Jin Ha Lee

Assistant Professor, MLIS Program Chair
The Information School, Box 352840, Seattle WA 98195-2840
206-685-0153
jinhalee@uw.edu

I. AFFILIATION

Assistant Professor   2009 – Present
The Information School
University of Washington, Seattle WA

MLIS Program Chair   2015 – Present
The Information School
University of Washington, Seattle WA

II. EDUCATION

PhD in Library and Information Science   Oct 2008
University of Illinois at Urbana-Champaign, Urbana (UIUC)

> Dissertation: *Analysis of Information Features in Natural Language Queries for Music Information Retrieval: Use Patterns and Accuracy*
> Committee: Allen Renear (Advisor), J. Stephen Downie, Linda C. Smith, David Dubin, and Sally Jo Cunningham

M.S. in Library and Information Science   2002
University of Illinois at Urbana-Champaign, Urbana

B.A. in Library and Information Science, Summa Cum Laude   2000
Ewha Womans University, Seoul, Korea

III. RESEARCH INTERESTS

Music/Multimedia information seeking and retrieval, Metadata, Analysis and creation of controlled vocabularies, Evaluation of information retrieval systems

IV. HONORS AND AWARDS

A. RESEARCH AND SCHOLARSHIP

Nominated for the **Vannevar Bush Best Paper Award**   2012
   One of top three papers at JCDL 2012

Berner-Nash Memorial Award, GSLIS, UIUC   2009
    Awarded for an outstanding doctoral dissertation research

Beta Phi Mu   2009
    Honor Society for Library and Information Science

Graduate School of Library and Information Science Fellowship, GSLIS, UIUC   2008

Jean Tague-Sutcliffe Award   2007
    First-place winner of the ALISE Doctoral Students Research Poster Session

Phi Kappa Phi, Honor Society   2002
Fulbright Scholarship for Graduate Study   2000–2002
Academic Excellence Scholarship, Ewha Womans University   1995-1997, 1999-2000

B. TEACHING

PROF Award, Information School, UW   2014
    Awarded to recognize outstanding contributions to teaching

Nominated for **PROF Award**, Information School, UW   2012
List of Teachers Ranked Excellent by Their Students, UIUC   Spring 2004, Summer 2004

C. OTHER

Conference Travel Grant, GSLIS, UIUC   2004, 2005, 2006
Graduate College Conference Travel Grant, UIUC   2004, 2005, 2006
ISMIR (International Society for Music Information Retrieval) 2002 Scholarship   2002

V. PUBLICATIONS

A. REFEREED JOURNAL ARTICLES

1. **Lee, J. H.**, Clarke, R. I., & Rossi, S. (in press). A qualitative investigation of users' discovery, access, and organization of video games as information objects. *Journal of Information Science*, 1-18. doi: 10.1177/0165551515618594

2. **Lee, J. H.**, Cho, H., & Kim, Y-S. (in press). Users' music information needs and behaviors: design implications for music information retrieval systems. *Journal of the Association for Information Science and Technology*, 1-30. doi: 10.1002/asi.23471

3. Clarke, R. I., **Lee, J. H.**, & Clark, N. (in press). Why video game genres fail. *Games and Culture*, 1-21. doi: 10.1177/1555412015591900

4. Hu, X. & **Lee, J. H.** (in press). Towards global music digital libraries: a cross-cultural comparison on the mood of Chinese music. *Journal of Documentation*.

5. Hu, X., **Lee, J. H.**, Bainbridge, D., Choi, K., Organisciak, P., & Downie, J. S. (in press). The MIREX Grand Challenge: a framework of holistic user experience evaluation in music information retrieval. *Journal of the Association for Information Science and Technology*, 1-16. doi: 10.1002/asi.23618

6. **Lee, J. H.** & Price, R. (2016). User experience with commercial music services: an empirical exploration. *Journal of the Association for Information Science and Technology, 67*(4), 800-811.

