LINA **LEE**

ASSISTANT PROFESSOR

Dedicated to crafting transformative UX/UI experiences, my passion lies in merging technology with innovative design, especially for marginalized communities

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EMPLOYMENT

LOYOLA UNIVERSITY NEW ORLEANS   New Orleans, USA

Assistant Professor, Design Department, School of Communication and Design   2021 - Present

EDUCATION

THE UNIVERSITY OF NORTH CAROLINA AT CHARLOTTE   Charlotte, USA

Ph.D. Software and Information Systems | Advisor: Mary Lou Maher | GPA: 4.0/4.0   2015-2020
- Topic: Reconceptualizing the Engagement of Older Adults in the Use of Interactive Technology

THE UNIVERSITY OF NORTH CAROLINA AT CHARLOTTE   Charlotte, USA

MS Degree , Department of Architecture| Advisor: Mary Lou Maher | GPA: 3.8/4.0   2013-2015
- Dual Degree (March 3) Program between Architecture and Software Information Systems
- Topic: Using the Mirror as a Design Principle to Engage Users in Large Public Displays

KYUNG HEE UNIVERSITY   Seoul, Korea

MS Degree. Department oh Housing and Interior Design| Advisor: SeoRyeungJu| GPA: 4.4/4.5   2010-2011
- Topic: A Study on Planning Guidelines and Design Characteristics of Residential Area in New Town, Malaysia

KYUNG HEE UNIVERSITY   Seoul, Korea

BS Degree. Department of Housing and Interior Design| GPA: 3.8/4.5   2005-2010

PROFESSIONAL EXPERIENCES

ACADEMIC

UNIVERSITY OF MALAYA   Kuala Lumpur, Malaysia

Exchange Program, Architecture Department| 25 Credits   2009, 2011

UNIVERSITY OF HONG KONG   Hong Kong

International Housing Program, Centre of Urban Planning and Environmental Management| 3 Credits   2008

INDUSTRY

SIME DARBY PROPERTY BERHAD   Shah Alam, Malaysia

Intern, Operation Department 1, Sime Darby Pavilion   Jan –May,2011

JUNGLIMARCHITECTURE FIRM   Seoul, Korea

Intern, Interior department   May –Sep,2009

PUBLICATIONS

📖 For detailed insights into my research, kindly refer to [here]

🎓 Explore my scholarly contributions on Google Scholar [here]

BOOKS

[01] Mary Lou Maher and **Lina Lee**. Designing for gesture and tangible interaction. Synthesis Lectures on Human Centered Informatics, Morgan-Claypool.(2017)

BOOK CHAPTER

[02] Seo Ryeung Ju et al. and **Lina Lee**. Houses in Southeast Asia: A Glimpse of Traditional and Modernity. Writing Chapter, The 5 Facts: Multi National Influence, Urban<Nature, Defensive Wall, Gated Community, CBD (Central Business District) (2015)

REFEREED JOURNAL PAPERS

[03] **Lina Lee**, Celine Latulipe, Tonya Frevert. Using Student Ideation Responses to Scenarios of Discrimination to Uncover Student Attitudes about Diversity and Inclusion. ACM Transactions on Computing Education (TOCE), (2022)

[04] Xiao Wen Tong, **Lina Lee**, Mi Jeong Kim. Smart management services for high-rise apartments in Beijing, China. Journal of Asian Architecture and Building Engineering, (2022)

[05] **Lina Lee**, Mi Jeong Kim. A Critical Review of Smart Residential Environments for Older Adults with a Focus on Pleasurable Experience. Frontiers in Psychology, section Environmental Psychology, (2020)

[06] **Lina Lee**, Mi Jeong Kim, Won Ju Hwang. Potential of Augmented Reality and Virtual Reality Technologies to Promote Wellbeing in Older Adults. Applied Science Journal (2019)

[07] Mi Jeong Kim, Seo Ryeung Ju, **Lina Lee**. A Cross-Cultural and Interdisciplinary Collaboration in a Joint Design Studio. International Journal of Art & Design Education 34.1 (2015): 102-120.

