

# CURRICULUM VITAE

## MINYOUNG YOO

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### EDUCATION

- 2021 – Present     **Doctor of Philosophy (Ph.D.)**  
*Simon Fraser University*  
*School of Interactive Arts and Technology*  
Surrey, British Columbia, Canada
- 2018 – 2020     **Master of Science (M.Sc.)**  
*Simon Fraser University*  
*School of Interactive Arts and Technology*  
Surrey, British Columbia, Canada
- M.Sc. Thesis**  
Title: “Understanding everyday experiences of reminiscence for people living with blindness: Practices, tensions and probing new design possibilities.”
- 2011 – 2017     **B.CS. Honours Computer Science (Co-op Program)**  
*University of Waterloo*  
*Cheriton School of Computer Science*  
Waterloo, Ontario, Canada

### RESEARCH EXPERIENCE

- 05/2022 – Present     **Research Assistant**  
*Simon Fraser University*  
*Homeware Lab*  
Project: QueuePlayer  
Advisor: Dr. William Odom  
Surrey, British Columbia, Canada
- 09/2019 – Present     **Research Assistant**  
*Simon Fraser University*  
*Everyday Design Studio*  
Project: Capra  
Advisor: Dr. William Odom  
Surrey, British Columbia, Canada
- 09/2018 – 08/2019     **Research Assistant**  
*Simon Fraser University*  
*Everyday Design Studio*  
Project: Olo Radio  
Advisor: Dr. William Odom  
Surrey, British Columbia, Canada
- 09/2016 – 12/2016     **Research Assistant**  
*University of Waterloo*  
*Human Computer Interaction Lab*

Project: Near-Eye PIN Entry  
Advisor: Dr. Daniel Vogel  
Waterloo, Ontario, Canada

01/2016 – 04/2016

**Research Assistant**  
*University of Waterloo*  
*Human Computer Interaction Lab*  
Project: Handedness  
Advisor: Jeffery Avery  
Waterloo, Ontario, Canada

## TEACHING EXPERIENCE

Spring 2023,  
Fall 2022

Human-Computer Interaction and Cognition (IAT 201)  
*Teaching Assistant*  
School of Interactive Arts and Technology  
Simon Fraser University

Spring 2021,  
Fall 2020

Introduction to Game Studies: Theory and Design (IAT 210)  
*Teaching Assistant*  
School of Interactive Arts and Technology  
Simon Fraser University

Fall 2019

Digital Games: Genre, Structure, Programming and Play (IAT 167)  
*Teaching Assistant*  
School of Interactive Arts and Technology  
Simon Fraser University

## CERTIFICATE

04/2022

Instructor Skills Workshop (ISW)  
Centre for Educational Excellence  
Simon Fraser University

## WORK EXPERIENCE

05/2016 – 08/2016

**Software Engineer**, *Microsoft*; Redmond, United States

09/2015 – 12/2015

**Software Developer**, *IBM*; Toronto, Canada

01/2015 – 04/2015

**Developer**, *Citigroup*; Mississauga, Canada

09/2013 – 12/2013

**Agile Developer**, *SAP*; Vancouver, Canada

01/2013 – 04/2013

**Software Quality Assurance**, *SAP*; Waterloo, Canada

05/2012 – 08/2012

**Quality Assurance Analyst**, *CADian*; Seoul, South Korea

## SCHOLARSHIP, FUNDING & GRANTS

2024

SSHRC Doctoral Fellowship Award (\$40,000 CAD)  
SFU Travel & Minor Research Award (Summer 2024, \$1,000 CAD)  
SFU Ph.D. Research Scholarship (Spring 2024, \$1,800 CAD)

2023	SFU Ph.D. Research Scholarship (Fall 2023, \$1,800 CAD) ACM SIG Research Travel Grant (\$250 USD) NSF Doctoral Consortium Funding (ACM DIS '23, Summer 2023, \$1,650 USD) SFU Travel & Minor Research Award (Summer 2023, \$500 CAD) SFU SIAT Graduate Fellowship Award (Summer 2023, \$3,500 CAD) SFU FCAT Graduate Fellowship Award (Spring 2023, \$3,500 CAD)
2022	SFU SIAT Graduate Fellowship Award (Summer 2022, \$7,000 CAD) SFU Travel & Minor Research Award (Summer 2022, \$1,985 CAD) SFU Travel & Minor Research Award (Spring 2022, \$165 CAD)
2021	SFU Travel & Minor Research Award (\$1,369 CAD) SFU SIAT Ph.D. Program Entrance Award (\$7,000 CAD)
2020	SFU SIAT Graduate Fellowship Award (Summer 2020, \$6,500 CAD)
2012	University of Waterloo President's Scholarship (\$2,000 CAD)

