UX/Design Portfolio

Aehong Min

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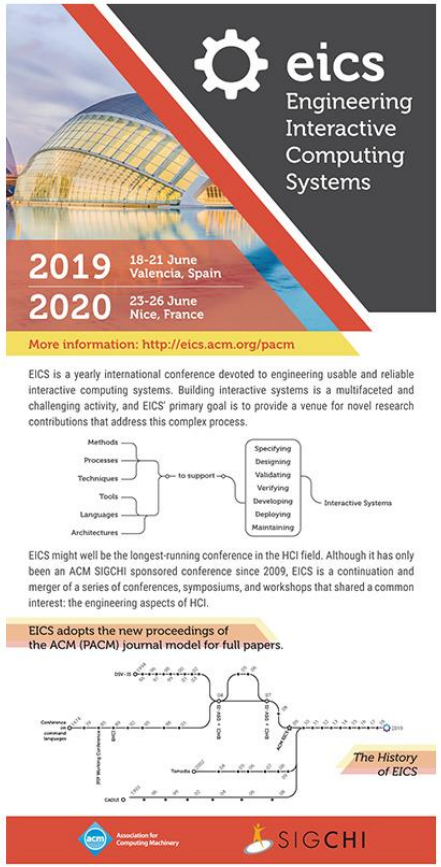
SIGCHI Conferences Banner Design

Jan – Jun 2019

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



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

User Research

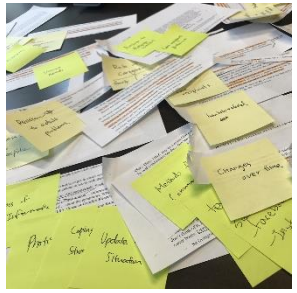
Data Analysis
-
Open Coding
Affinity Diagram
Dedoose

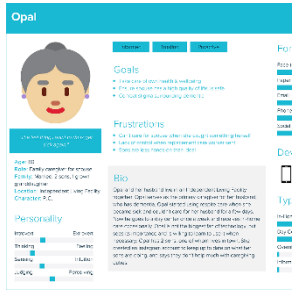
Persona
+
Scenario

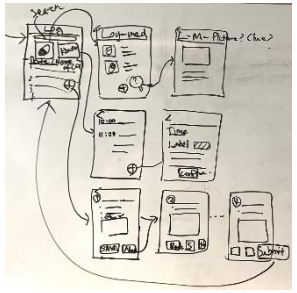
Wireframe
+
Sketches

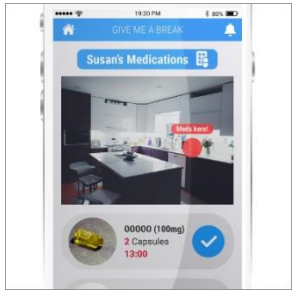
Prototyping
+
Initial Design

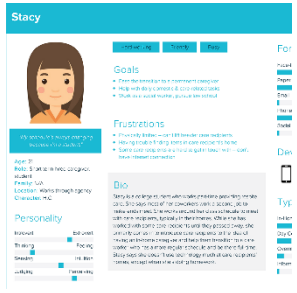
Iterative Design

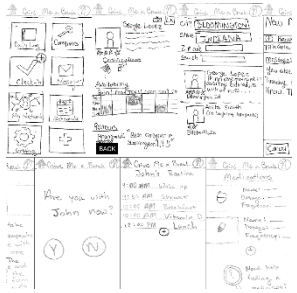












The app helps both primary caregivers and respite caregivers to cooperate and manage their care work more efficiently.

