

Competencies

My expertise spans from understanding users to designing interactive systems. I look for a position where I can actively investigate people's behaviors and motivations and devise technologies for them to flourish.

Specialties

- **Design-based user experience research**
- **Qualitative and quantitative analysis**
- **Design of interactive systems**

Skills

- User research: ample experiences in in-depth interviews, survey design, lab/field usability testing
- Data analytics: contents analysis, statistical analysis using SPSS, R language
- UI design for diverse screens: expert in Adobe Creative Suite
- Prototyping of interactive systems: intermediate in HTML, CSS, Javascript, PHP, Java, Swift

Employment History

- Post-doctoral researcher, University of Manitoba, Winnipeg, Canada** Sep 2017 – Aug 2018
Initiated and conducted a project, 'Supporting Self-Directed Learning of Software Users', involving interview study for finding design opportunities and formative user study of a reflection tool for graphic software learning with video tutorials.
Worked in data analysis and writing up of a study, 'Community Enhancement of Software Tutorials: The role of interface design in eliciting comments.'
- Research Assistant, Arizona State University, Tempe, AZ** Sep 2013 – Dec 2016
Worked in a Google Faculty Award project, 'A DIY Self-Experimentation Toolkit for Fostering User-Driven Behavior Change' (PI: Eric B. Hekler, Winslow Burlison).
Designed/evaluated a toolkit for users to acquire technology-augmented solutions to their behavioral issues.
- Faculty, Keimyung College, Daegu, Korea** Mar 1999 – Aug 2007
Taught design fundamentals, computer aided design (product design with AutoDesk, 3D Max studio), and web design courses (Information architecture, UI design, implementation with Adobe Creative Suite, HTML, PHP).
Conducted projects sponsored by the Korean government to promote small and medium sized business – designed/developed corporate visual identity and e-commerce systems.
- Researcher, Industrial Engineering and Management Research Institute, KAIST** Nov 1997 – Feb 1999
Designed web interface of Republic of Korea Navy Headquarters intranet.
- Research Assistant, Department of Industrial Design, KAIST, Daejon, Korea** Mar 1995 – Feb 1997
Participated in Cultural Interface Design project, part of a Samsung-KAIST Future Technology Research project.

Education

- PhD, Media, Arts and Science, Arizona State University, Tempe, AZ** Dec 2016
Area: Human-Computer Interaction, Thesis: 'Supporting of Self-Experimentation of Behavior Change Strategies', Advisors: Winslow Burlison, Eric B. Hekler, Erin Walker
- B.S. & M.S., Industrial Design, KAIST, Daejon, Korea** 1995 & 1997
M.S. thesis: 'Evaluation on multimedia interface design'

Publications

- Burleson, W., Lozano, C., Ravishankar, V., Lee, J., & Mahoney, D. (2018). An Assistive Technology System that Provides Personalized Dressing Support for People Living with Dementia: Capability Study. *JMIR medical informatics*, 6(2).
- Lee, J., Walker, E., Burleson, W., Kay, M., Buman, M., & Hekler, E. B. (2017). Self-Experimentation for Behavior Change: Design and Formative Evaluation of Two Approaches. In *CHI'17 extended abstracts on Human factors in computing systems*. ACM.
- Lee, J., Hekler, E. B., Chiauzzi, E., Towner, A., & Fitz-Randolph, M. (2016). Helping Users' Set Rules for Defining Short-Term Activity Goals. In *CHI'16 extended abstracts on Human factors in computing systems*. ACM.
- Lee, J., Walker, E., Burleson, W., & Hekler, E. B. (2015). Understanding Users' Creation of Behavior Change Plans with Theory- Based Support. In *CHI'15 extended abstracts on Human factors in computing systems*. ACM.
- Ryan, B., Burleson, W., Forlizzi, J., Heywood, W., & Lee, J. (2015). Building Change: Constructive Design of Smart Domestic Environments for Goal Achievement. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*. ACM.
- Lee, J., Walker, E., Burleson, W., & Hekler, E. B. (2014). Programming tool of context-aware applications for behavior change. In *Proceedings of the 2014 ACM International Joint Conference on Pervasive and Ubiquitous Computing: Adjunct Publication (UbiComp '14 Adjunct)* (pp. 91-94). ACM.
- Lee, J., Walker, E., Burleson, W., & Hekler, E. B. (2014). Exploring users' creation of personalized behavioral plans. In *Proceedings of the 2014 ACM International Joint Conference on Pervasive and Ubiquitous Computing: Adjunct Publication (UbiComp '14 Adjunct)* (pp.703-706). ACM.
- Lozano, C., Burleson, W., Ravishankar, V., Lee, J., Muldner, K., & Mahoney, D. (2014). ASSISTING WITH DRESSING ACTIVITIES FOR PEOPLE WITH DEMENTIA VIA ADAPTIVE PROMPTING. *Alzheimer's & Dementia: The Journal of the Alzheimer's Association*, 10(4), P443.
- Lee, J., Garduño, L., Walker, E., & Burleson, W. (2013). A tangible programming tool for creation of context-aware applications. In *Proceedings of the 2013 ACM international joint conference on Pervasive and ubiquitous computing* (pp. 391-400). ACM.
- Lee, J. (2013). Supporting self-experimentation of behavior change strategies. In *Proceedings of the 2013 ACM conference on Pervasive and ubiquitous computing adjunct publication* (pp. 361-366). ACM.
- Hekler, E.B., Burleson, W., Lee, J. (2013). A DIY self-experimentation toolkit for behavior change. Published & Presented via the Personal Informatics in the Wild: Hacking Habits for Health & Happiness at the ACM-CHI Conference. Paris, France. <http://personalinformatics.org/chi2013/hekler>
- Byun, J., Kim, C., Kim, S., Kim, M., Seo, J., Kim, B., Lee, J., Kim, T., Woo, M. (2004). A Study on the Ubiquitous Computing Service Design System. In *Proceedings of the 2nd annual conference of Asia Digital Art and Design Association* (pp. 60-61)
- Lee, J. (2003). Interface Design of Web-Based Instructional System for Multimedia Design Curriculum. In *Proceedings of the Fall 2003 conference of Korean Society of Design Science* (pp.100-101)
- Lee, J. (2002). A Study on the Fundamental Course of Multimedia Design. *Journal of Korean Society of Design Science*, 15 (4), 223-230.
- Lee, J. (2000). Selection of Media and Representation Factor for Multimedia Information. *Journal of Korean Society of Design Science*, 13 (4), 195-201.
- Lee, J. (2000). A Study on the Relationship between Information Model and Usability of Website. *Journal of Korean Society of Design Science*, 13 (4), 67-75.

Professional Services

CHI 2017 & 2018, Paper reviewer

CHI 2016, Student Volunteer