

AEHONG MIN

PH.D. CANDIDATE

CURRICULUM VITAE

(2021.06.03 UPDATE)

Myles Brand Hall #255, 901 East 10th Street, Bloomington, Indiana 47408, USA
T: (812) 955-1146 | E: aemin@iu.edu | www.aehongmin.com

EDUCATION

Aug 2016 - Present	INDIANA UNIVERSITY BLOOMINGTON, IN, USA Ph.D. student in Informatics (Proactive Health Informatics) <ul style="list-style-type: none">• Research Committee: Patrick C. Shih, Kay Connelly, Christena Nippert-Eng, Hsien-Chang Lin, Wendy Miller
Mar 2013 - Feb 2015	YONSEI UNIVERSITY, SEOUL, REPUBLIC OF KOREA M.S. in Information Systems (Digital Culture Contents/UX) <ul style="list-style-type: none">• Cumulative GPA: 4.07/4.3• Thesis: Developing a user-centric taxonomy of games using repertory grid analysis• Committee: Dr. Junho Choi, Dr. Jungwoo Lee, Dr. Kwangsu Cho
Mar 2006 - Feb 2012	YONSEI UNIVERSITY, SEOUL, REPUBLIC OF KOREA B.A. in Sociology <ul style="list-style-type: none">• Cumulative GPA: 4.18/4.3• Initial major: Visual Communication Design (2006-2008)
Sep 2009 - Jun 2010	UNIVERSITY OF CALIFORNIA, IRVINE, CA, USA Exchange Student <ul style="list-style-type: none">• Cumulative GPA: 3.56/4.0
Jun - Aug 2006	UNIVERSITY OF CALIFORNIA, LOS ANGELES, CA, USA Study Abroad Program

AWARDS

2020	INDIANA UNIVERSITY: CNS-NRT Affiliates Fellowship
2019	CHI 2019: Student Design Competition Runner Up (Top 4%. One of 4 finalists. 93 teams in total) <ul style="list-style-type: none">• Team: Flannery Currin, Gustavo Razo, Aehong Min• Design Project: Give Me a Break: Design for Communication Among Family Caregivers and Respite Caregivers
2018-2019	INDIANA UNIVERSITY: International Photo Contest IU Across the Globe (2018: 3rd place / 2019: 1st place)
2018	CHI 2018: Student Volunteer Award for New SV
2017	INDIANA UNIVERSITY: Projects & Research Symposium Fall 2017 "People's Choice" Award <ul style="list-style-type: none">• Team: Aehong Min, Anurag Jain, Pratik Jain, Stella Jeong• Project: e-Breathalyzers Made Smart (INFO-I527)
2006-2010	YONSEI UNIVERSITY <ul style="list-style-type: none">• Highest Honors (Spring '06, Fall '07)• High Honors (Fall '06, Spring '07) • Honors (Spring '09, Fall '10)

RESEARCH INTERESTS

Informal caregivers; computer-supported cooperative work; social support; health informatics; human-computer interaction; gamification;

I am interested in technologies to support cooperative works for one's well-being and healthy life. Based on my background in visual communication design, sociology, and HCI/UX, I have utilized mixed methods with sociological, design, and UX perspectives to understand people and design potential technologies to provide better experiences. Specifically, my current research focuses on informal caregivers and technologies that support their collaborative work with other people to reduce their burden from caregiving work.

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, wireframe, sketching, UX/UI, Web (HTML, CSS)

Language

English, Korean, Japanese

WORK & RESEARCH EXPERIENCE

May 2021
- Present

ELECTRONIC ARTS, ORLAND, FL, USA

UX Researcher Intern

- Developed standardized survey questionnaires to examine and benchmark UX of sports games
- Conducted multiple UX benchmarking research on sports games, including quantitative and qualitative data collection, analysis, and reporting

Aug 2016
- Present

INDIANA UNIVERSITY BLOOMINGTON, IN, USA

Research Assistant

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 epilepsy dictionary refinement research and social media analysis

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

SELECTED RESEARCH PROJECTS

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.)

