# Sangsu Jang

PhD

Design Based HCI Researcher

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## About Me

I am a doctoral researcher on Human-Computer Interaction driven by a passion for assisting people's self-reflection through reminiscing about their past and recording themselves in emotionally meaningful ways. My key strengths and abilities include a fearless approach to acquiring knowledge in new fields and utilizing new technologies (e.g., MCU, single-board computers, front/backend programming, and LLMs). I also have a deep enthusiasm for integrating these knowledge and technical abilities into research products to explore my research questions

## Research Interests

**#Human-Computer Interaction #Product Design #Personal Informatics**

**#Self-Recording #Autobiographical Memory #Life Logger**

**#Mental Wellbeing #Life Log Data #Design for Reflection**

# Career & Education

## Career

**Korea Advanced Institute of Science & Technology (KAIST)**

2025.05
- current

Postdoctoral Researcher at DxD Lab
Directed by Hwajung Hong (Supported by 장영실 펠로우 프로그램)

**Ulsan National Institute of Science & Technology (UNIST)**

2025.03
- 2025.04

Postdoctoral Researcher at IPD Lab
Directed by Young-Woo Park

## Education

**Ulsan National Institute of Science & Technology (UNIST)**

2021
- 2025

PhD, Department of Design
Advisor: Young-Woo Park

**Ulsan National Institute of Science & Technology (UNIST)**

2019
- 2021

Professional Master, Creative Design Engineering
Advisor: Young-Woo Park

**Ulsan National Institute of Science & Technology (UNIST)**

2014
- 2019

Bachelor of Science, Industrial Design
Bachelor of Science, Computer Science

# Publications

## Journal Papers

**Jang, S.,** Lee, K. R., Goh, G., Kim, D., Yun, G., Kim, N., ... & Park, Y. W. (2023). Design and field trial of EmotionFrame: exploring self-journaling experiences in homes for archiving personal feelings about daily events. Human-Computer Interaction, 1-26. (SCIE, JIF 2021 6.459 Q1)

**Jang, S.,** Lee, W., Kim, B., Odom, W., & Park, Y. W. (2022). Encountering Cover Versions of Songs Derived from Personal Music-Listening History Data: a Design and Field Trial of Musée in Homes. Interacting with Computers, 34(1), 24-42. (SCIE | SSCI, JIF 1.3 Q4)

**Jang, S.,** Lee, S., Dzhoroev, T., Kim, T., Oh, H., Kim, N., & Park, Y. W. (2021). Design Guidelines for Contextual Awareness and Management of Hygiene in Daily Life with Infectious Viruses. Archives of Design Research, 34(3), 101-121. (한국연구재단 등재지)

Noh, B., **Jang, S.,** Kim, K., & Park, Y. W. (2020). Bringing the colour senses of personal photos to everyday living environment: the design and deployment of a tangible interactive lighting artifact. Digital Creativity, 31(2), 114-132. (A&HCI)

## Conference Proceedings

**Jang, S.,** Kim, N., Kim, N., Moon, J... & Park, Y.W. (2025, April) Journey to My Past: Exploring and Journaling Past Memories Evoked by Questions Framed as Proud Moments. In Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems. [우수국제학술대회]

Kim, N., **Jang, S.,** Kim, H., Lee, J., & Park, Y. W. (2023, April). Design and Field Trial of Tunee in Shared Houses: Exploring Experiences of Sharing Individuals' Current Noise-level Preferences with Housemates. In Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems (pp. 1-15). [우수국제학술대회 , Accepted rate 27.6%]

Kim, S., **Jang, S.,** Moon, J. Y., Han, M., & Park, Y. W. (2022, June). Slide2Remember: an Interactive Wall Frame Enriching Reminiscence Experiences by Providing Re-encounters of Taken Photos and Heard Music in a Similar Period. In Designing Interactive Systems Conference (pp. 288-300). [Acceptance rate 21.5%]

Kim, D., **Jang, S.,** Kim, B., & Park, Y. W. (2022, June). Design and Field Trial of Lumino in Homes: Supporting Reflective Life by Archiving and Showing Daily Moods with Light Colors. In Designing Interactive Systems Conference (pp. 1715-1728). [Acceptance rate 21.5%]

**Jang, S.,** Park, Y. W., & Kim, C. (2021, December). Artistic Visualisation of Personal Data: A Case Study of Digital Scheduler. In Congress of the International Association of Societies of Design Research (pp. 2739-2750). Singapore: Springer Nature Singapore.

Kim, B., Kim, N., Yun, G., **Jang, S.,** Kwon, H., & Park, Y. W. (2021, December). Physical Traces and Materialization of Songs for Individuals' Music Participation in Cafés: The Design and Field Studies of Camue. In Congress of the International Association of Societies of Design Research (pp. 313-327). Singapore: Springer Nature Singapore.

**Jang, S.,** Kim, S., Noh, B., & Park, Y. W. (2019, June). Monomizo: a tangible desktop artifact providing schedules from E-ink screen to paper. In Proceedings of the 2019 on designing interactive systems conference (pp. 1123-1130). [Accepted rate 25%]

Kim, K. J., **Jang, S.,** Kim, B., Kwon, H., & Park, Y. W. (2019, June). muRedder: Shredding speaker for ephemeral musical experience. In Proceedings of the 2019 on designing interactive systems conference (pp. 127-134). [Acceptance rate 25%]

## Korea Peer Review Conference

**장상수,** 이경룡, 김도희, 고건일, 윤가희, 한민주, ... & 박영우. (2021). 일상 환경에서 정서 상태 정보 수집을 위한 IoT 벽걸이형 기기의 멀티모달 알림 방식 탐구. 한국디자인학회 학술발표대회 논문집, 48-49.

**장상수,** 고성안, & 박영우. (2019). 성냥과 같은 상호작용 메타포를 이용하여 조명를 제어하는 스타일러스. 한국 HCI 학회 학술대회, 1175-1180.

## Lecturer Experience

울산과학고등학교 2020학년도 SW 및 STEAM 교육 프로그램 강사 Arduino (IoT 시스템 구현하기)

울산과학고등학교 2019학년도 SW 및 STEAM 교육 프로그램 강사 Onshape (3D 모델링)

울산과학고등학교 2019학년도 SW 및 STEAM 교육 프로그램 강사  Processing (물리 엔진 구현)

울산 옥동 초/중학생 대상 프로그래밍 학원강사 2018.08- 2019.04 C/C++, Arduino, Javascript, HTML, CSS

## Award, Exhibition & Demo

2022 대한민국 과학기술대전, 연구개발관-바이오/헬스, 일산 킨텍스 제 1 전시장, 22. 12.15-17, 과학기술정보통신부 주최

디자인 코리아 2022 '신기술분야융합디자인 성과관' , aT 센터 전시(서울 양재동),  22. 11.23-27일

2019 on designing interactive systems conference  Demo (Jun)

## Patents & Design Rights

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(디자인/국내) 조명용램프 (3009937940000)
(디자인/국내) 식물생장환경 측정 센서 (3009645310000, 3009645330000, 3009645320000)

## Review Experience

ACM Conference Papers

DIS 2021-2025 Papers and Pictorials
DIS 2025 Work-In-Progress
CHI PLAY 2023 Work-In-Progress
CHI 2025 Papers

Journal Papers

2023 Behaviour & Information Technology
2025 Archive of Design Research