CURRICULUM VITAE
MINYOUNG YOO

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EDUCATION

2021 – 2026 (Expected)
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 – 04/2024
Research Assistant
Simon Fraser University
Homeware Lab
Project: QueuePlayer
Advisor: Dr. William Odom
Surrey, British Columbia, Canada

09/2019 – 04/2024
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: <u>Handedness</u>
	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

Spring 2020	Graduate Research Colloquium (IAT 805)
	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 Ph.D. Research Scholarship (Spring/Summer/Fall 2024, $5,400 CAD)
	SFU SIAT Graduate Fellowship Award (Summer 2024, $3,500 CAD)

SFU Travel & Minor Research Award (Summer 2024, $2,820 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 (Spring/Summer 2022, $2,150 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

[C9] **Yoo, M.**, Ppali, S., Odom, W., Zhuang, Y., Kritika, K., Olson, W., Wieczorek, C., Biggs, H., Berger, A., Desjardins, A., Wakkary, R., Ringland, K. (2025). Translating HCI Research to Broader Audiences: Motivation, Inspiration, and Critical Factors on Alternative Research Outcomes. In *Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI '25)*, Apr 26–May 1, 2025, Yokohama, Japan. ACM Press.

[C8] Pinder, S., Odom, W., Barnett, S., **Yoo, M.**, Misra, A., Lin, H. (2025). Queue Player: On the Anatomy of a Slow Technology for Co-Listening In, Over, and Across Time. In *Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI '25)*, Apr 26–May 1, 2025, Yokohama, Japan. ACM Press.

[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., Shamsher, 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   *Who's Listening?: Understanding Your Audience*
Invited Discussion at US-Korea Conference on Science and Technology (UKC) 2024.
San Francisco, California, United States. Aug 21-24, 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 – 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 / 25

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

ACM Mensch und Computer (MuC) 2024

ACM Tangible and Embedded Interaction (TEI) 2024 / 25