

CURRICULUM VITAE

SOLIP PARK

Date: 1-March 2026

Personal details



SURNAME, GIVEN NAME	Park, Solip
NATIONALITY	South Korea
DEGREE	Doctor of Arts (D.A)
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IMMIGRATION STATUS	EU Family-tie

Keywords: Qualitative Research, Migration & Talents, Game Design Praxiology & Production, Pedagogy, Cross-cultural research, Workplace Ethics and Diversity, Project Management

Degree completed

December 2024	Doctor of Arts from Aalto University School of Arts, Design and Architecture	Espoo, Finland
Topic	Qualitative longitudinal research about immigrant game industry practitioners in Finland. Supervising professor: Prof. Perttu Hämäläinen & Thesis advisor: Dr. Annakaisa Kultima	
THESIS	<i>Understanding Game Work Migration: Game Expats in Finland.</i> The Winner of the Aalto ARTS Doctoral Dissertation Award 2024	
April 2020	Master of Arts from Nordic Visual Studies and Art Education Aalto University School of Arts, Design, and Architecture	Espoo, Finland
Topic	Lifelong learning, art education, and pedagogy.	
THESIS	<i>Gameplay the Display but Playfully – Visual discourse analysis and comic-based research on game museums in Finland and South Korea</i> 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 the Entertainment Technology Center (ETC), Carnegie Mellon University	Pittsburgh, PA USA
Topic	Entertainment technology production, management, and entrepreneurship.	
GRADUATION PROJECT	<i>Miami Heist – a hybrid board game with Sifteo Cube (Role: Producer)</i>	
August 2010	Bachelor of Arts in Cinema Studies from Korea National University of Arts (K-Arts)	
Topic	Media production, production culture, media policy, and management	
THESIS	<i>An analysis of South Korean international affairs policy shift and its influence on South Korean educational animations from the 1990s to the early 2000s.</i>	Seoul, South Korea

Language

English	Bilingual, academic proficiency
Korean	Mother tongue
Japanese	Good communicative proficiency
Finnish	Basic
German	Basic

Current work

August 2020 - Present	Lecturer (50%) at “Games Now!” open lecture series funded by “Replay” EU Erasmus Mundus Joint Master’s programme and Aalto University.	Finland
TASK 1	Coordinating keynote talks and producing online educational content for digital game development practitioners and the broader audience, to foster community-driven learning.	
TASK 2	Project managing Games Now! Online Game Jam , handling partner relationships with game education institutions in Finland, Sweden, South Korea, Japan, Ireland, USA, Germany, Ukraine, Portugal and China (HK).	
TASK 3	Course planning and teaching Games Now! Community Course for EU Erasmus Mundus Master’s students at Aalto University (Finland), Lusófona University (Portugal), and Luca School of Arts (Belgium) from 2025.	
June 2022 - Present	Post-doc Researcher (50%) at “ORE: Ontological Reconstruction of Gaming Disorder funded by European Research Council. A joint collaboration between the University of Jyväskylä (Finland), Yonsei University (South Korea), and the Slovak Academy of Sciences (Slovakia).	Finland
TASK	Data translation, analysis, and report writing. The project aims to develop a multicultural understanding of how people engage with video games in various intensive ways, to help clinical treatment for problematic gaming.	
2024 - Present	Researcher (project-based) at Korea Creative Content Agency (KOCCA) Responsible for KOCCA’s annual Noric Video Game Industry report since 2024, providing European video game market insights to cultural industry stakeholders and policymakers in South Korea.	Finland
2021 - Present	Chief Project Manager (project-based) at Kor-Fin Esports Festival Planning, developing, and managing annual online esports tournaments between South Korean and Finnish players. The work also involves student assistant mentoring with Chungkang College of Cultural Industries in South Korea. Sponsored by the Embassy of the Republic of Korea (South) in collaboration with the Finnish Esports Association (SEUL Ry).	Finland
2006 - Present	Freelance translator & consultant Specialised in international projects, translation, and leadership communication. Previous clients include but are not limited to Aalto University, KOTRA Helsinki, the Ministry of Employment and Labour in South Korea, and the National Assembly of South Korea.	Finland

Previous works

Autumn 2019 – 2022	Researcher at Aalto University.	Espoo, Finland
TASK 1	<i>Mecamind</i> , EU project on movement-centric designers and design practices (January 2021 – June 2022), completed with a peer-reviewed report.	
TASK 2	<i>Playable Concepts</i> , research assistant at the research project (October 2019 – May 2021), completed with a peer-reviewed report.	
March 2022 – June 2022	Business Development Coordinator (part-time) at Detection Technology Oyj. Finland - Korea consultant for business internalisation and organisation integration.	Finland
March 2018 – May 2020	Co-Founder & COO at Forethink Oy, a startup. Startup entrepreneurship, 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. Executive assistant in Korea-USA startup investment firm, while also serving international partners communication. The work also involved organizing executive-only investor networking event.	Seoul, South Korea & NY, USA
August 2012 – July 2015	International Relations Coordinator & Researcher at Nexon Computer Museum. Project management for museum events and exhibitions, publications, and education programmes planning, including docent training curricular. Wrote and translated all Korean/English artefact descriptions in the museum, international partners' communication, and MOUs.	Jeju, South Korea
January – July 2012	Research Intern at Nexon America, Game Strategy and Publishing Department Market trend reports writing, competitor game analysis (qualitative), and conducting publishing strategy proposals.	Los Angeles, USA
May – August 2011	Intern at Schell Games	Pittsburgh, USA

Career break

April – July 2026	Parental leave (Scheduled)
April – August 2025	Maternal & Parental leave

Research outputs (Peer-reviewed)

