

Sungmin Na

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RESEARCH INTERESTS

Human-Computer Interaction, Educational Technology, Computer-Supported Cooperative Work, User-Centered Design

EDUCATION

University of Washington

Bachelor of Arts in Sociology, Department of Sociology
Minor in Informatics, Information School

Seattle, WA

Sep 2016 – Jun 2020

RESEARCH EXPERIENCE

Human-Centered Artificial Intelligence Lab, University of Seoul

Research Intern

Advisor: Prof. Hyunggu Jung

Remote

Oct 2020 – Present

- Preparing a manuscript—leveraging generative AI in HCI and evaluating its use—for submission to a conference as the first author
- Conducted a systematic review of university instructors' challenges in synchronous online teaching during the COVID-19 pandemic using PRISMA guidelines
- Designed a prototype addressing university instructors' challenges identified from the systematic review
- Evaluated the prototype by conducting surveys and semi-structured interviews with recruited university instructors

KidsTeam UW, University of Washington

Undergraduate Researcher

Advisor: Prof. Jason Yip

Seattle, WA

Jul 2019 – Sep 2020

- Led children (ages 7-11) in user testing for prototypes of products in various stages using codesign techniques (e.g., Bags-of-Stuff, Line Judging, storyboarding, Would You Rather, etc.)
- Transcribed session recordings and coded the transcripts for qualitative data analysis

PUBLICATIONS

Lee K., Na, S., Wang H., Park H., Jo M., Cho Y., Jung Y., Park G., Lee J., and Yip J. "Conducting Online Participatory Design from the United States with Children in South Korea with a Focus on Cultural Awareness". In *Behaviour & Information Technology*, October 2023.

<https://doi.org/10.1080/0144929X.2023.2272194>

Jung H., Seo W., Song S., and Na, S. "Toward Value Scenario Generation Through Large Language Models". In *Computer Supported Cooperative Work and Social Computing (CSCW '23 Companion)*.

Association for Computing Machinery, New York, NY, USA, 212–220. October 2023.

<https://doi.org/10.1145/3584931.3606960>

Na, S., Park, S., Jun, J., Jeong, H., Yoo, T., Chun, M., Lee, H., Lee, H.G. and Jung, H. "SUV: Students' Understanding Visualizer to Support Instructors in Synchronous Online Lectures". In *IEEE Access*, vol. 11, pp. 88929–88945. August 2023. <https://ieeexplore.ieee.org/abstract/document/10210371>

Seo, W., Jun, J., Chun, M., Jeong, H., Na, S., Cho, W., Kim, S., & Jung, H. "Toward an AI-assisted Assessment Tool to Support Online Art Therapy Practices: A Pilot Study". In *Proceedings of 20th European Conference on Computer-Supported Cooperative Work*. European Society for Socially Embedded Technologies (EUSSET). June 2022. <https://dl.eusset.eu/handle/20.500.12015/4378>

Na, S., & Jung, H. "Exploring University Instructors' Challenges in Online Teaching and Design Opportunities during the COVID-19 Pandemic: A Systematic Review". *International Journal of Learning, Teaching and Educational Research*, 20(9). October 2021. <https://doi.org/10.26803/ijlter.20.9.18>

Simko, L., Chin, B., **Na, S.**, Saluja, H.K., Zhu, T.Q., Kohno, T., Hiniker, A., Yip, J.C., & Cobb, C. “Would You Rather: A Focus Group Method for Eliciting and Discussing Formative Design Insights with Children”. In *Interaction Design and Children* (pp. 131-146). June 2021. <https://doi.org/10.1145/3459990.3460708>

Lee, K.J., Roldan, W., Zhu, T.Q., Saluja, H.K., **Na, S.**, Chin, B., Zeng, Y., Lee, J.H., & Yip, J.C. “The Show Must Go On: A Conceptual Model of Conducting Synchronous Participatory Design With Children Online”. In *Proceedings of the 2021 CHI conference on human factors in computing systems* (pp. 1-16). May 2021. <https://doi.org/10.1145/3411764.3445715>

****BEST PAPER (TOP 1% out of 2,800 submissions)****

AWARDS

Gary Marsden Travel Awards

Sep 2022

Full travel support for attending UIST'22: \$1,650 USD

WORK EXPERIENCE

EngageADX, Inc.

Seattle, WA

Social Media Coordinator

Jun 2020 – Present

- Oversee and manage multiple accounts of EngageADX (Instagram, Facebook, G+, Twitter, LinkedIn) using Hootsuite
- Interact with the social community by posting polls and monitoring comments/direct messages to garner feedback for increased engagement
- Generate appropriate tags and hashtags to increase the visibility of posts

LEADERSHIP/TEAMWORK EXPERIENCE

Community Church of Seattle, Downtown Campus

Seattle, WA

Media Team

Oct 2019 – Present

- Create promotional materials (e.g., flyers, posters, etc.) for the church events using Adobe Illustrator
- Operate multi-camera live-streaming using ATEM Software Control in worship
- Plan and create video content for Christian holidays using Adobe Premiere Pro (e.g., Lent, Easter, Thanksgiving, and Christmas)

UW Korean Student Association

Seattle, WA

External Vice President

May 2019 – Jun 2020

- Led 32 officers and executed various events for 2000+ members (e.g., Korean Culture Event, Major Informational & Networking Event, etc.)
- Coordinated multiple events with other student organizations
- Directed recruitment and mentored new officers for the club

ACADEMIC SERVICES

Reviewer: CSCW 2022 Poster

Student Volunteer: DIS (2021), RecSys (2021, 2022), ASSETS (2021, 2022), UIST (2021, 2022), W4A (2022), CSCW (2023)

Student Volunteer T-shirt Design: CSCW 2023

SKILLS

Research: Affinity Mapping, Interviews, Surveys, Participatory Design

Tools: Adobe Creative Suite, Figma, Miro

Languages: English (Fluent), Korean (Fluent)