



• Field Game and Interaction Design, Media Industry and Policy, Digital games and modern society

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• Title Professor

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## I Educational background

Telecommunication Ph.D., Michigan State University  
 Radio-TV-Film M.A., University of Texas System  
 Graduated from the Department of Journalism and Broadcasting, the Graduate School, Korea University  
 Graduated from the Department of Journalism and Broadcasting, Korea University

## I Major careers

Associate Research Engineer of Korea Telecom  
 Head of Specialization Education Business of Digital media, Hallym University  
 General and research director of the Korean Society for Journalism & Communication Studies (KSJCS)  
 Director of the Korean Society for Media Law, Ethics and Policy Research  
 Editorial director of the Korean Association for Broadcasting & Telecommunication Studies  
 President of the Gangwon Society for Journalism & Communication Studies  
 Executive Chairman of the Korean Social Science Research Council  
 President of the Research Society of Media, Economics and Business Studies, the Korean Society for Journalism & Communication Studies (KSJCS)  
 (Present) Member of Policy Evaluation Committee, Korea Communications Commission  
 Member of the Gangwon-do History Compilation Committee  
 Member of the Game Content Rating Board  
 Head professor of Major in Combined Engineering about Digital game  
 Head of the BK21 Plus Interaction Design Project Group  
 Director of the Research Institute of Health Communication  
 Director of the ICT Policy Research Center

## I Studies & Books

### ■ Theses

- 디지털게임과 현대사회 (공저, 커뮤니케이션북스, 2015)
- 지역사회와 원격진료 (공저, 한림대출판부, 2015)
- 소셜미디어와 협력사회 (한울아카데미, 2012, 문화부 우수학술도서)
- 방송산업과 경쟁 (한울아카데미, 2007, 한국방송학회 학술상, 문화관광부 우수학술도서)
- 헬스케어콘텐츠 제작의 이해 (공저, 소화출판사, 2011)
- 스마트시대의 방송통신정책 (공저, 커뮤니케이션북스, 2011)
- 한국미디어 산업의 변화와 과제 (공저, 커뮤니케이션북스, 2010)
- 미디어시장 확장연구 (공저, 한국언론재단, 2009)
- 인터넷커뮤니케이션 (공저, 박영사, 2002)