Dakyeom Ahn

Undergraduate & HCI Researcher @ Seoul National University

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EDUCATION

Seoul National University   Mar 2019 – Aug 2025 (Expected)

B.A in Information Science and Culture, Advisor: Hajin Lim   GPA: 3.59/4.0
B.A in Physical Education, Advisor: Yeonsoo Kim

Publication

[p.5] Improving Mental Health through Movement Meditation in VR

      Dakyeom Ahn*, Suhwoo Yoon*, Yoonseo Choi, Hajin Lim
      In Preparation for CHI'26

[p.4] Comparative Study on the Experience of Using Online Gift Service Based on Messenger App in 20s, Korea, China, and Japan

      Yeeun Lee, **Dakyeom Ahn,** Hajin Lim
      Under Review for CSCW'25

[p.3] "I Stan Alien Idols and Also the People Behind Them": How 'Seams' Between Virtual and Real Identities Engage VTuber Fans – A Case Study of PLAVE

      Dakyeom Ahn*, Seora Park*, Seolhee Lee, Jieun Cho, Hajin Lim
      Conditionally Accepted for CHI'25

[p.2] Engaging K-12 Physical Education Teachers in the Participatory Design of AI-Integrated Physical Education Classes

      Dakyeom Ahn, Hajin Lim
      Conditionally Accepted for CHI'25

[p.1] "Is the Same Performance Really the Same?: Understanding How Listeners Perceive ASR Results Differently According to the Speaker's Accent

      Seoyeong Kim, Yeonsu Park*, **Dakyeom Ahn***, Jinmyung Kwak, Juho Kim (*co-second authorship)
      Proceedings of the ACM on Human-Computer Interaction, CSCW'24

RESEARCH EXPERIENCE

HCI+D Lab, SNU [p.5]   **Seoul, Republic of Korea**

Undergraduate Research Intern, Advisor: Prof. Hajin Lim   Dec 2024 – Present

Led conducting semi-structured interview and focus group discussion for designing movement meditation VR [p.5].
Method: Interview, Storyboarding, Semi-structured interview, Thematic Analysis, VR Design, User Study, IRB Approval

Independent Research Projects [p.2-4]   **Seoul, Republic of Korea**

Researcher, Advisor: Prof. Hajin Lim   Jan 2023 – Present

1) Led the whole project. Accomplished focus group ideation sessions with 17 physical education teachers in South Korea to understand their perceptions of AI's potential roles and the challenges of integrating AI into their classes [p.2].
2) Promoted in-depth interviews with 24 VTuber viewers to investigate the role of seams in shaping viewer experiences and the complex dynamics between digital avatars, performers, and viewers [p.3].
3) Conducted Semi-structured interviews with Korean, Japanese, Chinese online gift-giving users and led paper writing process [p.4].
Method: Focus group interview, Storyboarding, Role-playing, Semi-structured interview, Thematic Analysis, Quantitative analysis, IRB Approval, Publication drafting and submission, Addressing peer reviews.

KAIST Interaction Lab (KIXLAB) [p.1]   **Daejeon, Republic of Korea**

Undergraduate Research Intern, Advisor: Prof. Juho Kim   June 2022 – Aug 2023

Actively collaborated with a Ph.D. mentor from the initial stages of research design to experiments, contributing to global recruitment and data recording tasks [p.1].

Method: Experimental study design, Qualitative and quantitative analysis, Publication drafting

WORK EXPERIENCE

Teaching Internship at Seoul National University Girls' Middle School   Apr – May 2024
Student PE teacher
- Gained hands-on experience addressing various challenges both within nineteen PE classes for 7th grades
- Utilized pre-morning assembly time to motivate students, resulting in the improvement of the lowest-ranked team to second place through voluntary training and dedicated mentoring.

Proground (Digital Service Start-up Supporting Runners)   Jul 2020 – May 2021
Co-founder · Creative Director
- Lead designing MVP of application for a running community for motivation to work-out. Operated a running motivation community with 1,000+ users for nine months and optimized user experience.
- Selected for Preliminary Start-up Package with $40,000 from Soongsil University.

FELLOWSHIPS & ACHIEVEMENT

Received $14,000 Research Funding From SNU Faculty of Liberal Education for **[p.5]**   Dec 2024
Received $380 Research Funding From SNU Faculty of Liberal Education for **[p.2]**   Mar 2023

An Employment Scholarship from Office of Information System and Technology, SNU ($1250)   Dec 2024-Feb 2025
A College of Education Tailored Scholarship ($540)   2022

3rd Prize, SNU Multi-major Essay Contest   Jan 2025
1st Prize, SNU AI Convergence Classroom Tool and Content Development Contest   Jan 2023
2nd Prize, Idea Challenge of SNU College of Engineering Website Redesign   Feb 2022

Regular Teacher's Certificate (Grades II)   Aug 2025 (Expected)
Advanced Data Analytics Semi-Professional (ADsP)   Feb 2022

PROFESSIONAL SERVICES
Reviewer ACM CHI 2025
Invited Talk 'Conducting an HCI research project as an undergrad', SNU HCI Theory and Practice(2114.408A)   Apr 2023

SKILLS
Qualitative research: Individual and Focus Group Interview, Qualitative Data Coding and Analysis, Participation Observation
Quantitative research: Survey Design, Data Analysis by Python / R
Linguistic: Korean (Native), English, Japanese (Fluent), Spanish, Indonesian (Intermediate)
Others: Public Speech and Presentation, Game design, Interactive Web Design and Programming
For detailed project descriptions, visit dakyeomahn.info

EXTRA-CURRICULAR EXPERIENCE
Korean National Skeet Shooter   Jan 2016 – Sep 2019
- Achieved women skeet's tie best record (71/75) in 2018 and junior women skeet's best record in Korea (115/125, 49/60) in 2019. Selected as the Korean national skeet shooting athlete in 2019.

L&K Sports Management Group, SNU   Mar 2019 – Aug 2020
- Facilitated exploratory analysis for overseas expansion of Brazilian League of Legends (LOL) e-sports Market with SNU Dream Together Masters (DTM). Assumed recruit team leader in 2020 Fall

Supporters of SPYDER Korea   Mar 2020 – Jul 2020
- Selected as a Top Team Among Five. Leading investigation of store visiting experience by consumer interviews, analyzing target consumers with four members for an active sports gear brand's marketing strategy.