

Yun-Gyung Cheong

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RESEARCH INTERESTS

Artificial Intelligence; Natural Language Processing; Interactive Storytelling; Game AI; Computational Models of Narrative; Large Language Models for Story and Character Modeling; Serious Games; Discourse Generation; Responsible AI.

ACADEMIC APPOINTMENTS

Sungkyunkwan University 2015–Present
Department of Artificial Intelligence; Department of Computer Science and Engineering
Professor 2025–Present
Associate Professor 2019–2025
Assistant Professor 2015–2019
Director, Intelligent Narrative and Game Lab

Sungkyunkwan University 2014
BK21+ Research Professor, Dept. of Electrical and Computer Engineering

IT University of Copenhagen 2010–2014
Postdoctoral Fellow, Center for Computer Games Research
Research on user modeling and adaptation in serious games for EU FP7 ICT Project SIREN.

EDUCATION

North Carolina State University 2007
Ph.D. in Computer Science
Advisor: R. Michael Young
Thesis: *A Computational Model of Narrative Generation for Suspense*

Sungkyunkwan University 1998
M.S. in Information Engineering
Advisor: Moon-Hyun Kim
Thesis: *A Study on Tracking and Predicting the Face Trajectories Using a Neural Network*

Sungkyunkwan University 1996
B.S. in Information Engineering

INDUSTRY AND R&D EXPERIENCE

Samsung Advanced Institute of Technology 2008–2010
Senior Researcher
Served as technical lead on AI R&D projects in intelligent user interfaces, intention-aware systems, and interactive story generation. Contributed to patents, research papers, and project proposals.

LG Electronics 1998–2001
Assistant Researcher
Implemented mobile communication protocols and developed real-time database interfaces for operation and maintenance systems.

SELECTED JOURNAL PUBLICATIONS

1. Kai Xiong Cheong, Chenxi Zhang, Tien-En Tan, Beau J. Fenner, Wendy M. Wong, Kelvin Y. C. Teo, Ya Xing Wang, Sobha Sivaprasad, Pearse A. Keane, Cecilia S. Lee, Aaron Y. Lee, Chui Ming G. Cheung, Tien Yin Wong, Yun-Gyung Cheong, Su Jeong Song, and Yih Chung Tham. Comparing generative and retrieval-based chatbots in answering patient questions regarding age-related macular degeneration and diabetic retinopathy. *British Journal of Ophthalmology*, 2024.
2. Youngrok Song, Sangwon Hyun, and Yun-Gyung Cheong. Analysis of Autoencoders for Network Intrusion Detection. *Sensors*, 21(13):4294, 2021.
3. Tae Jong Choi, Julian Togelius, and Yun-Gyung Cheong. A Fast and Efficient Stochastic Opposition-Based Learning for Differential Evolution in Numerical Optimization. *Swarm and Evolutionary Computation*, 2021.
4. Hye-Yeon Yu, Yun-Gyung Cheong, and Byung-Chull Bae. Extracting and Clustering of Story Events from a Story Corpus. *KSII Transactions on Internet and Information Systems*, 15(10):3498–3512, 2021.
5. Tae Jong Choi, Julian Togelius, and Yun-Gyung Cheong. Advanced Cauchy Mutation for Differential Evolution in Numerical Optimization. *IEEE Access*, 8:8720–8734, 2020.
6. Yun-Gyung Cheong, Alaina K. Jensen, Elin Rut Gudnadottir, Byung-Chull Bae, and Julian Togelius. Detecting Predatory Behavior in Game Chats. *IEEE Transactions on Computational Intelligence and AI in Games*, 7(3):220–232, 2015.
7. Yun-Gyung Cheong and R. Michael Young. Suspense: A Story Generation System for Suspense. *IEEE Transactions on Computational Intelligence and Artificial Intelligence in Games*, 7(1):39–52, 2015.
8. Yun-Gyung Cheong and Byung-Chull Bae. Procedural Content Generation for Games. *Korea Information Science Society Review*, 31(7), 2013. Written in Korean.

