# PORTFOLIO

Minjung Park

Reflections of memory
played through the lens of interactive media

# MinJung Park

## About

As an artist and interactive developer with a multidisciplinary background, I am dedicated to crafting digital experiences that are innovative and transformative. My aim is to develop platforms that merge play with digital technology, serving as gateways to daily discovery. I am committed to leading this movement by creating engaging platforms that build community and foster meaningful interactions.

# ambi band

**Development Period**

2023.7 – 2023.10

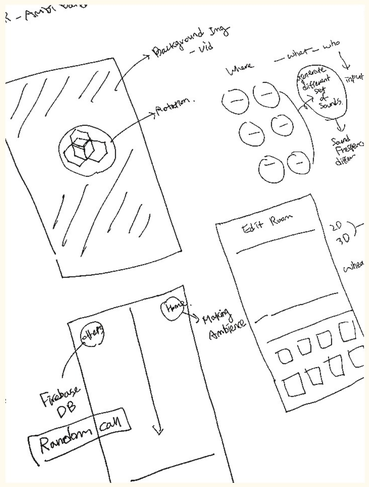
**Roles**

Project Director
Developer

**Tools Used**

**Grant funded by** ARTS COUNCIL KOREA

## Interactive Soundscape app




## Development

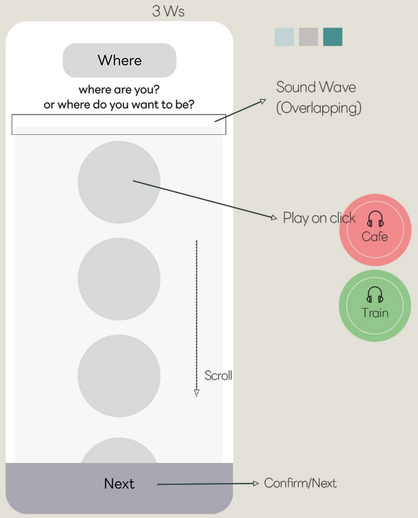
In late 2022, I prototyped an app featuring sound selection and sentence formation based on the responses to 'What', 'Where', and 'Who'. Utilizing the feedback from playtesting conducted during this phase, I made necessary improvements. In 2023, with the support from Art Council Korea, I successfully launched the final product on the Google Play Store and Apple App Store.

# Mobile app that creates a connection throught the art of sound

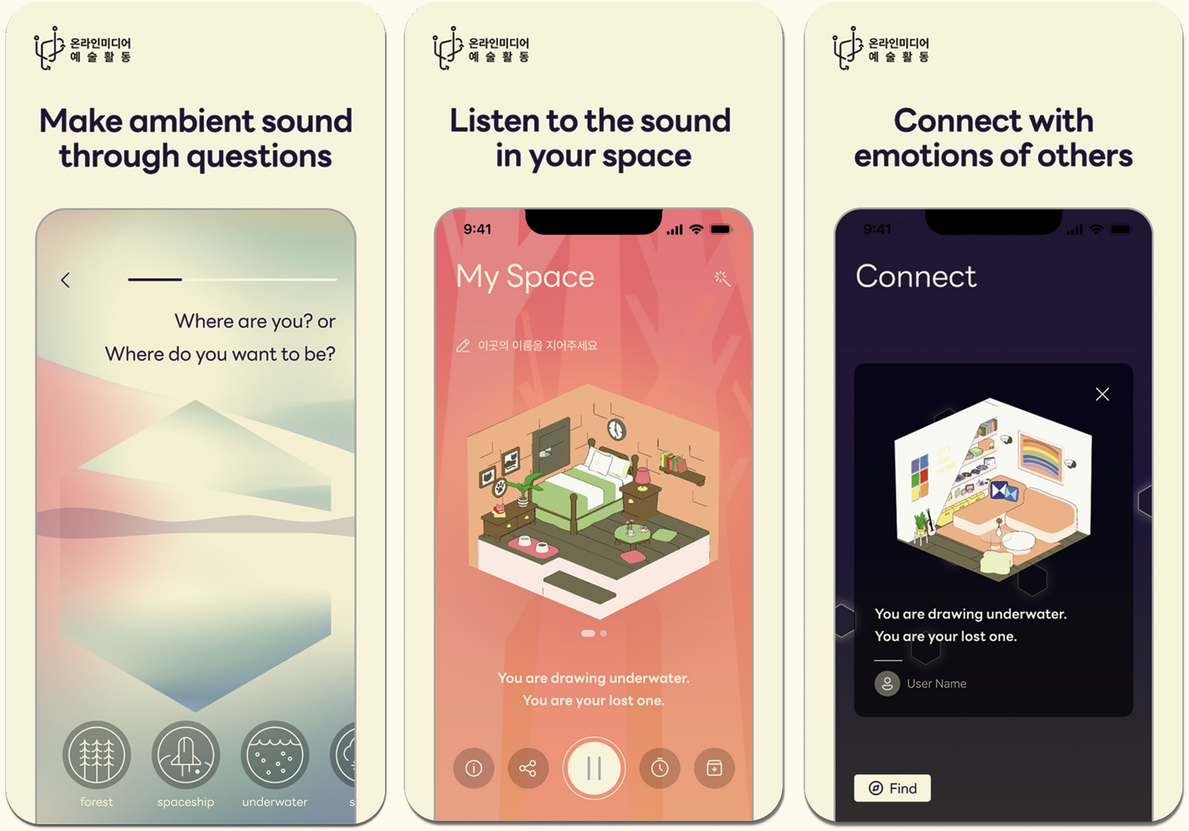
## Idea

As someone with a background in sound design, particularly in the realm of film, I firmly believe that audio serves as a unique medium with the capability to transport listeners to various locations and offer them a more profound insight into the world around them. Ambiance, in particular, possesses distinct qualities compared to poly sounds and other sound effects.

