

# JEEEUN KIM

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## Research Interests

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Computational Fabrication, HCI, Human-AI Interaction, and Design Research

## Employments

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- 2019-present **Texas A&M University**  
Assistant Professor
- 2018 **Adobe, San Francisco, CA**  
Research Intern, Creative Intelligence Lab (Mentor: Qingnan (James) Zhou)
- 2017 **Ericsson, Santa Clara, CA**  
Research Intern, Advanced Media Research Group (Mentor: Alvin Jude Hari Haran)
- 2016 **Carnegie Mellon University, Pittsburgh, PA**  
Visiting Scholar, HCI Institute, School of Computer Science (Host: Jennifer Mankoff, Scott Hudson)
- 2013 **JumpCloud Inc., Boulder, CO**  
S/W Engineering Intern (Mentor: David Campbell, KC Berg)
- 2010-2012 **Korea Telecom (KT), Seoul, Korea**  
Project Manager, New Business Strategy Division, The Head Office (2011-2012),  
S/W Engineer, Fast Incubation Team, Enterprise Business Division (2010)
- 2008-2009 **LG Electronics, Seoul, Korea**  
Research Intern, HCI Group, Advanced R&D Center (Mentor: Younghwan Kim)
- 2007 Winter **Samsung Electronics, Seoul, Korea**  
Engineering Intern, Telecommunication/Network Division

## Education

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- 2019 **Ph.D., Computer Science**  
University of Colorado  
Thesis: Modular Systems for Digital Fabrication: Toward a Collaborative Partnership between Humans and Machines  
Committee: Tom Yeh (Chair), Mark D Gross, Jennifer Mankoff, Shaun Kane, Daniel Ashbrook
- 2015 **M.S., Computer Science**  
University of Colorado
- 2010 **B.S., Computer Engineering**  
Korea Aerospace University, South Korea  
Summa Cum Laude (Top 1% of class)
- 2006 **Visiting Student (Exchange Program), Computer Science**  
Yanbian University of Science & Technology (YUST), China

