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# Curriculum Vitae

## Tek-Jin Nam

Position Professor, KAIST  
Director of Co.design:Inter.action Design Research Laboratory  
Address Department of Industrial Design,  
KAIST, 291 Daehak-ro, Yuseong-gu, Daejeon 34141,  
Republic of Korea  
Office +82-(0)42-350-4518  
Email tjnam@kaist.ac.kr

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## Personal Information

### Research Interests

- Co-design and Interaction Design :
- Augmented Design: Enriching Design Process and Artifacts for People
- Interactivity Prototyping for Interaction Design and User Experience
- Systematic Design Thinking Models for Innovation
- Creating Humane Value for Technological Products and Services

### Education

9/1996 - 2/2001 Ph.D. Design, Brunel University, UK  
3/1991 - 2/1993 M.Sc. Industrial Design, KAIST, Republic of Korea  
3/1986 - 2/1990 B.Sc. Industrial Design, KAIST, Republic of Korea

### Professional Experience

9/2014 – Present Full Professor, Department of Industrial Design, KAIST, Korea  
9/2014 - Present Associate Professor, Department of Industrial Design, KAIST, Korea  
6/2012 - 2014 Review Board Member, National Research Foundation of Korea  
11/2012 – 3/2013 Jury, IF Concept Design Award  
9/2001 - 2/2006 Assistant Professor, Department of Industrial Design, KAIST, Korea  
9/1999 - 8/2001 Lecturer, School of Product and Engineering Design, University of Wales Institute Cardiff (re-named to Cardiff Metropolitan University since 2011), UK

### Awards

2015 Best Paper Award, CHI 2015 Full Paper  
2014 HumanTech Paper Award (Silver, in Computer Science and Engineering Area) Research Title: Wrigglo: Shape-Changing Peripheral for Interpersonal Mobile Communication, Advisor and Co-work with Joohee Park and Young-Woo Park  
2012 Best Paper Award in the KCC(Korea Computer Congress) 2012 Conference. Paper Title: Object Recognition utilizing

- Complementary Feature-point-based descriptor containing color information. Co-work with Youngkyoon Jang, Ju-Whan Kim, Seungeon Moon, Dongsoo Kwon, Woontack Woo
- 2010 Best Paper Award, in the VSMM 2010 Conference. Paper Title: Rapid Prototyping Method for User-Driven Opportunities for Personal Informatics, co-work with Wonjun Lee, Sunjun Kim, Yoon-Kyung Lim, Alice Oh and Kee-Eung Kim
- 2009 Distinguished Service Award, IASDR 2009 Conference: in recognition for serving as a main program committee member and a special session chair.
- 2008 Best Media Work, Japan Media Arts Festival 2008, Media art exhibition titled Through Time Tunnel, co-work with Mi-Sung Lee

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## Publications and Scholarly Activities

### Referred International Journal Papers (Selected)

- 2014 Nam, T., Lee, J., Park, S. & Suk, H. (2014) Understanding the Relation Between Emotion and Physical Movements, *International Journal of Affective Engineering* Vol. 13 No. 3, pp. 217-226
- 2014 Park, S. & Nam, T. (2014). Product-Personification Method for Generating Interaction Ideas, *International Journal on Interactive Design and Manufacturing*, (DOI: 10.1007/s12008-013-0196-x)
- 2014 Kim, J., Nam, T. & Park, T. (2014). CompositeGesture: Creating Custom Gesture Interfaces with Multiple Mobile or Wearable Devices, *International Journal on Interactive Design and Manufacturing*, (DOI: 10.1007/s12008-014-0208-5)
- 2013 Name, T., Childs, P. & Sohn, M. (2013) A Design Model and Tackles for Systematic Conceptual Design, *International Journal of Mechanical Engineering Education*, 41(3), 341-353.
- 2011 Nam, T., & Kim, C. (2011). Design by tangible stories: Enriching interactive everyday products with ludic value. *International Journal of Design*, 5(1), 85-98.
- 2009 Nam, T., Park, S., & Verlinden, J. (2009). A model to conceptualize interactivity. *International Journal on Interactive Design and Manufacturing (IJIDeM)*, 3(3), 147-156.
- 2009 Verlinden, J., Horváth, I., & Nam, T. (2009). Recording augmented reality experiences to capture design reviews. *International Journal on Interactive Design and Manufacturing (IJIDeM)*, 3(3), 189-200.
- 2009 Nam, T., & Sakong, K. (2009). Collaborative 3D workspace and interaction techniques for synchronous distributed product design reviews. *International Journal of Design*, 3(1), 43-55.
- 2001 Nam, T., & Wright, D. (2001). The development and evaluation of Syco3D: A Real-time Collaborative 3D CAD system, *Design Studies*, 22(6), 557-582.

