



JOSEPH SEERING

CONTACT

EMAIL: seering@kaist.ac.kr

ACADEMIC AFFILIATIONS

- MAR 2026-
PRESENT Associate Professor in the SCHOOL OF COMPUTING, **KAIST**
- AUG 2023-
FEB 2026 Assistant Professor in the SCHOOL OF COMPUTING, **KAIST**
- OCT 2020-
JULY 2023 Postdoctoral Scholar in COMPUTER SCIENCE, **Stanford University**

EDUCATION

- SEP 2020 PhD in HUMAN-COMPUTER INTERACTION, **Carnegie Mellon University**
- MAY 2018 MS in HUMAN-COMPUTER INTERACTION, **Carnegie Mellon University**
- MAY 2013 BA in SOCIAL STUDIES, **Harvard University**



PUBLICATIONS

PEER REVIEWED JOURNAL PAPERS:

14. Choi, Y., Zhunis, A., Dong, W., **Seering, J.**, Park, S., Cha, M., and Chin, H. (2025). Privacy disclosure to large language models: A large-scale study on awareness, benefits, and concerns in health contexts across three countries. In *Computers in Human Behavior Reports*. Elsevier. <https://doi.org/10.1016/j.chbr.2025.100841>
13. Lee, J., Doan, B., Jee, J., and **Seering, J.** (2025). Mapping Community Appeals Systems: Lessons for Community-led Moderation in Multi-Level Governance. In *Proceedings of the ACM on Human-Computer Interaction*. ACM. <https://doi.org/10.1145/3757627>
12. Park, S., Kim, J., Choi, J., **Seering, J.**, Lee, U., and Lee, S. (2025). HateBuffer: Safeguarding Content Moderators' Mental Well-Being through Hate Speech Content Modification. In *Proceedings of the ACM on Human-Computer Interaction*. ACM. <https://doi.org/10.1145/3757609>

11. Yoon, J., Zhang, A., and **Seering J.** (2025). “It’s Great Because It’s Ran By Us”: Empowering Teen Volunteer Discord Moderators to Design Healthy and Engaging Youth-Led Online Communities. In *Proceedings of the ACM on Human-Computer Interaction*. ACM. <https://doi.org/10.1145/3711114>
10. **Seering, J.**, Khadka, M., Haghighi, N., Yang, T., Xi, Z., and Bernstein, M. (2024). Chillbot: Content Moderation in the Backchannel. In *Proceedings of the ACM on Human-Computer Interaction 8*, CSCW2. <https://doi.org/10.1145/3686941> **Best Paper Honorable Mention** 🏆
9. Han, C., **Seering, J.**, Kumar, D., Hancock, J., and Durumeric, Z. (2023). Hate Raids on Twitch: Echoes of the Past, New Modalities, and Implications for Platform Governance. In *Proceedings of the ACM on Human-Computer Interaction 7*, CSCW1, Article 133. <https://doi.org/10.1145/3579609> **Best Paper Award** 🏆
8. Park, J.S., **Seering, J.**, and Bernstein, M. (2022). Measuring the Prevalence of Anti-Social Behavior in Online Communities. In *Proceedings of the ACM on Human-Computer Interaction 6*, CSCW2, Article 451. <https://doi.org/10.1145/3555552> **Methods Recognition Award** 🏆
7. **Seering, J.**, Dym, B., Kaufman, G., and Bernstein, M. (2022). Pride and Professionalization in Volunteer Moderation: Lessons for Effective Platform-User Collaboration. In *The Journal of Online Trust and Safety* 1(2). <https://doi.org/10.54501/jots.v1i2.34>
6. **Seering, J.**, Kaufman, G., and Chancellor, C. (2022, March). Metaphors in Moderation. *New Media & Society*, 24(3), 621-640. <https://doi.org/10.1177/1461444820964968>
5. Kim, S., Eun, J., **Seering, J.**, and Lee, J. (2021, Oct). Moderator Chatbot for Deliberative Discussion: Effects of Discussion Structure and Discussant Facilitation. In *Proceedings of the ACM on Human-Computer Interaction 5*, CSCW1, Article 87. <https://doi.org/10.1145/3449161>
4. **Seering, J.** (2020, Oct) Reconsidering Community Self-Moderation: the Role of Research in Supporting Community-Based Models for Online Content Moderation. In *Proceedings of the ACM on Human-Computer Interaction 4*, CSCW2, Article 107. <https://doi.org/10.1145/3415178>
3. **Seering, J.**, Wang, T., Yoon, J., and Kaufman, G. (2019), Moderator Engagement and Community Development In the Age of Algorithms. *New Media & Society*, 21(7), 1417–1443. <https://doi.org/10.1177/1461444818821316>
2. **Seering, J.**, Ng, F., Yao, Z., and Kaufman, G. (2018, Nov), Applications of Social Identity Theory to Research and Design in Computer-Supported Cooperative Work. In *Proceedings of the ACM on Human-Computer Interaction 2*, CSCW, Article 201. <https://doi.org/10.1145/3274771> **Best Paper Award** 🏆
1. **Seering, J.**, Flores, J.P., Savage, S., and Hammer, J. (2018, Nov) The Social Roles of Bots: Evaluating Impact of Bots on Discussions in Online Communities. In *Proceedings of the ACM on Human-Computer Interaction 2*, CSCW, Article 157. <https://doi.org/10.1145/3274426>

