

Eugyoung (Eugy) Han

eugyoung.github.io / eugyoung@stanford.edu

Education

- 2020 - present **Ph.D.** in Virtual Reality, Communication
Stanford University
Advisor: Professor Jeremy Bailenson
- 2016 - 2020 **B.S.** in Cognitive Science with Honors
Brown University
Advisor: Professor William H. Warren
Thesis: “Weighted-averaging model of crowd motion generalizes to different turn angles and crowd sizes”

Peer-reviewed Journal Publications

- [1] **Han, E.***, & Bailenson, J.N. (In Press). Lessons for Lessons in Virtual Classrooms: Designing a Model for Classrooms inside Virtual Reality. *Communication Education*.
- [2] DeVeaux, C., **Han, E.***, Landay, J.A., & Bailenson, J.N. (2023). Exploring the Relationship Between Attribute Discrepancy and Avatar Embodiment in Immersive Social Virtual Reality. *Cyberpsychology, Behavior, and Social Networking*, <https://doi.org/10.1089/cyber.2023.0210>
- [3] **Han, E.***, Miller, M.R., DeVeaux, C., Jun, H., Nowak, K.L., Hancock, J.T., Ram, N., & Bailenson, J.N. (2023). People, Places, and Time: A Large-scale, Longitudinal Study of Transformed Avatars and Environmental Context in Group Interaction in the Metaverse. *Journal of Computer-Mediated Communication*, 28(2), <https://doi.org/10.1093/jcmc/zmac031>
- [4] **Han, E.***, Nowak, K.L., & Bailenson, J.N. (2022). Prerequisites for Learning in Networked Immersive Virtual Reality. *Technology, Mind, and Behavior*, 3(4: Winter). <https://doi.org/10.1037/tmb000094>
- [5] Amit, E., **Han, E.***, Posten, A., & Sloman, S. (2021). How people judge institutional corruption. *Connecticut Law Review*, 52(3), 1121-1138.

Peer-reviewed Conference Proceedings

- [1] Akselrad, D., DeVeaux, C., **Han, E.***, Miller, M.R., & Bailenson, J.N. (2023, Forthcoming). Body Crumple, Sound Intrusion, and Embodiment Violation: Toward a Framework for Miscommunication in VR. *Computer-Supported Cooperative Work And Social Computing*. [Poster]
- [2] Queiroz, A., McGivney, E., Xiu, S.L., Anderson, C., Beams, B., DeVeaux, C., Frazier, K., **Han, E.***, ... & Bailenson, J. N. (2023, April). Collaborative Tasks in Immersive Virtual Reality Increase Learning. *In Proceedings of the 16th Conference on Computer-Supported Collaborative Learning* [Full Paper]

- [3] DeVeaux, C., Markowitz, D. M., **Han, E.***, Miller, M. R., Hancock, J. T., & Bailenson, J. N. (2023, March). Descriptive Linguistic Patterns of Group Conversations in VR. In *2023 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)* (pp. 785-786). IEEE. <https://doi.org/10.1109/VRW58643.2023.00235> [Poster]
- [4] Miller, M. R., DeVeaux, C., **Han, E.***, Ram, N., & Bailenson, J. N. (2023, March). A Large-Scale Study of Proxemics and Gaze in Groups. In *2023 IEEE Conference Virtual Reality and 3D User Interfaces (VR)* (pp. 409-417). IEEE. <https://doi.org/10.1109/VR55154.2023.00056>. [Full Paper]

Light-reviewed Conference Papers and Presentations

- [1] DeVeaux, C., **Han, E.***, Landay, J.A., & Bailenson, J.N. (2023, May 25-29). *A Presence of Absence: Understanding Disparities in Avatar Racial Representation and Embodiment in Social VR*. 73rd Annual International Communication Association Conference, Toronto, Ontario, Canada. [Full Paper]
- [2] DeVeaux, C., Markowitz, D., **Han, E.***, Miller, M.R., Hancock, J.T., & Bailenson, J.N. (2023, May 25-29). *A Large Scale, Longitudinal Analysis of Speech in Social VR: Language in the Virtual Classroom*. 73rd Annual International Communication Association Conference, Toronto, Ontario, Canada. [Full Paper]
- [3] **Han, E.***, DeVeaux, C., Harari, G.M., & Bailenson, J.N. (2023, May 25-29). *VRtivity: Understanding Creativity Expression in Shared Virtual Environments*. 73rd Annual International Communication Association Conference, Toronto, Ontario, Canada. [Extended Abstract]
- [4] Lin Q., Ratan R., Lover A., Lim C., Jang D., Schultz Z., An Y., & **Han E.*** (2023, May 25-29). *Is Teaching in Virtual Reality Superior to Video Conferencing? Examining the Role of Social Presence*. 73rd Annual International Communication Association Conference, Toronto, Ontario, Canada. [Research Escalator]
- [5] Park, R., Miller, M.R., **Han, E.***, DeVeaux, C., Bailenson, J.N., & Ram, N. (2023, May 25-29). *Modeling the Formation and Dissolution of Social Ties in Virtual Reality*. 73rd Annual International Communication Association Conference, Toronto, Ontario, Canada. [Poster]
- [6] **Han, E.***, Nowak, K.L., & Bailenson, J.N. (2023, May 18). *Virtual Reality: Transforming Research and Communication Campaigns for the Future*. UConn Center for mHealth and Social Media CHASM Conference. [Video Poster]
- [7] **Han, E.***, Nowak, K.L., & Bailenson, J.N. (2022, May 26-30). *Learning Together in Virtual Reality: A Longitudinal Case Study*. 72nd Annual International Communication Association Conference, Paris, France. [Full Paper] ***Top Student Paper Award, Information Systems Division**
- [8] **Han, E.***, Miller M.R., Nowak, K.L., Bailenson, J.N., & Hancock, J.T. (2022, May 26-30). *The “Social” in Social VR: A Linguistic Analysis of Verbal Behavior in Groups*. 72nd Annual International Communication Association Conference, Paris, France. [Extended Abstract]