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

User Research
-
2-Week Usage
Interviews
Surveys

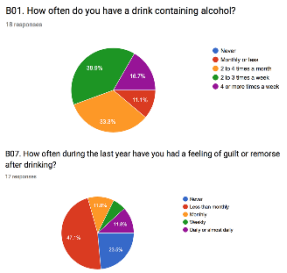
Data Analysis
+
Needs Assessment

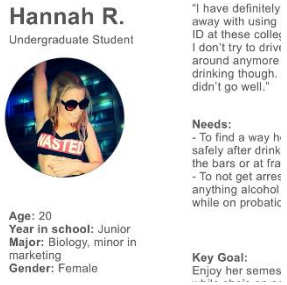
Persona
+
Scenario

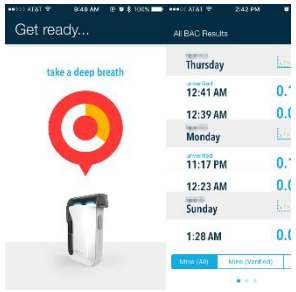
Storyboard
+
UI Framework

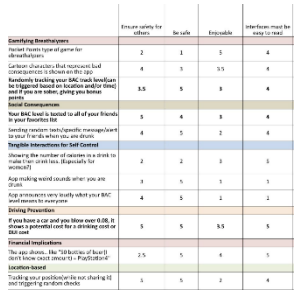
Screen Design
(by Stella Jeong)

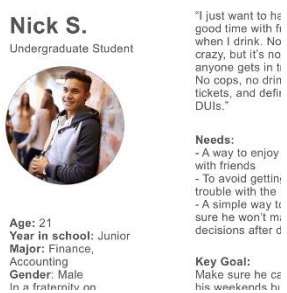
Prototype Development
(by Anurag Jain &
Pratik Jain)

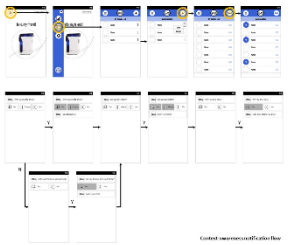


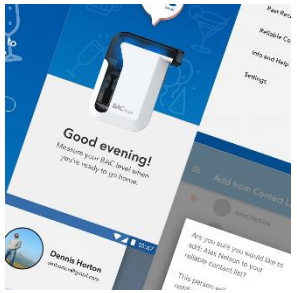


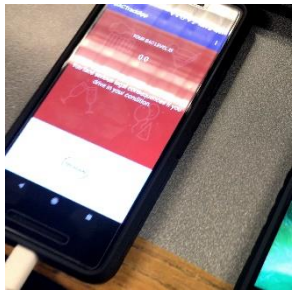












BLOW + SHARE = SAFE DRINKING

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'.

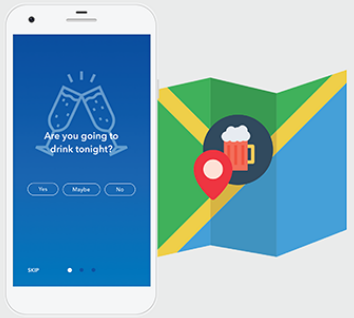
METHODS: Iterative Design Process

INSIGHTS & CONCEPTS

USED TOOLS

MAIN DESIGN FEATURES

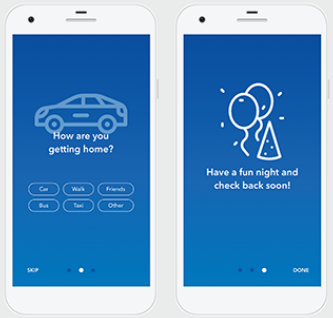
LOCATION-AWARENESS



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

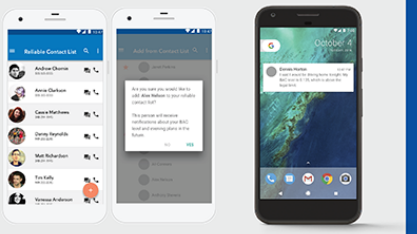


Based on the user's location:
- The app will be **keep checking the user's drinking status** and whether s/he will drive or not.
- The app will **recommend using the breathalyzer** if the user will drive after drinking.

