

# AEHONG MIN

PH.D. STUDENT

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## EDUCATION

- 2016 - Present**      **INDIANA UNIVERSITY BLOOMINGTON, IN, USA**  
**Ph.D. student in Informatics (Track: Proactive Health Informatics)**  
• Advisory Committee:  
Patrick C. Shih, Kay Connelly, and Hsien-Chang Lin
- 2013 - 2015**      **YONSEI UNIVERSITY, SEOUL, REPUBLIC OF KOREA**  
**M.S. in Information Systems (Track: Digital Culture Contents/UX)**  
• Cumulative GPA: 4.07/4.3  
• Thesis: Developing a user-centric taxonomy of games using  
repertory grid analysis  
• Committee: Junho Choi, Jungwoo Lee, and Kwangsu Cho
- 2006 - 2012**      **YONSEI UNIVERSITY, SEOUL, REPUBLIC OF KOREA**  
**B.A. in Sociology**  
• Cumulative GPA: 4.18/4.3  
• Changed major from Visual Communication Design (2006-2008)
- 2009 - 2010**      **UNIVERSITY OF CALIFORNIA, IRVINE, CA, USA**  
**Exchange Student**  
• Studied Sociology and Business
- Summer 2006**      **UNIVERSITY OF CALIFORNIA, LOS ANGELES, CA, USA**  
**Study Abroad Program**

## PUBLICATION

- Journal Papers**
- Hyejung Lee and **Aehong Min**. Subjectivity Study for Digital Game Players: Based on Game Classification Factors. 2019. *The Korea Contents Association (KCA) Thesis Journal*, 19 (3). 13 pages. doi: [org/10.5392/JKCA.2019.19.03](https://doi.org/10.5392/JKCA.2019.19.03).
- Juan F. Maestre, Susan C. Herring, **Aehong Min**, Ciabhan L. Connelly, and Patrick C. Shih. 2018. Where and How to Look for Help Matters: Analysis of Support Exchange in Online Health Communities for People Living with HIV. *Information* 9, 10, Article 259 (October, 2018), 16 pages. doi:10.3390/infog100259
- Conference Papers**
- Aehong Min**, Daehyoung Lee, and Patrick C. Shih. 2018. Potentials of Smart Breathalyzer: Interventions for Excessive Drinking Among College Students. In *Proceedings of the iConference (iConf '18)*, Lecture Notes in Computer Science (LNCS 10766). Springer, 195-206. (30% acceptance rate)

## RESEARCH INTERESTS

Caregivers; Alcohol Consumption; Health Informatics; Human-Computer Interaction; Games; Gamification; Social Media;

## SKILLS

### Data Analysis Tools

Dedoose, SPSS, PLS (Smart PLS), LISREL, QUANL, Stata

### Research Methods

Mixed Methods, Survey, A/B testing, Controlled laboratory experiment, Interview, Focus Group, Participatory Design, Statistical Analysis (e.g. Regression, Structural Equating Model(SEM), etc.), Affinity Diagram, Grounded Theory, Q-Methodology, Repertory Grid

### Graphic/UX Design Tools

Adobe Photoshop, Illustrator, InDesign, XD, Unity 3D

### Photograph/Video Editing

Adobe Lightroom, Sony Vegas, Final Cut

### Technical Skills

HTML, CSS, Java

## LANGUAGES

Korean (Native), English, Japanese

- Conference Papers**
- Gege Gao, **Aehong Min**, and Patrick C. Shih. 2017. Gendered Design Bias: Gender Differences of In-Game Character Choice and Playing Style in League of Legends. In *Proceedings of the Australian Conference on Computer-Human Interaction (OZCHI '17)*. ACM Press, 307-317. (47% acceptance rate).
- Aehong Min**, Hyejung Lee, and Jungwoo Lee. 2015. Developing a User-Centric Taxonomy of Games Using Repertory Grid Analysis. In *Proceedings of the Sixth International Conference on the Applications of Digital Information and Web Technologies (ICADIWT 2015)*, 68-75. (35% acceptance rate).
- Workshop, Posters, Presentations**
- Aehong Min**, Cassie Kresnye, and Patrick C. Shih. 2019. A System of Equine-assisted Therapy: Stakeholders, Practices, and Issues. *ACM Conference on Designing Interactive Systems: Workshop on Exploring Noticing as Method in Design Research (DIS '19)*.
- Aehong Min**, Wendy R. Miller, Luis M. Rocha, Katy Börner, Rion Brattig Correia, and Patrick C. Shih. 2019. Understanding Health Information Management of People with Epilepsy and Their Caregivers. Poster presented at the *Workshop on Interactive Systems in Health Care (WISH '19)*.
- Flannery Currin, Gustavo Razo, and **Aehong Min**. 2019. Give Me a Break: Design for Communication Among Family Caregivers and Respite Caregivers. In *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems (CHI '19)*. (Student Design Competition: 13% acceptance rate).
- Aehong Min**, Flannery Currin, Gustavo Razo, Kay Connelly, and Patrick C. Shih. 2018. Characteristics of Family and Respite Care. *ACM Conference on Computer-Supportive Cooperative Work and Social Computing: Workshop on Sociotechnical Systems of Care (CSCW '18)*.
- Daehyoung Lee, Patrick C. Shih, Scott Bellini, **Aehong Min**, Donetta J. Cothran, and Georgia C. Frey. 2018. Interactive Development of a Technology-Guided Intervention to Increase Physical Activity and Reduce Anxiety in Adults with Autism Spectrum Disorder. 40 minutes Mini Lecture at the *North American Federation of Adapted Physical Activity Symposium (NAFAPA '18)*.
- Daehyoung Lee, John M. Kennedy, Donetta J. Cothran, Andrea K. Chomistek, Patrick C. Shih, **Aehong Min**, and Georgia C. Frey, and Hsien-Chang Lin. 2018. Physical Activity, Technology Use, and Cardiovascular Risk in Adults with Autism Spectrum Disorder: A Mixed Methods Study. Oral presentation at the *North American Federation of Adapted Physical Activity Symposium (NAFAPA '18)*.
- Aehong Min**, Daehyoung Lee, Gege Gao, Anurag Jain, Pratik Jain, Stella Jeong, and Patrick C. Shih. 2018. Potentials of Smart Breathalyzer: Interventions for Excessive Drinking Among College Students. *Consumer Health Informatics in the Midwest (CHIM '18)*.
- Aehong Min** and Patrick C. Shih. 2017. Exploring New Design Factors for Electronic Interventions to Prevent College Students from Excessive Drinking by Using Personal Breathalyzers. *Workshop on Interactive Systems in Health Care (WISH '17)*.

