

# AEHONG MIN PH.D. STUDENT

## RESUME

Myles Brand Hall #255, 901 10th Street, Bloomington, Indiana 47408, USA

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## EDUCATION

### Ph.D., Informatics (Proactive Health Informatics)

Aug 2016 - Present | Indiana University Bloomington, IN, USA | Advisor: Patrick C. Shih

- Took HCI design courses (Experience Design, Mobile and Pervasive Design, etc.)

### M.S., Information Systems (Digital Culture Contents/UX)

Mar 2013 - Feb 2015 | Yonsei University, Seoul, Republic of Korea | GPA: 4.07/4.3

- Took HCI/UX design and quantitative and qualitative research methodology courses

### B.A., Sociology

Mar 2006 - Feb 2012 | Yonsei University, Seoul, Republic of Korea | GPA: 4.18/4.3

- Initial major: Visual Communication Design (2006-2008)
- Highest Honors (SP '06, FA '07), High Honors (FA'06, SP '07), Honors (SP '09, FA '10)

## SELECTED WORK & RESEARCH EXPERIENCE

### RESEARCH ASSISTANT, INDIANA UNIVERSITY BLOOMINGTON

Aug 2016 - Present | Indiana, USA

#### Principal investigator: Dr. Luis M. Rocha (Since Jan 2019)

##### *myAURA: Epilepsy Information Management System Development (NIH-granted)*

- Conducted focus group interviews with people with epilepsy and caregivers to identify their challenges in epilepsy information management
- Currently conducting prototype evaluations and social media analysis

#### Principal investigator: Dr. Patrick C. Shih (Since Aug 2016)

##### *Well-being and Collaborative Work for Informal Caregivers of Older Adults*

- Led, designed and conducted interviews with family caregivers and respite caregivers
- Mentored 2 undergraduate students on user research and UX design process
- Designed a prototype of a mobile app for family caregivers and respite caregivers
- Awarded Runner Up at Student Design Competition of CHI 2019 (Top 4%. One of 4 finalists.)
- A conference paper has been accepted for AMIA 2020.

##### *Smart Breathalyzer and Peer Support Research for College Students' Safe Drinking*

- Led, designed, and conducted user study with college students on smart breathalyzers
- Proposed design implications for safe drinking; findings presented at iConference 2018
- Designed a prototype app for the breathalyzer; a journal paper is published at IJHCS.
- Awarded People's Choice Award at Projects and Research Symposium of Indiana Univ.

### INTERN, ELECTRONIC ARTS KOREA

Feb 2014 - Mar 2014 | Seoul, Republic of Korea

- Analyzed UX (e.g., easiness, affordance, information architecture) of unpublished games
- Analyzed domestic & international video, online, and mobile game markets

### RESEARCH ASSISTANT, YONSEI UNIVERSITY

2012 - 2014 | Seoul, Republic of Korea

#### Principal investigator: Dr. Junho Choi

##### *LG Electronics-Yonsei Contents UX Lab Mobile Communication R&D Project*

- Designed and moderated UX studies (surveys, interviews, focus group, A/B testings, diary study, participatory design, etc.) to investigate users' preferences, test usability/UX and improve new/unreleased smart devices (e.g., smartphone, tablet, wearable) and apps
- Studied on diverse target populations (e.g., nationality, occupation, device, etc.)
- Translated materials and conducted testings with different languages (Korean, English, Japanese)

## PROFILE

I have research experience on UX/HCI with multiple collaborators in both academia and industry. I have utilized mixed methods with sociological, design, and UX perspectives to understand people and design potential technologies to provide better experiences. Currently, I am interested in technologies to support cooperative works for one's well-being and healthy life.

## SELECTED SKILLS

### Research Methods

Mixed method, survey, interview, focus group, observation, participatory design, usability testing, UX testing, A/B testing, controlled laboratory experiments, persona, scenario-based design, cognitive walkthrough, card sorting, repertory grid, Q-methodology, affinity diagram, statistical analysis, grounded theory, content analysis

### Data Analysis Tools

Dedoose, SPSS, Stata, PLS, LISREL, QUANL

### Design

Photoshop, Illustrator, InDesign, XD, Lightroom, Premiere, Final Cut, InVision, Unity 3D, wireframing, sketching, prototype, UX/UI design, Web (HTML, CSS)

### Language

English, Korean, Japanese

## SELECTED SERVICES

- Organizer: HelloResearch '18
- Conference Paper Reviewer: CHI '19, '20, CSCW '18, '19, '20, DIS '19, AMIA '18, '19, '20
- Student Volunteer: CHI '18, '19, CHI PC '15, '20, TEI '19, DIS '19, SIGCHI Executive Committee