

HYERIM CHO, PH.D.

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EDUCATION

Ph.D.	University of Washington, Information Science Dissertation Title: "Understanding users of cross-media information: contexts, motivations, and features focusing on visual narrative materials" Committee: Jin Ha Lee (chair), Allyson Carlyle, Nicholas Weber	July 2019
MS	University of Washington Information Science	June 2019
MA	Ewha Womans University Library and Information Science	June 2012
BA	Ewha Womans University English Literature, Library and Information Science Minored in Art History	December 2009

ACADEMIC APPOINTMENTS

Assistant Professor	University of Missouri, School of Information Science and Learning Technologies	2019-present
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RESEARCH GRANTS

IMLS American Rescue Plan Grant Program		October 2021
Bossaller, J., Adkins, D, Cho, H. , & Moulaison-Sandy, H. (2021, October). <i>Preparing Public Librarians to Deal with the Next Health Crisis: An Environmental Scan and Needs Assessment</i> . ARPML-250568-OMLS-22. \$49,828.		

HONORS AND AWARDS

ProQuest TDM Studio Research Support (PI)		2020
Research competition: awarded access to ProQuest full-text database content and TDM Studio software for text analysis research		
Best Ph.D. Student Paper		2016
Paper title: An Empirical Investigation on Illustrators' Image Information Needs. In <i>ASIS&T SIG AH Second Virtual Symposium on Information & Technology in the Arts & Humanities</i> .		
University of Washington Top Scholar Fellowship		2012
Ewha Womans University Research Assistant Scholarship		2011
Ewha Womans University Honors Scholarship		2007
Ewha Womans University Honors Scholarship		2006

PEER-REVIEWED PUBLICATIONS

Journals

1. Moulaison-Sandy, H., **Cho, H.**, & Dykas, F. (*Accepted*, 2022). Approaches to conceptualizing the cost of academic library cataloging: Discourses on metadata creation cost, value, and worth. *Library Trends*, 70(3).
2. Moulaison-Sandy, H., Adkins, D., Bossaller, J., & **Cho, H.** (*In Press*). An automated approach to describing fiction: a methodology to use book reviews to identify affect. *Cataloging & Classification Quarterly*.

3. **Cho, H.**, Pham, M., Leonard, K., & Urban, A. (2021). A Systematic Literature Review on Image Information Needs and Behaviors. *Journal of Documentation*, Vol. ahead-of-print No. ahead-of-print. <https://doi.org/10.1108/JD-10-2020-0172>
4. **Cho, H.**, Disher, T., Lee, W. C., Keating, S. A., & Lee, J. H. (2020). Facet Analysis of Anime Genres: The Challenges of Defining Genre Information for Popular Cultural Objects. *Knowledge Organization*, 47(1), 13-30. (Revised publication with a new DOI)
5. **Cho, H.**, Disher, T., Lee, W., Keating, S. A., & Lee, J. H. (2018). Facet Analysis of Anime Genres: the Challenges of Defining Genre Information for Popular Cultural Objects. *Knowledge Organization*, 45(6), 484-499.
6. **Cho, H.**, Schmalz, M. L., Keating, S. A., & Lee, J. H. (2018). Analyzing Anime Users' Online Forum Queries for Recommendation Using Content Analysis. *Journal of Documentation*, 74(5), 918-935.
7. **Cho, H.**, Donovan, A., & Lee, J. H. (2018). Art in an Algorithm: A Taxonomy for Describing Video Game Visual Styles. *Journal of the Association for Information Science and Technology*, 69(5), 633-646.
8. Lee, J. H., Clarke, R. I., **Cho, H.**, & Windleharth, T. (2017). Understanding Appeals of Video Games for Reader's Advisory and Recommendation. *Reference & User Services Quarterly*, 57(2), 127-139.
9. Lee, J. H., **Cho, H.**, & Kim, Y. S. (2016). Users' music information needs and behaviors: Design implications for music information retrieval systems. *Journal of the Association for Information Science and Technology*, 67(6), 1301-1330.

