

Fatemehalsadat Shojaei

UX RESEARCHER/DESIGNER

Indiana, USA | [Website](#) [Email](#) [LinkedIn](#)

Objective

Researcher with 12 years of experience in UX and architecture; proficient in generating actionable insights through observation, user research studies, and collaborating with cross-disciplinary teams to provide result-oriented design suggestions and enhance user satisfaction and engagement.

Work Experience

CHIIS, Indiana University School of Medicine, USA | Clinical Research Specialist

(May 2024-Present)

- Analyzed quantitative and qualitative data to extract actionable insights

CHIIS, Indiana University School of Medicine, USA | UX/UI Designer/Researcher, Intern

(Apr-May 2023 / Aug 2023-May 2024)

- Designed web-based software in a healthcare system to influence human behavioral changes
- Conducted user experience research to inform design decisions
- Designed AgileNudge+ V 1.0, a web-based software, in the healthcare system to influence human behavioral changes.
- Utilized research methods (interviews and remote usability testing) to evaluate user experiences.
- Collaborated with cross-disciplinary teams to define product requirements based on user feedback.

Computer Science Department, State University of New York, USA | Assistant for VR Lab

(Jan-May 2023)

- Assisted and instructed students in utilizing VR devices to enhance their skills
- Organized and inventoried tools to ensure operational efficiency in the VR lab

AR/VR Digital Culture Heritage, Spain | UX Researcher and UI Designer, Assistant Internship

(Aug- Dec 2022)

- Designed a VR application to introduce children to cultural heritage
- Collected user data to refine the application's user experience
- Analyzed research data to drive iterative design improvements

Tarhandaze Shahr Consulting Engineers, Iran | Researcher, Architect

(Jun 2019 - Aug 2021)

- Design building plans and entire designing

Na Wydmie Kindergarten & Morska Szkola Podstawowa School, Poland | Lecturer

(Feb 2017-Mar 2017)

- Planned the syllabus for workshops on the art and culture of Iran as an AIESEC member.
- Traveled to Poland to volunteer as an instructor for students.
- Organized workshops for students to facilitate cultural exchange, including making Iranian food, watching Iranian animations, and teaching the Farsi alphabet.

STEAM Academic Space, Iran | Teaching Art to Elementary & Intermediate Students

(Nov 2016-Jan 2018)

- Organized Art Workshops
- Teaching 3D design print
- Teamwork project for students

Bilingual Journal of Art and Civilization of the Orient, Nazar Center, Iran | Director and Researcher

(May 2012 - Nov 2016)

Research Experience

The Agile Nudge University Program (Grant # R25AG078136 by NIA) | UX Designer, UI Designer, Researcher, Data Analyzer, Project Manager

(2022-Present)

- Designed and facilitated co-design workshops with stakeholders to map the project requirements and goals.
- Developed UX and UI design for AgileNudge+ V1.0, a web-based software, in the healthcare system to influence human positive behavioral changes.
- Conducted usability tests with potential users, analyzed qualitative and quantitative data.
- Designed AgileNudge+ V 2.0, integrating AI assistant based on user test insights.
- Outcomes: (1) Creation of the user flow to create behavioral nudges; (2) Development of three software, (3) Published a paper at JMIR Formative Research.

The Agile Nudge University Program (Grant # R25AG078136 by NIA) | UX Researcher, Data analyzer

(June 2024-Present)

- Designed and conducted usability test sessions with potential users to evaluate the developed recruitment dashboard for increasing clinical research recruitment success rate.
- Outcome: one paper is currently accepted on the developing process of the dashboard and under the process of publishing.

5-Cog Paradigm to Improve Detection of Cognitive Impairment in Primary Care: Pragmatic Clinical Trial (Grant #5U01NS105565-08, NIH) | Data analyzer

(Feb 2024-Present)

- Analyzed the interviews conducted with patients, caregivers, and practitioners
- Developed a code book to categorize quantitatively analyzed data.

Evaluating Novel Healthcare Approaches to Nurturing and Caring for Hospitalized Elders (ENHANCE): Protocol for a Randomized Clinical Trial, Unique Protocol Identification Number: National Clinical Trial (NCT) Identified Number: NCT05929703

(Aug 2024-Present)

- Analyzed the interviews conducted with patients, caregivers, and practitioners
- Developed a code book to categorize quantitatively analyzed data.

Publications

ResearchGate

Google Scholar

Shojaei, F., Shojaei, F., Desai, P., Long, E., Mehta, J., Fowler, N., Holden, R., Orman, E., & Boustani, M. (2024). [The Feasibility of AgileNudge+ Software to Facilitate Positive Behavioral Change: A Mixed Methods Design](#). JMIR Human Factors.

- *[Published.]*

Shojaei, F., Shojaei, F., Osorio, J., & Shih, P. (2024). [Insights From Art Therapists on Using AI-Generated Art in Art Therapy: Mixed Methods Study](#). JMIR Formative Research.

- *[Published.]*

Shojaei, F., Shojaei, F., Bergvist, E.S., Shih, P.C. (2024). [Exploring the Impact of Digital Art Therapy for People with Dementia: A research-based Discussion](#). In: Advances in Emerging Information and Communication Technology. ICIEICT 2023. Signals and Communication Technology.

- *[Published.]*

Mehta, J., Long, E., Bynagari, V., Shojaei, F., Shojaei, F., O'Brien, A., & Boustani, M., (2024). [Creating Demand for Unmet Needs: Agile Storytelling](#). Frontiers in Health Services.