PEER REVIEWED CONFERENCE PAPERS:

21. Hong, Y., Doszhan, Y., and **Seering, J.** (2026) Fostering Collective Discourse: A Distributed Role-Based Approach to Online News Commenting. In *Proceedings of the 2026 CHI Conference on Human Factors in Computing Systems*. ACM. <https://doi.org/10.1145/3772318.3791518> **Best Paper Honorable Mention** 
20. LeeYouk, S., and **Seering, J.** (2026) Deepfake, Real Harm: A Participatory Approach for Imagining Infrastructures to Combat Deepfake Sexual Abuse. In *Proceedings of the 2026 CHI Conference on Human Factors in Computing Systems*. ACM. <https://doi.org/10.1145/3772318.3790902>
19. Kim, T.,* Lee, H.,* Lee, Y., **Seering, J.**, and Kim, J. (2026) Evalet: Evaluating Large Language Models through Functional Fragmentation. In *Proceedings of the 2026 CHI Conference on Human Factors in Computing Systems*. ACM. <https://doi.org/10.1145/3772318.3790285> **Best Paper Honorable Mention** 
18. Kuo, T., Liu, S., Chen, Q., **Seering, J.**, Zhang, A., Zhu, H.,* and Holstein, K.* (2026) Botender: Supporting Communities in Collaboratively Designing AI Agents through Case-Based Provocations. In *Proceedings of the 2026 CHI Conference on Human Factors in Computing Systems*. ACM. <https://doi.org/10.1145/3772318.3790500>
17. Doan, B., and **Seering, J.** (2025). The Design Space for Online Restorative Justice Tools: A Case Study with ApoloBot. In *Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems*. ACM. <https://doi.org/10.1145/3706598.3713598>
16. Lee, J., Kim, S., Park, Y., Kim, J., Jang, J., and **Seering, J.** (2025). Less Talk, More Trust: Understanding Players' In-game Assessment of Communication Processes in League of Legends. In *Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems*. ACM. <https://doi.org/10.1145/3706598.3714226>
15. Choi, Y., Choi, J., and **Seering, J.** (2025). Leveling Up Together: Fostering Positive Growth and Safe Online Spaces for Teen Roblox Developers. In *Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems*. ACM. <https://doi.org/10.1145/3706598.3713969>
14. Kim, H., Song, W., **Seering, J.**, and Kang, M. (2025). Understanding User Privacy Perceptions in Video Conferencing: Insights from a Feature-Specific User Study. In *Proceedings on Privacy Enhancing Technologies*. <https://doi.org/10.56553/popets-2025-0096>
13. Jun, B., **Seering, J.**, and Jee, J. (2024) Algorithmic Spread of “Nationalist Kitsch”: The Case of South Korea’s Gukppong YouTubers. In *Digital Korea: Stories, Systems and Spaces of Connection*. <http://hdl.handle.net/10203/324913>
12. **Seering, J.**, Hammer, J., Kaufman, G., and Yang, D. (2020, April), Proximate Social Factors in First-Time Contribution to Online Communities. In *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems*. ACM. <https://doi.org/10.1145/3313831.3376151>
11. **Seering, J.**, Luria, M., Ye, C., Kaufman, G., and Hammer, J. (2020, April), It Takes a Village: Integrating an Adaptive Chatbot into an Online Gaming Community. In

Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems.
ACM. <https://doi.org/10.1145/3313831.3376708>