[08] Seo Ryeung Ju, **Lina Lee**. Space Organization for Unit Plans in Malaysia-Focus on Landed Properties in Ara Damansara. International Journal of Human Ecology, 16(2) (2015): 33-44.

[09] **Lina Lee** and Seo Ryeung Ju. Regulatory Factors in Shaping New Towns of Malaysia. Journal of the Korean housing association 25.4 (2014): 1-9.

[10] Seo Ryeung Ju, **Lina Lee**, and So-Young Jeon. The typologies of block and unit plan in Malaysian apartments- Focused on middle cost houses supplied by the private sector. Journal of Asian Architecture and Building Engineering 13.2 (2014): 397-404.

[11] Seo Ryeung Ju, Yun-Kyung Choi, and **Lina Lee**. A study on the trend of new town planning of Malaysia. Journal of the Korean housing association 21.5 (2010): 103-113.

REFEREED CONFERENCE PAPERS

[12] **Lina Lee** and Mary Lou Maher. Reconceptualizing the Engagement of Older Adults: A critical review of interactive technology designed for older adults. 26th International Conference on Human-Computer Interaction (HCII 2024), Accepted

[13] Jingoog Kim, **Lina Lee**. A Cognitive Study of the Design Process for Augmented Reality (AR) Experiences from the Perspectives of UX and Game Designers. 12th International Conference on Human Interaction & Emerging Technologies (IHIET 2024), Accepted

[14] **Lina Lee**, Johanna Okerlund, Mary Lou Maher, and Thomas Farina . Embodied Interaction Design to Promote Creative Social Engagement for Older Adults. HCI International (2020)

[15] Pegah Karimi, Nicholas Davis, Mary Lou Maher, Kazjon Grace, and **Lina Lee**. Relating Cognitive Models of Design Creativity to the Similarity of Sketches Generated by an AI Partner. In Proceedings of the 2019 on Creativity and Cognition, pp. 259-270. ACM (2019)

[16] **Lina Lee**, Rongrong Yu, Jeff Kan, and John S. Gero. Exploring the Differences Between Designing and Describing Designing. In Design Theory Research Symposium 12. (2018)

PUBLICATIONS

[17]   Jingoog Kim, Mary Lou Maher, and **Lina Lee**. The Effect of Tangible Interaction on Spatial Design Tasks. In International Conference on-Design Computing and Cognition, pp. 135-153. Springer, Cham, (2018)

[18]   Kazjon Grace, Stephanie Grace, Mary Lou Maher, Mohammad Javad Mahzoon, **Lina Lee**, Lilla LoCurto, and Bill Outcault. The Willful Marionette: Exploring Responses to Embodied Interaction. In Proceedings of the 2017 ACM SIGCHI Conference on Creativity and Cognition, pp. 15-27. ACM, (2017)

[19]   Mary Lou Maher, **Lina Lee**, John S. Gero, Rongrong Yu, and Timothy Clausner. Characterizing tangible interaction during a creative combination task. In Design Computing and Cognition'16, pp. 39-58. Springer, Cham, (2017)

[20]   Mary Lou Maher, John Gero, **Lina Lee**, Rongrong Yu, and Tim Clausner. Measuring the effect of tangible interaction on design cognition. In International Conference on Augmented Cognition, pp. 348-360. Springer, Cham, (2016)

[21]   Lina Lee, Yousra Javed, Steven Danilowicz, and Mary Lou Maher. Information at the wave of your hand. c, pp. 63-70. Hanbit Media, Inc., (2014)

SHORT PAPERS AND WORKSHOPS

[22]   **Lina Lee**, Mary Lou Maher. Why the Use of Technology by Older Adults is an Engagement Issue (Not a Usability Issue). In CHI Workshop, (2020)

[23]   **Lina Lee**. Creativity and Emotional Attachment as a Guide to Factors of Engagement for Elderly Interaction with Technology. Proceedings of the 2019 on Creativity and Cognition. ACM (2019)

[24]   Johanna Okerlund, **Lina Lee**, and Mary Lou Maher. Towards Co-creative Intelligent Agent for Gesture-based Creativity in Elderly Populations. In Co-creation Workshop 17. (2017)

TEACHING

For more details on my teaching, kindly refer to [here]

INSTRUCTOR

INTERACTIVE 1| DSGN-M276 (SESSION 1 AND SESSION 2)   Loyola University New Orleans

2021-Present (Fall)

- This foundational course covers screen-based design, placing a focus on essential UX principles, usability considerations, and UI design through hands-on, real-world projects.

