

CURRICULUM VITAE

SO-YEON YOON, Ph.D.

Assistant Professor
Coordinator, Graduate Program of Design with Digital Media
Member of Doctoral faculty
Department of Architectural Studies, College of Human Environmental Sciences
University of Missouri - Columbia

Mailing Address:
139 Stanley Hall
Department of Architectural Studies
University of Missouri, Columbia, MO 65211-7700
Phone: 573.882.7542 | Fax: 573.884.6679

Email: yoons@missouri.edu
Webpage: www.missouri.edu/~yoons

degrees

Ph.D (2004)
Information Science & Learning Technologies, University of Missouri-Columbia (MU)
Research Emphasis: Human Computer Interaction Design and Evaluation
Dissertation: "*Impact of Desktop Virtual Reality (VR) on System Usability: A Case Study of VR integrated Design Support System*". Advisor: Dr. James Laffey

MA (1998)
Design with Digital Media, University of Missouri-Columbia
Thesis: Reconstruction of Historical Architecture in 3D animation

MHE (1995)
Housing and Interior Design, Pusan National University, Korea
Thesis: "*A Study on Visual Effects of Interior Color using Computer Graphics*"

BHE (1993)
Housing and Interior Design, Pusan National University, Korea

certification

National Council for Interior Design Certification (NCIDQ: 02944), 2006
New Faculty Teaching Scholar, MU, 2001
Korean National License for Interior Designers (93203030219N), 1993
Korean National License for Architects (93204030684P), 1993

awards/honors

Who's Who in America, 2010, 2009 editions
Faculty Development Project Award, MU, 2009, 2002
Excellence in Teaching with Technology Awards for the Graduate/Professional Excellence, MU, Finalist, 2009, 2006, 2005
Research Enrichment & Dissemination Award, Interdisciplinary Center of Aging, MU, 2007
Faculty Fellow, Interdisciplinary Center on Aging, MU, 2007-present
Faculty Fellow, Center for the Digital Globe, MU, 2002-present

awards/honors
(cont'd)

Award in Digital Animation, Korean Computer Graphics Competition, 1999
Rotary International Ambassadorial Scholar, 1998

employment history

Teaching positions

Assistant Professor, Department of Architectural Studies, MU, 2005-present
Resident Assistant Professor, Department of Architectural Studies, MU, 2001-2004
Visiting Professor, Department of Information Design, School of Design, University of Ulsan, South Korea, 1999-2001
Graduate Instructor, Dept. of Environmental Design, MU, 1998-1999

Professional Employment

CAD Administrator, Chinn & Associates, Inc., Architects, Columbia, Missouri, 1997-1998
Freelance Interior Designer, Pusan, South Korea, 1996
Assistant Architect, Ga-In Architects and Engineers, Inc., Pusan, South Korea, 1995
Interior Designer, Hae-In Environmental Design, Inc., Pusan, Korea, 1994

