

CURRICULUM VITAE

SOLIP PARK

Date: 22-May, 2024

Personal details



SURNAME, GIVEN NAME	Park, Solip
NATIONALITY	South Korea
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PORTFOLIO	http://www.parksolip.com/
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ORCID	https://orcid.org/0000-0001-5581-435X
LINKEDIN	https://www.linkedin.com/in/solipark/
STATUS	EU family tie residency

Keywords Game Production Studies, Praxiology, Game Development Culture, Game Work & Labour, Education, Qualitative Research, DEI, Diversity in Game Workspace, Project Management, Partner Relations

Language

English	Fluent, academic proficiency
Korean	Mother tongue
Japanese	Good communicative proficiency

Current work

August 2020 - Present **Doctoral candidate (Doctor of Arts) at Aalto University School of Arts, Design and Architecture** Finland

POSITION 1 Qualitative longitudinal research about immigrant/expatriate game developers in the video game industry with a focus on multitudinous game development culture and cultural competence at game workspace. 6 PhD articles, expect to defend in 2024.

- Supervising professor: Perttu Hämäläinen
- Thesis advisor: Annakaisa Kultima

POSITION 2 Co-Host & Teaching Assistant at [Games Now!](#) Open lecture series.

- Co-hosting the lectures and cross-cultural online jam events twice a year, facilitating and conducting live illustrations.
- Student assistant communication and partner communication with game education institutions in Finland, Sweden, South Korea, Japan, Ireland, USA, Germany, Ukraine, etc.

POSITION 3 [“Game Expats Story”](#) – comic art about game expats in Finland.

- Writing and illustration as part of doctoral research using the Art-based Research method.

June 2022 - Present **Project Researcher at the University of Jyväskylä (part-time)** Finland

[ORE: Ontological Reconstruction of Gaming Disorder](#).
Assisting South Korean data collection & analysis.

2006 - Present	Translator & Consultant (freelance) Previous clients include, but are not limited to, Aalto University, KOTRA Helsinki, Ministry of Employment and Labor Ministry South Korea.	Finland
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Degree completed

April 2020	Master of Arts from Nordic Visual Studies and Art Education Aalto University School of Arts, Design, and Architecture	Espoo, Finland
Keywords THESIS	International communication, art education, pedagogy <i>Gameplay the Display but Playfully – Visual discourse analysis and comic-based research on game museums in Finland and South Korea</i> Announced as the Winner of Best Game Thesis Award 2020 by The Finnish Game Research Society (Suomen pelitutkimuksen seura Ry)	
December 2011	Master of Entertainment Technology from Entertainment Technology Center (ETC), Carnegie Mellon University	Pittsburgh, PA USA
Keywords DEFENSE PROJECT	Game production, project management, entrepreneurship <i>Miami Heist – a hybrid board game with Sifteo Cube (Game Artist & Producer)</i>	
August 2010	Bachelor of Arts in Cinema Studies Korea National University of Arts (K-Arts)	
Keywords THESIS	Entertainment industry, film production, project management <i>An analysis of South Korean international affair policy shift and its influence on South Korean educational animations from the 1990s to the early 2000s.</i>	Seoul, South Korea

Previous works

Autumn 2019 – 2022 POSITION 1	Researcher at Aalto University <i>Mecamind</i> , EU project on movement-centric designers and design practices (January 2021 – June 2022), completed with peer-reviewed report.	Espoo, Finland
POSITION 2	<i>Playable Concepts</i> , research assistant at the research project on game-making for educational purposes (October 2019 – May 2021), completed with peer-reviewed report.	
March 2022 – June 2022	Business Development Coordinator (part-time) at Detection Technology Oyj Finland - Korea consultant for business internalisation, culture, and corporate integration.	Finland
March 2018 – May 2020 ROLE	Co-Founder & COO at Forethink Oy, a startup Project management, B2B client communication, startup operation and administration, and talent management. (The company is no longer in business.)	Espoo, Finland
August 2015 – March 2016	International Relations Coordinator at Nexon Holdings Company & Collaborative Fund	Seoul, South Korea & NY, USA

POSITION	Executive assistant in Korea - USA startup investment and international partners communication. Project management for executive-level startup investor event (confidential).	
August 2012 – July 2015	International Relations Coordinator & Researcher at Nexon Computer Museum (Co-Founding member) IT Preservation Department	Jeju, South Korea
POSITION	Project management for museum events and exhibitions, publications, and education programs. Assisted the museum education planning. Wrote and translated all Korean/English artefact descriptions in the museum—international partners' communication and MOUs.	
January – July 2012	Research Intern at Nexon America, Game Strategy and Publishing Department	Los Angeles, USA
POSITION	Game market trend reports writing, competitor game analysis (qualitative), and conducting publishing strategy proposals.	
May – August 2011	Game Intern at Schell Games	Pittsburgh, USA

