

Jaejoon Jeong

Student Researcher (pursuing M.S. and Ph.D) in

[Empathic Computing Laboratory in Korea](#)

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Education & Service

2024.03 ~ Present	Integrated M.S.-Ph.D. in Artificial Intelligence Convergence Chonnam National University, Gwangju, Republic of Korea
2018.03 ~ 2024.02	B.S. in Software Engineering Chonnam National University, Gwangju, Republic of Korea
(2019.02 ~ 2020.09)	Military Services in Republic of Korea Army (Sergeant)
2015.03 ~ 2018.02	Gwangju Jinheung High School (44 th)
2012.03 ~ 2015.02	Gwangju Suwan Middle School (4 th)
2006.03 ~ 2012.02	Gwangju Shinga Elementary School (15 th)

Research Interests

Empathic Computing Using AR/VR/MR

Emotion Sharing in Metaverse Environment

AR/VR Object Interaction Design

Papers – First Author

Free-Controlling Facial Expressions during User-to-User Communication in VR

- **Jaejoon Jeong**, Gun A. Lee, Soo-Hyung Kim, Hyung-Jeong Yang, Ji-eun Shin, and Seungwon Kim
- **ACM CHI EA 2026** (2026.04.16) (CS Top-tier Conference Poster)

Social Resources Facilitate Pulling Actions Toward Novel Social Agents Than Pushing Actions in Virtual Reality

- **Jaejoon Jeong**, Hwaryung Lee, Ji-eun Shin, Daeun Kim, Sei Kang, Gun A. Lee, Soo-Hyung Kim, Hyung-Jeong Yang, and Seungwon Kim
- Empathic Computing 2026 (2025.10.24) (Int'l Journal)

Three Techniques for Enhancing Emotional Expression on Embodied Avatar Face in VR

- **Jaejoon Jeong**, Gun A. Lee, Hyung-Jeong Yang, Soo-Hyung Kim, Ji-eun Shin, Gayun Suh, Sei Kang, and Seungwon Kim
- **IEEE ISMAR 2025** (2025.10.10) (CS Top-tier Conference)

GazeHand2: A Gaze-Driven Virtual Hand Interface with Improved Gaze Depth Control for Distant Object Interaction

- **Jaejoon Jeong**, Soo-Hyung Kim, Hyung-Jeong Yang, Gun A. Lee, and Seungwon Kim
- **Electronics 2025** (2025.06.22) (SCIE Q2)

Willingness to Interact: Social Resources Facilitate Pulling Actions toward Social Avatars in Virtual Reality

- **Jaejoon Jeong**, Hwaryung Lee, Ji-eun Shin, Daeun Kim, Sei Kang, Gun A. Lee, Soo-Hyung Kim, Hyung-Jeong Yang, and Seungwon Kim
- **IEEE VRW 2025** (2025.03.10) (CS Top-tier Conference Poster)

GazeHand: A Gaze-Driven Virtual Hand Interface

- **Jaejoon Jeong**, Soo-Hyung Kim, Hyung-Jeong Yang, Gun A. Lee, and Seungwon Kim
- **IEEE Access 2023** (2023.11.28) (SCIE Q2)

Papers – Co-Author

Embodied Virtual Presenters in VR Advertising: Effects of Delivery Method and Message Type

- Bogyeeong Seo, **Jaejoon Jeong**, Gun A. Lee, Junyeong Kum, Myungho Lee, and Seungwon Kim
- **IEEE ISMAR 2026** (2026.10.09) (CS Top-tier Conference)

Effects of Co-speech Gesture Size of Virtual Agents on Persuasive Communication

- Gayun Suh, Gun A. Lee, Hyung-Jeong Yang, Soo-Hyung Kim, Ji-eun Shin, **Jaejoon Jeong**, Sei Kang, and Seungwon Kim
- **ACM VRST 2025** (2025.11.16) (CS Top-tier Conference)

Design and Evaluation of a Virtual Agent for Interpersonal Emotion Regulation in VR

