Jenny Yu

Research Projects:

This progression of research projects reflects my dedication to leveraging interaction design and human-centered design methods to develop inclusive solutions that enhance emotional well-being, improve therapeutic outcomes, and elevate user experiences across healthcare and social settings.

1. [pheB Project](#) (Spring 2023):

In collaboration with Elena Sabinson, I worked on the *pheB* project, which aimed to help individuals regulate stress and enhance emotional well-being in dense urban environments through the use of soft robotic surface home technologies. My role involved assisting in the planning of co-design workshops, where we explored innovative ways to visualize emotional experiences, including using AI to generate music pieces that reflected emotional states.

2. [e-MoBo Project](#) (Fall 2023):

I worked with Raquel Cañete Yaque on the *e-MoBo* project, which aimed to create a non-anthropomorphic robotic solution to support child-therapist expression and communication. My role involved assisting with implementing robotic prototypes and planning and recording user testing sessions to refine the robot's functionality for therapeutic use.

3. [Robot-Rooms Project](#) (Spring 2024 – Summer 2024):

I worked with Serena Guo on the *Robot-Rooms* project, which explored how individuals would perceive and engage with a full-scale prototype of an inhabitable robot room that would reconfigure to people's activity desires or needs. I led co-design sessions, collected feedback, analyzed data, and created data visualizations for the project. Additionally, I **co-authored** the research paper **"Envisioning Robot-Rooms: Collaborative Design and Agile Prototyping at Room-Scale to Extend the Boundaries of 'Home',"** (submitted to CHI 2025 in September 2024) where I was listed as the third author.

4. *DentAR* Project (Fall 2024 - present):

Currently, I am collaborating with Serena Guo on the *DentAR* project, which focuses on developing augmented reality (AR) solutions to improve dental experiences for individuals with sensory sensitivities. Our goal is to design AR-based tools that make dental visits more accessible and comfortable by addressing sensory and communication challenges. My current role involves facilitating co-design sessions, collecting data, and analyzing data.