YOUNGHUI KIM
younghui@missingpixel.net

South Korea born designer/artist, Younghui Kim has been living and working in New York City in interactive media and fashion technology design for more than a decade. Currently she is teaching Interaction Design Studio at Digital Media Design Department at Hongik University in Korea.

CURRENT POSITION

- Co-Founded Missing Pixel, LLC in 2000 and working as Chief Creative Director of Missing Pixel, LLC (http://www.missingpixel.net)
- Teaching at Hongik University, Interaction Design Studio, Thesis advising
- Researching and creating interactive fashion technology art projects

PROJECTS

Interactive Media Projects
Over 70 projects including:
- Abolition Website for nypl.org
- Project Connect: EduEntertainment Games
- Face of MS – Collection of user-generated stories with a mosaic concept, www.faceofms.org
- Bryant Park Tower Interactive Theater Installation
- "Dream City" a character driven downloadable game
- The African Burial Ground – Flash Website, www.africanburialground-nyc.org
- MoCA(Museum of Chinese in the Americas) Website, www.moca-nyc.org
- "Transition" CD-Rom design for MoCA
- "Matters of Race" Documentary Film Website
- "Small Ball: A Little League Story" Documentary Film Website

Design & Research Projects

Interactive Object Art, "Untitled(an Interactive wallet, work in progress) 2007 - present

Interactive Fashion Technology Art, "Stir It On!" 2006-present

Interactive Fashion Technology Art, "HearWear: The Fashion of Environmental Noise Display" 5 different versions including skirts and a bag, in collaboration with Milena Berry 2003-6

AFI(American Film Institue) Design Content Lab 2002-2006
Most Recent project is MTV News Overdrive, User Generated News Prototype, "My Story"

Project Connect: A series of educational game design to teach kids how telecommunication technology works.

EDUCATION

New York University, Tisch School of the Arts 1996 – 1998
Master's Degree of Professional Studies at Interactive Telecommunication Program

Parsons School of Design 1989 – 1992
BFA in Fine Arts, Illustration

AWARDS

Asia Digital Art Award 2007, Digital Design(Applied Industries)
Grand Prize, Interactive Digital Pond

Insights Award 2006, Excellence in Creative Direction, Face of MS website
The National Association of Film and Digital Media Artists presents the INSIGHT Awards annually to individuals, businesses, and organizations in the film and/or digital media arts who have made a contribution to society by increasing public awareness or raising social consciousness for situations, societies, and issues that affect our global communities.

Graphis Interactive Design 2005, Best Website Design was awarded to three projects:
- The Muhammad (www.pbs.org/muhammad)
- Small Ball: A Little League Story(www.pbs.org/smallball/)
- African Burial Ground(www.africanburialgroundnyc.org

CiSCu2005 International Design Competition
"Revitalization of Gwangbok Street and PIFF Plaza", Honorable Mention
Project Title, "Emerging Net" - Interactive Public Installation Design Concept

39th Annual Belding Award 2004, Best in Interactive Category
　　　PlanetKaizen.com for Toyota.com

AFI(American Film Institute) Digital Content Lab
Selected as mentors for 3years : 2002, 2005, 2006

Macromedia Case Study, 2003
www.dignubia.org

American Association of Museums Design Award, 2001 - 2nd place
CD-Rom Title "Transition: China Town" for Museum of the Chinese Americans

The Center for the Advancement Scholastics and Education Award 2000, Gold Medal on Multimedia Category, NYU Law School CD-Rom Interface Design

The Public Relations Society of American Award - 1st Place, 1999
NYU Law School CD-Rom Interface Design

Presidential Award for Academic Outstanding, Oregon, USA 1988

LECTURES / WORKSHOP / PRESENTATIONS

Collaboration with Alison Lewis, "Design in Every Day Life" Design Management Department, Parsons School of Design, New York Jan-Feb 2007

Guest Critic on Fashion Technology Final Presentation, Design & Technology Program at Parsons School of Design, New York

ELECTRONIC ETHEREALISM Fashion Technology Workshop, Eyebeam, New York Oct 28, 2006

American Film Institue, Digital Content Shop Presentation, Hollywood, AFI, USA April, 2006

Hunter College, The MFA IMA(Integrated Media Arts) Program
2 Day Workshop on Interactive Storytelling Design and Production, New York, April 8-9, 2006, Reference Professor, Mary Flanagan

Ford Foundation "Global Perspectives in a Digital Age Initiative Convening" Presentation & Workshop NYU, New York, 2005.12.14