10. **Seering, J.***, Mayol, R.,* Harpstead, E., Chen, T., Cook, A., and Hammer, J. (2019, Oct), Peer Feedback Processes in the Game Industry. In *Proceedings of the Annual Symposium on Computer-Human Interaction in Play (CHI PLAY '19)*, Barcelona, Spain. ACM. <https://doi.org/10.1145/3311350.3347176>
9. Harpstead, E., Rios, J.S., **Seering, J.**, and Hammer, J. (2019, Oct), Toward a Twitch Research Toolkit: A Systematic Review of Approaches to Research on Game Streaming. In *Proceedings of the Annual Symposium on Computer-Human Interaction in Play (CHI PLAY '19)*, Barcelona, Spain. ACM. <https://doi.org/10.1145/3311350.3347149>
8. Flores-Saviaga, C., Hammer, J., Flores, J.P., **Seering, J.**, Reeves, S., and Savage, S. (2019, Sept), Audience and Streamer Participation at Scale on Twitch. In *Proceedings of the 30th ACM Conference on Hypertext and Social Media (HT '19)*, Hof, Germany. <https://doi.org/10.1145/3342220.3344926>
7. **Seering, J.**, Fang, T., Damasco, L., Chen, M., Sun, L., and Kaufman, G. (2019, Apr), Designing User Interface Elements to Improve the Quality and Civility of Discourse in Online Commenting Behaviors. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems.* ACM. <https://doi.org/10.1145/3290605.3300836>
6. **Seering, J.**, Luria M., Kaufman, G., and Hammer, J. (2019, Apr), Beyond Dyadic Interactions: Considering Chatbots as Community Members. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems.* ACM. <https://doi.org/10.1145/3290605.3300680>
5. Yang, D., Yao, Z., **Seering, J.**, and Kraut, R. E. (2019, May), The Channel Matters: Self-disclosure, Reciprocity and Social Support in Online Cancer Support Groups. *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems.* ACM. <https://doi.org/10.1145/3290605.3300261> **Best Paper Honorable Mention** 🏆
4. Glickman, S., McKenzie, N., **Seering, J.**, Moeller, R., and Hammer, J. (2018, Oct) Design Challenges for Livestreamed Audience Participation Games. In *Proceedings of the Annual Symposium on Computer-Human Interaction in Play (CHI PLAY '18)*, Melbourne, Australia. <https://doi.org/10.1145/3242671.3242708> **Best Paper Honorable Mention** 🏆
3. **Seering, J.**, Savage, S., Eagle, M., Churchin, J., Moeller, R., Bigham, J., and Hammer, J. (2017, June), Audience Participation Games: Blurring the Line Between Player and Spectator. In *Proceedings of the 2017 Conference on Designing Interactive Systems (DIS '17)*, Edinburgh, Scotland, ACM. <https://doi.org/10.1145/3064663.3064732>
2. **Seering, J.**, Kraut, R. E., and Dabbish, L. (2017, Feb), Shaping Pro and Anti-Social Behavior on Twitch Through Moderation and Example-Setting. In *Proceedings of the 2017 ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW '17)*, Portland, Oregon. ACM. <https://doi.org/10.1145/2998181.2998277> **Best Paper Honorable Mention** 🏆
1. **Seering, J.**, Willcox, K., & Huang, L. (2015, June), Mapping Outcomes in an Undergraduate Aerospace Engineering Program. In *Proceedings of the 2015 ASEE*

Annual Conference and Exposition, Seattle, Washington. <https://doi.org/10.18260/p.24467>

EXTENDED ABSTRACTS AND SHORT PAPERS:

3. **Seering, J.** and Kairam, S. (2023). Who Moderates on Twitch and What Do They Do? Quantifying Practices in Community Moderation on Twitch. In *Proceedings of the ACM on Human-Computer Interaction* 7, GROUP, Article 18. <https://doi.org/10.1145/3567568>
2. Luria, M., **Seering, J.**, Forlizzi, J., and Zimmerman, J. (2020, April), Designing Chatbots as Community-Owned Agents. In *Proceedings of the 2nd Conference on Conversational User Interfaces (CUI '20)*. ACM. <https://doi.org/10.1145/3405755.3406134>
1. Yu, B., **Seering, J.**, Spiel, K., and Watts, L. (2020, April), “Taking Care of a Fruit Tree”: Nurturing as a Layer of Concern in Online Community Moderation. In *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems*. ACM. <https://doi.org/10.1145/3334480.3383009>

