SOOMIN KIM

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EDUCATION

Seoul National University   Sept. 2016 - Feb. 2022
Ph.D. in Communication (Specialization: Human-Computer Interaction)

Seoul National University   Sept. 2014 - Aug. 2016
M.A. in Communication (Specialization: Computational Social Science)

Yonsei University   Mar. 2007 - Feb. 2012
B.A. in Psychology, B.B.A. in Business Administration

WORK EXPERIENCE

Samsung Electronics, Seoul, Korea   July. 2022 - Current
Senior UX Researcher at MX(Mobile Experience), Samsung Health

Naver Clova, Seongnam, Korea   May. 2022 - June. 2022
Senior UX Researcher, Clova Conversation Planning

Seoul National University, Seoul, Korea   March. 2015 - Feb. 2022
UX Researcher, Data Analyst

CJ E&M, Seoul, Korea   Jan. 2012 - April. 2014
Marketing Analyst at Music Channel Mnet

HP Korea, Seoul, Korea   Feb. 2010 - Jul. 2010
Digital Research Intern

Daum Soft, Seoul, Korea   Jan. 2010 - Feb. 2010
Online Business Intern

PUBLICATIONS

Patent

· **[P2]** 사용자 상태에 기반한 응답 음성을 생성하는 음성 에이전트 시스템 및 방법
— Joonhwan Lee, Bongwon Suh, <u>Soomin Kim</u>.
— 등록번호: 10-2413860, 등록일자: 2022.06.23
· **[P1]** 사용자 감정 파악에 따른 응답을 생성하는 시스템 및 방법
— Joonhwan Lee, Gahgene Gwon <u>Soomin Kim</u>.
— 등록번호: 10-2385899, 등록일자: 2022.04.07

Conference Proceedings

· **[C7]**Assessing How Users Display Self-Disclosure and Authenticity in Conversation with Human-Like Agents: A Case Study of Luda Lee.
— Won Ik Cho, <u>Soomin Kim</u>, Eujeong Choi, Younghoon Jeong.
— ***Findings of AACL-IJCNLP 2022***: *Findings of the Association for Computational Linguistics.*
· **[C6]** Trkic G00gle: Why and How Users Game Translation Algorithms.
— <u>Soomin Kim</u>, Changhoon Oh, Won Ik Cho, Donghoon Shin, Bongwon Suh, Joonhwan Lee.
— ***CSCW 2021***: *Proceedings of the ACM on Human Computer Interaction-CSCW.*

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- **[C5]** Moderator Chatbot for Deliberative Discussion: Effects of Discussion Structure and Discussant Facilitation.
  — <u>Soomin Kim</u>, Jinsu Eun, Joseph Seering, Joonhwan Lee.
  — **CSCW 2021**: *Proceedings of the ACM on Human Computer Interaction-CSCW.*
- **[C4]** Bot in the Bunch: Facilitating Group Chat Discussion by Improving Efficiency and Participation with a Chatbot.
  — <u>Soomin Kim</u>, Jinsu Eun, Changhoon Oh, Bongwon Suh, Joonhwan Lee.
  — **CHI 2020**: *ACM Conference on Human Factors in Computing Systems.*
- **[C3]** Understanding How People Reason about Aesthetic Evaluations of Artificial Intelligence.
  — Changhoon Oh, Seonghyeon Kim, Jinhan Choi, Jinsu Eun, <u>Soomin Kim</u>, Juho Kim, Joonhwan Lee, Bongwon Suh.
  — **DIS 2020**: *ACM Conference on Designing Interactive Systems.* Best Paper Honorable Mention Award.
- **[C2]** Players of a Quiz Flock Together: Motivation and Social Experience in Live Mobile Quiz Shows.
  — <u>Soomin Kim</u>, Gyuho Lee, Seo young Lee, Sanghuk Lee, Joonhwan Lee.
  — **CHIPLAY 2019**: *ACM SIGCHI Annual Symposium on Computer Human Interaction in Play.*
- **[C1]** Comparing Data from Chatbot and Web Surveys: Effects of Platform and Conversational Style on Survey Response Quality.
  — <u>Soomin Kim</u>, Joonhwan Lee, GahgeneGwon.
  — **CHI 2019**: *ACM Conference on Human Factors in Computing Systems.*

Workshops & Symposia

- **[W3]** Evaluating How Users Game and Display Conversation with Human-Like Agents
  — Won Ik Cho, <u>Soomin Kim</u>, Eujeong Choi, Younghoon Jeong.
  — **COLING 2022, CODI**: *Proceedings of the Workshop on Computational Approaches to Discourse.*
- **[W2]** Google-trickers, Yaminjeongeum, and Leetspeak: An Empirical Taxonomy for Intentionally Noisy User-Generated Text
  — Won Ik Cho, <u>Soomin Kim</u>.
  — **EMNLP 2021, W-NUT**: *Conference on Empirical Methods in Natural Language Processing.*
- **[W1]** Social Media as a Design and Research Site in HCI
  — Ferran Altarriba Bertran, <u>Soomin Kim</u>, Minsuk Chang, Ella Dagan, Jared Duval, Katherine Isbister.
  — **CHI 2021**: *ACM Conference on Human Factors in Computing Systems.*

