

Daisuke Sakamoto, Ph.D

Human-Computer Interaction lab
Division of Computer Science and Information Technology
Graduate School of Information Science and Technology
Hokkaido University
Kita 14, Nishi 9, Kita-ku, Sapporo, Hokkaido 060-0814 Japan

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Phone: (*Removed*)
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Research interest

Human-Computer Interaction (HCI), Human-Robot Interaction (HRI), User Interface and Experience, Interaction Technique, HRI/HCI Systems and Evaluations, Human Factors, Tele-communication.

Education

Ph.D., Systems Information Science 2006-2008

Graduate School of Systems Information Science
Future University-HAKODATE, Hokkaido, Japan
Committee: Dr. Tetsuo Ono (Chair), Dr. Ei-ichi Osawa (Vice chair), Dr. Yasuhiro Katagiri, Makoto Okamoto, and Dr. Hiroshi Ishiguro

Master of System Information Science 2004-2006

Graduate School of Systems Information Science
Future University-HAKODATE, Hokkaido, Japan
Advised by Dr. Tetsuo Ono

Bachelor of Media Architecture 2000-2004

School of Systems Information Science
Department of Media Architecture
Future University-HAKODATE, Hokkaido, Japan
Advised by Dr. Tetsuo Ono

Professional experience

Division of Computer Science and Information Technology, Graduate School of Information Science and Technology Hokkaido University 2017-

Sapporo, Hokkaido, Japan, Associate Professor

Dept. of Computer Science, Graduate School of Information Science and Technology, The University of Tokyo 2013-2017

Tokyo, Japan, Project lecturer.

Dept. of Computer Science, Graduate School of Information Science and Technology, The University of Tokyo 2011-2013

Tokyo, Japan, Assistant Professor.

Art Media Center, Tokyo University of the Arts 2011-2013

Tokyo, Japan, Part-time Lecturer.

Japan Science and Technology Agency, ERATO IGARASHI Design Interface Project 2011-2013

Tokyo, Japan, Researcher.

Japan Science and Technology Agency, ERATO IGARASHI Design Interface Project 2010-2011

Tokyo, Japan, Research Advisor.

Japan Society for Promotion Science 2008-2010

Tokyo, Japan, Postdoctoral Fellow.

Japan Science and Technology Agency, ERATO IGARASHI Design Interface Project Tokyo, Japan, Collaborator. Collaboration with Dr. Takeo Igarashi and Dr. Masahiko Inami	2008-2010
ATR Intelligent Robotics and Communication labs. Kyoto, Japan. Cooperate Researcher (Visiting Researcher). Collaboration with Dr. Hiroshi Ishiguro	2008-2013
ATR Intelligent Robotics and Communication labs. Kyoto, Japan. Intern. Collaboration with Dr. Takayuki Kanda and Dr. Hiroshi Ishiguro	2006-2008
ATR Intelligent Robotics and Communication labs. Kyoto, Japan. Intern Student. Collaboration with Dr. Takayuki Kanda and Dr. Hiroshi Ishiguro	2003
Sony corp. Tokyo, Japan. Intern Student.	2002