BOOK CHAPTERS

1. Yun-Gyung Cheong. An Educator’s Guide to Interactive Digital Narrative: Syllabi and Resources From Around the World. In Joshua A. Fisher, Maria Cecilia Reyes, and Jonathan Barbara, editors, *An Educator’s Guide to Interactive Digital Narrative*. Carnegie Mellon University Press.
2. Yun-Gyung Cheong, Rilla Khaled, Christoffer Holmgard, and Georgios N. Yannakakis. Serious Games for Teaching Conflict Resolution: Modeling Conflict Dynamics. In Francesca D’Errico, Alessandro Vinciarelli, and Isabella Poggi, editors, *Conflict and Negotiation: Social Research and Machine Intelligence*, pp. 449–475. Springer, 2015.
3. Yun-Gyung Cheong, Mark O. Riedl, Byung-Chull Bae, and Mark J. Nelson. Planning with Applications to Quests and Story. In Noor Shaker, Julian Togelius, and Mark J. Nelson, editors, *Procedural Content Generation in Games*, pp. 123–141. Springer, 2016.

SELECTED INTERNATIONAL CONFERENCE PUBLICATIONS

1. Honggu Kim, Taewoo Yoo, and Yun-Gyung Cheong. CoDi: A Director-Actor Framework for Goal-Driven Interactive Story Generation with LLMs. *AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment*, 2025.
2. Jeongyoon Park, Yun-Gyung Cheong, and Byung-Chull Bae. Empowering Players as Story Creators: A Character-Centric Interactive Fiction Generation System. *Computational Models of Narrative*, 2025.
3. Suyoung Bae, Gunhee Cho, Boyang Li, and Yun-Gyung Cheong. CharMoral: A Character Morality Dataset for Morally Dynamic Character Analysis in Long-Form Narratives. *COLING*, 2025.
4. Dongjun Lim and Yun-Gyung Cheong. Integrating Plutchik's Theory with Mixture of Experts for Enhancing Emotion Classification. *EMNLP*, 2024.
5. Honggu Kim, Minwoo Kang, Hyeyoung Choi, and Yun-Gyung Cheong. Dataset Generation for Korean Urban Parks Analysis with Large Language Models. *ACM International Conference on Information and Knowledge Management*, 2024.
6. Youngrok Song, Gunhee Cho, Hyunju Kim, Youngjune Kim, Byung-Chull Bae, and Yun-Gyung Cheong. A Conflict-Embedded Narrative Generation Using Commonsense Reasoning. *International Joint Conference on Artificial Intelligence*, 2024.
7. Taewoo Yoo and Yun-Gyung Cheong. Leveraging LLM-Constructed Graphs for Effective Goal-Driven Storytelling. *International OpenKG Workshop: Large Knowledge-Enhanced Models*, co-located with IJCAI, 2024.
8. Byung-Chull Bae, Jae-Yon Lee, Seyoung Park, and Yun-Gyung Cheong. Crafting Twist Ending: A Human-AI Collaborative Writing Tool for Short Stories. *Digital Humanities*, 2024.
9. Byung-Chull Bae, Y. Kim, M. Yu, S. Park, Y. Kim, and Yun-Gyung Cheong. Toward an AI-Collaborated Authoring Tool for Writing Flash Fiction. *HCI International*, 2023.
10. Suyoung Bae, Eunchong Kim, and Yun-Gyung Cheong. Predicting the Morality of a Character Using Character-Centric Embeddings. *IEEE International Conference on Big Data and Smart Computing*, 2023.
11. Changmin Seong, Dongjun Lim, Jiho Jang, JongHun Lee, Jong-Geun Park, and Yun-Gyung Cheong. Multivariate Time Series Anomaly Detection with Deep Learning Models Leveraging Inter-Variable Relationships. *Silicon Valley Cybersecurity Conference*, 2023.
12. Eunchong Kim, Taewoo Yoo, Gunhee Cho, Suyoung Bae, and Yun-Gyung Cheong. The CreativeSumm 2022 Shared Task: A Two-Stage Summarization Model using Scene Attributes. *Workshop on Automatic Summarization for Creative Writing*, 2022.
13. JinUk Cho, MinSu Jeong, JinYeong Bak, and Yun-Gyung Cheong. Genre-Controllable Story Generation via Supervised Contrastive Learning. *ACM Web Conference*, 2022.
14. Hyunju Kim, Junwon Hwang, Taewoo Yoo, and Yun-Gyung Cheong. Improving a Graph-to-Tree Model for Solving Math Word Problems. *International Conference on Ubiquitous Information Management and Communication*, 2022.

