

UX/Design Portfolio

Aehong Min

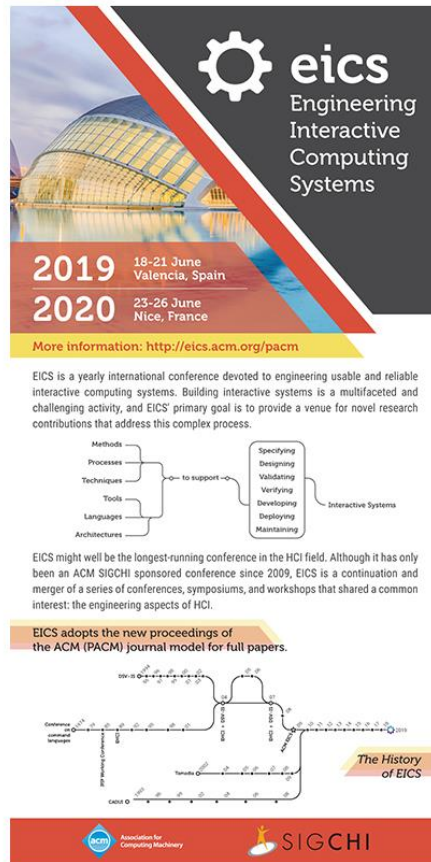
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SIGCHI Conferences Banner Design

Jan – Jun 2019

Designed banners for SIGCHI conferences (EICS, HRI, ISS, RecSys)



eics
Engineering
Interactive
Computing
Systems

2019 18-21 June
Valencia, Spain
2020 23-26 June
Nice, France

More information: <http://eics.acm.org/pacm>

EICS is a yearly international conference devoted to engineering usable and reliable interactive computing systems. Building interactive systems is a multifaceted and challenging activity, and EICS' primary goal is to provide a venue for novel research contributions that address this complex process.

Methods
Processes
Techniques
Tools
Languages
Architectures

to support
Specifying
Designing
Validating
Verifying
Developing
Deploying
Maintaining

Interactive Systems

EICS might well be the longest-running conference in the HCI field. Although it has only been an ACM SIGCHI sponsored conference since 2009, EICS is a continuation and merger of a series of conferences, symposiums, and workshops that shared a common interest: the engineering aspects of HCI.

EICS adopts the new proceedings of the ACM (PACM) journal model for full papers.

The History of EICS

ACM Association for Computing Machinery SIGCHI



HRI
ACM/IEEE International Conference on
Human-Robot Interaction
2020

March 23-26, 2020
Cambridge, UK

The HRI Conference...

aims to showcase the very best inter- & multi-disciplinary research in HRI

has roots in communities that include

- Robotics
- Human-Computer Interaction
- Human Factors
- Artificial Intelligence
- Engineering
- Social and Behavioral Sciences

serves as

- Hard technical & social challenges
- The latest theories technology data furthering the state-of-the-art in HRI

<http://humanrobotinteraction.org>

ACM Association for Computing Machinery SIGCHI IEEE Robotics & Automation Society



Submission by
June 28, 2019 (Abstract)
July 5, 2019 (Paper)

ISS 2019
DAEJEON, KOREA
November 10-13

International Conference on
Interactive Surfaces and Spaces

ACM ISS—formerly known as ACM ITS—is a premier venue for sharing research on

- Interactive displays
- Pen/touch/speech interaction
- Gesture/whole-body interaction
- Tabletop computing
- Interactive 3D spaces (AR/MR/VR)
- Media facades
- Interactive architecture
- 3D and spatial user interfaces

and others that lie within the overarching theme of interactive surfaces and spaces.

iss.acm.org/2019
@ACM_ISS

SIGCHI



The ACM Conference Series on
Recommender Systems

RECSYS 2019
COPENHAGEN, DENMARK
SEPTEMBER 16-20, 2019

IMPORTANT DATES
Tutorials: May 16, 2019
Doctoral symposium papers: May 16, 2019
Demos: June 2, 2019
Posters: July 1, 2019
Industry talk proposals: May 7, 2019

RecSys is the premier venue for research and applications of recommendation technologies.

Recommender systems are a ubiquitous feature of the modern Internet, mining user activity and item data to help people find new things to purchase, watch, read and enjoy.

The RecSys community brings together academia and industry, research and practice, and multiple disciplines including HCI, ML, IR, business, and psychology to advance recommendation technologies and our understanding of their human dimensions.

ACM Association for Computing Machinery SIGCHI

Respite Care Management UX/UI Design

Summer 2018

Awarded Runner Up at Student Design Competition of CHI 2019 (Top 4% | One of 4 finalists) (Team member: Flannery Currin & Gustavo Razo)

ABOUT THE PROJECT

Respite care provides a short-term break to primary caregivers. We aimed to understand the needs and challenges of primary family caregivers and respite caregivers of older adults and to improve their collaborative work. We interviewed 18 caregivers and designed a smartphone app for respite care management.

MY ROLE

- Led, designed and conducted interviews with caregivers
- Analyzed interview data (open coding & affinity diagram)
- Designed a prototype of a smartphone app
- Mentored and collaborated with 2 undergraduate students on user research and UX design process



