



# 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

- 2020**  
PRESENT  
**Assistant Engineer & User Researcher**  
*(6 month research internship; now 1 day a week)*  
Samsung AI Center - Cambridge  
Within my role at Samsung AI Center, I work within the Wellbeing Team focusing on creating prototypes, UX designs, and qualitative and quantitative user studies to understand how vision, sensing, and voice specific AI can be integrated into our everyday lives.
- Q4**  
**2019**  
**Immersive experience designer**  
International Federation of Red Cross and Red Crescent Societies  
Worked closely with the International Red Cross and Red Crescent Societies to build the first ever immersive 360 humanitarian escape room experience based on their Strategy 2030. My primary contribution was designing the user journey and 3D environments in Unity 3D.
- 2018**  
**2019**  
**Demonstrator & Supervisor**  
Newcastle University  
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.
- 2016**  
**2017**  
**UX Designer & illustrator**  
Freelance  
Worked with clients to research, design, and prototype UX experiences for websites and apps, used Adobe CC and Sketch throughout the process. Developed a series of illustrations and icons for clients who requested unique stylistic choices that represented their brand.
- 2014**  
**2016**  
**Director of Photography**  
Six Degrees Films  
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. Ensuring the director's vision was followed throughout the film, I developed a series of storyboards for each scene to illustrate the camera angles and narrative that would unfold across the film.
- 2013**  
**2014**  
**Office Assistant**  
Cogent Law  
Demonstrated capacity to provide extensive support for senior-level staff, including managing day-to-day paperwork and maintaining electronic copies.

## 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>Adaptability</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>Time Management</li> </ul> | <ul style="list-style-type: none"> <li>Javascript / HTML</li> <li>Machine Learning</li> <li>Data Collection</li> <li>Sketch</li> <li>Analysis</li> </ul> |
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## PUBLICATIONS

- 2021**  
**Towards Understanding People's Experiences of AI Computer Vision Fitness Instructor Apps.**  
Andrew Garbeit, Ziedune Degutyte, James Hodge, and Arlene Astell. In *Designing Interactive Systems Conference 2021 (DIS '21)*.
- 2020**  
**Relational, Flexible, Everyday: Learning from Ethics in Dementia Research.** James Hodge, Sarah Foley, Rens Brankaert, Gail Kenning, Amanda Lazar, Jennifer Boger, and Kellie Morrissey. In *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (CHI '20)*.
- Sharing a Virtual World with People Living with Dementia.** James Hodge, Kellie Morrissey. In *Book of HCI and Design in the Context of Dementia (2020)*. Springer, Cham.
- 2019**  
**Intersections in HCI, Design and Dementia: Inclusivity in Participatory Approaches.** Rens Brankaert, Gail Kenning, Daniel Wlesh, Sarah Foley, James Hodge, David Unbehauen. In *Companion Publication of the 2019 on Design Interactive Systems (DIS'19)*.
- Using Design Fiction to Explore the Ethics of VR 'In the Wild'.** David Green, Guy Scholfield, James Hodge, Mandy Rose, Kirsten Cater, Chris Bevan, Stuart Iain Gray. *Proceedings of the 2019 ACM TVX Conference (TVX'19)*.
- Participatory Design of a Virtual Reality-Based Reentry Training with a Women's Prison.** Melissa Teng, James Hodge, Eric Gordon. *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems (CHI'19)*.
- Exploring Media Capture of Meaningful Experiences to Support Families Living with Dementia.** James Hodge, Kyle Montague, Sandra Hastings, Kellie Morrissey. *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems (CHI'19)*.
- 2018**  
honourable mention  
  
**Exploring the Design of Tailored Virtual Reality Experiences for People with Dementia.** James Hodge, Madeline Balaam, Sandra Hastings, Kellie Morrissey. *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (CHI'18)*.

## INTERESTS

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| CYCLING | GARDENING | FITNESS | PHOTOGRAPHY |