



# James Hodge

UX Researcher

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## INTRODUCTION

I am a final year PhD student at Open Lab, Newcastle University. My research has focused on broadening the conversation of dementia by involving several communities to explore ways technology can support user-centred design processes. I'm passionate about designing future interactions that impact the quality of experience for the user.

## EDUCATION

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| <p><b>2018</b><br/>PRESENT</p> <p><b>PhD Computer Science</b><br/>Newcastle University</p> <p>The PhD centres on the dialogical encounters in dementia that broadens the debate on dementia by involving people with dementia, researchers, students, developers and designers. Working closely with these stakeholders, I explored ways technology can support co-design processes that encourage creative and critical thinking.</p> | <p><b>2017</b><br/><b>2018</b></p> <p><b>MRes Digital Civics</b><br/>Newcastle University (first class)</p> <p>The dissertation focused on exploring personalising media experiences with the person living with dementia and their ecology of care that gained recognition at CHI'19. Through the master's course, I learned a more in-depth understanding of digital civics, ubiquitous technologies, and machine learning.</p> | <p><b>2014</b><br/><b>2017</b></p> <p><b>BSc Computer Science</b><br/>Newcastle University (first class)</p> <p>During my undergraduate degree, I learnt a diverse array of skills in computing science, including HCI, software design, web and app development. For my final dissertation, I explored the design of tailored VR experiences for people living with dementia. I presented this work at CHI'18 and earned honourable mention.</p> |
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## EXPERIENCE

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| <p><b>2020</b><br/>PRESENT</p>     | <p><b>Assistant Engineer</b> (6 month research internship; now 1 day a week)<br/>Samsung AI Center - Cambridge</p> <p>Within my role at Samsung AI Center, I work within the Wellbeing Team focusing on creating prototypes, UX designs, and user studies to understand how vision, sensing, and voice specific AI can be integrated into our everyday lives.</p>                    |
| <p><b>2018</b><br/><b>2019</b></p> | <p><b>Demonstator &amp; Supervisor</b><br/>Newcastle University</p> <p>Effectively managed the supervision of two undergraduate students, including dissertation feedback, assisting with planning and organising of workshop activities. I contributed to teaching in practicals of 60+ students by aiding in problem- solving their code and ideas for their final assessment.</p> |
| <p><b>2016</b><br/><b>2017</b></p> | <p><b>UX Designer</b><br/>Freelance</p> <p>Worked with clients to research, design, and prototype UX experiences for websites and apps, used Adobe CC and Sketch throughout the process.</p>   |
| <p><b>2014</b><br/><b>2016</b></p> | <p><b>Director of Photography</b><br/>Six Degrees Films</p> <p>Managed and directed over 20 crew members on the set of full-feature films. Oversaw and collaborated with creative teams to curate a film that reflected the director's vision and style.</p>   |
| <p><b>2013</b><br/><b>2014</b></p> | <p><b>Office Assistant</b><br/>Cogent Law</p> <p>Demonstrated capacity to provide extensive support for senior-level staff, including managing day-to-day paperwork and maintaining electronic copies.</p>   |

## SKILLS

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| <ul style="list-style-type: none"> <li>User-centred Design</li> <li>Qualitative Research</li> <li>Interaction Design</li> <li>Conducting Research</li> <li>Virtual Reality</li> <li>Adobe CC</li> <li>Javascript / HTML</li> <li>Machine Learning</li> <li>Data Collection</li> <li>Sketch</li> </ul> | <ul style="list-style-type: none"> <li>HCI</li> <li>Adaptive</li> <li>Unity</li> <li>Project management</li> <li>Problem Solving</li> <li>Decision-making</li> <li>Analysis</li> <li>Time Management</li> <li>Adaptability</li> <li>Information Dissemination</li> </ul> |
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## PUBLICATIONS

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| <p><b>2021</b></p> | <p><b>Towards Understanding People's Experiences of AI Computer Vision Fitness Instructor Apps.</b> Andrew Garbett, Ziedune Degutyte, James Hodge, and Arlene Astell. In <i>Designing Interactive Systems Conference 2021 (DIS '21)</i>.</p>   |
| <p><b>2020</b></p> | <p><b>Relational, Flexible, Everyday: Learning from Ethics in Dementia Research.</b> James Hodge, Sarah Foley, Rens Brankaert, Gail Kenning, Amanda Lazar, Jennifer Boger, and Kellie Morrissey. In <i>Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (CHI '20)</i>.</p> <p><b>Sharing a Virtual World with People Living with Dementia.</b> James Hodge, Kellie Morrissey. In <i>Book of HCI and Design in the Context of Dementia (2020)</i>. Springer, Cham.</p>  |
| <p><b>2019</b></p> | <p><b>Intersections in HCI, Design and Dementia: Inclusivity in Participatory Approaches.</b> Rens Brankaert, Gail Kenning, Daniel Wlesh, Sarah Foley, James Hodge, David Unbehauen. In <i>Companion Publication of the 2019 on Design Interactive Systems (DIS'19)</i>.</p> <p><b>Using Design Fiction to Explore the Ethics of VR 'In the Wild'.</b> David Green, Guy Scholfield, James Hodge, Mandy Rose, Kirsten Cater, Chris Bevan, Stuart Iain Gray. <i>Proceedings of the 2019 ACM TVX Conference (TVX'19)</i>.</p> <p><b>Participatory Design of a Virtual Reality-Based Reentry Training with a Women's Prison.</b> Melissa Teng, James Hodge, Eric Gordon. <i>Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems (CHI'19)</i>.</p> <p><b>Exploring Media Capture of Meaningful Experiences to Support Families Living with Dementia.</b> James Hodge, Kyle Montague, Sandra Hastings, Kellie Morrissey. <i>Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems (CHI'19)</i>.</p> |

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| <p><b>2018</b><br/>honourable mention</p> <p></p> | <p><b>Exploring the Design of Tailored Virtual Reality Experiences for People with Dementia.</b> James Hodge, Madeline Balaam, Sandra Hastings, Kellie Morrissey. <i>Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (CHI'18)</i>.</p> |
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## INTERESTS

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| CYCLING | GARDENING | FITNESS | PHOTOGRAPHY |