PROCESS

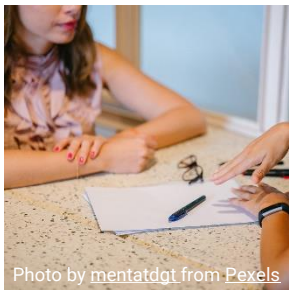
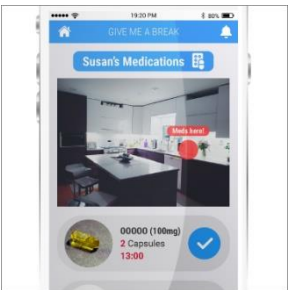
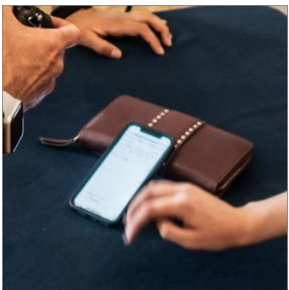
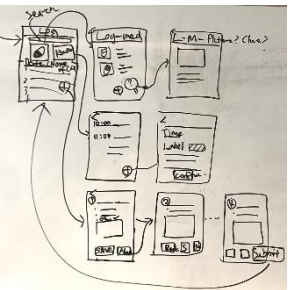
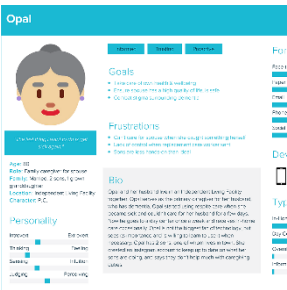
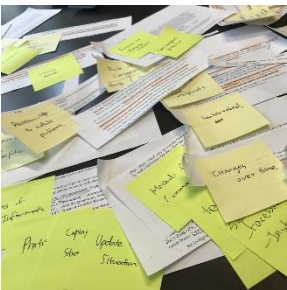
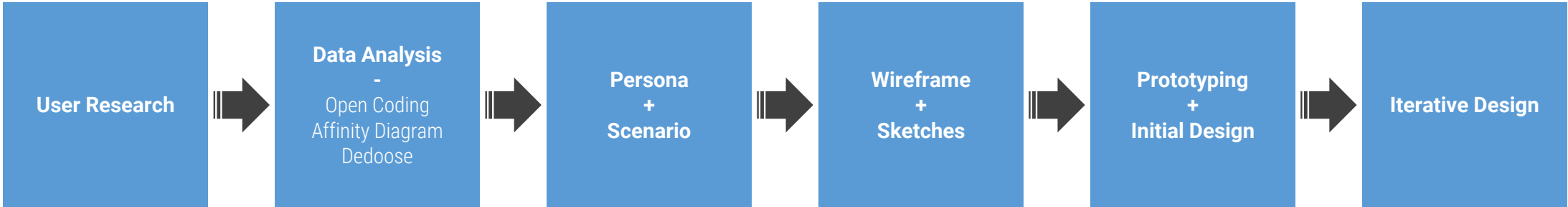
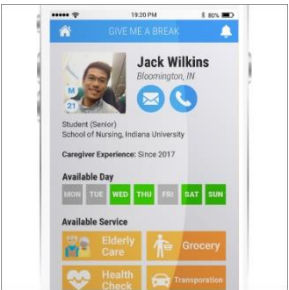
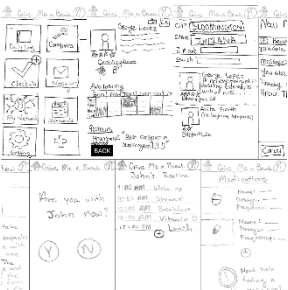
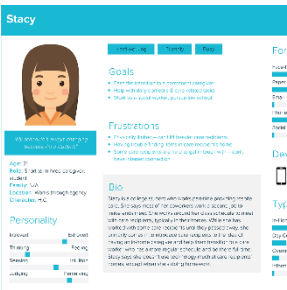
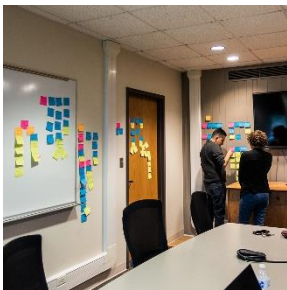


Photo by mentatdgt from Pexels



The app helps both primary caregivers and respite caregivers to cooperate and manage their care work more efficiently.

CORE FEATURES

CASE FILE includes care recipients' information about routine, medication, and other important information to care.

SEARCH PEOPLE helps find a person who needs/provides respite care, based on the location.

CHECK-IN provides a checking list of what a respite caregiver needs to do for their care recipient.

MY NETWORK helps a user organize and manage multiple caregivers/care recipients.



Smart Breathalyzer App UX/UI Design

Fall 2017 -

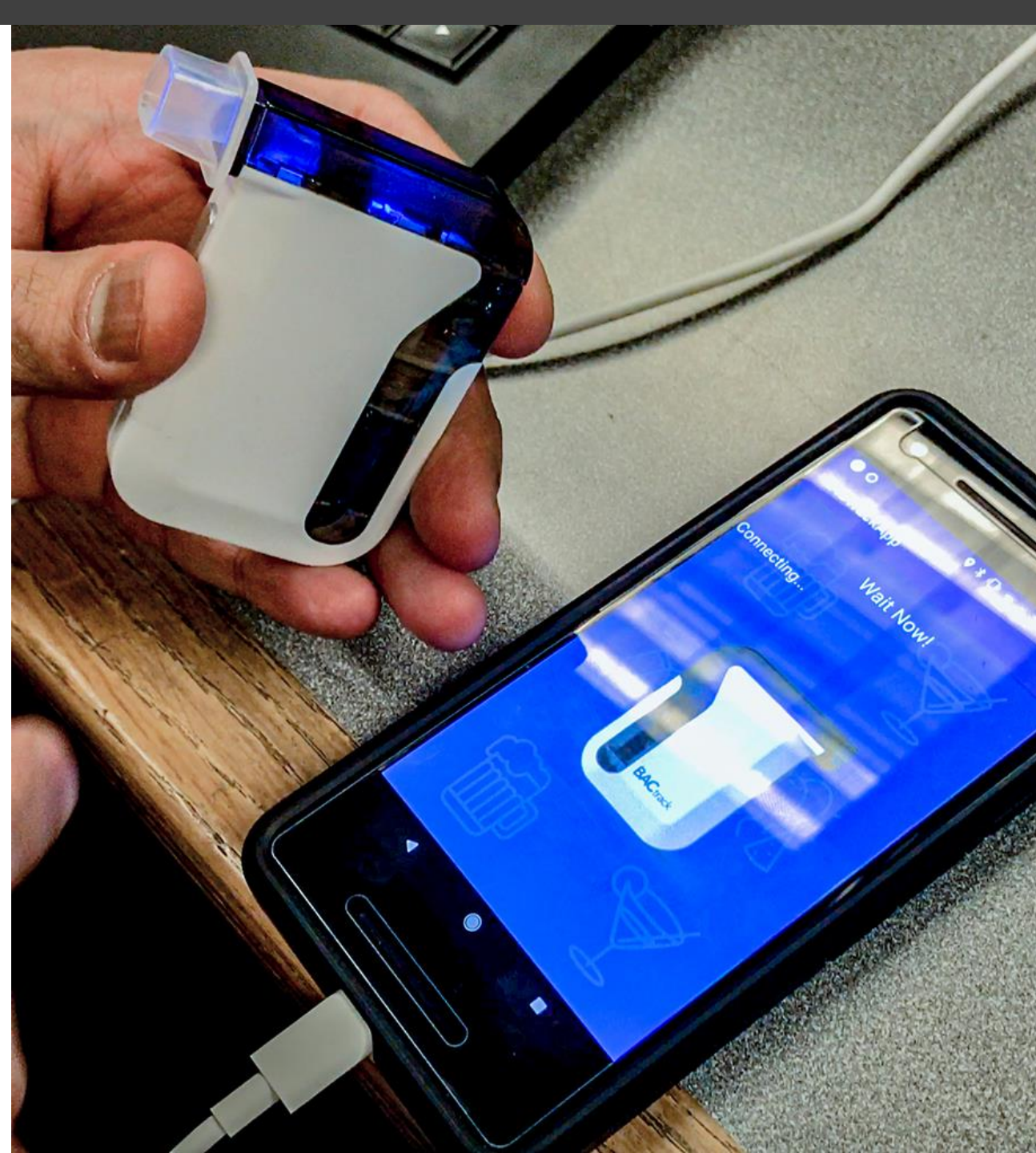
Awarded People's Choice Award at IU Projects and Research Symposium