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

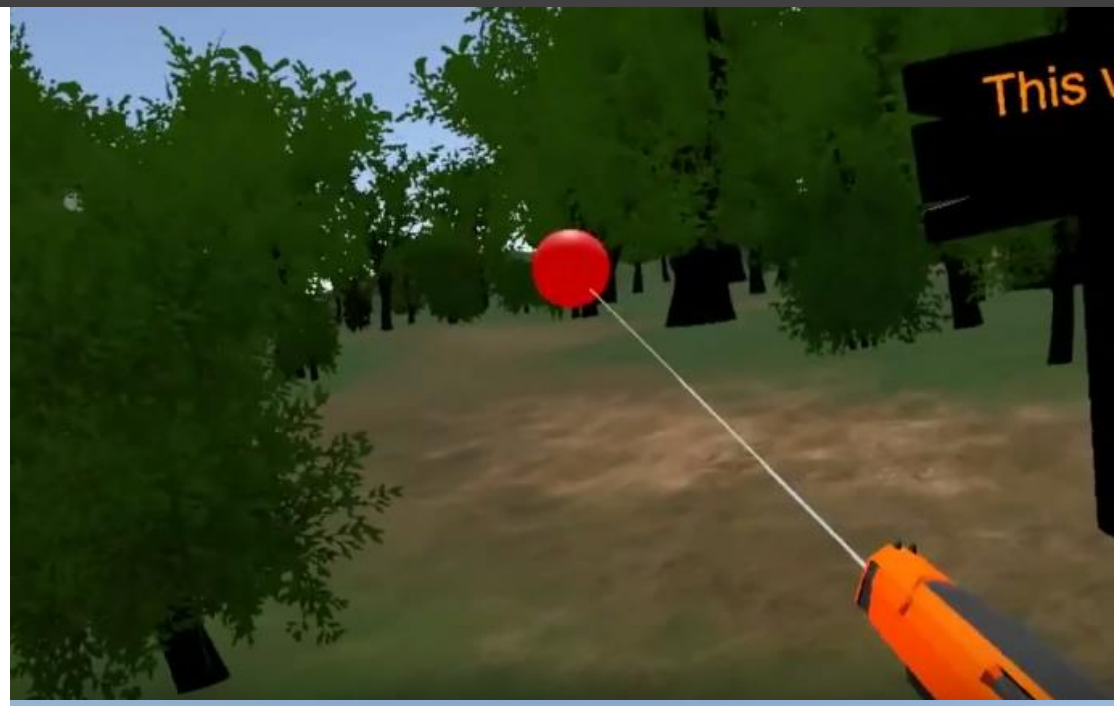
Spring 2017
INFO-I590 Introduction to Virtual Reality (Team members: Parag Juneja & Adarsh Bhandary)