## RESEARCH EXPERIENCE

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2019 - Present,  
Fall 2016

**INDIANA UNIVERSITY BLOOMINGTON, IN, USA**  
**Research Assistant / School of Informatics and Computing**  
 • Principal investigator  
 Luis M. Rocha (2019 -)  
 Patrick C. Shih (Fall 2016)

2013 - 2014

**CONTENTS UX LAB, YONSEI UNIVERSITY, SEOUL, REPUBLIC OF KOREA**  
**Mobile Communication R&D Project / LG Electronics**  
 • User Research on new/unreleased HWs/SWs (smartphones, tablets, etc.)  
 • Designed and moderated UX/usability tests  
 • Recruited participants  
 • Translated languages (Korean, English, Japanese)

2013

**Mobile App Service Research / Daum Communication**  
 • UX Research

- 2012**                    **Game Portal Website Evaluation Research / Ministry of Gender Equality & Family Republic of Korea**  
• Contents Evaluation
- 2012**                    **IT & Media Strategies Programs Research**  
• "A study on preventive effect of fatigue system on the online game over flow"

## WORK EXPERIENCE

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- 2014**                    **ELECTRONIC ARTS KOREA, SEOUL, REPUBLIC OF KOREA**  
**Intern / Marketing**  
• UX Research: Analyzed unpublished games with UX perspectives  
• Marketing Research: Analyzed video, online, mobile game markets

## TEACHING EXPERIENCE

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- 2017 - 2018**                    **INDIANA UNIVERSITY BLOOMINGTON, IN, USA**  
**Associate Instructor**  
**/ School of Informatics, Computing and Engineering**  
• INFO-I407/H407/I507: Introduction to Health Informatics (Lecturer: Prof. Kay Connelly) - 2018 (Fall)  
• INFO-I300: HCI/Interaction Design (Lecturer: Gopinaath Kannabiran) - 2017 (Spring & Fall), 2018 (Spring)
- Spring 2013**                    **YONSEI UNIVERSITY, SEOUL, REPUBLIC OF KOREA**  
**Course Counselor**  
**/ Graduate School of Journalism and Mass Communication**  
• MD536-01 Digital Media UX Design (Lecturer: Prof. Sungwoo Kim)

## ACADEMIC SERVICES

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- Reviewer**                    • The ACM conference on Designing Interactive Systems (DIS) - 2019 (Provocations and Works-in-Progress)  
• The ACM CHI Conference on Human Factors in Computing Systems (CHI) - 2019 (Full paper, Late Breaking Work)  
• Computer Supported Cooperative Work & Social Computing (CSCW) - 2018 (Online First, Second Cycle), 2019  
• American Medical Informatics Association (AMIA) - 2018, 2019
- Student Volunteer**                    • The ACM Conference on Human Factors in Computing Systems (CHI)  
- 2015 (PC Meeting), 2018 (Official Photographer), 2019  
• The ACM International Conference on Tangible, Embedded and Embodied Interaction (TEI) - 2019  
• Human-Computer Interaction (HCI) Korea - 2013  
• SIGCHI Executive Committee - 2019 (Conferences banner design)
- Indiana University Bloomington  
• Prospective Student Visit (School of Informatics, Computing, and Engineering) - 2017, 2019
- Organizer**                    HelloResearch (Opportunities for Undergraduate Research in Computer Science (OurCS)) Workshop - 2018  
• Poster Session Organizer & Official Photographer
- Mentor**                    Prohealth Health Informatics Research Experiences for Undergraduates (REU) - 2018 Summer  
• Mentees: Flannary Currin, Gustavo Razo

## AWARDS

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2019

### **THE ACM CONFERENCE ON HUMAN FACTORS IN COMPUTING SYSTEMS (CHI) 2019**

Student Design Competition - Runner Up (One of 4 finalists. 93 teams in total)

- Team members: Flannery Currin, Gustavo Razo, **Aehong Min**
- Design Project: Give Me a Break: Design for Communication Among Family Caregivers and Respite Caregivers

2018

- Indiana University International Photo Contest 2018 - IU Across the Globe (3rd place)
- Conference on Human Factors in Computing Systems (CHI) 2018 - Student Volunteer Award for New SV

2017

### **INDIANA UNIVERSITY BLOOMINGTON, IN, USA**

Fall 2017 Projects and Research Symposium "People's Choice" Award

- Team: Smart e-Breathalyzer (**Aehong Min**, Anurag Jain, Pratik Jain, Stella Jeong)
- Project: e-Breathalyzers Made Smart (INFO-I527)

2006 - 2010

### **YONSEI UNIVERSITY, SEOUL, REPUBLIC OF KOREA**

- Highest Honors (Spring 2006, Fall 2007)
- High Honors (Fall 2006, Spring 2007)
- Honors (Spring 2009, Fall 2010)