HYUNYOUNG KIM

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SUMMARY

I investigate designs and applications of shape-changing interfaces. I am passionate about understanding underlying problems in control interfaces and providing design frameworks and toolkits to encourage designers to create solutions. I have experience in scientific writing, e.g., I had two papers published at the CHI conference, and one of them got the Honourable Mention Award. I have also filed 6 patents. I have been working in 4 different countries (France, UK, Germany, and South Korea), broadening my research perspectives and skills.

EDUCATION

2015-Present Université Grenoble Alpes, Grenoble, France

Ph.D. Thesis: Fostering Design Process of Shape-Changing Interfaces

Advisor: Céline Coutrix & Anne Roudaut

Jun-Jul 2017, Nov 2017-Apr 2018 University of Bristol, Bristol, UK

Visiting Researcher Project: Physical 3D modeling tool using Lego-like bricks. It involves scanning structures of bricks and transferring the data to CAD software, aiming to reduce try-and-error in physical prototyping.

Apr 16-Sep 17 University of Stuttgart, Stuttgart, Germany

Visiting

Advised two bachelor students' theses

Researcher

Lectured a Master's course for tangible user interfaces

2009-2011 KAIST, Daejon, South Korea

M.Sc.

Thesis: Gesture-Recognition Interface with Keyboard Embedded IR Modules

Advisor: Minsoo Hahn

2004-2009 Sungkyunkwan University, Suwon, South Korea

Bachelor

Thesis: Personalized Comment Spam Filtering Using Clustering

Advisor: Jee-Hyong Lee

PUBLICATIONS

Peer Reviewed Conference Papers Miriam Greis, **Hyunyoung Kim**, Andreas Korge, Céline Coutrix, Albrecht Schmidt. SplitSlider: a Tangible Interface to Input Uncertainty. 17th IFIP TC.13 International Conference on Human-Computer Interaction, **INTERACT '19**, Reviewers Choice Award (top 3%). 15+2 pages. [pdf]

Hyunyoung Kim, Patricia Deud Guimaraes, Céline Coutrix, Anne Roudaut. ExpanDial: Designing a Shape-Changing Dial. In Proceedings of the 2019 Designing Interactive Systems Conference, **DIS '19** (acc.25%), 10+3 pages. [pdf]

Hyunyoung Kim, Céline Coutrix, Anne Roudaut. Morphees+: Studying Everyday Reconfigurable Objects For the Design and Taxonomy of Shape-Changing UI.In proceedings of the 2018 CHI Conference on Human Factors in Computing Systems, **CHI '18** (acc.25%), Honourable Mention Award (top 5%). 10+2 pages. [pdf]

Hyunyoung Kim, Céline Coutrix, Anne Roudaut. KnobSlider: Design of a Shape-Changing UI for Parameter Control,In proceedings of the 2018 CHI Conference on Human Factors in Computing Systems, **CHI '18** (acc.25%), 10+2 pages. [pdf]

Hyunyoung Kim, Céline Coutrix, Anne Roudaut. KnobSlider: Design of a Shape-Changing Device Grounded on Users' Needs. In Actes de la 28éme conférence francophone sur l'Interaction Homme-Machine, **IHM '16**, ACM Press. 10+2 pages. [pdf] (French)

Hyunyoung Kim, Kuenhwan Kwak, Jongwoo Jung, Insik Myung, and Minsoo Hahn. Tablaction: collaborative brainstorming system with stylus-fingertip interactions on tablet PCs. In Proceedings of the

9th ACM SIGGRAPH Conference on Virtual-Reality Continuum and its Applications in Industry, ACM VRCAI '10, 4 pages. [pdf]

Hyunyoung Kim, Donghoon Lee, Jeehyung Lee. Personalized Comment Spam Filtering Using Clustering, Korea Intelligent System Society KIIS 'o8Oct 2008, 4 pages. [pdf] (Korean)

Journal Article

Hyunyoung Kim, Céline Coutrix, Anne Roudaut. KnobSlider: Design of a Shape-Changing Parameter Control UI and Study of User Preferences on Its Speed and Tangibility, Frontiers Robotics and AI, 2019, 17+2 pages. [pdf]

