

HYERIM CHO, PH.D.

573-882-5981

hyerimcho@missouri.edu

www.hyerimcho.com

Conley Ave, 303 Townsend Hall
Columbia, MO 65201

EDUCATION

Ph.D.	University of Washington Information Science	July 2019
	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	
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	2019-present
University of Missouri, School of Information Science and Learning Technologies	

RESEARCH

* Graduate student co-authors, since 2019 (post-MU appointment)

Published Peer-reviewed Journals

1. **Cho, H.**, Lee, W.-C., Huang, L.* (*graduate student by the time of submission*), & Urban, A.* (*graduate student by the time of submission*) (*accepted*). Reading when stressed: Understanding motivations for reading fiction and enhancing future recommendation services. *The Library Quarterly*.
2. Bossaller, J., Kohlburn, J.*, Adkins, D., **Cho, H.**, Butler, E.*, & Castano, W.* (*accepted*). Commitment to justice, empathy, and community during COVID-19: Results from a three-phase study of public libraries. *Advances in Librarianship*.
3. **Cho, H.**, Lee, W.-C., Huang, L.*, & Kohlburn, J.* (2023). User-centered categorization of mood in fiction. *Journal of Documentation*, 79(3), 567-588. <https://doi.org/10.1108/JD-03-2022-0071> (*Article publication date: 23 August, 2022, Issue publication date: 4 April, 2023*)
4. Kohlburn, J.*, Bossaller, J., **Cho, H.**, Moulaison-Sandy, H., & Adkins, D. (2023). Public libraries and COVID-19: Perceptions and politics in the United States. *The Library Quarterly: Information, Community, Policy*, 93(1), 7-25. <https://doi.org/10.1086/722547>
5. **Cho, H.**, Hubbles, C., & Moulaison-Sandy, H. (2022). Individuals responsible for video games: an exploration of cataloging practice, user need and authorship theory. *Journal of Documentation*, 78(6), 1420-1436. <https://doi.org/10.1108/JD-10-2021-0198>
6. Kohlburn, J.*, **Cho, H.**, & Moore, H.* (2022). Players' perceptions of sexuality and gender-inclusive video games. *Convergence: The International Journal of Research into New Media Technologies*, 29(2). <https://doi.org/10.1177/13548565221137481>
7. Moulaison-Sandy, H., **Cho, H.**, & Dykas, F. (2022). Approaches to conceptualizing the cost of academic library cataloging: Discourses on metadata creation cost, value, and worth. *Library Trends*, 70(3). <https://doi:10.1353/lib.2022.0001>

8. **Cho, H.**, Pham, M.*, Leonard, K.*, & Urban, A.* (2022). A Systematic literature review on image information needs and behaviors. *Journal of Documentation*, 78(2), 207-227. <https://doi.org/10.1108/JD-10-2020-0172> (Article publication date: 30 April, 2021, Issue publication date: 22 February, 2022)
9. Moulaison-Sandy, H., Adkins, D., Bossaller, J., & **Cho, H.** (2021). An automated approach to describing fiction: a methodology to use book reviews to identify affect. *Cataloging & Classification Quarterly*, 59(8), 794-814. <https://doi.org/10.1080/01639374.2021.1992694>
10. **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. <https://doi.org/10.5771/0943-7444-2020-1-13> (Revised publication with a new DOI)
11. **Cho, H.**, Disher, T., Lee, W.-C., 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. <https://doi.org/10.5771/0943-7444-2018-6-484>
12. **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. <https://doi.org/10.1108/JD-08-2017-0122>
13. **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. <https://doi.org/10.1002/asi.23988>
14. 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. <https://www.jstor.org/stable/90017131>
15. 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. <https://doi.org/10.1002/asi.23471>