Publications

Papers in refereed journals

† In progress
[] Index for
SCI, SSCI, AHCI

1. D'Souza, N., **Yoon, S.-Y.**, & Islam, Z. (2010). Understanding Design Skills of the Generation Y: An Exploration through the VR-KIDS project, *Design Studies*. [SCI] 32(2). pp.180-209.
2. **Yoon, S.-Y.**, Oh, H., & Cho, J. (2010). Understanding Furniture Choices using a 3D Virtual Showroom, *Journal of Interior Design*. 35(3). pp. 33-50.
3. **Yoon, S.-Y.**, Hwang, J., & Park, J. (2010). Affordable 3D VR Technology for Sensible Design: An Approach to Designing an End-User Oriented Service Space. *Journal of Korean Society for Emotion and Sensibility*. 13(1). pp. 269-278.
4. **Yoon, S.-Y.**, & Yoon, S.-H. (2010). Different Experiences of a Virtual Reality Interface for Design Review, *Design Principles and Practices: An International Journal*. 4(6). pp. 313-331.
5. Oprean, D., & **Yoon, S.-Y.** (2010). Experiencing the Color Environment: Understanding User Interaction with a Virtual Reality Interface. *Journal of Korean Society for Emotion and Sensibility*. 13(4). pp. 789-796.
6. Hwang, J., & **Yoon, S.-Y.** (2010). Impacts of Crowding and Desired Privacy on Customers' Emotions and Attitudes: A Case of Waiting in a Restaurant using a Real-Scale VR simulation. *Service Industries Journal*. [SSCI](Under review)
7. **Yoon, S.-Y.** (2010). Gender, Visual Cognitive Styles, and Presence. *Human Computer Interaction*. (Under review)
8. † **Yoon, S.-Y.**, & Cho, J. (2010). Different Perceptions of Color Environments: An Experimental Study on Young and Older Adults with a Semi Immersive Virtual Environment. (In progress, for submission to *Color Research and Application* [SCI])
9. † **Yoon, S.-Y.**, & Wise, Kevin (2010). Measuring Experience of Color: A Comparison of Self-Report and Psycho-physiological measures. *Color Research and Application* [SCI])
10. † **Yoon, S.-Y.**, & D'Souza, N. & Oprean, D. (2010). Exploring Individual Visual Cognitive Style Differences in Design Studios. (In progress, for submission to *Design Studies* [SCI])

publications (cont'd)

11. Park, J.-A., Kim, S.-H. , & **Yoon, S.-Y.** (2009). Elderly Public Housing in the U.S.: A Study on the Environmental Conditions and Resident Needs, *Journal of the Korean Housing Association*. 20 (5), pp. 41-50.
12. Hwang, J., & **Yoon, S.-Y.** (2009). Where Would You Like To Sit? Understanding Customers' Privacy-Seeking Tendencies and Seating Behaviors to Create Effective Restaurant Environments, *Journal of Foodservice Business Research*. 12(3), pp. 219-223.
13. Park, S., & **Yoon, S.-Y.** (2008) A Study on the User Evaluation for Media Forms of the Virtual Environment, *Korean Journal of Interior Design*.17(5), pp.166-175.
14. **Yoon, S.-Y.**, Laffey, J., & Oh, H. (2008). Understanding Usability and User Experience of Web-Based 3D Graphics Technology. *International Journal of Human-Computer Interaction [SCI]*, 24(3), pp.288-306.
15. Oh, H., **Yoon, S.-Y.**, & Shyu, C.-R. (2008). How Can Virtual Reality Reshape Furniture Retailing? *Clothing and Textile Research Journal*. 26(2), pp.143-163.
16. Shin, K.-J., **Yoon, S.-Y.**, & Candy, C. (2006). South Korea and US Interior Designer's Responsibilities, Contract Documents and Fee comparison. *Journal of Korean Living Science Research*, 26, pp.28-36.
17. Uddin, M. S., Islam, Z., & **Yoon, S.-Y.** (2005). People in Digital Space: Simplified Options of Scaled Figures in 3D Animation. *Journal of the Design Communication Association*, pp.40-45.
18. *Oh, H., ***Yoon, S.-Y.**, & Hawley, J. (2004). What virtual reality can offer to the furniture industry? *Journal of Textile and Apparel, Technology and Management*, 3(1). Available at <http://www.tx.ncsu.edu/jtatm/> (* equally contributed)
19. Uddin, M. S., & **Yoon, S.-Y.** (2004). House X, Scheme G: From 3D Game Engine to Virtual Representation of Architecture. *Journal of the Design Communication Association*, pp. 64-69.
20. **Yoon, S.-Y.** (1995). An Experimental Study on the Visual Effects of Interior Color Models using Computer Graphics, *Journal of Human Ecology*, Pusan National University, Korea, Vol.21, pp.59-74.