15. Changmin Seong, Youngrok Song, Jiwung Hyun, and Yun-Gyung Cheong. Towards Building Intrusion Detection Systems for Multivariate Time Series Data. *Silicon Valley Cybersecurity Conference*, 2021.
16. Jung-Hoon Lee, Min-Su Jeong, Jin-Uk Cho, Hyun-Kyu Jeon, Jong-Hyeok Park, Kyoung-Deok Shin, Su-Jeong Song, and Yun-Gyung Cheong. Developing an Ophthalmic Chatbot System. *International Conference on Ubiquitous Information Management and Communication*, 2021.
17. Hyun-Kyu Jeon and Yun-Gyung Cheong. A Peer Learning Method for Building Robust Text Classification Models. *Workshop on Multimodal, Expeditive, Generative and Actionable AI*, 2021.
18. Youngrok Song, Sangwon Hyun, and Yun-Gyung Cheong. A Systematic Approach to Building Autoencoders for Intrusion Detection. *Silicon Valley Cybersecurity Conference*, 2020.
19. Jung-Hoon Lee, You-Jin Kim, and Yun-Gyung Cheong. Predicting Quality and Popularity of a Movie From Plot Summary and Character Description Using Contextualized Word Embeddings. *IEEE Conference on Games*, 2020.
20. Youngrok Song, Hyunju Kim, Taewoo Yoo, Byung-Chull Bae, and Yun-Gyung Cheong. An Intelligent Storytelling System for Narrative Conflict Generation and Resolution. *IEEE Conference on Games*, 2020.
21. Hye-Yeon Yu, Seohui Park, Yun-Gyung Cheong, Moon-Hyun Kim, and Byung-Chull Bae. Emotion-based Story Event Clustering. *International Conference on Interactive Digital Storytelling*, 2019.
22. Yujin Kim, Jung-Hoon Lee, and Yun-Gyung Cheong. Prediction of a Movie's Success From Plot Summaries Using Deep Learning. *Storytelling Workshop*, co-located with ACL, 2019.
23. Yun-Gyung Cheong, Woo-Hyun Park, and Hye-Yeon Yu. A Demonstration of an Intelligent Storytelling System. *ACM Multimedia*, 2018.
24. Yun-Gyung Cheong, Kinam Park, Woo-Hyun Park, and Byung-Chull Bae. A Database-Centric Architecture for Interactive Storytelling. *Foundations of Digital Games*, 2017.
25. Byung-Chull Bae, Gapyuel Seo, and Yun-Gyung Cheong. Towards Procedural Game Story Creation via Designing Story Cubes. *International Conference on Interactive Digital Storytelling*, 2016.
26. Irmelin Henriette C. Prehn, Byung-Chull Bae, and Yun-Gyung Cheong. Bird Attack: Interactive Story with Variable Focalization. *International Conference on Interactive Digital Storytelling*, 2015.
27. Miki Nørgaard Anthony, Byung-Chull Bae, and Yun-Gyung Cheong. Comparison of Narrative Comprehension Between Players and Spectators in a Story-driven Game. *International Conference on Interactive Digital Storytelling*, 2014.
28. Achim Wache, Byung-Chull Bae, Yun-Gyung Cheong, and Daniel Vella. Telling Stories via the Gameplay Reflecting a Player Character's Inner States. *International Conference on Interactive Digital Storytelling*, 2014.
29. Andreas Magnus Reckweg Kuni, Byung-Chull Bae, and Yun-Gyung Cheong. A Storytelling Game with Metaphor. *International Conference on Interactive Digital Storytelling*, 2014.

