

Hyeri Lee

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EDUCATION

University of Southern California (USC)

Doctoral Student in Annenberg School for Communication and Journalism

Teaching Assistant: Annenberg School for Communication and Journalism (Fall 2025 - Present)

Los Angeles, CA

Aug. 2024 – Present

Korea National University of Arts (KARTS)

M.F.A. in Multimedia, GPA 4.1/4.3

External Scholarship, DB Group (Spring, 2023)

Academic Excellence Scholarship (Spring 2022)

Teaching Assistant: Multimedia Department (Spring 2021)

Teaching Assistant: Co-essential subjects in School of Film, TV, Multimedia (Spring 2020, Fall 2021, Fall 2022)

Seoul, Korea

Mar. 2020 – Aug. 2023

B.A. in Multimedia, GPA 4.04/4.3

External Scholarship (Full Scholarship), KB Bank (Fall, 2019)

Academic Excellence Scholarship (Fall, 2015)

Mar. 2015 – Feb. 2020

RESEARCH INTERESTS

- The future generation's (especially the elderly) mental health and welfare
- How extended reality (XR) can contribute to health communication
- Social virtual reality (SVR) intervention for patients with mild cognitive impairment (MCI) or the early stage of Alzheimer's disease and dementia
- How serious games and virtual social gatherings can be used in the field of mental health and psychological studies
- The role of 3D Avatars for health communication

RESEARCH EXPERIENCE

Korea University Anam Hospital

Seoul, Korea

Digital Convergence Social Psychiatry Lab (Advisor: Professor Chul-Hyun Cho), Apr. 2023 – Jul. 2024

- Development and verification of digital therapy contents for anxiety through psychiatry-art convergence research (Advisor: Professor Chul-Hyun Cho; Sponsor: National Research Foundation of Korea), Aug. 2023 - Jul. 2024
 - *Researcher:* Followed
- Development and demonstration of scalable metaverse services for personalized musculoskeletal and psychological healthcare (Advisor: Professor Chul-Hyun Cho; Sponsor: National IT Industry Promotion Agency), Jun. 2023 – Jul. 2024
 - *Researcher:* Administered the project contract, Researched case studies and user experiences for the project with a mixed method(qualitative and quantitative), Prepared the application for Institutional Review Board (IRB), Managed administrative works, Designed experimental methods, Communicated with other institutions
 - Original research manuscript currently under peer review at Journal of Medical Internet Research (JMIR)
- Biological Clock-based Anti-Aging Convergence RLRC (Regional Leading Research Center) (Advisor: Professor Chul-Hyun Cho; Sponsor: National Research Foundation of Korea), Apr. 2023 – Jul. 2024
 - *Researcher:* Collecting data with fNIRS equipment and Fitbit device, Managed subjects

ChungNam University Hospital

Daejeon, Korea

- Biometric data collection study for VR-based anxiety assessment (Advisor: Professor Chul-Hyun Cho; Sponsor: Electronics and Telecommunications Research Institute), Nov. 2021 – Nov. 2022
 - *Research Assistant:* Game Engine (Unity) Part Assistant, Communicated with other supporting companies

Korea National University of Arts

Seoul, Korea

- Development and demonstration of digital treatment contents for managing anxiety symptoms through psychiatry-art convergence research (Advisor: Professor Chung-Yean Cho; Sponsor: Ministry of Science and Technology Information

and Communication), Jun. 2022 – Feb. 2023

- *Researcher & Project Manager*: Helped professors prepare the research contract, Researched related works, Communicated with other institutions, Managed the administrative side of the research project, Wrote pipeline scenarios and solutions
- Cultural contents R&D professional training (leading cultural technology in graduate school) (Advisor: Professor Sung-moo Lee; Sponsor: Korea Creative Content Agency), Jun. 2021 – Jun. 2023
- *Research Assistant & Project Manager for Communications*: Communicated with other institutions, Wrote documentation reports (Compiling research notes from every phase of the project and production process reports)
- A multi-disciplinary educational institution for VR-based and -personalized solutions for improving national mental health (Advisor: Professor Chung-Yean Cho; Sponsor: Ministry of Science and Technology Information and Communication), Aug. 2019 – Sep. 2020
- *Research Assistant*: Designed user Interface, Edited Sequences, Trimmed prototype animation, Communicated with other organizations

JOURNAL ARTICLES

- Chun, J.Y., Kim, H.J., Hur, J.W., Jung, D.Y., Lee, H.J., Pack, S.L., Lee, S.K., Kim, G.J., Cho, C.Y., Lee, S.M., **Lee, H.R.**, Choi, S.M., Cheong, T., & Cho, C.H. (2022). Prediction of specific anxiety symptoms and VR sickness based on in-situ autonomic physiological signals during VR treatment in patients with social anxiety disorder: mixed-methods study, *JMIR Serious Games*. doi.org/10.2196/38284.
- Kim, J.Y, **Lee, H.R.**, Kwon, H.C. (2023). Designing Sensory Experiences Connecting Virtual and Physical Spaces - Focusing on VR Immersive Theater <Scarecrow>, *JOURNAL OF THE KOREA CONTENTS ASSOCIATION*, 23(7), 265-274.
- Jang, B., Yuh, C., **Lee, H.**, Shin, Y., Lee, H., Kang, E., Heo, J., & Cho, C. (2025). Exploring user experience and the therapeutic relationship of short-term avatar-based psychotherapy: Qualitative pilot study. *JMIR Human Factors*, 12, e66158. <https://doi.org/10.2196/66158>
- Original research manuscript currently under review at Journal of Medical Internet Research (JMIR)