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 mobile app for the breathalyzer; a journal paper has been published at IJHCS.
- Awarded People's Choice Award at Projects and Research Symposium of Indiana University

Feb - Mar 2014

ELECTRONIC ARTS KOREA, SEOUL, REPUBLIC OF KOREA

Intern / Game UX & Marketing

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

2012 - 2014

YONSEI UNIVERSITY, SEOUL, REPUBLIC OF KOREA

Research Assistant

Principal investigator: Dr. Junho Choi

Mobile Communication R&D Project / LG Electronics

- 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)

Mobile App Service Research / Daum Communication

- Analyzed and evaluated UX of a mobile app 'Daum'

Game Portal Website Evaluation Research / Ministry of Gender Equality & Family Republic of Korea

- Analyzed and evaluated contents on game portal websites in Korea

IT & Media Strategies Programs Research

- Analyzed quantitative data for a research "A study on preventive effect of fatigue system on the online game over flow"

PUBLICATION

Journal Paper

Aehong Min, Wendy Miller, Luis M. Rocha, Katy Borner, Rion Brattig Correia, and Patrick C. Shih. 2021. Just in time: Challenges and opportunities of first aid care information sharing for supporting epileptic seizure response. *Proceedings of the ACM on Human-Computer Interaction* 5, CSCW1, Article 113 (Apr. 2021), 1-24. <https://doi.org/10.1145/3449187>

Anna N. Baglione, Michael Paul Clemens, Juan F. Maestre, **Aehong Min**, Luke Dahl, and Patrick C. Shih. 2021. Understanding the technological practices and needs of music therapists. *Proceedings of the ACM on Human-Computer Interaction* 5, CSCW1, Article 33 (Apr. 2021), 1-25. <https://doi.org/10.1145/3449107>

Juan F. Maestre, Patrycja Zdziarska, **Aehong Min**, Anna N. Baglione, Chia-Fang Chung, and Patrick C. Shih. 2021. Not Another Medication Adherence App: Critical Reflections on Addressing Public HIV-related Stigma Through Design. *Proceedings of the ACM on Human-Computer Interaction*. 4, CSCW3, Article 262 (December 2020), 28 pages. DOI:<https://doi.org/10.1145/3434171>.

Aehong Min, Hyejung Lee and Jungwoo Lee. Identifying player centric digital game attributes using repertory grid technique. 2020. *Journal of the Korean Society for Computer Game*, 33 (4). 14-24. <http://dx.doi.org/10.21493/kscg.2020.33.4.2>

Daehyoung Lee, Georgia C. Frey, **Aehong Min**, Bogoan Kim, Donetta J. Cothran, Scott Bellini, Kyungsik Han, and Patrick C. Shih. 2020. Usability inquiry of a gamified behavior change app for increasing physical activity and reducing sedentary behavior in adults with and without autism spectrum disorder. *Health Informatics Journal* (Sep. 2020), 1-17. <https://doi.org/10.1177/1460458220952909>

Bogoan Kim, Daehyoung Lee, **Aehong Min**, Seungwon Paik, Georgia C. Frey, Kyungsik Han, and Patrick C. Shih. 2020. PuzzleWalk: A theory-driven iterative design inquiry of a mobile game for promoting physical activity in adults with autism spectrum disorder. *PLOS ONE* 15, 9, e0237966 (Sep. 2020), 1-24. <https://doi.org/10.1371/journal.pone.0237966>

Aehong Min, Daehyoung Lee, Gege Gao, Stella Jeong, and Patrick C. Shih. 2019. Design and Assessment of a Personal Breathalyzer Intervention to Support Responsible Drinking. *International Journal of Human-Computer Studies* 137, 102382 (May 2020), 1-15. <https://doi.org/10.1016/j.ijhcs.2019.102382>

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.2019.19.03.275

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/info9100259](https://doi.org/10.3390/info9100259)

Conference Paper

Aehong Min, Flannery Currin, Gustavo Razo, Kay Connelly, and Patrick C. Shih. 2020. Can I Take a Break? Facilitating In-Home Respite Care for Family Caregivers of Older Adults. In *American Medical Informatics Association Annual Symposium Proceedings (AMIA '20)*. (37% acceptance rate)

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)

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).

