

## HYERIM CHO, PH.D.

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### EDUCATION

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<b>Ph.D.</b>	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
<b>MS</b>	University of Washington Information Science	June 2019
<b>MA</b>	Ewha Womans University Library and Information Science	June 2012
<b>BA</b>	Ewha Womans University English Literature, Library and Information Science Minored in Art History	December 2009

### ACADEMIC APPOINTMENTS

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<b>Assistant Professor</b>	University of Missouri, School of Information Science and Learning Technologies	2019-present
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### RESEARCH GRANTS

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<b>RUSA Gail Schlachter Memorial Research Grant (PI)</b>	February 2022
<b>Cho, H.</b> (2022, February). <i>Everyday Emotion Regulation with Video Games</i> . MU Project# 00078493. \$4,978.	
<b>Academy of Korean Studies (PI)</b>	January 2022
<b>Cho, H., &amp; Adkins, D.</b> (2022, January). <i>Understanding Webtoon's Informal Learning Aspects: How Audiences Learn Korean Culture and Language Through Reading Webtoons</i> . AKS-2022-R104. \$13,183.	
<b>IMLS American Rescue Plan Grant Program (Co-PI)</b>	October 2021
<b>Bossaller, J., Adkins, D, Cho, H, &amp; Moulaison-Sandy, H.</b> (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.	
<b>ProQuest TDM Studio Digital Research Support (PI)</b>	December 2020
<b>Cho, H., Adkins, D., Bossaller, J., &amp; Moulaison-Sandy, H.</b> (2020, December). <i>Moods in Book Reviews: Text Mining Approach</i> . Research competition: awarded access to ProQuest full-text database content and TDM Studio software for text analysis research.	

### HONORS AND AWARDS

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<b>Best Ph.D. Student Paper</b>	2016
Paper title: An Empirical Investigation on Illustrators' Image Information Needs. In <i>ASIS&amp;T SIG AH Second Virtual Symposium on Information &amp; Technology in the Arts &amp; Humanities</i> .	
<b>University of Washington Top Scholar Fellowship</b>	2012
<b>Ewha Womans University Research Assistant Scholarship</b>	2011
<b>Ewha Womans University Honors Scholarship</b>	2007
<b>Ewha Womans University Honors Scholarship</b>	2006

## RESEARCH

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

### Published Peer-reviewed Journals

1. Kohlburn, J.\*, Bossaller, J., **Cho, H.**, Moulaison-Sandy, H., & Adkins, D. (*accepted*, 2023, January). Public libraries and COVID: Perceptions and politics in the United States. *Library Quarterly*.
2. Kohlburn, J.\*, **Cho, H.**, & Moore, H.\* (2022). Players' Perceptions of Sexuality and Gender-Inclusive Video Games. *Convergence*, 0(0). <https://doi.org/10.1177/13548565221137481> (*Article publication date: 31 October, 2022*)
3. **Cho, H.**, Lee, W. C., Huang, L.\*, Kohlburn, J.\* (2022). User-centered categorization of mood in fiction. *Journal of Documentation*. Vol. ahead-of-print No. ahead-of-print. <https://doi.org/10.1108/JD-03-2022-0071>
4. **Cho, H.**, Hubbles, C. and 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>
5. 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).
6. **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*)
7. 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>
8. **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*)
9. **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.
10. **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.
11. **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.
12. 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.
13. 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.

### Published Peer-reviewed Conference Proceedings

1. **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. *Proceedings of the Association for Information Science and Technology*, 59(1), 44-54.
2. Bossaller, J., Kohlburn, J.\*, Adkins, D., **Cho, H.**, & Moulaison-Sandy, H. (2022). Health

- Information Needs of Public Library Leaders During COVID-19. *Proceedings of the Association for Information Science and Technology*, 59(1), 410-414.
3. **Cho, H.**, Lee, W.\* (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 ASIS&T 2021 Annual Meeting*, 58(1), 420-424.
  4. **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.
  5. 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*. <http://dx.doi.org/10.7152/nasko.v8i1.15861>
  6. **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*. <http://dx.doi.org/10.7152/nasko.v8i1.15863>
  7. **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> [poster publication]
  8. **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.
  9. **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, Lecture Notes in Computer Science* (pp. 409-418). Springer, Cham.
  10. **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.
  11. 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.
  12. 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.
  13. **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. [poster publication]
  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. In *Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems* (pp. 149-152). ACM.
  15. 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. [poster publication]
  16. 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

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\* Refereed § Invited

### International Papers

1. **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. \*
2. 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. \*
3. **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. \*
4. **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. \*
5. 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. \*
6. **Cho, H.**, Hubbles, C., & Moulaison-Sandy, H. (2021, July). *Authorship Metadata for Video Games: “Collaborator”, “Creator”, or “Auteur”?*. NASKO 2021 Annual Meeting. \*
7. **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. \*
8. **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. \*
9. **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. \*
10. 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. \*
11. 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. \*
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*. ACM Conference on Human Factors in Computing Systems (CHI). \*
13. 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. **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. \*

#### **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 \*

#### **Local and Regional Presentations**

1. UW iSchool Academic Faculty Alumni Panel (2022, October). University of Washington iSchool. §
2. “Defying Stereotypes Is a Plus”: Classifying Gender, Sex, and Sexuality Content in Visual Materials (2021, October). Bridge Research Discussion at the University of Missouri. §

### **MEDIA COVERAGE**

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#### **Interviews**

1. 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/>
2. 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](https://www.voxmagazine.com/news/video-games-mental-health/article_95d6d172-a557-11ec-8d12-7377ea88badd.html)
3. 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](https://www.voxmagazine.com/arts/games/relaxing-video-games/article_ac5af03c-2ac7-11ec-9490-5f26d77d77e1.html)

#### **News**

1. 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**

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#### **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
  - Hillary Gould (Doctoral Committee, since 2022)
  - Susan Dawson (Doctoral Committee, since 2022)
  - Hao He (Dissertation Committee, since 2021)
  - Bridget Disney (Doctoral Committee, since 2021)
  - Courtney Vahle (Ed.D. Comprehensive Exam Committee, 2022)

### **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**

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#### **Online Teaching Foundations**

2021

Awarded: \$500.00

### **SERVICE AND ACTIVITIES**

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#### **Academic Service**

- Reviewer for the Knowledge Organization (KO) (since Spring 2022)
- Reviewer for the North American Symposium on Knowledge Organization (NASKO) (Spring-Summer 2021)
- 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 (since 2022)
- 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 first Comprehensive Exam Committee (2022 Fall)

#### **Department Service**

- School of Information Science and Learning Technologies (SISLT) Faculty search committee (2022 Fall)
- 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 (since 2020 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**

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