## Peer Reviewed Conference Proceedings

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- [c.15] Jennifer Mankoff, Megan Hofmann, Xiang ‘Anthony’ Chen, Scott E Hudson, Amy Hurst, **Jeeun Kim**. *Consumer-grade fabrication and its potential to revolutionize accessibility*. In Communications of the ACM 62 (10) (CACM’19)
- [c.14] Jianhao Li, **Jeeun Kim**, & Xiang ‘Anthony’ Chen. *Robiot: A Design Tool for Actuating Everyday Objects with Automatically generated 3D Printable Mechanisms*. In Proceedings of the Annual Symposium on User Interface Software and Technology (UIST’19, Acceptance rate: 24%)
- [c.13] Haruki Takahashi & **Jeeun Kim**. *3D Printed Fabric: Techniques for Design and 3D Weaving Programmable Textiles*. In Proceedings of the Annual Symposium on User Interface Software and Technology (UIST’19, Acceptance rate: 24%)
- [c.12] Haruki Takahashi & **Jeeun Kim**. *3D Pen + 3D Printer: Exploring the Role of Human and Fabrication Machine in Creative Making*. In Proceedings of the 37th Annual ACM SIGCHI Conference on Human Factors in Computing Systems (CHI’19) (Acceptance rate: 23%)
- [c.11] Clement Zheng, **Jeeun Kim**, Daniel Leithinger, Mark D Gross, & Ellen Yi-Luen Do. *Mechamagnets: Designing and Fabricating Haptic and Functional Physical Inputs with Embedded Magnets*. In Proceedings of International Conference on Tangible, Embedded, and Embodied Interaction (TEI’19) (Acceptance rate: 25%)
- [c.10] **Jeeun Kim**, Clement Zheng, Haruki Takahashi, Mark D Gross, Daniel Ashbrook, & Tom Yeh. *Compositional 3D Printing: Expanding & Supporting Workflows Towards Compositional 3D Printing*. In Proceedings of ACM Symposium on Computational Fabrication (SCF’18) (Acceptance rate: 21%)
- [c.9] **Jeeun Kim** & Tom Yeh. *CraftML: 3D Modeling is Web Programming*, In Proceedings of the 36th Annual ACM SIGCHI Conference on Human Factors in Computing Systems (CHI’18) (Acceptance rate: 25%)
- [c.8] **Jeeun Kim**, Anhong Guo, Tom Yeh, Scott E. Hudson, & Jennifer Mankoff. *Understanding Uncertainty in Measurement and Accommodating its Impact in 3D Modeling and Printing*, In Proceedings of ACM Conference on Designing Interactive Systems (DIS’17) (Acceptance rate: 22%)
- [c.7] **Jeeun Kim**, Haruki Takahashi, Homey Miyashita, Michelle Annett, & Tom Yeh. *Machines as Co-Designers: A Fiction on the Future of Human-Fabrication Machine Interaction*, (alt.chi) In Proceedings of Extended Abstracts of the 35th Annual ACM SIGCHI Conference on Human Factors in Computing Systems (CHI’17) (Acceptance rate: 20%)
- [c.6] Anhong Guo, **Jeeun Kim**, Xiang ‘Anthony’ Chen, Tom Yeh, Scott E. Hudson, Jennifer Mankoff, & Jeffrey P. Bigham. *Façade: Auto-generating Tactile Interfaces to Appliances*, In Proceedings of the 35th Annual ACM SIGCHI Conference on Human Factors in Computing Systems (CHI’17) (Acceptance rate: 25%)
- [c.5] Hyunjoo Oh, **Jeeun Kim**, Cory Morales, Mark D. Gross, Michael Eisenberg, & Sherry Hsi. *FoldMecha: Exploratory Design and Engineering of Mechanical Papercraft*. In Proceedings of International Conference on Tangible, Embedded, and Embodied Interaction (TEI’17) (Acceptance rate: 27%)
- [c.4] Xiang ‘Anthony’ Chen, **Jeeun Kim**, Stelian Coros, Jennifer Mankoff, & Scott E. Hudson, *Reprise: A Design Tool for Specifying, Generating, and Customizing 3D Printable Adaptations on Everyday Objects*, In Proceedings of Annual Symposium on User Interface Software and Technology (UIST’16) (Acceptance rate: 21%)
- [c.3] Claudia D. Roquet, **Jeeun Kim**, & Tom Yeh, *3D Folded PrintGami: Transforming Passive 3D Printed Objects to Interactive by Inserted Paper Origami Circuits*, In Proceedings of ACM Conference on Designing Interactive Systems, (DIS’16) (Acceptance rate: 26%)

[c.2] **Jeeun Kim**, & Tom Yeh, *Toward 3D-Printed Movable Tactile Pictures for Children with Visual Impairments*, In Proceedings of the 33rd Annual ACM SIGCHI Conference on Human Factors in Computing Systems (CHI'15) (Acceptance rate: 23%)

[c.1] Abigale Stangl, **Jeeun Kim**, Tom Yeh, *3D Printed Tactile Picture Books for Children with Visual Impairments: A Design Probe*, In Proceedings of Conference on Interaction Design and Children (IDC'14), (Acceptance rate: 30%)

### **Peer Reviewed Extended Abstracts (Doctoral Consortium, Poster, Demo)**

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[e.10] Andrew J Mertens, Mary Roszel, **Jeeun Kim**, Tom Yeh, & Eliana Colunga. *Parent-Child Interactions and Word Learning: Introducing vocabulary in different play contexts*. The 41st Annual Meeting of the Cognitive Science Society (CogSci'19)

[e.9] **Jeeun Kim**. *Shall We Fabricate? Collaborative, Bidirectional, Incremental Fabrication*, In Proceedings of Adjunct Annual Symposium on User Interface Software and Technology (UIST'17)

[e.8] Anhong Guo, **Jeeun Kim**, Xiang 'Anthony' Chen, Tom Yeh, Scott E. Hudson, Jennifer Mankoff, & Jeffrey P. Bigham, *Façade: Auto-generating Tactile Interfaces to Appliances*, In Proceedings of 18th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS'16)

[e.7] **Jeeun Kim**, Swamy Ananthanarayan. & Tom Yeh, *Seen Music: Ambient Music Data Visualization for Children with Hearing Impairments*, In Proceedings of conference on Interaction design and children (IDC'15)