### Book and Book Chapter

- 2013 Nam, T., Lee, S., Park, Y., Min, H., Baek, K. & Kim, H. (2013) *UX for Mobile Software Platform*, KAIST Press, ISBN: 978-89-89453-62-8 (Korean)
- 2013 Nam, T. & Hall, A. (2013). *Designing Social City Experiences*, MKC, 2013.6, 391p., ISBN: 978-89-96869-73-3 (English & Korean)
- 2009 Woo, W., Nam, T-J., Lee, S-G., Jun, M. & Cho, W. (2009). *CAMAR: Context-Aware Mobile Augmented Reality*, Jinhan M&B, 2009, ISBN: 978-89 (Korean).

### Korean Domestic Journal Papers (Selected)

- 2014 Kim, K., & Nam, T. (2014). Designing Unique Products with Self-Morphing Randomness, *Archives of Design Research*, 27(1), 7-29.
- 2013 Yu, Y., & Nam, T. (2013). Design Methods of Amusing Products Using the Characteristics of Humor. *Archives of Design Research*, 26(2), 193-213.
- 2012 Bae, J., Park, Y., Seok, J., Kwon, E., & Nam, T. (2012). Taxonomy of Design Research focused on Enhancement of Connection between Design Practice and Research. *Journal of Korean Society of Design Science*, 25(2), 309-320.
- 2011 Sohn, M., & Nam, T. (2011). Understanding Sustainable Interaction Design - Identification of Product Attributes Influencing User's Behavior Changes. *Journal of Korean Society of Design Science*, 24(4), 299-312.
- 2011 Lee, M., & Nam, T. (2011). Effect of Levels of Automation on Emotional Experience in Intelligent Products - Experimental Study of Intelligent Pot. *Journal of Korean Society of Design Science*, 24(2), 195-206.
- 2010 Hong, Y., & Nam, T. (2010). A Method to Obtain Rich Participant Feedback from an Interview for Design Concept Screening and Development - With an Emphasis on Developing and Evaluating the Ambiguity Method. *Journal of Korean Society of Design Science*, 23(4), 15-27.
- 2010 Kim, C., & Nam, T. (2010). Interaction Design Technique to Enhance the Ludic Value of Everyday Products -With Emphasis on the Application and Design Development of Imaginary Creature-Based Narratives. *Journal of Korean Society of Design Science*, 23(1), 111-122.
- 2010 Kim, J., & Nam, T. (2010). Developing a Design Programming Toolkit for the Prototyping of Interactive Products: A Set of Techniques and Tools for Expanding the Statecharts. *Journal of Korean Society of Design Science*, 23(1), 133-142.
- 2009 Nam, T., Park, J., Suk, H., & Kim, C. (2009). Application Methods of Dynamic Design Elements for Ambient Media with emphasis on identifying the impact of dynamic design elements on peripheral awareness of ambient media users. *Journal of Korean Society of Design Science*, 22(4), 185-195.