**Extended
Abstracts And
Work-In-Progress
Papers With
Proceedings**

Aehong Min. 2021. Extending & Facilitating Informal Care Networks for People with Epilepsy & Caregivers. In Companion Publication of the 2021 Conference on Computer Supported Cooperative Work and Social Computing (CSCW '21). Association for Computing Machinery, New York, NY, USA, 275–278. DOI:https://doi.org/10.1145/3462204.3481793

Daehyoung Lee, Patrick C. Shih, Bogoan Kim, Kyungsik Han, **Aehong Min**, Donetta J. Cothran, Scott Bellini, and Georgia C. Frey. 2020. Objectively Measured Physical Activity and Sedentary Time in Adults with Autism Spectrum Disorder. *Medicine and Science in Sports and Exercise* 52, 7S (Jul. 2020), 290. doi:10.1249/01.mss.0000676752.92687.0f

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).

**Workshop, Poster,
Presentation**

Daehyoung Lee, Donetta J. Cothran, Scott Bellini, Patrick C. Shih, Kyungsik Han, Bogoan Kim, **Aehong Min**, Seungwon Paik, and Georgia C. Frey. 2020. Ecological Momentary Assessment of Physical Activity, Sedentary Time, and Anxiety in Adults with Autism Spectrum Disorder. Poster presented at the *International Society for Autism Research 2020 Annual Meeting (INSAR '20)*.

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)*.

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)*.

TEACHING EXPERIENCE

Jan 2017 - Dec
2018

INDIANA UNIVERSITY BLOOMINGTON, IN, USA
Associate Instructor

- INFO-I407/H407/I507: Introduction to Health Informatics (Instructor: Dr. Kay Connelly) - 2018 (Fall)
- INFO-I300: HCI/Interaction Design (Instructor: Dr. Gopinath Kannabiran) - 2017 (Spring & Fall), 2018 (Spring)

Mar - Jun 2013

YONSEI UNIVERSITY, SEOUL, REPUBLIC OF KOREA
Course Counselor

- MD536-01 Digital Media UX Design (Instructor: Prof. Sungwoo Kim)

ACADEMIC SERVICE

Reviewer	<ul style="list-style-type: none">• MobileHCI - 2020, 2021• The ACM Conference on Human Factors in Computing Systems (CHI) - 2019, 2020, 2021• The ACM Conference on Designing Interactive Systems (DIS) - 2019, 2020• Computer Supported Cooperative Work & Social Computing (CSCW) - 2018, 2019, 2020, 2021• American Medical Informatics Association (AMIA) - 2018, 2019, 2020
Student Volunteer	<ul style="list-style-type: none">• CSCW - 2020• CHI - 2015 PC Meeting, 2018, 2019, 2020 PC Meeting, 2021• DIS - 2019, 2021• The ACM International Conference on Tangible, Embedded and Embodied Interaction (TEI) - 2019• SIGCHI Executive Committee - 2019 (Conferences banner design)• Indiana University Bloomington Prospective Student Visit - 2017, 2019• HCI Korea 2013
Organizer	<p>HelloResearch (Opportunities for Undergraduate Research in Computer Science (OurCS)) 2018</p> <ul style="list-style-type: none">• Poster Session Organizer & Official Photographer
Mentor	<p>Indiana University Bloomington Undergraduate Research Opportunities in Computing (UROC) - 2020</p> <ul style="list-style-type: none">• Mentee: Shiv Patel <p>Prohealth Health Informatics Research Experiences for Undergraduates (REU) - 2018</p> <ul style="list-style-type: none">• Mentees: Flannary Currin, Gustavo Razo

ONLINE ACTIVITIES

2010 - 2016	<p>Twitter: K-POP Information</p> <ul style="list-style-type: none">• Collected, organized, and posted new information• Had approximately 46,000 followers from diverse countries• Translated languages among Korean, English, and Japanese
2004 - 2016	<p>Blogs: Game, Animation, Comics, K-POP Information</p> <ul style="list-style-type: none">• Collected, organized, and posted new information• Had approximately over 2.5 millions of visitors• Awarded the 1st prize at Legendary Blogger Contest (Blizzard Entertainment Korea, 2008)• Translated English and Japanese to Korean
2000 - 2004	<p>Websites: Games & Animations Fan Communities</p> <ul style="list-style-type: none">• Designed and managed several websites• Collected, organized, and posted new information• One of the popular websites had approximately millions of visitors and 10,000 members• Translated Japanese to Korean