[e.6] **Jeeun Kim**, Hyunjoo Oh, & Tom Yeh, *A Study to Empower Children to Design Movable Tactile Pictures for Children with Visual Impairments*, In Proceedings of International Conference on Tangible, Embedded, and Embodied Interaction (TEI'15)

[e.5] **Jeeun Kim**, Abigale Stangl, & Tom Yeh, *Using LEGO to Model 3D Tactile Picture Books by Sighted Children for Blind Children*, In Proceedings of ACM symposium on Spatial user interaction (SUP'14)

[e.4] **Jeeun Kim**, Michael Kasper, Tom Yeh, & Nikolas Correll, *SikuliBot: Automating Physical User Interface Using Images*, In Proceedings of Adjunct Annual Symposium on User Interface Software and Technology (UIST'14)

[e.3] Abigale Stangl, **Jeeun Kim**, & Tom Yeh, *Technology to Support Emergent Literacy Skills in Young Children with Visual Impairments*, In Proceedings of Extended Abstracts of the 32nd Annual ACM Conference on Human Factors in Computing Systems (CHI'14)

[e.2] **Jeeun Kim**, Abigale Stangl, Ann Eisenberg, & Tom Yeh, *Tactile Picture Books for Young Children with Visual Impairment*, International Conference on Tangible, Embedded, and Embodied Interaction (TEI'14)

[e.1] **Jeeun Kim**, Abigale Stangl, Ann Eisenberg, & Tom Yeh, *Printing Tactile Picture Books for Blind children*, ACM Grace Hopper Celebration 2013 (GHC'13)

### **Workshop Papers (Oral Presentation)**

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[w.3] **Jeeun Kim**, Abigale Stangl, & Tom Yeh. *Learning Underlying Principles of Physicalization by Tangible, Embodied, and Iterative Fabrication*, Presented at Pedagogy and Physicalization: Designing Learning Activities around Physical Data Representations Workshop on DIS 2017, Edinburgh, UK

[w.2] **Jeeun Kim**, *Co-Designer Robot: Envisioning Human-Fabrication Machine Interaction (HFI)* – Presented at What Actors can Teach Robots Workshop on CHI 2017, Denver, CO

[w.1] **Jeeun Kim**, Abigale Stangl, Ann Eisenberg, & Tom Yeh, *Evaluating Tactile User Experience with Tactile Picture Books for Children with Visual Impairment* – Presented at "Touch Me", Tactile Evaluation Methods Workshop

on CHI 2014, Toronto, Canada

## Patents

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[p.2] **Jeeun Kim**, Chae Eun Oh, Hyejung Kim, *Method and system for distributing business application and content for mobile equipment using application store and wireless AP*, Patents, United States Patent and Trademark Office, USA (US Patent [9,092,812](#))

[p.1] **Jeeun Kim**, Chae Eun Oh, Hyejung Kim, *Method and system for distributing business application and content for mobile equipment using application store and wireless AP*, Patents, Korea Patent and Trademark Office, Korea

## Awards and Honors

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2018 Adobe Research Ph.D. Fellowship  
Special Recognition Received for Excellent Review CHI'18

2017 Rising Stars in EECS  
CRA-W Grad Cohort, CRA-W  
Special Recognition Received for Excellent Review, UIST'17

2015 The Best User Experience Award, Hack CU, Boulder

2014 Research Community Development Award, University of Colorado Boulder  
Dean's Fellowship, University of Colorado Boulder

2013 Finalist, the Annual International Typhlo & Tactus Tactile Book Contest  
Grace Hopper Scholarship, Anita Borg Institute for Women in Computing and Technology  
The 1st Place Pitch Cash Prize, Startup Summer (Startup Colorado)  
Outreach Grant Award, University of Colorado Boulder

2012 Beverly Sears Graduate Research Fellowship, Colorado Research Administration  
Dean's Fellowship, University of Colorado Boulder

2010 Presidential Award, the Best Contributor of the Year, Korea Telecom (KT Corp.), Korea  
Best Business Model Strategy Award, Korea Telecom (KT Corp.), Korea  
Chancellor's Recognition Award, Korea Aerospace University, Korea

2009 Best Undergrad Thesis (Capstone Project) Award, Korea Aerospace University, Korea

2007, 2009 Jeong-Seok Foundation Presidential Scholarship (Top 1 student in the CS Department), Korea