PUBLICATIONS

Journal articles

- [J.1] Kazuyo Mizuno, **Daisuke Sakamoto**, and Takeo Igarashi. 2016. *AssisTag: Seamless Integration of Content-based and Keyword-based Image Exploration for Category Search*. Journal of Imaging Science and Technology, Society for Imaging Science and Technology, Vol.60, no.6, pp. 60401-1-60401-12(12)
DOI: [10.2352/J.ImagingSci.Technol.2016.60.6.060401](https://doi.org/10.2352/J.ImagingSci.Technol.2016.60.6.060401)
- [J.2] Morihiro Nakamura, Yuki Koyama, **Daisuke Sakamoto**, and Takeo Igarashi. 2016. *An Interactive Design System of Free-Formed Bamboo-Copters*. Computer Graphics Forum, Wiley, vol.35 (7) 323-332.
DOI: [10.1111/cgf.13029](https://doi.org/10.1111/cgf.13029)
- [J.3] **Daisuke Sakamoto**, Yuta Sugiura, Masahiko Inami, and Takeo Igarashi. 2016. *Graphical Instruction for Home Robots*. Computer, IEEE, vol.49 (7) 20-25.
DOI: [10.1109/MC.2016.195](https://doi.org/10.1109/MC.2016.195)
- [J.4] Shigeo Yoshida, Takumi Shirokura, Yuta Sugiura, **Daisuke Sakamoto**, Tetsuo Ono, Masahiko Inami, and Takeo Igarashi. 2016. *RoboJockey: Designing an Entertainment Experience with Robots*. Computer Graphics and Applications, IEEE, vol.36, no.1, pp.62-69.
DOI: [10.1109/MCG.2015.1](https://doi.org/10.1109/MCG.2015.1)
- [J.5] Naoki Sasaki, Hsiang-Ting Chen, **Daisuke Sakamoto** and Takeo Igarashi. 2015. *Facetons: face primitives for building 3D architectural models in virtual environments*. Computer Animation and Virtual Worlds, Wiley, Vol.26, no.2, pp.185-194.
DOI: [10.1002/cav.1603](https://doi.org/10.1002/cav.1603)
- [J.6] **Daisuke Sakamoto**. 2015. Asian Researchers at the CHI conference. *ACM Interactions*, Vol.22, no.1, pp-52-55.
DOI: [10.1145/2692310](https://doi.org/10.1145/2692310)
- [J.7] James E. Young, Takeo Igarashi, Ehud Sharlin, **Daisuke Sakamoto**, and Jeffrey Allen. 2014. *Design and evaluation techniques for authoring interactive and stylistic behaviors*. ACM Transactions on Interactive Intelligent Systems (TiIS) 3, 4, Article 23 (January 2014), 36 pages.
DOI: [10.1145/2499671](https://doi.org/10.1145/2499671)
- [J.8] Masahiro Shiomi, **Daisuke Sakamoto**, Takayuki Kanda, Carlos Toshinori Ishi, Hiroshi Ishiguro, and Norihiro Hagita. 2011. *Field Trial of a Networked Robot at a Train Station*, International Journal of Social Robotics, Volume 3, Number 1, 27-40.
DOI: [10.1007/s12369-010-0077-4](https://doi.org/10.1007/s12369-010-0077-4)

- [J.9] **Daisuke Sakamoto**, Kotaro Hayashi, Takayuki Kanda, Masahiro Shiomi, Satoshi Koizumi, Hiroshi Ishiguro, Tsukasa Ogasawara and Norihiro Hagita. 2009. *Humanoid Robots as a Broadcasting Communication Medium in Open Public Spaces*, International Journal of Social Robotics, Springer, Vol. 1. No. 2. pp. 157-169.
DOI: [10.1007/s12369-009-0015-5](https://doi.org/10.1007/s12369-009-0015-5)
- [J.10] **Daisuke Sakamoto**, Hiroshi Ishiguro. 2009. *GEMINOID: REMOTE-CONTROLLED ANDROID SYSTEM FOR STUDYING HUMAN PRESENCE*, Kansei Engineering International, Japan Society of KANSEI engineering, Vol. 8, No. 1, pp. 3-9.
- [J.11] Takayuki Kanda, Masayuki Kamasima, Michita Imai, Tetsuo Ono, **Daisuke Sakamoto**, Hiroshi Ishiguro and Yuichiro Anzai. 2007. *A Humanoid Robot that Pretends to Listen to Route Guidance from a Human*, Autonomous Robots, Springer Netherlands, Vol. 22, No. 1, pp. 87-100.
DOI: [10.1007/s10514-006-9007-6](https://doi.org/10.1007/s10514-006-9007-6)
- [J.12] **Daisuke Sakamoto**, Takayuki Kanda, Tetsuo Ono, Masayuki Kamashima, Michita Imai, and Hiroshi Ishiguro. 2005. *Cooperative embodied communication emerged by interactive humanoid robots*, International Journal of Human-Computer Studies, Elsevier, Vol. 62, pp. 247-265.
DOI: [10.1016/j.ijhcs.2004.11.001](https://doi.org/10.1016/j.ijhcs.2004.11.001)