Ambiance captures the essence of space and time, offering more than just auditory sensations. it also triggers visual and cognitive stimuli. Encountering a particular spatiotemporal ambiance prompts our minds to form vivid images and mental representations of that environment.



Prototype



## Mechanics and User Interaction

<Ambi Band> guides users on a journey of reminiscence through four key categories: Where, What, Who, and How (WWWH). Users select sounds by answering these questions, which they then combine to craft their own unique ambiance. Ultimately, the sounds linked to their responses to the WWWH are transformed into sentences and subsequently into visual elements within the space.

Through the "Connect" menu, this collection of individual sounds, spaces, and sentences is anonymously shared with other users. This interconnection between individuals transcends the app's functionality, offering a deeper meaning by sharing and understanding each other through sound.

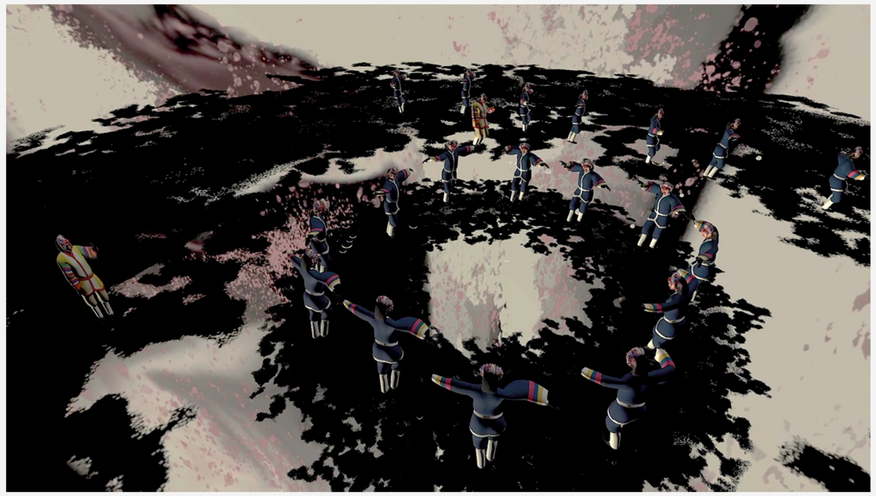
# Immersive VR Experience

**Development Period**
2022.06 – 2022.08

**Roles**
Contents Designer
Developer
Sound Designer
Video Editor

**Tools Used**
Motion Capture Photogrammetry

**Featured in** ARS ELECTRONICA 2022



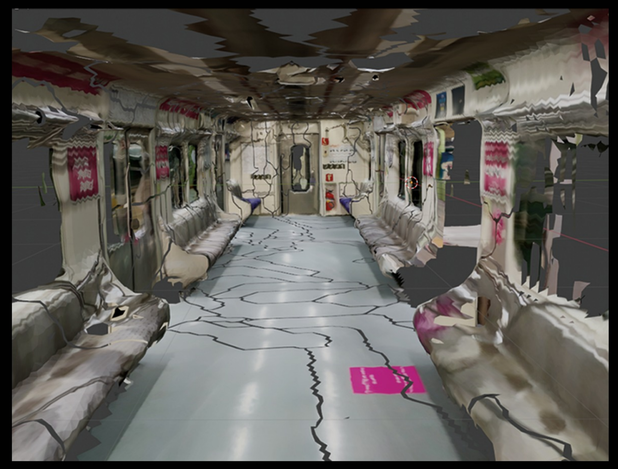
## Exploration

How does the body remember and interact with its storied past in our fast-paced world? <Talsoom> explores this question by blending the physical and virtual, the ancient and modern, and the roles of performer and spectator through the lens of Talchum, a Korean traditional dance known for its intricate rhythms and movements.

## Development

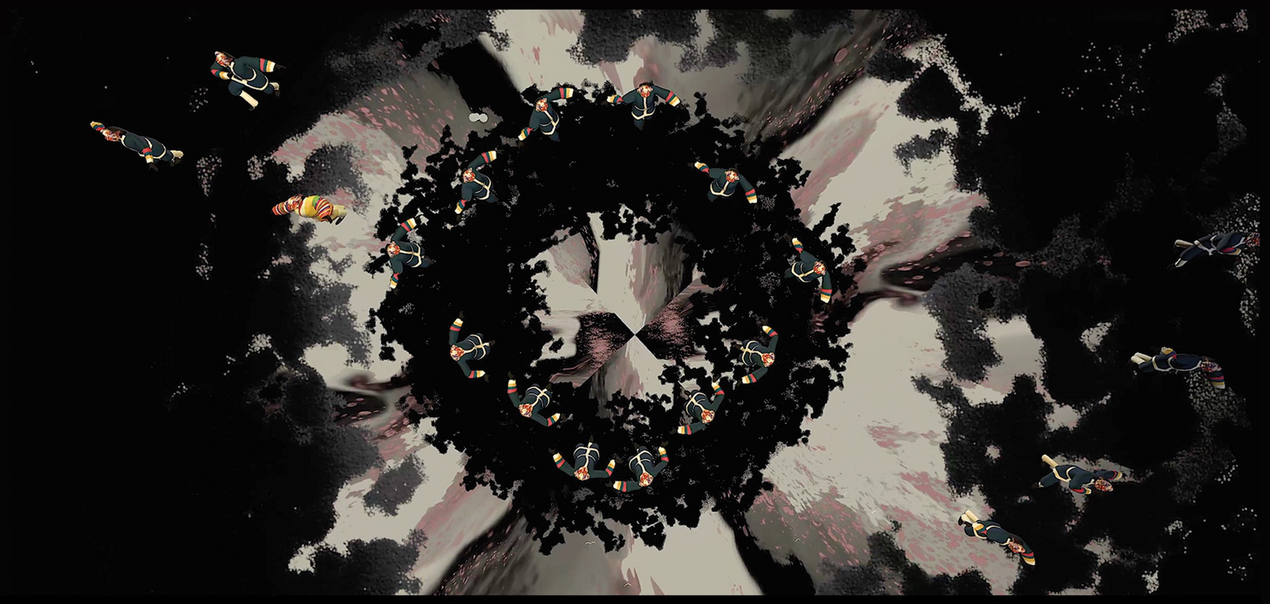
I selected everyday spaces and created 3D models of these spaces using photogrammetry technology. After stitching and rendering the models, I finalized the spaces to include in the project.

