

Curriculum Vitae

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Heekyoung Jung is an Assistant Professor of Interaction Design in the School of Design at University of Cincinnati. She has taught a series of studio courses for interactive visual and product system design since 2011 with an emphasis on engaging and streamlined information experience in new media environments, and completed various sponsored projects on front-end information system design for flight experience, lift-truck driving experience, and patient data registry and visualization. Based on her interdisciplinary experiences, she frames interaction design from form-making to cultural practice by crafting social and cultural meanings of interaction technologies; and aims to support reflective practice for human wellness through critical and creative design interventions.

EDUCATION

- 2011 Indiana University Bloomington
PhD in Informatics with focus on Human-Computer Interaction Design
- 2005 Korea Advanced Institute of Science and Technology (KAIST)
MS in Industrial Design Department
- 2003 Korea Advanced Institute of Science and Technology (KAIST)
BS in Industrial Design Department (Magna Cum Laude)
- 2001 Institut National Des Science Appliquées (INSA) De Lyon, France
Exchange student in Département Télécommunications

PROFESSIONAL APPOINTMENTS

- 2011 - present The Myron E. Ullman, Jr. School of Design, University of Cincinnati (Cincinnati, OH)
Assistant Professor of Interaction Design in Communication Design Program
- 2008 Whirlpool Global Consumer Design (Benton Harbor, MI)
User Experience Design Intern
- 2006 SK Communications (Seoul, South Korea)
User Experience Research Contract
- 2005 Design Continuum (Seoul, South Korea)
Design Strategy Intern
- 2003 - 2005 Korea Advanced Institute of Science and Technology (KAIST) (Daejeon, South Korea)
Research Scientist in Industrial Design Department

RESEARCH

Reviewed Journal Publications

- 2017 Jung, H., Wiltse, H., Wiberg, M., & Stolterman, E. Metaphors, materialities, and affordances: Hybrid morphologies in the design of interactive artifacts. *Design Studies*. ISSN 0142-694X, <http://dx.doi.org/10.1016/j.destud.2017.06.004>.
- 2013 Stolterman, E., Jung, H., Ryan, W., & Siegal, M. Device Landscapes – a new challenge to interaction design and HCI research. *Archives of Design Research*, 26 (2), 7 – 33.
- 2011 Jung, H., Bardzell, S., Blevins, E., Pierce, J., & Stolterman, E. How deep is your love: deep narratives of ensoulment and heirloom status. *International Journal of Design*, 5 (1), 57 – 71.
- 2005 Jung, H. & Nam, T-J. Spray modeling: augmented reality based tangible 3D modeling interface, *Journal of Korean Society of Design Sciences*, 18 (4), 119 – 128.