CONFERENCE PRESENTATIONS, POSTERS, AND WORKSHOP PAPERS:

9. Lee, J., and **Seering, J.** (2026, April), SLALOM: Simulation Lifecycle Analysis via Longitudinal Observation Metrics for Social Simulation. Workshop paper presented at the 2026 CHI Conference on Human Factors in Computing Systems, Barcelona, Spain. ACM. **Workshop Best Paper Nomination** 🏆
8. Lee, H., and **Seering, J.** (2026, April), Accuracy, Diversity, and Reflection: Purpose-driven Evaluation for Social Simulation. Workshop paper presented at the 2026 CHI Conference on Human Factors in Computing Systems, Barcelona, Spain. ACM.
7. Lee, J., and **Seering, J.** (2026, April), Don’t Put Words in My Mouth: Toward User Agency in Outbound Machine Translation Verification. Workshop paper presented at the 2026 CHI Conference on Human Factors in Computing Systems, Barcelona, Spain. ACM.
6. **Seering, J.** (2019, May), Chatbots for Engagement and Play on Twitch. Workshop paper presented at the 2019 CHI Conference on Human Factors in Computing Systems, Glasgow, Scotland. ACM.
5. **Seering, J.**, and Kaufman, G. (2018, June), Experimenting with Harassment: Ethical Questions in Studying Bad Behaviors Online. Workshop paper presented at the the 12th International AAI Conference on Web and Social Media, Stanford, California. AAI.
4. **Seering, J.**, and Kaufman, G. (2018, Apr), The Importance of Looking Closer: Understanding Motivations for Bad Behavior Online. Workshop paper presented at the 2018 CHI Conference on Human Factors in Computing Systems, Montreal, Canada. ACM.
3. **Seering, J.**, and Kaufman, G. (2017, Feb), Social Identity Theory and Computer-Supported Cooperative Work. Workshop paper presented at the 20th conference on Computer Supported Cooperative Work & Social Computing, Portland, Oregon. ACM.
2. **Seering, J.**, and Dabbish, L. (2016, March), Exploring Identity Signals on an Anonymous Mobile Posting App. Workshop paper presented at the 19th conference

on Computer Supported Cooperative Work and Social Computing, San Francisco, California. ACM.

1. Lieberman, C., **Seering, J.**, and Willcox, K. (2014, June). Mapping of learning outcomes across the MIT undergraduate curriculum. Poster session presented at the 10th International CDIO Conference, Barcelona, Spain, June 15-19 2014.

INVITED BOOK REVIEWS:

- Seering, J. (2019, June), Book Review: Custodians of the Internet: Platforms, Content Moderation, and the Hidden Decisions That Shape Social Media. Convergence.

DOCTORAL COLLOQUIUM:

- **Seering, J.** Building More Positive Online Communities through Improving Moderation and Strengthening Social Identity. ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW '19). Austin, TX, USA. Nov 2019.

OTHER WORK:

- **Seering, J.** (2020). Supporting Volunteer Moderation Practices in Online Communities. Dissertation, Human-Computer Interaction Institute, Carnegie Mellon University.
- Willcox, K., Sarma, S., and Lippel, P. et al. (2016, May). Online Education: A Catalyst for Higher Education Reforms. Accessed at <https://oepi.mit.edu/literature/reports/>.
- **Seering, J.** (Unpublished, 2013). Practical Goals: A Case Study in Understanding and Judging Objectives in Higher Education. Senior Thesis, Harvard College.

AWARDS

- CHI 2026 Best Paper Honorable Mention (2 papers)
- CHI 2026 PoliSim Workshop Best Paper Nomination
- KAIST 2025 Research Prize
- CSCW 2024 Best Paper Honorable Mention
- CSCW 2023 Best Paper Award
- 2021 CRA Computing Innovation Fellow
- K&L Gates Presidential Fellowship in Ethics and Computational Technologies
- Carnegie Mellon University Presidential Fellowship
- CHI 2019 Best Paper Honorable Mention
- CSCW 2018 Best Paper Award
- CHI PLAY 2018 Best Paper Honourable Mention
- CSCW 2017 Best Paper Honorable Mention
- High honors for undergraduate thesis, Harvard College

