

## 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, <i>Teaching Start-up Grant</i> – CityU. [6000478] HKD 100,000
08/2010 – 07/2013		Co-I: Changes & Opportunities in the Era of Virtualization, <i>Social Sciences Korea</i> (SSK), National Research Foundation of Korea. [NRF-2010-330-H00003] 1st stage. HKD 2,000,000

## **Publications**

### **Peer-Reviewed Journal Articles (SSCI/SCI)**

2023	<b>Suh, A.</b> “The Physical Body as a Computing Interface: Theoretical Conceptualization of Embodied Affordances and Empirical Validation,” <i>Telematics and Informatics</i> , Forthcoming.
2023	<b>Suh, A.</b> “How Users Cognitively Appraise and Emotionally Experience the Metaverse: Focusing on Social Virtual Reality,” <i>Information Technology &amp; People</i> , Forthcoming.
2022	<u>Li, M.</u> and <b>Suh, A.</b> (2022). “Anthropomorphism in AI-enabled technology: A literature review,” <i>Electronic Markets</i> , 32, pp. 2245-2275.
2022	<b>Suh, A.</b> , Cheung, C., and <u>Lin, Y.</u> (2022). ”Meaningful Engagement with a Gamified Knowledge Management System: Theoretical Conceptualization and Empirical Validation, <i>Industrial Management &amp; Data Systems</i> , 122(5), pp. 1355-1383.
2022	<b>Suh, A.</b> , and <u>Li, M.</u> (2022). “How the Use of Mobile Fitness Technology Influences Older Adults’ Physical and Psychological Well-being,” <i>Computers in Human Behavior</i> , 131, pp. 1-13.
2021	<u>Li, M.</u> , and <b>Suh, A.</b> (2021). “We-intention to Continue Playing Mobile Multiplayer Games: The Role of Social Play Habit”, <i>Internet Research</i> , 31(4), pp. 1153-1176.
2021	<b>Suh, A.</b> , and <u>Li, M.</u> (2021). “Digital Tracing during the COVID-19 Pandemic: User Appraisal, Emotion, and Continuance Intention,” <i>Sustainability</i> , 13(2), 608.
2021	Ryu, S., and <b>Suh, A.</b> (2021). “Online service or virtual community? Building platform loyalty in reward-based crowdfunding,” <i>Internet Research</i> . 31(1), 315-340.
2021	Lee, J., Bock, G., and <b>Suh, A.</b> (2021). “The Influence of Social Power on Knowledge Utilization,” <i>Journal of Computer Information Systems</i> , 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 19<sup>th</sup> 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 46<sup>th</sup> 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 45<sup>th</sup> 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 40<sup>th</sup> 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](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](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