

Hanseul Jun

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RESEARCH INTERESTS

The design and use of augmented and virtual reality.

EDUCATION

- Stanford University**, Stanford, California, USA Sep 2017 – Jun 2022
- Ph.D. in Communication
- Stanford University**, Stanford, California, USA Sep 2017 – Jan 2020
- M.A. in Communication
- Seoul National University**, Seoul, Republic of Korea Mar 2009 – Aug 2016
- B.S. in Electrical and Computer Engineering, Minor in Economics

PUBLICATIONS

JOURNAL ARTICLES

- **Jun, H.**, Shaik, H., DeVaux, C., Lewek, M., Fuchs, H., Bailenson, J. (2023). An Evaluation Study of 2D and 3D Teleconferencing for Remote Physical Therapy. *PRESENCE: Virtual and Augmented Reality*.
- Han, E., Miller, M. R., DeVaux, C., **Jun, H.**, Nowak, K., Hancock, J., Ram, N., & Bailenson, J. (2022). People, places, and time: a large-scale, longitudinal study of transformed avatars and environmental context in group interaction in the metaverse. *Journal of Computer-Mediated Communication*.
- Mado, M., Fauville, G., **Jun, H.**, Most, E., Strang, C., & Bailenson, J. (2021). Accessibility of Educational Virtual Reality for Children during the COVID-19 Pandemic. *Technology, Mind and Behavior*.
- Miller, M., Herrera, F., **Jun, H.**, Landay, J., & Bailenson, J. (2020). Personal Identifiability of User Tracking Data During Observation of 360-Degree VR Video. *Scientific Reports*.
- **Jun, H.***, Miller M.*, Herrera, F.*, Reeves, B., & Bailenson, J. (2020). Stimulus Sampling with 360-Videos: Examining Head Movements, Arousal, Presence, Simulator Sickness, and Preference on a Large Sample of Participants and Videos. *IEEE Transactions on Affective Computing*. (*: equal contribution)
- Miller, M.*, **Jun, H.***, Herrera, F.*, Yu Villa, J., Welch, G., & Bailenson, J. (2019). Social interaction in augmented reality. *PLOS ONE*. (*: equal contribution)
- **Jun, H.**, Bailenson, J., Fuchs, H., & Wetzstein, G. (2018). An Easy-to-use Pipeline for an RGBD Camera and an AR Headset. *PRESENCE: Teleoperators and Virtual Environments*.

CONFERENCE PROCEEDINGS

- Leong, J.*, Teng, Y.*, Liu, X.*, **Jun, H.**, Kratz, S., Tham, Y., Monroy-Hernández, A., Smith, & B., Vaish, R. (2023). Social Wormholes: Exploring Preferences and Opportunities for Distributed and Physically-Grounded Social Connections. *ACM Conference On Computer-Supported Cooperative Work And Social Computing (CSCW)*, Minneapolis, Minnesota.
- **Jun, H.** & Kim, G. (2016). A calibration method for optical see-through head-mounted displays with a depth camera. *Proceedings of IEEE Virtual Reality (VR)*, Greenville, South Carolina.

CONFERENCE POSTER ABSTRACTS

- Miller, M., **Jun, H.** & Bailenson, J. (2021). Motion and Meaning: Sample-Level Nonlinear Analyses of Virtual Reality Tracking Data. *Adjunct Proceedings of the IEEE International Symposium on Mixed and Augmented Reality (ISMAR)*, Bari, Italy.
- **Jun, H.** & Bailenson, J. (2020). Effects of Behavioral and Anthropomorphic Realism on Social Influence with Virtual Humans in AR. *Adjunct Proceedings of the IEEE International Symposium on Mixed and Augmented Reality (ISMAR)*, Recife, Brazil.

- **Jun, H.** & Bailenson, J. (2020). Temporal RVL: A Depth Stream Compression Method. Proceedings of *IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)*, Atlanta, Georgia.

