

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 → 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

Better than Industry Self-Regulation: Compliance of Mobile Games with Newly Adopted and Actively Enforced Loot Box Probability Disclosure Law in South Korea

Xiao, L. Y. & Park, S., 2 Sept 2024, (Submitted) In: Journal of the ACM. 27 p.

Embracing Global and Local: How Game Industry Expatriates Work Between Global and Local Game Development Practices

Park, S., 23 Aug 2024, In: Transactions of the Digital Games Research Association. 7, 1, p. 47-87 31 p.

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., Toups Dugas, P. & Shklovski, I. (eds.). ACM, p. 1–11 520

Understanding Game Work Migration: Game Expats in Finland

Park, S., 2024, Aalto University. 229 p.

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.