2004 -2009 Scholarship for Excellent Academic Records, Korea Aerospace University, Korea

2007 ISTAT Foundation International Scholarship, United States

2006 Honorary Alumnus, Yanbian University of Science and Technology, China

2005 Han-Jin Foundation Presidential Scholarship, Korea

## Research Grants

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2019 Adobe Gift Award, \$2,500  
Role: PI

2019 NSF Convergence Accelerator (C-Accel 1937043), Track A: Harnessing the Data Revolution  
*Product Design and Manufacturing Graph-as-a-Service* (PI: Binil Starly)  
Role: Consultant

## Teaching

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2019 Fall. **Instructor, CS&E, Texas A&M University**  
Teaching Human-Centered Seminar (CSCE 667)

- Developing future interaction techniques for Human-machine Collaboration
- 2017- 2018 **Teaching Assistant, CS Department, University of Colorado Boulder**  
Teaching Principles in User Centered Design and Prototyping (CSCI3200: Human Centered Computing and Development)
- 2014- 2015 **Guest Lecturer, CU Science Discovery, Boulder**  
Teaching “Emergent Technology to develop emergent literacy for blind children, with 3D printed tactile picture books” in various summer science camps for K-12
- 2013- 2014 **Teaching Assistant, CS Department, University of Colorado Boulder**  
Teaching Introductory Linux and Python/Java/C++ (Computer Science 1: Programming)  
Teaching Introductory Linux and C++ (Introduction to Programming)
- 2013 Spr. **Teaching Assistant, CS Department, University of Colorado Boulder, USA**  
Teaching Special Topics in Computer Science (Big Data-Human Computer Interaction)
- 2009-2010 **Instructor, Korea Foreign Migrants Center, Seoul, Korea**  
Teaching Windows OS and MS Office  
Teaching Korean e-Commerce System
- 2009 **Afterschool Instructor, Dukyang Middle School, Gyunggi-do, Korea**  
Tutoring small group of middle school students for Math & Science
- 2005-2009 **Instructor, Intrusion Defense Team, Korea Aerospace University, Korea**  
Lecturing Data Structures and Network Programming using C, for freshmen members

## Research Advising and Mentoring

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### Texas A&M University

- 2019 **Chen Liang**, *Contextual Dataset to Make Existing 3D Objects Searchable for Micromanufacturing*  
**Alex Berman**, *Understanding Proximal Printing Shops and Recommender Systems for 3D Printing*

### University of Colorado

- 2015-2016 **Srinjita Bhaduri (MS)** *Audible Texture: Sensor-less Sound Generator on Tactile Pictures for Children*  
**Claudia Dauden Roquet (Visiting Undergrad)** *3D Folded Printgami* (Short paper at DIS'16 [c.3], received 1<sup>st</sup> place with honor for the undergrad dissertation)
- 2015 Fall. **Caleb Hsu (Undergrad)** *Parametric 3D Modeling by HTML style Markup Language (CraftML)*, (Results integrated into research paper CHI'18 [c.9])  
**Ellen Reynersen (Undergrad)**, *Parametric Auditory Artifacts*
- 2015 Sum. **Lindsey Welch, Chantelle Humphries (Highschool Senior)** *3D Printed braille*  
**Dinah Bowman, & Nueka Lo (Highschool Senior)** *Post-processing Techniques to Enhance Tactile Textures*  
(NSF Funded Highschool Research Mentor Programs (REM), results invited to the White House for poster presentation)
- 2014 **Thomas M Erickson (Undergrad)** *Haptic Feedback Development for 3D Printed Books*  
**Ian Char (Undergrad)** *SikulBot-Automating Physical Interface using Images*, (Demo at UIST'14 [d.4])