also, I integrated motion-captured movements of Talchum dancers into models of practitioners. In contrast, models in yellow outfits performed in real-time, mirroring live movements and guide the audiences, wearing motion capture suit.



## Experience

Audiences traverse common settings—subways, rooms, elevators, and playgrounds—guided by the traditional Korean mask, Tal. They encounter the lively movements of ancient Talchum performers in these environments. Gradually, these ordinary spaces dissolve, transitioning the audience into a virtual realm where the dance of the masters unfolds.



# Artronaut

## AR Campus Exploration App

**Development Period**

2022.7 -2022.10

**Roles**

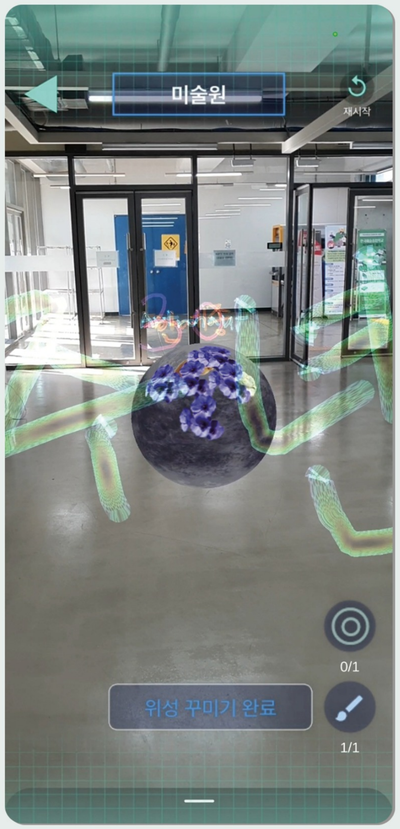
Project Researcher
Game Designer
Developer

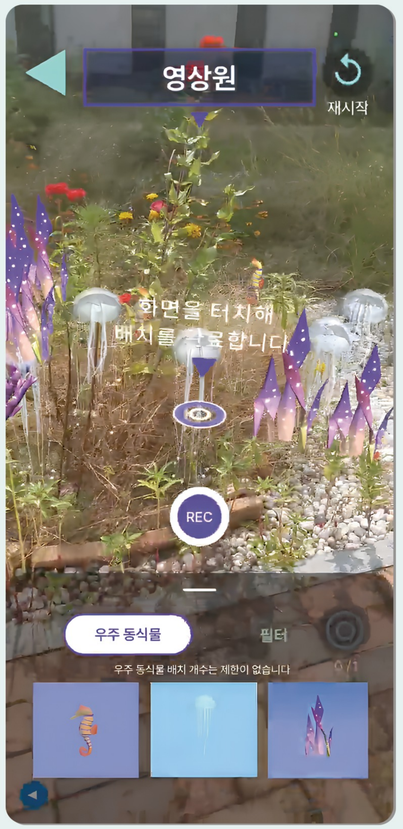
**Tools Used**

Motion Capture

**Official mobile app for 30th anniversary of K-ARTS**

# Gamifying campus exploration and fostering interactions through an AR experience






## Background

The evolving art world trends emphasize the synergy of diverse genres. Korea National University of Arts (K-Arts), excelling in six genres—music, theater, film, dance, fine arts, and traditional arts—faces challenges due to dispersed campuses and limited in-person interaction caused by Covid-19. This situation hinders student interaction across different majors, particularly affecting newcomers. To address this, the "Artronaut" app was developed to make campus exploration an engaging experience, akin to playing a game.

