joy kim

Human-Computer Interaction Researcher
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EDUCATION

2011 – 2017
Stanford University
PhD, Computer Science (Human-Computer Interaction)
MS, Computer Science (Human-Computer Interaction)

2007 – 2011
University of Washington
BS, Computer Science

EXPERIENCE

2017 - present
Research Scientist, Adobe Creative Intelligence Lab
Designing tools for novice and non-expert creators and for creative collaboration online.
Worked as frontend engineering lead on Project Blink, a text-based video editor for the web.

2011 – 2017
Researcher, Stanford HCI Group
Dissertation: Designing Crowdsourcing Techniques Based on Expert Creative Practice

Designed and implemented crowdsourcing techniques for writing short stories on Amazon
Mechanical Turk (Ensemble, Mechanical Novel). Designed, prototyped, and built a social system
to allow creators to share creative processes and works-in-progress online (Mosaic). Conducted
interview studies, ran large-scale surveys, and analyzed system usage data to write and present
academic findings.

2016
UX Research Intern, Yahoo!
Conducted usability tests for the Tumblr mobile application and a diary study on Tumblr search
behavior. Collaborated closely with the Polyvore design team to run rapid concept tests with
users to explore ideas for new initiatives.

2014
Research Intern, Microsoft, FUSE Labs
Developed a crowdsourcing workflow for generating and evaluating emotionally-oriented
stories based on Twitter data on Amazon Mechanical Turk,

2013
Research Intern, Adobe, Creative Technologies Lab
Conducted needfinding interviews to learn how people manage personal photographs and
videos. Paper prototyped and developed Motif, a personal video storytelling Android
application. Designed, conducted, and analyzed results from a controlled task-oriented study in
Seattle, WA and Palo Alto, CA.

SKILLS

Research Methods
Concept testing, Crowdsourcing,
Diary studies, Heuristic
evaluation, Interviewing, Paper
prototyping, Statistics/R,
Storyboarding, Surveys, Usability
testing, Wireframes

Web Technology
HTML, CSS, Ruby on Rails,
JavaScript, React, MobX, Heroku,
PHP, SQL

Design
Adobe Photoshop, Adobe
Illustrator

Software Engineering
Ruby, Java, Android, iOS (Swift),
Git

AWARDS

Brown Institute Magic Grant,
2013

NSF Graduate Research
Fellowship, 2011

Mary Gates Research Scholarship,
University of Washington, 2010

CRA Outstanding Undergraduate
Researcher Award Honorable
Mention, 2010

ACTIVITIES

Posters and Demo Chair, C&C
2019

Sponsorship Chair, C&C 2023

Program Committee: C&C 2017,
2021; CSCW 2018; CHI EIST
2022

Reviewing: CHI 2014 – 2023;
Mobile HCI 2015, CSCW 2016 –
2018, 2020 – 2021; C&C 2017,
2019, 2021, 2023; UIST 2014,
2017, 2019, 2020, 2022; DIS
2017, 2018, 2022, 2023

Adobe Research Fellowship and
Women-in-Technology
Scholarship Volunteer 2018 –
2021

PUBLICATIONS

Crain, P., Lee, J., Yen, Y., **Kim, J.**, Aiello, A., Bailey, B. (2022). Visualizing Topics and Opinions Helps Students Interpret Large Collections of Peer Feedback for Creative Projects. ACM Transactions on Computer-Human Interaction (TOCHI). ACM, New York, NY, USA.

Ngoon, T., **Kim, J.**, Klemmer, S. (2021). Shöwn: Adaptive Conceptual Guidance Aids Example Use in Creative Tasks. Designing Interactive Systems Conference 2021 (DIS '21). ACM, New York, NY, USA, 1834-1845.

Foong, E., **Kim, J.**, Dontcheva, M., Gerber, E. M. (2021). CrowdFolio: Understanding How Holistic and Decomposed Workflows Influence Feedback on Online Portfolios. Proceedings of the ACM on Human-Computer Interaction (CSCW '21). Volume 5, Issue CSCW1, Article 22 (April 2021), 31 pages.

Yen, Y., **Kim, J.**, Bailey, B. (2020). Decipher: An Interactive Visualization Tool for Interpreting Unstructured Design Feedback from Multiple Providers. Proceedings of the 38th Conference on Human Factors in Computing Systems (CHI '20). ACM, New York, NY, USA, 1-13.

Fraser, C. A., **Kim, J.**, Shin, H., Brandt, J. and Dontcheva, M. (2020). Temporal Segmentation of Creative Live Streams. Proceedings of the 38th Conference on Human Factors in Computing Systems (CHI '20). ACM, New York, NY, USA, 1-12.

Leake, M., Shin, H., **Kim, J.** and Agrawala, M. (2020). Generating Audio-Visual Slideshows from Text Articles Using Word Concreteness. Proceedings of the 38th Conference on Human Factors in Computing Systems (CHI '20). ACM, New York, NY, USA, 1-11.