## PUBLICATIONS

### CONFERENCE PAPER

- [C7] Odom, W., Barnett, S., Brand, N., **Yoo, M.**, Lin, H., White, J. (2024). Negotiating Conceptual and Practical Frictions in Making the Capra Short Film: Extending a Research through Design Artifact with Video. In *Proceedings of the 2024 Designing Interactive Systems Conference (DIS '24)*, July 1–5, 2024, Copenhagen, Denmark. ACM Press.
- [C6] **Yoo, M.**, Odom, W., Berger, A., Barnett, S., Kenny, Lo., Shamsheer, S., Russell, G., Knight, L. (2024). Remembering through Sound: Co-creating Sound-based Mementos together with People with Blindness. In *Proceedings of the 2024 CHI Conference on Human Factors in Computing Systems (CHI '24)*, May 11–16, 2024, Honolulu, Hawai'i. ACM Press.
- [C5] Odom, W., White, J., Barnett, S., Brand, N., Lin, H., **Yoo, M.**, Amram, T. (2024). Capra: Making Use of Multiple Perspectives for Capturing, Noticing and Revisiting Hiking Experiences Over Time. In *Proceedings of the 2024 CHI Conference on Human Factors in Computing Systems (CHI '24)*, May 11–16, 2024, Honolulu, Hawai'i. ACM Press.
- [C4] **Yoo, M.**, Knight, L., Odom, W., Berger, A. (2022). Storywork & Reciprocity: On the Design of an Audio Documentary that Extends HCI Research back to Participants. In *Proceedings of the 2022 Designing Interactive Systems Conference (DIS '22)*, June 13–17, 2022, Virtual Event, Australia. ACM, New York, NY, USA.
- [C3] Zhong, C., Wakkary, R., Odom, W., Chen, AYS., **Yoo, M.**, Oogjes, D. (2022). On the Design of deformTable: Attending to Temporality and Materiality for Supporting Everyday Interactions with a Shape-Changing Artifact. In *Proceedings of the 2022 Designing Interactive Systems Conference (DIS '22)*, June 13–17, 2022, Virtual Event, Australia. ACM, New York, NY, USA.
- [C2] **Yoo, M.**, Odom, W., Berger, A. (2021). Understanding Everyday Experiences of Reminiscence for People with Blindness: Practices, Tensions and Probing New Design Possibilities. In *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI '21)*, May 08–13, 2021, Yokohama, Japan. ACM Press.

- [C1] Odom, W., **Yoo, M.**, Lin, H., Duel, T., Amram, T., Chen, AYS. (2020) Exploring the Reflective Potentialities of Personal Data with Different Temporal Modalities: A Field Study of Olo Radio. In *Proceedings of the 2020 Designing Interactive Systems Conference*. July 2020, Eindhoven, Netherlands. DIS '20. ACM Press. **\*Best Paper Honorable Mention Award\***

#### ORGANIZED WORKSHOPS

- [WO2] Ppali, S., Pasia, M., Wolf, S., Han, J., Muntean, R., **Yoo, M.**, Rodil, K., Berger, A., Papallas, A., Ciolfi, L., Stevens, J., Covaci, A. (2024). Sensing Heritage: Exploring Creative Approaches for Capturing, Experiencing and Safeguarding the Sensorial Aspects of Cultural Heritage. In *Companion Publication of the 2024 ACM Designing Interactive Systems Conference (DIS '24)*. July 2024, Copenhagen, Denmark. ACM Press.
- [WO1] **Yoo, M.**, Berger, A., Lindley, J., Green, D., Boeva, Y., Nicenboim, I., Odom, W. (2023). Beyond Academic Publication: Alternative Research Outcomes of HCI Research. In *Companion Publication of the 2023 ACM Designing Interactive Systems Conference (DIS '23)*. July 2023, Pittsburgh, Pennsylvania. ACM Press.

#### DOCTORAL CONSORTIUM

- [DC1] **Yoo, M.** (2023). Beyond Looking Back: Designing Interactive Technology Together to Support Blind People's Experience of Reminiscence. In *Companion Publication of the 2023 ACM Designing Interactive Systems Conference (DIS'23)*. July 2023, Pittsburgh, Pennsylvania. ACM Press.

#### WORK IN PROGRESS

- [WIP1] **Yoo, M.**, Odom, W., Berger, A. (2020). Understanding How Audio Mediates Experiences of Reminiscence for People Living with Blindness. In *Companion Publication of the 2020 ACM Designing Interactive Systems Conference*. July 2020, Eindhoven, Netherlands. DIS '20. ACM Press.

