

# JEAN HO CHU

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## EDUCATION

- 2012 – 2018 Georgia Institute of Technology, Atlanta, Georgia  
Ph.D. in Digital Media in the School of Literature, Media, and Communication
- 2008 – 2011 Pratt Institute, Brooklyn, New York  
MFA in Digital Arts, Interactive Media
- 2004 – 2008 Seoul National University, Seoul, Korea  
BFA in Fine Arts Painting, Dual Major BA in Information and Multimedia Culture

## TEACHING EXPERIENCE

- 2012-2016 Graduate Instructor, Georgia Institute of Technology, Atlanta, Georgia  
LMC 2720 Principles of Visual Design [20 students]  
Taught 7 times for fall 2012, spring 2013, fall 2014, spring 2015, fall 2015, spring 2016, and fall 2016  
Taught undergraduates as an instructor of visual composition, symbols and icons, and logo and poster design
- 2012 Adjunct Professor, The College of New Jersey, Ewing Township, New Jersey  
Dynamic Web Design [10 students]  
Taught undergraduates as an instructor of web design and development using JavaScript and database

## PROFESSIONAL EXPERIENCE

- 2012 Digital Design Intern, Fever Creative, New York, New York  
Designed and developed websites using Wordpress, HTML, and CSS
- 2011 Interactive Intern, Ceft and Company, New York, New York  
Designed visual themes, layout, and typographic system for web advertisements
- 2011 Graphic Design Intern, Sesame Workshop, New York, New York  
Designed visual layout for worksheets, flash cards, and Flash games

## PUBLICATIONS

### Journal

- [J.1] Chu, J. H., & Mazalek, A. (January 2019). Embodied Engagement with Narrative: A Design Framework for Presenting Cultural Heritage Artifacts. *Multimodal Technologies and Interaction*, 3(1), 1.

### Conference

- [C.5] Chu, J. H., Harley, D., Kwan, J., McBride, M., & Mazalek, A. (June 2016). Sensing History: Contextualizing Artifacts with Sensory Interactions and Narrative Design. In *Proceedings of the 2016 conference on Designing Interactive Systems (DIS '16)*. ACM.
- [C.4] Harley, D., McBride, M., Chu, J. H., Kwan, J., Nolan, J., & Mazalek, A. (April 2016). Sensing context: Reflexive design principles for intersensory museum interactions. *Museums and the Web 2016*.
- [C.3] Harley, D., Chu, J. H., Kwan, J., & Mazalek, A. (February 2016). Towards a Framework for Tangible Narratives. In *Proceedings of the Tenth International Conference on Tangible, Embedded, and Embodied Interaction (TEI'16)*. ACM.
- [C.2] Chu, J. H., Clifton, P., Harley, D., Pavao, J., & Mazalek, A. (January 2015). Mapping Place: Supporting Cultural Learning through a Lukasa-inspired Tangible Tabletop Museum Exhibit. In *Proceedings of the Ninth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '15)*. ACM.
- [C.1] Chu, J. H., Clifton, P., Blumenthal, H., Nandakumar, A., Ganapathi, B., Murray, J., & Mazalek, A. (January 2015). Universal Threshold Object: Designing Haptic Interaction for Televised Interactive Narratives. In *Proceedings of the Ninth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '15)*. ACM.

## EXHIBITIONS

- 2016 *Where Art Meets Tech*, Eyedrum Gallery, Atlanta, Georgia  
2011 *MFA Thesis Exhibition*, Pratt Institute Digital Arts Gallery, Brooklyn, New York  
2008 *Politics and Media*, Pratt Institute Shafellar Gallery, Brooklyn, New York  
2008 *BFA Thesis Exhibition*, Seoul National University, Seoul, Korea

## DEMOS AND SHOWCASE

- 2012-2016 GVU Demo showcase, Georgia Institute of Technology, Atlanta, Georgia  
2016 Design Interactive Systems (DIS '16) Experience Night, Brisbane, Australia  
2015 Tangible, Embedded, and Embodied Interaction (TEI '15), Stanford, California

- 2014 *Mapping Place: Africa Beyond Paper*, Robert C. Williams Paper Museum, Atlanta, Georgia
- 2010 Space-Time Student Exhibition, SIGGRAPH Los Angeles, California
- 2009 Space-Time Student Exhibition, SIGGRAPH New Orleans, Louisiana

## PRESENTATIONS & STUDENT CONSORTIUM

- 2016 Chu, J. H., (June 2016) Design Space for Tangible and Embodied Interaction with Cultural Heritage. Design Interactive Systems (DIS '16) Graduate Student Consortium. ACM
- 2015 Chu, J. H., (November 2015) Grasping Cultural Heritage: Engaging Museum Visitors with History and Culture through Tangible Interaction Technologies. Museum Computer Network (MCN '15)
- 2015 Chu, J. H., (January 2015) Designing Tangible Interfaces to Support Expression and Sensemaking in Interactive Narratives. *Graduate Student Consortium In Proceedings of the Ninth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '15)*. ACM

## PROFESSIONAL SERVICE

- 2016 Volunteer, Design Interactive Systems (DIS) conference, Brisbane, Australia
- 2016 Volunteer, Museums and the Web (MW) conference, Los Angeles, California
- 2014, 2015 Reviewer, Tangible, Embedded, and Embodied Interaction (TEI) conference
- 2009 Student Volunteer, SIGGRAPH, New Orleans, Louisiana

## HONORS AND AWARDS

- 2008 Departmental Scholarship, Pratt Institute, Brooklyn, New York