- Park, S., Harviainen, J. T., & Kultima, A. (2026). How To Hire Game Devs: The Vagueness of Talent Import Practices and the Role of Gamer Identity in the Finnish Game Industry. *ACM Games*, 4(2), 7:1-7:17. <https://doi.org/10.1145/3796707>
- Lee, Y., & Park, S. (*Equal contributions*) (2025). The Rise of Gamer-Consumers: Anger, Protests, and Divisions in South Korean Gamer Activism. *DiGRA '25 - Proceedings of DiGRA 2025: Games at the Crossroads*, Malta. <https://dl.digra.org/index.php/dl/article/view/2481>
- (*Honorable Mention*) Park, S., Hämäläinen, P., & Kultima, A. (2024). Comic-making to Study Game-making: Using Comics in Qualitative Longitudinal Research on Game Development. *Proceedings of the CHI Conference on Human Factors in Computing Systems*. CHI '24, Honolulu, HI, USA. <https://doi.org/10.1145/3613904.3642275>
- Park, S. (2024). Embracing Global and Local: How Game Industry Expatriates Work Between Global and Local Game Development Practices. *Transactions of the Digital Games Research Association*, 7(1), 47–87. <https://doi.org/10.26503/todigra.v7i1.2183>
- 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. <https://doi.org/10.26503/dl.v2023i1.1923>
- 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., 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., 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.

Thesis

Park, S. (2024). *Understanding Game Work Migration: Game Expats in Finland* [Aalto University].
<https://urn.fi/URN:ISBN:978-952-64-2114-8>

Park, S. (2019). *Display the Gameplay but Playfully: Visual discourse analysis and comic-based research on game museums in Finland and South Korea* [G2 Pro gradu, diplomityö, Aalto University School of Arts, Design and Architecture]. <https://aaltodoc.aalto.fi/handle/123456789/41382>

Other publications

Park, Solip. 2024. "Nordic Video Game Industry Report 2024". Korea Creative Content Agency (KOCCA).
<https://www.kocca.kr/shortUrl/kMBq>

Xiao, Leon Y., Callum Deery, Elena Petrovskaya, Solip Park, and Philip Newall. 2025. "Widespread Illegal Video Game Advertising in the UK and South Korea: Many Adverts Not Disclosing Loot Box Presence Found Using Meta's Ad Repository." OSF. <https://doi.org/10.31219/osf.io/jqng5>. (Pre-print).

Xiao, Leon Y., and Solip Park. 2024. "Better than Industry Self-Regulation: Compliance of Mobile Games with Newly Adopted and Actively Enforced Loot Box Probability Disclosure Law in South Korea." OSF. <https://doi.org/10.31219/osf.io/xnvqa>. (Pre-print).

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 funding and grants

2026 (Scheduled)	"How is the '3-month Unemployment Rule' impacting migrant workers in the Finnish game industry?" - A research funding (15000 €) from The Foundation for Economic Education (Liikesivistysrahasto)	Finland
2022 – 2024	Doctoral researcher funding (full-time, 2 years) from Aalto University School of Arts, Design and Architecture – Department of Art and Media.	Finland
2020	Grant for Culture – Art Grant from The City of Espoo, Kulttuuriespool	Finland
2010 - 2012	KOCCA-CMU National Scholarship grant Joint funding with Korea Creative Contents Association (KOCCA) and Carnegie Mellon University (CMU)	South Korea

Research supervision and leadership

2024	Master's thesis supervision for Yonsei University, Graduate School of Communication & Arts (MA).	Seoul, South Korea
2023 - 2024	Master's thesis supervision for Tampere University (MScSc).	Tampere University, Finland
2022 - 2024	Master's thesis supervision assistant at the Master's Thesis Seminar at Game Design and Development (MA).	Aalto University, Finland

Teaching merits

Fall 2020 - Present	Co-host at “ Games Now! ” open lecture series (3 ECTS) , facilitating game industry experts' keynotes on the dominant topics and emerging trends in the industry. Targeting both Bachelor's and Master's students.	Aalto University, Finland
Spring, 2024	Lecturer at “ Art of Writing ” (6 ECTS), a compulsory class for master's students in Aalto University School of Arts, Design, and Architecture. <ul style="list-style-type: none">- Helping students articulate their creative ideas into formal texts (e.g., research plans, funding applications, postmortem).	Aalto University, Finland
Fall 2023 - 2024	Lecturer at “ Global Game Industry ” (6 ECTS), Bachelor's Programme in International Business, Aalto University School of Business. 3-weeks module. <ul style="list-style-type: none">- Game industry, international businesses, and communication- GaaS/SaaS business models and production pipeline	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)- Course Design (5 ECTS)- Supporting Students as an Academic Advisor (1 ECTS)	Aalto University, Finland
2019 - 2020	Pedagogical training at Nordic Visual Studies and Art Education (Master of Arts) at Aalto University School of Arts, Design, and Architecture.	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

Visiting scholar, Spring 2024 Yonsei University Graduate School of Communication & Arts	South Korea
Reviewer for scientific publications CHI Conference on Human Factors in Computing Systems 2024	USA
Reviewer for scientific publications DiGRA (Digital Games Research Association) conference 2022 - 2025	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/>

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

2025	Aalto ARTS Doctoral Dissertation Award 2024 Aalto University School of Arts, Design and Architecture	Finland
2020	The Best Game Thesis of the Year Award 2020 – Master's thesis Finnish Game Research Society (Suomen pelitutkimuksen seura Ry)	Finland

Social merits

2024 - Present	Member of the Board Korean chapter of Digital Games Research Association (DiGRA-K)	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
2018	Finnish Startup Permit, first for South Korean nationals – a visa for international growth entrepreneurs from outside the EU, for the opportunity to build a startup in Finland.	Finland

Work leave

April – August 2025 April – July 2026	Maternity & parental leave	Finland
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