasom Choi, Akerim Orken, Han Lee, [Hwajung Hong](#) (2017)
Designing a Crowdsourcing Platform for Generating Subtitles of Accessible Films.
Poster of HCI KOREA 2017.
- [p.14] [Hwajung Hong](#), Rosa Arriaga, Gregory Abowd (2014)
Building Social Computing Systems to Address Social Needs of Adolescents with Autism.
Grace Hopper Conference 2014 Ph.D Forum.
- [p.13] Yang-feng Ji, [Hwajung Hong](#), Rosa Arriaga, Agata Rozga, Gregory Abowd and Jacob Eisenstein (2014)
Mining Themes and Interests in the Asperger's and Autism Community.
ACL 2014 Workshop on Computational Linguistics and Clinical Psychology.
- [p.12] [Hwajung Hong](#) (2014)
Specializing Social Networking Services for Young Adults with Autism.
Doctoral Colloquium of CSCW 2014: ACM Conference on Computer Supported Cooperative Work.
- [p.11] [Hwajung Hong](#) (2014)
A Characterization Study of Q&A Behavior on an Online Forum for Autism.
2014 Atlanta Workshop on Computational Social Science.
- [p.10] [Hwajung Hong](#), and Rosa I. Arriaga (2013)
Harnessing Trusted-Stranger Networks to Ask for Social Advice: Challenges and Opportunities.
CSCW 2013 Workshop on Social Media Question Asking.

- [p.9] [Hwajung Hong \(2013\)](#)
Designing a Specialized Q&A System to Support Every Life of Individuals with Autism.
 UKC 2013: 15th US-KOREA Conference on Science, Technology and Entrepreneurship.
- [p.8] [Hwajung Hong](#), Jennifer G.Kim, Gregory D.Abowl, Rosa I.Arriaga (2013)
SocialMirror: Motivating Young Adults with Autism to Practice Life Skills in a Social World.
 CSCW 2012 Videos.
[The best example of video submissions on the CSCW 2013 Videos CFP website](#)
- [p.7] [Hwajung Hong](#), Jennifer G.Kim, Gregory D.Abowl, Rosa I.Arriaga (2012)
A Specialized Social Network Service for Young Adults with Autism.
 IMFAR 2012: International Meeting for Autism Research.
- [p.6] Fatima Boujarwah, Nazneen, [Hwajung Hong](#), Gregory D.Abowl, Rosa I.Arriaga (2011)
Cross-Cultural Comparisons of Social Expectations of Individuals with Autism and Other Intellectual Disabilities.
 SCCR 2011: The 40th Annual Meeting of the Society for Cross-Cultural Research.
- [p.5] [Hwajung Hong](#), Hee Young Jeong, Gregory D.Abowl, Rosa I.Arriaga (2010)
TriggerHunter: Designing an Educational Game for families with Asthmatic children.
 CHI 2010 Workshop on Interactive Systems in Healthcare (WISH).
- [p.4] Fatima Boujarwah, Nazneen, [Hwajung Hong](#), Gregory D.Abowl, Rosa I.Arriaga (2009)
Interactive Visualization of Ecosystem Change for Public Education.
 VIS 2009: IEEE Information Visualization.
- [p.3] Tanyoung Kim, [Hwajung Hong](#), Brian Magerko (2009)
Coralog: Use-Aware Visualization Connecting Human Micro-Activities to Environmental Change.
 CHI 2009 Extended Abstracts.
- [p.2] Mark O. Riedl, Rosa Arriaga, Fatima Boujarwah, [Hwajung Hong](#), Jackie Isbell, and L. Juane Heflin (2009)
Graphical social scenarios: Toward intervention and authoring for adolescents with high functioning autism.
 Proceedings of the AAAI Fall Symposium on Virtual Healthcare Interaction.
- [p.1] Mark O. Riedl, Rosa Arriaga, Fatima Boujarwah, [Hwajung Hong](#), Jackie Isbell, and L. Juane Heflin. (2009)
Toward Assisted Authoring of Social Skill Scenarios for Young Adults with High Functioning Autism.
 Proceedings of the IJCAI 2009 Workshop on Assisted Cognition.
[Distinguished Contribution Award](#)

PATENTS

Bath Toy for Baby

Korea Patent No. 10-2017-0039310

A system for detecting, recording, tracking physical developmental milestones of children.

