



3D Design at GoQba Technology

SeeZ is a digital therapeutics game project to support the upper limb rehabilitation providing 6 types of VR games: high-five, push the wall, throw the balloon, turn the faucet, throw the dice, and play the piano.

I established a consistent design system for SeeZ by designing the icons, leaderboard, and UIs, and provided a more immersive and diverse VR gaming experience by creating story-based game mode.

You can check out the intro video I created at the link below:

https://drive.google.com/file/d/1QraDWHTh_DpN3hNLdlwUqGwHwOn4Llr/view?usp=sharing



Designs for the Army Community

I served in the military as a KATUSA soldier, a Korean Army soldier serving alongside the American counterparts. I planned and executed local cultural experience events, unit welfare events, and volunteer activities for the American soldiers and their families in my unit.

I designed various materials to promote and enhance the quality of these events, including multiple flyers, guidebooks, travel itineraries, and signages. Through active design and promotional efforts, more soldiers and their families participated, benefiting from the welfare programs.

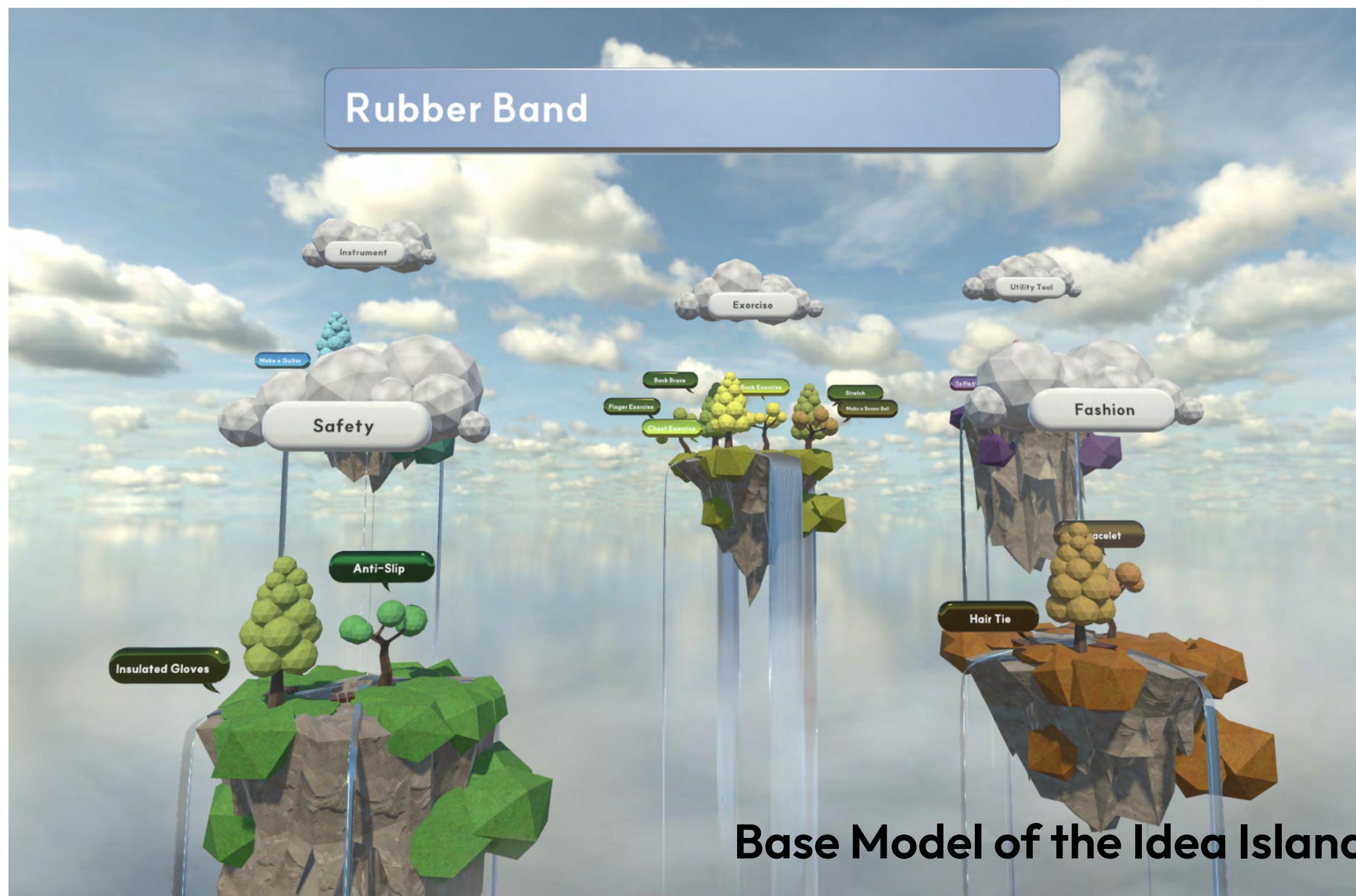
The events I managed received positive feedback in post-event evaluations regarding their quality.