### Referred International Conference Papers

- 2015 Lee, M-H., Cha, S. Nam, T-J. (2015) Patina Engraver: Visualizing Activity Logs as Patina in Fashionable Trackers. In CHI'15 Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems (pp. 1173-1182). ACM (**Best Paper Awards**)
- 2015 Park, Y-W., Park, J., Nam, T-J. (2015) The Trial of Bendi in a Coffeehouse: Use of a Shape-Changing Device for a Tactile-Visual Phone Conversation. In CHI'15 Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems (pp. 2181-2190). ACM
- 2015 Kim, C-M., Nam, T-J. (2015) G-raff: An Elevating Tangible Block for Spatial Tabletop Interaction. In CHI'15 Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems (pp. 4161-4164). ACM
- 2015 Kim, H-J., Nam, T-J. (2015) Augmented Miniature Prototyping Toolkit for UX in Interactive Space. In CHI EA '15 Proceedings of the 33rd Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems (pp. 2229-2234). ACM
- 2015 Park, Y-W., Park, J., Nam, T-J. (2015) Bendi: Shape-Changing Mobile Device for a Tactile-Visual Phone Conversation. In CHI EA '15 Proceedings of the 33rd Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems (pp. 181). ACM
- 2015 Kim, C-M., Nam, T-J. (2015) G-raff: An Elevating Tangible Block for Spatial Tabletop Interaction. In CHI EA '15 Proceedings of the 33rd Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems (pp. 171). ACM
- 2015 Kim, J., Park, Y-W, Nam, T-J. (2015) BreathingFrame: An Inflatable Frame for Remote Breath Signal Sharing. In Proceedings of the Ninth International Conference on Tangible, Embedded, and Embodied Interaction (pp. 109-112). ACM
- 2014 Yu, Y. & Nam, T. (2014) Let's Giggle!: Design Principles for Humorous Products, In *Proceedings DIS(Designing Interactive Systems)2014*. ACM.
- 2014 Park, J., Park Y. & Nam, T. (2014) Wrigglo: Shape-Changing Peripheral for Interpersonal Mobile Communication, In *Proceedings of CHI(Computer Human Interaction)2014*, ACM
- 2013 Lee, M., Nam, T., Lee., Y., Row, Y., Lim, Y., Kim, D., Seok, J., Odom, W., Zimmerman, J., Forlizzi, F., Higuera, A., Marchitto, M., Canas, J., & Moore, H. (2013). Bridging Research and Practice in Design: Reflections of the Project on Value Construction with Virtual Possessions. *Proc. of IASDR 2013*, Tokyo.
- 2013 Park, Y., Baek, K., & Nam, T. (2013). The roles of touch during phone conversations: long-distance couples' use of POKE in their homes. In *Proceedings of CHI(Computer Human Interaction)2013* (pp. 1679-1688). ACM.
- 2013 Kim, J., & Nam, T. (2013). EventHurdle: supporting designers' exploratory interaction prototyping with gesture-based sensors. In *Proceedings of CHI(Computer Human Interaction)2013* (pp. 267-276). ACM.
- 2013 Odom, W., Zimmerman, J., Forlizzi, J., López Higuera, A., Marchitto, M., Cañas, J., Lim, Y., Nam, T., Kim, D., Lee, M-H.,

- Lee, Y., Row, Y., Seok, J., Sohn, B., Moore H. (2013). Fragmentation and Transition: Understanding Perceptions of Virtual Possessions among Young Adults in Spain, South Korea and the United States. In *Proceedings of CHI(Computer Human Interaction)2013* (pp. 1833-1842). ACM.
- 2013 Park, Y., & Nam, T. (2013). POKE: a new way of sharing emotional touches during phone conversations. In *CHI'13 Extended Abstracts on Human Factors in Computing Systems* (pp. 2859-2860). ACM.
- 2013 Kim, H., Lee, M., Goo, B., & Nam, T. (2013). Xtempo: music polaroid for printing real-time acoustic guitar performance. In *CHI'13 Extended Abstracts on Human Factors in Computing Systems* (pp. 2827-2828). ACM.
- 2012 Lee, M., Kim, D., Kim, H., & Nam, T. (2012). Understanding impacts of hidden interfaces on mobile phone user experience. In *Proceedings of NordiCHI2012* (pp. 45-48). ACM.
- 2012 Kim, Y., Row, Y., & Nam, T. (2012). Knoby: pet-like interactive door knob. In *CHI'12 Extended Abstracts on Human Factors in Computing Systems* (pp. 1685-1690). ACM.
- 2012 Park, Y., Bae, S., & Nam, T. (2012). How do couples use CheekTouch over phone calls?. In *Proceedings of CHI(Computer Human Interaction)2012* (pp. 763-766). ACM.
- 2011 Lee, M., Nam, T., & Suk, H. (2011). Effect of levels of automation on emotional experience in intelligent products. In *CHI'11 Extended Abstracts on Human Factors in Computing Systems* (pp. 2083-2088). ACM.