RESEARCH (con't)
Peer Reviewed Conference
Proceedings

- 2016 Jung, H., Kim, S., Chan, J., Li, Y., & Zhang, Y. This is not a watch: Reframing the design of wrist-worn devices, *Proc. of International Conference on Design and Emotion*. 322 - 332. (September 28 – 30, 2016 in Amsterdam, Netherland).
- 2016 Jung, H. & Zhou, J. Trends in mobile and wearable stress care & design implications for a culture of wellness, *Proc. of Academic Design Management Conference (ADMC)*. 1068 - 1084. (July 28-29, 2016 in Boston, MA).
- 2016 Jung, H. An integrated approach to workplace safety and wellness: Case studies of warehouse communication system design, *Society of Experiential Graphic Design (SEGD) Research Journal: Communication + Place*. ISBN 978-1-940297-31-6. (June 8, 2016 in Seattle, WA).
- 2014 Dixon, C., Ammerman, R., Dexheimer, J., Meyer, B., Jung, H., Johnson, B., Elliott, J., Jacobs, T., Pomerantz, W., & Mahabee-Gittens, M. Development of iBsafe: A collaborative, theory-based approach to creating a mobile game application for child safety, *Proc. of the American Medical Informatics Association (AMIA) Annual Symposium*. 77 – 85. (November 14, 2014).
- 2013 Zhang, L. & Jung, H. Simplicity by metaphor: How to apply metaphor to achieve simplicity of interaction design, *Proc. of International Association of Societies of Design Research*. 1656 - 1667. (August 26 - 30, 2013 in Tokyo, Japan).
- 2012 Jung, H. & Stolterman, E. Digital form & materiality: Theoretical propositions for a new approach to interaction design research, *Proc. of the Nordic Conference on Human-Computer Interaction (NordiCHI)*. ACM, 645-654. (October 14 – 17, 2012 in Copenhagen, Denmark).
- 2012 Jung, H. Survey and proposal for data application design, *Proc. of the Conference on Applied Human Factors and Ergonomics*, CRC Press-Taylor & Francis Group. (July 21 – 25, 2012 in San Francisco, CA).
- 2011 Jung, H. & Stolterman, E. Material probe: exploring materiality of digital artifacts, *Proc. of Conference on Tangible, Embedded and Embodied Interaction (TEI)*. ACM, 153 - 156. (January 23 – 26, 2011 in Funchal, Portugal).
- 2010 Jung, H., Blevis, E., & Stolterman, E. Conceptualizations of the materiality of digital artifacts and their implications for sustainable interaction design, *Proc. of Design Research Society (DRS) International Conference*. (Montreal, Canada, July 7 – 9, 2010).
- 2010 Jung, H., Altieri, Y., & Bardzell, J. SKIN: designing aesthetic interactive surfaces, *Proc. of Conference on Tangible, Embedded and Embodied Interaction (TEI)*. ACM, 85–92. (January 25 – 27, 2010 in Cambridge, MA).
- 2008 Jung, H., Stolterman, E., Ryan, W., Thompson, T., & Siegel, M. Toward a framework for ecologies of artifacts: how are digital artifacts interconnected within a personal life? *Proc. of Nordic Conference on Human-Computer Interaction (NordiCHI)*. ACM, 201 – 210. (Oct 20 – 22, 2008 in Lund, Sweden).
- 2013 Jung, H. & Connelly, K. Exploring design concepts for sharing experiences through digital photography, *Proc. of Conference on Designing Pleasurable Products and Interfaces (DPPI)*. ACM, 313 – 327. (August 22 – 25, 2007 in Helsinki, Finland).
- 2007 Lim, Y., Stolterman, E., Jung, H., & Donaldson, J. Interaction Gestalt and the design of aesthetic interactions, *Proc. of Conference on Designing Pleasurable Products and Interfaces (DPPI)*. ACM, 239 – 254. (August 22 – 25, 2007 in Helsinki, Finland).

RESEARCH (con't)

Book Chapters

- 2013 Jung, H., Kim, T., Yang, Y., Carli, L., Carnesecchi, M., Rizzo, A., & Gurrin, C. Aesthetics in Data Visualization: Case Studies and Design Issues. In Huang, M. & Huang, W. (Eds.), *Innovative Approaches of Data Visualization and Visual Analytics*. IGI Global.
- 2008 Lim, Y., Donaldson, J., Jung, H., Kunz, B., Royer, D., Ramalingam, S., Thirumaran, S., & Stolterman, E. Emotional experience and interaction design. In Peter, C. & Beale, R. (Eds.), *Affect and emotion in HCI: From Theory to Application*, 116 – 129, Springer-Verlag.

Book Review

- 2015 Jung, H. What Are You Reading? Creative Form-Making in Interaction Design and the Design of Engaging Information Applications. *interactions*, 22, 4 (June 2015), 12-13.

Reviewed Works in Progress
(Poster Presentations)

- 2016 Jung, H. Framing interaction design research, education and practice through the lens of digital form making, *Proc. of American Institute of Graphic Arts (AIGA) Design Educator's Conference*. (June 15-16, 2016 in Bowling Green, OH).
- 2010 Jung, H., Altieri, Y., & Bardzell, J. Computational objects and expressive forms: a design exploration, *Extended Abstract of Conference on Human Factors in Computing Systems (CHI)*. ACM, 3433 – 3438. (April 10 – 15, 2010 in Atlanta, GA).
- 2005 Jung, H., Nam, T-J. & Lee, H. 3D modeling interface with air spray: field study of 3D model making and prototype development, *Extended Abstract of Conference on Human Factors in Computing Systems (alt.CHI)*. ACM, 2162 – 2171. (April 2 – 7, 2005 in Portland, OR).

Workshops Organized at
International Conferences

- 2017 Design for Mind-Body Reflection: Toward Integrated Well-Being
Jung, H. & Daiello, V. *Chinese Government Funded International Joint Research for Healthcare Design* (June 15 - 19, 2017 at Jiangnan University in Wuxi, China).
- 2015 Ecological Perspectives in HCI: Promise, Problems and Potentials
Blevis, E., Bødker, S., Flach, J., Forlizzi, J., Jung, H., Kaptelinin, V., Nardi, B., & Rizzo. In conjunction with *the International Conference on Human Factors in Computing Systems* (April 15 – 18, 2015 in Seoul, Korea).
- 2012 Aesthetic Data Visualization: Tools & Challenges for Interaction Designers
Jung, H. and Kim, T. In conjunction with *the Nordic Conference on Human-Computer Interaction* (October 17, 2012 in Copenhagen, Denmark).