Full papers in refereed conference proceedings

1. Hwang, J., & **Yoon, S.-Y.** (2010). *Impacts of crowding and desired privacy on customers' emotions and attitudes toward service: A case of waiting in a restaurant*, 2010 International CHRIE (Council on Hotel, Restaurant and Institutional Education) Conference, San Juan, Puerto Rico. July 28-31.
2. Oprean, D., & **Yoon, S.-Y.** (2010). *Gaming or Non-gaming: Exploring interactive 3D design representation tools*, 15th Biannual Conference of the Design Communication Association, Bozeman, Montana. Sept. 8-11.
3. Cho, J., & **Yoon, S.-Y.** (2010). *Aesthetics by Laypersons and Designers: Understanding Different Views on Public Building Designs using Virtual Reality Technology*, 15th Biannual Conference of the Design Communication Association, Bozeman, Montana. Sept. 8-11.
4. Chandrasekera, T., **Yoon, S.-Y.**, & D'Souza, N. (2010). *The Effect of Soundscapes on Immersive Experience in Virtual Environments*, 15th Biannual Conference of the Design Communication Association, Bozeman, Montana. Sept. 8-11.
5. Cho, J., **Yoon, S.-Y.**, & Nam, K. (2010). *An Analysis on Topics of Sustainability during the Past Three Years: Reviewing Trends from Recent Conference Proceedings*, 2010 Annual Conference of IDEC, Atlanta, Georgia. March 29.
6. **Yoon, S.-Y.**, & Yoon, S.-H. (2010). *Different Experiences of a Virtual Reality Interface for Design Review*, International Conference on Design Principles and Practices. Chicago, Illinois. Feb. 13-15.

publications (cont'd)

7. **Yoon, S.-Y.**, & D'Souza, N. (2009). *Different Visual Cognitive Styles, Different Problem-Solving Styles?* International Association of Societies of Design Research 2009, Seoul, Korea. Oct. 18-22.
8. **Yoon, S.-Y.**, Tofle, R., Schwarz, B., Oprean, D., & Cho, J.Y. (2009). *Understanding the Meaning of Color Environments: A Virtual Environment Exploratory Study*, 2009 Annual Conference of IDEC, St. Louis, Missouri. March 25-28.
9. **Yoon, S.-Y.**, Park, J., & Hwang J. (2009). *Utilizing Virtual Environments to Advance Evidence-Based Design in Restaurant Interiors*, 2009 Annual Conference of IDEC, St. Louis, Missouri. March 25-28.
10. **Yoon, S.-Y.**, Cho, J. Y. (2009). *Understanding Furniture Decision Making Process and Design Preference using Web-Based VR Technology*, 2009 Annual Conference of IDEC, St. Louis, Missouri. March 25-28.
11. Hong, Y.-K., **Yoon, S.-Y.**, & Tofle, R. (2007). *Oriental and Occidental Color Instruction: Comparing US and South Korea Undergraduate Interior Design Education*. 2007 Design Communication Association Biannual Conference, Muncie, Indiana. pp. 365-374.
12. Cho, J. Y., & **Yoon, S.-Y.** (2007). *Students' Interaction with Different Representation Media in Design Studio: Learning from Students' Perspective*. Design Communication Association Biannual Conference, Muncie, Indiana. pp.123-134.
13. Shin, K.-J., **Yoon, S.-Y.**, & Tofle, R. (2006). *Interior Design Accreditation: U.S., Canada & Korea*. 2006 KIID Summer Conference Proceedings, Choonchun. Korea. June 29.
14. **Yoon, S.-Y.**, & Uddin, M. S. (2006). *Viewer's Perspective: A Comparative Evaluation of 3D and 2D Graphics for Design Communication*. Communication Association Biannual Conference, Bozeman, Montana. pp. 271-284.
15. Anandan, S., **Yoon, S.-Y.**, & Uddin, S. (2006). *Architectural Animation and Cinematic Interpretation*. 11th International Conference on Computer Aided Architectural Design Research in Asia (CAADRIA), Kumamoto, Japan. pp.197-202.
16. **Yoon, S.-Y.** (2006). *Usability in Context: A framework A Framework for Analyzing the Impact of Virtual Reality in Design Evaluation Context*. 11th International Conference on Computer Aided Architectural Design Research in Asia (CAADRIA), Kumamoto, Japan. pp. 371-377.
17. Ibrahim, A., Uddin, M. S., & **Yoon, S.-Y.** (2004). *Mass and Wall: The Representation of Ongoing Change in Relationship*. 22nd Conference on Education in Computer Aided Architectural Design in Europe (eCAADe), Copenhagen, Denmark. pp. 239-247.
18. **Yoon, S.-Y.**, Tutar, M., & Uddin, M. S. (2004). *Computer Representation Techniques for Architectural Analysis: A Comparison between Game & Web 3D Environments*. Computer Aided Architectural Design Research in Asia (CAADRIA), Seoul, Korea. pp. 601-609.
19. Gonavaram, S., & **Yoon, S.-Y.** (2004). *Can Technology Enhance the Design Pedagogical Experience?*. Computer Aided Architectural Design Research in Asia (CAADRIA). pp.477-482.
20. Tutar, M., Uddin, M. S., & **Yoon, S.-Y.** (2004). *People in Digital Space: Simplified Options of Scaled Figures in 3D Animation*. Design Communication Association Biannual Conference, San Luis Obispo, California, Vol. 1. pp.93-98.
21. Uddin, M. S., & **Yoon, S.-Y.** (2002). *3D Game Engine for Portable Virtual Representation of Architecture*. 20th Conference on Education in Computer Aided Architectural Design in Europe (eCAADe), Warsaw Poland, pp.526-531.
22. Choi, J. & **Yoon, S.-Y.** (2002). *The Use of the Web in Design Process: Potentials of Component-based 3D Virtual Models in Architectural Education*. Biannual Conference of Design Communication Association, Clemson University, South Carolina. Jan.3.
23. **Yoon, S.-Y.** (1999). *VR Worlds on the Web-Another Culture in Cyberspace*, 2nd Biannual