- [9] **Han, E.***, Miller M.R., Ram, N., Nowak, K.L., & Bailenson, J.N. (2022, May 26-30). *Understanding Group Behavior in Virtual Reality: A Large-Scale, Longitudinal Study in the Metaverse*. 72nd Annual International Communication Association Conference, Paris, France. [Full Paper]
- [10] **Han, E.***, Willcoxon, M., Wirth, D.T., & Warren, H.W. (2020, June 19-24). *Weighted-averaging model of crowd motion generalizes to different turn angles and crowd sizes*. Vision Sciences Society. [Poster]

Book Chapters

- [1] **Han, E.***, & Bailenson, J.N. (In Prep). Moral Behavior in Virtual Reality. In Kissel, A., & Ramirez, E. (Eds.)
- [2] **Han, E.***, & Bailenson, J.N. (In Prep). Social Interaction in VR. In Oxford Research Encyclopedia of Communication.
- [3] **Han, E.***, Quintero, S.I. (October, 2023). Enacting Virtual Boundaries: Music Video and the Changing Technological Landscape. In Jirsa, T., Korsgaard T.B. (Eds.), *Traveling Music Videos*. Bloomsbury Publishing USA.
- [4] DeVeaux, C., **Han, E.***, Bailenson, J.N. (2022). Expanding Education through Virtual Reality. In McKenzie, S. P., Arulkadacham, L., Chung, J., & Aziz, Z. (Eds.), *The Future of Online Education* (pp. 325-336). Nova Science Publishers. <https://doi.org/10.52305/LERQ4827>

Honors and Awards

2023 - 2024	Stanford McCoy Ethics Fellow
2020 - present	Stanford Graduate Fellow in Science and Engineering
2020	Research at Brown Grant
2019	Brown Linking Internships and Knowledge Award
2018	Brown Undergraduate Teaching and Research Award

Teaching Experience

2019	Undergraduate Teaching Assistant to Professor Jeff Huang CS130(0): User Interfaces/User Experience, Brown University, Fall 2019
2021, 2022	Teaching Assistant to Professor Jeremy Bailenson COMM166/266: Virtual People, Stanford University, Fall 2021, 2022 • Lead course designer for first large-scale course inside VR
2022	Instructor COMM118S: Into the Metaverse: Designing the Future of Virtual Worlds • Course requested to be retaught due to high ratings

Talks and Presentations

January 2022	Bodyswaps: The Educators vs. Virtual Reality Talk Title: “The Virtual World is your Classroom: Learning in the Metaverse”
February 2022	Guest Lecture at Université Laval

April 2022 Talk Title: “Virtual Teachers, Students, & Classrooms”
CODEX FutureLaw Conference 2022
Panel: “Computational Law and the Metaverse (Do Virtual Realities Need Law?)”

June 2022 SALTISE Conference 2022
Symposium Panel: “Active learning through virtual realities and 3D avatars: A sneak peek behind the scenes of the process of conception, development, and implementation”

May 2023 Stanford XR: “Limitless Future: Exploring Virtual Possibilities”
Education Panel

June 2023 AWE USA 2023
Panel: “Avatars, Environments & Self-Expression - from Social VR to Cross-Reality Experiences”

Professional Service

Reviewer for:

[Journals] Cyberpsychology: Journal of Psychosocial Research on Cyberspace; Cyberpsychology, Behavior and Social Networking

[Conferences] ISMAR 2022, CHI 2023 & 2024, CSCW 2023, ICA 2023, IEEE 2023 & 2024

Skills

R, MATLAB, Python, Java, HTML/CSS, Maya, Statistical modeling

Media Coverage

“New Stanford study shows choices of virtual environments and avatars can promote positive psychological outcomes in the metaverse” Stanford News (December 14, 2022)

“VR study shows virtual avatars and environments can affect your mood” Venture Beat (December 15, 2022)

“Forget Zoom school. For some students, class is in session in VR” CNN (January 27, 2022)

“Stanford course allows students to learn about virtual reality while fully immersed in VR environments” Stanford News (November 5, 2021)

CV Last updated: 11/2023