

Curriculum Vitae

Name: Ayoung Suh

Academic Qualification

- Ph.D. in management information systems, Ewha Womans University (EWU), Seoul, Korea,
- MBA in management information systems, EWU, Seoul, Korea
- B.A. in German literature & language, EWU, Seoul, Korea

Work Experience

09/2020 – Present	Associate Professor of Sungkyunkwan University, Business School, Seoul, Korea (Tenured)
07/2019 – 08/2020	Associate Professor of City University of Hong Kong, School of Creative Media, Hong Kong (Tenured)
08/2013 – 06/2019	Assistant Professor of City University of Hong Kong, School of Creative Media and Dept. of Information Systems, Hong Kong
07/2008 – 07/2013	Research Professor of EWU, College of Business Administration, Seoul, Korea
03/2008 – 06/2008	Post-Doctoral Researcher, Korea Advanced Institute of Science and Technology (KAIST), Seoul, Korea

Research Interests

Virtual Collaboration, Virtual Experience, Social Media & Network Analysis, Enterprise Gamification, Immersive Technology (VR/AR), Metaverse

Research Grants

01/2019-12/2020	PI: How Gamification Increases Knowledge Contribution in Organizations: Conceptualizing Meaningful Engagement and Empirical Tests, the <i>General Research Fund</i> (GRF), Research Grants Council, Hong Kong. [11505118] HKD 264,150
06/2018-12/2019	PI: Creating Interactive Infographics: The Integration of Data Science and Creative Expression, <i>Teaching Development Grant</i> (TDG), CityU. [6000666] HKD 193,720
10/2017-09/2019	PI: How Gamification Increases Knowledge Contribution in Organizations: Conceptualizing Meaningful Engagement, <i>Strategic Research Grant</i> (SRG), CityU. [7005019]

	HKD 100,000
09/2017-08/2019	Co-I: The Immersive Impact of Augmented Reality on Knowledge Management in Business <i>Strategic Research Grant</i> (SRG), CityU. [7005018] HKD 100,000
09/2017-08/2020	PI: Augmented Cognition through Immersive Technologies, <i>CityU ACIM Collaborative Research Fellowship Grant</i> HKD 300,000
07/2017-06/2019	PI: Developing Multidisciplinary and Multicultural Competences through Gamification and Challenge-Based Collaborative Learning, <i>UGC Teaching and Learning Grant</i> , Research Grants Council, Hong Kong. [6391221] HKD 594,460
07/2016-12/2018	PI: Gamification at Work: Identifying Motivational Affordances and Their Roles in Sustaining User Engagement, the <i>General Research Fund</i> (GRF), Research Grants Council, Hong Kong. [11531016] HKD 263,500
01/2016-12/2018	Co-I: Improving the Performance of Collectives in Joint Problem Solving: Exploring the Impact of Task Difficulty, Collective Size, Intelligence Mechanisms and their Moderation through IT-enabled Task Shaping and Solution Aggregation, the <i>General Research Fund</i> (GRF), Research Grants Council, Hong Kong. [11507815] HKD 729,108
12/2015-05/2017	PI: Engaging Students in Learning Activities via Gamification Idea: Integrating Theory into Practice, <i>Teaching Development Grant</i> – CityU [6000546] HKD 179,204
09/2014-08/2016	PI: Explaining a Virtual Worker's Job Performance: Integrating Proximity and Network Perspectives, <i>Early Career Scheme</i> (ECS), Research Grants Council, Hong Kong. [21500714] HKD 345,500
03/2014-02/2016	PI: Research on Network Mechanisms for Virtual Collaboration, <i>Start-up grant</i> – CityU. [7200391] HKD 197,000
01/2014-12/2016	Co-I: Changes & Opportunities in the Era of Virtualization , <i>Social Sciences Korea</i> (SSK), National Research Foundation of Korea [NRF-2013S1A3A2054667] 2nd stage. HKD 7,000,000

11/2013-04/2015 PI: Engaging Students to Visualize Information: Exploring the Potential of Augmented Reality, *Teaching Start-up Grant* – CityU. [6000478]
HKD 100,000

08/2010 – 07/2013 Co-I: Changes & Opportunities in the Era of Virtualization, *Social Sciences Korea* (SSK), National Research Foundation of Korea. [NRF-2010-330-H00003] 1st stage.
HKD 2,000,000

Publications

Peer-Reviewed Journal Articles (SSCI/SCI)