## AR Contents

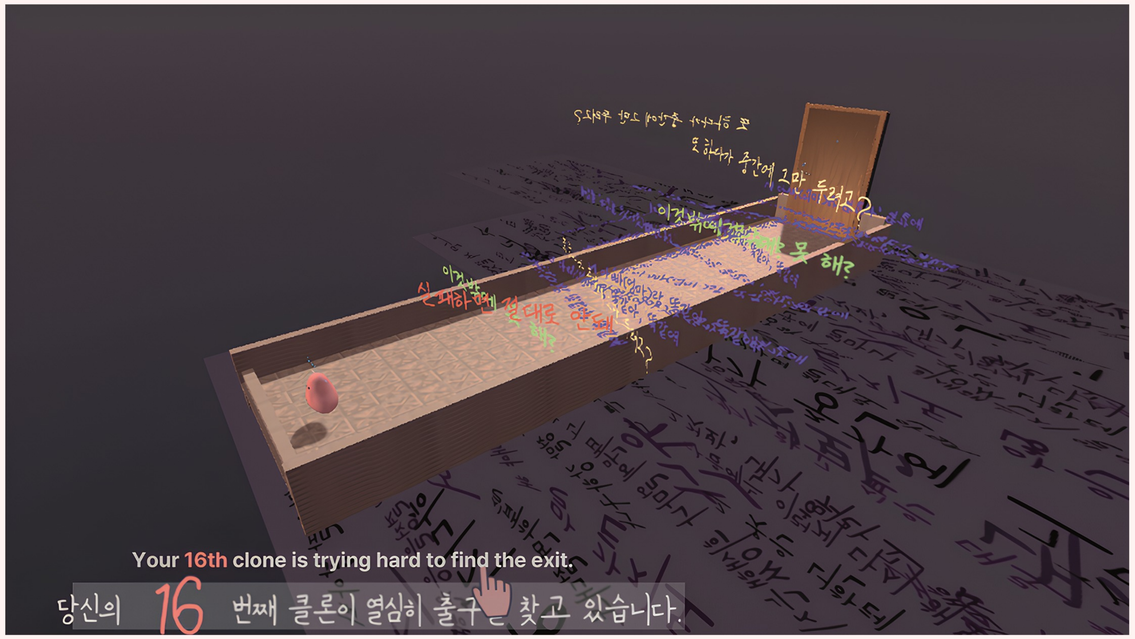
This augmented reality game captures the essence of the six majors and introduces five AR contents strategically placed across the campus, including the school plaza, creative building, and Daehak-ro campus. These experiences range from AR drawing, a narrative-based choice game, rhythm-making to watching a performance in which the dancers' movements are motion-captured in geometric shapes. Users completing all 11 experiences are rewarded with a commemorative NFT.

Users can check the distance between themselves and the target AR marker in real time.

11 AR markers are located in various places in Daehak-ro, Seocho-gu, and Seongbuk-gu.

# 6 Sentences

# Interactive AI Game




**Development Period**

2021.12 – 2022.02

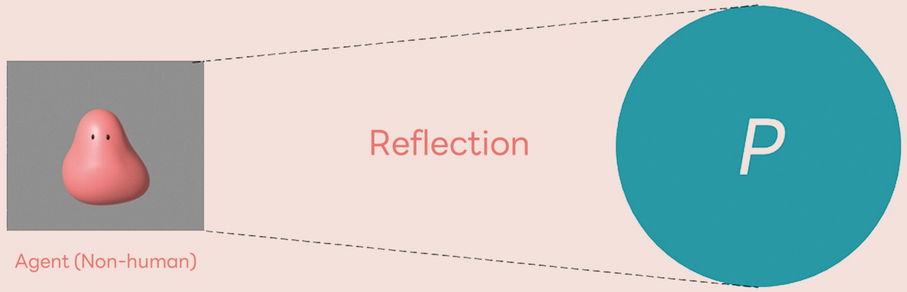
**Roles**

Game Designer
Developer

**Tools Used**

ML-Agents

**Featured in K-Arts** Takeoff Art Space



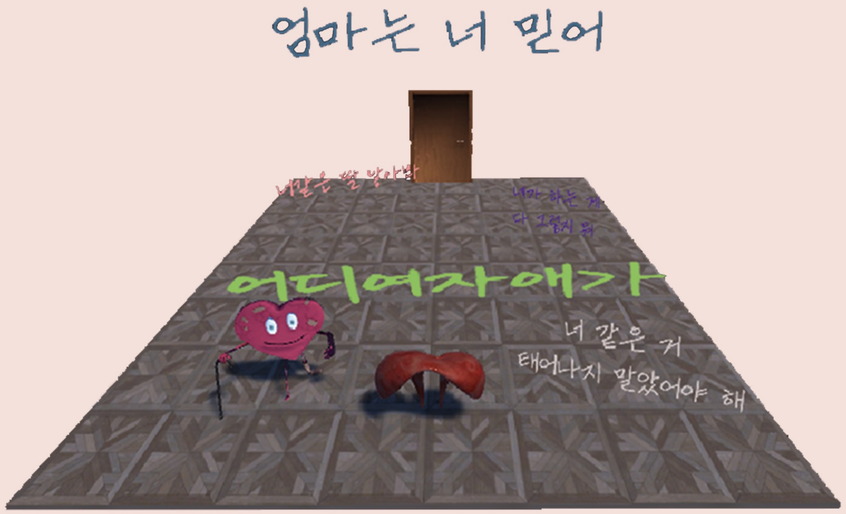

Agent (Non-human)

Player (Human) and observer

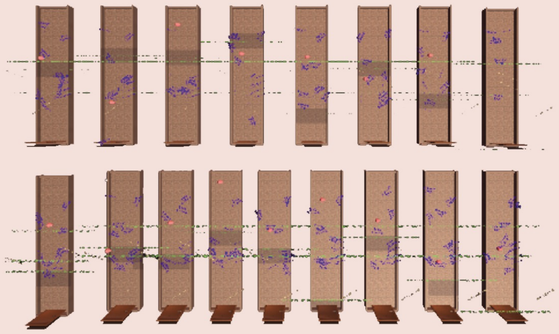
## Idea

"What does it mean to behave like a human, and what significance does creating such behavior hold? How is humanity itself constituted?"