- Sei Kang, Gun A. Lee, Hyung-Jeong Yang, Soo-Hyung Kim, Ji-eun Shin, **Jaejoon Jeong**, Myungho Lee, and Seungwon Kim
- **IEEE ISMAR 2025** (2025.10.10) (CS Top-tier Conference)

GazeRayHand: Combining Gaze Ray and Hand Interaction for Distant Object Manipulation

- Sei Kang, **Jaejoon Jeong**, Soo-Hyung Kim, Hyung-Jeong Yang, Gun A. Lee, and Seungwon Kim
- **Applied Sciences 2025** (2025.06.23) (SCIE Q2)

The RayHand Navigation: A Virtual Navigation Method with Relative Position between Hand and Gaze-Ray

- Sei Kang, **Jaejoon Jeong**, Soo-Hyung Kim, Hyung-Jeong Yang, Gun A. Lee, and Seungwon Kim
- **ACM CHI 2024** (2024.05.11) (CS Top-tier Conference)

Academic Services and Presentations

2026.10	Reviewed for <i>Journal on Multimodal User Interfaces</i> (SCI Q3) Reviewed for <i>Springer Virtual Reality</i> (SCI Q1)
2026.09	Reviewed for <i>ACM VRST</i> Poster Track (CS Top-tier Conference)
2026.04	Presented in ACM CHI 2026 Poster Session
2026.03	Reviewed for <i>International Journal of Human-Computer Interaction</i> (SCI Q1) Reviewed for <i>IEEE Access</i> (SCI Q2)
2026.01	Reviewed for <i>Nature Scientific Reports</i> (SCI Q1)
2025.10	Presented in IEEE ISMAR 2025 Oral Session
2025.09	Presented in <i>APMAR 2025</i> Pitch your work Session
2025.03	Presented in IEEE VR 2025 Poster Session

2024.12	Presented in <i>DigiCon-24</i> Track 2 Session
2024.11	Presented in <i>APMAR 2024</i> Pitch your work Session
2022.07	Student Volunteer in <i>KCGS 2022</i>

Research Projects

2026.09 ~ 2028.08	XR 환경에서 다중 사용자 갈등 중재를 위한 멀티모달 적응형 AI Agent 연구
2026.07 ~ 2031.12	AI스타펠로우십지원(전남대학교, 지역주도형)
2025.09 ~ 2027.03	아동안심존 구축을 위한 어린이 보육시설 안전관리용 스마트 NVR 개발
2025.07 ~ 2027.12	K-HOPE: 한국인 암 특화 디지털 스마트 임상시험 플랫폼 구축
2024.09 ~ 2025.08	정서지능을 위한 가상현실 기반 에이전트 협력 시뮬레이션 시스템 석사과정생연구장려금 연구책임자 (Principal Investigator)
2024.07 ~ 2031.12	심뇌혈관질환을 위한 초광역 연합 의료 AI 기술 개발
2024.03 ~ 2026.12	인공지능융합혁신인재양성(전남대학교)
2023.07 ~ 2026.02	EmoTouch : 메타 공감지능 기초연구실
2023.03 ~ 2023.12	접근성 지원 메타버스 콘텐츠 실시간 변환 기술개발
2022.07 ~ 2029.12	지역지능화혁신인재양성(전남대학교)
2021.08 ~ 2021.12	유니버설 UX 기반 시니어 맞춤형 AHA(Active Happy Ageing) 플랫폼 및 서비스 디자인 개발
2021.07 ~ 2023.02	혼합현실 환경에서의 지능적 콘텐츠 매쉬업 도구 연구

Patent and Software

2026.xx.xx	[Patent Application] Ongoing
2026.xx.xx	[Software Registration] Ongoing

2026.xx.xx	<i>[Software Registration] Ongoing</i>
2026.08.21	[Patent Application] 가상환경에서 아바타의 얼굴 표정을 변형하는 방법 (Korea Patent Application No. 10-2026-0157575)
2025.12.01	[Software Registration] 가상현실기기 기반 실시간 아바타 표정 조절 프로그램 (Registration No. C-2025-053824)
2025.09.22	[Patent] 시선 광선 및 손 인터페이스를 이용한 가상 객체의 원거리 조작 시스템 및 방법 (Korea Patent No. 10-2864482; Application No. 10-2025-0036318)
2025.03.13	[Patent] 시선 및 손을 결합한 RayHand 제어방법을 통해 동작하는 steering 기반 VR 내비게이션 환경을 제공하는 전자 장치 및 그 동작 방법 (Korea Patent No. 10-2783127; Application No. 10-2024-0100257)

