



James Hodge

UX Researcher

Newcastle upon Tyne, UK
james_h0dge
j.hodge1@ncl.ac.uk

INTRODUCTION

I am a final year PhD student at Open Lab, Newcastle University. My research has focused on broadening the conversation of dementia by involving several communities to explore ways technology can support user-centred design processes. I'm passionate about designing future interactions that impact the quality of experience for the user.

EDUCATION

2018
PRESENT

PhD Computer Science Newcastle University

The PhD centres on the dialogical encounters in dementia that broadens the debate on dementia by involving people with dementia, researchers, students, developers and designers. Working closely with these stakeholders, I explored ways technology can support co-design processes that encourage creative and critical thinking.

2017
2018

MRes Digital Civics Newcastle University (first class)

The dissertation focused on exploring personalising media experiences with the person living with dementia and their ecology of care that gained recognition at CHI'19. Through the master's course, I learned a more in-depth understanding of digital civics, ubiquitous technologies, and machine learning.

2014
2017

BSc Computer Science Newcastle University (first class)

During my undergraduate degree, I learnt a diverse array of skills in computing science, including HCI, software design, web and app development. For my final dissertation, I explored the design of tailored VR experiences for people living with dementia. I presented this work at CHI'18 and earned honourable mention.

EXPERIENCE

2020
PRESENT

Assistant Engineer & User Researcher

(6 month research internship; now 1 day a week)

Samsung AI Center - Cambridge

Within my role at Samsung AI Center, I work within the Wellbeing Team focusing on creating prototypes, UX designs, and qualitative and quantitative user studies to understand how vision, sensing, and voice specific AI can be integrated into our everyday lives.

Q4
2019

Immersive experience designer

International Federation of Red Cross and Red Crescent Societies

Worked closely with the International Red Cross and Red Crescent Societies to build the first ever immersive 360 humanitarian escape room experience based on their Strategy 2030. My primary contribution was designing the user journey and 3D environments in Unity 3D.

2018
2019

Demonstrator & Supervisor

Newcastle University

Effectively managed the supervision of two undergraduate students, including dissertation feedback, assisting with planning and organising of workshop activities. I contributed to teaching in practicals of 60+ students by aiding in problem-solving their code and ideas for their final assessment.

2016
2017

UX Designer & illustrator

Freelance

Worked with clients to research, design, and prototype UX experiences for websites and apps, used Adobe CC and Sketch throughout the process. Developed a series of illustrations and icons for clients who requested unique stylistic choices that represented their brand.

2014
2016

Director of Photography

Six Degrees Films

Managed and directed over 20 crew members on the set of full-feature films. Oversaw and collaborated with creative teams to curate a film that reflected the director's vision and style. Ensuring the director's vision was followed throughout the film, I developed a series of storyboards for each scene to illustrate the camera angles and narrative that would unfold across the film.

2013
2014

Office Assistant

Cogent Law

Demonstrated capacity to provide extensive support for senior-level staff, including managing day-to-day paperwork and maintaining electronic copies.

SKILLS

User-centred Design
Qualitative Research
Interaction Design
Conducting Research
Virtual Reality
Adobe CC
Adaptability

HCI
Adaptive
Unity
Project management
Problem Solving
Decision-making
Time Management

Javascript / HTML
Machine Learning
Data Collection
Sketch
Analysis

PUBLICATIONS

2021

Towards Understanding People's Experiences of AI Computer Vision Fitness Instructor Apps.

Andrew Garbett, Ziedune Degutyte, James Hodge, and Arlene Astell. In *Designing Interactive Systems Conference 2021 (DIS '21)*.

2020

Relational, Flexible, Everyday: Learning from Ethics in Dementia Research.

James Hodge, Sarah Foley, Rens Brankaert, Gail Kenning, Amanda Lazar, Jennifer Boger, and Kellie Morrissey. In *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (CHI '20)*.

Sharing a Virtual World with People Living with Dementia.

James Hodge, Kellie Morrissey. In *Book of HCI and Design in the Context of Dementia (2020)*. Springer, Cham.

2019

Intersections in HCI, Design and Dementia: Inclusivity in Participatory Approaches.

Rens Brankaert, Gail Kenning, Daniel Wlesh, Sarah Foley, James Hodge, David Unbehauen. In *Companion Publication of the 2019 on Design Interactive Systems (DIS'19)*.

Using Design Fiction to Explore the Ethics of VR

'In the Wild'. David Green, Guy Scholfield, James Hodge, Mandy Rose, Kirsten Cater, Chris Bevan, Stuart Iain Gray. *Proceedings of the 2019 ACM TVX Conference (TVX'19)*.

Participatory Design of a Virtual Reality-Based Reentry Training with a Women's Prison.

Melissa Teng, James Hodge, Eric Gordon. *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems (CHI'19)*.

Exploring Media Capture of Meaningful Experiences to Support Families Living with Dementia.

James Hodge, Kyle Montague, Sandra Hastings, Kellie Morrissey. *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems (CHI'19)*.

2018
honourable mention

Exploring the Design of Tailored Virtual Reality Experiences for People with Dementia.

James Hodge, Madeline Balaam, Sandra Hastings, Kellie Morrissey. *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (CHI'18)*.

INTERESTS



CYCLING



GARDENING



FITNESS



PHOTOGRAPHY