30. Marco Scirea, Yun-Gyung Cheong, Mark J. Nelson, and Byung-Chull Bae. Evaluating Musical Foreshadowing of Videogame Narrative Experiences. *Audio Mostly*, 2014.
31. Marco Scirea, Byung-Chull Bae, and Yun-Gyung Cheong. Mood Expression in Real-time Computer Generated Music Using Pure Data. *International Conference on Music Perception and Cognition*, 2014.
32. Tilman Geishhauser, Yun-Gyung Cheong, and Mark J. Nelson. A Prototype Using Territories and an Affordance Tree for Social Simulation Gameplay. *Foundations of Digital Games*, 2014.
33. Byung-Chull Bae, Yun-Gyung Cheong, and Daniel H. Vella. Modeling Foreshadowing in Narrative Comprehension for Sentimental Readers. *International Conference on Interactive Digital Storytelling*, 2013.
34. Miika Ilari Arhippa Pirtola, Yun-Gyung Cheong, and Mark J. Nelson. Player Perspectives to Unexplained Agency-Related Incoherence. *International Conference on Interactive Digital Storytelling*, 2013.
35. Yun-Gyung Cheong, Corrado Grappiolo, Christoffer Holmgard, Florian Berger, Rilla Khaled, and Georgios N. Yannakakis. Towards Validating Game Scenarios for Teaching Conflict Resolution. *Games for Learning Workshop at FDG*, 2013.
36. Miika Ilari Arhippa Pirtola, Yun-Gyung Cheong, and Mark J. Nelson. Unexplained Agency-related Incoherence in Anachronic and Linear Games. *Narrative Minds and Virtual Worlds Conference*, 2013.
37. Robert P. van Leeuwen, Yun-Gyung Cheong, and Mark J. Nelson. A Lightweight Story-Comprehension Approach to Game Dialogue. *Workshop on Games and NLP*, 2012.
38. Spyridon Giannatos, Yun-Gyung Cheong, Mark J. Nelson, and Georgios N. Yannakakis. Generating Narrative Action Schemas for Suspense. *Workshop on Intelligent Narrative Technologies*, 2012.
39. Corrado Grappiolo, Yun-Gyung Cheong, Rilla Khaled, and Georgios N. Yannakakis. Modelling Global Pattern Formations for Collaborative Learning Environments. *IEEE International Conference on Advanced Learning Technologies Doctoral Consortium*, 2012.
40. Alessandro Canossa and Yun-Gyung Cheong. Between Intention and Improvisation: Limits of Gameplay Metrics Analysis and Phenomenological Debugging. *Digital Games Research Association Conference*, 2011.
41. Spyridon Giannatos, Mark J. Nelson, Yun-Gyung Cheong, and Georgios N. Yannakakis. Suggesting New Plot Elements for an Interactive Story. *Workshop on Intelligent Narrative Technologies*, 2011.
42. Byung-Chull Bae, Yun-Gyung Cheong, and R. Michael Young. Automated Story Generation with Multiple Internal Focalization. *IEEE Conference on Computational Intelligence and Games*, 2011.
43. Yun-Gyung Cheong, Rilla Khaled, Corrado Grappiolo, Joana Campos, Carlos Martinho, Gordon P. D. Ingram, Ana Paiva, and Georgios N. Yannakakis. A Computational Approach Towards Conflict Resolution for Serious Games. *Foundations of Digital Games*, 2011.