Awards

2025.09.26	Best Presentation Award in APMAR 2025
2024.07.04	Gold Prize (2nd) in 2024 Industry-University Collaboration & AI Hackathon Competition, Chonnam National University
2024.02.26	Best GPA Prize (1st of the College of Engineering), Chonnam National University
2023.12.22	Institutional Prize and CNU President Award in the 20th Test of Practical Competence in IT (TOPCIT), Ministry of Science and ICT & IITP
2023.07.04	Outstanding Paper in 2023 Summer Conference of DCS
2023.06.30	Silver Prize (3rd) and CNU President Award in the 19th Test of Practical Competence in IT (TOPCIT), Ministry of Science and ICT & IITP
2023.04.29	Outstanding Paper in 2023 Annual Conference of KISM
2022.12.22	Institutional Prize and CNU President Award in the 18th Test of Practical Competence in IT (TOPCIT), Ministry of Science and ICT & IITP
2022.11.25	Participation Prize (4th) in 2022 3rd CNU Software Competition, Chonnam National University
2022.07.13	Institutional Prize and CNU President Award in the 17th Test of Practical Competence in IT (TOPCIT), Ministry of Science and ICT & IITP

Teaching Assistant Experiences

2026.09 ~ 12	Artificial Intelligence , Chonnam National University
2026.03 ~ 06	Software Engineering Final Project (Capstone Design) , Chonnam National University
2025.09 ~ 12	Artificial Intelligence , Chonnam National University
2025.03 ~ 06	Software Engineering Final Project (Capstone Design) , Chonnam National University
2024.09 ~ 12	Artificial Intelligence , Chonnam National University
2024.03 ~ 06	Intelligent Human-Computer Interaction , Chonnam National University
2023.09 ~ 12	Virtual Reality , Chonnam National University
2023.03 ~ 06	Software Engineering Basic Project , Chonnam National University

Scholarship

2026.04 ~ 2027.12	2026 CNU Next Generation of Scholars Scholarship Chonnam National University
2025.03 ~ 2030.02	2025 Integrated M.S.-Ph.D. Students Scholarship Hyunsong Educational & Cultural Foundation
2024.03 ~ 2028.02	2024 President's Honorary Scholarship (GS-PHF) Chonnam National University
2023.12 (One-time)	2023 Undergraduates Scholarship Gwangsan Scholarship Foundation
2023.07 (One-time)	2023 CNU Companion Scholarship Chonnam National University
2022.12 (One-time)	2022 Undergraduates Scholarship Gwangju Bitgoeul Scholarship Foundation
2022.07 (One-time)	2022 CNU Companion Scholarship Chonnam National University
2021.07 (One-time)	2021 CNU Challenge Scholarship Chonnam National University

Language Skills

Proficient	Unity (C#) , Android (Java), Python
Learnt	C/C++, HTML/CSS/JavaScript, Haskell, PHP, Kotlin

Other Experiences

2024.01	Field trip in CES 2024, Las Vegas, Nevada, USA (as award of 19 th TOPCIT)
2022.09 ~ 12	Mentor for Software topics (SW교학상장) , Chonnam National University
2022.03 ~ 07	Mentor for Software topics (SW교학상장) , Chonnam National University
2020.09 ~ Present	Developing and Maintaining Android Applications

Volunteering

2015.12.30 ~ Present	Blood Donation (148 th) in Korean Red Cross
2023.09.18	Honored Medal for Blood Donation Merit (100th) , Korean Red Cross
2021.06.04	Gold Medal for Blood Donation Merit (50th) , Korean Red Cross
2019.12.23	Silver Medal for Blood Donation Merit (30th) , Korean Red Cross