ABOUT THE PROJECT

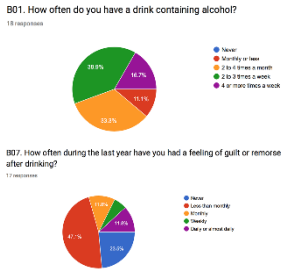
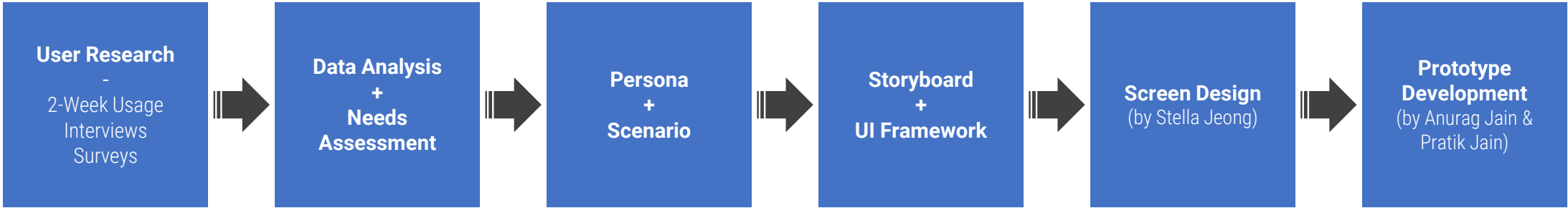
Excessive drinking among college students can cause several problems such as driving under the influence. We aimed to encourage college students to have safe drinking behaviors. With a currently existing smart breathalyzer and app, we improved its UX design and developed a prototype app.

MY ROLE

- Led, designed and conducted interviews with college students
- Analyzed survey & interview data
- Designed UX/UI storyboards and framework of the app



PROCESS



Hannah R.
Undergraduate Student



Age: 20
Year in school: Junior
Major: Biology, minor in marketing
Gender: Female

"I have definitely
away with using
ID at these colle
I don't try to dri
around anyone
drinking though,
didn't go well."

Needs:
- To find a way h
safely after drink
the bars or at fra
- To not get arres
anything alcohol
while on probatio

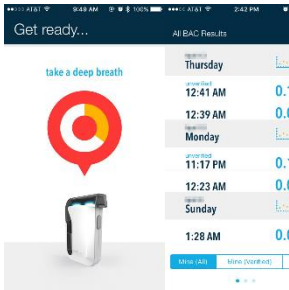
Key Goal:
Enjoy her semes



At 9:30 PM, Charlie decides
to finish his beer before going
home for the night.



Around 9:40 PM, he starts
going to his car with his
friend to drive home.



Quadrant Description	Encouraging for others	Severely	Encouraging	Severely
Recent history of past or present alcohol use	2	1	5	4
Current characteristics that suggest a high risk of relapse (e.g., social setting, peer pressure, etc.)	4	3	3	4
Readiness to seek help (e.g., willingness to seek help, willingness to seek help, etc.)	5	5	5	4
Readiness to seek help (e.g., willingness to seek help, willingness to seek help, etc.)	5	4	5	4
Readiness to seek help (e.g., willingness to seek help, willingness to seek help, etc.)	4	5	2	4
Readiness to seek help (e.g., willingness to seek help, willingness to seek help, etc.)	2	2	3	5
Readiness to seek help (e.g., willingness to seek help, willingness to seek help, etc.)	3	5	1	5
Readiness to seek help (e.g., willingness to seek help, willingness to seek help, etc.)	4	5	1	2
Readiness to seek help (e.g., willingness to seek help, willingness to seek help, etc.)	5	5	5	5
Readiness to seek help (e.g., willingness to seek help, willingness to seek help, etc.)	2	5	5	5
Readiness to seek help (e.g., willingness to seek help, willingness to seek help, etc.)	4	5	2	4

Nick S.
Undergraduate Student

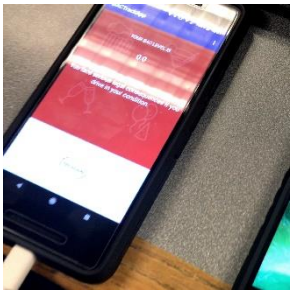
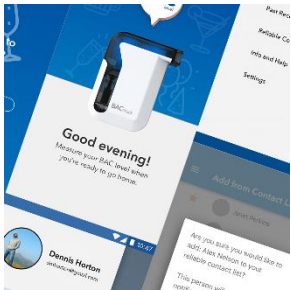


Age: 21
Year in school: Junior
Major: Finance, Accounting
Gender: Male
In a fraternity an

"I just want to be
good time with fi
when I drink. No
crazy, but it's no
anyone gets in t
No cops, no drin
tickets, and defi
DUIs."

Needs:
- A way to enjoy
with friends
- To avoid gettin
trouble with the
- A simple way to
sure he won't m
decisions after d

Key Goal:
Make sure he ca
his weekends hi



BLOW + SHARE = SAFE DRINKING

Anurag Jain | Pratik Jain | Stella Jeong | Aehong Min

BACKGROUND

Excessive drinking among college students as a public health issue

- About 60% of college students (age: 18-22) have consumed alcohol excessively in the previous month.
- About 1,800 students (age: 18-24) die annually from alcohol-related accidents.

Purposes

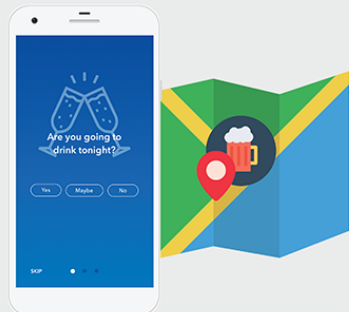
- Design an application for BAC check that could encourage college students' responsible drinking behaviors.
- Improve UX of an existing app 'BACtrack' and a smart breathalyzer 'BACtrack Mobile Pro' and 'BACtrack Vio'.

METHODS: Iterative Design Process



MAIN DESIGN FEATURES

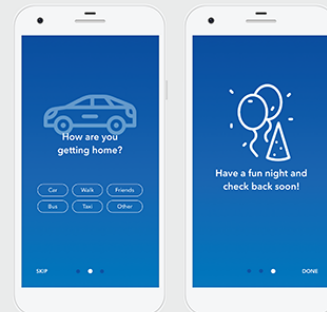
LOCATION-AWARENESS



The app can notice a user's location.

If the user is staying near or at a bar, the app will automatically ask the user whether s/he will drink or not.