SNU HCS Lab

Research Internship

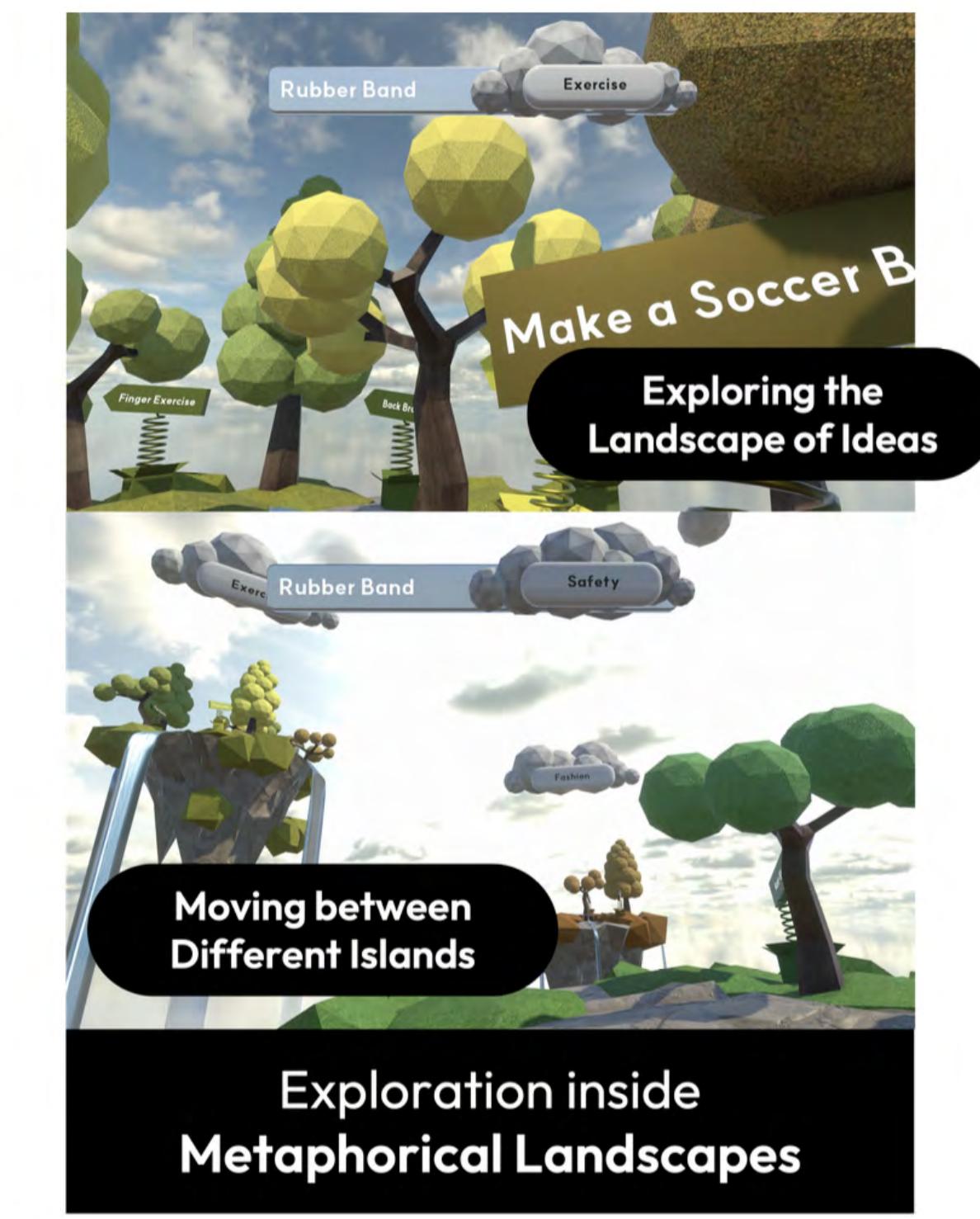
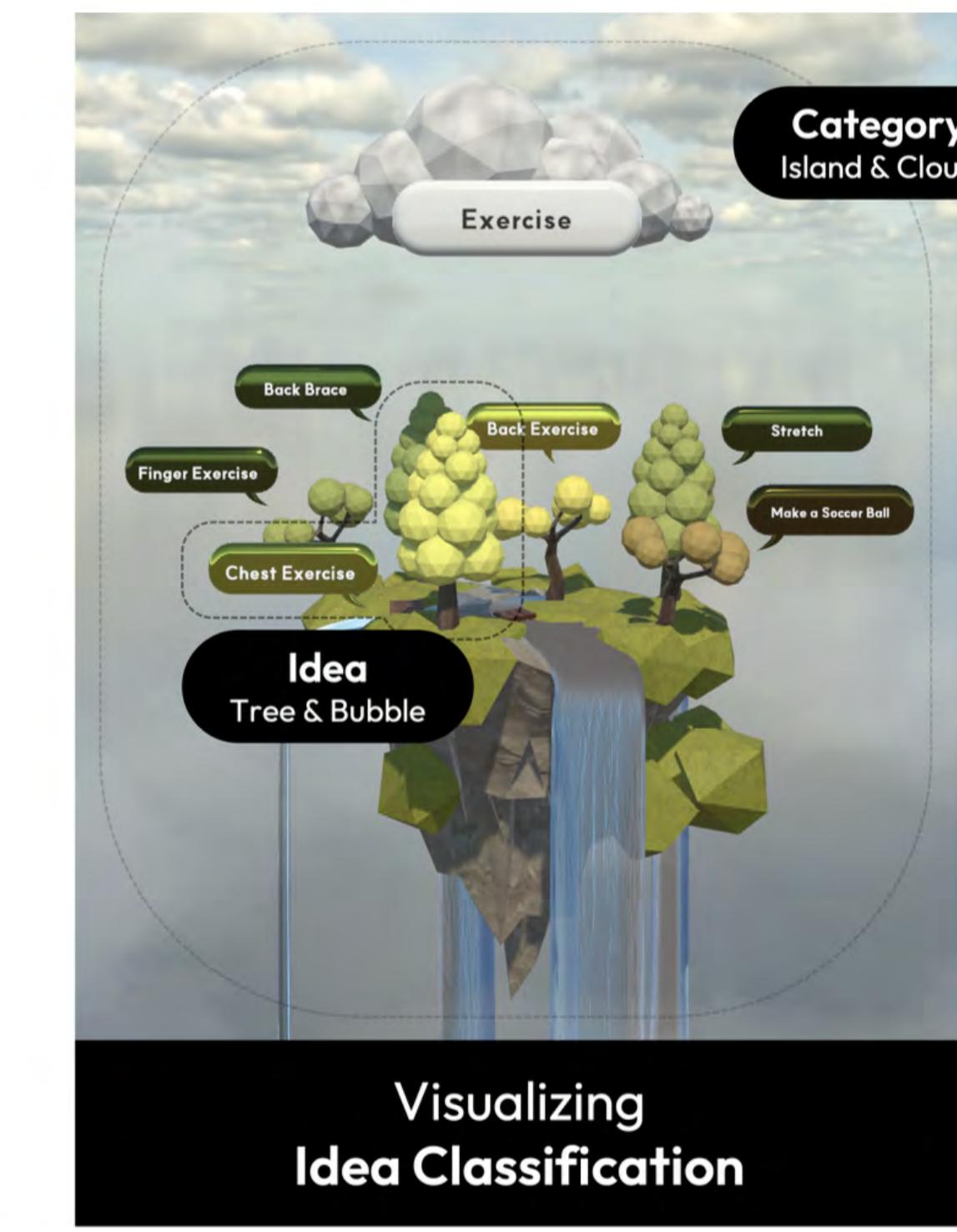
Roles: Designing, Creating and Implementing the Idea Island Artifact



Advancements in Large Language Models (LLM) and AI have catalyzed interest in human-centric traits like creativity, known for enabling innovative perspectives and solutions. Creativity can be navigated through two pathways: flexibility, which considers various categories for new ideas, and persistence, which focuses deeply on a few category.