Refereed conference and workshop

- [C.1] Kenji Suzuki, Kazumasa Okabe, Ryuuki Sakamoto, and **Daisuke Sakamoto**. 2016. *Fix and slide: caret navigation with movable background*. In Proceedings of the 18th International Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI '16). ACM, New York, NY, USA, 478-482.
DOI: [10.1145/2935334.2935357](https://doi.org/10.1145/2935334.2935357)
- [C.2] Yuki Koyama, **Daisuke Sakamoto**, and Takeo Igarashi. 2016. *SelfPh: Progressive Learning and Support of Manual Photo Color Enhancement*. In Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems (CHI '16). ACM, New York, NY, USA, 2520-2532.
DOI: [10.1145/2858036.2858111](https://doi.org/10.1145/2858036.2858111)
- [C.3] Koumei Fukahori, **Daisuke Sakamoto**, and Takeo Igarashi. 2015. Exploring Subtle Foot Plantar-based Gestures with Sock-placed Pressure Sensors. In Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems (CHI '15). ACM, New York, NY, USA, 3019-3028.
DOI: [10.1145/2702123.2702308](https://doi.org/10.1145/2702123.2702308)
- [C.4] Ryohei Suzuki, **Daisuke Sakamoto**, and Takeo Igarashi. 2015. AnnoTone: Record-time Audio Watermarking for Context-aware Video Editing. In Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems (CHI '15). ACM, New York, NY, USA, 57-66.
DOI: [10.1145/2702123.2702358](https://doi.org/10.1145/2702123.2702358)
CHI 2015 Honorable Mention
- [C.5] Takahito Hamanaka, **Daisuke Sakamoto**, and Takeo Igarashi. 2014. *Aibiki: supporting shamisen practice with adaptive automatic score scroll*. In Proceedings of the 11th Conference on Advances in Computer Entertainment Technology (ACE '14). ACM, New York, NY, USA, , Article 13 , 10 pages.
DOI: [10.1145/2663806.2663839](https://doi.org/10.1145/2663806.2663839)
Best Paper Silver Award
- [C.6] Jun Kato, **Daisuke Sakamoto**, Takeo Igarashi, and Masataka Goto. 2014. *Sharedo: to-do list interface for human-agent task sharing*. In Proceedings of the second international conference on Human-agent interaction (HAI '14). ACM, New York, NY, USA, 345-351.
DOI: [10.1145/2658861.2658894](https://doi.org/10.1145/2658861.2658894)
HAI2014 Best Paper Nominee
- [C.7] Yuki Koyama, **Daisuke Sakamoto**, and Takeo Igarashi. 2014. *Crowd-powered parameter analysis for visual design exploration*. In Proceedings of the 27th annual ACM symposium on User interface software and technology (UIST '14). ACM, New York, NY, USA, 65-74.
DOI: [10.1145/2642918.2647386](https://doi.org/10.1145/2642918.2647386)
- [C.8] Makoto Nakajima, **Daisuke Sakamoto**, and Takeo Igarashi. 2014. *Offline painted media for digital animation authoring*. In Proceedings of the 32nd annual ACM conference on Human factors in

computing systems (CHI '14). ACM, New York, NY, USA, 321-330.
DOI: [10.1145/2556288.2557062](https://doi.org/10.1145/2556288.2557062)