BOOK CHAPTER

- **Jun, H.** & Bailenson, J.N. (2021). Nonverbal Synchrony, Media, and Emotion. in Döveling, K., & Konjin, E. A. (Eds.), *Routledge International Handbook of Emotions and Media* (2nd ed.). London/New York: Routledge.

PRESENTATIONS

- Han, E., Miller, M., **Jun, H.**, Nowak, K., Bailenson, J., & Hancock, J. (2022, May). The "Social" in Social VR: A Linguistic Analysis of Verbal Behavior in Groups. Presented at *the 72th Annual International Communication Association Conference*. Paris, France.
- **Jun, H.***, Miller, M.*, Herrera, F.*, Reeves, B., & Bailenson, J. (2020, May). Psychological Responses to 360-Video: A Large Sample Study. Presented at *the 70th Annual International Communication Association Conference*. Gold Coast, Australia. (*: equal contribution)
- **Jun, H.***, Herrera, F.*, Miller, M.*, Yu Villa, J., Welch, G., & Bailenson, J. (2019, May). Ghosts, Haunted Houses, and Gargoyles: Social Interaction in Augmented Reality. Presented at *the 69th Annual International Communication Association Conference*. Washington, D.C. (*: equal contribution)

RESEARCH EXPERIENCE

Virtual Human Interaction Lab, Stanford University Sep 2017 – Jun 2022

- Research Assistant
 - Research advisor: Prof. Jeremy Bailenson
 - Studying the social and interpersonal aspects of augmented reality and virtual reality.

Human-Computer Interaction Lab, Seoul National University Jun 2016 – Feb 2017

- Research Intern
 - Research advisor: Prof. Jinwook Seo
 - Examined user interaction methods for augmented reality.

Vision and Learning Lab, Seoul National University Apr 2015 – May 2016

- Research Intern
 - Research advisor: Prof. Gunhee Kim
 - Invented a calibration method for augmented reality headsets.

TEACHING EXPERIENCE

Summer Course Instructor, Stanford University

- Introduction to Augmented Reality (Summer 2020)

Teaching Assistant to Professor Jeremy Bailenson, Stanford University

- Virtual People (Fall 2019, Fall 2021)

Teaching Assistant to Professor Gabriella Harari, Stanford University

- Personality and Digital Media (Spring 2019)

AWARDS

Stanford Graduate Fellowship Sep 2017 – Jun 2018

Republic of Korea Presidential Science Scholarship Mar 2009 – Aug 2016

- A nationwide full-ride scholarship given to 150 freshmen each year.

PROFESSIONAL SERVICE

Reviewer for IEEE VR, IEEE TVCG, ACM UIST, ACM CHI

PROFESSIONAL EXPERIENCE

Telegie Inc., San Jose, California, USA Jun 2022 – Jul 2023

- Founder & CEO
 - Founded a 3D video software startup.

Snap Inc., Los Angeles, California, USA

Jun 2021 – Sep 2021

- Research Intern
 - Worked on an augmented reality project.

FXGear, Seoul, Republic of Korea

Feb 2012 – Dec 2014

- Associate Research Engineer
 - Worked on several computer graphics and virtual reality projects.

PATENT

Jun, H., Kratz, S., Leong, J., Liu, X., Monroy-Hernández, A., Smith B., Tham, Y., Vaish, R. (2023), Social connection through distributed and connected real-world objects. US Patent No. US20230068730A1

Jun, H., Kratz, S., Leong, J., Liu, X., Monroy-Hernández, A., Smith B., Tham, Y., Vaish, R. (2023), Snapshot messages for indicating user state. US Patent No. US20230068730A1

Jun, H., Kratz, S., Leong, J., Liu, X., Monroy-Hernández, A., Smith B., Tham, Y., Vaish, R. (2023), Scan-based messaging for electronic eyewear devices. US Patent No. US20230060838A1

Kim, G., & **Jun, H.** (2018). Calibration method and head-mounted display device providing therefor. Korean Patent No. 1844306.