#### REVIEWED CONFERENCE WORKSHOP PAPERS

- [WP2] **Yoo, M.**, Odom, W., Berger, A. (2020). Research Through Design with Differently Abled People: Participation, Ownership and Equitable Conclusions. In workshop proceedings of *RtD in Situ: Discussing the Domains and Impact of Design Research*. July 2020, Eindhoven, Netherlands. DIS '20.
- [WP1] Odom, W., Amram, T., Chen, A., Lin, H., White, J., **Yoo, M.** (2019). Reflective Knowledge Production through a Designer-Researcher Approach. In workshop proceedings of *1<sup>st</sup> Person Research Methods in HCI*. June 2019, San Diego, United States. DIS '19.

#### CONFERENCE POSTER

- [P1] **Yoo, M.** and Odom, W. (2019). Understanding Opportunities for Designing Interactive Technology to Better Support Everyday Experiencing of Reminiscing on the Past Life for Blind Users. June 2019, Banff, Canada. Canada-Korea Conference on Science and Technology (CKC) 2019.

#### INVITED PRESENTATIONS

- 2024 *Remembering through Sound – Co-designing Sound-based Memories with People with Blindness*  
Invited Presentation at Digital Communities Exchange (DComX) Event  
Simon Fraser University, Vancouver, Canada. May 8, 2024.
- 2023 *Research through Design – Co-designing with Participants*  
Invited Presentation at Interactive Product Design (IPD) Lab  
Ulsan National Institute of Science and Technology (UNIST), Ulsan, South Korea. Sep 25, 2023.
- Research through Design – Co-designing with Participants*  
Invited Presentation at Creative Interaction Design (CIxD) Lab  
Korea Advanced Institute of Science and Technology (KAIST), Daejeon, South Korea. Sep 21, 2023.
- Research through Design – Co-designing with Participants*  
Invited Presentation at HCI+Design Lab  
Seoul National University, Seoul, South Korea. Sep 19, 2023.
- Designing Together: Understanding Others.*  
Young Generation Technical and Leadership Conference (YGNITE) 2023. San Jose, California, United States. Jan 20 - 21, 2023.  
**\*Best Presenter Award – Lightning Talk: Science and Technology\***
- 2022 *Designing with Participants, Delivering the Outcomes*  
Guest Lecturer at Parsons School of Design  
New York City, New York, United States. Oct 13, 2022.
- Diversity and Inclusion in STEM (Science, Technology, Engineering & Math)*  
Panel Discussion at Canada-Korea Conference on Science and Technology (CKC) 2022. Niagara Falls, Ontario, Canada. Jul 4 - 8, 2022.
- 2021 *Designing for and with People with Disabilities*  
Invited Speaker at Parsons School of Design  
New York City, New York, United States. Oct 13, 2021.
- Reminiscence Experience for People Living with Blindness*  
CKC 2021. Halifax, Nova Scotia, Canada. Sep 1 - 4, 2021.
- Understanding Everyday Experiences of Reminiscence for People Living with Blindness: Practices, Tensions and Probing New Design Possibilities.*  
YGNITE 2021. Virtual Conference. Jan 29 - 30, 2021.
- 2020 *Understanding Opportunities for Designing Interactive Technology to Better Support Experiences of Reminiscence for People Living with Blindness*  
YGNITE 2020. Seattle, Washington, USA. Jan 11, 2020.
- 2019 *Everyday Design Studio*  
Young Professional Forum for Korean-Heritage Scientists and Engineers (YPF 2019). Seoul, South Korea. Jul 1, 2019.  
**\*FameLab Competition 1st Place Award\***
- Human-Centered Research at Everyday Design Studio*  
Invited Presentation at Creative Interaction Design Lab  
Korea Advanced Institute of Science and Technology (KAIST), Daejeon, South Korea. Jul 9, 2019.

## **ACADEMIC SERVICE**

Committee Member	Canada-Korea Conference on Science and Technology (CKC) '18, '19, '21, '22, '23
Journal Reviewer	ACM Transactions on Accessible Computing (TACCESS) '23
Conference Reviewer	ACM Designing Interactive Systems (DIS) '20, '21, '22, '24 ACM Human Factors in Computing Systems (CHI) '21, '22, '23, '24 ACM Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT) '21 ACM Mensch und Computer (MuC) '24 ACM Tangible and Embedded Interaction (TEI) '24
Evaluation Committee	The Roboethics Competition @ IEEE Robot & Human Interactive Communication (RO-MAN) '21