7. Jett, J., Sacchi, S., **Lee, J. H.,** & Clarke, R. I. (2016). A conceptual model for video games and interactive media. *Journal of the Association for Information Science and Technology*, 67(3), 505-517.

8. **Lee, J. H.,** Clarke, R. I., & Kim, Y-S. (2015). Video game information needs and game organization: difference by sex and age. *Information Research, 20*(3), 1-24.

9. **Lee, J. H.,** Clarke, R., I., & Perti, A. (2015). Empirical evaluation of metadata for video games and interactive media. *Journal of the Association for Information Science and Technology, 66*(12), pp. 2609-2625.

10. Welhouse, Z., **Lee, J. H.,** & Bancroft, J. (2015). "What am I fighting for?": creating a controlled vocabulary for video game plot metadata. *Cataloging & Classification Quarterly, 53*(2), 157-189.

11. **Lee, J. H.** & Cunningham, S. J. (2013). Toward an understanding of the history and impact of user studies in music information retrieval. *Journal of Intelligent Information Systems, 41*, 499-521.

12. **Lee, J. H.,** Tennis, J., Clarke, R., I., & Carpenter, M. (2013). Developing a video game metadata schema for the Seattle Interactive Media Museum. *International Journal on Digital Libraries, 13*(2), 105-117.

13. **Lee, J. H.** (2010). Analysis of user needs and information features in natural language queries seeking music information. *Journal of the American Society for Information Science and Technology, 61*(5), 1025-1045.

14. **Lee, J. H.** (2008). Analysis of the accuracy of user-provided information in natural language queries for music information retrieval. *Journal of the Korean Society for Information Management, 25*(4), 149-164.

B. REFEREED CONFERENCE PAPERS

1. **Lee, J. H.,** Hong, S., Cho, H., & Kim, Y-S. (2015). VIZMO game browser: accessing games by visual style and mood. In *Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems (CHI '15)* (pp. 149-152). New York, NY: ACM.

2. **Lee, J. H.,** Hu, X., Choi, K., & Downie, J. S. (2015). MIREX Grand Challenge 2014 on User Experience: qualitative analysis of user feedback. In *Proceedings of the 16th International Society for Music Information Retrieval Conference* (pp. 779-785). Málaga, Spain: ISMIR.

3. **Lee, J. H.,** Jett, J., & Perti, A. (2015). The problem of "additional content" in video games. In *Proceedings of the 15th ACM/IEEE-CS Joint Conference on Digital Libraries (JCDL '15)* (pp. 237-240). New York, NY: ACM.

4. **Lee, J. H.** & Price, R. (2015). Understanding users of commercial music services through personas: design implications. In *Proceedings of the 16th International Society for Music Information Retrieval Conference* (pp. 476-482). Málaga, Spain: ISMIR.

5. Choi, K., **Lee, J. H.,** Willis, C., & Downie, J. S. (2015). Topic modeling users' interpretations of songs to inform subject access in music digital libraries. In *Proceedings of the 15th ACM/IEEE-CS Joint Conference on Digital Libraries (JCDL '15)* (pp. 183-186). New York, NY: ACM.

6. Clarke, R. I., & **Lee, J. H.** (2015). User perceptions of associative thesaural relationships: a preliminary study. In *iConference 2015 Proceedings* (pp. 1-13). http://hdl.handle.net/2142/73465

7. **Lee, J. H.**, Clarke, R. I., Sacchi, S., & Jett, J. (2014). Relationships among video games: existing standards and new definitions. In *Proceedings of the 77th ASIS&T Annual Meeting* (pp. 1-11). Seattle, WA: ASIS&T. doi: 10.1002/meet.2014.14505101035

8. **Lee, J. H.**, Clarke, R. I., & Perti, A. (2014). Metadata for digitally distributed video games at the Seattle Interactive Media Museum. In N. Proctor & R. Cherry (Eds.), *MW2014: Museums and the Web 2014*, Baltimore, MD: Museums and the Web. http://mw2014.museumsandtheweb.com/paper/metadata-for-digital-video-games-at-the-seattle-interactive-media-museum/