Books

Yoon, S.-Y. (2007). *Exploring Usability of Web-based Virtual Reality Technology*. Berlin, Germany: VDM Verlag Dr. Mueller.

Tofle, R., Schwarz, B., **Yoon, S.-Y.**, & Max-Royale, A. (2004). *Color in Health Care Environments: Coalition for Health Environments Research*.

Yoon, S.-Y. (2001) *Designing Web pages for Non-Designers*, Ahn Graphics, Seoul, Korea, translated to Korean from original: *The Non-Designer's Web Book* by Robin Williams, John Tollett.



Symposia and presentations with abstract, short papers, and posters accepted

1. Wise, K., **Yoon, S.-Y.**, Balakrishnan, B., Alhabash, S., & Polivanaya, V. (2010). Testing color theory: How different color combinations affect physiological and self-report measures of emotion, poster presented to the annual conference of the Society for Psychophysiological Research (SPR). Portland, Oregon. Sept. 29-Oct. 3.
2. **Yoon, S.-Y.**, Wise, K., & Balakrishnan, B. (2010). Evaluating Emotional Effects of Color Environments: The Case for Computer Simulations and Psycho-Physiological Measure, Abstract accepted for presentation at the 41st Environmental Design Research Association Conference (EDRA), Washington DC. June 6.
3. D'Souza, N., **Yoon, S.-Y.**, Balakrishnan, B., & Oprean, D. (2010). The Environment Behavior Paradox in Virtual Environments, Symposium proposal accepted for the 41st Environmental Design Research Association Conference (EDRA), Washington DC. June 6.
4. **Yoon, S.-Y.**, Tofle, R., Schwarz, B., Cho, J.Y. & Oprean, D. (2009). *Understanding the Meaning of Color Environments among the Elderly: A Virtual Environment Exploratory Study*, Poster presented at the 19th Annual Conference: Caring the Frail Elderly, Columbia, Missouri. Aug. 21-22.
5. **Yoon, S.-Y.**, Tofle, R., Schwarz, B., Cho, J.Y. & Oprean, D. (2009). *Revisiting Kobayashi's Theory for Color Environments: Cultural Differences vs. Universality*, Poster presented at the 40th Environmental Design Research Association Conference (EDRA), Kansas City, Missouri. May 27-31.
6. Park, S., **Yoon, S.-Y.**, & Hwang, J. (2009). *Cross-cultural Difference of Privacy Seeking Behavior in the Restaurant: American and Korean Students*, Poster presented at the 40th Environmental Design Research Association Conference (EDRA), Kansas City, Missouri. May 27-31.
7. Oh, H., **Yoon, S.-Y.**, & Weitz, B. (2007). *Virtual Affordance of Visual Coordination in Furniture Online Retail Research in Motion*. Paper presented at the American Collegiate Retailing Association New York City. Jan. 15.
8. Simmons, K., **Yoon, S.-Y.**, & Oh, H. (2005). *Collaborative Capstone Experiences*. Paper presented at the International Textile & Apparel Association Conference (ITAA), Alexandria, Virginia. Nov. 1-6.