### Other Publications

- 9/2013 Nam, T. (2013). Dive Into the See of Inspiration, *ACM Interactions*, 20(5) 10-11.
- 2013 Nam, T. (2013). Patina of Things, *ACM Interactions Online Blog* (Accessed: August 2013) Available at: <http://interactions.acm.org/blog/view/patina-of-things>
- 2013 Nam, T. (2013). Recursion: A Thinking Utensil In The Creativity Kitchen, *ACM Interactions Online Blog* (Accessed: August 2013) Available at: <http://interactions.acm.org/blog/view/recursion-a-thinking-utensil-in-the-creativity-kitchen>
- 2013 Nam, T. (2013). Enlightenment by Lesson, Rather Than By Lecture, *ACM Interactions Online Blog* (Accessed: August 2013) Available at: <http://interactions.acm.org/blog/view/enlightenment-by-lesson-rather-than-by-lecture>
- 2013 Nam, T. (2013). Intellectualized Instinct For a Dazzling Dance of Design, *ACM Interactions Online Blog* (Accessed: August 2013) Available at: <http://interactions.acm.org/blog/view/intellectualized-instinct-for-a-dazzling-dance-of-design>
- 2013 Nam, T. (2013). Chef of User Experience, *ACM Interactions Online Blog* (Accessed: August 2013) Available at: <http://interactions.acm.org/blog/view/chef-of-user-experience>
- 5/2012 Park, Y. Hwang, S. & Nam, T. (2012) Poke, Demo Hour, *ACM Interactions*, 19(3), 8.

### International Design Exhibition

- 2015 Lee, K-P., Nam, T-J. HCI in Korea: where imagination becomes reality, *ACM Interactions Magazine*, Volume 22 Issue 1, January + February 2015 .
- 2015 Nam, T-J. Interactions in Asia, *ACM Interactions Magazine*, Volume 22 Issue 1, January + February 2015 .
- 2014 Kim, H. & Nam, T. (2014). Muzlog: Instant Music Transcribing System for Acoustic Guitarists, *CHI '14 Interactivity*, ACM.
- 2014 Park, J., Park, Y. & Nam, T. (2014). Wrigglo: Shape-Changing Peripheral for Interpersonal Mobile Communication, *CHI '14 Interactivity*, ACM.
- 2013 Park, Y., & Nam, T. (2013). POKE: A New Way of Sharing Emotional Touches during Phone Conversations, *CHI '13 Video Showcase*, ACM, New York, 2013.
- 2013 Kim, H., Lee, M., Goo, B., & Nam, T. (2013). Xtempo: Music Polaroid for Printing Real-Time Acoustic Guitar Performance, *CHI '13 Video Showcase*, ACM, New York, 2013.
- 2010 Hong, Y., Jo, J., Kim, Y., & Nam, T. (2010). STEPS: Walking on the Music, Moving with Light Breathing, *ACM CHI2010 (Computer Human Interaction 2010) Media Showcase*.
- 2009 Kim J., Kim, Y., & Nam, T. (2009). The Tenere: Design for Supporting Energy Conservation Behaviors, *ACM CHI2009 (Computer Human Interaction 2009) Design Vignette Demos*.
- 2009 Kim, C., & Nam, T. (2009). Talkative Cushion: A Phatic Audio Device to Support Family Communication, *ACM CHI2009 (Computer Human Interaction 2009) Design Vignette Demos*.
- 2008 Lee, M., & Nam, T. (2008). Through the time tunnel, *ACM SIGGRAPH 2008, Slow Art gallery*.
- 2008 Lee, M., & Nam, T. (2008). Through Time Tunnel, 2008 *Japan Media Arts Festival*.

### Academic Service, International and Domestic

- 2015-Present Managing Editor, Archives of Design Research Journal
- 2015-2016 Design Subcommittee Chair, CHI 2015
- 2014 Jury, IF Concept Design Awards
- 2013 Program Committee Member, ISMAR 2013
- 2013 Program Committee Member, CHI 2014
- 2013 Jury, IF Concept Design Awards
- 2010 Scientific Committee Member, Virtual Concept 2010 Conference
- 2010 Judge, Total Design Competition, Daedeok Innopolis
- 2006 – Present Executive Director, KSDS (Korea Society of Design Science)
- 2009 Program Committee Member, IASDR 2009 Conference, Seoul, Korea