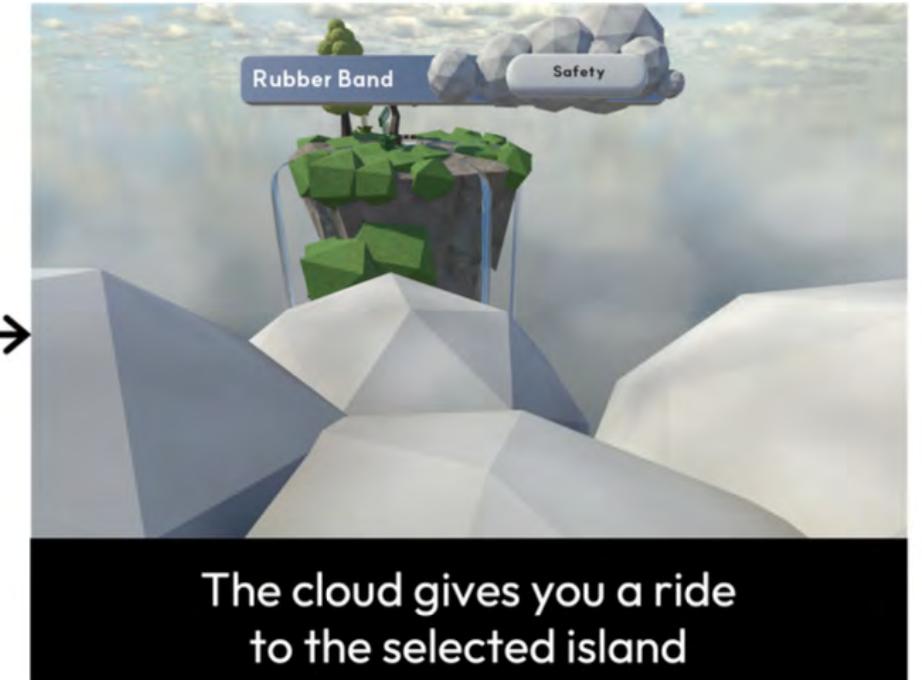
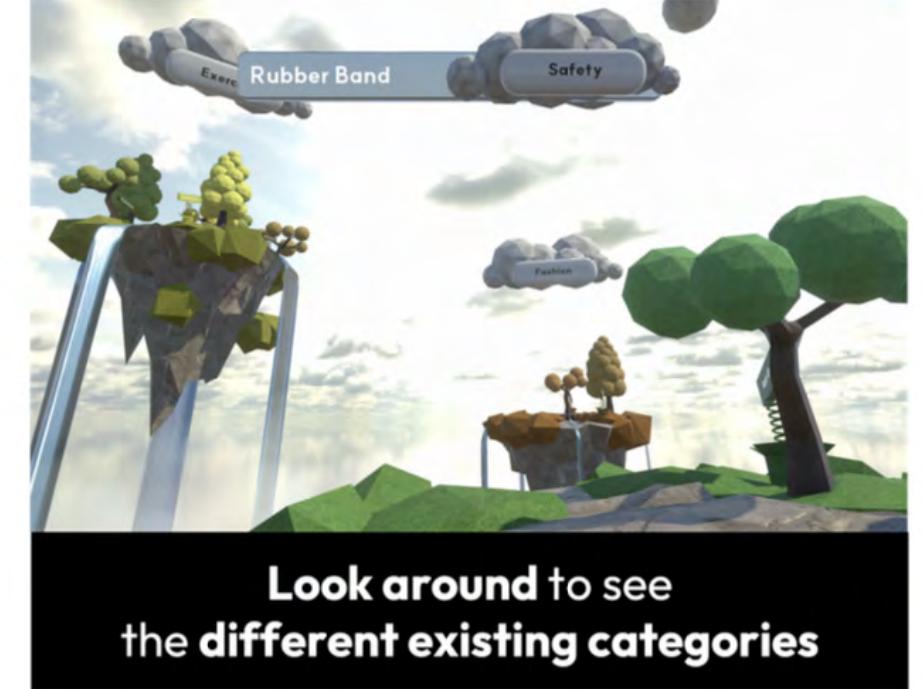
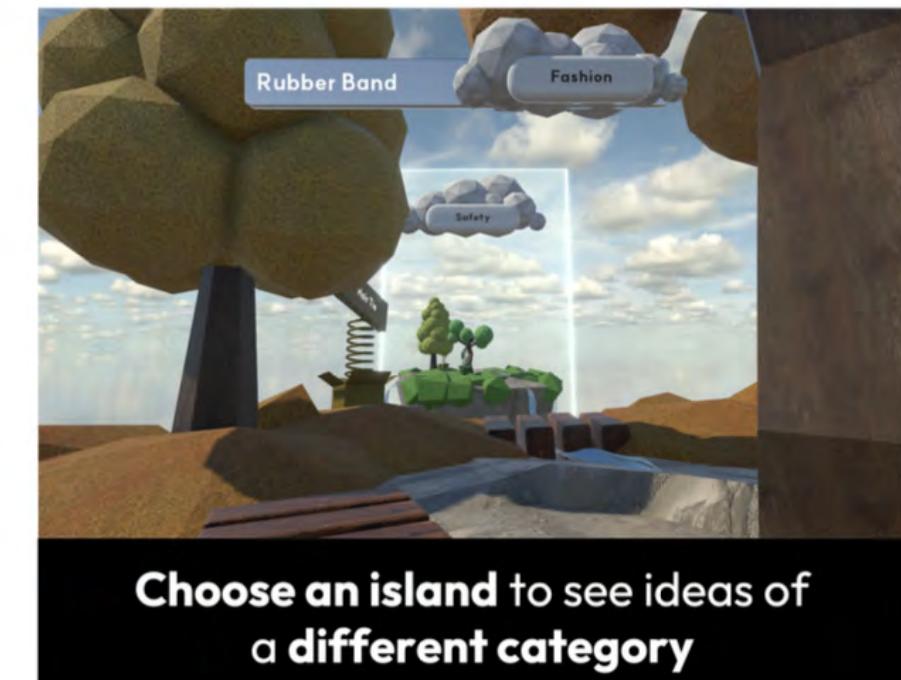
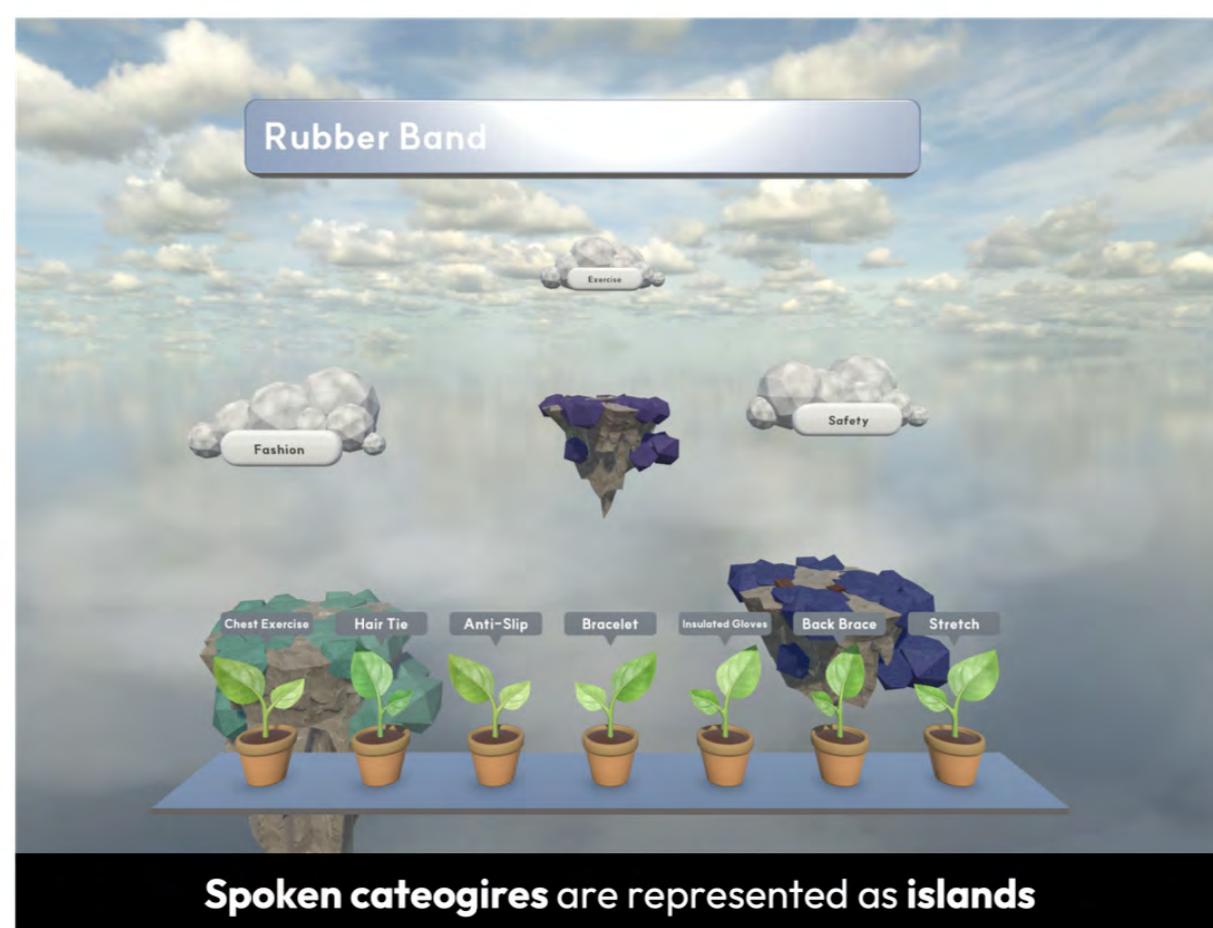
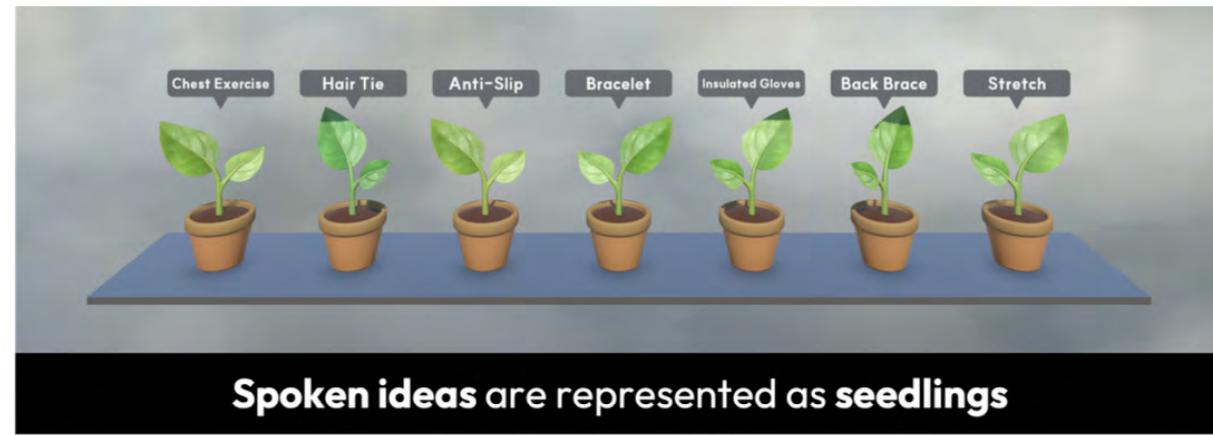
Idea Island is a novel application using LLM to classify and visually represent creative ideas as a metaphorical landscape in virtual reality. Using the Idea Island artifact and its variants focusing on strengthening the creativity pathways, we tested their effectiveness in boosting idea volume and diversity, examining automated idea categorization, gamified creativity affordances, and the influence of personality traits on creative output.