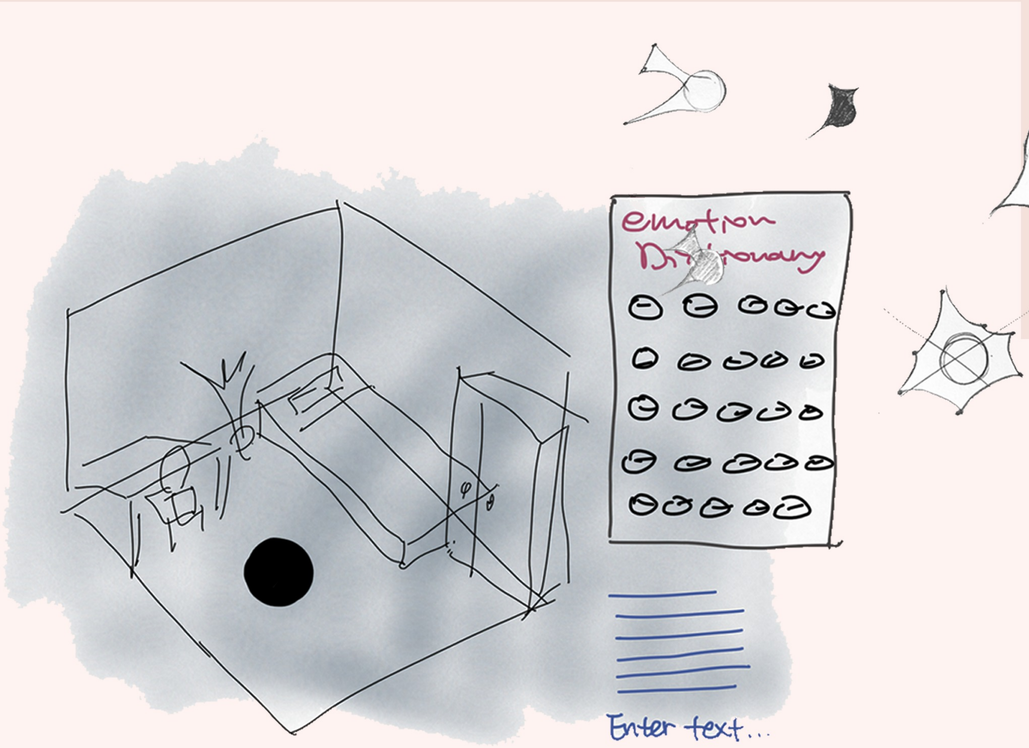
The foundational idea emerged during a workshop on AI reinforcement learning. Observing AIs learning and adapting directly within an environment—growing through failure—sparked a series of questions for me. It made me consider the forces that shape us as individuals, and I became particularly interested in the role that words, sayings, and sentences play in our lives.




prototyping



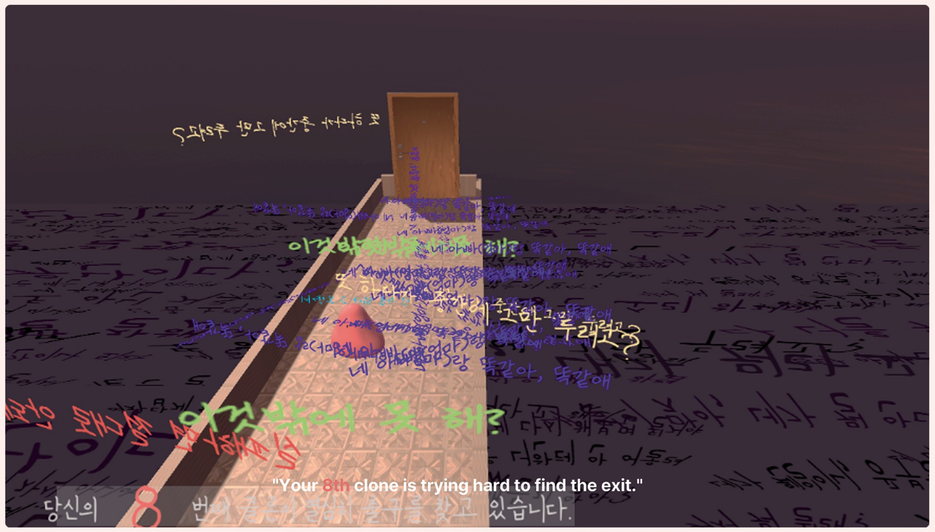
Training process

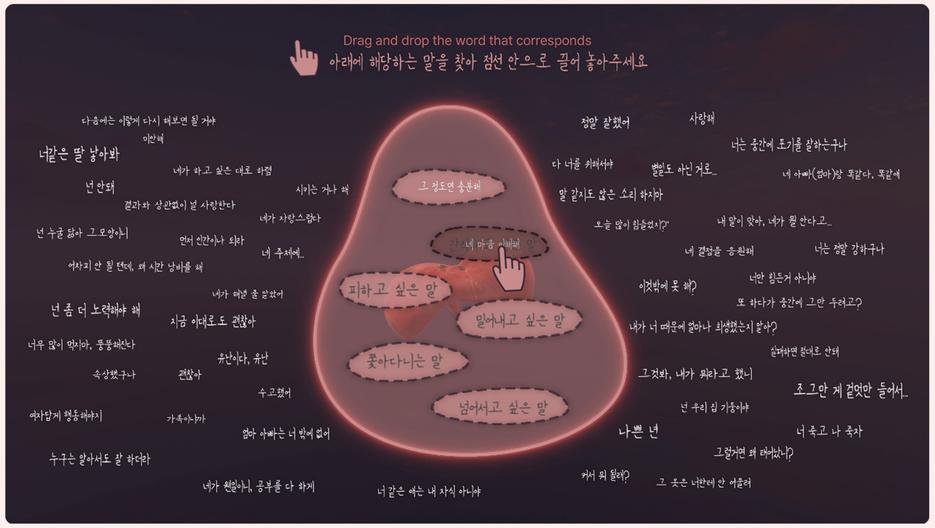



Paper prototype sketches on character and level design

## Development

I began development by strategically placing floors and doors, aligning text, and setting random generation spots for text. I then implemented functionalities based on the symbolic nature of the texts—colliding, leaping, lingering, and pushing. Utilizing reinforcement learning, I conducted over 8 million training iterations, training the AI, Myeong Ran. However, I hoped that Myeong Ran would not become a perfect AI. I wanted it to resemble us, prone to mistakes and failures. Therefore, I halted training when Myeong Ran' s success rate was neither too perfect nor too immature, striking a balance that reflected human imperfection.