44. Byung-Chull Bae, Yun-Gyung Cheong, and R. Michael Young. Toward a Computational Model of Focalization in Narrative. *Foundations of Digital Games*, 2011.
45. Corrado Grappiolo, Yun-Gyung Cheong, Julian Togelius, Rilla Khaled, and Georgios N. Yannakakis. Towards Player Adaptivity in a Serious Game for Conflict Resolution. *Games and Virtual Worlds for Serious Applications*, 2011.
46. Yun-Gyung Cheong, Yeo-Jin Kim, Seung Yeol Yoo, Hosub Lee, Sunjae Lee, Seung Chul Chae, and Hyun-Jin Choi. An Ontology-based Reasoning Approach Towards Energy-Aware Smart Homes. *IEEE Consumer Communications and Networking Conference*, 2011.
47. Yun-Gyung Cheong and R. Michael Young. Narrative Generation for Suspense: Modeling and Evaluation. *International Conference on Interactive Digital Storytelling*, 2008.
48. Yun-Gyung Cheong, Yeo-Jin Kim, Wook-Hee Min, Eok-Soo Shim, and Jin-Young Kim. PRISM: A Framework for Authoring Interactive Narratives. *International Conference on Interactive Digital Storytelling*, 2008.
49. Yun-Gyung Cheong, Arnav Jhala, Byung-Chull Bae, and R. Michael Young. Automatically Generating Summary Visualizations from Game Logs. *AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment*, 2008.
50. Wook-Hee Min, Eok-Soo Shim, Yeo-Jin Kim, and Yun-Gyung Cheong. Planning-Integrated Story Graph for Interactive Narratives. *ACM Multimedia SRMC Workshop*, 2008.
51. Yun-Gyung Cheong and R. Michael Young. A Computational Model of Narrative Generation for Suspense. *AAAI Computational Aesthetics Workshop*, 2006.
52. Yun-Gyung Cheong and R. Michael Young. A Framework for Summarizing Game Experiences as Narratives. *AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment*, 2006.
53. Yun-Gyung Cheong. A Computational Model of Narrative Generation for Suspense. *AAAI Doctoral Consortium*, 2006.
54. Jong-Hei Ra, Yun-Gyung Cheong, and Moon-Hyun Kim. Prediction of Eye Trajectories Based on the ART Neural Network. *International Conference on Artificial Intelligence*, 2000.

DOMESTIC CONFERENCE PUBLICATIONS

Authored or co-authored over 40 domestic conference papers in artificial intelligence, natural language processing, intelligent storytelling, game AI, and cybersecurity.

GRANTS AND FUNDING

- 서사 창작을 위한 목표 지향적 다중 에이전트 행동 생성** 2024-2027
Principal investigator. Basic Research Program, Mid-Career Researcher Program, Ministry of Science and ICT / National Research Foundation of Korea. Budget: KRW 499,107,000.
- 철강산업 제조공정 최적화를 위한 LLM 및 디지털트윈 융합 시스템 개발 및 실증** 2024-2026
Co-investigator. Research project on LLM and digital-twin convergence for manufacturing process optimization. Ministry of Trade, Industry and Energy / KEIT. Budget: KRW 360,000,000.
- 벡터 데이터베이스를 이용한 수학 문제 검색 솔루션 개발** 2024
Principal investigator. Industry research project funded by Itex Solution. Budget: KRW 20,000,000.
- 협업적 소설 쓰기를 위한 템플릿 분석** 2022
Principal investigator. Industry research project funded by NCSOFT. Budget: KRW 70,000,000.
- 추론 모델 기반의 계산적 스토리 모델링 연구 : 텐션과 갈등** 2021
Principal investigator. Industry research project funded by NCSOFT. Budget: KRW 45,000,000.
- 스토리의 흥미구조 분석을 위한 경험적 연구** 2020-2021
Principal investigator. Industry research project funded by NCSOFT. Budget: KRW 30,000,000.
- 5G+ 서비스 안정성 보장을 위한 엣지 시큐리티 기술 개발** 2020-2023
Commissioned cybersecurity research project led by ETRI, Ministry of Science and ICT / IITP. Budget: KRW 450,000,000.
- 안과 의사 챗봇 개발** 2020
Principal investigator. Collaborative medical chatbot research project with Samsung Kangbuk Hospital. Budget: KRW 25,000,000.
- 지능형 스토리 생성 시스템을 위한 텍스트 이해 기술 연구** 2019-2023
Principal investigator. Basic Research Program, Mid-Career Researcher Program, Ministry of Science and ICT / National Research Foundation of Korea. Budget: KRW 400,000,000.
- 인공지능을 활용한 콘텐츠 창작 기술** 2017-2023
Co-investigator. University ICT Research Center project led by Inha AI Content Creation Center, Ministry of Science and ICT / IITP.
- 가상현실을 위한 지능적 스토리 생성 기술 연구** 2016-2019
Principal investigator. Basic Science Research Program, Ministry of Education / National Research Foundation of Korea. Budget: KRW 149,997,000.
- 서사 창작을 위한 지능적 플랫폼 개발** 2015-2016
Principal investigator. Sungkyunkwan University research project. Budget: KRW 15,000,000.