Results demonstrated that Idea Island significantly enhances user engagement and idea generation, increasing the average number of ideas by 1.29 and the average number of categories by 0.88 in the Alternate Uses Test compared to a baseline condition. Thus, it offers a promising approach to integrating AI with human creativity.



SNU HCS Lab Research Internship

Roles: Designing, Creating and Implementing the Idea Island Artifact



Manual Categorization Variant

Created to compare the effects of LLM auto categorization

Inside Landscape Variant

Ideating experience while exploring the landscape of ideas and categories

ISC Undergraduate Research

SleepTube: 취침 전 영상 시청의 효용 증대를 위한 디지털 자기 통제 도구 제언

SleepTube: Design of a Digital Self-Control Tool to Enhance the Benefits of Watching Videos before Bedtime

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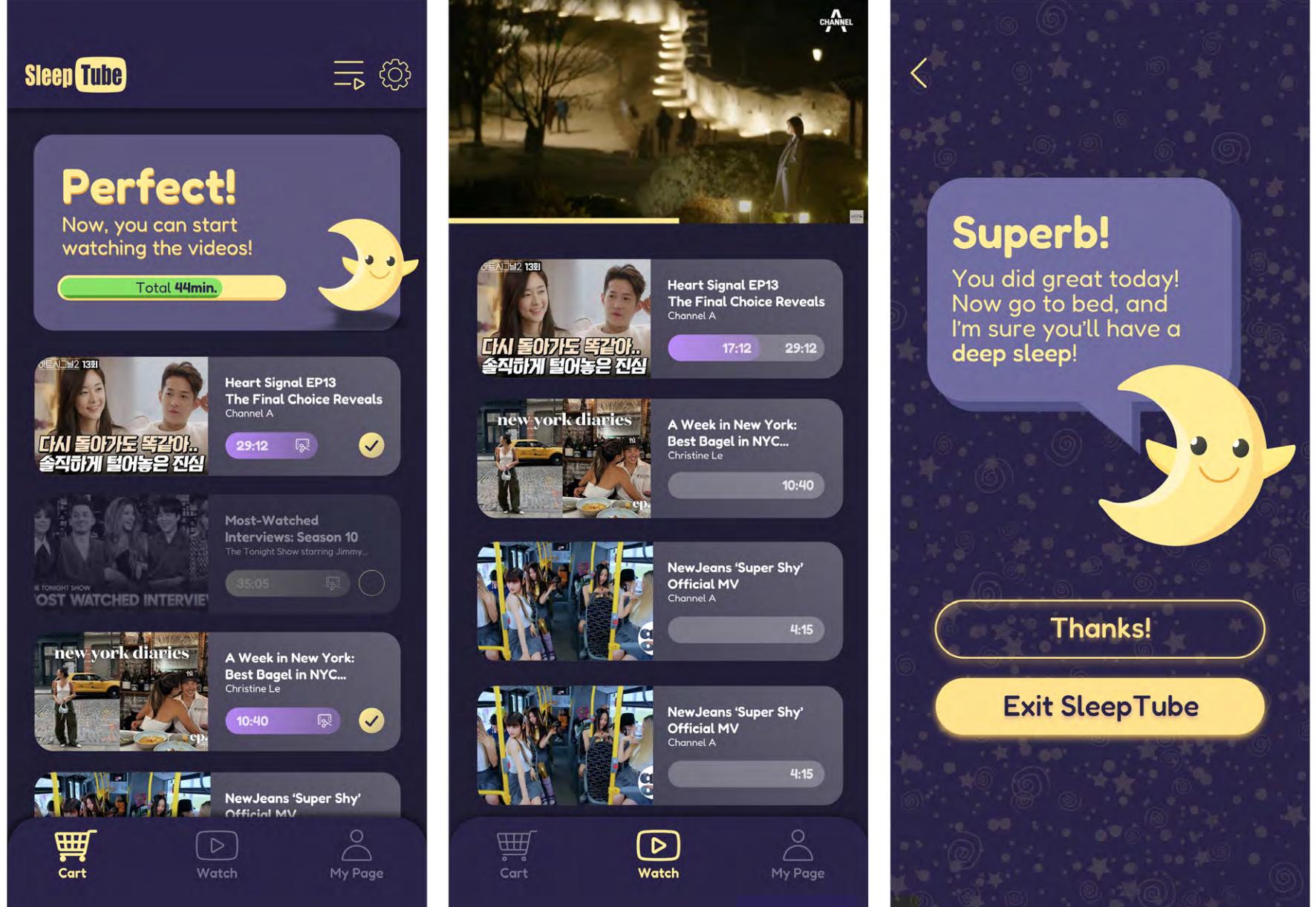
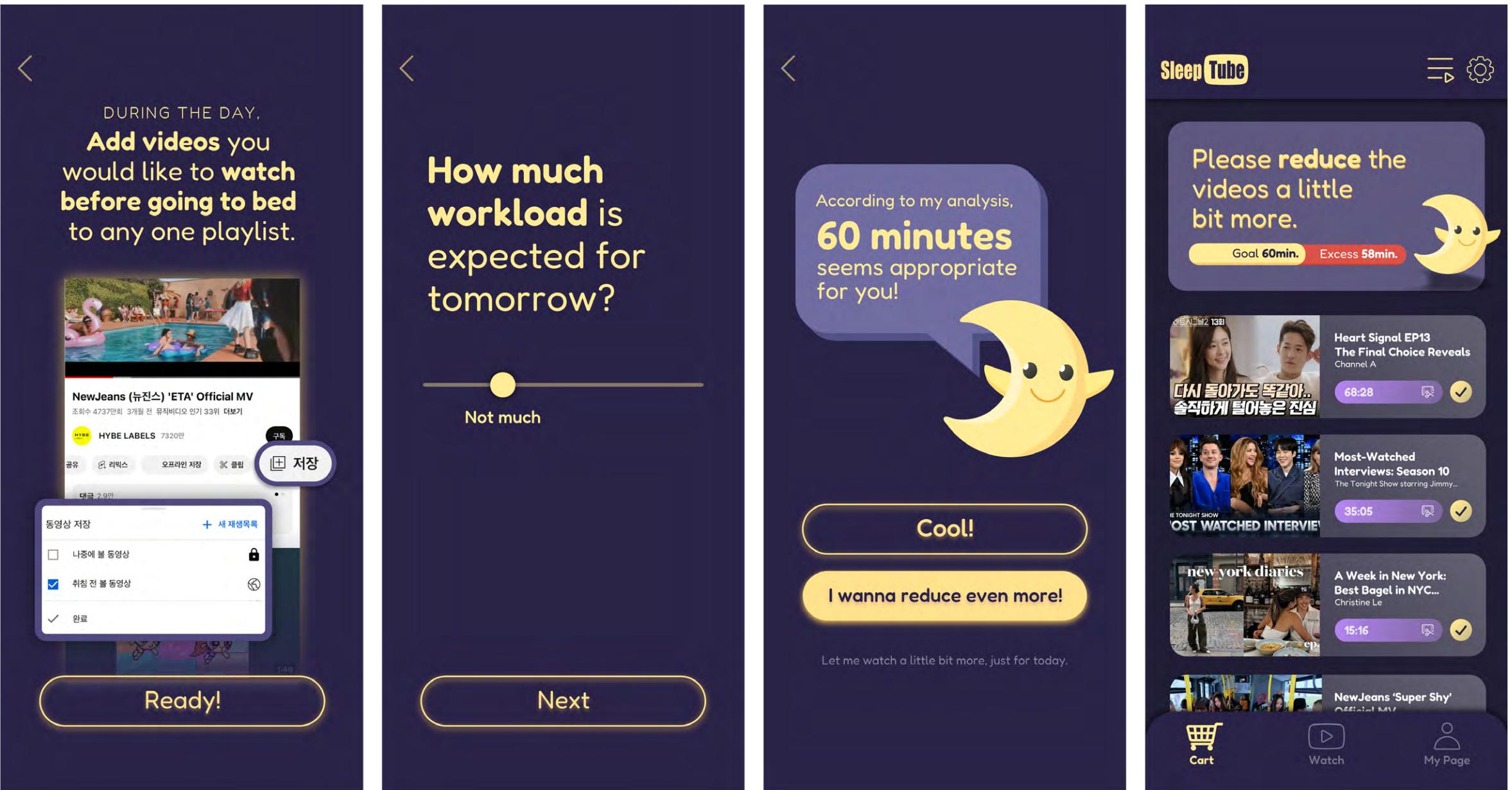
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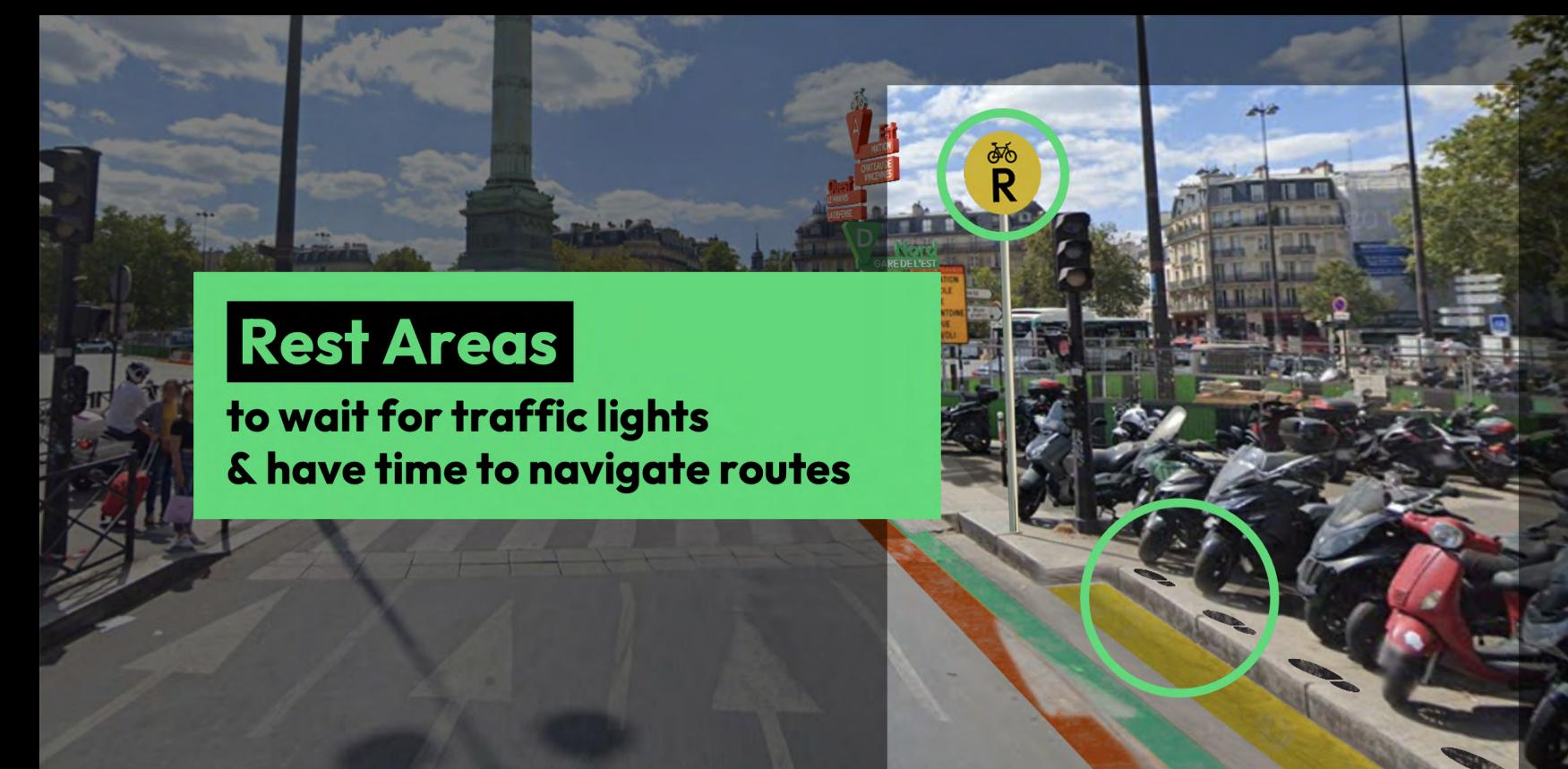
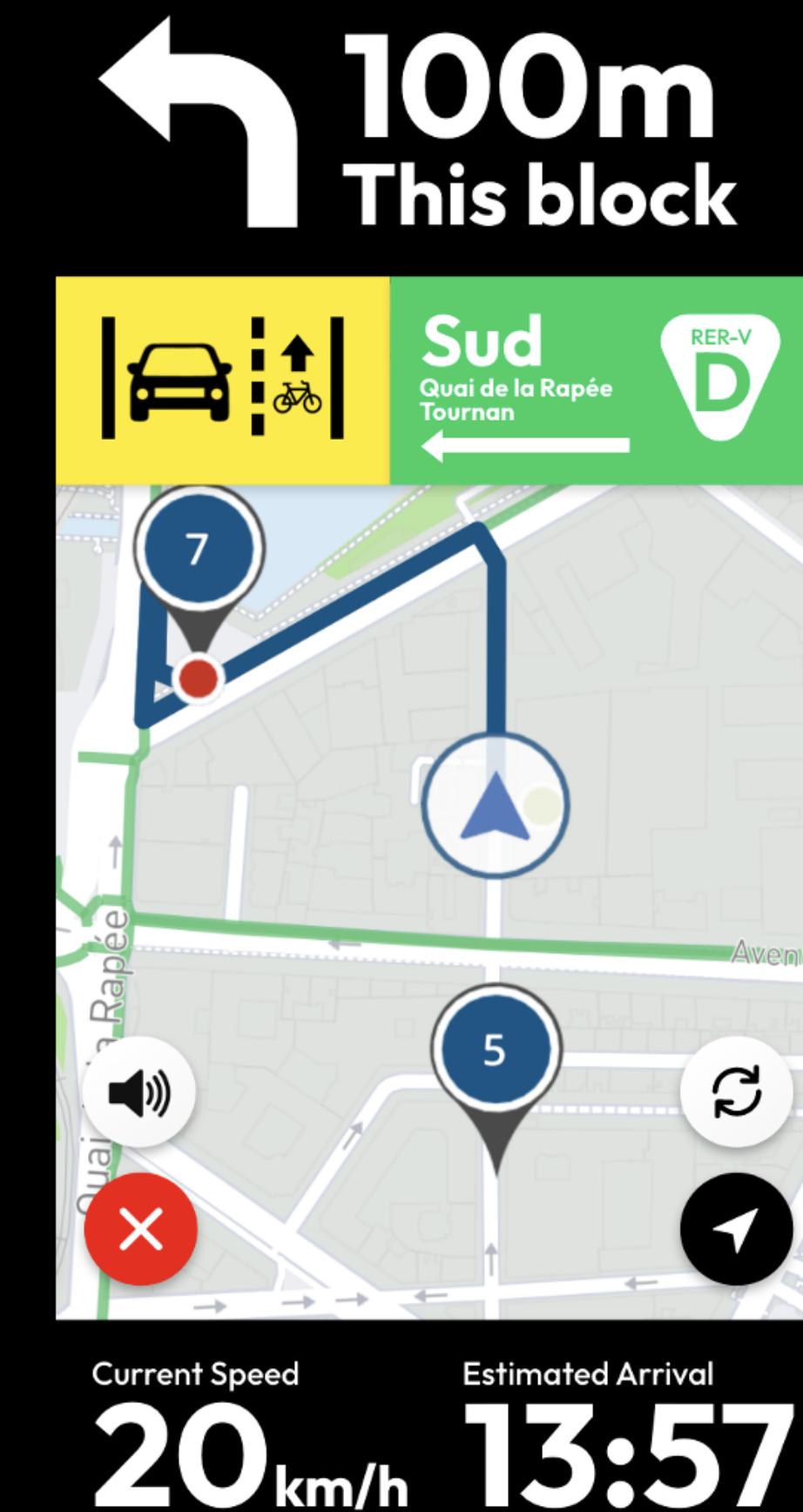
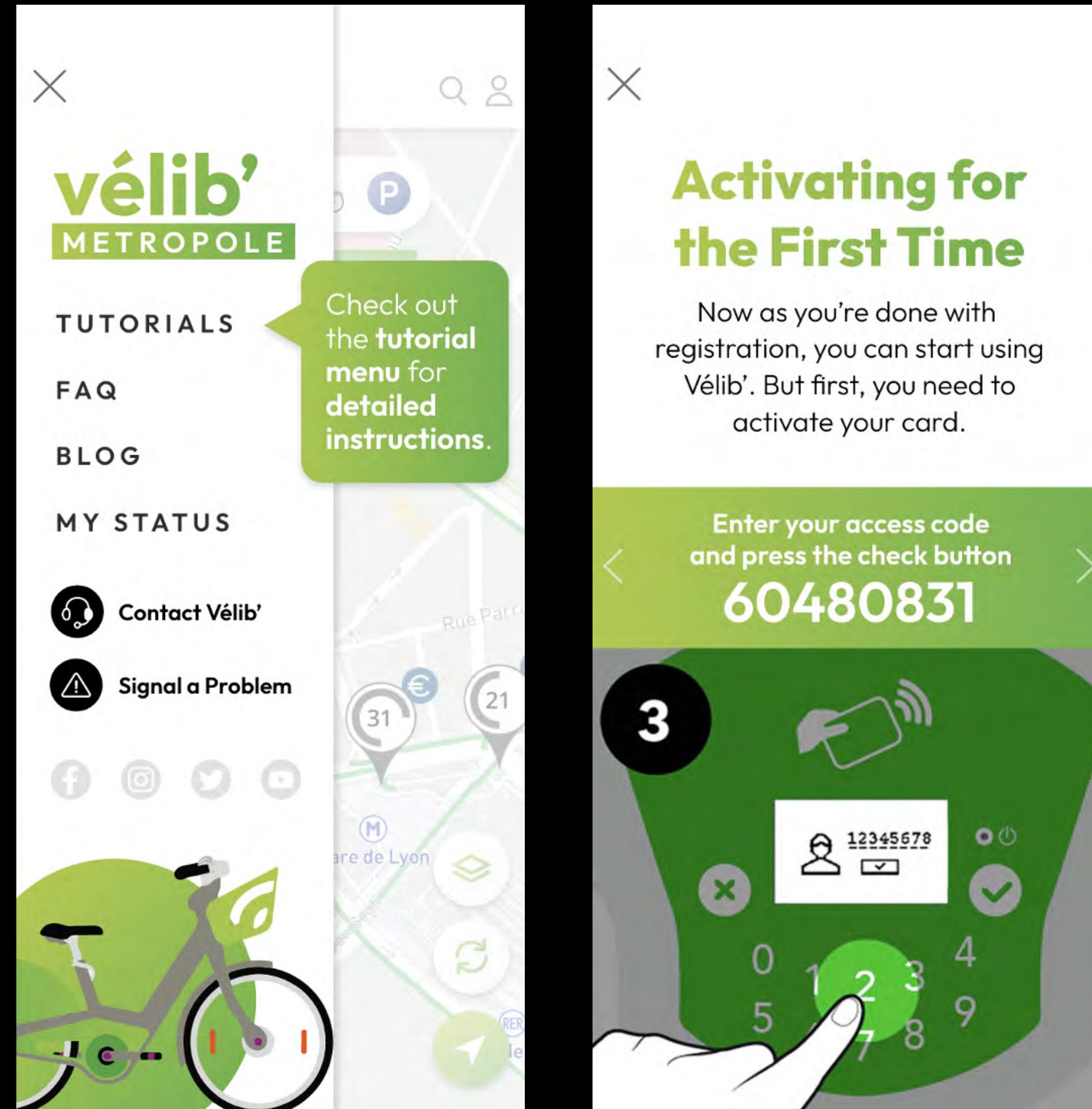
요약문