Book Chapters

Hyunyoung Kim, Changhee Cho, Jisu Kim, Sanghyun Park, Jinsul Kim, Kuinam J. Kim. Localizing a Flying Object on Target Place Using Heterogeneous Binary Sensors. In Mobile and Wireless Technology 2015, ISBN: 978-3-662-47669-7, 5 pages. [pdf]

Sanghyun Park, **Hyunyoung Kim**, Jinsul Kim. An Innovative Detection Method Integrating Hybrid Sensors for Motorized Wheelchairs. Information Science and Applications, 2015, ISBN: 978-3-662-46578-3, 5 pages. [pdf]

Workshop (Organizer) **Hyunyoung Kim**, Céline Coutrix, Anne Roudaut. Future Shape-Changing TUIs: Brainstorming & Origami Workshop. Workshop proposal for Second European Tangible Interaction Studio, ETIS '16 5+1 pages. January 25-29, 2016, Fribourg, Switzerland. [pdf]

Demos and Posters

Miriam Greis, **Hyunyoung Kim**, Andreas Korge, Céline Coutrix, Albrecht Schmidt. Extending Input Space of Tangible Dials and Sliders for Uncertain Input.In Proceedings of the Thirteenth International Conference on Tangible, Embedded, and Embodied Interaction, **TEI '19 WiP** 6+2 pages. [pdf]

Hyunyoung Kim, Ilmin Kim, Jinsul Kim. Designing the Smart Foot Mat and Its Applications: as a User Identification Sensor for Smart Home Scenarios, Advanced Science and Technology Letters, Vol.87 (Art, Culture, Game, Graphics, Broadcasting and Digital Contents 2015), ISSN: 2287-1233, 4+1 pages. [pdf]

Other Publications

Hyunyoung Kim. Fostering Design Process of Shape-Changing Interfaces.In The 31st Annual ACM Symposium on User Interface Software and Technology Adjunct Proceedings, **UIST '18 Doctoral Symposium**, 4 pages. [pdf]

Hyunyoung Kim, Céline Coutrix, Anne Roudaut. KnobSlider: A Shape-Changing Interface for Parameter Control, Workshop on Shape Changing Robotic Structures and Interfaces, **IROS'18**, 1 page.

Hyunyoung Kim, Mauro Aliva, Thomas Kosch, Céline Coutrix, Anne Roudaut. Using Shape-Changing Interfaces to Foster Inclusive Education for Visually Impaired People. Position paper for the Inclusive Educational Technologies: Emerging Opportunities for People with Visual Impairments, workshop at SIGCHI Conference on Human Factors in Computing Systems, **CHI'18**, 3+1 pages. [pdf]

Hyunyoung Kim, Céline Coutrix, Anne Roudaut. Empowering Makers to Create Reconfigurable Objects. Position paper for the Maker Movements, Do-It-Yourself Cultures and Participatory Design: Implications for HCI Research, workshop at SIGCHI Conference on Human Factors in Computing Systems, **CHI '18**, 4+1 pages. [pdf]

Hyunyoung Kim, Céline Coutrix, Anne Roudaut, Leveraging Everyday Deformation for Shape-Changing Interfaces. Position paper for the Sharing Perspectives on the Design of Shape-Changing Interfaces, workshop at SIGCHI Conference on Human Factors in Computing Systems, **CHI '16**, 4pages. [pdf]

PATENTS

 $\label{thm:condition} \textbf{Hyunyoung Kim}, \textbf{Hee-Won Jung}, \textbf{Device and method for transmitting electronic key thereof}, \textbf{US}_{20140115493} \textbf{A}_{1}$

Hyunyoung Kim, Tae-hwan WI, Method and device for transmitting information related to event, US20140075329 A1

Hyunyoung Kim, Tae-hwan WI, User terminal device and system for performing user customized health management, and methods thereof, US20130268292 A1

Eun-young Lim, **Hyunyoung Kim**, Yeon-hee ROH, Joo-kyung Woo, Young-shil Jang, User terminal device for providing electronic shopping service and methods thereof, US20130332228 A1

Sung-Jin Park, **Hyunyoung Kim**, User terminal, external apparatus, data transceiving system, and data transceiving method, US9622076 B2