Invited Seminars at
International Conferences

- 2016 Incremental, Radical and Critical: Three Approaches to Interaction Design Studios
at the Redesign Design Education Conference (May 20 – 22, 2016 in Wuxi, China).
- 2015 Interdisciplinary Approaches for Design Innovation
at the Annual Research Symposium organized by Southwestern Ohio Korea-American Scientists and Engineers Association (May 30, 2015 in Cincinnati, OH).
- 2014 Form & Materiality of Digital Artifacts: An Evolving Trajectory of Human-Computer Interaction
at the HCI Korea in conjunction with the Associate Chair Meeting for the International Conference on Human Factors in Computing Systems (December 10 – 12, 2014 in Seoul, Korea).

RESEARCH (con't)
Invited Seminars
at Other Universities

- 2016 Framing Interaction Design Education and Research Through the Lens of Form-Making
at PhD seminar, Umeå Institute of Design (October 4, 2016 in Umeå, Sweden).
- 2014 Creative Form-Making in the Age of Agile Design
at the Communication Graduate Program, Yonsei University (May 26, 2014 in Seoul, Korea).
- 2014 Information System Design: Right info, right people, and right context
at the Information and Interaction Design Program, the Underwood International College, Yonsei
University (May 27, 2014 in Incheon, Korea).
- 2013 Very Personal Reflections on Interaction Design Research and Practice
at the Industrial Design Department, Korea Advanced Institute of Science and Technology (August
07, 2013 in Daejeon, Korea).

Campus + Department
Seminars

- 2017 Slow Tech 2.0: Design Explorations toward Reflective Human-Computer Interaction
at the Department of Geography & GIS, University of Cincinnati (March 3, 2017) +
at the Annual Sensor Retreat, University of Cincinnati (January 5, 2017).
- 2015 Interdisciplinary Approaches for Creative System Design
at the College of Mechanical Engineering, University of Cincinnati (September 11, 2015).
- 2015 Creative Form-Making in the Age of Agile Design
at the Engineering Innovation Track Program, University of Cincinnati (June 10, 2015).
- 2013 Visualization: Perspectives, Principles, and Examples
at the School of Architecture, University of Cincinnati (Sep 17, 2013).

GRANT AWARDS

- 2017 (PI), Jung, Heekyoung, Design and Evaluation of an Interactive Application to Enhance
Self-Reflection on the Mind and Body Association, UC's University Research Council. (URC)
Interdisciplinary Award, \$10,000.00. 05/01/2017 to 04/30/2018.
- 2017 Workshop Participation on Bodily Interaction and Aesthetic Qualities for Design, UC Faculty
Development Council, \$2,500. 03/20/2017 to 03/23/2017.
- 2016 Survey of Design Technology and Research Cases for Wearable Interactive Prototyping Design, UC
Faculty Development Council, \$1,482. 10/01/2016 to 10/07/2016.
- 2015 (PI), Jung, Heekyoung, A Study on Exploratory Prototyping for Interactive Application Design, UC
Third Century Research, \$7,914. 06/01/2015 to 12/31/2016.
- 2015 Workshop Organization on Ecological Perspectives in Human-Computer Interaction Design, UC
Faculty Development Council, \$2,500. 04/18/2015 to 04/23/2016.
- 2014 (PI), Jung, Heekyoung, In Flight Communication Redesign, Live Well Collaborative, Inc., \$31,340.
12/01/2013 to 12/01/2014.
- 2013 (Collaborator), Choi, Soo-Shin; Jung, Heekyoung, Smart + Safe Lift Truck Experience, Crown
Equipment, \$60,000. 08/15/2013 to 04/30/2014.
- 2013 Workshop Participation on Inquiry by Design: Iconic Design Research for Data Visualization, UC
Faculty Development Council, \$4,000. 06/18/2013 to 06/28/2013.

DESIGN AWARD

²⁰¹⁷ (Collaborator), Kubley, Ashely; Jung, Heekyoung; Kim, Myoung-Ok, *Nu:a - second skin for surfers*, a digital fabricated wearable prototype, selected as Top 10 Finalists in the Reshape Programmable Skin Competition and invited for exhibition (October 4, 2017 in Barcelona, Spain + more to come).