## Gameplay

"Myeong Ran" is a slightly less trained artificial intelligence that resemble us. In <6 Sentences>, the player witnesses "Myeong Ran" navigating through six sentences, chosen by the player to guide its physical movements and ultimately reach the door.

In the game, players are introduced to six categories of words. They interact by either dragging and dropping or inputting words into these categories. Subsequently, these words transform into obstacles for "Myeong Ran," with each word triggering movements typical of its category, aiming to prevent Myeong Ran from reaching the door.

# My Mood Planet

# Mood Tracking Mobile App

**Development Period**

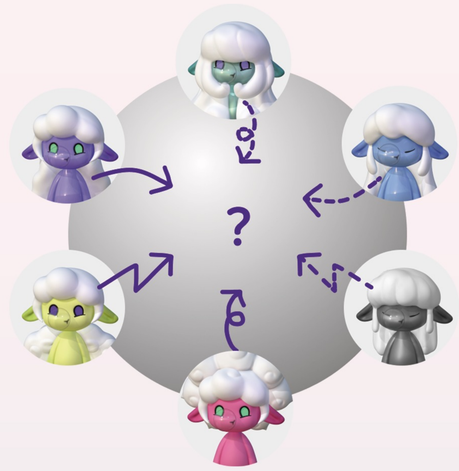
2023.9 -

**Roles**

Content Designer
Founder
Developer

**Tools Used**

**Grant funded by** K-ARTS KOCCA




## Idea

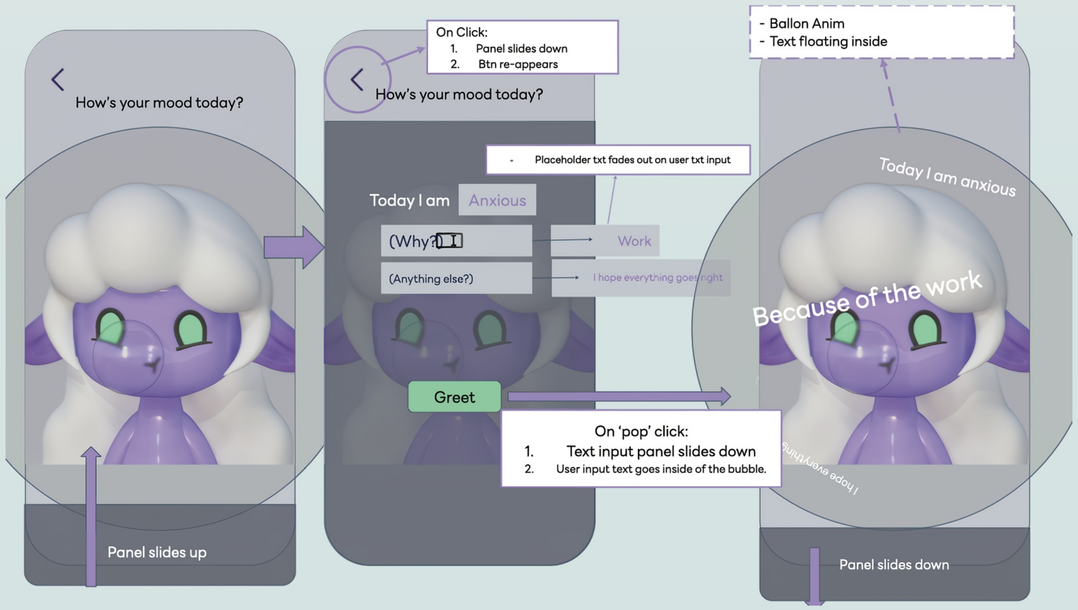
Our emotional journey, particularly the exploration of 'negative emotions', serves as the starting point for this project. While these emotions are an integral part of who we are, they are often denied or concealed, whether by personal choice or external pressures.

I have endeavored to give these emotions a name and visualization, enabling individuals to explore and express their varied feelings through visual plants in the app, which symbolize and store their daily moods. Additionally, by incorporating mood lambs, I aim to cultivate a unique perspective that respects and supports the diverse emotional experiences of each user.

# A playful comfort for concealed emotion

## AroundT

<AroundT>, a company I founded in 2023, consists of two main tracks. The first facet entails the conception and fabrication of an art toy named Mood Lamb, designed to playfully transform negative emotions. The second aspect centers around the release of an emotion recording and observation application titled <My Mood Planet>, inspired by Rumi' poem <The Guest House>.