SELECTED PATENTS

1. Chang Min Seung and Yun-Gyung Cheong. Time Series Anomaly Detection Method Using GRU-Based Model. U.S. Patent No. 12,587,552. Registered March 24, 2026.
2. Yujin Kim, Jung-Hoon Lee, and Yun-Gyung Cheong. Prediction of Media Success from Plot Summaries Using Machine Learning Model. U.S. Patent No. 11,630,950. Registered April 18, 2023.
3. Yeo-Jin Kim, Yun-Gyung Cheong, Eok-Soo Shim, and Wook-Hee Min. Storage Medium, Ap-

paratus, and Method to Author and Play Interactive Content. U.S. Patent No. 9,268,774. Registered February 23, 2016.

4. Yeo-Jin Kim, Byoung-Tak Zhang, Byung-Chull Bae, Hyun-Jin Choi, Yun-Gyung Cheong, and Young-Sang Choi. Apparatus and Method for Generating Probabilistic Graphical Model Based on Time-Space Structure. U.S. Patent No. 8,645,307, registered February 4, 2014.
5. Yeo-Jin Kim and Yun-Gyung Cheong. Apparatus and Method for Providing Digital Content. U.S. Patent No. 8,386,933. Registered February 26, 2013.
6. Yun-Gyung Cheong. Data Processing Apparatus and Method for Constructing Interactive Contents and Recording Media. U.S. Patent No. 8,266,093. Registered September 11, 2012.
7. Hyunju Kim and Yun-Gyung Cheong. 언어모델을 사용한 이야기 생성 방법. Korea Patent No. 10-2883230. Registered November 4, 2025.

TEACHING EXPERIENCE

Sungkyunkwan University

Taught a broad range of undergraduate and graduate courses across artificial intelligence, natural language processing, intelligent storytelling, programming, data structures, databases, web programming, computational thinking, and software education.

Courses include Intelligent Storytelling (Graduate); AI Theory and Algorithm (Graduate); Fundamentals of Natural Language Processing (Graduate); Natural Language Processing Theory and Applications (Graduate); Introduction to AI; Computer Programming for Engineers; Data Structure; Database; Web Programming; and Computational Thinking.

IT University of Copenhagen

Lecturer for Interactive Narrative; Advanced Topics in Game Technology; Procedural Content Generation in Games; and Affective Computing courses.

STUDENT SUPERVISION

Current Students

Supervising 10 graduate students, including 2 Ph.D. students.