- *[Published.]*

Gardner, L., Bylund, P., Robbins, S., Holler, E., Shojaei, F., Shojaei, F., ... & Boustani, M. (2024). [Agile monitoring dashboard for clinical research studies](#). Springer Nature Link

- *[Published.]*

Shojaei, F., Shojaei, F., Velez, J. (2024). [Can Games Help People with Dementia? A Guideline to Design Games for People with Dementia's Needs](#). HCist 2023 Book of Industry Papers and Poster Papers.

- *[Published.]*

Shojaei, F. (2023, September). [Design together: Uncovering the impact of co-design and design thinking on designing for people with dementia](#)

- *[Published.]*

Shojaei, F. (2024, March). [Exploring Traditional and Tech-Based Toddler Education: A Comparative Study and VR Game Design for Enhanced Learning](#). In *Future of Information and Communication Conference* (pp. 448-460). Cham: Springer Nature Switzerland.

- *[Published.]*

Shojaei, F. (2017). [Wall Fountains as the Accreditation Factor for Moroccan Neighborhoods](#). Journal of Art and Civilization of the Orient.

- *[Published.]*

Shojaei, F. (2016). [Review on Tehran 2007 Comprehensive Plan, as the main cooperater](#), Nazar Research Center,

- *[Published.]*

Shojaei, F. (2014). [Landscape Linking Religion and Nature in the Caucasus](#). Journal of Art and Civilization of the Orient.

- *[Published.]*

Shojaei, F. (2013). [The floodlight of historical landscape; Revitalization of the historical center of Kanazawa, based on illuminating](#). MANZAR, the Scientific Journal of Landscape.

- *[Published.]*

Conferences

The Science of Dissemination and Implementation in Health, Arlington, USA | Co-author Dec 2024

- Will be presenting a poster on the outcomes of the research conducted during the summer 2024 internship.
- Funded by Indiana University School of Medicine.

2024 Nudges in Health Care Symposium, Philadelphia, USA | Attendee Sep 2024

- Funded by Indiana University School of Medicine.

Alzheimer's Association International Conference, Philadelphia, USA | Attendees July 2024

The 2024 Future of Information and Communication Conference (FICC), German | Presenter Apr 2024

- The first Author

AATA 54th Annual Conference, San Diego, USA | Presenter Oct 2023

- Extended abstract accepted for the research study "Exploring the Impact of Digital Art Therapy on People with Dementia: A Framework and Research-Based Discussion."
- Present the corresponding poster at the conference
- Funded by Indiana University Bloomington

CANWEST International Research Conference, Madrid, Spain | Presenter Sep 2023

- Paper accepted at the International Conference on Innovation of Emerging Information and Communication Technology (ICIEICT'2023).
- Presented the accepted paper on "Exploring the Impact of Digital Art Therapy on People with Dementia: A Framework and Research-Based Discussion." and led a Q&A session.
- Funded by Indiana University Bloomington

HCist International Conference, Spain | Presenter Sep 2023

- Paper accepted at HCist 2023 - International Conference on Health and Social Care Information Systems and Technologies.
- Presented the paper "Can Games Help People with Dementia? A Guideline to Design Games for People with Dementia's Needs."
- Led a Q&A session about the paper.
- Funded by Indiana University Bloomington.

Innovation Forum, Indianapolis, USA | Presenter Sep 2023

- Designed an innovation forum with a brainstorming idea for audience for grant #R25AG078136 by NIA.
- Held Q&A session.
- Present the AgileNudge+ software story and features.

QUEST, State University of New York at Oswego, USA | Presenter Apr 2023

- The first author in creating a poster presentation on "Chilly Mo: Children's VR/AR Museum".
- Assisted the first author in creating a poster presentation on "Better Help, Mental Health (BHM) - VR-based Mental Healthcare Application".
- Presentation on the VR Project, 3D Design of historical space, Persepolis palace complex, Takht-e Jamshid, Iran

Paper Review

Journal of Medical Internet Research (JMIR) 2024

- Reviewed 2 papers

Membership

AIESEC 2017

Exhibitions

Alzheimer's Association International Conference, Philadelphia, USA | CHIIS Exhibitor July 2024

- Designed the booth

State University of New York at Oswego Exhibition, USA Mar 2023

- Showcased handmade embroidery face masks.
- Featured in THE OSWEGONIAN newspaper.

Omid Kamal Charity Exhibition, Iran May 2017

- Presented and sold my own handmade accessories to raise funds for charity.

Yaas Charity Exhibition, Iran Jul 2011

- Presented and sold my handmade accessories to raise funds for charity.

Education

State University of Oswego, New York, MA

2021 - 2023

Major: Human-Computer Interaction

IAUCTB, MA

2010 - 2012

Major: Urban & Regional Design & Planning

- Among the top 5 graduate students

IAUK, BA

2005 - 2009

Major: Architectural Engineering

- Ranked 2nd among 100 undergraduate students

Hard Skills

- User Experience Design
- Quantitative & Qualitative research
- Usability Testing
- User Interface Design
- Wireframing & Prototyping
- Information Architecture
- Knowledge of UX Software (e.g., Adobe Suites, Figma, Miro)

Soft Skills

- Communication
- Empathy
- Problem-Solving
- Critical Thinking
- Time Management
- Adaptability

RESEARCH TRIPS

China | Sep 2018

Research project-based learning of the historical landscape of China.

Morocco | Aug 2017

Research project of native landscape tourism, (A member of a team of 34 Researchers).

Poland | Feb 2017

The project of Cultural exchange with the aim of the Acquaintance of Polish students and toddlers with Iranian culture and art.

Mazandaran, Iran | July 2016

Research project of the experience of group life and discovering their natural landscape.

Kerman, Iran | May 2015

Research project of discovering the historical landscape.

Isfahan, Iran | Sep 2014

Research project of historical villages.

Armenia and Georgia | Aug 2013

Research project of Caucasus landscape, Caucasus (A member of a team of 34 Researchers).