## Invited Talks

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- 2019 Intelligent Digital Fabrication: Towards Collaborative Partnership between Humans and Machines
- **KAIST, HCI@KAIST (School of Computing & Industrial Design), Korea** (Host: *Jubo Kim*)
  - **KAIST, Electrical Engineering, Korea** (Host: *KyoungSoo Park*)
  - **Ewha Womans University, Computer Science & Engineering, Korea** (Host: *Uran Oh*)
  - **Cornell University, Information Science, Ithaca, NY** (Host: *Francois Guimbretiere*)
  - **University of Illinois at Chicago, Computer Science, Chicago, IL** (Host: *Chris Kanich*)
  - **George Mason University, Computer Science, Fairfax, VA** (Host: *Yotam Gingold*)
  - **University of Colorado Boulder, Institute of Cognitive Science (Language Group), Boulder, CO** (Host: *Eliana Colunga*)
  - **University of Victoria, Computer Science, Victoria, Canada** (Host: *Kwangmoo Yi*)
- 2018 Interactive Systems for Design and Fabricating Properties
- **Adobe., Fabrication Strategy Group Meeting, San Francisco, CA** (Host: *Wilmot Li*)
  - **Adobe., Creative Intelligence Lab, San Francisco, CA** (Host: *Qingnan James Zhou*)
- Augmenting Everyday Objects using Digital Fabrication
- **HP, Immersive Experiences Lab, Palo Alto, CA** (Host: *Tico Ballagas*)
- Explainable Systems for 3D Modeling & Printing
- **Seoul National University, Dept. of Communication, Korea** (Host: *Hwajung Hong*)
- 2017 Collaborative AR/VR for Remote Instructors and Learners
- **Ericsson Research, Media Technology Group, Santa Clara, CA** (Host: *Alvin Jude*)
- 2015 Moveable Tactile Picture Books for Blind Children
- **National Teen's Science Cafe Network, Denver, CO** (Host: *Stacey*)

## Invited Exhibition, Demo, & Organized Workshop

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- 2019 **Science Discovery, Build Better Books (BBB) Project, CO**  
Workshop, *"Prototyping Tactile Pictures by Digital Fabrication Tools--Laser Cutting"*
- 2018 **Smithsonian Design Museum, Cooper Hewitt, New York, NY**  
Exhibition, *As part of "Design for the Senses: Beyond Visual"*
- 2017 **ATLAS Research Showcase, ATLAS Institute, CU Boulder, CO**  
Demo, *"Kinemaker: Supporting Mechanical Design by Remixing Gearboxes and 3D Models"*
- King Abdulaziz Center for World Culture, Riyadh, Saudi Arabia**  
Exhibition (Permanent), *As part of "World Culture Exhibition"*
- 2016 **Lyons Public Library, Lyons, CO**  
Exhibition, *"Crowd Sourced 3D Printed Tactile Pictures – Harold and the Purple Crayon"*
- 2015 **Science Discovery, Summer Camp, University of Colorado Boulder, CO**  
Workshop, *"Designing 3D Pictures like Web Programming"*
- NSF Funded CU EFRI REM Project, Boulder, CO**  
Workshop, *"Designing 3D Printed Tactile Picture Books for Children with Visual Impairments"*
- Family IdeaLAB, Denver Public Library, Denver, CO**  
Workshops, *"Week 1: Tangible 3D Design with Craft Materials"*  
*"Week 2: Programming 3D Pictures"*
- FoST (Future of Storytelling) Design Summit, New York, NY**  
Exhibition, *Part of "Reinventing the Way Stories Are Told"*
- Computer Science Education Week, Boulder, CO**  
Demo, *"Emergent Technologies with 3D Printing in Classroom"*

- 2014 **IdeaForge Home Coming Day, University of Colorado Boulder, CO**  
Demo, “*Tactile Picture Books to Enhance Reading Experience for Blind Children*”
- Gemmile Engineering Library, CU Boulder, CO**  
Exhibition, “*Crowd sourced 3D Printed Tactile Pictures – Harold and the Purple Crayon*”
- Colorado Talking Book Library, Denver, CO**  
Workshop, “*Design Tactile Map to Guide People with Visual Impairments*”
- Teen's Science Cafe, Denver, CO**  
Workshops (Three Groups), “*Designing Tactile Pictures with Craft Materials for 3D Printing*”