- [C.9] Fangzhou Wang, Yang Li, **Daisuke Sakamoto**, and Takeo Igarashi. 2014. *Hierarchical route maps for efficient navigation*. In Proceedings of the 19th international conference on Intelligent User Interfaces (IUI '14). ACM, New York, NY, USA, 169-178.
DOI: [10.1145/2557500.2557514](https://doi.org/10.1145/2557500.2557514)
IUI2014 Best Paper Award
- [C.10] Daniel Saakes, Vipul Choudhary, **Daisuke Sakamoto**, Masahiko Inami and Takeo Igarashi. 2013. *Teleoperating Interface for Ground Vehicles using Autonomous Flying Cameras*. In Proceedings of the 23rd International Conference on Artificial Reality and Telexistence (ICAT '13).IEEE, USA, 13-19.
DOI: [10.1109/ICAT.2013.6728900](https://doi.org/10.1109/ICAT.2013.6728900)
ICAT2013 Best Paper Award
- [C.11] Naoki Sasaki, Hsiang-Ting Chen, **Daisuke Sakamoto**, and Takeo Igarashi. 2013. *Facetons: face primitives with adaptive bounds for building 3D architectural models in virtual environment*. In Proceedings of the 19th ACM Symposium on Virtual Reality Software and Technology (VRST '13). ACM, New York, NY, USA, 77-82.
DOI: [10.1145/2503713.2503718](https://doi.org/10.1145/2503713.2503718)
VRST2013 Best Paper Award
- [C.12] **Daisuke Sakamoto**, Takanori Komatsu, and Takeo Igarashi. 2013. *Voice augmented manipulation: using paralinguistic information to manipulate mobile devices*. In Proceedings of the 15th international conference on Human-computer interaction with mobile devices and services (MobileHCI '13). ACM, New York, NY, USA, 69-78.
DOI: [10.1145/2493190.2493244](https://doi.org/10.1145/2493190.2493244)
- [C.13] Jun Kato, **Daisuke Sakamoto**, and Takeo Igarashi. 2013. *Picode: inline photos representing posture data in source code*. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '13). ACM, New York, NY, USA, 3097-3100.
DOI: [10.1145/2470654.2466422](https://doi.org/10.1145/2470654.2466422)
CHI 2013 Honorable Mention
- [C.14] Genki Furumi, **Daisuke Sakamoto**, and Takeo Igarashi. 2012. *SnapRail: A Tabletop User Interface Widget for Addressing Occlusion by Physical Objects*. In Proceedings of the 2012 ACM international conference on Interactive tabletops and surfaces (ITS '12). ACM, New York, NY, USA, 193-196.
DOI: [10.1145/2396636.2396666](https://doi.org/10.1145/2396636.2396666)
- [C.15] Jun Kato, **Daisuke Sakamoto**, and Takeo Igarashi. 2012. *Phybots: a toolkit for making robotic things*. In Proceedings of the Designing Interactive Systems Conference (DIS '12). ACM, New York, NY, USA, 248-257.
DOI: [10.1145/2317956.2317996](https://doi.org/10.1145/2317956.2317996)
- [C.16] Jeffrey Allen, James E. Young, **Daisuke Sakamoto**, and Takeo Igarashi. 2012. *Style by demonstration for interactive robot motion*. In Proceedings of the Designing Interactive Systems Conference (DIS '12). ACM, New York, NY, USA, 592-601.
DOI: [10.1145/2317956.2318045](https://doi.org/10.1145/2317956.2318045)
- [C.17] Yuta Sugiura, Calista Lee, Masayasu Ogata, Anusha Withana, Yasutoshi Makino, **Daisuke Sakamoto**, Masahiko Inami, and Takeo Igarashi. 2012. *PINOKY: a ring that animates your plush toys*. In Proceedings of the 2012 ACM annual conference on Human Factors in Computing Systems (CHI '12). ACM, New York, NY, USA, 725-734.
DOI: [10.1145/2207676.2207780](https://doi.org/10.1145/2207676.2207780)
- [C.18] Yuta Sugiura, Gota Kakehi, Anusha Withana, Calista Lee, **Daisuke Sakamoto**, Maki Sugimoto, Masahiko Inami, and Takeo Igarashi. 2011. *Detecting Shape Deformation of Soft Objects Using Directional Photorefectivity Measurement*. In Proceedings of the 24th annual ACM Symposium on User Interface Software and Technology (UIST '11). ACM, New York, NY, USA, 509-516.
DOI: [10.1145/2047196.2047263](https://doi.org/10.1145/2047196.2047263)
- [C.19] Gota Kakehi, Yuta Sugiura, Anusha Withana, Calista Lee, Naohisa Nagaya, **Daisuke Sakamoto**, Maki Sugimoto, Masahiko Inami, and Takeo Igarashi. *FuwaFuwa: Detecting Shape Deformation of Soft Objects Using Directional Photorefectivity Measurement*. In ACM SIGGRAPH 2011 Emerging