CHECKING USER'S STATUS



Based on the user's location:

- The app will be keep checking the user's drinking status and whether s/he will drive or not.
- The app will recommend using the breathalyzer if the user will drive after drinking.

INSIGHTS & CONCEPTS



USED TOOLS

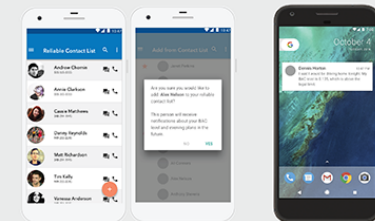


INTUITIVE BAC RESULT



The app will show different colors and icons based on the user's level of BAC. The user can recognize their drinking status intuitively, know when they will become sober, and prevent from drunk driving.

RELIABLE CONTACT LIST



The user can set Reliable Contact List on the app by adding information from Contact list in the mobile phone. If the user gets high BAC level over .08, the app will automatically send a message to people in the Reliable List. It will contain the user's current location. Then, people can see the user's status, and help her/him by providing a ride, calling a taxi, etc.

FIND & SHOOT

Spring 2017

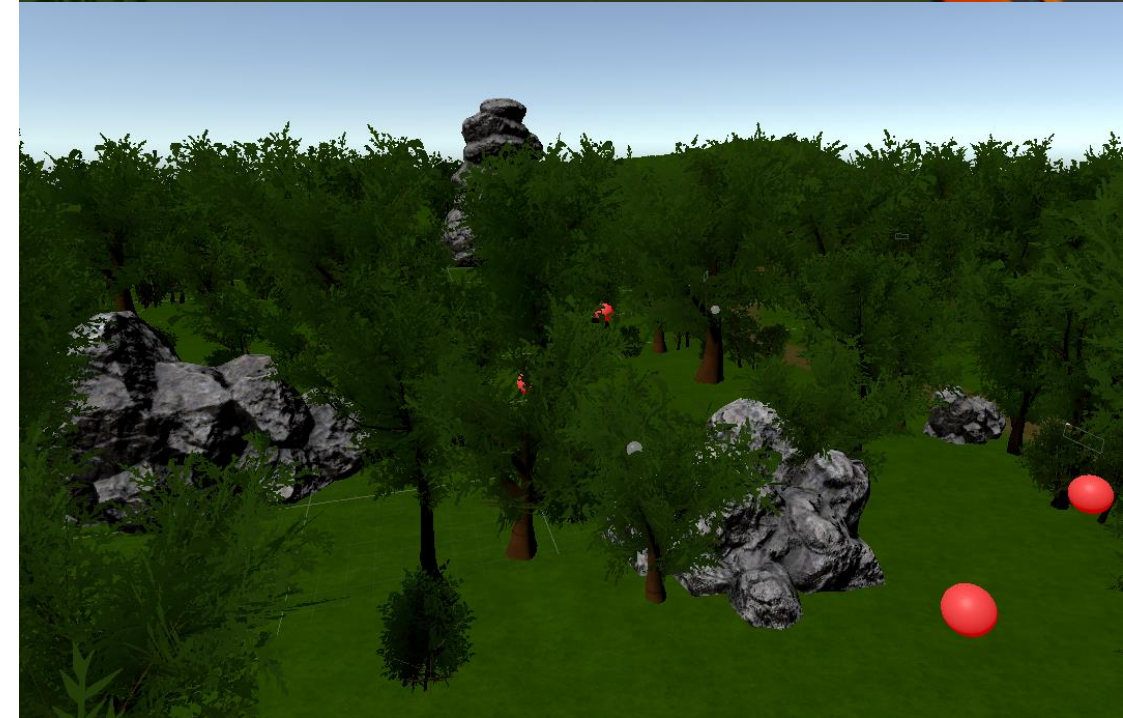
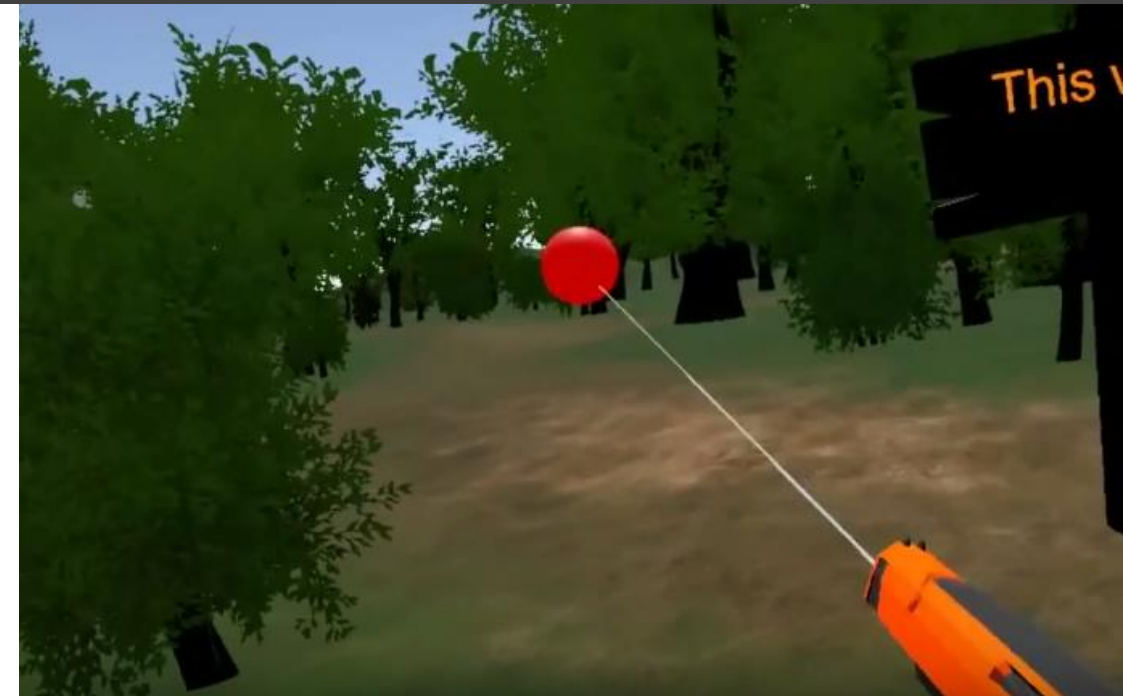
INFO-I590 Introduction to Virtual Reality (Team members: Parag Juneja & Adarsh Bhandary)

ABOUT THE PROJECT

We aimed to implement a VR laser shooting game using HTC Vive. In the game, a user has a laser gun and can walk/teleport to follow a path and shoot targets in the virtual world. The background is a natural environment with trees, bushes, and rocks. The objectives in the game are balloon-like balls, and a user should find the hidden balls in the forest.