Conference Proceedings

1. **Cho, H.**, Lee, W., Urban, A., Huang, L., & Long, Y. (In Press). "I Don't Want a Book That's Going to Make Me Sad or Stressed Out, Especially in This Day and Age": Fiction Reading (and Healing) in a Pandemic. In *Proceedings of ASIS&T 2021 Annual Meeting*.
2. **Cho, H.**, Adkins, D. Bossaller, J., & Moulaison-Sandy, H. (In Press). Moods in Book Reviews: Text Mining Approach. In *Proceedings of ASIS&T 2021 Annual Meeting*.
3. Adkins, D., Moulaison-Sandy, H., Bossaller, J., & **Cho, H.** (2021, July). What Is Genre? How Do We Talk about Fiction?: Assessing Complementary Schemas and Approaches. In *Proceedings of NASKO 2021 Annual Meeting*.
4. **Cho, H.**, Hubbles, C., & Moulaison-Sandy, H. (2021, July). Authorship Metadata for Video Games: "Collaborator", "Creator", or "Auteur"? In *Proceedings of NASKO 2021 Annual Meeting*.
5. **Cho, H.**, Pham, M., & Urban, A. (2021). Health Information Needs in Visual Materials: Recommendations for Enhancing Visual Material Users' Search Experiences. In *International Conference on Information*. <http://hdl.handle.net/2142/109705>
6. **Cho, H.**, Bossaller, J. S., Adkins, D., & Lee, J. H. (2020, October). Human versus Machine: Analyzing Video Game User Reviews for Plot and Narrative. In *Proceedings of ASIS&T 2020 Annual Meeting*, 57(1), e235.
7. **Cho, H.**, & Menking, A. (2020, March). "Defying Stereotypes Is a Plus": Classifying Gender, Sex, and Sexuality Content in Visual Materials. In *International Conference on Information* (pp. 409-418). Springer, Cham.
8. **Cho, H.**, Smith, J., & Lee, J. H. (2019). Effects of motivation and tool features on online photo-sharing behavior. In *Proceedings of the Association for Information Science and Technology*, 56(1), 377-380.
9. Lee, J. H., Jett, J., **Cho, H.**, Windleharth, T., Kiryakos, S., Disher, T., & Sugimoto, S. (2018). Reconceptualizing Superwork for Improved Access to Popular Cultural Objects. In *Proceedings of ASIS&T 2018 Annual Meeting*. 55(1), 274-281.

10. Lee, J. H., Windleharth, T., & **Cho, H.** (2017). Toward an Understanding of Cross-Media Appeals for Readers' Advisory. In *Proceedings of ASIS&T 2017 Annual Meeting*. 54(1), 241-250.
11. **Cho, H.**, Schmalz, M. L., Keating, S. A., & Lee, J. H. (2017, June). Information Needs for Anime Recommendation: Analyzing Anime Users' Online Forum Queries. In *Digital Libraries (JCDL), 2017 ACM/IEEE Joint Conference on* (pp. 1-3). IEEE.
12. Lee, J. H., Hong, S. R., **Cho, H.**, & Kim, Y. S. (2015, April). VIZMO game browser: accessing video games by visual style and mood. In *Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems* (pp. 149-152). ACM.
13. Donovan, A., **Cho, H.**, Magnifico, C., & Lee, J. H. (2013, July). Pretty as a pixel: Issues and challenges in developing a controlled vocabulary for video game visual styles. In *Proceedings of the 13th ACM/IEEE-CS joint conference on Digital libraries* (pp. 413-414). ACM.
14. Lee, J. H., **Cho, H.**, Fox, V., & Perti, A. (2013, July). User-centered approach in creating a metadata schema for video games and interactive media. In *Proceedings of the 13th ACM/IEEE-CS joint conference on Digital libraries* (pp. 229-238). ACM.

JURIED PUBLICATIONS

1. **Cho, H.** (2016). An Empirical Investigation on Illustrators' Image Information Needs. In *ASIS&T SIG AH Second Virtual Symposium on Information & Technology in the Arts & Humanities*. Awarded Best Ph.D. Student Paper Submission.

PRESENTATIONS

* Refereed § Invited

International Papers

1. **Cho, H.**, Hubbles, C., & Moulaison-Sandy, H. (2021, July). *Authorship Metadata for Video Games: "Collaborator", "Creator", or "Auteur"?*. NASKO 2021 Annual Meeting. *
2. **Cho, H.**, Lee, W., Urban, A., Huang, L., & Long, Y. (2021, accepted for November 2021). "I Don't Want a Book That's Going to Make Me Sad or Stressed Out, Especially in This Day and Age": Fiction Reading (and Healing) in a Pandemic. Association of Information Science & Technology Annual Meeting. *
3. **Cho, H.**, Adkins, D. Bossaller, J., & Moulaison-Sandy, H. (2021, accepted for November 2021). *Moods in Book Reviews: Text Mining Approach*. Association of Information Science & Technology Annual Meeting. *
4. **Cho, H.**, Bossaller, J. S., Adkins, D., & Lee, J. H. (2020, October). *Human versus Machine: Analyzing Video Game User Reviews for Plot and Narrative*. Association of Information Science & Technology Annual Meeting. *
5. **Cho, H.**, & Menking, A. (2020, March). "Defying Stereotypes Is a Plus": Classifying Gender, Sex, and Sexuality Content in Visual Materials. International Conference on Information Annual Meeting. *
6. **Cho, H.**, Smith, J., & Lee, J. H. (2019). *Effects of motivation and tool features on online photo-sharing behavior*. Association of Information Science & Technology Annual Meeting. *
7. Lee, J. H., Jett, J., **Cho, H.**, Windleharth, T., Kiryakos, S., Disher, T., & Sugimoto, S. (2018). *Reconceptualizing Superwork for Improved Access to Popular Cultural Objects*. Association of Information Science & Technology Annual Meeting. *
8. Lee, J. H., Windleharth, T., & **Cho, H.** (2017). *Toward an Understanding of Cross-Media Appeals for Readers' Advisory*. Association of Information Science & Technology Annual Meeting. *