publications (cont'd)

9. Oh, H. & Yoon, S.-Y. (2005) *Application of 3-D Virtual Reality in Testing Consumer Decision-Making Processes*, International Textile and Apparel Association, Portland, Oregon. Nov. 3.
10. Oh, H., & Yoon, S.-Y. (2005). *Testing the 3D Virtual Reality Integrated Solution (VRIS) as a Tool for Understanding Consumers' Decision-Making for Furniture*. Paper presented at the Textile Institute 84th Annual World Conference. Raleigh, NC. March 20-25.
11. Tofle, R., Schwarz, B., Yoon, S.-Y., & Max-Royale, A. (2003). *Impact of Color in Health Care Environments: Knowledge-based or Capricious?*, Environmental Design Research Association(EDRA). May 24.
12. Hong, R., Yoon, S.-Y., & Moore, J. (2002). *Designing an Immersive 3D Tour of a Historical Locale*, Association for Educational Communication & Technology (AECT), Dallas, Texas. Nov.15.
13. Yoon, S.-Y., Gottdenker J., & Hong R.-Y. (2001). *Introduction to Shadow netWorkspace*, Poster accepted for presentation at the International Conference on Computers in Education (ICCE) Seoul, Korea. Nov.13.

media coverage

1. The Modern Home, featured in Elegant Living Magazine. Interviewed by Trish Muyco-Tobin. Fall 2009 issue. pp. 32-35.
2. Design in the Virtual World; A visit with So-Yeon Yoon by LuAnne Roth, Syndicate Mizzou, [www.syndicatemizzou.org] published March 2008.
3. Virtual Environment Teaches Architectural Design by Liza Bruce, TechKnowledge, MU, [iatservices.missouri.edu/techknowledge/01-2003] published January 2003.

grants / fellowships

Research Projects

1. Developing a Large-scale Interactive Walkthrough: The Case for Gaming Engine-based VR Simulations of the Metabolic Kitchen, Seeding Interdisciplinary Research Collaboration (SIRC) Awards, PI, \$1,019 (2011)
2. Enhancing Creativity among Design Students using a VRLE, Research Board Grant, MU, Co-PI, \$25,000 (2010-2011)
3. Measuring Emotional Effects of Interior Color Environments: The Case for Real-Scale Computer Simulations with Physiological and Self-Report Measures, ASID Foundation Interior Design Research Grant Program, PI, \$35,000 (2010). *Not funded*.
4. Virtual Reality Technology for Design Communication: User-Friendly and Affordable Applications to Boost Commerce in the Furniture Market, Missouri Agricultural Experiment Station, \$5,000 per year (2006-2011)
5. Collaborative Design and Education: the CoDE environment for the iLab, MU ITC Interdisciplinary Innovations Fund, MU, Co-PI, \$25,000 (2010-2011)
6. Enhancing Creativity among Design Students using a Virtual Reality Learning Environment (VRLE), the Margaret W. Mangel Faculty Research Catalyst Fund, College of Human Environmental Sciences 2010-2011, MU, Co-PI, \$2,500 (2010)
7. Examining Applicant Attraction to an Organization: from the Perspective of the Work Environment and Person-Organization Fit, the Center for the Digital Globe Research Seed Grant, 2010, Co-PI, \$5,000 (2010)
8. Immersive Visualization Lab – From imagination to visualization, MU ITC Interdisciplinary Innovations Fund, MU, Co-PI, \$25,000 (2009-2010)
9. Hybrid Design Studios in Architectural Studies: Combining Online Virtual and Physical

grants / fellowships
(cont'd)

