

Qualifications

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 → 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

Comic-making to Study Game-making: Using Comics in Qualitative Longitudinal Research on Game Development

Park, S., Hämäläinen, P. & Kultima, A., 2024, *CHI 2024 - Proceedings of the 2024 CHI Conference on Human Factors in Computing Systems*. Mueller, F. F., Kyburz, P., Williamson, J. R., Sas, C., Wilson, M. L., Touns Dugas, P. & Shklovski, I. (eds.). ACM, p. 1–11 520

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

Van Delden, R., Reidsma, D., Postma, D., Weijdom, J., Márquez Segura, E., Turmo Vidal, L., Vega-Cebrián, J. M., Tajadura-Jiménez, A., Waern, A., Park, S., Hämäläinen, P., Font, J. M., Johnsson, M., Rasmussen, L. S. & Elbæk, L., 6 Oct 2023, p. 231-234. 4 p.

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

Park, S., Denoo, M., Grosemans, E., Petrovskaya, E., Jin, Y. & Xiao, L. Y., 3 Oct 2023, *Mindtrek '23: Proceedings of the 26th International Academic Mindtrek Conference*. ACM, p. 267–278

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 Korfflesch, 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

Park, S., 2021, In: CEUR Workshop Proceedings. 2883, p. 170-179 10 p.

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

Kultima, A., Park, S., Lassheikki, C. & Kauppinen, T., 2020, *Proceedings of DiGRA 2020*. Digital Games Research Association (DiGRA), 20 p. (DiGRA digital library).

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

Park, S., Dec 2019, Aalto University. 197 p.