

Geehyuk Lee

Professor, School of Computing, KAIST

Education

- Ph.D in Electrical Engineering, University of Pennsylvania
- M.S. in Physics, KAIST, South Korea
- B.S. in Physics, KAIST, South Korea

Employment

- Since 2020.3: Professor, School of Computing, KAIST, South Korea
- 2009.3 – 2020.2: Associate Professor, School of Computing, KAIST, South Korea
- 2007.3 – 2009.2: Associate Professor, School of Engineering, ICU, South Korea
- 2002.2 – 2007.2: Assistant Professor, School of Engineering, ICU, South Korea

Publications

Journal Papers (recent three):

- Sunmin Son, Jingun Jung, Auejin Ham, Geehyuk Lee, TouchWheel: Enabling Flick-and-Stop Interaction on the Mouse Wheel, *International Journal of Human-Computer Interaction*, 2023 (online published).
- Eunhye Youn, Taejun Kim, Geehyuk Lee, WristMenu with Tactons: An Eyes-and Ears-Free Menu with Tactons Describing Menu Items in the Wrist Rotation Space, *International Journal of Human-Computer Interaction*, 2022 (online published).
- Jiseong Gu, Geehyuk Lee, Towards More Direct Text Editing with Handwriting Interfaces, *International Journal of Human-Computer Interaction*, 39(1), 2023.

Conference Presentations (recent three, full papers):

- Sunbum Kim, Youngbo Aram Shim, Geehyuk Lee, Exploration of Form Factor and Bimanual 3D Manipulation Performance of Rollable In-hand VR Controller, *ACM VRST 2022*.
- Taejun Kim, Auejin Ham, Sunggeun Ahn, Geehyuk Lee, Lattice Menu: A Low-Error Gaze-Based Marking Menu Utilizing Target-Assisted Gaze Gestures on a Lattice of Visual Anchors, *CHI 2022*.
- Youngwoo Yoon, Keunwoo Park, Minsu Jang, Jaehong Kim, Geehyuk Lee, Sgtoolkit: An interactive gesture authoring toolkit for embodied conversational agents, *ACM UIST 2021*.

Professional Activities

- Conference general co-chair, ACM International Conference on Interactive Surfaces and Space (ISS) 2019.
- Conference track co-chair, Student Research Competition, ACM CHI 2015.
- Conference program committee member, Augmented Human 2018, 2019, 2020, Augmented Humans 2021, 2022, 2023, IHCI 2009 – 2018, ISWC 2017, TEI 2012 – 2021, SIGGRAPH Asia 2016 Emerging Tech, and others.
- Editorial board, *International Journal of Human-Computer Interaction*, 2020 -
- Vice president, HCI Society of Korea, 2014, 2015, 2020, 2021.
- Chair, ACM SIGCHI Korea Chapter, 2010, 2011, 2014, 2015.



Geehyuk Lee

KAIST
HCI

	All	Since 2019
Citations	3170	1796
h-index	27	21
i10-index	65	39

1 article 3 articles

not available available

Based on funding mandates

TITLE	CITED BY	YEAR
Robots learn social skills: End-to-end learning of co-speech gesture generation for humanoid robots Y Yoon, WR Ko, M Jang, J Lee, J Kim, G Lee 2019 International Conference on Robotics and Automation (ICRA), 4303-4309	250	2019
Speech gesture generation from the trimodal context of text, audio, and speaker identity Y Yoon, B Cha, JH Lee, M Jang, J Lee, J Kim, G Lee ACM Transactions on Graphics (TOG) 39 (6), 1-16	248	2020
Thor's hammer: An ungrounded force feedback device utilizing propeller-induced propulsive force S Heo, C Chung, G Lee, D Wigdor Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems ...	162	2018
Accelerometer signal processing for user activity detection J Baek, G Lee, W Park, BJ Yun Knowledge-Based Intelligent Information and Engineering Systems: 8th ...	161	2004
Force gestures: augmenting touch screen gestures with normal and tangential forces S Heo, G Lee Proceedings of the 24th annual ACM symposium on User interface software and ...	136	2011
SplitBoard: A simple split soft keyboard for wristwatch-sized touch screens J Hong, S Heo, P Isokoski, G Lee Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing ...	122	2015
Forcetap: extending the input vocabulary of mobile touch screens by adding tap gestures S Heo, G Lee Proceedings of the 13th International Conference on Human Computer ...	104	2011
The bifurcating neuron network 1 G Lee, NH Farhat Neural networks 14 (1), 115-131	92	2001
Haptic feedback design for a virtual button along force-displacement curves S Kim, G Lee Proceedings of the 26th annual ACM symposium on User interface software and ...	83	2013
Interaction techniques for unreachable objects on the touchscreen S Kim, J Yu, G Lee Proceedings of the 24th Australian Computer-Human Interaction Conference ...	60	2012

TITLE	CITED BY	YEAR
The bifurcating neuron network 2: an analog associative memory G Lee, NH Farhat Neural networks 15 (1), 69-84	56	2002
Investigating the information transfer efficiency of a 3x3 watch-back tactile display J Lee, J Han, G Lee Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing ...	55	2015
Designing a non-contact wearable tactile display using airflows J Lee, G Lee Proceedings of the 29th Annual Symposium on User Interface Software and ...	52	2016
Qwerty-like 3x4 keypad layouts for mobile phone S Hwang, G Lee CHI'05 extended abstracts on Human factors in computing systems, 1479-1482	51	2005
RemoteTouch: touch-screen-like interaction in the TV viewing environment S Choi, J Han, G Lee, N Lee, W Lee Proceedings of the SIGCHI conference on human factors in computing systems ...	50	2011
Analog realization of arbitrary one-dimensional maps EDM Hernandez, G Lee, NH Farhat IEEE Transactions on Circuits and Systems I: Fundamental Theory and ...	47	2003
Typing on a smartwatch for smart glasses S Ahn, S Heo, G Lee Proceedings of the 2017 ACM International Conference on Interactive Surfaces ...	43	2017
TapBoard: making a touch screen keyboard more touchable S Kim, J Son, G Lee, H Kim, W Lee Proceedings of the SIGCHI Conference on Human Factors in Computing Systems ...	43	2013
Expanding touch input vocabulary by using consecutive distant taps S Heo, J Gu, G Lee Proceedings of the SIGCHI Conference on Human Factors in Computing Systems ...	42	2014
VirtualComponent: a mixed-reality tool for designing and tuning breadboarded circuits Y Kim, Y Choi, H Lee, G Lee, A Bianchi Proceedings of the 2019 CHI conference on human factors in computing systems ...	39	2019