- 2023 **Suh, A.** “The Physical Body as a Computing Interface: Theoretical Conceptualization of Embodied Affordances and Empirical Validation,” *Telematics and Informatics*, Forthcoming.
- 2023 **Suh, A.** “How Users Cognitively Appraise and Emotionally Experience the Metaverse: Focusing on Social Virtual Reality,” *Information Technology & People*, Forthcoming.
- 2022 Li, M. and **Suh, A.** (2022). “Anthropomorphism in AI-enabled technology: A literature review,” *Electronic Markets*, 32, pp. 2245-2275.
- 2022 **Suh, A.**, Cheung, C., and Lin, Y. (2022). ”Meaningful Engagement with a Gamified Knowledge Management System: Theoretical Conceptualization and Empirical Validation, *Industrial Management & Data Systems*, 122(5), pp. 1355-1383.
- 2022 **Suh, A.**, and Li, M. (2022). “How the Use of Mobile Fitness Technology Influences Older Adults’ Physical and Psychological Well-being,” *Computers in Human Behavior*, 131, pp. 1-13.
- 2021 Li, M., and **Suh, A.** (2021). “We-intention to Continue Playing Mobile Multiplayer Games: The Role of Social Play Habit”, *Internet Research*, 31(4), pp. 1153-1176.
- 2021 **Suh, A.**, and Li, M. (2021). “Digital Tracing during the COVID-19 Pandemic: User Appraisal, Emotion, and Continuance Intention,” *Sustainability*, 13(2), 608.
- 2021 Ryu, S., and **Suh, A.** (2021). “Online service or virtual community? Building platform loyalty in reward-based crowdfunding,” *Internet Research*. 31(1), 315-340.
- 2021 Lee, J., Bock, G., and **Suh, A.** (2021). “The Influence of Social Power on Knowledge Utilization,” *Journal of Computer Information Systems*, 61(6), 493-506.

- 2018 **Suh, A.**, and Prophet J. (2018). "The State of Immersive Technology Research: A Literature Analysis", *Computers in Human Behavior*, 86, 77-90.
- 2018 Liu, L., **Suh, A.**, Wagner, C. (2018). "Empathy or Perceived Credibility? An Empirical Study on Individual Donation Behavior in Charitable Crowdfunding," *Internet Research*, 28(3), 623-651.
- 2018 **Suh, A.**, Wagner, C., and Liu, L.(2018). "Enhancing User Engagement through Gamification," *Journal of Computer Information Systems*, 58 (3), 204-213.
- 2017 **Suh, A.**, Cheung, C., Ahuja, M., and Wagner, C. (2017). "Gamification in the Workplace: The Central Role of the Aesthetic Experience," *Journal of Management Information Systems*, 34 (1), pp. 268-305.
- 2017 **Suh, A.**, and Wagner, C. (2017). "How Gamification of an Enterprise Collaboration System Increases Knowledge Contribution: An Affordance Approach" *Journal of Knowledge Management*, 21(2), pp.416-431.
- 2017 **Suh, A.**, and Lee, J. (2017). "Understanding Teleworkers' Technostress and Its Influence on Job Satisfaction," *Internet Research*, 27(1), pp. 140-159.
- 2016 Liu, L., **Suh, A.**, and Wagner, C. (2016). "Watching Online Videos Interactively: The Impact of Media Capabilities in Chinese "Danmaku" Video Sites," *Chinese Journal of Communication* 9(3), pp. 283-303
- 2015 Bock, G., Ahuja, M., **Suh, A.**, and Yap, L. (2015). "Sustainability of a Virtual Community: Integrating Individual and Structural Dynamics," *Journal of the Association for Information Systems* 16(6), pp. 418-447.
- 2015 Lee, J., and **Suh, A.** (2015). "How do virtual community members develop psychological ownership and what are the effects of psychological ownership in virtual communities?" *Computers in Human Behavior* 45(1), pp. 382-391.
- 2013 **Suh, A.** (2013). "The Influence of Self-discrepancy between the Virtual and Real Selves in Virtual Communities," *Computers in Human Behavior* 29(1), pp. 246-256.
- 2011 **Suh, A.**, Shin, K., Ahuja, M., and Kim, M. (2011). "The Influence of Virtuality on Social networks: A Multi-level Approach," *Journal of Management Information Systems* 28(1), pp. 351-386.
- 2010 **Suh, A.** and Shin, K. (2010). "Exploring the Effects of Online Social Ties on Knowledge Sharing: A Comparative Analysis of Collocated vs Dispersed Teams," *Journal of Information Science* 36(4), pp. 443-463.