- Environment Instruction, The 2008-2009 Faculty Development Project Award, MU, PI, \$3,100 (2009-2010)
10. Understanding the Effect of Color Environments: Physiological and Self-Report Measures, the Margaret W. Mangel Faculty Research Catalyst Fund, College of Human Environmental Sciences 2009-2010, MU, PI, \$2,621 (2009)
 11. Faculty International Travel Grant, A paper presentation at the International Association of Societies of Design Research 2009, Seoul, Korea (Oct. 2009), \$1,500
 12. Virtual Gallery for Architectural Studies' Student Projects, Technology Transformation Fund, MU, PI, \$5,300 (2008)
 13. Understanding the Meaning of Color Environments among the Elderly: A virtual environment exploratory study, Interdisciplinary Center on Aging, READ Award (Research Enrichment & Dissemination Award), MU, P-I, \$8,000 (2007)
 14. VR-Kids: Virtual Reality for Kids Interested in Design Studies, Co-I. Margaret W. Mangel Faculty Research Catalyst Fund, College of Human Environmental Sciences, MU, Co-PI, \$2,650 (2007)
 15. Understanding User Experience in Virtual Reality Environments, A framework for interdisciplinary research on the effects of advanced technology, Center for the Digital Globe Research Grant, MU, P-I, \$11,800 (2007)
 16. BioCreSeND: Harnessing Bioinspired Creativity for Sensor Network Design, NSF CreativeIT, Co-PI, \$199,982 (2007). *Not funded.*
 17. Faculty International Travel Grant, CAADRIA 2006 (Kumamoto, Japan), Research Council, MU, \$1,500 (2006)
 18. Research Council Grant, MU, P-I, \$4,398 URC-04-133 (2006)
 19. U.S. Air force Blast Mitigation Federal Grant, Co-PI, \$205,499 (2005-2006)
 20. VRIS Virtual Reality Integrated Solution, Center for Digital Globe Research Grant, MU, Co-PI, \$5,000 (2005-2006)
 21. Coalition for Health Environments Research Grant, Co-I, \$11,000 (2004)

Professional consulting

1. Hyundai Heavy Industries Co., Ltd., Construction Equipment Division, PI, \$20,000 (2000)
Web site design and development, VR Simulation and VR tour design
2. Hyundai Heavy Industries Co., Ltd., Engine Division, PI, \$50,000 (2000)
Web site design and development

teaching / advising
activity

Teaching

Architectural Studies, University of Missouri (2001-present)

Undergraduate level:

Design Studio I, II, III, IV & Thesis Studio
Visual Design (course coordinator: 2002-2009)
Graduate Digital Design Studio II
Design Communication I & II (course coordinator: 2005-present)
Computer Graphics Applications for Design I & II

Graduate level:

Problems / Research / Readings
Recent Trends in Digital Media
Seminar: Design with Digital Media
Thesis proposal
Dissertation

3D Computer Animation
Web Graphic Design
Virtual Reality Design

Information Design, Ulsan University, Korea (1999-2001)

Introduction to Multimedia
Virtual Reality Design
3D Computer Animation I & II
Color Theory and Informatics
Web Graphic Design I & II
Graduate Seminar

teaching / advising
activity (cont'd)

Image Information Engineering, Pusan National University, Korea (2000)

Video Editing Techniques for Digital Animation

Environmental Design, University of Missouri (1997-1998)

Photoshop for Visual Portfolios and Web pages

Advising

Undergraduate advising

Advisor for 15-20 students each year (2001-present)
Advisor for Asian American Association (AAA), University of Missouri-Columbia (2005)