INTERACTIVE 2| DSGN-M325 (SESSION 1 AND SESSION 2)   Loyola University New Orleans

2022-Present (Spring)

- In this intermediate exploration, students delve into advanced prototyping using Figma. The course provides hands-on experience with tangible interactive systems and introduces concepts of physical computing.

UX DESIGN| DSGN-M400   Loyola University New Orleans

2021-2022 (Fall)

- An advanced course that explores AR, VR, and gesture-based interaction, with a strong emphasis on inclusive and accessible design principles.

HUMAN CENTERED DESIGN| DSGN-M330   Loyola University New Orleans

2022-Present (Fall)

- This course offers comprehensive coverage of various prototyping techniques. Students focus on testing and iteration processes to dynamically refine their prototypes.

TEACHING

UX RAPID PROTOTYPING| DSGN-M332

Loyola University New Orleans

Spring 2023

- In this in-depth exploration of UX methodologies, students engage in needfinding, ideation, prototyping, and UI principles to develop practical skills for success in the field of Graphic and Experience Design.

DESIGN CAPSTONE| DSGN-M480

Loyola University New Orleans

2024 - Present (Spring)

- This senior-level capstone course serves as a culmination of students' academic journey. Focused on applying comprehensive design principles, students engage in real-world projects, addressing complex challenges in the field. Emphasizes collaborative problem-solving, strategic thinking, and the integration of diverse design methodologies to prepare students for success in Graphic and Experience Design

WEB PORTFOLIO DEVELOPMENT | DSGN 400

Loyola University New Orleans

2024 - Present (Fall / Spring)

- Students design and build professional, industry-standard web portfolios from the ground up, developing custom layouts and responsive structures rather than using pre-made templates. Emphasis is placed on clear project narratives and strategic presentation of process and outcomes, resulting in job-ready portfolios aligned with industry expectations.

TEACHING ASSISTANT

HUMAN COMPUTER INTERACTION | ITIS 3130

University of North Carolina at Charlotte

Spring 2016, Fall 2016, Spring 2017, Fall 2017, Spring 2018, Fall 2018

- I provided design critique and walked students through human-centered design practices. Emphasis on UI/UX design.

RESEARCH MENTORSHIP

STUDENT SUPERVISED

University of North Carolina at Charlotte

I've been fortunate to mentor many students while at UNC Charlotte. I've supervised teams as large as 4 students. Most students worked on a volunteer basis. As team leader, I was careful to consider how effectively mentor undergraduate students and maintain the required teaching and research productivity.

2017   Jarrod Norris, Andrew Schlesinger, Luz Garzon-Cruz, Zachary Gadoury : Senior tablet Software development, Applications design, and UX design

2018   Aditya Challa, Adham Kassem, Edward Quinones, Ghata Amrutia: (Capstone) Senior tablet Software development, Using Ionic (Cross platform Mobile App Development)

2018   Hailey Brown, Anna Cox: User studies, qualitative studies (focus group discussion, In-depth semi structured interview), thematic analysis, ground theory

2019   Thomas Farina: (Capstone) Software development, UX design for gesture based interactive display

2019   Anna Cox: (Capstone) User studies, qualitative studies (focus group discussion, In-depth semi structured interview)

SKILLS

DESIGN

Adobe Creative: Photoshop, Illustrator, InDesign
High-Fidelity Prototyping Tools: Figma, InVision, Indigo Studio, Sketch, Justinmind
Processing, Arduino
AI Tools: Adobe Sensei, RunwayML, Midjourney

RESEARCH

In-depth Interview, Focus Groups, Protocol Analysis, Grounded Theory, Thematic Analysis, Human-Centered Design Methodologies

SERVICE

EXTERNAL SERVICE

GUEST EDITOR   2022

Serving as a special guest editor for the Special Issue "Age-Friendly Technologies: Interaction Design with and for Older People," managing the review process and ensuring the quality of content

REVIEW EDITOR: ENVIRONMENTAL PSYCHOLOGY   2022-Present

Serving as a Review Editor on the Editorial Board of Environmental Psychology, I coordinate the peer review of articles focusing on designing interactive technologies (AR, VR, Tangible, and Gesture based interaction), Human factors, and Human Computer Interaction (HCI).