Technologies (SIGGRAPH '11). ACM, New York, NY, USA, , Article 5 , 1 pages.
DOI: [10.1145/2048259.2048264](https://doi.org/10.1145/2048259.2048264)

- [C.20] Kexi Liu, **Daisuke Sakamoto**, Masahiko Inami, and Takeo Igarashi. 2011. *Roboshop: multi-layered sketching interface for robot housework assignment and management*. In Proceedings of the 2011 annual conference on Human factors in computing systems (CHI '11). ACM, New York, NY, USA, 647-656.
DOI: [10.1145/1978942.1979035](https://doi.org/10.1145/1978942.1979035)
- [C.21] Takumi Shirokura, **Daisuke Sakamoto**, Yuta Sugiura, Tetsuo Ono, Masahiko Inami, and Takeo Igarashi. 2010. *RoboJockey: real-time, simultaneous, and continuous creation of robot actions for everyone*. In Proceedings of the 7th International Conference on Advances in Computer Entertainment Technology (ACE'10), Nov. 17-19, 2010, Taiwan.
DOI: [10.1145/1971630.1971646](https://doi.org/10.1145/1971630.1971646)
- [C.22] Yuta Sugiura, **Daisuke Sakamoto**, Anusha Withana, Masahiko Inami, and Takeo Igarashi. 2010. *Cooking with robots: designing a household system working in open environments*. In Proceedings of the 28th international Conference on Human Factors in Computing Systems (CHI '10). ACM, New York, NY, 2427-2430.
DOI: [10.1145/1753326.1753693](https://doi.org/10.1145/1753326.1753693)
- [C.23] Yuta Sugiura, Charith Lasantha Fernando, Anusha Indrajith Withana, **Daisuke Sakamoto**, Maki Sugimoto, Masahiko Inami, Takeo Igarashi, Kakehi Gota and Masahiko Inakage. *An Operation Method of Biped Walking Robot for Entertainment*. ACM SIGGRAPH Asia 2009 Emerging Technologies.
- [C.24] Thomas Seifried, Michael Haller, Stacey D. Scott, Florian Perteneder, Christian Rendl, **Daisuke Sakamoto**, Masahiko Inami, *CRISTAL: Design and Implementation of a Remote Control System Based on a Multi-touch Display*, In Proceedings of ACM International Conference on Interactive Tabletops and Surfaces 2009 (Tabletop2009).
DOI: [10.1145/1731903.1731911](https://doi.org/10.1145/1731903.1731911)
- [C.25] Kohei Ogawa, Christoph Bartneck, **Daisuke Sakamoto**, Takayuki Kanda, Tetsuo Ono, Hiroshi Ishiguro, 2009. *Can An Android Persuade You?* In Proceedings of 18th IEEE International Symposium on Robot and Human Communication (ROMAN2009).
DOI: [10.1109/ROMAN.2009.5326352](https://doi.org/10.1109/ROMAN.2009.5326352)
- [C.26] Thomas Seifried, Christian Rendl, Florian Perteneder, Jakob Leitner, Michael Haller, **Daisuke Sakamoto**, Jun Kato, Masahiko Inami, Stacey Scott. 2009. *CRISTAL: Control of Remotely Interfaced Systems Using Touch-Based Actions in Living Spaces*. SIGGRAPH 2009 Emerging Technologies, New Orleans, USA (3rd - 7th August, 2009).
- [C.27] Jun Kato, **Daisuke Sakamoto**, Masahiko Inami, Takeo Igarashi. 2009. *Multi-touch Interface for Controlling Multiple Mobile Robots*, CHI '09 extended abstracts on Human factors in computing systems (CHI2009), Boston, USA (April 2009).
DOI: [10.1145/1520340.1520500](https://doi.org/10.1145/1520340.1520500)
- [C.28] **Daisuke Sakamoto**, Koichiro Honda, Masahiko Inami, Takeo Igarashi. 2009. *Sketch and Run: A Stroke-based Interface for Home Robots*, In Proceeding of the Twenty-Seventh Annual SIGCHI Conference on Human Factors in Computing Systems (CHI2009), pp. 197-200, Boston, USA (April 2009).
DOI: [10.1145/1518701.1518733](https://doi.org/10.1145/1518701.1518733)
- [C.29] Masahiro Shiomi, **Daisuke Sakamoto**, Takayuki Kanda, Carlos Toshinori Ishi, Hiroshi Ishiguro, Norihiro Hagita, 2008. *A Semi-autonomous Communication Robot -A Field Trial at a Train Station -*, ACM/IEEE 3rd Annual Conference on Human-Robot Interaction (HRI2008), Amsterdam, Netherlands (March 2008).
DOI: [10.1145/1349822.1349862](https://doi.org/10.1145/1349822.1349862)
- [C.30] **Daisuke Sakamoto**, Takayuki Kanda, Tetsuo Ono, Hiroshi Ishiguro, Norihiro Hagita. 2007. *Android as a Telecommunication medium with Human Like Presence*, 2nd ACM/IEEE International Conference on Human-Robot Interaction (HRI2007), Washington D.C., USA, (March 2007).
DOI: [10.1145/1228716.1228743](https://doi.org/10.1145/1228716.1228743)
- [C.31] Kotaro Hayashi, **Daisuke Sakamoto**, Takayuki Kanda, Masahiro Shiomi, Satoshi Koizumi, Hiroshi