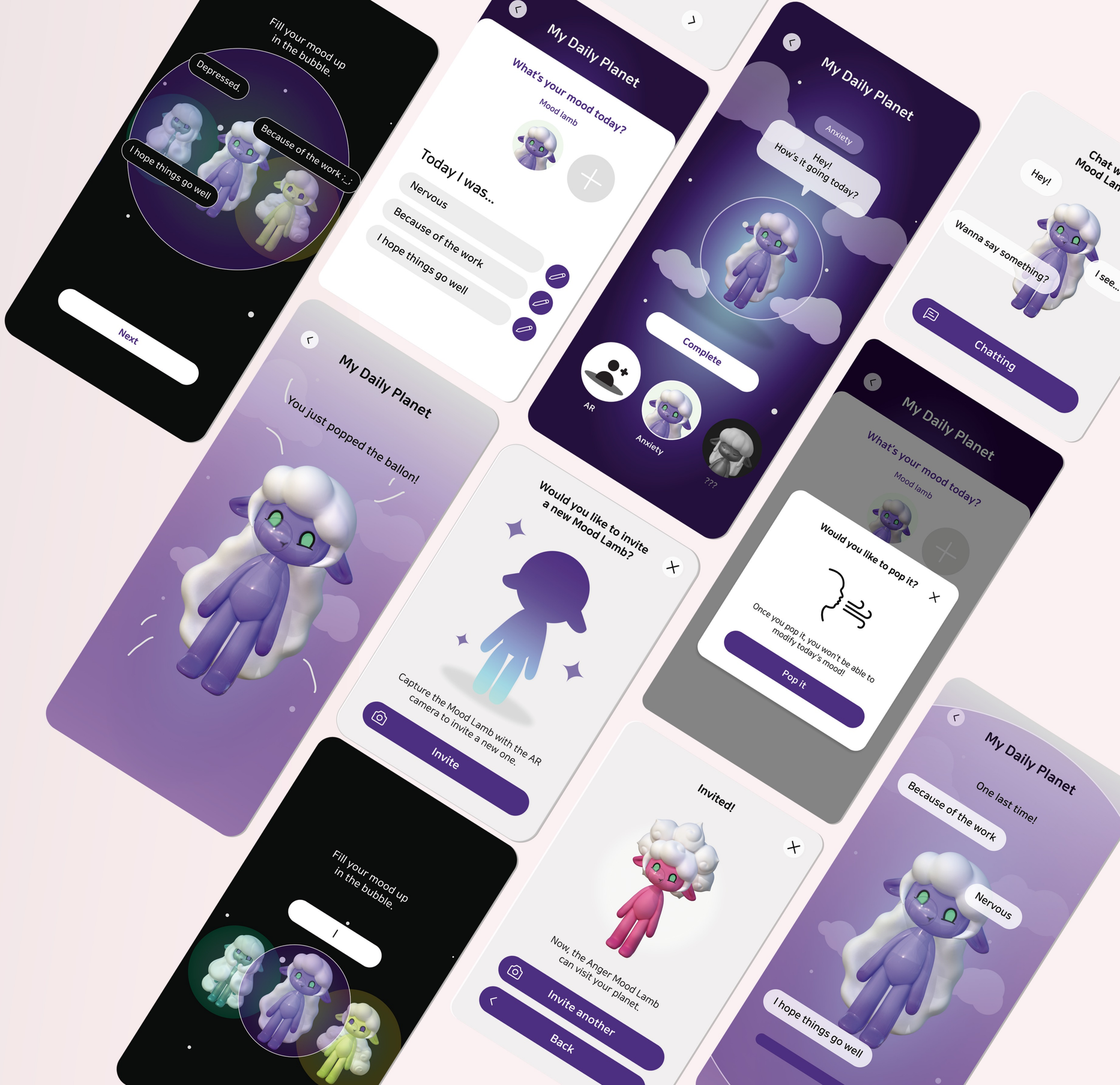

Wireframe

# My Mood Planet

마이 무드 플래닛

## Features

In the <My Mood Planet> app, users select Mood Lambs representing emotions to express their daily moods and write about their feelings, which appear in burstable bubbles through a breathing action. Each Mood Lamb affects the virtual planet uniquely: Sadness raises sea levels, Anxiety shakes the ground, Anger erupts volcanoes, Disgust brings hail, Listlessness dries the land, and Shame overgrows forests. Users can invite these emotional characters for deeper, conversational interactions, enhancing the immersive cosmic-themed experience.



# Game Exhibition

**Development Period**

2023.07 – 2023.10

**Roles**

Project Director
Scenario Writer
Developer

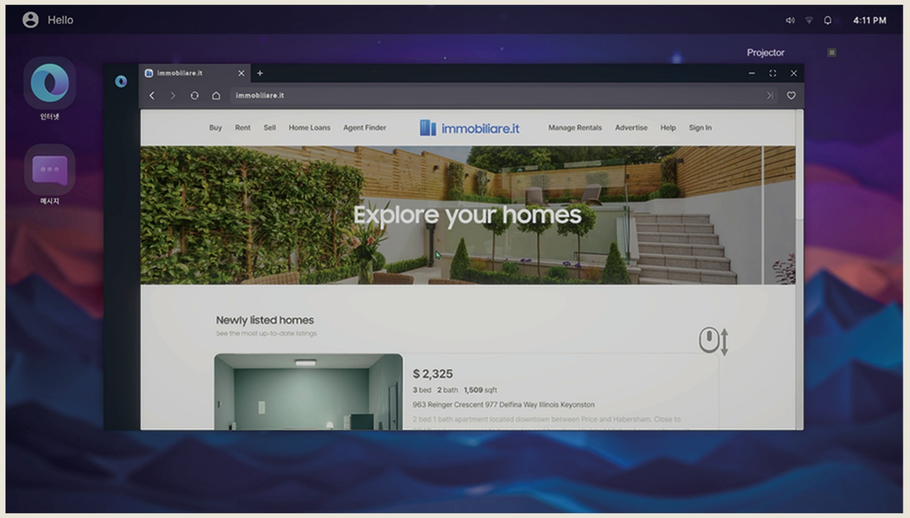
**Tools Used**

Arena 8thWall

**Grant funded by** K-ARTS Performance & exhibition center

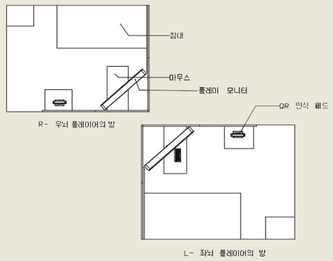
# Exploring the absurdity of choice through game mechanics