Graduate supervisions

Graduate Faculty (2001-present)
Doctoral Faculty (2006-present)
In progress: 6 Ph.D. (5 chaired), 2 M.A. (2 chaired)
Completed: 13 M.A. (3 chaired), 6 M.S. (1 chaired)

invited lectures /
workshops

International

1. Towards Integrated Design, Yonsei University, Seoul, Korea, Oct. 11, 2010.
2. Virtual Reality of Design, Ulsan National Institute of Science and Technology, Ulsan, Korea. June 29, 2010.
3. Development of 3D technology for Retail Marketing, Fashion Technology Center Seminar, Seoul National University, Seoul, Korea. June 21, 2010.
4. User Interface Design Workshop, Brain Korea 21 Special Lecture Series, Pusan National University, Pusan, Korea. March 27, 2007.
5. Study Abroad: Preparing for Interior Design Graduate Programs in the US, Hanyang University, Seoul, Korea. May 19, 2006.
6. Digital Media for Interior Design Curriculum: Digital Media in Thesis Studio, Hanyang University, Seoul, Korea. May 18, 2006.
7. Web User Interface Design Workshop, Pusan National University IT Lecture Series, Pusan National University, Pusan, Korea. May 15, 2006.
8. Virtual Reality in Digital Media, Department of Journalism, Pusan National University, Pusan, Korea. May 7, 2004.
9. Digital Media in Architecture, Yonsei University, Seoul, Korea. Nov. 15, 2001.

National

Workshop: Architectural Presentation Technique in Photoshop, Biannual Conference of Design Communication Association, California Polytechnic State University. Jan.10, 2004.

Regional

Digital Representation Technique Workshop, Maryville University, St. Louis. March 17, 2002.

Campus

1. Exploring the Digital Globe – Marketing MKT 8100 (fall semesters, 2006-present)
2. Seminar: Game Design and Evaluation – SISLT 7310/4310. March 12, 2008.
3. Virtual Gallery with PastPerfect Museum Software, ET@MO Academic Transformation Brownbag Seminar. April 2009.
4. Understanding the meaning of color environments among the elderly: A virtual environment exploratory study, E-Research Seminar. March 14, 2008.
5. Virtual Reality Software Demonstration, Center for Digital Globe (CDiG) Brown Bag Lunch Presentations, April 18, 2007.
6. Digital Media for Design, Journalism 8052 Case Studies in the Digital Globe, 303 Lee Hills, Feb. 27, 2006.
7. E-Portfolio Campus Forum sponsored by ET@MO, Campus Forum on Academic e-Portfolio's at MU, Yoon, So-Yeon; Tofle, Ruth.; Blomenkamp, Kyle Jeffrey, Jesse Wrench Auditorium in Memorial Union. Nov. 30, 2005.

Services

Scholarly services

Abstract reviewer, Association for Computer Aided Design in Architecture (ACADIA). 2010.

Associate editor, *Design Principles and Practices: An International Journal*. 2010.

Grant review board member, the Center for the Digital Globe, MU. 2009-present.

Journal manuscript reviewer, *Behaviour & Information Technology*, 2009-present.

Book manuscript review, *Architecture in the Digital Age* (2nd edition) by Branko Kolarevic, Taylor and Francis publisher. 2009

Abstract reviewer, Environmental Design and Research Association (EDRA). 2009.

Abstract reviewer, Design Communication Association (DCA). 2009-present.

Abstract reviewer, Conference for the Interior Designer Educators Council (IDEC). 2008-present.

Journal manuscript reviewer, *Korean Journal of the Science of Emotion and Sensibility*. 2007-present.

Session chair, 11th International Conference on Computer Aided Architectural Design Research in Asia (CAADRIA), Kumamoto, Japan. 2006.

Design services

Services (cont'd)



Web design and maintenance for the Department of Architectural Studies, MU. 2001-present.

Web design and maintenance for the Design Communication Association (DCA). 2002-2009.

Graphic design (flyers/postcards/calendars/bookmarks) for the Department of Architectural Studies, MU. 2001-present.



Graphic design (flyer/postcard/calendar/bookmark) for the College of Human Environmental Sciences, MU. 2001-present.

Columbia Korean Baptist Church Website design and maintenance. 2002-2004.

Graphic interface design (flyers and website) for the Center for the Digital Globe, MU. 2003-2008.