TEACHING

Spring Semesters
2013 – 2017

Interaction Design Overview Pre-junior level course focused on foundational concepts, methods, and skills of interaction design, specifically for screen-based non-linear information navigation.

Interaction Design 3 Senior level course focused on advanced interactive information system design and preparation for the degress show (website and interactive exhibition design).

Topical Studio Junior level course focused on research and scenario design for in-flight communication system re-design; sponsored by Boeing and Live Well Collaborative; co-teaching with Antonio Islas Munoz (2013).

Communication Design: People + Culture Graduate level course focused on contemporary digital media culture and design issues, taking on the approach of critical inquiry by design.

Fall Semesters
2013 – 2017

Research Methods: Exploratory + Constructive Graduate level course focused on human subject and qualitative research methods.

Design Systems 1: Collaborative Studio Junior level course focused on product system design by employing trend forecast, user research, scenario based ideation, and prototyping in interdisciplinary collaborative projects. Studio topics vary every year: material speculation for future wearables, co-teaching with Ashley Kubley (2017); slow tech for wellbeing and stress care (2016); future making, co-teaching with Brooke Brandewie (2015); mobile & wearable interactive systems (2014); and safe lift truck experience design sponsored by Crown Equipment (2013).

Interaction Design 1 Junior level course focused on the concepts of interactive data visualization and related methods and skills to design task-based interactive application.

Design Methodology 1 Junior level course focused on communication design system.

Spring + Summer Quarters
2012

Digital Design II Pre-junior level course focused on responsive web application design.

Digital Design III Junior level course focused on data visualization and data-based narratives (w/ Processing).

Digital Design Seminar VII Junior level course focused on interaction design methods and issues.

Winter Quarter
2012

Design Technology II Sophomore level course focused on interactive animation (w/ Flash AS).

Digital Design III Junior level course focused on concepts and principles of data visualization (w/ Processing).

Autumn Quarter
2011

Design Technology I Sophomore level course focused on web technology and website design.

Digital Design III Junior level course focused on information navigation and interface design.

TEACHING (con't)

Graduate

Non-Assigned Teaching

- 2015F Advised independent study for four graduate students on user research and interactive prototyping for wearable application design (Benett Nestok, Patrick Fitzgerald, Aidi Xu, and Yunyi Zhang).
- 2015S Advised independent study for four graduate students on user research and interactive prototyping for behavioral changes (Jenny Chan, Soojin Kim, Yanhan Li, and Yunyi Zhang).
- 2014F Advised independent study for tactile GPS navigation interface design (Soojin Kim).
- 2014S Supervised graduate assistants for a collaborative research project with Cincinnati Children's Hospital, focusing on observation, interview with Cystic Fibrosis patients, and data analysis (Kyrsten Sanderson, Sepideh Shahi, Lixia Zhang, and Lingyu Zhu).

Thesis Advising

- 2017 Thesis chair for Adriana Navarro-Sainz on self-reporting interface and data visualization design.
Thesis committee for Daric Xu on speculative scenarios for quantified selves.
- 2016 Thesis chair for Jiani Zhou on UX design approaches to cardiac home care education.
Thesis chair for Pratiksha Prabhakar on sensory reflective framework for design ideation.
Thesis committee for Ruby He on promoting thought continuity during online research.
- 2015 Thesis committee for Robert Byrd on emotional responses through facial perception priming.
Thesis committee for Yunyi Zhang about influence of navigation structure on information perception and performance of users with different prior knowledge.
- 2014 Thesis chair for Jenny Chan on connected reading experience across multiple digital applications.
Thesis chair for Stacey He on improving quality of experience in digital photography.
Thesis committee for Alfredo Ruiz on empathic design principles in healthcare.
Thesis committee for Minkyu Song on social design principles and case study.
Thesis committee for Soojin Kim on positive product experience design with fun factors.
- 2013 Thesis committee for Jensi Wallace on electronic textile for bike wear design.
Thesis committee for Jinyao Xu on interaction design for decision aid in healthcare.
- 2012 Thesis chair for Lixia Zhang on the simplicity of interaction by metaphor.
Thesis committee for Da Shen on cross platform web application design.
Thesis committee for Kyrsten Sanderson on engaging healthcare providers in design research.
Thesis committee for Ricardo Elizondo on service design framework to improve transitional care.