Published Peer-reviewed Conference Proceedings

1. **Cho, H.**, Lee, J. H., & Urban, A.* (2023). Recovery and support: Motivations for playing a social video game in the midst of a pandemic. In *Proceedings of the Digital Games Research Association (DiGRA)*.
2. **Cho, H.**, Kohlburn, J.* (2023). Identifying affective gameplay behaviors: How video games help people feel better. In *Proceedings of the Association for Information Science and Technology (ASIS&T Mid-Year)*. <https://doi.org/10.5281/zenodo.7768440>
3. **Cho, H.**, Adkins, D., & Pham, M.* (2022). "I only wish that I had had that growing up": Understanding Webtoon's appeals and characteristics as an emerging reading platform. In *Proceedings of the Association for Information Science and Technology (ASIS&T)*, 59(1), 44-54. <https://doi.org/10.1002/pra2.603>
4. Bossaller, J., Kohlburn, J.*, Adkins, D., **Cho, H.**, & Moulaison-Sandy, H. (2022). Health information needs of public library leaders during COVID-19. In *Proceedings of the Association for Information Science and Technology (ASIS&T)*, 59(1), 410-414. <https://doi.org/10.1002/pra2.643>
5. **Cho, H.**, Lee, W.-C.* (graduate student by the time of submission), Urban, A.*, Huang, L.*, & Long, Y.* (2021, November). "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 the Association for Information Science and Technology (ASIS&T)*, 58(1), 420-424. <https://doi.org/10.1002/pra2.471>
6. **Cho, H.**, Adkins, D., Bossaller, J., & Moulaison-Sandy, H. (2021, November) Moods in book reviews: Text mining approach. In *Proceedings of ASIS&T 2021 Annual Meeting*, 58(1), 415-419.

7. Adkins, D., Bossaller, J., Moulaison-Sandy, H., & **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*. <https://doi.org/10.7152/nasko.v8i1.15861>
8. **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*. <https://doi.org/10.7152/nasko.v8i1.15863>
9. **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 (iConference)*. <http://hdl.handle.net/2142/109705> [poster publication]
10. **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 the Association for Information Science and Technology (ASIS&T)*, 57(1), e235. <https://doi.org/10.1002/pr2.235>
11. **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 (iConference), Lecture Notes in Computer Science* (pp. 409-418). Springer, Cham. ISBN : 978-3-030-43686-5
12. **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 (ASIS&T)*, 56(1), 377-380. <https://doi.org/10.1002/pr2.59>
13. 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 the Association for Information Science and Technology (ASIS&T)*. 55(1), 274-281. <https://doi.org/10.1002/pr2.2018.14505501030>
14. Lee, J. H., Windleharth, T., & **Cho, H.** (2017). Toward an understanding of cross-media appeals for readers’ advisory. In *Proceedings of the Association for Information Science and Technology (ASIS&T)*. 54(1), 241-250. <https://doi.org/10.1002/pr2.2017.14505401027>
15. **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 *2017 ACM/IEEE Joint Conference on Digital Libraries (JCDL)* (pp. 1-3). IEEE. <https://doi.org/10.1109/JCDL.2017.7991602>. [poster publication]
16. 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 (CHI)* (pp. 149-152). ACM. <https://doi.org/10.1145/2702123.2702264>
17. 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 (JCDL)* (pp. 413-414). ACM. <https://doi.org/10.1145/2467696.2467747> [poster publication]
18. 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 (JCDL)* (pp. 229-238). ACM. <https://doi.org/10.1145/2467696.2467702>

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.

Invited/Non-peer Reviewed Professional Publications

1. Lee, W.-C., & **Cho, H.** (2023, October). What is the Mood?: Cross-language Mood Description for Works of Fiction. In *Association for Library and Information Science Education (ALISE) 2023 Annual Conference*. <https://doi.org/10.21900/j.alise.2023.1313> [poster publication]

Research Grants

- ALA Carnegie-Whitney Grant (PI)** February 2023
Cho, H. & Adkins, D. (2023, February). *Readers' Advisory Guide to Webtoon: Recommending Accessible Comics for the Public*. MU Project# 00081621. \$5,000.
- RWA Academic Grant (PI)** January 2023
Cho, H. & Adkins, D. (2023, January). *Romance Readers Experience Webtoon: An Examination of Reader Engagement with New Media*. MU Project# 00080855. \$3,000.
- RUSA Gail Schlachter Memorial Research Grant (PI)** February 2022
Cho, H. (2022, February). *Everyday Emotion Regulation with Video Games*. MU Project# 00078493. \$4,978.
- Academy of Korean Studies (PI)** January 2022
Cho, H. & Adkins, D. (2022, January). *Understanding Webtoon's Informal Learning Aspects: How Audiences Learn Korean Culture and Language Through Reading Webtoons*. AKS-2022-R104. \$13,183.
- IMLS American Rescue Plan Grant Program (Co-PI)** October 2021
 Bossaller, J., Adkins, D, **Cho, H.**, & Moulaison-Sandy, H. (2021, October). *Preparing Public Librarians to Deal with the Next Health Crisis: An Environmental Scan and Needs Assessment*. ARPML-250568-OMLS-22. \$49,828.
- ProQuest TDM Studio Digital Research Support (PI)** December 2020
Cho, H., Adkins, D., Bossaller, J., & Moulaison-Sandy, H. (2020, December). *Moods in Book Reviews: Text Mining Approach*. Research competition: awarded access to ProQuest full-text database content and TDM Studio software for text analysis research.