MY ROLE

- Brainstormed the ideas and concepts
- Discussed and designed the game contents
- Designed the virtual world using Unity3D
- Made the video trailer





Trailer <https://youtu.be/kHID6Doq6dl>

FUTURE AIR

an interactive exhibit

Spring 2017

INFO-I544 Experience Design (Team members: Jessica Imes & Claudia Castro)

ABOUT THE PROJECT

We aimed to design a space for museum visitors to intuitively feel and think critically about how their actions and behaviors have impacts on the environment and themselves. We researched the current museums and ideated our concept of museum and designed an interactive exhibit to increase one's awareness of air pollution.

MY ROLE

- Researched museums
- Brainstormed the ideas
- Developed storyboards
- Designed and sketched the exhibit

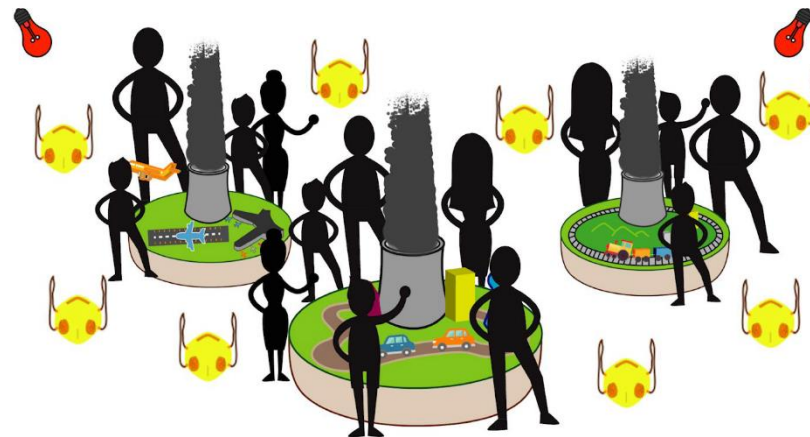
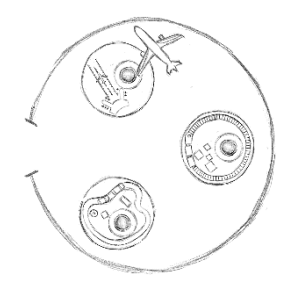
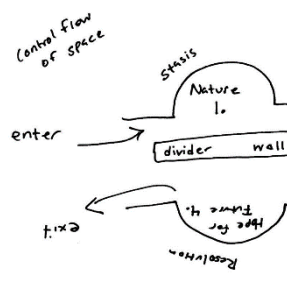
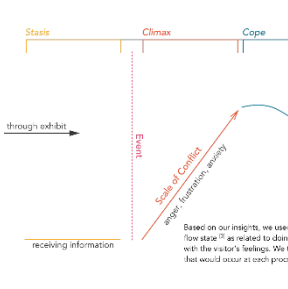
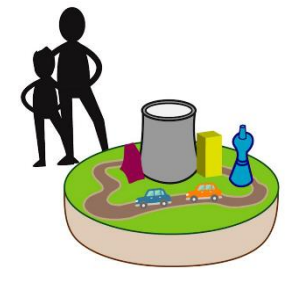
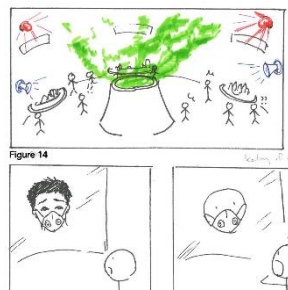
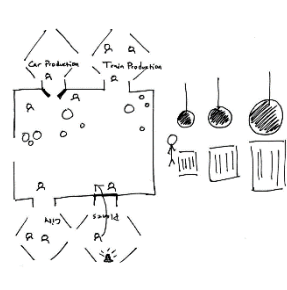
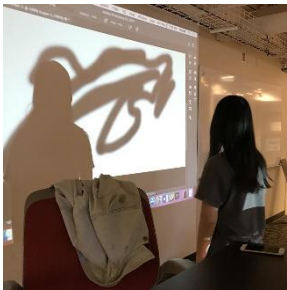
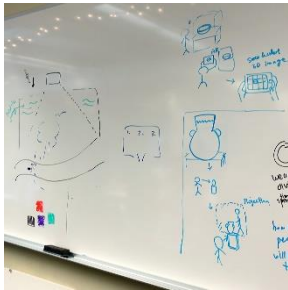
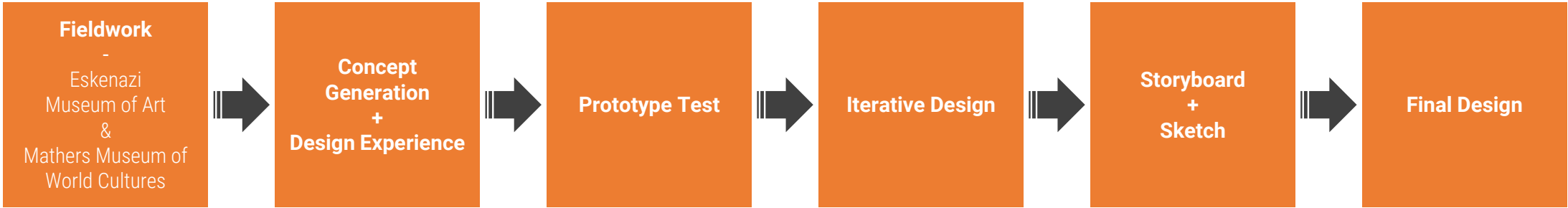