Research funding and grants

2022 – Aug.2024	Doctoral researcher funding, Aalto University School of Arts, Design and Architecture – Department of Art and Media	Finland
2020	Grant for Culture, Art Grant (3 months) The City of Espoo, Kulttuuriespoola	Finland
2010 - 2012	KOCCA-CMU National Scholarship grant Joint funding with Korea Creative Contents Association (KOCCA) and Carnegie Mellon University (CMU)	South Korea

Research outputs (Peer-reviewed) *PhD dissertation

- Park, S. (2024). Embracing Global and Local: How game industry expatriates work between global and local game developments practices. Expected to be published at: *Transactions of the Digital Games Research Association (ToDIGRA)*, 7(2).*
- (*Honorable Mention*) Park, S., Hämäläinen, P., & Kultima, A. (2024). Comic-making to Study Game-making: Using Comics in Qualitative Longitudinal Research on Game Development. Expected to be published at: *Proceedings of the CHI Conference on Human Factors in Computing Systems*. CHI '24, Honolulu, HI, USA. *
- Park, S. (2023). To Become a Cultural Fit, or To Leave? Game Industry Expatriates and the Issue of Migration and Inclusivity. *DiGRA '23 - Proceedings of the 2023 DiGRA International Conference*. DiGRA, Seville, Spain.
http://digra.org:9998/DiGRA_2023_CR_3667.pdf *
- Park, S., Kultima, A., Ono, K., & Choi, B. (2023). Cross-cultural Online Game Jams: Fostering cultural competencies through jams in game education setting. *Proceeding of the 2023 International Conference on Game Jams, Hackathons and Game Creation Events (ICGJ)*. ICGJ 2023, Virtual Event, Ukraine.
<https://doi.org/10.1145/3610602.3610606> *
- Park, S., Denoo, M., Grosemans, E., Petrovskaya, E., Jin, Y., & Xiao, L. Y. (2023). Learnings From The Case of Maple Refugees: A Story of Loot Boxes, Probability Disclosures, and Gamer Consumer Activism. *Proceeding of the 26th International Academic Mindtrek Conference*. Mindtrek '23, Tampere, Finland.
<https://doi.org/10.1145/3616961.3616963>

- Park, S., Kultima, A., Lehtonen, M. J., & Krath, J. (2022). Everywhere but Nowhere: Development Experiences of the International Game Developers in Finland during the Covid-19 Pandemic and Remote Work. *Proceedings of the ACM on Human-Computer Interaction*, 6(CHI PLAY), 233:1-233:14. <https://doi.org/10.1145/3549496> *
- Park, S., Hämäläinen, P., Kultima, A., Turmo Vidal, L., Márquez Segura, E., & Reidsma, D. (2022). Move to Design: Tactics and Challenges of Playful Movement-based Interaction Designers' Experiences during the Covid-19 Pandemic. *FDG '22: Proceedings of the 17th International Conference on the Foundations of Digital Games*, 1–8. <https://doi.org/10.1145/3555858.3555925>
- Kordyaka, B., Krath, J., Laato, S., Park, S., Jahn, K., & Niehaves, B. (2022). Exploring the Dark Side of Multiplayer Online Games: The Relationship between contact experiences and sexism. *AMCIS 2022 Proceedings*. <https://aisel.aisnet.org/amcis2022/vcc/vcc/3>
- Kordyaka, B., Krath, J., Park, S., Wesseloh, H., & Laato, S. (2022). Understanding toxicity in multiplayer online games: The roles of national culture and demographic variables. *55th Hawaii International Conference on System Sciences (HICSS)*. HICSS, Hawaii, USA. <https://doi.org/10.24251/HICSS.2022.359>
- Park, S. (2021). Migrated/ing game work: A case study of Korean game expats in Finland. *Proceedings of the 5th International GamiFIN Conference*, 170–179. <http://ceur-ws.org/Vol-2883/> *
- Kultima, A., Park, S., Kankainen, V., Aurava, R., Piispanen, L., & Kauppinen, T. (2021). Expert-Driven (Online) Game Jams for (Game) Design Education. *Sixth Annual International Conference on Game Jams, Hackathons, and Game Creation Events*, 64–68. <https://doi.org/10.1145/3472688.3472697>
- Kultima, A., Lassheikki, C., Park, S., & Kauppinen, T. (2020). Designing Games as Playable Concepts: Five Design Values for Tiny Embedded Educational Games. *Proceedings of the 2020 DiGRA International Conference: Play Everywhere*. DiGRA'20, Tampere, Finland. <http://www.digra.org/digital-library/publications/designing-games-as-playable-concepts-five-design-values-for-tiny-embedded-educational-games/>

Thesis

Solip Park. (2019). *Gameplay the Display but Playfully – Visual discourse analysis and comic-based research on game museums in Finland and South Korea*, Master of Art, Aalto University School of Arts, Design and Architecture. <http://urn.fi/URN:NBN:fi:aalto-201912016347>

