

□ Human Factors in Wellness (Creative & Smart Products)

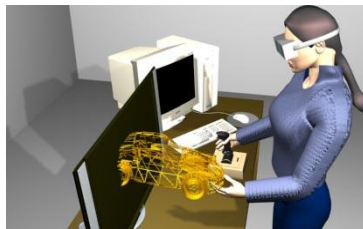
High Touch Product
(First of a kind)



Personal Protective Equipment
(ICT-based protection gear)



Ergonomic Design
and Development
of Creative and
Smart Products



Smart Display
(Comfortable, affective display)



Smart Toy
(ICT-based, Edutainment purpose)

□ Internal Collaboration

UNIST

- New Materials
- New Technologies
- Flexible Display
- Flexible Battery
- Business Opportunity
- ICT



Research Group

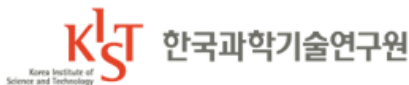
- Ergonomic Creative Design
- User Experience Design
- User Testing & Evaluation
- Prototyping
- Product Development



Creative & Smart Products

□ External Collaboration

Research Needs



Applied R&D of Research Group

- Creative Product Research
- High Touch Product
- Smart Display
- Smart Toy
- PPE (Personal Protective Equipment)



Products for
Smart Living

- Healthy Life
- Industrial Safety
- Leisure Safety