Guest Critic on Fashion Technology Day Camp, Eyebeam, New York Oct 2005
HearWear Presentation, Interactive Telecommunications Program, New York University, 2004.11.5
Presentation "Art and Technology: See It, Feel It, Wear It, Then Have a Seat" SIGGRAPH August 9th, 2004

Guest Lecture in Flash Design for a course, "Building Web Sites" Interactive Telecommunications Program, NYU   2000.10, 2001.10

EXHIBITIONS

"Sonic Fabrics" College Art Association Conference 2008, Dallas, TX   Exhibited "Stir It On!" Interactive Fashion Technology Art project

"These Are Textiles?: Innovation in modern fabric design, manufacture, and use." Displaying HearWear prototype Version 2.1, Luminex Skirt Displaying from April to December 2006, Federal Reserve Bank of Boston, Main Gallery, Boston, USA

Telecom Viaggio 2006, FutureFashionEvent, HearWear:The Fashion of Environmental Noise, Version 2.2 Pink LED bag was selected for Fashion Show and Exhibition, Pisa, Italy May 19-22, 2006
Gwangju Design Biennale, HearWear V.2.1 & 2.2 Luminex skirt and Pink LED bag
Invited for the main exhibition, "Light in Life" www.design-biennale.org, Gwangju, Korea   Oct 17 – Nov 3rd, 2005

The Ubiquitous Computing Conference 2004
HearWear: The Fashion of Environmental Noise Display was selected for Poster presentation, Nottingham, UK, Sept 2004

SIGGRAPH 2004 Emerging Technologies Exhibition August 2004
HearWear: The Fashion of Environmental Display Projects, Version 1.1, 1.2 and 1.3 skirts

HCI Design and Art Exhibition, 2004 "Beyond the Invisibles" Displayed the demo project for Museum of Chinese Americans, "Mapping of Our Heritage Project"

Technology Jacket Design, a performance, "**AfroFuturistic**"
Collaborated with James Tu, May 17th-19th, 2003, Kitchen, New York

San Paulo Digital Film Festival, Brazil- July 1999
"The Reflection" & "The Story of Thread", Interactive Storytelling Projects using QTVR & movies

ITP Physical Computing Show
"The Realm of Memory" Interactive Fictional Space using physical computing sensors, New York University, Tisch School of Arts, Interactive Telecommunications Program, May 1999

CONFERENCES

The Ubiquitous Computing Conference 2004
HearWear was selected for Poster presentation for the UbiComp 2004 - Sept 2004

SIGGRAPH 2004 Emerging Technologies Exhibition & Siggraph Cyber Fashion Show.

HCI Conference 2004 S. Korea

PUBLICATIONS

Fashionable Technology The Intersection of Design, Fashion, Science and Technology Seymour, Sabine 2008: Featured projects, timeline of interactive wearable projects

Intelligent Agent, issue 8.1 Social Fabrics, Dalls, TX Feb 2006   "Stir It On!" prototype Version 1.o'

Telecom Viaggio 2006 FutureFashionEvent, Fashion Show and Exhibition, Pisa, Italy May 19-22, 2006   HearWear: The Fashion of Environmental Noise Display, Version 2.3 Pink LED bag

Design Biennale, HearWear V.2.1 & 2.2 Luminex skirt and Pink LED bag
Invited for the main exhibition, "Light in Life" www.design-biennale.org, Gwangju, Korea   Oct 17 – Nov 3rd, 2005

Siggraph 2004 USA, Emerging Technologies
HearWear: The Fashion of Environmental Noise Display, 3 prototypes.

Art4D, Interview with Younghui Kim
Thai Art & Design Magazine interviewed Younghui Kim on Design & Technology and featured HearWear in 4 pages article. Both in Thai and English, April 2005 Issue.

Japan Nippon TV, "Shimo Dome Style" featured HearWear project and interview, aired on Nov 5th, 2004 in Japan

We Make Art Not Money
HearWear was featured in this website article, August 21, 2004 www.we-make-money-not-art.com

Xbyte, on ichannel TV, Oct 2004
HearWear exhibition at Siggraph 2004 were featured in Xbyte TV show.

Computer Graphic World, August 2004 issue

INTERESTS

Interactive Fashion Technology Art, Design & Technology, interdisciplinary Design, Physical Computing, Wearable Design & Technology, smart materials, Interaction Design, Interactive Storytelling, Experience Design, Educational Game Design, Design Management, Interactive Public Installation, Human Interaction, Photography