Korea Patent No. 10-2008-0018678

A board game device for visually impaired users.

Korea Patent No. 20-2000-0028967

TEACHING

Seoul National University (Instructor)

Undergraduate level

- 2114.409: Creative Research Practice Spring 2018 (23 students)

UNIST (Instructor)

Undergraduate level

- IID231: Design Knowledge and Skills (Intro to Information Visualization) Fall 2017 (38 students)
Nominated for a University's Outstanding Teaching Award (2017)
Departmental Best Teacher Award (2016) Fall 2016 (28 students)
Spring 2016 (26 students)
- IID420: Special Topics: Human-Computer Interaction Design Studio Fall 2015 (6 students)

Graduate level

- CDE511: Integrated Design Project *with James A. Self and Chajoong Kim* Spring 2017 (12 students)
- CDE707: Human-Centered Design Fall 2016 (16 students)
Fall 2017 (18 students)
- CDE708: Contextual Design (Qualitative Research Method) Spring 2017 (10 students)
Spring 2016 (8 students)

Georgia Institute of Technology (Teaching Assistant)

- CS6455: User Interface Design and Evaluation Spring 2014
- CS6750: Human-Computer Interaction Fall 2012
Nominated for a 2012 CETL/BP Outstanding Teaching Assistant Award

AWARDS & HONORS

- 2017 **The 9th Design Contest for the Other 90%**, Korean Ministry of Science and ICT.
- 2017 **ACM SIGACCESS Conference on Computers and Accessibility**, Student Research Competition, 1st prize.
- 2017 **Core 77 Design Awards 2017**, Open Design Category, Student Runner-up.
- 2010-2015 **The Samsung Scholarship**, \$50,000/year, for 5 years awarded for tuition and stipend for Ph.D. studies.
- 2014 **2014 Georgia Tech GVU Foley Scholars Finalist**, Award for innovating people-centered research (one of 24).
- 2014 **Grace Hopper Celebration of Women in Computing Scholarship**, \$550 travel grant for attending GHC 2014.
- 2014 **The George Health Systems Fellowship**, \$3000 award for commitment to the Healthcare Industry and Academic Achievements.
- 2011 **The Korean Computer Scientists and Engineers' Association Scholarship**, \$1000 award for academic excellence to Korean students in computer science and engineering.
- 2011 **Google PhD Lightening Talks Award**, Research equipment awarded by Google.
- 2004-2007 **KAIST Dept. of Industrial Design Merit Award Winner**, Highest honors with scholarship.
- 2003-2007 **Government Fellowship for Science and Engineering**, \$12000 merit scholarship, Korea Ministry of Science and Technology.

- 2007 **Index Award: Design to improve life**, Finalist, the patronage of HRH the crown prince of Denmark, supported by Danish Ministry of Economic and Business Affairs.
- 2007 **Future Mobile Device Design Competition**, 1st prize, KAIST Institute for Information Technology Convergence.
- 2006 **Korean Society of Design Science Undergraduate Design Research Seminar Honorable Mention Award.**

GRANTS

- 2018-2020 Korea Health Industry Development Institute. Life-Care services: *Development and Validation of ICT based cognitive, emotional, and social skill enhancing program in Autism children.*
PI.
- 2018-2020 National Research Foundation. Next-Generation Information Computing Development: *Developing fundamental techniques and design guidelines of persuasive interaction in a positive computing platform.*
PI.
- 2017-2019 National Research Foundation. Basic Science and Engineering: *Toward Designing Human-Centered Mental Health Platforms.*
PI.
- 2017-2018 UNIST Innovation Research Award: *Collaborative Augmented Reality Lab*
Co-PI.
- 2016-2017 National Research Foundation. Technology, Social Science, and Art Collaboration Initiative: *Designing feedback interfaces to improve social competency of college students.*
Co-I
- 2016-2018 UNIST Interdisciplinary Research Grant: *uGlasses: Socially-acceptable augmented glasses*
Co-PI