Lottridge, D., Andalibi, N., **Kim, J.**, Kaye, J. (2019). Giving a little 'ayyy, I feel ya' to someone's personal post: Performing Support on Social Media. Proceedings of the 22nd ACM Conference on Computer Supported Cooperative Work & Social Computing (CSCW '19). Issue 3, Article 77 (November 2019), 22 pages.

Fraser, C. Ailie., **Kim, J.**, Thornsberry, A., Klemmer, S., Dontcheva, M. (2019). Sharing the Studio: How Creative Livestreaming can Inspire, Educate, and Engage. Proceedings of the 12th ACM Conference on Creativity and Cognition (C&C '19). ACM, New York, NY, USA, 144-155.

Fraser, C. Ailie., **Kim, J.**, Klemmer, S., Dontcheva, M. (2019). Creative livestreaming: How sharing one's process can inspire, educate, and engage (workshop). Proceedings of the 37th Conference on Human Factors in Computing Systems (CHI '19).

Kim, J., Agrawala, M., Bernstein, M. (2017). Mosaic: Designing Online Creative Communities for Sharing Works-in-Progress. Crowdsourcing. Proceedings of the 20th ACM Conference on Computer Supported Cooperative Work & Social Computing (CSCW '17). ACM, New York, NY, USA, 246-258. **Best Paper honorable mention.**

Kim, J., Sterman, S., Cohen, A., Bernstein, M. (2017). Mechanical Novel: Crowdsourcing Complex Work through Revision. Crowdsourcing. Proceedings of the 20th ACM Conference on Computer Supported Cooperative Work & Social Computing (CSCW '17). ACM, New York, NY, USA, 233-245.

Kim, J., Monroy-Hernandez, A. (2016). Storia: Summarizing Social Media Content based on Narrative Theory using Crowdsourcing. Proceedings of the 19th ACM Conference on Computer Supported Cooperative Work & Social Computing (CSCW '16). ACM, New York, NY, USA, 1018-1027.

Kim, J., Dontcheva, M., Li, W., Bernstein, M., Steinsapir, D. (2015). Motif: Supporting Novice Creativity through Expert Patterns. Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems (CHI '15). ACM, New York, NY, USA, 1211-1220. **Best Paper honorable mention.**

Kim, J., Cheng, J. & Bernstein, M. (2014). Exploring Complementary Strengths of Leaders and Crowds in Creative Collaboration. Proceedings of the 17th ACM conference on Computer supported cooperative work & social computing (CSCW '14). ACM, New York, NY, USA, 745-755.

Kim, J., Ricaurte, J. (2011) TapBeats: Accessible and Mobile Casual Gaming. Proceedings of ASSETS 2011: The 13th International ACM SIGACCESS Conference on Computers and Accessibility, Dundee, Scotland, October 24-26, 2011. New York: ACM Press, pp. 285-285.

Tran, J.J., **Kim, J**., Chon, J., Riskin, E., Ladner, R., and Wobbrock, J. (2011). Evaluating Quality and Comprehension of Real-Time Sign Language Video on Mobile Phones. Proceedings of ASSETS 2011: The 13th International ACM SIGACCESS Conference on Computers and Accessibility, Dundee, Scotland, UK, October 24-26, 2011. New York: ACM Press, pp. 115-122.

Kim, J., Tran, J.J., Johnson, T.W., Ladner, R., Riskin, E. and Wobbrock, J.O. (2011). Effect of MobileASL on communication among deaf users. Extended Abstracts of the ACM Conference on Human Factors in Computing Systems (CHI '11). New York: ACM Press, pp. 2185-2190.

Tran, J.J., Johnson, T.W., **Kim, J**., Rodriguez, R., Yin, S., Riskin, E., Ladner, R., and Wobbrock, J. (2010). A Web-Based User Survey for Evaluating Power Saving Strategies for Deaf Users of MobileASL. Proceedings of ASSETS 2010: The 12th International ACM SIGACCESS Conference on Computers and Accessibility, Orlando, FL, October 25-27, 2010.

PATENTS

Walker, S., **Kim, J**., Agrawala, A., Brandt, J., Popovic, J., Dontcheva, M., Li, D., Shin, V., Bai, X. 2023. Interactive with hierarchical clusters of video segments using a video timeline, U.S. Patent No. 11573691, filed September 10, 2020.

Shin, V., Bai, X., Agrawala, A., Brandt, J., Popovic, J., Dontcheva, M., Li, D., **Kim, J**., Walker, S. 2022. Segmentation and hierarchical clustering of video. U.S. Patent No. 11450112, filed September 10, 2020.

Hock, Y., **Kim., J**. Patent pending. Digital Video Generation depicting Edit Operations to Digital Content. U.S. Patent Application No. 17/568,396, filed January 4, 2022.