

# Yeonwoo Lee

# CV

Date: 05, 12, 2025

Address: Seoul, South Korea

Mobile: +82 10 2955 4906 | E-mail: [yeonwoo.lee@gmail.com](mailto:yeonwoo.lee@gmail.com)

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## EDUCATION

MA in Media Cultural Studies

*Sep 2022 – Aug 2024*

Yonsei University, Seoul

- Thesis: *The Rise of Gamer-Consumer*
- GPA: 4.23/4.5

BA in Philosophy (Summa cum laude)

*Mar 2018 – Feb 2022*

Duksung Women's University, Seoul

- Thesis: *Visual Arts in the Post-Corona Era*
- GPA: 4.3/4.5

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## CERTIFICATION

Level 1 Certificate in Computer Skills (Korean Certification)

*Aug 2020*

TELC Deutsch B2 Certificate

*Sep 2020*

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## SELECTED RESEARCH & WORK EXPERIENCES

Research Assistant

*Feb 2025 – Present*

*Ontological Reconstruction of Gaming Disorder*, International Collaborative Research

- Conducting data collection and analysis for a collaborative research project on gaming disorder

Editorial Board Member

*May 2023 – Present*

*Game Generation*, Digital Game Webzine, Seoul, South Korea

- Responsible for content planning, manuscript review, author coordination, and research

Research Assistant

*May 2025 – Apr 2025*

*International Survey on ICD-11 Gaming Disorder*, The Game and Science Institute

- Collecting and analyzing survey data

Researcher

*May 2024 – Dec 2024*

Netmarble Game Museum, Seoul, South Korea

- Game history research, database management, and exhibition planning

Researcher

Oct 2023 – Apr 2024

*Heavy Gamer Research*, Yonsei University

- Designed the study, conducted literature review, collected and analyzed data, and co-authored the final report

Researcher

Nov 2022 – Apr 2023

*Middle-Aged Gamer Research*, Yonsei University

- Investigated prior research, designed the study, collected and analyzed data, and wrote the final report

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## PUBLICATIONS

### Peer Reviewed Journal Articles

- Lee, Y., & Jang, T. S. (2021). Visual arts in the post-corona era. *Philosophical Studies*, 3(0), 131–155.  
<https://kiss.kstudy.com/Detail/Ar?key=3927750>
- Shin, Y., Jang, T. S., & Lee, Y. (2019). The concept of "추" (chu) in Kant's aesthetics. *Philosophical Studies*, 1(0), 147–165.  
<https://kiss.kstudy.com/Detail/Ar?key=3828749>

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## SELECTED CONFERENCE & WORKSHOP PRESENTATIONS

- (2025). *Meritocracy and Its Discontents: Understanding Trolling in the case of League of Legends*. IAMCR 2025, Nanyang Technological University, Singapore.
- (2025). *The Rise of Gamer-Consumers: Anger, Protests, and Divisions in South Korean Gamer Activism*. DiGRA 2025. Malta.
- (2024). *How Meritocracy Creates 'Trolling': A Study of Trolling in League of Legends* [Abstract]. Cultural Studies Camp, Seoul, South Korea.
- (2024). *Masculinity in Gaming Communities: An Analysis of Costume Play Meme* [Abstract]. DiGRA 2024. Guadalajara. Mexico.
- (2023). *Where have all the StarCraft gamers gone?*. Cultural Studies Association, Seoul, South Korea.

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## AWARDS & GRANTS

DAAD Summer Course Scholarship, German Academic Exchange Service (DAAD),  
2021