FUNDING

- 2026 AI-Science Hub – “Agentic Science Framework Based on Multi-Scale Social Simulation using Human Digital Twins” (Co-PI with Uichin Lee (PI), Alice Oh, Juho Kim, Hwajung Hong, Jiyoung Whang): KRW 175,000,000
- 2026 AI-Science Hub – “AI-Agent-Based Social Simulation Framework: Validation and Alignment with Human Social Behavior” (Co-PI with Jihee Kim (PI), Nuri Kim, and Jae-Gil Lee): KRW 175,000,000
- 2026 Full-Cycle GenAI Talent Development – “Safe, Accessible and Content-creating AI with an Interactive Education Platform” (Co-PI, 14 faculty team plus industry collaborators at Elice): KRW 7,500,000,000
- 2026 KAIST UP Project – “Constructing a Long-Term Group Conversation Benchmark and Efficient Social Information Memory Modeling for Next-Generation Socially-Aware Conversational AI Models.” (PI): KRW 70,000,000
- 2026 KAIST–U.S. Joint Research Open Track Program – “Development of Generative Agent-Based Simulations for Large-Scale Social Prediction Tasks” (PI): KRW 15,000,000
- 2025 KAIST–U.S. Joint Research Open Track Program – “Development of Generative Agent-Based Simulations of Problematic Behaviors for Facilitating Large-Scale Online Community Moderation Design” (PI): KRW 20,000,000
- 2025 KAIST C2 Grant – “Constructing a Large-Scale Dataset of Collaborative Group Conversations to Support the Next Generation of Socially-Aware Conversational AI Models” (PI): KRW 40,000,000
- 2024 TTA Grant – “Building a Dataset and Roadmap for Multi-Domain AI Risk Safety Assessment” (Co-PI with Hojin Choi (PI), Uichin Lee, Juho Kim, Hwajung Hong, Jiyoung Whang): KRW 427,272,727
- 2024 NRF Outstanding Young Scientist Grant – “Development of Generative Agent-Based Simulations of Problematic Behaviors for Facilitating Large-Scale Online Community Moderation Design” (PI): KRW 550,527,000
- Computing Research Association/Computing Community Consortium Computing Innovation Fellow 2021 (PI): \$253,328
- Brown Institute Magic Grant 2021-2022 – “Combating the Spread of Disinformation on Encrypted Messaging Apps” (Co-PI): \$126,779
- Discord Inc. Research Gift (PI): \$5,000
- K&L Gates Presidential Fellowship (PI): \$46,721
- Carnegie Mellon University Presidential Fellowship (PI): \$50,000

SERVICE

GRADUATE STUDENTS ADVISED

- Juhoon Lee (PhD) 2024 - present
- Braahmi Padmakumar (MS) 2025 - present
- Minju Yoo (MS, Co-advised) 2025 - present

- Heechan Lee (MS, Co-advised) 2025 - present
- Jeanne Choi (MS) 2024 - 2026
 - Post-MS: PhD student at Northwestern University
- Yoojin Hong (MS) 2023 - 2025
 - Post-MS: CRM at CELINE
- Yubin Choi (MS, Co-advised) 2023 - 2025.
 - Post-MS: PhD student at University of Michigan

RESEARCH ASSISTANTS AND VISITING RESEARCHERS

- Hayeon Doh, Ewha Womans University, 2026
- Enrique Jose Delgado Garcia, KAIST, 2026
- Alisher Ortikov, KAIST, KAIST, 2025-2026
- Adelia Putri, KAIST, KAIST, 2025-2026
- Jeonggyu Kang, KAIST, 2025
- Jihoon Kang, KAIST, KAIST, 2025
- Nguyen Quang Huy, VNU UET, 2025
- Jaywoong Jeong, KAIST, 2025
- HwiJoon Lee, Northeastern University, 2025, 2026
- Mahnoor Shafiq, KAIST, 2025
- Sejong Kim, KAIST, 2025
- Saetbyeol Leeyouk, Sogang University/MIT, 2025
- Mai Nguyen, KAIST, 2025
- Sejun Jung, KAIST, 2025
- Yujeong Han, KAIST, 2025
- Aribah Aizaz, KAIST, 2024-2025
- DongJae Kang, KAIST, 2024-2025
- Jonghyun Jee, KAIST, 2024-2025
- Nicholas Chew, University of Waterloo, 2024
- Albert Kim, ASU, 2024
- Yersultan Doszhan, KAIST, 2024
- Martina Di Paola, KAIST, 2023-2025
- Braahmi Padmakumar, KAIST, 2023-2025
- Bich Ngoc Doan, KAIST, 2023-2024

