Jee Youn Kim

contact: jounkimm@gmail.com

RESEARCH INTEREST

I completed my M.S. in Industrial Design at KAIST (Feb 2026), under the advice of Andrea Bianchi. My research focuses on Human-Computer Interaction (HCI) and Extended Reality (XR), with an emphasis on spatial interaction and perception.

I investigate how users perceive and respond to spatial and sensorimotor transformations, particularly through spatial audio and immersive environments. My work focuses on perception, agency, and behavioural responses, combining embodied spatial systems with system development and experimental evaluation.

Website: https://jounkim.github.io/portfolio/

EDUCATION

KAIST
M.S. in Industrial Design (Specialization: Human-Computer Interaction)
Advisor: Andrea Bianchi
Thesis: From Immersion to Presence: Anchoring VR Concerts through Real-World Audio Augmented Reality. 2025.

Mar 2024 - Feb 2026
Daejeon, South Korea

Korea National University of Arts (Karts, KNUA)
B.Arch in Architecture (RIBA Part I & Part II accredited)
Thesis: A Study of Modularizing Han-Ok by Analyzing Transfer Space with Open Building System(OBS). 2020.

Mar 2015 - Feb 2022
Seoul, South Korea

OTHER SKILLS

English	IELTS 7.5	**Technical:**	Unity, Max/MSP, Python, Arduino, Rhino3D, Grasshopper
Korean	Native Speaker	**Research:**	XR prototyping, spatial audio systems, empirical user studies, experimental design, mixed-method evaluation

RESEARCH EXPERIENCE

KAIST MakeLab, Advisor: Andrea Bianchi, Feb 2024 ~ Jan 2026
- *Designed and implemented XR systems involving spatial audio and immersive interaction*
- *Conducted empirical user studies on spatial perception and auditory experience*
- *Developed experimental pipelines for evaluating spatial and sensorimotor transformations*
- *Explored perception, agency, and behavioural responses in immersive environments*

PUBLICATIONS

Conference and Journal Papers

[CP3] **Dining in XR: Empirical Study**
Jee Youn Kim, Andrea Bianchi
HCI Korea 2026 Paper Track

[W1] **From Unboxing to Data Disposal: A Position on Children's Digital Engagement and Control**
Jee Youn Kim
CHI 2025 Workshop Position Paper

[CP2] **Current state of research about Diary-AI interaction in HCI.**
Jee Youn Kim, Andrea Bianchi
HCI Korea 2025 Paper Track

[CP1] **Analysis of Dining Experiences Using AI: Through Restaurant Reviews.**
Jee Youn Kim, Andrea Bianchi
KSDS Fall International Conference Proceeding 2024

Selected Projects

[A1] **AI Persona-Based Interactive Play for Digital Journaling and Self-Exploration**
Jee Youn Kim, Andrea Bianchi

[A2] **An Augmented Reality Camera Layout System for Intuitive, Spatially Aware Shot Design**
Hyewon Lee, Jee Youn Kim, Christopher Bannon, Andrea Bianchi

[A3] **Extended Room Acoustics: Enhancing Liveness in VR Music Performance through Anchored First-Person Auralization**
Jee Youn Kim, Nils Meyer-Kahlen, Sungyoung Kim, Andrea Bianchi

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HONORS, AWARDS, AND SCHOLARSHIPS

Student-Initiated Research Project Grant
Title: Does Reverb Help You Work? A Study on Spatial Acoustics and Cognitive Performance in Virtual and Physical Offices — **Aug 2025 - Dec 2025**
ITRC 2025 (KAIST) — Daejeon, South Korea

Visiting Research Support Grant — **June 2025 - July 2025**
AALTO (Aalto Acoustic Lab) — Daejeon, South Korea
ITRC 2025 (KAIST) - Visiting Researcher

Full Tuition Scholarship for Academic Excellence (Undergraduate) — **Fall 2017**
Korea National University of Arts — Seoul, South Korea

Entrance Scholarship — **Mar 2015**
Korea National University of Arts — Seoul, South Korea

ACADEMIC SERVICES

Reviewer

Mensch und Computer 2025 Short Papers Review — **2025**

Volunteer

KOBA 2026 Audio Technology Seminar – Event Operations Volunteer — **2026**

ARTIST EXPERIENCE

Installation/Exhibition	**UN-PLAYCING through PLAY! Meet you at the playground** 익숙한 공간이 놀이터가 되는 순간 **Play!** 놀이터에서 만나 Artist	**Aug 2026** Daejeon, South Korea
Performance	**One Last Play. (As the sun sets)** 저물어 가는 해와 함께 **One Last Play.** Director	**Aug 2026** Daejeon, South Korea
Performance	**Archeon Network** Director, Technician, Interaction Design	**July 2026** Chuncheon, South Korea
Performance	**2025** 인생줄타기 송년회 **(2025 Year-End Tightrope Walk Party)** Dramaturg	**Dec 2025** Seoul, South Korea
Performance	**1/75/75/75** Director, Technician	**June 2023 - Nov 2023** Seoul, South Korea
Performance/Exhibition	**—** · 하다 **(line dot): Deconstructed** Director, Technician	**Mar 2023 - Sep 2023** Seoul, South Korea
Installation/Exhibition	**Art Connectome group exhibition (Play-in Instrument)** Artist	**Aug 2022 - Feb 2023** Seoul, South Korea
Performance	당신의 말이 무대가 된다면 **(Stage of your words)** Director, Technician	**July 2022 - Nov 2022** Seoul, South Korea
Performance	**—** · 하다 **(line dot)** Director, Technician	**June 2022 - Nov 2022** Seoul, South Korea
Book Publishing	검은 새 **(Black Bird)** Author	**July 2022** Seoul, South Korea
Performance	**Depth of the Shadow** Director, Technician	**Mar 2021 - Aug 2021** Seoul, South Korea
Installation/Exhibition	**Showcase2020: Scale, Scanning (Inside the Rubik's Cube)** Artist	**Mar 2020 - Dec 2020** Seoul, South Korea

JOB EXPERIENCE

Art Therapy Teaching Assistant Korea Community Arts Research Institute	**May 2026 – Dec 2026** Busan, South Korea
Assistant Designer Linkki Project	**Nov 2022 - Oct 2023** Seoul, South Korea
Technician/TA ACC, Karts Art Collider	**July 2022 - Sept 2022** Gwangju, South Korea
Intern SangHa Architecture Office	**Jan 2022 - June 2022** Seoul, South Korea

Technician/Mentor **April 2022 - Aug 2022**
ARS Electronica x K-ARTS Festival, Karts Art Collider Seoul, South Korea

TA **Nov 2022 - Dec 2022**
Digital Fabrication Demonstration Workshop(Robot-arm & Grasshopper), Karts Art Collider Seoul, South Korea

Tutoring **July 2021 - Aug 2021**
Grasshopper (Basic, Intermediate), Karts Architecture Department Seoul, South Korea

TA **Aug 2020 - Dec 2020**
GOGOARCHITECTURE (Grasshopper), Online Online