Jae-Woo Ko, Tae-hwan WI, Hee-Won Jung, **Hyunyoung Kim**, Bo-seok MOON, Management server and method for controlling device, user terminal apparatus and method for controlling device, and user terminal apparatus and control method thereof, US20130268998 A1

PROFESSIONAL EXPERIENCE

2014-2015 Chonnam National University, Gwangju, South Korea

Researcher Researched on fabric interface using smart textile

Developed a part of a gun fire positioning system

2011-2013 Samsung Electronics, Suwon, South Korea

UX Designer Conducted user research and designed UX for Smart Home (demonstrated at IFA '13, CES '13), Smart

LED, Mobile Ads & Commerce, Endoscopic Device & Service.

2010-2010 Samsung Software Membership, Seoul, South Korea

Student Researcher Designed and implemented new interaction techniques, focusing on adding physical interactions to

mobile applications

2006-2006 Korea Mart, Tokyo, Japan

Intern Designed and coded the company's public website and online shopping mall

HONORS AND AWARDS

Sep 2019 Reviewers Choice Award, INTERACT 2019 (top 3% of >300 submissions)

Mar 2019 ACM SIGCHI Student Travel Grant, 1800 USD

Apr 2018 Hornourable Mention Award, ACM CHI 2018 (top 5% of >2500 submissions)

Mar 2017 Grant for research abroad, Université Grenoble Alpes, 3000 EUR

Mar 2017 ACM-W Scholarship. Grant for female students traveling to an ACM conference, 1200 USD

2011-2013 Employee of Month, UX Lab, DMC R&D, Samsung Electronics, 3 times

2009-2010 National scholarship, KAIST

Aug 2005 Korea National Robot Soccer Mirosot League, 3rd place, Korea Robot Soccer Association

Feb 2005 Champions League MiroSot Small League, 1st place, Kangnam University Korea

2004-2008 Jang Yeong-sil Scholarship. Four-years of full tuition, based on Korean national scholastic achievement

test (1st grade, top 4%), Sungkyunkwan University

SERVICE AND TEACHING

Associate Chair TEI '20

Paper review CHI '19, TEI '19, UIST '18, MobileHCI '18, ISS'18, CHI '17, TEI '17, IoT '16

Lecturer 2016-17. Fachpraktikum: a Masters' course for tangible user interface, University of Stuttgart. Co-lectured

with Alexander Voit, Pascal Knierim, and Céline Coutrix. Volume: 22.5h

Mentor 2016. Girls' Day: Science project for teenage girls in cooperation with Bachelor students (South Korea),

Volume: 4h

Mentor 2011. Science competition for female undergraduates and high school students (South Korea), Volume: 8h

INVITED TALKS

Human-Centered Ubiquitous Media Lab, LMU Munich. Germany. May 2019

Tangible Media Group, MIT Media Lab. USA. March 2019 HCI Engineering Group, MIT CSAIL. USA. March 2019

Media Interaction Lab, University of Applied Sciences Upper Austria. Austria. December 2018

MENTORING

Bachelor Students Haris Causegic (Dec 2016 – May 2017). Bachelor thesis co-advised with Alexandra Voit and Céline Coutrix Title: Ambient notifications through shape-change in domestic environments

Andreas Korge (Nov 2016 – Apr 2017). Bachelor thesis co-advised with Miriam Greis and Céline Coutrix Title: Exploring suitability of shape-changing tangible interfaces to communicate uncertainty

The work is published at TEI '19 WiP and INTERACT 2019.

SPECIFIC SKILLS

Programming Processing, Python, C#, C/C++, Matlab, Java, HTML/CSS/Javascript, MySQL

Fabrication SketchUp, Inventor, 3D printing, laser cutting Electronics Arduino, EagleCAD, circuit design, artwork

Statistics Experimental design, R, Excel

User Research Pairwise comparison, focus group, brainstorming, usability test, task observation, wizard of ozUX Design Scenarios and use cases, personas, wireframe, user flow, Axure, Omnigraffle, Balsamiq, Flowella

Visual Design Illustrator, Photoshop

PERSONAL INTERESTS

Painting and Making \cdot Piano \cdot Snorkeling \cdot Video games

September 9, 2019