PRESENTATIONS

* Refereed § Invited

International Papers

1. **Cho, H.**, Lee, J. H., & Urban, A. (2023). *Recovery and support: Motivations for playing a social video game in the midst of a pandemic*. Proceedings of the Digital Games Research Association.*
2. **Cho, H.**, Kohlburn, J. (2023). *Identifying affective gameplay behaviors: How video games help people feel better*. Association of Information Science & Technology Mid-Year Meeting. *
3. **Cho, H.**, Adkins, D., & Pham, M. (2022). "I only wish that I had had that growing up": *Understanding Webtoon's appeals and characteristics as an emerging reading platform*. Association of Information Science & Technology Annual Meeting. *
4. Bossaller, J., Kohlburn, J., Adkins, D., **Cho, H.**, & Moulaison-Sandy, H. (2022). *Health information needs of public library leaders during COVID-19*. Association of Information Science & Technology Annual Meeting. *
5. **Cho, H.**, Lee, W., Urban, A., Huang, L., & Long, Y. (2021, November). "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. *
6. **Cho, H.**, Adkins, D. Bossaller, J., & Moulaison-Sandy, H. (2021, November). *Moods in book reviews: Text mining approach*. Association of Information Science & Technology Annual Meeting. *
7. Adkins, D., Bossaller, J., Moulaison-Sandy, H., & **Cho, H.** (2021, July). *What is genre? How do we talk about fiction?: Assessing complementary schemas and approaches*. NASKO 2021 Annual Meeting. *

8. **Cho, H.**, Hubbles, C., & Moulaison-Sandy, H. (2021, July). *Authorship metadata for video games: “Collaborator”, “creator”, or “auteur”?*. NASKO 2021 Annual Meeting. *
9. **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. *
10. **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. *
11. **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. *
12. 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. *
13. 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. *
14. 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). *
15. 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. *

International Poster Sessions

1. Lee, W., & Cho, H. (2023, October). *What is the mood?: Cross-language mood description for works of fiction*. Association for Library and Information Science Education Annual Meeting. §
2. **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. *
3. **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. *
4. 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. *

National and International Panels

1. Everyday Emotion Regulation with Video Games (2023, March). RUSA Virtual Forum 2023: RUSA Achievement Award Presentation. §
2. Technical services education: Transformation and advocacy (2020, October). ALISE 2020 Virtual Conference. *
3. Quests in the ivory tower: Academic approach to visual media: Can visual styles be mutually agreed? (2017, March). PAX West – Seattle, WA *

Local and Regional Presentations

1. University of Missouri School of Information Science and Learning Technologies Ph.D. Engagement Session (2023, October). How to Publish as a Ph.D. Student: Tips and Experience from Dr. Hyerim Cho. University of Missouri. §
2. University of Washington iSchool Academic Faculty Alumni Panel (2022, October). University of Washington. §

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

MEDIA COVERAGE

Interviews

- Forbes news interview. (September 14, 2023). *Korean Dramas Play a Role in the Booming Popularity of Webtoons*. <https://www.forbes.com/sites/joanmacdonald/2023/09/14/korean-dramas-play-a-role-in-the-booming-popularity-of-webtoons/?sh=24cc36dd4596>
- RUSA Update interview. (May 20, 2022). *Interview with the 2022 Gail Schlachter Memorial Research Grant awardee, Dr. Hyerim Cho*. <https://rusaupdate.org/2022/05/interview-with-dr-hyerim-cho/>
- Vox magazine interview. (March 23, 2022). *Not just fun and games: Could video games have mental health benefits?* https://www.voxmagazine.com/news/video-games-mental-health/article_95d6d172-a557-11ec-8d12-7377ea88badd.html
- 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