오늘날 많은 현대인들은 수면 부족 문제를 겪고 있다. 그중 취침 전 영상 시청 습관은 수면의 질을 악화시키고 수면 부족을 유발하는 주요 원인으로 지적되고 있다. 그러나 취침 전 영상 시청이 반드시 부정적인 영향을 미치는 것은 아니며 오히려 수면의 질을 높이는 것에 효과적이라는 연구 결과 또한 존재한다. 이에 우리는 취침 전 영상을 시청하는 사용자의 다양한 맥락적 요인과 니즈를 이해하고 이를 바탕으로 취침 전 영상 시청 행위를 조절하는 디지털 도구, 'SleepTube'를 제안하였다. 본 연구는 취침 전 영상 시청 행위에 대해 다각적인 이해를 바탕으로 개개인의 구체적인 시청 상황과 수면 목표에 초점을 둔 디지털 자기 통제 도구의 디자인 방향성을 이끌어냈다는 점에서 의의를 갖는다.¹



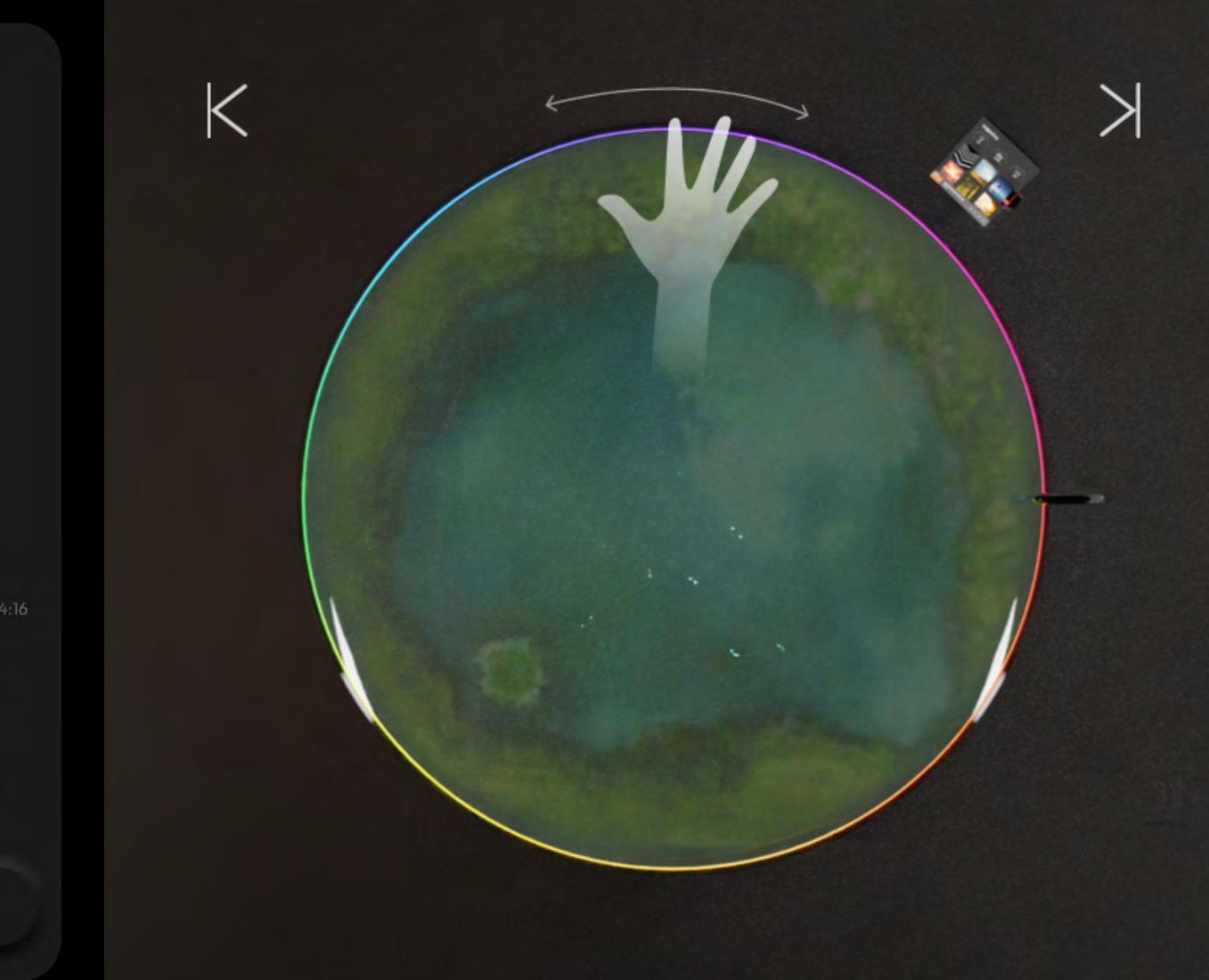
SNU in Paris: Redesigning Vélib' & Cycling Infrastructure of Paris

While staying in Paris for three weeks as part of the SNU in Paris program, which included intensive French language lessons, cultural lectures, and visits to multiple institutions, we conducted a group project aimed at improving Vélib', the public bicycle service, and the cycling infrastructure in Paris based on user research and interviews. I took the lead in prototyping a redesign of the Vélib' app and proposing design guidelines to enhance the cycling infrastructure.