9. **Lee, J. H.** & Hu, X. (2014). Cross-cultural similarities and differences in music mood perception. In *iConference 2014 Proceedings* (pp. 259-269). doi:10.9776/14081

10. **Lee, J. H.,** Karlova, N., Clarke, R. I., Thornton, K., & Perti, A. (2014). Facet analysis of video game genres. In *iConference 2014 Proceedings* (pp. 125-139). doi:10.9776/14057

11. Downie, J. S., Hu, X., **Lee, J. H.,** Choi, K., Cunningham, S. J., & Hao, Y. (2014). Ten years of MIREX (Music Information Retrieval Evaluation eXchange): reflections, challenges and opportunities. In *Proceedings of the 15th International Society for Music Information Retrieval Conference* (pp. 657-662). Taipei, Taiwan: ISMIR.

12. Hu, X., **Lee, J. H.**, Choi, K., & Downie, J. S. (2014). A cross-cultural study on the mood of K-POP songs. In *Proceedings of the 15th International Society for Music Information Retrieval Conference* (pp. 385-390). Taipei, Taiwan: ISMIR.

13. Hu, X., **Lee, J. H.**, & Wong, L. K. Y. (2014). Music information behaviors and system preferences of university students in Hong Kong. In *Proceedings of the 15th International Society for Music Information Retrieval Conference* (pp. 579-584). Taipei, Taiwan: ISMIR.

14. **Lee, J. H.**, Cho, H., Fox, V., & Perti, A. (2013). User-centered approach in creating a metadata schema for video games and interactive media. In *Proceedings of the 13th Annual ACM/IEEE-CS Joint Conference on Digital Libraries (JCDL '13)* (pp. 229-238). New York, NY: ACM.

15. **Lee, J. H.**, Choi, K., Hu, X., & Downie, J. S. (2013). K-POP genres: a cross-cultural exploration. In *Proceedings of the 14th International Society for Music Information Retrieval Conference* (pp. 529-534). Curitiba, Brazil: ISMIR.

16. Cunningham, S. J. & **Lee, J. H.** (2013). Influences of ISMIR and MIREX research on technology patents. In *Proceedings of the 14th International Society for Music Information Retrieval Conference* (pp. 137-142). Curitiba, Brazil: ISMIR.

17. **Lee, J. H.** & Cunningham, S. J. (2012). The impact (or non-impact) of user studies in music information retrieval. In *Proceedings of the 13th International Society for Music Information Retrieval Conference* (pp. 391-396). Porto, Portugal: ISMIR.

18. **Lee, J. H.**, Hill, T., & Work, L. (2012). What does music mood mean for real users? In *Proceedings of the 2012 iConference* (pp. 112-119). New York, NY: ACM. doi:10.1145/2132176.2132191

19. **Lee, J. H.** & Hu, X. (2012). Generating ground truth for music mood classification using Mechanical Turk. In *Proceedings of the 12th Annual ACM/IEEE-CS Joint Conference on Digital Libraries (JCDL '12)* (pp. 129-138). New York, NY: ACM. **[Nominated for the Vannevar Bush Best Paper Award]**.

20. **Lee, J. H.,** Tennis, J., & Clarke, R. I. (2012). Domain analysis for a video game metadata schema: issues and challenges. In P. Zaphiris, G. Buchanan, E. Rasmussen, & F. Loizides (Eds.), *Theory and Practice of Digital Libraries* (pp. 280-285). Lecture Notes in Computer Science, 7498.

21. **Lee, J. H.,** & Waterman, N. M. (2012). Understanding user requirements for music information services. In *Proceedings of the 13th International Society for Music Information Retrieval Conference (ISMIR 2012)* (pp. 253-258). Porto, Portugal: ISMIR.

22. Hu, X. & **Lee, J. H.** (2012). A cross-cultural study of music mood perception between American and Chinese listeners. In *Proceedings of the 13th International Society for Music Information Retrieval Conference (ISMIR 2012)* (pp. 535-540). Porto, Portugal: ISMIR.