- 2010 Bock, G., **Suh, A.**, Shin, K., and Hu, A. (2010). "The Factors Affecting Success of Knowledge-based Systems at the Organizational Level," *Journal of Computer Information Systems* 50(2), pp. 95-105.

* Underline denotes student author advised by Suh

Other Peer-Reviewed Journal Articles

- 2018 **Suh, A.** (2018). "Sustaining the Use of Quantified-Self Technology: A Theoretical Extension and Empirical Test," *Asia Pacific Journal of Information Systems*, 28(2), 114-132.
- 2015 Wagner, C., and **Suh, A.** (2015). "Opening the "Black Box" of Collective Intelligence: A Critical Reflection," *Issues in Information Systems* 16(4), pp. 209-214.
- 2015 Li, R., **Suh, A.** (2015). Factors Influencing Information Credibility on Social Media Platforms: Evidence from Facebook Pages, *Procedia Computer Science*, 72, pp. 314-328.

Book Chapters

- 2017 **Suh, A.**, and Cheung, C. (2017). "Beyond Hedonic Enjoyment: Conceptualizing Eudaimonic Motivation for Personal Informatics Technology Usage," *Design, User Experience, and Usability: Designing Pleasurable Experiences*, Markus, A., and Wang, W. (ed.), pp. 119-133. Springer.
- 2017 Liu, L., **Suh, A.**, and Wagner, C. (2017). "Who Is with You? Integrating a Play Experience into Online Video Watching via Danmaku Technology," *Human-Computer Interaction: Interaction Contexts*, Kurosu, M. (ed.), pp. 63-73, Springer
- 2016 **Suh, A.**, and Wagner, C. (2016). "Explaining a Virtual Worker's Job Performance: The Role of Psychological Distance," *Foundations of Augmented Cognition: Neuroergonomics and Operational Neuroscience*, Dylan D. Schmorow; Cali M. Fidopiastis (ed.), pp. 241-252, Springer.
- 2016 Liu, L., **Suh, A.**, and Wagner, C. (2016). "Investigating Communal Interactive Video Viewing Experiences Online," *Human-Computer Interaction. Novel User Experiences*, Masaaki Kurosu (ed.), pp. 538-548, Springer.

Conference Proceedings/Presentations

- 2022 Boo, C., & **Suh, A.** Identifying Metaverse Characteristics and their Influence on Continuance Intention: Evidence from Zepeto, Roblox, and Ifland. *In Proceedings of Korea Management Information Systems (KMIS) Conference.*, Seoul, Korea. (**Best Paper Award**)

- 2021 Li, M., & **Suh, A.** Machinelike or Humanlike? A Literature Review of Anthropomorphism in AI-Enabled Technology. In *Proceedings of the 54th Hawaii International Conference on System Sciences*.
- 2021 Lin, Y., & **Suh, A.** The Role of Spatial Ability in Learning with Virtual Reality: A Literature Review. In *Proceedings of the 54th Hawaii International Conference on System Sciences*.
- 2020 Deng, X., Li, M., & **Suh, A.** (2020, July). Recommendation or Advertisement? The Influence of Advertising-Disclosure Language with Pictorial Types on Influencer Credibility and Consumers' Brand Attitudes. *Proceedings of International Conference on Human-Computer Interaction* (pp. 234-248). Springer, Cham.
- 2020 Lin, Y., Wang, G., & **Suh, A.** (2020, July). Exploring the Effects of Immersive Virtual Reality on Learning Outcomes: A Two-Path Model. *Proceedings of International Conference on Human-Computer Interaction* (pp. 86-105). Springer, Cham.
- 2020 **Suh, A.**, & Li, M. (2020, July). How Gamification Increases Learning Performance? Investigating the Role of Task Modularity. *Proceedings of International Conference on Human-Computer Interaction* (pp. 129-146). Springer, Cham.
- 2019 Wang, G., and **Suh, A.** "User Adaptation to Cybersickness in Virtual Reality: A Qualitative Study," *Proceedings of European Conference on Information Systems* (ECIS 2019), Stockholm, Sweden,
- 2019 **Suh, A.**, and Cheung, C. "Revisiting User Engagement: Concepts, Themes, and Opportunities", *Proceedings of Pacific Asia Conference on Information Systems* (PACIS 2019), Xian, China.
- 2018 Wang, G., and **Suh, A.** "Disorder or Driver?: The Effects of Nomophobia on Work-Related Outcomes in Organizations," *Proceedings of ACM CHI Conference on Human Factors in Computing Systems* (CHI 2018), Montreal, Canada.
- 2018 Ahuja, M., Patel, P., and **Suh, A.** "The Influence of Social Media on Collective Action in the Context of Digital Activism: An Affordance Approach," *Proceedings of HICSS*, IEEE. 2018, Big Island, Hawaii. (**Best Paper Award**, Digital and Social Media Track).
- 2018 **Suh, A.**, Wang, G., Gu, W., and Wagner, C. "Enhancing Audience Engagement through Immersive 360-degree Videos: An Experimental Study, *Proceedings of International Conference on Augmented Cognition*, Las Vegas, USA. (**Best Paper Award**)
- 2018 Prophet, J., and **Suh, A.** "How Art Research is Eating Itself: A Survey of PhD Research Methods, *9th SAR International Conference on Artistic Research*, Plymouth, UK.
- 2018 Wang, G., Gu, W., and **Suh, A.** "The Effects of 360-degree VR Videos on Audience Engagement: Evidence from The New York Times," *Proceedings of International Conference on HCI in Business, Government, and Organizations*, Las Vegas, USA.