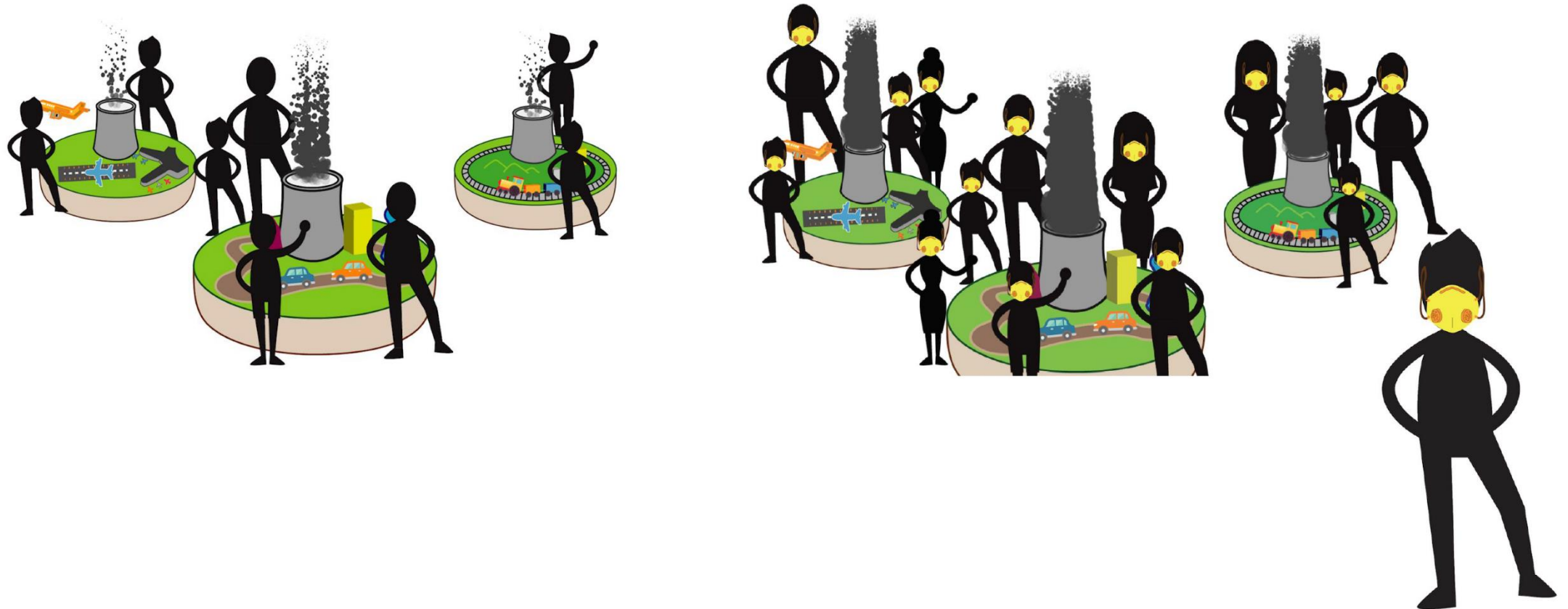
Photo by [Chris LeBoutillier](#) from [Pexels](#)

PROCESS



FINAL DESIGN

We placed three stations for airplanes, trains, and cars, where participants can engage in activities. As a visual representation of air pollutants, each smokestack generates smoke symbolic with the visitor's activity. The more activity the visitor engages in, the more smoke fills the room. We hope to draw visitors' attention to the fact that their actions and behaviors ultimately have influence over the quality of air. As the room fills with air pollution (smoke), masks drop from the ceiling as visitors are encouraged to place these on to sustain a better quality of breathing.



Mobile Communication R&D Project

Mar 2013 – Jan 2014

Yonsei Contents UX Lab – LG Electronics

ABOUT THE PROJECT

I participated in an academic-industrial collaboration project between Yonsei Contents UX Lab and LG Electronics. We aimed to explore new innovative devices and contents, to collect users' feedback, and to suggest ideas to improve UX.

MY ROLE

- 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)



© LG Electronics

Game UX Assessment

Feb 2014 – Mar 2014

Electronic Arts Korea Internship

MY ROLE

During the internship at EA Korea, I analyzed UX of puzzle and sports games, which were unreleased to the public at that time. I assessed whether the games are easy to play and navigate, whether affordances in the games are intuitive, whether information architecture of the games are simple or not, and so on.



BUGS MUSIC App UX/UI Design

Fall 2013

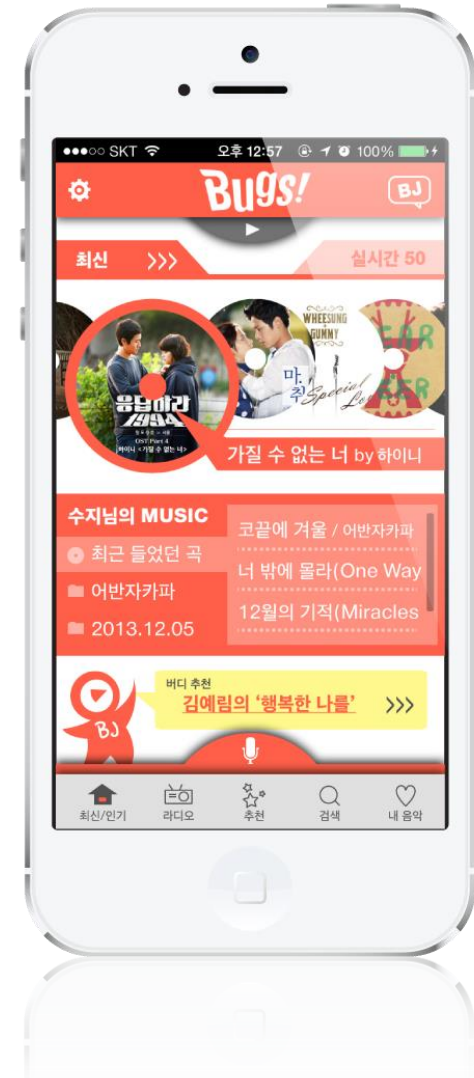
Course: Mobile Interaction & Content Planning (Team member: Suji Lim)

ABOUT THE PROJECT

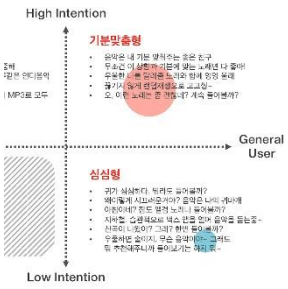
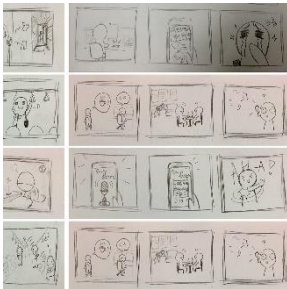
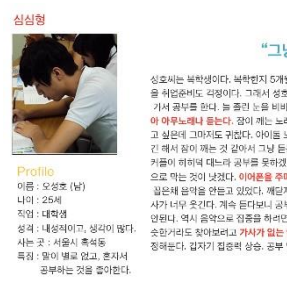
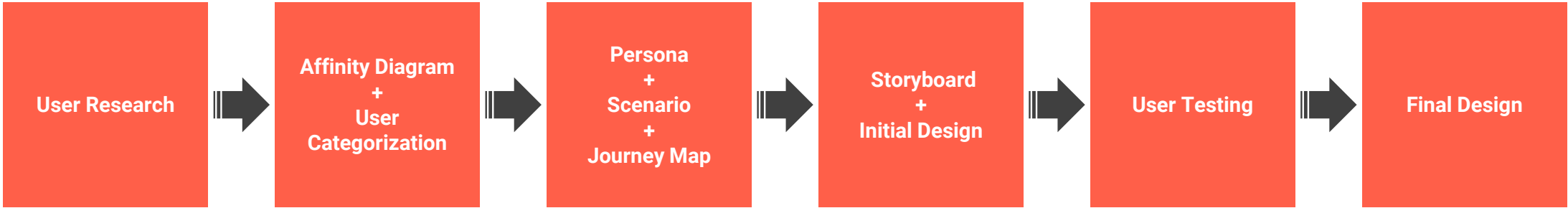
Bugs Music provides a music streaming service in South Korea. We aimed to explore when, where, and why people listen to music and to improve UX/UI design of the current Bugs Music app for providing better experience to the users. We not only re-designed the current design and features, but also add a new function on the app.