23. Woelfer, J. & **Lee, J. H.** (2012). The role of music in the lives of homeless young people: a preliminary report. In *Proceedings of the 13th International Society for Music Information Retrieval Conference (ISMIR 2012)* (pp. 367-372). Porto, Portugal: ISMIR.

24. **Lee, J. H.** (2011). How similar is too similar?: exploring users' perceptions of similarity in playlist evaluation. In *Proceedings of the 12th International Society for Music Information Retrieval Conference (ISMIR 2011)* (pp. 109-114). Miami, FL: ISMIR.

25. Karlova, N. A. & **Lee, J. H.** (2011). Notes from the underground city of disinformation: a conceptual investigation. In Proceedings of the 74th ASIS&T Annual Meeting (pp. 1-9). New Orleans, LA: ASIS&T. http://www.asis.org/asist2011/proceedings/submissions/133_FINAL_SUBMISSION.pdf

26. **Lee, J. H.** (2010). Crowdsourcing music similarity judgments using Mechanical Turk. In *Proceedings of the 11th International Society for Music Information Retrieval Conference (ISMIR 2010)*, (pp. 183-188). Utrecht, Netherlands: ISMIR.

27. **Lee, J. H.,** Jones, M. C., & Downie, J. S. (2009). An analysis of ISMIR proceedings: patterns of authorship, topic, and citation. In *Proceedings of the 10th International Conference on Music Information Retrieval Conference (ISMIR 2009)* (pp. 57-62). Kobe, Japan: ISMIR.

28. **Lee, J. H.,** Renear, A., & Smith, L. C. (2006). Known-item search: variations on a concept. In *Proceedings of the 69th ASIS&T Annual Meeting* (pp. 1-17). doi: 10.1002/meet.14504301126

29. **Lee, J. H.,** Downie, J. S., & Cunningham, S. J. (2005). Challenges in cross-cultural/ multilingual music information seeking. In *Proceedings of the 6th International Conference on Music Information Retrieval (ISMIR 2005)* (pp. 1-7). London, UK: ISMIR.

30. **Lee, J. H.** & Downie, J. S. (2004). Survey of music information needs, uses, and seeking behaviours: preliminary findings. In *Proceedings of the 5th International Conference on Music Information Retrieval (ISMIR 2004)* (pp. 441-446). Barcelona, Spain: ISMIR.

C. REFEREED CONFERENCE WORKSHOP PAPERS

1. **Lee, J. H.**, Hu, X., & Downie, J. S. (2005). Q&A websites: rich research resources for contextualizing information retrieval behaviors. In *Proceedings of the ACM SIGIR 2005, Workshop on Information Retrieval in Context (IRIX)* (pp. 33-36). Salvador, Brazil.

D. REFEREED CONFERENCE POSTERS/ABSTRACTS

1. **Lee, J. H.**, Shim, Y., & Jett, J. (2015). Analyzing user requests for anime recommendations. In *Proceedings of the 15th ACM/IEEE-CS Joint Conference on Digital Libraries (JCDL '15)* (pp. 269-270). New York, NY: ACM.

2. Clarke, R., **Lee, J. H.**, Jett, J., & Sacchi, S. (2014). Exploring relationships among video games. In *Proceedings of the 14th ACM/IEEE-CS Joint Conference on Digital Libraries (JCDL '14)* (pp. 481-482). Piscataway, NJ: IEEE Press.

3. Rossi, S., **Lee, J. H.**, & Clarke, R. I. (2014). Mood metadata for video games and interactive media. In *Proceedings of the 14th ACM/IEEE-CS Joint Conference on Digital Libraries (JCDL '14)* (pp. 475-476). Piscataway, NJ: IEEE Press.