- 2018 Lee, J., Lee, H., and **Suh, A.** “Information Technology and Crafting of Job: Shaping Future of Work?” *Proceedings of PACIS 2018*, Yokohama, Japan.
- 2018 **Suh, A.** “Impact of gamification on changing nature of work”, *Panel: Future of Work: Transformation and Emergence, PACIS 2018*, Yokohama, Japan.
- 2018 Wagner, C., **Suh, A.** “Augmented Realities in the Enterprise,” *Society for Information Management Advanced Practices Council Meeting*, Dallas, USA.
- 2017 **Suh, A.** “Enhancing User Engagement through Enterprise Gamification: Identifying Motivational Affordances,” *Proceedings of International Conference on Information Systems (ICIS 2017)*, Seoul, Korea.
- 2017 Liu, R., and **Suh, A.** “Self-Branding on Social Media: An Analysis of Style Bloggers on Instagram,” *Information Systems International Conference, SCOPUS*, Bali, Indonesia (**Best Paper Award**).
- 2017 **Suh, A.**, and Liu, L. “Can the Social Media Affordances Contribute to Curbing Anti-Social Behavior Online? Revisiting Deindividuation Theory,” *International Conference on e-Commerce, e-Administration, e-Society, e-Education, and e-Technology (e-CASE & e-Tech 2017)*, Kyoto, Japan.
- 2017 Liu, L., **Suh, A.**, and Wagner, C. “Donation Behavior in Online Micro Charities: An Investigation of Charitable Crowdfunding Projects,” *Proceedings of HICSS, IEEE*. 2017, Big Island, Hawaii.
- 2017 Altrock, S., and **Suh, A.** “Sharing Economy versus Access Economy: A Critical Reflection on Social Interactions between Peers,” *HCI International 2017*, Vancouver, Canada.
- 2017 Liu, L., Wagner, C., and **Suh, A.** “Understanding the Success of Pokémon Go: Impact of Immersion on Players’ Continuance Intention” *HCI International 2017*, Vancouver, Canada.
- 2015 **Suh, A.** “Applying Game Design Elements in the Workplace,” *Proceedings of International Conference on Information Systems (ICIS)*, 2015, Texas, USA.
- 2015 Gu, Y., and **Suh, A.**, and Liu, L. “Motivations and Obstacles for Seniors to Adopt Social Network Systems,” *Proceedings of 19th Pacific Asia Conference on Information Systems (PACIS)*, 2015, Singapore.
- 2015 **Suh, A.** “Measuring User Engagement in an Enterprise Gamified System,” *Proceedings of CHI 2015 Workshop on Gamifying Research*, Seoul, Korea.
- 2015 **Suh, A.**, and Bock, G. “The Impact of Enterprise Social Media on Task Performance in Dispersed Teams,” *Proceedings of HICSS, IEEE*, 2015, Kauai, Hawaii.
- 2015 **Suh, A.**, Wagner, C., and Liu, L. “The Effects of Game Dynamics on User Engagement in Gamified Systems,” *Proceedings of HICSS, IEEE*. 2015, Kauai, Hawaii.