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/kHlD6Doq6dI

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

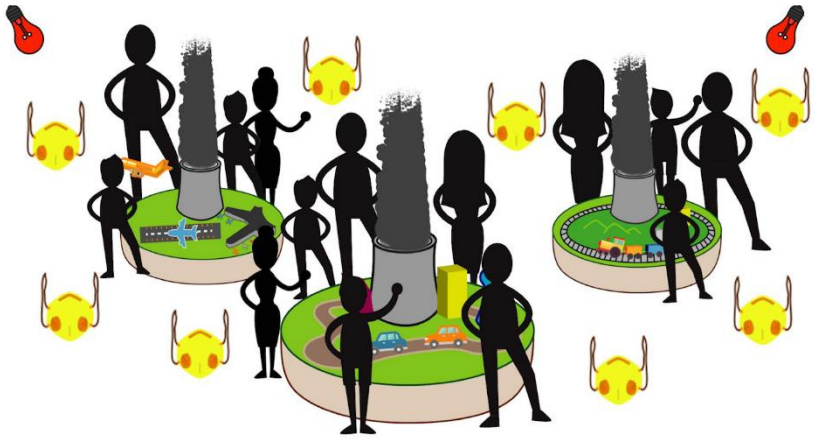


Photo by Chris LeBoutillier from Pexels

PROCESS

Fieldwork
-
Eskenazi Museum of Art
&
Mathers Museum of World Cultures

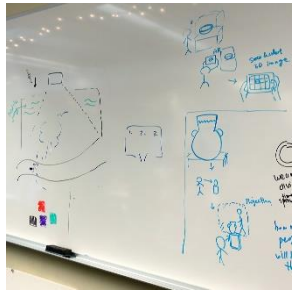
Concept Generation + Design Experience

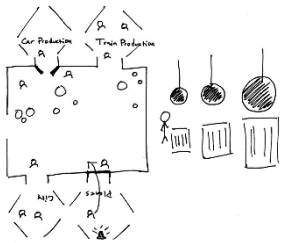
Prototype Test

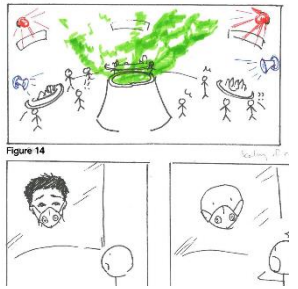
Iterative Design

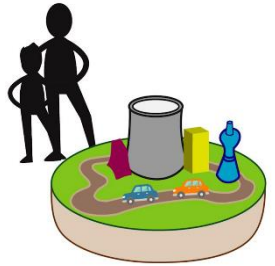
Storyboard + Sketch

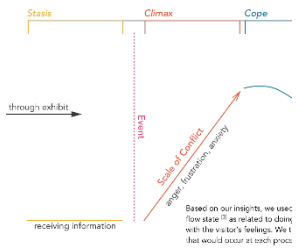
Final Design

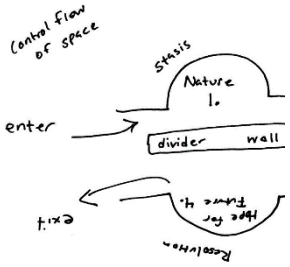


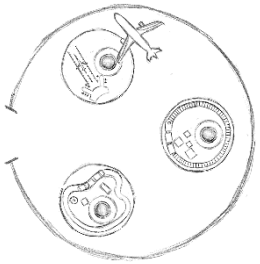






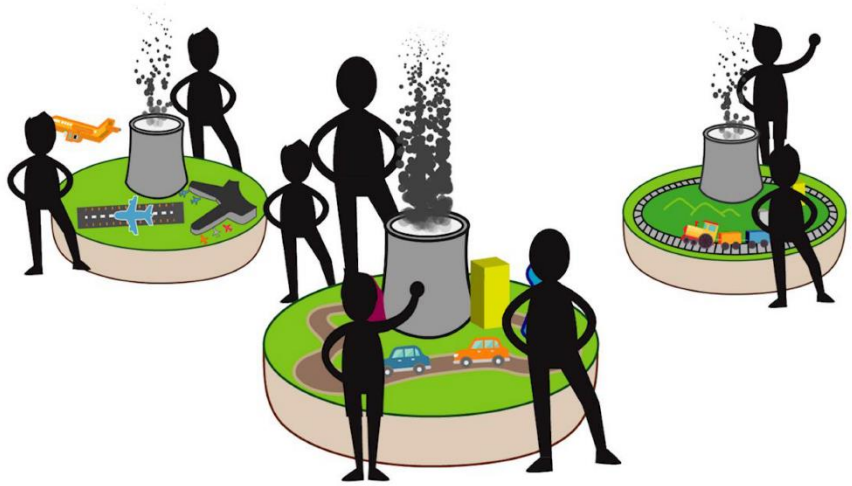


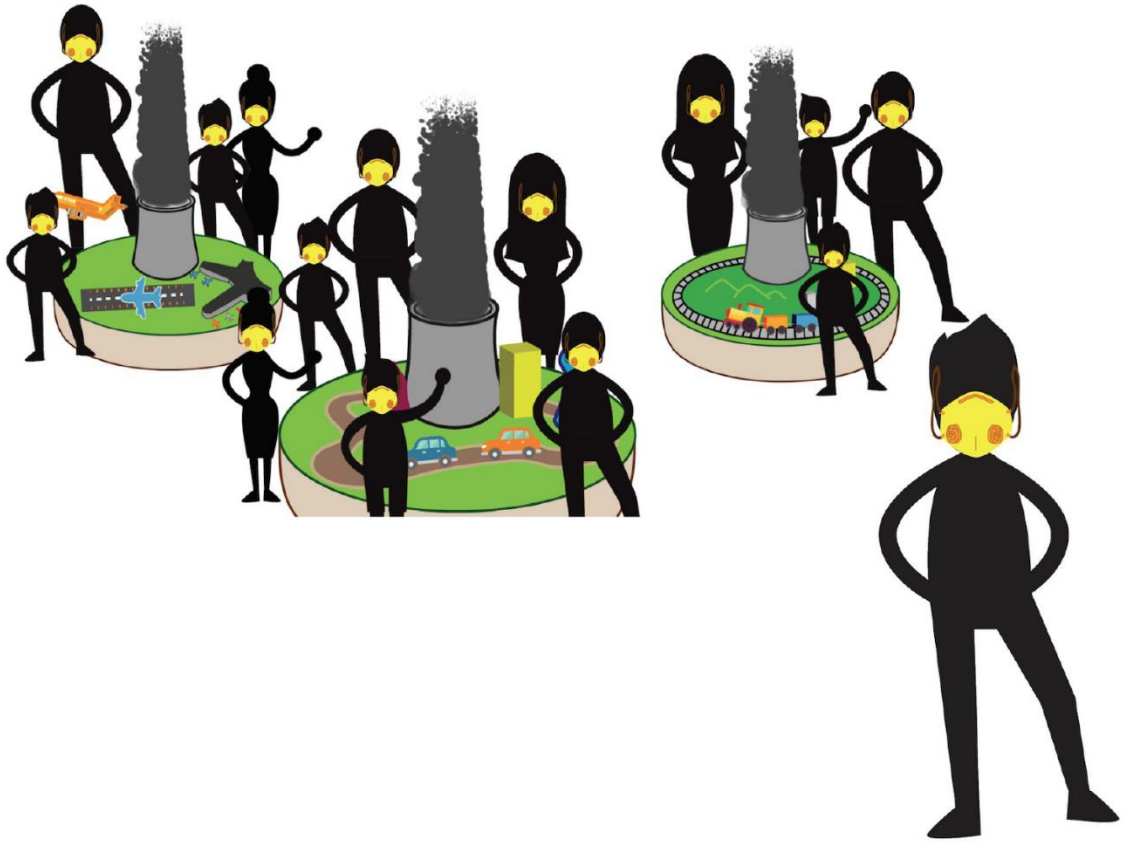




FINAL DESIGN

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.

ⓒ Electronic Arts Inc.

BUGS MUSIC App UX/UI Design

