Qualifications

Doctoral degree, Arts and Design, Aalto University

Award Date: 31 Dec 2024

Nordic Visual Studies and Art Education

Aug 2016 → Jun 2020 Award Date: 10 Jul 2020

Master's degree, Arts and Design, Aalto University

Award Date: 30 Apr 2020

Entertainment Technology Center (Master of Entertainment Technology), Carnegie Mellon University

 $2010 \rightarrow 2012$

Award Date: 1 Jan 2012

Master's degree, Engineering and Technology, Carnegie Mellon University

Award Date: 31 Dec 2011

Bachelor's degree, Arts and Design, Korea National University of Arts

Award Date: 31 Aug 2010

Research outputs

Widespread illegal video game advertising in the UK and South Korea: Many adverts not disclosing loot box presence found using Meta's ad repository

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Understanding Game Work Migration: Game Expats in Finland

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Technology, Movement, and Play Is Hampering and Boosting Interactive Play

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Learnings From The Case of Maple Refugees: A Story of Loot Boxes, Probability Disclosures, and Gamer Consumer Activism

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Cross-cultural Online Game Jams: Fostering cultural competencies through jams in game education setting

Park, S., Kultima, A., Ono, K. & Choi, B., 30 Aug 2023, *Proceedings of the 7th International Conference on Game Jams, Hackathons and Game Creation Events, ICGJ 2023.* ACM, p. 1-9 9 p.

Exploring the Relationship Between Offline Cultural Environments and Toxic Behavior Tendencies in Multiplayer Online Games

Kordyaka, B., Park, S., Krath, J. & Laato, S., 26 Jun 2023, In: ACM Transactions on Social Computing . 6, 1-2, p. 1-20 20 p.

Designing tailored gamification: A mixed-methods study on expert perspectives and user behavior in a gamified app for sustainability at work

Krath, J., Klock, A. C. T., Morschheuser, B., Legaki, N.-Z., Park, S., von Korflesch, H. F. O. & Hamari, J., 2023, 7th International GamiFIN Conference 2023. Bujic, M., DSouza, P., Xi, N. & Hamari, J. (eds.). CEUR, p. 1-12 12 p. (CEUR Workshop Proceedings).

The History of Quantum Games

Piispanen, L., Morrell, E., Park, S., Pfaffhauser, M. & Kultima, A., 2023, *Proceedings of COG 2023 conference*. IEEE, (IEEE Conference on Games).

Move to Design: Tactics and Challenges of Playful Movement-based Interaction Designers' Experiences during the Covid-19 Pandemic

Park, S., Hämäläinen, P., Kultima, A., Vidal, L. T., Segura, E. M. & Reidsma, D., 4 Nov 2022, *FDG '22: Proceedings of the 17th International Conference on the Foundations of Digital Games.* Karpouzis, K., Gualeni, S., Pirker, J. & Fowler, A. (eds.). ACM, p. 1-8 8 p. 8

Everywhere but Nowhere: Development Experiences of the International Game Developers in Finland during the Covid-19 Pandemic and Remote Work

Park, S., Kultima, A., Lehtonen, M. J. & Krath, J., 29 Oct 2022, In: Proceedings of the ACM on Human-Computer Interaction. 6, 6, p. 1-14 14 p., 233.

Exploring the Dark Side of Multiplayer Online Games: The Relationship between contact experiences and sexism Kordyaka, B., Krath, J., Laato, S., Park, S., Jahn, K. & Niehaves, B., 2022, *AMCIS 2022 Proceedings*. Association for Information Systems, p. 1-10 10 p. 1440

Understanding toxicity in multiplayer online games: The roles of national culture and demographic variables Kordyaka, B., Krath, J., Park, S., Wesseloch, H. & Laato, S., 2022, *Proceedings of the 55th Hawaii International Conference on System Sciences 2022.* Hawaii International Conference on System Sciences, 10 p. (Proceedings of the Annual Hawaii International Conference on System Sciences).

Understanding Immigrant/Expatriate Game Developers

Park, S., 15 Oct 2021, p. 407-408. 2 p.

Expert-Driven (Online) Game Jams for (Game) Design Education

Kultima, A., Kankainen, V., Park, S., Aurava, R., Piispanen, L. & Kauppinen, T., 2 Aug 2021, *Proceedings of the 6th International Conference on Game Jams, Hackathons and Game Creation Events, ICGJ 2021.* New York, NY, USA: ACM, p. 64-68 5 p. 3472697

Migrated/ing game work: A case study of Korean game expats in Finland

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Playable (Research) Concepts Workshop: Translating Your Topics into Tiny Games

Park, S., Kultima, A. & Lassheikki, C., 29 Jan 2020, *AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference*. ACM, p. 165-167 3 p.

Designing Games as Playable Concepts: Five Design Values for Tiny Embedded Educational Games

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Display the Gameplay but Playfully: Visual discourse analysis and comic-based research on game museums in Finland and South Korea

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