News

- RUSA Newsletter. (March 18, 2022). *Dr. Hyerim Cho, Assistant Professor at the University of Missouri’s School of Information Science and Learning Technologies, selected as winner of Gail Schlachter Memorial Research Grant*. <https://rusaupdate.org/2022/03/2022-rusa-gail-schlachter-memorial-research-grant/>

TEACHING AND ADVISING

University of Missouri, School of Information Science and Learning Technologies

- ISLT 7305: Foundations of Library and Information Science (*Master level course*)
- ISLT 9410: Information Needs and Behavior (*Master level course*)
- ISLT 9410: Finding and Recommending Popular Culture Sources (*Master level course*)
- ISLT 9410: Information Retrieval (*Master level course*)
- ISLT 9411: Human Information Behavior (*Doctoral seminar*)
- Doctoral Committees (serving the committees for 6 doctoral students as of 2023)

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)

HONORS AND AWARDS

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

PROFESSIONAL DEVELOPMENT

Online Teaching Foundations

2021

Awarded: \$500.00

University of Missouri NSF CAREER Club

2023

SERVICE AND ACTIVITIES

Academic Service

- Book proposal reviewer for Bloomsbury Publishing (since 2023 Fall)
- Committee for the ALISE/Connie Van Fleet Award for Research Excellence in Public Library Services to Adults Award (appointed for 2023-2024, 2024-2025)
- Reviewer for Association for Information Science and Technology (ASIS&T) (since 2023 Spring)
- Reviewer for the Knowledge Organization (KO) (since 2022 Spring)
- Reviewer for the North American Symposium on Knowledge Organization (NASKO) (since 2021 Spring)
- 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 Journal of the Association for Information Science and Technology (JASIST) (since 2018)

University Service

- Faculty sponsor for the University of Missouri Association for Information Science and Technology (ASIS&T) Student Chapter (2022-2023)
- Bridge Research Presentation on “Defying Stereotypes Is a Plus”: Classifying Gender, Sex, and Sexuality Content in Visual Materials. (2021, October)

College/School Service

- Participation in the College of Education and Human Development Digital Literacies certificate group (2021 Spring)
- College of Education and Human Development first Ed.D. Committee (2022 Fall-2023 Summer)

Department Service

- Faculty sponsor for Penny University Ph.D. student chapter (since 2023 Summer)
- School of Information Science and Learning Technologies (SISLT) Faculty search committee (2023 Fall - 2024 Spring)
- School of Information Science and Learning Technologies (SISLT) Ph.D. admission committee (2023 Fall)
- Student scholarship committee (since 2023 Spring)
- School of Information Science and Learning Technologies (SISLT) Faculty search committee (2022 Fall - 2023 Spring)
- School of Information Science and Learning Technologies (SISLT) Ph.D. admission committee (2020 Fall - 2021 Spring)
- Master of Library and Information Science (MLIS) Certificate of Digital Humanities ad-hoc committee (2020 Fall)

- Master of Library and Information Science (MLIS) ePortfolio Graduation committee (2020 Fall to 2022 Fall)
- Ph.D. Engagement session
 - 2023 Fall: How to publish as a Ph.D. student: Tips and experience from Dr. Hyerim Cho
- Special lectures for SISLT courses
 - ISLT 9486: Advanced Designing Games for Learning (2023 Spring)
 - ISLT 7301: Introduction to Information Technology (2019 Fall)

Professional Memberships

- Association for Information Science and Technology (ASIS&T) (since 2016)
 - SIG AH – Arts & Humanities communication member (since 2022)
 - SIG USE – Information Needs and Use communication member (since 2022)
- American Library Association (ALA) (since 2022)
 - Film and Media Round Table member (since 2022)
 - Games and Gaming Round Table member (since 2022)
 - Graphic Novels and Comics Round Table member (since 2022)
- Association for Library and Information Science Education (ALISE) (since 2018)
- Emerald City Comic con professional membership: researcher (2017-2020, 2022)
- International Comic con San Diego professional membership: researcher (2017-2019)
- iSchools (since 2019)

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)