Fall 2013
Course: Mobile Interaction & Content Planning (Team member: Suji Lim)

ABOUT THE PROJECT

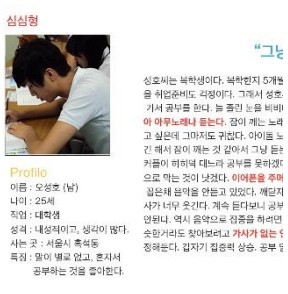
Bugs Music provides a music streaming service in South Korea. We aimed to explore when, where, and why people listen to music and to improve UX/UI design of the current Bugs Music app for providing better experience to the users. We not only re-designed the current design and features, but also add a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

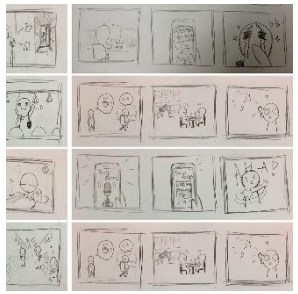
MY ROLE

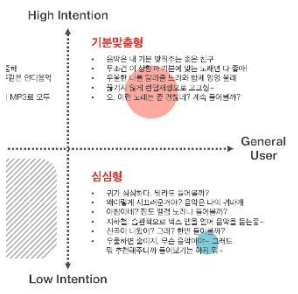
- Designed and conducted interviews with users
- Analyzed data by using affinity diagram and categorizing the users
- Developed persona, scenario, and journey map
- Brainstormed the ideas
- Sketched storyboards and app
- Designed the app
- Conducted a pilot test and improved the design

