

이름 Name	이재홍(Korean) JaeHong Lee	
소속 Affiliation	송실대학교	Soongsil University
직위 Position	교수	Professor
최종학력 Highest level of education	송실대학교 문학박사 (2010.2)	PH. D. at Literature (Game Storytelling) Soongsil University (2010.2)
수상 Awards	1. 문화부장관표창 (2017) 2. 문화부장관표창 (2015) 3. 경기도지사 표창 (2015) 4. 한국게임학회 우수논문상(2013)	1. Award of Ministry of Culture, Sports and Tourism(2017) 2. Award of Ministry of Culture, Sports and Tourism(2015) 3. Award of Governor of Gyeonggi-do Province (2015) 4. Best Paper Award of Korean Game Society(2013)
주요이력 Main career	1. 한국게임정책학회장 (2022.02-현재) 2. 송실대학교 글로벌미래교육원장 (2021.11-2022.11) 3. 게임물관리위원회 3대 위원장(2018.08-2021.07) 4. 한국콘텐츠진흥원 비상임이사(2017.12-2018.7) 5. 한국게임학회장 2014.01-2017.12) 6. 콘텐츠분쟁조정위원회 조정위원(2011.05-2017.04)	1. 1 th President of Korean Game Policy Society(2022.02-Present) 2. Dean of Global Future Education Institute, Soongsil University (2021.11-2022.11) 3. 3 th Chairperson of Game Rating And Administration Committee.(2018.08-2021.07) Member of board of directors, Korea Creative Content Agency(2017.12-2018.7) 5. 7 th , 8 th President of the Korean Game Society(2014.7-2019.12) 6. Member of Content Dispute Mediation Committee(2011.05.01-2017.04.30.)
주요저서 Major publications	게임스토리텔링총론(2018) 디지털콘텐츠스토리텔링(2018) 게임스토리텔링(2011) 엄마! 게임해도 돼?(2006) 소설집 『팔녀각』(2005) 게임 시나리오 작법론 (2004)	A general theory of Game Storytelling(2018) Digital Content Storytelling(2018) Mom! Can I play?(2006) A collection of novels "Palnyeogak"(2005) Game Scenario Writing(2004)

주요논문 Major thesis	1. 게임시나리오 창작 리스트 연구, 한국게임학회 논문지, 제17권5호, 2017.10,61p ~ 70p 2. <포켓몬GO>의 인기요인과 스토리텔링 분석,한국게임학회 논문지, 제16권5호,2016.10,159p ~ 168p 3. World of Warcraft ‘드레노어의 전쟁군주’ 퀘스트 연구,한국게임학회 논문지, 제16권4호,2016.08,105p ~ 114p 4.콘텐츠의 원형 재현의 양상 연구, 한국게임학회 논문지, 제16권1호,2016.02,73p ~ 82p	1. A Study on the Creation List of Game Scenarios, Journal of Korea Game Society, Volume 17, No. 5, 2017.10, pp.61-70. 2. Analysis on the Popularity and Storytelling of Pokomon GO, Journal of Korea Game Society, Volume 16, No. 5, 2016.10, pp.159-168. 3. A Study on the Quests of 'Warlords of Draenor' in the Game, World of Warcraft, Journal of Korea Game Society, Volume 16, No. 4, 2016.08, pp.105-114. 4.A Study on Aspects of Reproduction of Contents Archetype, Journal of Korea Game Society, Volume 16, No. 1, 2016.02, pp.73-82.
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