Extended Abstracts

- **[E7]** Exploring the Effects of AI-assisted Emotional Support Processes in Online Mental Health Community.
  — Donghoon Shin, Subeen Park, Hehsun Kim, <u>Soomin Kim</u>, Jinwook Seo, Hwajung Hong.
  — **CHI 2022**: *ACM Conference on Human Factors in Computing Systems.*
- **[E6]** BlahBlahBot: Facilitating Conversation between Strangers using a Chatbot with ML infused Personalized Topic Suggestion.
  — Donghoon Shin, Sangwon Yoon, <u>Soomin Kim</u>, Joonhwan Lee.
  — **CHI 2021**: *ACM Conference on Human Factors in Computing Systems.*
- **[E5]** Robots in Diverse Contexts: Effects of Robot Tasks on Expected Personality.
  — Seo young Lee, <u>Soomin Kim</u>, Gyuho Lee, Joonhwan Lee.
  — **HRI 2018**: *ACM/IEEE International Conference on Human Robot Interaction.*
- **[E4]** Immersive VR for Numerical Engagement.
  — <u>Soomin Kim</u>, Wookjae Maeng, Cindy Oh, Joonmin Lee, Seo-young Lee, Jeewon Choi, GilWhan Hwang, Guhyun Hwang, Hyunsung Kim, Joonseok Kim, Joonhwan Lee.
  — **VRST 2017**: *ACM Conference on Virtual Reality Software and Technology.*

- **[E3]** Histogram: Spatiot emporal Photo Displaying Interface.
  — <u>Soomin Kim</u>, Jonghwan Oh, Joonhwan Lee.
  — ***UIST 2016***: *ACM Symposium on User Interface Software and Technology.*
- **[E2]** Automated News Generation for TV Program Ratings.
  — <u>Soomin Kim</u>, Jonghwan Oh, Joonhwan Lee.
  — ***TVX 2016***: *ACM International Conference on Interactive Experiences for TV and Online Video.*
- **[E1]** Smiley face: why we use emoticon stickers in mobile messaging.
  — Joonyoung Lee, Nahi Hong, <u>Soomin Kim</u>, Jonghwan Oh, Joonhwan Lee.
  — ***Mobile HCI 2016***: *ACM Conference on HCI with Mobile Devices and Services.*

Journal and Conference Papers (Domestic)

- **[D6]** 태스크 특성 및 사용자 성별이 챗봇의 기대 성별에 미치는 효과에 관한 연구.
  — <u>김수민</u>, 이서영, 이준환.
  — *멀티미디어학회논문지, 2021.*
- **[D5]** 데이터 저널리즘을 설계하는 편집자와 개발자의 협업에서 발생하는 어려움 및 시스템 제안.
  — 은진수, <u>김수민</u>, 오종환, 김동환, 이준환.
  — *한국 HCI 학회 학술대회, 2021.*
- **[D4]** 청소년의 문제적 인터넷 사용에 영향을 미치는 개인, 가족, 사회 환경 요인에 관한 연구.
  — <u>김수민</u>, 이준환, 권가진
  — *한국정보과학회 2019 한국컴퓨터종합학술대회 논문집. 우수논문상.*
- **[D3]** 청소년의 스마트 미디어 과의존과 인터넷 콘텐츠 유형의 연관 관계에 대한 연구.
  — 김민지, <u>김수민</u>, 권가진
  — *한국정보과학회 2019 한국컴퓨터종합학술대회 논문집*
- **[D2]** Game or Live Streaming?: 모바일 라이브 퀴즈쇼의 사용 동기 및 사용자 경험에 관한 연구.
  — <u>김수민</u>, 이규호, 이서영, 이상혁, 이준환.
  — *한국 HCI 학회 학술대회, 2019.*
- **[D1]** 멀티 대화형 에이전트 상호작용에서 에이전트의 역할과 태스크 종류에 따른 효과성 차이 연구
  — 박현아, <u>김수민</u>, 이준환.
  — *한국 HCI 학회 학술대회, 2019.*

In Progress

- **[P2]** 'Journey of Finding the Best Query': Understanding the User Experience of AI Image Generation System
  — <u>Soomin Kim</u>, Jinsu Eun, Changhoon Oh, Joonhwan Lee.
- **[P2]** IntroBot: Exploring the Use of Chatbot-assisted Familiarization in Online Collaborative Groups
  — Donghoon Shin, <u>Soomin Kim</u>, Ruoxi Shang, Joonhwan Lee, Gary Hsieh.
- **[P1]** Laugh and Grow "Likes": How Facial Emotions in Portraits Affect Social Engagement on Instagram
  — <u>Soomin Kim</u>, Jonghwan Oh, Wonryong Ryu, Joonhwan Lee.

OTHER EXPERIENCE

Gerson Lehrman Group, Seoul, Korea   April. 2021 - Current
Advisory Committee

- Advise on AI service strategy including Spotify and LG Electronics

Seoul National University, Seoul, Korea   2016 Spring, 2019 Spring, 2020 Spring
Teaching

- Teaching assistant of 'HCI Theory and Practice'
- Teaching practice seminar for 'Building Chatbots with Python'

Multicampus, Seoul, Korea   March. 2021
    Lecturing

· Invited seminar for 'Curation UX/UI Strategy of Spotify'

GRANTS, AWARDS, AND RECOGNITIONS

AI for ALL Fellowship   2020 - 2021
· Nongshim Youlchon Foundation and Artificial Intelligence Institute of SNU

DIS Best Paper Honorable Mention Award   2020
· ACM Designing Interactive Systems Conference (DIS 2020)

Global PhD Fellowship, GPF   2017 - 2019
· National Research Foundation of Korea, NRF

Content Startup League   2019
· Korea Creative Content Agency (KOCCA)

Google Travel and Conference Grants   2019
· Google Student Travel Grants Program

SIGCHI Outstanding Presentation Award   2019
· ACM SIGCHI Korean Local Chapter

KCC Best Paper Award   2019
· Korea Computer Congress 2019 (KCC 2019)

SIGGRAPH Student Travel Grant   2017
· SIGGRAPH Student Travel Grants Program