PROCESS

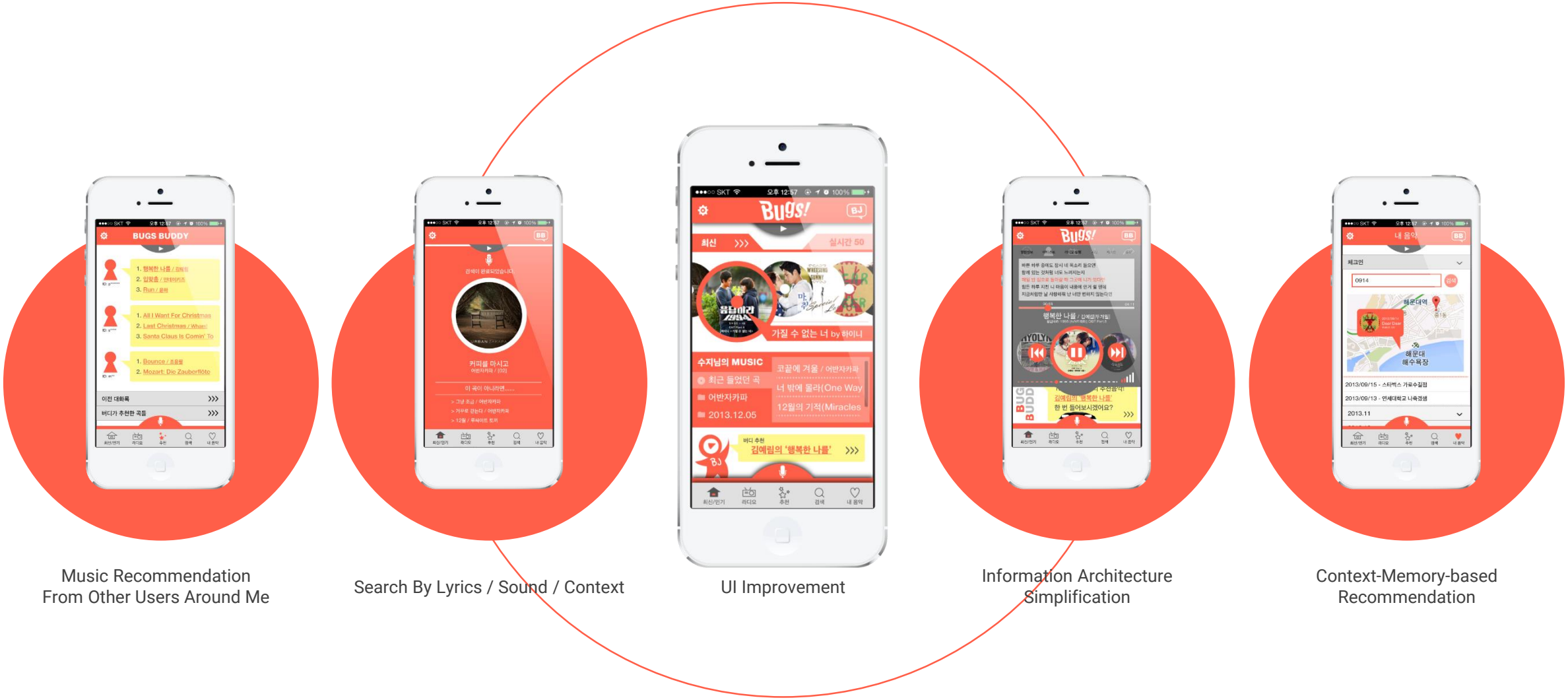
User Research → **Affinity Diagram + User Categorization** → **Persona + Scenario + Journey Map** → **Storyboard + Initial Design** → **User Testing** → **Final Design**







FINAL DESIGN



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

User Research
-
Interviews (n=4)
Surveys (n=270)