**COLLEGE +
UNIVERSITY
SERVICE**

- 2014 - 2017 School of Design Graduate Program Committee
- attended thesis proposal presentations for critique;
 - reviewed graduate program applications;
 - worked on new graduate curriculum proposal development;
 - planned interaction design master course content and schedule;
 - met and consulted with prospective students;
 - represented design graduate program in coordinator meetings
- 2014 - 2017 College Student Affairs + Grievance Review Committee
- attended grade grievance hearing;
 - reviewed and voted students' appeals;
 - reviewed scholarship applications;
 - represented student issues in the school of design in committee meetings
- 2017 UC AHSS Integrated Research Council Member (reviewed grant proposals)
- 2015 - 2017 UC Graduate School Yates Scholarship Award Review committee member
- 2014 - 2017 Member of curriculum development task force for the Communication Design Program
- 2012 Member of Judges for the UC Graduate Poster Forum

PROFESSIONAL SERVICE

- 2013 - present Association of Computing Machinery (ACM) professional member.
- 2017 Paper Reviewer for the International Association of Societies of Design Research (IASDR).
- 2013 - 2017 Manuscript Reviewer for the Visible Language Journal.
- 2010 & 2016 Paper Reviewer for the International Conference on Design and Emotion.
- 2015 & 2016 Manuscript Reviewer for the Archives of Design Research Journal.
- 2016 Paper Reviewer for the ACM International Conference on Tangible, Embedded and Embodied Interaction (TEI).
- 2013 - 2015 Paper Reviewer for the ACM International Conference on Human Factors in Computing Systems.
- 2014 Associate Chair of the Design Subcommittee for the ACM International Conference on Human Factors in Computing Systems (Seoul, South Korea).
- 2014 Member of Steering Committee for the American Institute of Graphic Arts (AIGA) Education Conference: Connecting Dots (Cincinnati, OH).
- 2013 Associate Chair of the ACM International Conference on Designing Pleasurable Products and Interfaces (New Castle, UK).
- 2012 Paper Reviewer for the ACM Transactions on Computer-Human Interaction Journal.
- 2012 Paper Reviewer for the ACM Nordic Conference on Human-Computer Interaction (NordicCHI).

PROFESSIONAL DEVELOPMENT

- 2017 Visited the Royal Institute of Technology (KTH) for research networking; participated in research seminars and workshops on Soma-Based Design (May 15 – June 12, 2017 in Stockholm, Sweden).
- 2017 Attended Workshop on Somaesthetics of Rhythmic Interaction (June 6 -7, 2017 in Copenhagen, Denmark).
- 2017 Attended Workshop on Soma-Based Design at ACM Conference on Human Factors in Computing Systems (CHI) (May 5 - 7, 2017 in Denver, CO).
- 2017 Took online courses on iOS App Development at Coursera (March – May, 2017).
- 2017 Attended Workshop on Bodily Interaction and Aesthetic Qualities for Design (March 20 - 23, 2017 in Yokohama, Japan).
- 2017 Attended UC Integrated Health and Wellness Workshop (January 5, 2017 in Cincinnati, OH).
- 2016 Attended TEDxUCincinnati: Cosmopolitan (March 5, 2016 in Cincinnati, OH).
- 2016 Attended Work and Wellness Collaboration Meetup (February 4, 2016 in Cincinnati, OH).
- 2016 Attended UC Integrated Health and Wellness Workshop (January 23, 2016 in Cincinnati, OH).
- 2016 Attended UC Sensor Community Retreat (January 8, 2016 in Cincinnati, OH).
- 2015 Attended Experiential Learning Course (Re)Design Workshop organized by UC Center for the Enhancement of Teaching & Learning (CET&L) (December 7 – 9, 2015 in Cincinnati, OH).
- 2015 Attended Makers and Making Meetup (July 13, 2015 in San Francisco, CA).
- 2015 Attended Wearable Technologies Conference (July 9 - 10, 2015 in San Francisco, CA).
- 2014 Attended ACM SIGGRAPH International Conference and Exhibition on Computer Graphics and Interactive Techniques (August 10 - 14, 2014 in Vancouver, Canada).
- 2013 Attended National Science Foundation (NSF) Proposal Design Workshop Online (December 6, 2013).
- 2013 Attended Creative Coding Workshop at the Visual Culture Lab, University of Applied Sciences and Arts of Southern Switzerland (June 24 – 28, 2013 in Lugano, Switzerland).
- 2013 Attended Potser Design Workshop at Basel School of Design (July 1 – 5, 2013 in Basel, Switzerland).
- 2013 Attended Inquiry by Design Workshop at Basel School of Design (June 17 – 21, 2013 in Basel, Switzerland).