- 2014 Lee, J., Bock, G., and **Suh, A.** The Impact of Social Power on Transactive Memory Systems and Knowledge Utilization, *Proceedings of Pacific Asia Conference on Information Systems (PACIS)*, June 2014, Chengdu, China.
- 2014 Wagner, C., and **Suh, A.** “The Wisdom of Crowds: Impact of Collective Size and Expertise Transfer on Collective Performance,” *Proceedings of HICSS*, IEEE, 2014, Big Island, Hawaii.
- 2014 **Suh, A.**, and Bock, G. “Exploring the Optimal Network Configuration in Virtual Teams: A Multi-level Perspective,” *Proceedings of OASIS Pre-ICIS Workshop*, Dec. 2014, Milan, Italy.
- 2013 Wagner, C., and **Suh, A.** “Opening the “Black Box” of Collective Intelligence,” *Proceedings of 10th Conference on eLearning for Knowledge-Based Society*, December 2013, Thailand.
- 2013 Bock, G., Ahuja, M., **Suh, A.** “Sustainability of a Virtual Community: Integrating Individual and Structural Dynamics,” *Proceedings of IEEE International Technology Management Conference*, June 2013, Hague, Netherlands.
- 2013 Wagner, C., and **Suh, A.** “The Role of Task Difficulty in the Effectiveness of Collective Intelligence,” *Proceedings of IEEE International Conference on Digital Ecosystems and Technologies (DEST)*, California, U.S.A.
- 2013 **Suh, A.** and Wagner, C. “Factors Affecting Individual Flaming in Virtual Communities,” *Proceedings of 46th HICSS*, IEEE, Hawaii (Nominated for best paper).
- 2012 **Suh, A.** and Shin, K. “Self-discrepancy, Perceived Privacy Rights, and Contribution in Virtual Communities,” *Proceedings of 45th HICSS*, IEEE, Hawaii (Nominated for best paper).
- 2010 **Suh, A.** and Shin, K. “Discrepancy between Actual Self and Virtual Self: Theoretical Extensions, Measurement and Relation to knowledge Contribution in Virtual Communities,” *Proceedings of PACIS*, Taipei, Taiwan.
- 2008 **Suh, A.** and Shin, K. “Social Network and Knowledge Accessibility of Project Teams: A Multi-level Approach,” *Proceedings of PACIS*, Suzhou, China.
- 2007 **Suh, A.** and Shin, K. “Does Virtuality Increase Social Capital?” *Proceedings of PACIS*, Auckland, New Zealand.
- 2007 **Suh, A.** and Shin, K. “A Framework for Workgroup Collaboration in a Virtual Environment: Theoretical Synthesis and Empirical Exploration,” *Proceedings of 40th HICSS*, IEEE, Hawaii.

* Underline denotes student author advised by Suh

Honors and Awards Received

- 2022 **Best Paper Award**, 2022 Korea Society of Management Information System (KMIS) conference, Seoul, Korea.
https://www.kmis.or.kr/kmis/sub03/sub03_06_view.asp?Idx=1979&gotoPage=1&sBCode=A06&sItem=&sTxt
- 2020 **Teaching Excellence Award** 2020, School of Creative Media, City University of Hong Kong, Hong Kong
- 2018 **Best Paper Award of HICSS 2018** (Digital and Social Media Track)
-Ahuja, M., Patel, P., and **Suh, A.** “The Influence of Social Media on Collective Action in the Context of Digital Activism: An Affordance Approach”
<http://hicss.hawaii.edu/best-papers/>
- 2018 **Best Paper Award of HCI International 2018** (Augmented Cognition)
-**Suh, A.**, Wang, G., Gu, W., and Wagner, C. “Enhancing Audience Engagement through Immersive 360-degree Videos: An Experimental Study”
<http://2018.hci.international/pagesmith/232>
- 2018 **Outstanding Associate Editor Award 2018**
Internet Research [SSCI, impact factor 3.838, 2017 JCR], Emerald
http://emeraldgroupublishing.com/products/journals/news_story.htm?id=7703
- 2017 **Best Paper Award of ISICO 2017**
-Liu,R., and **Suh, A.** “Self Branding on Social Media: An Analysis of Style Bloggers on Instagram”
- 2013 Best Paper Nomination at HICSS 2013
- 2012 Best Paper Nomination at HICSS 2012
- 2011 **Best Reviewer Award** of Asia Pacific Journal of Information Systems 2011, *Korea Society of Management Information Systems*
- 2009 **Excellent Research Paper Award**, Annual International Conference by Korea Society of Management Information Systems
-**Suh, A.** and Shin, K. “The Strength of Online Social Ties: A Comparative Analysis of Collocated vs. Dispersed Teams,” *Proceedings of the Korean Management Information Systems*
- 2008 **Best Research Paper Award**, Annual International Conference by Korea Society of Management Information Systems
-**Suh, A.** and Shin, K. “The Influence of Virtuality on Social Network: A Multi-level Approach,” *Proceedings of the Korean Management Information Systems*
- 2006 **Teaching Excellence Award**, College of Business Administration, Ewha Womans University