REVIEW EDITOR: KOREAN INSTITUTE OF INTERIOR DESIGN   2022-Present

Serving as a Review Editor on the Editorial Board of the Korean Institute of Interior Design, contributing to the evaluation and publication process.

INTERNAL SERVICE

UNIVERSITY SENATE COMMITTEE MEMBER   2022-2025

Contributing as a member of the University Senate Committee, actively participating in discussions and decision-making processes shaping academic institution policies.

UNIVERSITY OPEN HOUSE   2023

Presenting 'UX is Everywhere' and showcasing student projects at open house events, contributing to recruitment and raising awareness about the significance of UX

SYLLABUS COMMITTEE MEMBER   2022-2023

Participating in the College Syllabus Committee to review and refine course syllabi, ensuring alignment with educational standards and student needs.

FRI-YAY: HIGHSCHOOL WORKSHOP FACILITATOR   2021-Present

Conducting workshops for high school students, providing hands-on experiences in screen-based interactive prototypes, AR, gesture-based systems, and more.

ADVISING   2021-Present

Offering personalized guidance and support to a cohort of students, addressing academic and career-related queries

INDEPENDENT STUDY MENTOR   2023

Guiding students in an in-depth exploration of design education principles, with a focus on preparing them for their role as Teaching Assistants for UX classes

AWARDS

Graduate Assistant Support Plan (GASP) Award, UNC Charlotte   2015, 2016, 2017, 2018, 2019, 2020

Teaching Assistantship, UNC Charlotte   2016, 2017, 2018

Research Assistantship, UNC Charlotte   2015, 2019, 2020

Postgraduate Research Scholarships, Kyung Hee University   2010, 2011

Merit-based Scholarship, Kyung Hee University   2006, 2007

RESEARCH TEACHING PORTFOLIO

Research Portfolio: https://llee52.wixsite.com/linaleeportfolio

Teaching Portfolio: https://llee52.wixsite.com/linalee-loyola

INVITED TALKS AND PRESENTATION

INVITED TALKS

AGE TECH SERVICE INTERNATIONAL SEMINAR, KYUNG HEE UNIVERSITY
Designing User Experience Design for an Aging Population

Seoul, Korea
2022

NEW AGING NETWORK PLATFORM, KYUNG HEE UNIVERSITY
Smart Home Design Guideline for Older Adults

Seoul, Korea
2020

CONFERENCE TALKS

HCII 24: INTERNATIONAL CONFERENCE ON HUMAN-COMPUTER INTERACTION
Reconceptualizing the Engagement of Older Adults: A critical review of interactive technology designed for older adults

Washington DC, USA
2024

HCII 20: INTERNATIONAL CONFERENCE ON HUMAN-COMPUTER INTERACTION
Embodied Interaction Design to Promote Creative Social Engagement for Older Adults

Virtual
2020

ACM CHI CONFERENCE ON HUMAN FACTORS IN COMPUTING SYSTEMS: WORKSHOP
Why the Use of Technology by Older Adults is an Engagement Issue (Not a Usability Issue)

Virtual
2020

THE 12TH CONFERENCE ON CREATIVITY & COGNITION
Creativity and Emotional Attachment as a Guide to Factors of Engagement for Elderly Interaction with Technology

San Diego, USA
2019

DESIGN THEORY RESEARCH SYMPOSIUM
Exploring the Differences Between Designing and Describing Designing

Busan, Korea
2018

HCI KOREA
Information at the wave of your hand

Seoul, Korea
2014

REFERENCES

Dr. Mary Lou Maher, Professor, Department Chair, UNC Charlotte

Dr. John Gero, Research Professor, UNC Charlotte

Dr. Celine Latulipe, Associate Professor, University of Manitoba