prototype development



## Concept

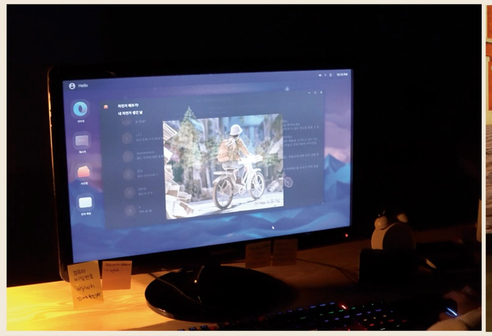
<Wish You Were Here> utilizes escape room and choice game mechanics to highlight the absurdity of the choices we make and their consequences. The gameplay is designed to reflect on life's inherent randomness, encouraging players to choose alternative life paths that align with their decisions. This transforms players from passive recipients of circumstances into proactive participants in their life stories.

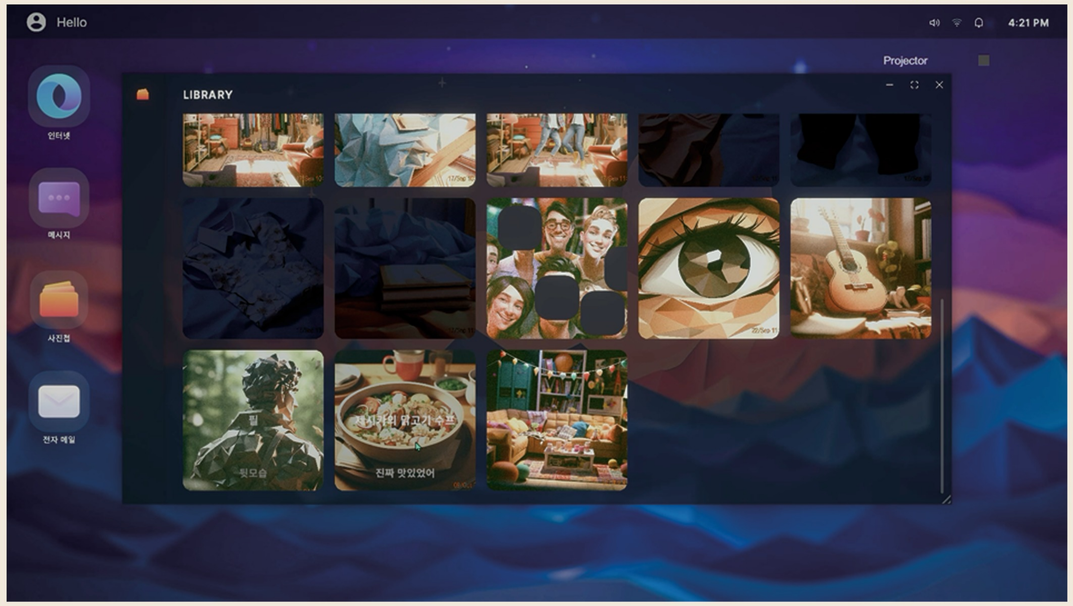



Initial space design

## Narrative

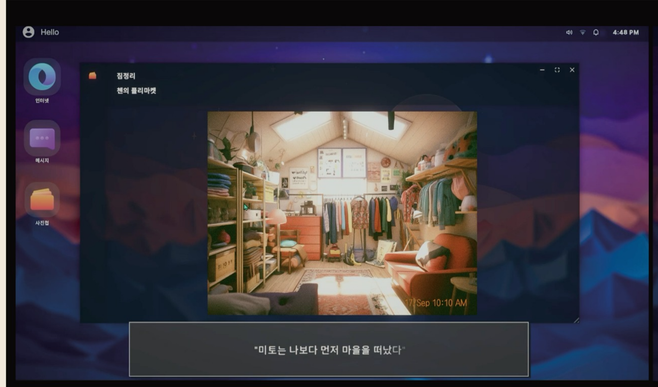
The narrative begins with an individual stumbling upon an old house on a real estate website. This discovery triggers a journey of self-reflection for the protagonist, prompting them to reconsider past decisions and their consequences.

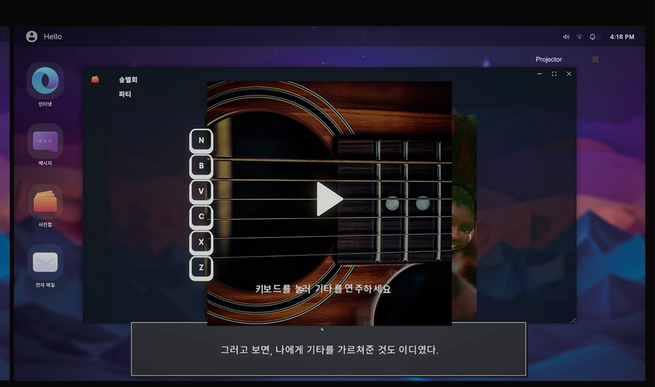





## Mechanics

In the game, two players embody different facets of the character's existence—one navigating the present via a PC interface, the other exploring past events through projection mapping. As they progress, each player collects data that leads to unlock slightly different contents, demonstrating the impact of their choices.



# Thank you

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