HYERIM CHO, PH.D.

573-882-5981   Conley Ave, 303 Townsend Hall
hyerimcho@missouri.edu   Columbia, MO 65201
www.hyerimcho.com

EDUCATION

Ph.D.	University of Washington	
	Information Science	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	December 2009
	Minored in Art History	

ACADEMIC APPOINTMENTS

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

RESEARCH

* Graduate student co-authors at the time of submission, since 2019 (post-MU appointment)

Published Peer-reviewed Journals

RJ-1.   **Cho, H.**, Adkins, D., Long, A.*, & Da Silva Santos, D.* (*accepted*). Webtoon romance reading and new ways to look at genre reading. *Library Trends special issue on Genres and Their Uses in Cultural Documentation: Exploring Generic Access to Creative Worlds.*

RJ-2.   **Cho, H.**, Adkins, D., Kohlburn, J.*, & Castano, W.* (2025). Webtoon: The confluence of platformization, snack culture, and the New Korean Wave. *RUSQ*, 60(3). https://doi.org/10.5860/rusq.60.3.8427

RJ-3.   **Cho, H.**, Lee, W.-C., Thach, H.*, & Hirt, J.* (2025). Evaluating video game moods and their separability based on user-generated reviews. *Journal of Documentation*, 81(2), 545-565. https://doi.org/10.1108/JD-10-2024-0247

RJ-4.   **Cho, H.**, Adkins, D., & Long, A.* (2025). Understanding the reader demographics of an emerging online reading platform, webtoon. *Journal of Documentation*, 81(2), 351-

368. https://doi.org/10.1108/JD-03-2024-0069 (*Article publication date: 12 December, 2024, Issue publication date: 25 February, 2025*)

RJ-5. **Cho, H.**, Lee, W.-C., Huang, L.*, & Urban, A.* (2024). Reading when stressed: Understanding motivations for reading fiction and enhancing future recommendation services. *Library Quarterly*, 94(3), 253-271. https://doi.org/10.1086/730461

RJ-6. **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*)

RJ-7. 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

   o *Article selected for*: **2024 Top Trends in Academic Libraries**

RJ-8. **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

RJ-9. 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

RJ-10. 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

RJ-11. **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*)

RJ-12. 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

RJ-13. **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, formatting issues corrected*)

RJ-14. **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

RJ-15. **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

RJ-16. **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

RJ-17. 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

RJ-18. 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 Editorially-reviewed Journals

ERJ-1. Adkins, D., Bossaller, J., Butler, E.*, Castaño, W.*, **Cho, H.**, & Kohlburn, J.* (2024). Commitment to justice, empathy, and community during COVID-19: Results from a three-phase study of public libraries. *Advances in Librarianship*, 65, 63-76. https://doi.org/10.1108/S0065-283020240000055006

Published Peer-reviewed Conference Proceedings

RC-1. **Cho, H.**, Adkins, D., Gould, H.*, Bond, K.*, & Flood, K.* (2025). Readers' advisory guide development for webtoon. *Information Research an international electronic journal*, *30* (*iConference*), 866-874. https://doi.org/10.47989/ir30iConf47179

RC-2. **Cho, H.**, Adkins, D., da Silva Santos, D.*, & Long, A. K.* (2024). Platform, visuals, and sound: Webtoon's immersive romance reading engagement. In *International Conference on Information (iConference), Lecture Notes in Computer Science* (pp. 416-423). Cham: Springer Nature Switzerland. https://doi.org/10.1007/978-3-031-57860-1_28

RC-3. **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)*. https://doi.org/10.26503/dl.v2023i1.1953

RC-4. **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

RC-5. **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

RC-6. 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

RC-7. **Cho, H.,** Lee, W.-C.*, 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

RC-8. **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. https://doi.org/10.1002/pra2.470

RC-9. 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

RC-10. **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

RC-11. **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/pra2.235

RC-12. **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. https://doi.org/10.1007/978-3-030-43687-2_32

RC-13. **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/pra2.59

RC-14. 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/pra2.2018.14505501030

RC-15. 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/pra2.2017.14505401027

RC-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

RC-17. 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

Published Peer-reviewed Conference Posters

RP-1. Lee, W.-C., Hirt, J.*, & **Cho, H.** (2025). AI-assisted creativity: Shaping reader perspectives and evolving information needs. In *International Conference on Information (iConference)*. https://hdl.handle.net/2142/126214

RP-2. Lee, W. C., Hirt, J., & **Cho, H.** (2024). From Fandom to Fadeaway: Unpacking Factors Contributing to Anime Dropout. In *Proceedings of the Association for Information Science and Technology*, *61*(1), 989-991. https://asistdl.onlinelibrary.wiley.com/doi/full/10.1002/pra2.1163

RP-3. **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

RP-4. **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:10.1109/JCDL.2017.7991602.

RP-5. 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

Juried Publications

JP-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**.