PROFESSIONAL EXPERIENCE

- [Janggu In The Club, 2021, Ars Electronica Festival Finale Event in VRChat \(Online, Real-time Event\), 2021](#)
 - [Role: 3D graphic and Game engine Director \(1. Scheduled the production process for a virtual stage 2. Directed graphic design and produced virtual worlds 3. Communicated with a producer, a programming engineer, dancers, and physical stage designer\)](#)
- [Rene Magritte, The Revealing Image: Photos and Films \(Gyeongju, South Korea\), 2019](#)
 - [Role: Director of Empty Your Brain](#)
- [Bucheon International Fantastic Film Festival \(Bucheon, South Korea\), VR Korean Pavilion, 2019](#)
 - [Role: Director of Empty Your Brain](#)
- [Exhibition in SXSW Festival \(Austin, America\), 2019](#)
 - [Role: Director of Empty Your Brain](#)

TEACHING EXPERIENCE

- Sungkyunkwan University, Culture and Technology Department, *Special Class Lecturer*
 - Presented a case study and VR-content production, 2019
- Korea National University of Arts and Unity, *Unity Conference Lecturer*
 - Presented a case study at the Unity Industry Summit *Excluding Cases of Production of Immersive XR Performances based on Temporal Motion and Facial Capture*, 2020
- Korea National University of Arts, School of Film, TV, Multimedia, *Special Class Lecturer*
 - Presented a case study and VR-content production, 2020
- Korea National Institute for the Gifted in Arts, *Assistant Instructor*
 - Co-facilitated the Convergence Art Lecture, 2020
- Merkin Middle School, *Special Class Group Lecturer*
 - Delivered lecture: "Junior Entrepreneurs: A collaboration with JEP & ALI", 2025
- University of Southern California, Annenberg School for Communication and Journalism, *Teaching Assistant*
 - CMGT 540: Uses of Communication Research, Fall Semester, 2025
 - COMM 321 Communication and Social Media, Spring Semester, 2026

AWARDS & HONORS

Arts

- *Empty Your Brain*, Grand Prize, 2018 Vround, Ministry of Culture, Sports, and Tourism, Korea Creative Content Agency, NAVER, 2019 (Sponsored by Korea National University of Arts, Media Content Center, for production)
 - Role: *Director* (Wrote scenario and script, scheduled production process, searched for and input sound sources to a game engine, edited scenes in a game engine (Unity), communicated with a programmer)
 - Event: Exhibition in Platform L Contemporary Art Center, Feb. 2019
- *Tiger, Bear and Me*, Excellence Award, 2018 Vround, Ministry of Culture, Sports and Tourism, Korea Creative Content Agency, NAVER, Feb. 2019
 - Role: *Technical Artist* (Scheduling Production, Unity Assistant, 3D Assistant)
 - Event: Exhibition in Platform L Contemporary Art Center, Feb. 2019
- Media Art Section, A Gold Prize, Shinyoung Securities Co., Lt, Dec. 2018

Research

- Annenberg Summer Research Fellowship, USC Annenberg School for Communication and Journalism, May. 2025
- USC Annenberg Graduate Fellowship Research and Creative Project Symposium, USC Annenberg School for Communication and Journalism, April. 2026

ACTIVITIES AND SKILLS

- Volunteer: Buddy Activities (Assistantship for exchange students), Korea National University of Arts (Mar. 2017 - Feb. 2020)
- Computer Skills: Game Engine (Unity), Virtual Reality, 3D graphics (MAYA) (expert)
Illustrator, Photoshop, After Effect, C#, R, Atlas.ti (intermediate)
- Device Experiences: fNIRS, HMD (Oculus, Vive), Motion Capture (Rokoko/Perception Neuron)

ARTICLE AND INTERVIEW

- [Interview: Interview with director, Lee Hye-ri, taking on a new challenge *K-Arts Rising Star*, representative student in the School of Film, TV & Multimedia, Korea National University of Arts, Jul. 2019](#)
- [Walkers and Designers \(VRound winners Hye-ri Lee, Minah Hyun, Jungmin Lee\) *K-Arts Artists*, Jun. 2019](#)
- ['VRound' Grand Prize Winner *Empty Your Brain* Korea National University of Arts Multimedia Video, Dayoung Kim, Hyeri Lee, Sol Yun - *We got an idea from a mistake*, CINE 21, Mar. 2019](#)