Editorial Work

Senior Editor

Journal

- Information Technology & People: 2019~present
- Internet Research: 2020~present

Associate Editor

Journal

- Internet Research: 2015~ 2020
- Asia Pacific Journal of Information Systems:2018~ present
- Information Systems Review: 2016~2021
- Journal of Intelligence and Information Systems: 2014~present
- Information & Management: 2016. Special Issue on Smart Tourism
- Decision Support Systems: 2017. Special Issue on Omnichannel Business: Opportunities and Challenges' at Decision Support Systems
- Information Systems Journal: 2020. Special Issue on Polarization and Social Media [https://onlinelibrary.wiley.com/pb-assets/assets/13652575/ISJ_SMIP_CFP%20\(002\).pdf](https://onlinelibrary.wiley.com/pb-assets/assets/13652575/ISJ_SMIP_CFP%20(002).pdf)

Conference

- International Conference on Information Systems (ICIS): 2015 ~Present
- Pacific Asia Conference on Information Systems (PACIS): 2016 ~ Present
- European Conference on Information Systems (ECIS): 2017 ~ Present

Reviewer

Journal

MIS Quarterly
Information Systems Research
Journal of Management Information Systems
Information & Management
Journal of the Association for Information Systems
Information Systems Journal
New Media & Society
International Journal of Information Management
Journal of Knowledge Management
Journal of Business Research
Decision Support Systems
Computers in Human Behavior
Human-Computer Interaction
Information and Software Technology
Online Information Review
Asia Pacific Journal of Information Systems
Electronic Commerce Research and Applications
Information Technology & People
Behavior & Information Technology

Program Committee

International Workshop on Changing Nature of Work: Working Smarter with ICT (CNoW 2015, 2016)
International Conference on Electronic Commerce (ICEC 2016, 2017)

Post-ICIS LG CNS/KrAIS Research Workshop (KrAIS 2016~present)
HCI International Augmented Cognition (HCII 2017~2021)

Panel Future of Work: Transformation and Emergence
Pacific Asia Conference on Information Systems (PACIS 2018)

Track Co-Chair Human Behavior and IT (PACIS 2019)
Knowledge Management and Virtual Teams (PACIS 2021)

List of Courses Taught (in reverse chronological order)

Semester A, 2022

BUS2015 Management Information Systems

Semester B, 2021

BUS3048 Business Data Visualization

DBA5105 MIS Research Methodology

Semester A, 2021

BUS2015 Management Information Systems

Semester B, 2020

BUS2015-01 Management Information Systems

BUS2015-02 Management Information Systems

Semester B, 2019-20

SM2007 Culture, Society, and New Technologies

SM5334 Social Media and Digital Humans

Semester A, 2019-20

SM8402 Research Skills and Methods

SM3801 Understanding Data

Semester B, 2018-19

SM5334 Social Media and Digital Humans

GE2335 Business Programming with Spreadsheet

Semester A, 2018-19

SM8402 Research Skills and Methods

SM3801 Understanding Data

Semester B, 2017-18

GE2335 Business Programming with Spreadsheet

SM3801 Information and Representation

Semester A, 2017-18

SM8402 Research Skills and Methods

SM5334 Social Media and Digital Humans

Semester B, 2016-17

GE2335 Business Programming with Spreadsheet

SM3801 Information and Representation

Semester A, 2016-17

SM8402 Research Skills and Methods

SM5334 Social Media and Digital Humans

Semester B, 2015-16

SM2007 Culture, Society, and New Technologies

SM3801 Information and Representation

Semester A, 2015-16

SM5334 Social Media and Digital Humans

Semester B, 2014-15

SM2007 Culture, Society, and New Technologies

SM3801 Information and Representation

Semester A, 2014-15

SM5334 Social Media and Digital Humans

Semester B, 2013-14

SM3801 Information and Representation

SM3802 Scientific Processes