

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.C.S. 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 (\$80,000 CAD)
SFU SIAT Graduate Fellowship Award (Summer 2024, \$3,500 CAD)
SFU Ph.D. Research Scholarship (Summer 2024, \$1,800 CAD)
SFU Travel & Minor Research Award (Summer 2024, \$2,820 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 8–13, 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 *1st 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 (ClxD) 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 – Lightening 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 (CIXD) Lab
Korea Advanced Institute of Science and Technology (KAIST), Daejeon, South Korea. Jul 9, 2019.

ACADEMIC SERVICE

CONFERENCE & PROGRAM COMMITTEE

Associate Chair, ACM CHI 2025 Papers Program (Design Subcommittee)
Organizing Committee, CKC 2018 /19 / 21 / 22 / 23
Evaluation Committee, Roboethics Competition @ IEEE RO-MAN 2021

JOURNAL REVIEWER

ACM Transactions on Accessible Computing (TACCESS) 2023

CONFERENCE REVIEWER

ACM Designing Interactive Systems (DIS) 2020 / 21 / 22 / 24

ACM Human Factors in Computing Systems (CHI) 2021 / 22 / 23 / 24

ACM Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT) 2021

ACM Mensch und Computer (MuC) 2024

ACM Tangible and Embedded Interaction (TEI) 2024