- Field: Virtual Reality and Computer Graphics, HCI
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Educational background

1988 ~ 1992 University of Oklahoma (Ph.D, EECS)

1981 ~ 1983 The Korea Advanced Institute of Science and Technology (Master of Engineering - Department of Computer Science)

1977 ~ 1981 Seoul National University (Bachelor of Science - Department of Computer Science and Statistics)

Major careers

2018 ~ present : Director of the Industrial and Academic Cooperation
2017.07 ~ present : Vice president of Industrial and Academic Cooperation
2017.07 ~ present Director, LINC+ (Leaders in Intustry-university Cooperation) Project
2017.07 ~ present Dean, College of Industry-university Cooperation
2017.07 ~ present Director, Location-university Cooperation Foundation
1999.3 -2002.8 Director, Information and Computer Center, Hallym University.

2002.2 -2003.12 Dean, College of Information and Electronic Engineering, Hallym University.

2007.2-2009.2 Vice President for Academic Affairs and Research

2009.2-2010.1 Vice President for Academic Affairs
2010.1 - 2016. Head, Dept. of Ubiquitous Game Engineering, Hallym University.

Studies & Books

"User experimentation: an evaluation of velocity control techniques in immersive virtual environments," Virtual Reality, 2008.
"An Interactive Snowboard Game in Virtual Environment", LNCS, 2007
"Developing an efficient technique of Selection and Manipulation in Immersive V.E", VRST2000, 2000.
"Evaluating the Importance of Multi-sensory Input on Memory and the Sense of Presence in Virtual Environments", Proc of Symposium on VR conference(1999)
"Wind field Decomposition Algorithm for Use in a Computationally Demanding Forecast/Assimilation Setting", Numerical Weather Prediction (1991)

Others

▪Major research fields
Computer Graphics , Virtual Reality, HCI

▪Affiliated Society
The Korean Institute of Information Scientists and Engineers, the Korea Information Processing Society, the Korea Multimedia Society, and the Korean Society For Emotion & Sensibility