VBATH

Personal Project | A Fully Immersive Bath Experience



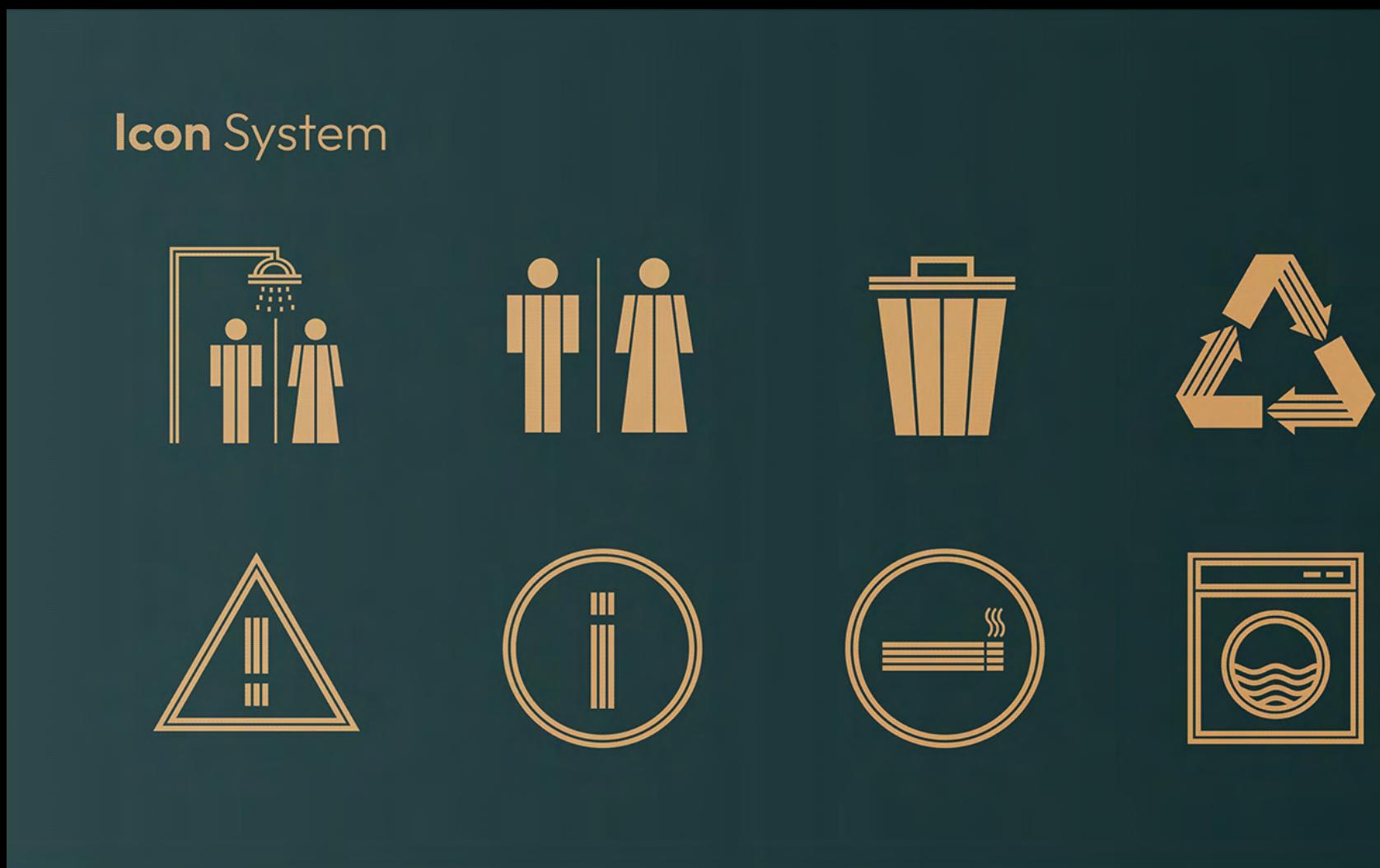
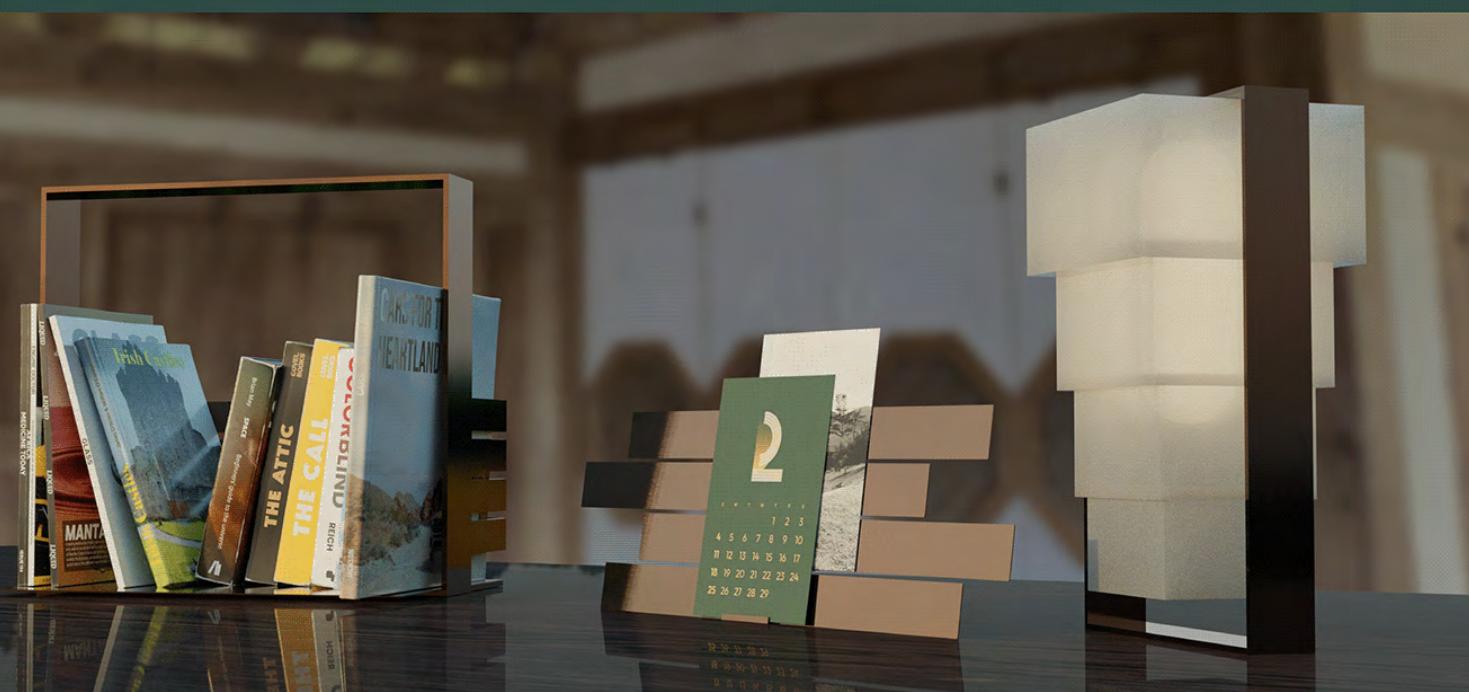
Rebranding Gyeongju Gotaek

2023-Fall Identity Design Personal Project
https://www.behance.net/gallery/186554455/_



Desk Supplies Design

경주고택에서 누리는 특별한 쉼을 더욱 특별하게 하기 위해 경주고택의 브랜드를 반영한 책상용품을 제작합니다.
책상용품들은 경주고택 브랜드의 핵심 그래픽 모티프인 레이어와 겹선을 드러내도록 디자인되어
브랜드 커뮤니케이션을 위한 굿즈로도 활용될 예정입니다.



Flyer Design & UI Design for YourWellCup

“웰컵은
1분의 회원가입과
무제한 음료 할인으로
이루어진다.”

-토마스 웰디슨



웰컵 쓰고
커피 **무제한**
할인 받자!

지금 가입하시면
별다방 기프티콘이 당신에게!



스타벅스
기프티콘
무료증정!!!

실시간 남은 기프티콘 수량

001483

기프티콘에 무제한 할인혜택까지 월 3,000원에!

지금 웰컵 구독 신청하기!



무제한
할인받고!
자고도
자카고!

요금제

커피에 진심인 당신을 위해...

월 3,000원으로 모든 할인 서비스와
각종 이벤트를 누려 보세요!

최대 600원 할인이면...

매달 5번만 마셔도 이득이군요!

웰컵 시작하기

Connected from Afar: An Interactive Online Campus

2020-Fall User Center Design Group Project (Role: User Interview / Survey, Design, and Prototyping)

A proposal for a remote lecture platform that implements campus life online and enhances the convenience of conducting classes online

https://speckled-couch-a1c.notion.site/_-fd0ca9c2871644208530555268c61a3d