4. Choi, K., **Lee, J. H.**, & Downie, J. S. (2014). What is this song about anyway?: automatic classification of aboutness using user interpretations, social tags, and lyrics. In *Proceedings of the 14th ACM/IEEE-CS Joint Conference on Digital Libraries (JCDL '14)* (pp. 453-454). Piscataway, NJ: IEEE Press.

5. Donovan, A., Cho, H., Magnifico, C., & **Lee, J. H.** (2013). Pretty as a pixel: issues and challenges in developing a controlled vocabulary for video game visual styles. In *Proceedings of the 13th Annual ACM/IEEE-CS Joint Conference on Digital Libraries (JCDL '13)* (pp. 413-414). New York, NY: ACM.

6. **Lee, J. H.** & Clarke, R. I. (2012). Can you relate? A study of user perceptions of thesaural subject relationships. In *Proceedings of the ASIS&T Annual Meeting 2012* (pp. 1-4). doi:10.1002/meet. 14504901278

7. Karlova, N. & **Lee, J. H.** (2012). Playing with information: information work in online gaming environments. In *Proceedings of the 2012 iConference* (pp. 441-443). New York, NY: ACM.

8. **Lee, J. H.** & Jones, M. C. (2011). Thinking inside the XBox: elements of information organization in video games. In *Proceedings of the 2011 iConference* (pp. 706-707). New York, NY: ACM.

9. Downie, J. S., Ehmann, A. F., & **Lee, J. H.** (2008). The Music Information Retrieval Evaluation eXchange (MIREX): community-led formal evaluation. In *Digital Humanities 2008 Conference Abstracts* (pp. 239-241). Oulu, Finland.

10. **Lee, J. H.**, Downie, J. S. & Jones, M. C. (2007). Preliminary analyses of information features provided by users for identifying music. In *Proceedings of the 8th International Conference on Music Information Retrieval (ISMIR 2007)* (pp. 325-328). Vienna, Austria: ISMIR.

11. **Lee, J. H.** & Renear, A. (2007). How incorrect information delivers correct search results: a pragmatic analysis of queries. In *Proceedings of the 70th ASIS&T Annual Meeting* (pp. 1-6). doi: 10.1002/meet.1450440344

12. Downie, J. S., **Lee, J. H.**, Gruzd, A. A., & Jones. M. C. (2007). Toward an understanding of similarity judgments for music digital library evaluation. In *Proceedings of the 7th ACM/IEEE-CS Joint Conference on Digital Libraries (JCDL '07)* (pp. 307-308). New York, ACM.

13. Gruzd, A. A., Downie, J. S., Jones, M. C., & **Lee, J. H.** (2007). Evalutron 6000: collecting music relevance judgments. In *Proceedings of the 7th ACM/IEEE-CS Joint Conference on Digital Libraries (JCDL '07)* (p. 507). New York, ACM.

14. **Lee, J. H.**, Jones. M. C., & Downie, J. S. (2006). Factors affecting the response rates of real-life MIR queries. In *Proceedings of the 7th International Conference on Music Information Retrieval (ISMIR 2006)* (pp. 371-372). Victoria, Canada: ISMIR.

15. Renear, A. H., Choi, Y., **Lee, J. H.**, & Schmidt, S. (2006). Axiomatizing FRBR: an exercise in the formal ontology of cultural objects. In *Digital Humanities 2006 Conference Abstracts* (pp. 164-166). Paris, France.

16. Downie, J. S., Renear, A., Mathes, A., Medina, K., Dubin, D., & **Lee, J. H.** (2005). Modelling complex multimedia relationships in the humanities computing context: are Dublin Core and FRBR up to the task? In *ACH/ALLC 2005 Conference Abstracts* (pp. 50-52). Victoria, Canada.

17. Renear, A., **Lee, J. H.**, Choi, Y., & Xiang, X. (2005). Exhibition: A problem for conceptual modeling in the humanities. In *ACH/ALLC 2005 Conference Abstracts* (pp. 176-179). Victoria, Canada.