## Selected Media

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- New Scientist**, Turn any object into a robot using this program and a 3D printer
- Ericsson Research**, Augmented reality prototyping for Remote Collaboration
- Make Magazine**, Customize and Print 3D Picture Books for Visually Impaired Kids
- Fabbaloo**, The Tactile Picture Books Project Helps Visually Impaired Children
- 3DPrint.com**, 3D Printed Tactile Books Allow Visually Impaired Children to Experience Stories
- MetaTrend (Korea)**, Tangible Context 손으로 전달되는 컨텍스트 (Vol.57)
- Masters of Media (Netherlands)**, 3D printing: a tool in revolutionizing the books for visually impaired children
- Bookaholic (Romania)**, Tactile Picture Books: *proiect fain pentru copiii cu afectiuni oculare*
- DNA India (India)**, Picture books for the visually-impaired get a 3D boost
- Children's Book Council**, Tactile Picture Books Project Goes Beyond Braille,
- Electric Literature**, 3-D Printed Storybooks for the Visually Impaired
- Adweek**, 3D Printed Storybooks for Visually Impaired Children
- New Scientist**, 3D-printed books make pictures real for blind children
- A book and a good lie down (Australia)**, A Few Stories for Children's Books Week
- NPR: National Public Radio**, Beyond Braille: 3-D Printed Books for The Blind
- Women Makes Waves (UK)**, Bringing Books Alive for Visually-Impaired Children
- 3D Hubs**, Maker Talk: Creating tactile storybooks for children with visual impairment
- DailyMail (UK)**, Now you can FEEL the Cat in the Hat: Researchers use 3D printing to help blind children enjoy classic bedtime stories
- NewsWeek**, 3-D Printing Enables Visually Impaired Children to Experience the World of Literary Classics
- NanoWerk**, 3D-printed picture books for visually impaired children
- 3diot**, Blind Children Benefit from 3-D Printed Books
- 3D Imprimalia (Spain)**, *Libros táctiles impresos en 3D para niños ciegos*
- Mashable**, Imagining a New Way to Read, One 3D-Printed Book at a Time
- DailyCamera**, CU-Boulder Researchers Create Children's books with 3-D printing
- Pink Giraffe (Russia)**, Printed on a three dimensional printer. *Книги «Розового Жирафа» напечатали на трехмерном принтере. Это революция в образовании!*
- 3ders**, 3D Printed Tactile Picture Books for Visually Impaired Kids
- ScienceDaily**, Picture books for visually impaired kids go 3-D
- 3DPrint.com**, 3D Printed Tactile Books For Blind Children
- 9 News**, CU Creates 3D Book Program for Blind Children
- Magazine of Artikel A-Welle (Switzerland)**, Is There a Really User-Friendly Ticket Machine? *Gibt es den benutzerfreundlichen Billettautomaten wirklich?*
- ColoradoDaily**, CU-Boulder students team with Swiss university on transportation project

## Service

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### **Program/Organizing Committee**

- UIST 2020, Program Committee (Technical papers)
- UIST 2020, Registrations Co-Chair
- UIST 2019, Registrations Co-Chair

CHI 2019, Program Committee (Late Breaking Work Associate Chair)

CHI 2018, Program Committee (Late Breaking Work Associate Chair)

#### **Graduate Students Admission Committee**

Texas A&M University, Computer Science & Engineering (2019-2020)

#### **Faculty Search Committee**

University of Colorado, Computer Science Department, PhD student member (2017-2018)

#### **Conference Paper Review**

CHI\* (2014-2020), UIST\* (2013-2019), SCF (2018), DIS (2014-2019),

TEI (2014-2020), CSCW (2015-2017), C&C (2015/2017), IDC (2014-2017),

CHI Play (2014-2016), Mobile HCI (2014-2016), TVX (2014-2016), ISS (Formally ITS, 2014)

#### **Journal Paper Review**

Transactions on Accessible Computing (TACCESS'18),

Research in Developmental Disabilities (RIDDD'15)

#### **Guest Editor**

ODYSSEY Magazine: Adventures in Science, Special Issue on *3D Printing in the World*

Android SDK Reference Book (ISBN: 9788909189026)

#### **Student Volunteer**

CHI 2015/2017, IDC 2015, NAGC 2012, Onnuri Campaign 2009

## **References**

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### **Tom Yeh**

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Assistant Professor

University of Colorado Boulder

### **Mark D Gross**

mdgross@colorado.edu

Director/Professor

University of Colorado Boulder

### **Jennifer Mankoff**

jmankoff@cs.washington.edu

Richard E. Ladner Professor

University of Washington

### **Daniel Ashbrook**

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Associate Professor

University of Copenhagen

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