PHD COMMITTEES

- Wan Hong, KAIST Graduate School of Science and Technology Policy, Chair: Moon Choi, Defense 2027 (Expected)
- Hyunwoo Kim, KAIST School of Computing, Chair: Juho Kim, Defense 2026 (Expected)
- Eun-Young Ko, KAIST School of Computing, Chair: Juho Kim, Defense 2025
- Huije Lee, KAIST School of Computing, Chair: Jong Cheol Park, Defense 2025
- Gyuwon Jung, KAIST School of Computing, Chair: Uichin Lee, Defense 2024
- Seoyoung Kim, KAIST School of Computing, Chair: Juho Kim, Defense 2024

MS COMMITTEES

- Eunsu Kim, KAIST School of Computing, Chair: Alice Oh, Defense 2026 (Expected)
- Youngseok Seo, KAIST School of Computing, Chair: Uichin Lee, Defense 2026 (Expected)
- Hoang Anh Thu Vo, KAIST School of Computing, Chair: Uichin Lee, Defense 2025
- Edyta Ołów, KAIST School of Computing, Chair: Jong Cheol Park, Defense 2025
- Changgeon Ko, KAIST School of Computing, Chair: Jong Cheol Park, Defense 2025
- Jeong Yeon Seo, KAIST School of Computing, Chair: Jong Cheol Park, Defense 2025
- Hobin Kim, KAIST School of Computing, Chair: Min Suk Kang, Defense 2024
- Jihyeong Hong, KAIST School of Computing, Chair: Juho Kim, Defense 2024

ORGANIZING COMMITTEES

- TrustCon 2026 Program Co-Chair
- ICWSM 2022 Publicity Chair

PROGRAM COMMITTEES

- CHI 2026 Program Committee, Associate Chair
- TrustCon 2025 Program Committee
- CIKM 2025 Workshop on Human-Centric AI
- CHI 2025 Program Committee, Associate Chair
- TrustCon 2024 Program Committee
- CHI 2024 Program Committee, Associate Chair

JOURNAL EDITOR/EDITORIAL BOARD

- Journal of Online Trust and Safety, Editorial Board, 2023-present

ACADEMIC REVIEWING (INCLUDING AC REVIEWS)

- AAI ICWSM 2019, 2020, 2022
- ACM CHI 2026, 2025, 2024, 2023, 2022, 2021, 2020, 2019, 2018

- ACM CHI Play 2023, 2021, 2019, 2018
- ACM Creativity & Cognition 2019
- ACM CSCW 2026, 2025, 2024, 2023, 2022, 2021, 2020, 2019, 2018
- ACM DIS 2025, 2021, 2020
- ACM UIST 2026, 2025
- ACM ToCHI 2025, 2024, 2022, 2021, 2020
- ACM TSC 2023, 2021
- Computers in Human Behavior 2023
- Cyberpsychology 2025
- DiGRA 2018, 2019
- IEEE Transactions on Games 2022
- International Journal of Human-Computer Interaction 2021
- Journal of Online Trust and Safety 2026, 2025, 2021
- New Media & Society 2025, 2024, 2020
- Media, Culture, & Society 2025
- Social Media & Society 2026, 2025, 2022

RECOGNITIONS FOR HIGHLY USEFUL REVIEWS

- CHI 2026
- CSCW 2026
- CHI 2025
- CSCW 2024
- CSCW 2023
- CHI 2023
- CSCW 2021
- CHI 2019

DEPARTMENT/UNIVERSITY SERVICE

- KAIST 2026 Department Showcase, School of Computing Representative
- School of Computing, International Cooperation Committee, 2025
- Faculty guide, School of Computing Hiking Trip, 2025
- HCI@KAIST 2025 Pre-UIST workshop, Co-organizer
- KAIST School of Computing “Computer Science and My Future” Fall 2025 course section leader
- KAIST International Faculty Council, Chair, 2024-present
- HCI@KAIST Committee, Member, 2024, 2025

- KAIST International Relations Team, Interviewer for Outgoing Exchange Students for Spring 2024
- Carnegie Mellon University HCII Faculty Hiring Committee, Student Representative, 2018-2019
- Carnegie Mellon University HCII PhD-Masters student liaison, 2018-2019
- Carnegie Mellon University HCII Faculty meeting student liaison, 2017-2018
- Carnegie Mellon University OurCS workshop for Women in Computer Science, workshop co-organizer, 2017, 2019
- Carnegie Mellon University Social Computing Reading Group, Co-organizer, 2017-2018