Graphic design (posters) for the 1st and 2nd Korea Week, sponsored by MU Asian Affair Center & MU Korean Student Association, 2004-2005.

Book cover design, *Housing Choices and Well-being of Older Adults: Proper Fit*, by Pastalan, L., and Schwarz, B. (Eds.) New York, NY: Haworth Press, Inc., 2001

Book cover design, *Assisted Living Sobering Realities*, by Schwarz, B. (Ed.) New York, NY: Haworth Press, Inc., 2001.

professional consulting

Computer simulations for Metabolic Kitchen Research Project (PI: Chris Hardin). 2009

Computer simulations for Columbia Farmers Market Pavilion. 2008

Web interface Design and Implementation for the Department of Electrical and Computer Engineering, MU. 2007.

Old Hawthorn Vista Condominium VR simulation, Welek Development, Columbia. 2007.

Interior Design and Interactive Computer Simulation Service for Stricker Residence Project, Palm Springs, California. 2006.

Web Interface Design for the Center for the Digital Globe, MU. 2006.



Website Design and Implementation for the Department of Textile and Apparel Management, MU. 2003.

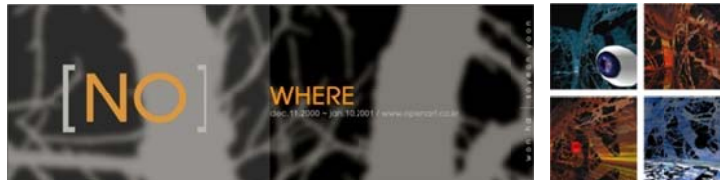
exhibitions
(*peer reviewed)

Architectural Studies Faculty Exhibition, Architectural Studies, Rogers Gallery, MU. 2005.



*Yoon, S.-Y., Wilson, L., Yang, S., & Kim, S. Gallery Show: Beauty of Korean Hanbok and Hanoak. Rogers Gallery, MU. 2002.

Two-Person Exhibition (Yoon, S.-Y., & Ha, Won) VR ART-No-Where. Invited by Openart, Korea. 2000.



International Faculty Exchange Exhibition: University of Ulsan, Korea | Kyushou University, Japan | Portland State University. 1999.



Invitational Solo Exhibition: Cyber Exhibition in Internet 3D ActiveWorlds. Invited by Hanaro Telecommunication & Hass Media, Korea. 1999.

* The First Korean Computer Graphics Competition Award Winners' Show. 1999.

Thesis Exhibition 'Design Communication', Rogers Gallery, MU. 1998.

professional development

Revit Essential Workshop, 146 Stanley Hall, MU. June 6, 2007.

SketchUp Workshop-intermediate, Holiday Inn Select: Downtown Convention Center, St. Louis. July 26, 2006.

VR Technology Seminar Presentations 'The Homeland Security and Defense Seminar,' University of

Missouri-Rolla. Aug. 18, 2003.

VR authoring Tool "EON Reality" application training, 20 hrs, Irvine, California. March 24, 2003.

VR Integrated Systems Seminar 'EON Reality's Integrated Systems Seminar', University of Iowa, Iowa city, Iowa. Feb. 19, 2003.

Computer skills

3D Modeling, Rendering, & Animation:

3D Studio Max, Vray, SketchUp, Revit, AutoCAD, Form-Z, SoftImage, Maya, Lightscape, etc.

Image Composition & Desktop Publishing: InDesign, Photoshop, Painter, Illustrator, etc.

Multimedia/Web Authoring: Director, DreamWeaver, Flash, In-Design, etc.

Video & Sound Editing: Premiere, AfterEffects, SoundForge, etc.

VR Authoring: EonReality Studio, VR4Max, Renderware for Activeworlds, VR Realm Builder, Gaming Engine based authoring tools-Unity, GTK Radiant, etc.

affiliations

Association for Computer Aided Design In Architecture (ACADIA)

Association for Information Systems (AIS)

Association for Computer Aided Architectural Design Research in Asia (CAADRIA)

Design Communication Association (DCA)

Interior Design Educators Council (IDEC)

Korean Society for Emotion and Sensibility (KOSES)