Publications (Books)

Solip Park. (2019). *In-depth Report about National Young Entrepreneurs Support Projects - case Finland*. The National Korea Employment Information Service & Korean Ministry of Employment and Labor. Seoul, South Korea. (Korean only)

Solip Park, Heeyoung Han, Suji Lim, & Solip Park. (2018). *The Case Study of 2016 Finnish Education Reform and Software Education*. Edited by The Scientist and Engineers in Finland. Seoul, South Korea. (Korean only)

Solip Park, Sohye Park, Donghoon Bae, Suji Lim, Byeongjin Cho, Hyewon Jeon, & Heeyoung Han. (2019). *Finland's Failure Party: Innovation in the post-Nokia era*. Edited by The Scientist and Engineers in Finland. Seoul, South Korea: BOOKK. <http://www.yes24.com/Product/Goods/80750353>. ISBN: 979-1-12-728459-6 (Korean only)

Research supervision and leadership

2024	Master thesis supervision for Yonsei University, Graduate School of Communication & Arts (MA). Work in progress thesis.	Seoul, South Korea
2023 - 2024	Master thesis supervision for Tampere University, Game Studies Master degree programme (MsocSc). Work in progress thesis.	Tampere University, Finland
2022 - 2024	Master thesis supervision assistant at Master Thesis Seminar at Game Design and Development (MA).	Aalto University, Finland

Teaching merits

Apr-May, 2024	Lecturer (contract, fixed-term) at “Art of Writing” (6 ECTS), a compulsory class for master’s students in Aalto University School of Arts, Design, and Architecture. Helping students articulate their creative ideas into formal texts (e.g., research plans, funding applications, postmortem).	Aalto University, Finland
Feb.2024	Admission review and local program assistant at REPLAY, the European Game Design Masters (Erasmus Mundus), a joint consortium of Lusófona University in Lisbon (Portugal), Luca School of Arts in Genk (Belgium), and Aalto University in Helsinki (Finland).	
Oct.2023	Lecturer (contract, fixed-term) at “Global Game Industry” (6 ECTS), Bachelor’s Program in International Business, Aalto University School of Business. <ul style="list-style-type: none">- Game development cultures in the context of international businesses and communications- Ethical game design and the contexts of diversity, equity, and inclusivity in game workspace- Game business models and cases	Aalto University (Mikkeli campus), Finland
2022 - Present	Pedagogical training at Aalto University <ul style="list-style-type: none">- Learning and Teaching in Higher Education (5 ECTS)- Perspectives on Art Pedagogy (6 ECTS)- Teaching planning (5 ECTS)- Academic advisor as student support (1 ECTS)	Aalto University, Finland
2019 - 2020	Pedagogical training at Nordic Visual Studies and Art Education (Master of Arts)	Aalto University, Finland
2022 - Present	Guest speaker at <ul style="list-style-type: none">- We Love Games Conference 2023, Finland- Game School at Chungkang College of Cultural Industries, South Korea- Cologne Game Lab at TH Köln, Germany- Södertörns Högskola, Sweden- SCM (School of Creative Media) at City University of Hong Kong, China	

Academic merits

Reviewer for scientific publications CHI Conference on Human Factors in Computing Systems 2024	USA
Reviewer for scientific publications <i>DiGRA (Digital Games Research Association) conference 2022, 2023</i>	Finland
Regular columnist for public publication (game critic) 2023, 2023 Game Generation – Critical game culture magazine https://www.gamegeneration.or.kr/	South Korea

Artistic activities

Game Expats Story – web-comic about immigrant/expatriate game developers in Finland. 2024. Espoo, Finland.

<https://www.instagram.com/solip.comic/>

Playable Concepts - Embeddable mini-games for teaching and meaning-making. 2021. Aalto University, Finland.

<https://playableconcepts.aalto.fi/>

A Brief History of Digital Play - web-comic series about game history and game museums. 2018. Espoo, Finland.

<https://tapas.io/series/A-Brief-History-of-Digital-Play>

Li Lilly, Nair Govid, Park Solip, Santos Antonio, and Treyz Ross. *Miami Heist - Video Game for Sifteo Cubes*. 2011. Graduation art project at Entertainment Technology Center, Carnegie Mellon University. Redwood City, CA, USA. Video game software.

Awards

2020	The Best Game Thesis of the Year Award 2020 Finnish Game Research Society (Suomen pelitutkimuksen seura Ry)	Finland
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Social merits

2024 - Present	Member of the Board Korean chapter of Digital Games Research Association (DiGRA Korea)	South Korea
2020 - Present	Member of the Board (2020-2023), Deputy Member (2024-Present) Finnish Game Jam Ry	Finland
2020 - 2023	Member of the Board Korean Student Association in Finland (KOSAFI Ry)	Finland
2018 - 2019	Member of the Board The Society of Korean Scientists and Engineers in Finland (KOSES Ry)	Finland