Ishiguro, Tsukasa Ogasawara, and Norihiro Hagita. 2007. *Humanoid robots as a passive-social medium - a field experiment at a train station -*, 2nd ACM/IEEE International Conference on Human-Robot Interaction (HRI2007), Washington, D.C., USA, (March 2007).
DOI: [10.1145/1228716.1228735](https://doi.org/10.1145/1228716.1228735)

[C.32] **Daisuke Sakamoto**, Tetsuo ONO. 2006. *Sociality of Robots: Do Robots Construct or Collapse Human Relations?* 1st Annual Conference on Human-Robot Interaction(HRI2006), ACM SIGCHI.
DOI: [10.1145/1121241.1121313](https://doi.org/10.1145/1121241.1121313)

[C.33] Komatsu, T., Suzuki, S., Suzuki, K., Ono, T., Matsubara, H., Uchimoto, T., Okada, H., Kitano, I., **Sakamoto, D.**, Sato, T., Honma, M., Sato, T., Osada, J., Hata., M and Inui, H. 2005. *Reconfigurable robot with intuitive authoring system- "Dress-Up Robot"-* In Proceedings of the 36th International symposium on Robotics (ISR2005), 2005.

[C.34] **Daisuke Sakamoto**, Tetsuo ONO. 2005. *activeCanvas: Using Ambient Displays as a Canvas for Embedded Interactive Art*, IFIP/IPSJ 4th International Conference on Entertainment Computing (ICEC).