MY ROLE

- Designed and conducted interviews with users
- Analyzed data by using affinity diagram and categorizing the users
- Developed persona, scenario, and journey map
- Brainstormed the ideas
- Sketched storyboards and app
- Designed the app
- Conducted a pilot test and improved the design



PROCESS



FINAL DESIGN



Music Recommendation
From Other Users Around Me



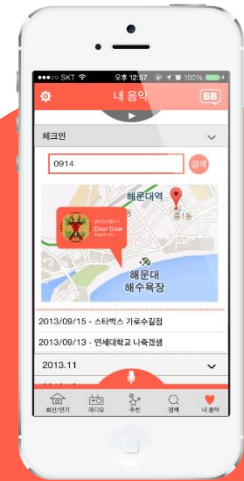
Search By Lyrics / Sound / Context



UI Improvement



Information Architecture
Simplification



Context-Memory-based
Recommendation

K-POP Fan Contents Hub UX/UI Wireframe

Spring 2013

Course: HCI & Contents UX Design

ABOUT THE PROJECT

K-POP is originated from South Korea, and it has been popularized internationally. K-POP fans do not just consume the music, but they have created and shared diverse fan-made contents and information about K-POP idols through multiple online channels. I designed a wireframe of a platform to integrate those scattered channels to share the fans' contents.

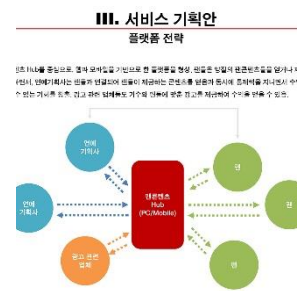
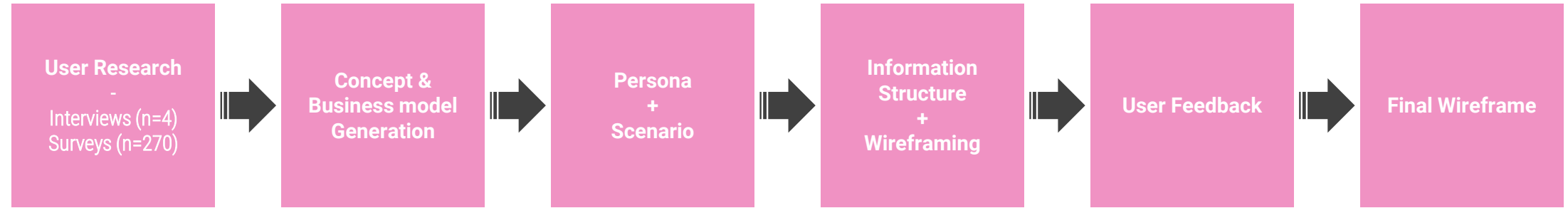
MY ROLE

- Designed and conducted interviews and surveys with K-POP fans
- Analyzed data
- Brainstormed the ideas
- Developed persona and scenario
- Wireframed
- Gathered user feedback and improved the wireframe



Photo © Flying Petals

PROCESS



Crystal Kwon

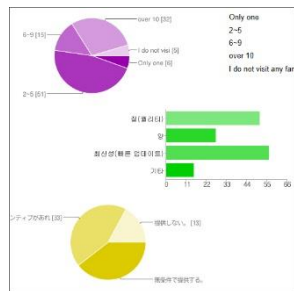
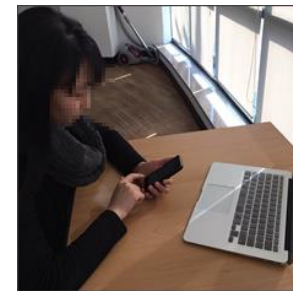
에, 22세, 연세대학교 교환학생 (재미교포).
신는 연세대학교 기독교사 거주, 주로 버스&여행업 이분.
대부분의 활동에 적극적으로 그리고 시로적으로 일함.

문제: 외국에 있는 가족들과 친구들, 한국(이)청년의 외국인 친구들, K-POP 팬 커뮤니티, 지인들, 동료
질문: 위와 같은 3사부터 오후 1시(이)수업 일주일에서 두 번 씩 오후에 반려(가)고 할까, 할 일에는 :
 강남의 가전제품에서 주물과 금속알리는 년들과 친구들들 중에서 외국인 친구들과 스킵, 중국 온라인
 채팅방에서, 다이를 사진과 영상물을 찍거나,

데이지 이슬: 평소 스타트업을 주로 하고 다니며, 스타트업을 계속 PC를 활용하든 트위터나 팬스
를 동원하고 이런 현상과 소송을, 엔지니어인 것 같은 분위기. 주로 K-Pop 아이돌 소개 기사, 사진!
모모: 이슬: 산수계열의 소송이나 인터넷 서점 등의 비정규직 활동은 물론 코피리, 페이스북 이슬:
스타와 아티스트 명성을 갖고 감성적인 데이트 활동용, 때때로 모모와에서 저명한 사건을 끌어오르
는 유망으로 감상해 줘.

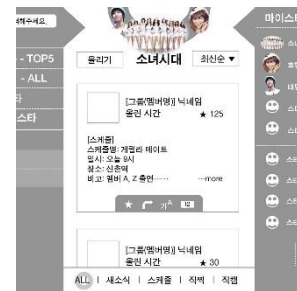
Frustrations when: 좋아하는 스타가 많아 각각의 콘서트는 못가게 되고 새로운 정보와 사진, 영상, 인터뷰 등을 때때로 더 많은 자료를 얻기 위해 새로운 웹 카페, 팬 사이트들을 훑고 있는 때에만 개인 생활에 많은 절로가 너무 많이 올라가 타임라인이 지체될뿐이지는 것이 실절.

Satisfied when: 좋아하는 스타의 새로운 것인 사진과 영상은 볼 때 행복, 자신에 새로운 정보, 그 반을이 좋은 때 만족.



Scenario

ystal Kwon 씨는 K-POP의 열렬한 팬으로 소녀시대, N.E.O. 씨는 평소 자신이 하는 대부분의 활동에 적극적이고 팬들의 온라인 커뮤니티에 가입하고 소통하며, 취미 분야는 아이돌 스타들의 직책과 직업을 감상하고 자기자들보다 훨씬 더 많이 찍고, 더 잘 찍고, 더 최신으로 올리는 팬들의 정체가 때로는 궁금하고 그들이 존



VI. User Test

사용성 테스트

M (여 / 28세 / 직장인, K-POP 아이돌 스타 팬)

“미시브는 태일라인 형식과 유사하다. 사물방범이 낯설고 어렵게 없다.”