Concept & Business model Generation

Persona + Scenario

Information Structure + Wireframing

User Feedback

Final Wireframe

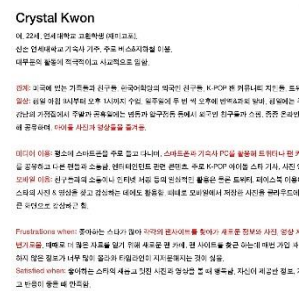
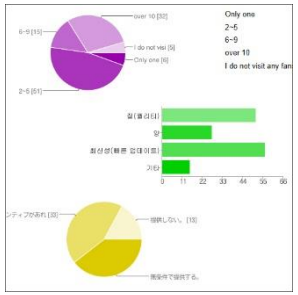
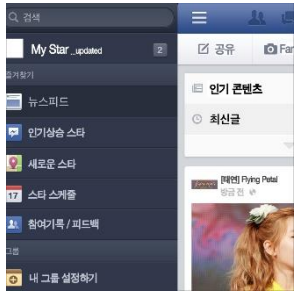
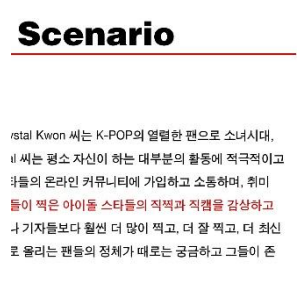
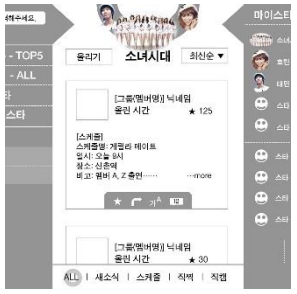


