

CURRICULUM VITAE

MARIE YOUNGHUI KIM

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CURRENT Employment

Media Artist, PhD candidature at Creative Industries Faculty, QUT
Associate Professor at Hongik University

EDUCATION

2017- PhD Candidature, Interactive and Visual Media, Creative Industries Faculty, QUT
1996-1998 MPS, Interactive Telecommunication Program, Tisch School of the Arts, New York University, USA
1989-1992 BFA, Illustration, Parsons School of Design, New York, USA

CURRENT RESEARCH

2017 *Artistic Exploration of Data through Creative Practice*, PhD Research, **QUT**
2015 Director, New Multi-disciplinary Curriculum Research for **Korea National U. of Arts**
2014 Visiting Artist at Interaction Design Lab, The dept of Information Science, **Cornell University**
"Mood.Cloud – Data as Art" with social information
2009-13 Researcher, **KERIS World Class University Research** 'Convergence of Digital Technology & Art: Research and Education on Digital Media Design & Art for the Public' Hongik University, funded by National Research Foundation of Korea (R32-20067)
2012 Da Vinci Creative Technology Project, 'Gravity of Light, Wearable', **Seoul Foundation of Arts and Culture**

RECENT AWARDS

2012 **Da Vinci Creative Technologies Grant, Seoul Art Space Geumchon**, Seoul Foundation of Arts and Culture
2009 **ACM SIGGRAPH 2009 Research Challenge**, 'The P-War' 2nd Place Aug. (USA)
2007 **Asia Digital Art Award**, Digital Design (Applied Industries) Grand Prize, 'Interactive Digital Pond' (Japan)

CONFERENCES

2018 Art Exhibition & Extended Abstract paper, "Weight of Data" **ACM SIGCHI 2018**, Montreal
Associate Chair for Provocation and Work in Progress **ACM DIS 2018**, Hong Kong
2015 **ACM SIG CHI 2015**, Interactive Art Exhibition, "mood.cloud" & Art_CHI workshop, Seoul
KCC 2015, "Wearable Arts & 3D Printing" invited Talk (Jeju, S. Korea)
ACM Tangible, Embedded, Embodied Interaction Conference 2015, Arts Track Co-Chair, Stanford University, (USA)
2014 **FoodCHI**, Presentation & Panel Talk, Queensland University of Technology (Australia)

- 2013** **TEDx SNUSuwon, talk ‘Bodily Expression Through Wearable Technology’, Nov 16th**
Wearable Technology Workshop – Seoul National University (Seoul, Korea)
- 2012** **Colloquium**, about media art and wearable talk & artist talk, Cornell University Oct 22nd
Creative Technologies Forum invited talk, Oct 2013, Columbia College of Art, Oct 11th (Chicago, USA)
Wearable Workshop, Art Center Nabi, Aug 23th – 24th (Seoul, Korea)
‘Pushing Boundaries of Art and Technology’ a Special Talk at Seoul National University, Dept of Nano Technologies, GSCST, Columbia College of Art, Cornell University and ITP (New York University, USA)
- 2011** **ISEA (International Symposium on Electronic Arts)**, Art Paper Presentation, *‘Body Graffiti’* Sept 17-24 (Istanbul, Turkey)
Wearable Workshop, Hackers Space Seoul, Platoon Kunstalle Gallery, Aug 11th (Seoul, Korea)
DALSMA 2011 (Digital Architecture & Large Scaled Media Art) *‘Body Graffiti Swing Boots’* Art Space Seoul Mullae (Seoul, Korea)
- 2010** **Professional Network Forum for DDP Key Contents**, *‘Design Archive, Fashion Technology Event’* (Seoul, Korea)
WCU Digital Art Camp, *‘Expressive Wearable Technology’* workshop (Seoul, Korea)
HCI Korea 2010, HCI Kids Exhibition, curated, (Phoenix Park, S. Korea)
- 2009** **ACM SIGGRAPH Research Challenge Presentation**, The P-War, (New Orleans, USA)
Wearable Technology Workshop, CUNY (City University of NY) Entertainment Technology Dept (New York, USA)
- 2008** **Ubicomp 2008 Workshop** co-author & co-presenter: Ubiquitous Sustainability: Citizen Science, Sept 21st, 2008 <http://www.urban-atmospheres.net/Ubicomp2008/>

TEACHING COURSES (2007-2018):

- **EMBODIED INTERACTION** studio / theory
- **INTERACTION DESIGN** introductory studio – Physical Computing and Arduino / basic Processing
- **INTERACTIVE STORYTELLING DESIGN** studio / theory
- **INTERACTIVE ART OF EVERYDAY THINGS** studio class
- **WEARABLE DESIGN** studio class
- **MEDIA ART** studio class
- **Digital Media Design Thesis** BFA Thesis Project Studio

SKILLS:

- CURRICULUM DESIGN FOR INTERACTION DESIGN
- PHYSICAL COMPUTING: ELECTRONIC CIRCUITS & SENSORS & ARDUINO
- WEARABLE COMPUTING INTERFACE
- DATA VISUALIZATION
- ILLUSTRATION, GRAPHIC DESIGN