“최근인스타라는 말이 있고 어색하다. Now 스타에 내용이 되게 Hot 스타는 어?”

“포스트 현대 제휴가 아이클로닝으로 되어 있는데 나한테는 바로 외팔지 않고 한뼘”

“원본은 진짜, 직접 알고도 UCC나 패션 등 다른 것도 있음인데 이에 대한 제?”

H (여 / 26세 / 직장인, K-POP 아이돌 스타 팬)
 '요즘 워낙 정보들이 싸고 그래서 아무나 스리들을 찍어서 다닌게 무뎠을 것 같고 좋다고 올리는 여들이 있다. 사실 아이돌 스타 팬버ث은 본류도 중요하지만, 보고 관련된츠를 제공하는 웹사이트들만을 볼 수 있도록 선별할 수 있었으면 좋겠다. 미로우 같은 방식으로.'

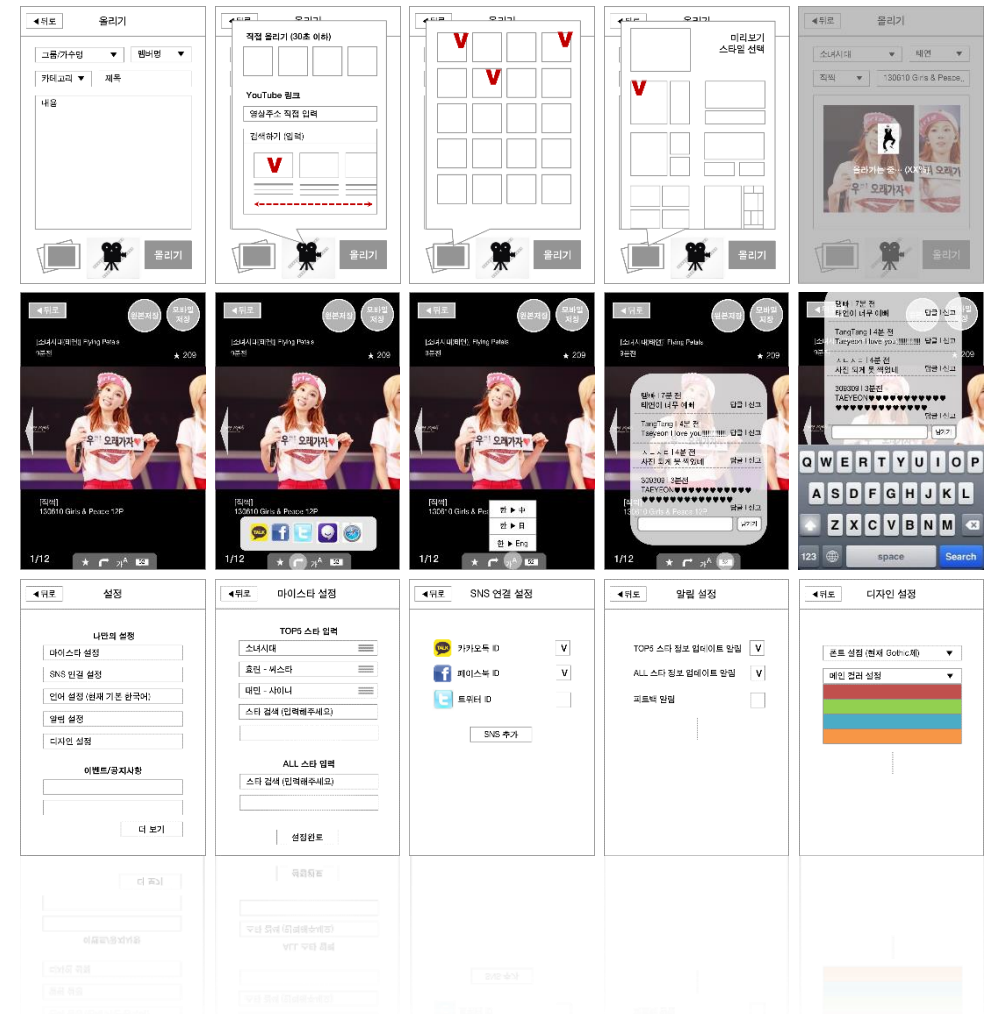
리는 것도 좋은 것 같고 주영도를 닮아서 엑스트라를 좀 더 잘 보이게 하는 것이 좋을



FINAL WIREFRAME

I designed an integrated platform for K-POP fans. The fans can post photos or videos they took their idols and share with other fans. As many of them like multiple idols, this platform is designed to easily navigate and categorize the fan-made contents of each idol they like.

Photo © Flying Petals

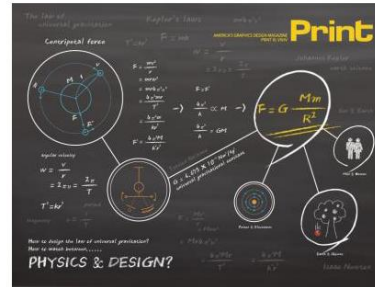


Design Works from Undergraduate Courses

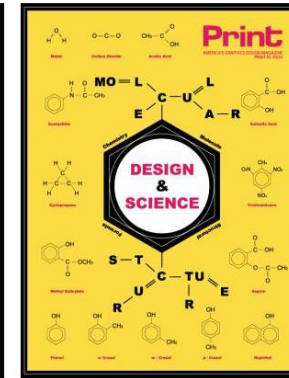
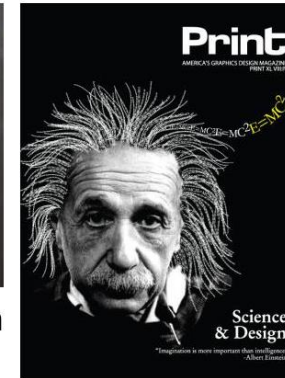
2006 – 2007



Editorial design

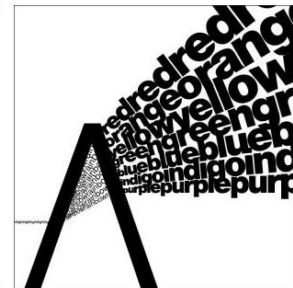
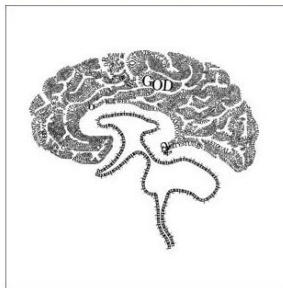
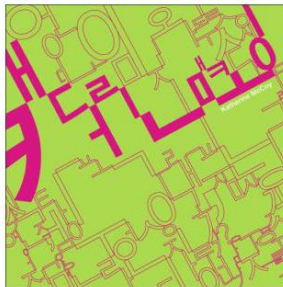


Magazine cover design



Design Works (Undergraduate)

Aehong Min



Typography



Watch design