9. Lee, J. H., Hong, S. R., **Cho, H.**, & Kim, Y. S. (2015, April). *VIZMO game browser: accessing video games by visual style and mood*. ACM Conference on Human Factors in Computing Systems (CHI). *
10. Lee, J. H., **Cho, H.**, Fox, V., & Perti, A. (2013, July). *User-centered approach in creating a metadata schema for video games and interactive media*. Joint Conference on Digital Libraries. *

National and International Panels

1. Technical Services Education: Transformation and Advocacy (2020, October). ALISE 2020 Virtual Conference. *
2. Quests in the Ivory Tower: Academic Approach to Visual Media: Can Visual Styles be Mutually Agreed? (2017, March). PAX West – Seattle, WA *

International Poster Sessions

1. **Cho, H.**, Pham, M., & Urban, A. (2021, March). *Health Information Needs in Visual Materials: Recommendations for Enhancing Visual Material Users' Search Experiences*. International Conference on Information Annual Meeting. *
2. **Cho, H.**, Schmalz, M. L., Keating, S. A., & Lee, J. H. (2017, June). *Information Needs for Anime Recommendation: Analyzing Anime Users' Online Forum Queries*. Joint Conference on Digital Libraries. *
3. Donovan, A., **Cho, H.**, Magnifico, C., & Lee, J. H. (2013, July). *Pretty as a pixel: Issues and challenges in developing a controlled vocabulary for video game visual styles*. Association of Information Science & Technology Annual Meeting. *

Local and Regional Presentations

1. “Defying Stereotypes Is a Plus”: Classifying Gender, Sex, and Sexuality Content in Visual Materials. (2021, invited for 2021 October) Bridge Research Discussion at the University of Missouri. §

MEDIA COVERAGE

Interviews

Vox magazine interview. (October 19, 2021). *Relaxing video games for the novice gamer*. https://www.voxmagazine.com/arts/games/relaxing-video-games/article_ac5af03c-2ac7-11ec-9490-5f26d77d77e1.html

TEACHING

University of Missouri, School of Information Science and Learning Technologies

- ISLT 7305: Foundations of Library and Information Science
- ISLT 9410: Information Needs and Behavior
- ISLT 9410: Finding and Recommending Popular Culture Sources
- Doctoral committee (since 2020 Fall)

University of Washington, Information School

- INFX 595: Capstone I-Project Planning
- INFX 596: Capstone II-Project Implementation
- LIS 501: History and Foundations of Libraries and Librarianship (Teaching Assistant)
- LIS 520: Information Resources, Services, and Collections (Teaching Assistant)
- INFO 470: Research Methods in Informatics (Teaching Assistant)

PROFESSIONAL DEVELOPMENT

Online Teaching Foundations

2021

Awarded: \$500.00

SERVICE AND ACTIVITIES

Professional Memberships

- Association for Library and Information Science Education (ALISE) (since 2018)
- International Comic con San Diego professional membership: researcher (2017 - 2019)
- Emerald City Comic con professional membership: researcher (2017 - 2020)
- Association for Information Science and Technology (ASIS&T) (since 2016)

Licenses/Certificates

- Engineer Information Processing: Ministry of Science and ICT, Human Resources Development Service of Korea (since 2010)
- Korean Library Association, Level 2 Librarian (since 2010)

Academic Services

- Reviewer for the Journal of the Association for Information Science and Technology (JASIST) (since 2018)
- Reviewer for the Journal of Information Science (since 2019 Fall)
- Reviewer for the Conference on Human Factors in Computing Systems (CHI) (since 2019 Fall)
- Reviewer for the North American Symposium on Knowledge Organization (NASKO) (since 2021 Spring)

College/School/Department Services

- School of Information Science and Learning Technologies (SISLT) Ph.D. admission interview committee (2020 Fall, 2021 Spring)
- Master of Library and Information Science (MLIS) Certificate of Digital Humanities ad-hoc committee (since 2020 Fall)
- Master of Library and Information Science (MLIS) Graduation ePortfolio committee (since 2020 Fall)