18. **Lee, J. H.**, Downie, J. S., & Renear, A. H. (2002). Representing Korean traditional musical notation in XML. In *Proceedings of the 3rd International Conference on Music Information Retrieval (ISMIR 2002)* (pp. 263-264). Paris, France.

VI. PRESENTATIONS

A. CONFERENCE PRESENTATIONS

"MIREX (Music Information Retrieval Evaluation eXchange) Grand Challenge" (October 2014). International Society for Music Information Retrieval Conference (ISMIR 2014), Taipei, Taiwan.

"A cross-cultural study on the mood of K-POP songs" (October 2014). International Society for Music Information Retrieval Conference (ISMIR 2014), Taipei, Taiwan.

"Music information behaviors and system preferences of university students in Hong Kong" (October 2014). International Society for Music Information Retrieval Conference (ISMIR 2014), Taipei, Taiwan.

"User-centered approach in creating a metadata schema for video games and interactive media" (July 2013). ACM/IEEE-CS Joint Conference on Digital Libraries (JCDL 2013), Indianapolis, IN.

"Pretty as a pixel: issues and challenges in developing a controlled vocabulary for video game visual styles" (July 2013). ACM/IEEE-CS Joint Conference on Digital Libraries (JCDL 2013), Indianapolis, IN.

"What exactly is an "action-adventure" game, anyway?: providing intelligent access to video games" (January 2013). Game RoundTable, ALA MidWinter 2013, Seattle, WA.

"Generating ground truth for music mood classification using Mechanical Turk" (June 2012). ACM/IEEE-CS Joint Conference on Digital Libraries (JCDL 2012), Washington, DC.

"What does music mood mean for real users?" (February 2012). iConference 2012, Toronto, Canada.

"Playing with information: information work in online gaming environments" (February 2012). iConference 2012, Toronto, Canada.

"How similar is too similar?: exploring users' perceptions of similarity in playlist evaluation" (October 2011). International Society of Music Information Retrieval Conference (ISMIR 2011), Miami, Florida.

"Thinking Inside the XBox: Elements of Information Organization in Video Games" (February 2011). iConference 2011, Seattle, WA.

"An analysis of ISMIR proceedings: patterns of authorship, topic, and citation" (October 2009). International Society for Music Information Retrieval Conference (ISMIR 2009), Kobe, Japan.

"How incorrect information delivers correct search results: A pragmatic analysis of queries" (October 2007). ASIS&T Annual Meeting, Milwaukee, WI, USA.

"Preliminary analyses of information features provided by users for identifying music" (September 2007). International Conference on Music Information Retrieval (ISMIR 2007), Vienna, Austria.

"Evalutron 6000: collecting music relevance judgments" (June 2007). Demonstration session at the 7th ACM/IEEE-CS Joint Conference on Digital Libraries (JCDL 2007), Vancouver, Canada.

"Analysis of information features in natural language queries for music information retrieval: use patterns and accuracy" (January 2007). ALISE 2007 Annual Conference, Seattle, Washington. [**Jean Tague-Sutcliffe Award**]

"Factors affecting the response rates of real-life MIR queries" (October 2006). International Conference on Music Information Retrieval Conference (ISMIR 2006), Victoria, Canada.

"Known-item searching: variations on a concept" (November 2006). ASIS&T Annual Meeting, Austin, TX.

"Challenges in cross-cultural/multilingual music information seeking" (September 2005). International Conference on Music Information Retrieval (ISMIR 2005), London, UK.

"Survey of music information needs, uses, and seeking behaviours: Preliminary findings" (October 2004). International Conference on Music Information Retrieval (ISMIR 2004), Barcelona, Spain.

"Music representation systems" (August 2003). Extreme Markup Languages 2003, Montreal, Canada.

"Representing Korean traditional musical notation in XML" (October 2002). International Conference on Music Information Retrieval (ISMIR 2002), Paris, France.

B. INVITED TALKS

"I love it, I hate it, I'm too lazy to switch: understanding users of commercial music services through personas" (August 2015, Seoul National University). UW-SNU Seminar. Graduate School of Convergence Science & Technology, Seoul National University, Suwon, Korea.