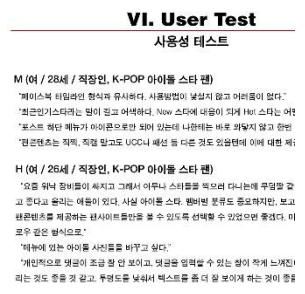
Photo ⓒ Flying Petals

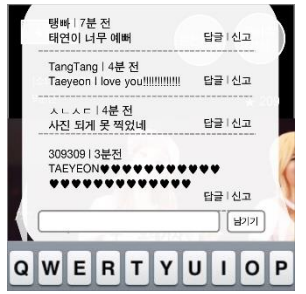








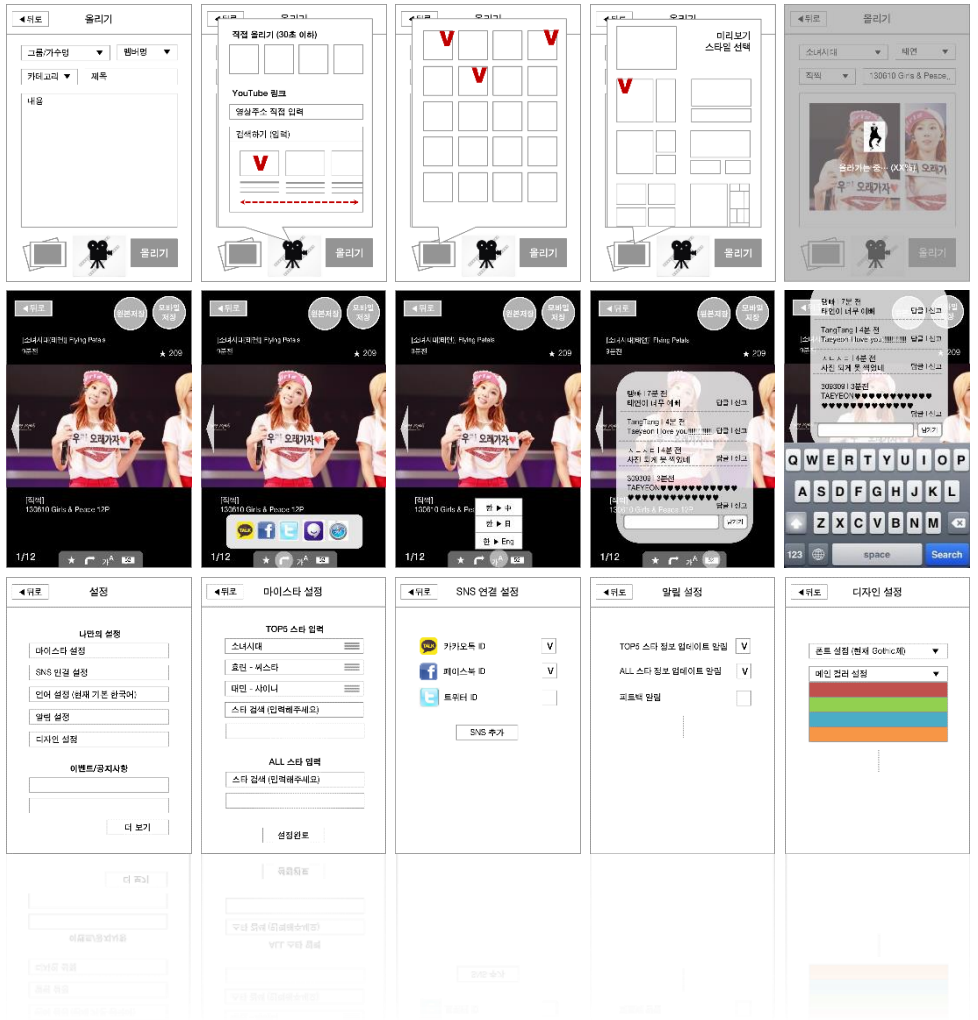




FINAL WIREFRAME

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.

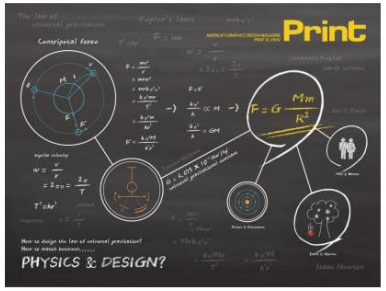
Photo ⓒ Flying Petals

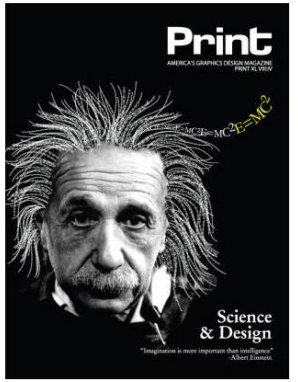


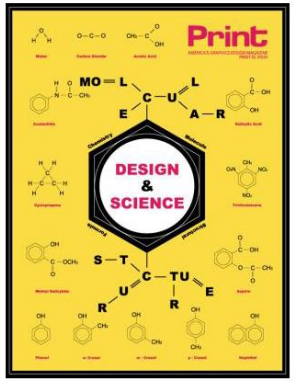
Design Works from Undergraduate Courses

2006 – 2007

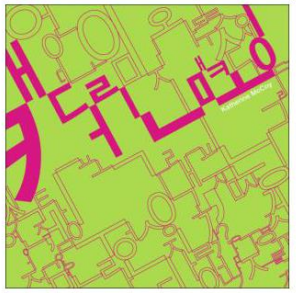
Editorial design

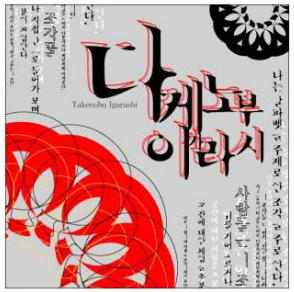


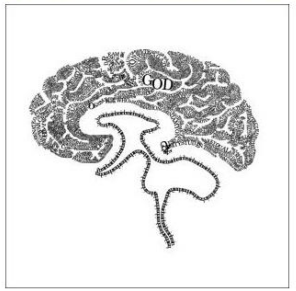


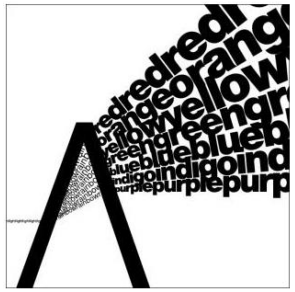


Magazine cover design









Typography

Design Works (Undergraduate)

Aehong Min

Watch design