OTHER EXTERNAL SERVICE

- Trust and Safety Foundation Trust and Safety Tooling Research Committee, Co-chair, 2024-present

COURSES TAUGHT

1. CS.50804, “Human-Computer Interaction,” Graduate
2. CS.40703, “Introduction to Social Computing,” Undergraduate
3. CS.30704, “Introduction to Human-Computer Interaction,” Undergraduate
4. CS.49900, “Special Topics: Trust and Safety Engineering and Practice,” Undergraduate

INVITED TALKS

- 2025.07: *User-facing Trust and Safety Tooling: Towards Defining a User-Centered Vision for Safety Tooling Research.* University of Minnesota Computer Science Department, Grouplens invited talk. Minneapolis MN.
- 2025.07: *User-facing Trust and Safety Tooling: Towards Defining a User-Centered Vision for Safety Tooling Research.* Stanford University Human-Computer Interaction Lunch, Palo Alto CA.
- 2024.05: *Developing prosocial infrastructure for the future of digital society.* Naver HCI Speaker series. Pangyo, South Korea.
- 2024.02: *Improving Platform Safety through Socially-informed Moderation Tools.* Carnegie Mellon University Human-Computer Interaction Institute, 05-320: Social Web, Pittsburgh PA.
- 2023.11: *Improving Platform Safety through Socially-informed Moderation Tools.* KAIST School of Computing Colloquium Talk. Daejeon, South Korea.
- 2023.09: *Managing the Social Internet: Lessons and Tradeoffs in Content Moderation.* KAIST School of Computing CS489: Computer Ethics and Social Issues. Daejeon, South Korea.
- 2023.03: *Platform-User Collaborations in Trust & Safety?* Yale Justice Collaboratory invitation-only conference, “Beyond Moderation.” New Haven, CT.

- 2022.02: *Content Moderation as a Community-driven Process*. UC Santa Cruz HCI Seminar, Santa Cruz, CA (remote).
- 2019.03: *Building more cohesive online communities*. Stanford University Human-Computer Interaction Lunch, Palo Alto CA.
- 2018.11: *Academic research on Twitch: Who, What, and What Next?* Twitch, San Francisco CA.
- 2018.11: *Facilitating tolerance on social platforms*. YouTube, San Bernardino CA.
- 2018.11: *Impact of platform features on moderation and governance*. Discord, San Francisco CA.
- 2018.02: *Trolls?*. Carnegie Mellon University Human-Computer Interaction Institute, 05-320: Social Web, Pittsburgh PA.

WORK EXPERIENCE

JAN 2014- AUG 2015	<p>Researcher in Online Learning <i>MIT, Aeronautics and Astronautics Department</i></p> <p>Worked as a researcher for MIT's Online Education Policy Initiative, funded by a grant by the Carnegie Corporation. Performed an extensive review of the literature over several months to understand state-of-the-art perspectives on online learning from psychology, social science, and education, and presented the results of this review to the internal working group and to interested parties across MIT.</p>
JUN 2013- AUG 2015	<p>Research Analyst <i>MIT, Office of the Provost</i></p> <p>Performed extensive survey research by assisting with writing, deploying, and analyzing more than fifteen surveys including the MIT Community Attitudes on Sexual Assault survey. Used statistical analysis tools including SPSS on large sets of data to answer research and administrative questions about student learning and social experiences. Analyzed and coded large volumes of textual responses to survey questions, both manually and with natural language processing algorithms written in Python.</p>
JUN 2012- AUG 2012	<p>Research Intern <i>Harvard University, Office of Institutional Research</i></p> <p>Explored terminology used in learning objectives and used Python, MATLAB and statistical software to model linguistic relationships between a variety of terms in the relevant literature.</p>
JUN 2011- AUG 2011	<p>Quality Analyst Intern <i>QinetiQ North America</i></p> <p>Worked to validate and verify reports on procedures related to quality control in a complex manufacturing environment.</p>
OCT 2008- JUN 2009,	<p>Intern in Statistical Engineering <i>Bose Corporation</i></p>

JUN 2010-
AUG 2010 | Used statistical tools to validate manufacturing processes and suggest assembly specifications. Focused specifically on minimizing failures by recommending proper torque settings for driving screws into different materials. Designed an 'intern curriculum,' specifying a progression of skills an intern would learn while in the department.