"VIZMO game browser: accessing video games by visual style and mood" (August 2015, Yonsei University). Workshop at Yonsei UX Lab. UX Lab, Yonsei University, Seoul, Korea.

"Music information retrieval" (September 2012, KAIST). UW-KAIST Seminar. Korean Advanced Institute of Science and Technology, Deajeon, Korea.

VII. MEDIA PARTICIPATION AND RECOGNITION

Shinn, L. (2013). Kill Screen. The Magazine (December 5, 2013). http://the-magazine.org/31/kill-screen#.Utch6RBdV8F

VIII. GRANTS AND GIFTS

A. EXTERNAL

Lee, J. H. (Principal), "Appeal Factors: Enabling Crossmedia Advisory Services," Sponsored by OCLC/ALISE Library & Information Science Research Grant Program (LISRGP), $14,999. (June 1, 2015 - May 31, 2016).

Downie, J. S. (Principal), **Lee, J. H.** (Co-Principal), "KETI K-MIREX Metadata Preparation and Annotation," Sponsored by Korea Electronics Technology Institute, $12,500. (February 20, 2012 - April 15, 2013).

B. INTERNAL

Lee, J. H. (Principal), Hendry, D. Williams, H. Yip, J., "Developing an Online Design Thinking Course for LIS," Sponsored by UW Information School, $20,000. (June 20, 2016 – August 19, 2016).

Yip J. (Principal), **Lee, J. H.** (Co-Principal), "Design Thinking and Digital Games in Libraries," Sponsored by UW Information School, $14,999. (June 20, 2016 – June 18, 2017).

Lee, J. H. (Principal), "An Empirical Investigation of User Requirements for Cloud Music Services," Sponsored by UW Royalty Research Fund, $33,183. (June 16, 2014 – June 12, 2015). (Success ratio of 24%)

Lee, J. H. (Principal), "Constructing a Metadata Schema for Video Games and Interactive Media," Sponsored by UW Provost (Bridge Funding), $45,457. (January 1, 2013 – December 31, 2013).

Lee, J. H. (Principal), "An Empirical Investigation of User Requirements for Video Game Metadata," Sponsored by UW Royalty Research Fund (RRF), $39,857. (February 1, 2013 – January 31, 2014). (Awarded but not accepted due to the acceptance of Bridge Funding)

IX. DOCTORAL STUDENT SUPERVISION

Chair

Stephen Keating, Information School, University of Washington	2014 – present
Travis Windleharth, Information School, University of Washington	2014 – present
Hyerim Cho, Information School, University of Washington	2012 – present
Chris Heaney, Information School, University of Washington	2011 – present

Co-Chair

Marc Schmalz, Information School, University of Washington	2015 – present

Committee Member

Sean Fullerton, Information School, University of Washington	2012 – 2015
Rachel Clarke, Information School, University of Washington	2012 – present
Katherine Thornton, Information School, University of Washington	2011 – present
Natascha Karlova, Information School, University of Washington	2010 – present

X. UNIVERSITY SERVICE

MLIS Program Chair, Information School, UW	2015 – present
Elected Faculty Council, Information School, UW	2013 – 2015
MLIS Program Committee, Information School, UW	2015
MLIS Admission Committee, Information School, UW	2011 – 2013, 2015
MLIS Accreditation Committee, Information School, UW	2012 – 2013
Future of Libraries Search Committee, Information School, UW	2015
Mobile/Web development Search Committee, Information School, UW	2014
Data Curation Search Committee, Information School, UW	2013
Faculty Search Committee, GSLIS, UIUC	2005
IT and Communication Officer, Korean Faculty & Staff Association, UW	2014 – present
Diversity Committee, Information School, UW	2010 – 2012
Facilities Committee, Information School, UW	2009 – 2011
Social Committee, Information School, UW	2009 – 2011
Lecture Committee, GSLIS, UIUC	2005
Panelist, IUGA Game Research Panel, Information School, UW	2015
International Teaching Assistant (ITA) Mentor, Center for Teaching Excellence, UIUC	2004 – 2005
Panelist, All-Campus Teaching Assistants Orientation, Center for Teaching Excellence, UIUC	2004