Professional Publications (Invited/Non-peer Reviewed)

NR-1. Lee, J. H., Perti, A., **Cho, H.**, Donovan, A., Magnifico, C., & Pittman, K. (2024). *UW/SIMM Video Game Metadata Schema: Controlled Vocabulary for Visual Style.* Version 1.6. https://github.com/uwgamergroup/vocabulary-visual-style

NR-2. **Cho, H.**, Adkins, D., Gould, H., Flood, K., & Bond, K. (2024). *Readers' Advisory Guide for Webtoon (v. 2024).* https://mospace.umsystem.edu/xmlui/handle/10355/102741

NR-3. 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*]

Dissertations

D-1.   **Cho, H.** (2019). *Understanding users of cross-media information: Contexts, motivations, and information features focusing on visual narrative materials* [Doctoral dissertation, University of Washington]. University of Washington Repository. https://digital.lib.washington.edu/server/api/core/bitstreams/eca9ecb0-9ad1-44b6-9214-1c0bd6008e63/content

Research Grants/Support

IMLS National Leadership Grants for Libraries (PI)   *Decision deferred*
Cho, H. & Wan-Chen Lee. (Accepted for second round review, January 2025, full proposal submitted in March 2025. Decision deferred due to federal administrative order).
Representing Authorship and Attribution in AI-Assisted Works: Recommendations for Libraries (RAAAW). $466,880.

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. $5,000.

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

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. Missouri Library Association Annual Conference (2024, October). Webtoon Readers' Advisory: A Guide and Discussion. MLA. *

2. 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. §

3. University of Washington iSchool Academic Faculty Alumni Panel (2022, October). University of Washington. §

4. 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

1. 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

2. 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/

3. 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

4. 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

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

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*)
- ISLT 9411: Culture, Information, and Technology (*Doctoral seminar*)
- College of Education and Human Development first Ed.D. Committee (2022 Fall-2023 Summer)
- Doctoral Committees
  - As of Spring 2025:
    - Doctoral committee for seven doctoral students
    - Dissertation committee for three doctoral students (two graduated)

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

University of Missouri Nentwig Faculty Excellence Award   2025
Financial award: $5,000

University of Missouri Graduate Professional Council Gold Chalk Award   2025

Ewha Global Fellow (EGF)   2025

Best Ph.D. Student Paper   2016
Paper title: An Empirical Investigation on Illustrators' Image Information Needs. In *ASIS&T SIG AH Second Virtual Symposium on Information & Technology in the Arts & Humanities*.

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

Missouri Online Quality Course Review (QCR) Completion   2025
       ISLT 7305: Foundations of Library and Information Science

Missouri Online 2024 Online Teaching Re-certification Seminar   2024

ALA workshop on Readers' Advisory: Ideas and Practice   2024

University of Missouri NSF CAREER Club	2023
Online Teaching Foundations	2021
Awarded: $500.00	
Virtual Research and Writing Group	since 2020

SERVICE AND ACTIVITIES

Professional Service

- Reviewer for the *Library Quarterly (LQ)* (since 2025 Spring)
- Reviewer for the *Journal of Librarianship & Information Science (JOLIS)* (since 2025 Spring)
- Co-Chair of the ALISE Jean Tague Sutcliffe Doctoral Poster Competition Committee (appointed for 2024-2025)
- Reviewer for the *Journal of Computer Information Systems* (since 2024 Spring)
- Committee for the ALISE/Connie Van Fleet Award for Research Excellence in Public Library Services to Adults Award (appointed for 2023-2025)
- Reviewer for *Bloomsbury Publishing* (since 2023 Fall)
- Reviewer for *Association for Information Science and Technology (ASIS&T)* (since 2023 Spring)
- Reviewer for the *Journal of Documentation (JDOC)* (since 2022 Fall)
- 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

- Representative of the Financial Awards Committee (appointed for 2024-2027)
- Participation in the College of Education and Human Development Digital Literacies certificate group (2021 Spring)

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 – 2024 Spring)
- 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 requirements ad-hoc committee (2024 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 (2025 Spring)
    - ISLT 9486: Advanced Designing Games for Learning (2024 Spring)
    - ISLT 9486: Advanced Designing Games for Learning (2023 Spring)
    - ISLT 7301: Introduction to Information Technology (2021 Fall)
    - 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
    - SIG USE – Information Needs and Use communication member
- American Library Association (ALA) (2022-2024)
    - Film and Media Round Table member
    - Games and Gaming Round Table member
    - Graphic Novels and Comics Round Table member
- Association for Library and Information Science Education (ALISE) (2018-2024)
- Emerald City Comic con professional membership: researcher (2017-2020, 2022)
- International Comic con San Diego professional membership: researcher (2017-2019)
- iSchools (since 2019)

- Missouri Library Association (since 2024)

LICENSES/CERTIFICATES

- Missouri Online, Online Teaching Re-certification (2024)
- Engineer Information Processing: Ministry of Science and ICT, Human Resources Development Service of Korea (since 2010)
- Korean Library Association, Level 2 Librarian (since 2010)