Graduated Students

Minwoo Kang, M.S., 2026.02

Taehwan Kim, M.S., 2026.02

Jiho Jang, M.S., 2026.02

Suyoung Bae, M.S., 2024.02

Jiwung Hyun, M.S., 2022.08

Changmin Seong, M.S., 2022.08

Youngrok Song, M.S., 2022.02

Hye-Yeon Yu, Ph.D., 2022.02

Min-Su Jeong, M.S., 2022.02

Bongsu Jung, M.S., 2021.08

Jiseok Yoo, M.S., 2021.02

Youngjune Kim, M.S., 2020.02

Yujin Kim, M.S., 2019.08

Kinam Park, M.S., 2019.02

Honggu Kim, M.S., 2026.02

Jieun Woo, M.S., 2026.02

Dongjun Lim, M.S., 2025.02

Eunchong Kim, M.S., 2023.02

Jong-Hyeok Park, M.S., 2022.08

Hyunju Kim, M.S., 2022.08

JinUk Cho, M.S., 2022.02

Chansol Park, M.S., 2022.02

Hyun-Kyu Jeon, M.S., 2022.02

Jung-Hoon Lee, M.S., 2021.02

Seo-Hui Park, M.S., 2020.08

So Cheong, M.S., 2020.02

Juyeon Yu, M.S., 2019.08

Woo-Hyun Park, M.S., 2018.08

HONORS AND AWARDS

- Proud Sungkyun Award. 2022.
- Best Teacher Award. SKKU Center for Innovative Engineering Education, 2019.
- First Place, European Serious Games Awards for SIREN Game, 2013.
- Google Scholarship, AAI Doctoral Consortium, 2006.
- NCSU RA/TA Scholarship, 2001–2006.
- National Scholarship, Korean Government, 2001–2005.
- Grand Prize for Developing New Enterprise, LG Electronics, 1999.

Student Awards Under My Supervision

- Jiwon Kim, M.J. Kim, S.Y. Cho. Grand Prize. Hyundai AutoEver Barrier-Free App Development Contest, 2024.
- Taehwan Kim, Jieun Woo. Grand Prize, Corning AI Challenge, 2024.
- ING Lab. A.I.: Storyteller Challenge, Korea Creative Content Agency, 2020.

ACADEMIC SERVICE

Organizing Roles

Co-chair, Workshop on Games and NLP; organizer, Game Lecture Series, IT University of Copenhagen; chair, Worlds, Stories, and Games Ph.D. seminar.

Program Committee and Reviewing

Served on program committees and as reviewer for venues including EAAI, CMN, AIIDE, IEEE CIG/CoG, ICIDS, FDG, GECCO, IVA, INT, RiTA, CHI, CogSci, IEEE Transactions on Affective Computing, IEEE Transactions on Computational Intelligence and AI in Games, ACM Computers in Entertainment, and Journal on Computing and Cultural Heritage.

INVITED TALKS AND PRESENTATIONS

- AI and Storytelling. S.M.A.R.T Talk Concert, November 2025.
- Generative AI. Yeonsung University, November 2025.
- Developers and AI: A Shared Future. Yeonsung University, December 2024.
- Discussions on Data Science and AI Education in Universities, NIT, China, October 2022.
- AI and Storytelling. KAIST Graduate School of Culture Technology, October 2022.
- AI and Storytelling. Yeonsung University, April 2025.
- Story Plot and Structure. NCSOFT, February 2022.
- AI for Storytelling. Seoul National University, December 2021.
- Narrative Theory and Frameworks for Analyzing Compelling Stories. NCSOFT, October 2021.
- AI and Literature. National Assembly Library, June 2021.
- AI and Storytelling, Ajou University, December 2019.

- Women Scientists in the Era of the Fourth Industrial Revolution. Soonchunhyang University, 2017.
- Machine Learning Techniques in Cybersecurity. ETRI, May 2017.
- AI for safe online game chats, Korea University, December 2016.
- Games, Stories, and AI. American University, January 2014.
- SIREN: Social Games for Conflict Resolution Based on Natural Interaction. KAIST, 2011.
- Narrative and Authoring Systems. Worlds, Stories, and Games Seminar, IT University of Copenhagen, May 2011.
- A Computational Model of Narrative Generation for Suspense. IT University of Copenhagen, 2010.