XI. PROFESSIONAL SERVICE

Co-Chair   2017
  ISMIR Conference

Secretary, Board of Directors   2009-2015
  The International Society for Music Information Retrieval (ISMIR)

Co-program Chair   2014
  ISMIR Conference

Program Committee Member
  ISMIR Conference   2015 – present
  Korean Society of Archives and Records   2011 – present
  ACM Multimedia Music & Audio Track   2013
  ACM Multimedia MIRUM Workshop   2011 – 2012
  ASIS&T SIG/CR   2011 – 2012

WiMIR (Women in Music Information Retrieval) Mentor   2016

Reviewer

  ISMIR Conference   2006 – present
  ACM Multimedia MIRUM Workshop   2011 – 2012
  ASIS&T Annual Meeting (Use Track)   2011 – 2012
  Canadian Journal of Information and Library Science   2011
  ACM SIGCHI Conference   2011
  iConference   2011
  ACM SIGIR Conference   2010

Volunteer Interpreter for IFLA President   2006
  The 72nd IFLA General Conference and Council, Seoul, Korea

Conference Volunteer   2005
  The 5th ACM/IEEE-CS Joint Conference on Digital Libraries (JCDL), Denver, Colorado

XII. PROFESSIONAL MEMBERSHIPS

International Society for Music Information Retrieval (ISMIR)
American Society for Information Science and Technology (ASIS&T)
American Library Association (ALA)
Korea Society for Information Management (KOSIM)

XIII. WORK EXPERIENCE

Research Assistant, Graduate School of Library and Information Science (GSLIS), UIUC   2004–2007
  Principal Investigator: J. Stephen Downie
  Project: MIREX (Music Information Retrieval Evaluation eXchange) and Human Use of Music
  Information Retrieval Systems (HUMIRS)

Research Assistant, GSLIS, UIUC   2003
    Advisor: Allen Renear
    Project: Philosophical issues in defining a musical work

Research Assistant, GSLIS, UIUC   2002
    Advisors: Allen Renear and J. Stephen Downie
    Project: Representing traditional Korean musical notation in XML

Graduate Assistant, Office of Planning and Budgeting, UIUC Library, Urbana   2001-2002
Reference librarian, Intellectual Property Team, LG Chem, Seoul, Korea   2000
Inventory Assistant, Donga Newspaper Company, Seoul, Korea   1998

XIV. **CONSULTING AND OTHER INTELLECTUAL CONTRIBUTIONS**

Video Game Metadata Schema (Metadata Application Profile – Complete Set)   2014
Lee, J. H., Perti, A., & Clarke, R. I.

UW/SIMM Video Game Metadata REC 46   2012
(Metadata Application Profile – Recommended Set)
Lee, J. H., Perti, A., Carpenter, M., & Clarke, R. I.

SIMM Video Game Metadata CORE 16 (Metadata Application Profile – Core Set)   2011
Tennis, J. T., **Lee, J. H.**, Perti, A., & Carpenter, M.

UCSC/Stanford Game Metadata and Citation (GAMECIP)   2013 – 2016
Advisory Panel Member

Rossi, S. & **Lee, J. H.** (April 2015). Video game mood taxonomy. Poster presented at IA Summit 2015, Minneapolis, MN.

Choi, K., **Lee, J. H.**, & Downie, J. S. (June 2014). Exploring music subject classification based on user interpretations of music. Poster presented at MMIRG (Midwest Music Information Retrieval Gathering), Evanston, IL.

Taplin, A. & **Lee, J. H.** (March 2012). Understanding user-centered approaches in taxonomy development. Poster presented at IA Summit 2012, New Orleans, LA.