Yeohyun Jung   Undergraduate Student

Department of Psychology, Yonsei University
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RESEARCH INTEREST

Human-Computer Interaction, Human-AI Interaction, Human-centered Design, Social Computing, Digital Mentalcare, Personal Informatics, Digital Therapeutics

EDUCATION

Expected Graduation Date: August 2023
GPA: 4.08/4.3
(4.22/4.5)

Yonsei University, Department of Psychology   **Mar. 2019 – Aug. 2023**
B.A. in Psychology

RESEARCH EXPERIENCE

Undergraduate Research Intern, *HCI Lab, Yonsei Univ. & HAII*   **Dec. 2022 – Feb. 2023**

- Advisor: Professor Jinwoo Kim
- Participated in projects developing digital therapeutics including ADHD, generalized anxiety disorder, etc.
- Proposed several design directions and provided grounds for projects by researching past studies about physical/mental disorder, digital phenotyping, etc.

Undergraduate Research Intern, DC (*Dependable Computing) Lab*, *Yonsei Univ.*   **Jan. 2021 – Feb. 2022**

- Advisor: Professor Kyoungwoo Lee
- Planned, architected, and assisted in designing a healthcare application for children with Daytime Urine Frequency Syndrome (DUFS).
- Conducted deployment study interviews and thematic analysis to find out the effects of our application and research user experience.
- Drew insights about children's self-tracking, child-parent interaction, design implications, and wrote a paper on that basis.

PUBLICATION

Junhyung Moon, Sukhyun Lee, Youngchan Kim, Juhee Go, Hanmo Ku, **Yeohyun Jung**, Seonyeong Hwang, Bongshin Lee, Eunkyoung Choe, Yongseung Lee, Hyunkyung Lee, and Kyoungwoo Lee. "FluidTrack: Investigating Child-Parent Collaborative Tracking with Manual Data Capture Approach in a Pediatric Voiding Dysfunction Management" (Under Review)

EXTERNAL PROJECT

A Digital Therapeutics for Presenile Dementia   **Jan. 2023 - Feb. 2023**

- Identified patients' needs, frustrations, and the way of treatment, diagnosis by conducting interviews and researching past studies.
- By suggesting various design directions, planned and architected a digital therapeutics for diagnosing and treating presenile dementia.
- Conducted expert interview, heuristic evaluation, and prototype test interview in order to improve contents and design directions.

A healthcare application for Borderline Personality Disorder   **Sep. 2022 - Dec. 2022**

- Planned and architected a healthcare application for treating Borderline Personality Disorder (BPD) by adopting dialectical behavior therapy and design method named visual novel.
- Made a prototype (Drawing wireframes) by reflecting design considerations for BPD patients' characteristics.

An application for Travelers   **Mar. 2022 – Aug. 2022**

- Discovered existing needs for integrated travel application by conducting surveys and interviews.
- Planned and architected an application, which helps to plan or archive travel efficiently, and made a MVP (Minimum Viable Product) cooperating with a developer and designer.

A healthcare application for Bipolar Disorder   **Sep. 2021 - Dec. 2021**

- Planned and architected a healthcare application for treating bipolar disorder based on psychoeducation and family-centered therapy.
- Proposed several design directions by researching past studies about bipolar disorder, and assisted design works.

SKILLS

UX Research and Analysis: Interview, Survey, Experiment, Thematic analysis, Statistics (MATLAB, R, SPSS, JASP)

Psychology: Human Cognition/Behavior/Perception, Experimental Design, Psychological Disorders/Therapy

UX/UI Design: Adobe Photoshop, Adobe XD, Figma

Programming: Java, Javascript, Python, HTML/CSS

Language: Korean (native), English (fluent – New TEPS: 451/600 in Aug. 2022), German (intermediate)

SCHOLARSHIPS

College scholarship, Yonsei University   **2019-2, 2021-2**