INVITED TALKS & MEDIA

- 2018 빅데이터 기반 가상인체 및 건강증진 서비스 개발
[ETNews \(전자신문\)](#)
- 2018 **A Review of Intelligent Systems to Help Autistic Individuals Navigate Everyday Lives**
KU Center for Interdisciplinary Brain Sciences Research Meeting, May 2018.
- 2018 **Toward Designing Interactive Systems for Families with Special Needs**
Seoul National University Social Science Research Seminar Series. April 2018.
- 2018 **Design Research Practices in iSchool**
Seoul National University Communication Forum. April 2018.
- 2017 **Data-Driven Design for Human-Centered Mental Healthcare**
KAIST HCI Seminar series. November 2017.
- 2017 **High-Performance Computing for Data-Driven Design**
KISTI-UNIST Supercomputing Camp for High School Students, UNIST. August 2017.
- 2017 **Data-Driven Design for Human-Centered Mental Healthcare**
Rutgers University, School of Communication and Information Ph.D Colloquium series. October 2017.
- 2017 **Data-Driven Design for Human-Centered Mental Healthcare**
Pennsylvania State University, IST Human-Centered Design Seminar Series. February 2017.

- 2017 **Data-Driven Design for Human-Centered Mental Healthcare**
University of Toronto, Joint seminar of Depart of Computer Science and Dept. of Medicine. February 2017.
- 2016 **Writing a paper for communication**
Korean Society of Design Science, April 2016.
- 2016 **Understanding, Designing and Deploying Novel Human-Centered Experiences**
Rutgers University, School of Communication and Information Seminar Series. September 2015.
- 2015 **Understanding, Designing and Deploying Novel Human-Centered Experiences**
AT&T Labs, February 2015.
- 2015 **Designing Socially-augmented Assistive Technology**
KAIST, Dept. of Knowledge Service Engineering, April 2015.
- 2015 **Designing Socially-augmented Assistive Technology**
Stevens Institute of Technology, Dept. of Computer Science, January 2015.
- 2015 **Designing Socially-augmented Assistive Technology**
Indiana-Purdue University, School of Human-Centered Computing, January 2015.
- 2014 **Designing Socially-augmented Assistive Technology**
New Jersey Institute of Technology, School of Information, October 2014.
- 2014 **Interactive Crowd Support for Individuals with Autism**
Samsung Scholarship Academic Camp Talk Series (SSOT), June 2014.
- 2013 **Implications for Designing a Social Networking service for Young Adults with Autism**
KAIST Department of Knowledge Service Engineering Seminar, Daejeon, Korea, June 2013.
- 2013 **Investigating the Use of Circles in SNSs to Support Independence of Individuals with Autism**
Georgia Tech GVU Brownbag Seminar series, April 2013.
- 2012 **Motivating People with Chronic Disease to Establish Healthy Eating Habits through Social Media**
PARC ISL Seminar series, August 2012.
- 2011 **KinectSnip: Taking and sharing snapshot pictures with gestural interaction in video conferencing**
Microsoft Kinect for Windows SDK 24hr code camp. July 2011.
<https://channel9.msdn.com/Events/KinectSDK/BetaLaunch/C9Loo6>
- 2010 **Engaging in Data through Visualization**
User Experience Design Group at Yahoo, Sunnyvale, CA. February 2010.
- 2008 **학생 아이디어에 교수 16 명이 움직였다. KAIST 개발, 접히고 구겨지는 '손수건 단말기'**
중앙일보 (http://article.joins.com/news/article/article.asp?total_id=3009192)

ACADEMIC SERVICES

Departmental Committees

SNU Communication Department Undergraduate Committee Chair
UNIST DHE Undergraduate Curriculum Committee Chair

Program Committees

Ubiquitous Computing (UbiComp) 2018 Broadening Participation
ACM Designing Interactive Technology (DIS) 2018 Provocations and Works-in-Progress

ACM Creativity & Cognition (C&C) 2017 Pictorial

Reviewer

ACM Human Factors in Computing Systems (CHI). 2009-2018

ACM Designing Interactive Systems (DIS). 2016-2018

ACM Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT). 2017-2018

ACM Pervasive and Ubiquitous Computing (Ubicomp). 2014-2016

ACM Computer Supported Cooperative Work and Social Computing (CSCW). 2013-2018

Pervasive Computing Technologies for Healthcare (Pervasive Health) 2011-2017

Organizer

Ubicomp 2018 Broadening Participation Workshop Co-Chair, 2018

SNU HCI Forum 2018 Organizer, 2018

UNIST HCI Group Seminar Series Organizer, 2017

UNIST Design and Human Engineering Seminar Series Organizer, 2015