[C.35] **Daisuke Sakamoto**, Takayuki Kanda, Tetsuo Ono, Masayuki Kamashima, Michita Imai, and Hiroshi Ishiguro. 2004. *Cooperative embodied communication emerged by interactive humanoid robots*, IEEE International Workshop on Robot and Human Communication (ROMAN2004), pp. 443-448.
DOI: [10.1109/ROMAN.2004.1374801](https://doi.org/10.1109/ROMAN.2004.1374801)

[C.36] Masayuki Kamasima, Takayuki Kanda, Michita Imai, Tetuo Ono, **Daisuke Sakamoto**, Hiroshi Ishiguro, Yuichiro Anzai. 2004. *Embodied Cooperative Behaviors by an Autonomous Humanoid Robot*, IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS2004), pp.2506-2513.
DOI: [10.1109/IROS.2004.1389785](https://doi.org/10.1109/IROS.2004.1389785)

Academic Services

Organizing Committee Member

Special Interest Group on Interaction Design (SIGIXD), Japan **2010-2013**

ACM/IEEE International Conference on Human-Robot Interaction (HRI), Fundraising & Exhibitions Co-Chairs **2013,2015, 2016, 2017**

ACM International Conference on Advances in Computer Entertainment (ACE), Creative Showcase Co-chair **2014**

ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia (SIGGRAPH Asia), Emerging Technologies, E-Tech Prize Committee **2013-2015**

IEEE Global Conference on Consumer Electronics (GCCE), Special Session Co-chair **2013-2015**

ACM International Conference on Interactive Tabletops and Surfaces (ITS), Publicity Chair **2011**

International Conference on Artificial Reality and Telexistence (ICAT), Publicity Co-chair **2011**

Program committee chair

ACM International Conference on Advances in Computer Entertainment (ACE), Technical program chair **2015**

Program committee member

ACM Conference on Human-Robot Interaction (HRI) **2017**

ACM Conference Human Factors in Computing Systems (CHI) **2015**

ACM International Conference on Multimedia (MM) **2012**

International Conference on Advances in Computer Entertainment Technology (ACE) **2010-2011**

International Conference on Artificial Reality and Telexistence (ICAT), Program Committee **2011**

ACM International Conference on Interactive Tabletops and Surfaces (ITS) **2009**

Reviewer

ACM International Conference on Human Factors in Computing Systems (CHI)

ACM Symposium on User Interface Software and Technology (UIST)

ACM Conference on Computer Supported Cooperative Work (CSCW)

ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS)

ACM International Conference on Ubiquitous Computing (UbiComp)

International Conference on Artificial Reality and Telexistence (ICAT)

ACM International Conference on Interactive Tabletops and Surfaces (ITS / Tabletops)

ACM SIGCHI conference on Designing Interactive Systems (DIS)

ACM/IEEE International Conference on Human-Robot Interaction (HRI)

International Conference on Advances in Computer Entertainment Technology (ACE)

IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS)

IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN)

Teaching Assistant

Department of Media Architecture, Future University-Hakodate, Japan

Intelligent Programming (2002, 2003), Programming Exercise (2003)

Awards (partial list)

Best Poster Award, Honorable Mention **2015**
the 28th Annual ACM Symposium on User Interface Software & Technology (UIST '15)

Best Paper Honorable Mention Award **2015**
the SIGCHI Conference on Human Factors in Computing Systems (CHI '15)

Best Paper Silver Award **2014**
the 11th International Conference on Advances in Computer Entertainment Technology (ACE '14)

Best Paper Nominee **2014**
the 2nd international conference on Human-Agent Interaction (iHAI '14)

Best Paper Award **2014**
the 19th international conference on Intelligent User Interfaces (IUI '14)

Best Paper Award **2013**
The 23rd International Conference on Artificial Reality and Telexistence (ICAT '13)

Best Paper Award **2013**
the 19th ACM Symposium on Virtual Reality Software and Technology (VRST '13)

Best Paper Honorable Mention Award **2013**
the SIGCHI Conference on Human Factors in Computing Systems (CHI '13)

Best Demo Honorable Mention Award the 8th ACM/IEEE international conference on Human-robot interaction (HRI2013)	2013
Best Paper Silver Award International Conference on Advances in Computer Entertainment Technology (ACE 2010)	2010
Grand Prix du Jury Laval Virtual 2010, France	2010
Best of Emerging Technologies Award 2009 ACM SIGGRAPH 2009, Emerging technologies.	2009
IPSJ Best Paper Award IPSJ (Japanese ACM), Japan	2009
First Prize, Robot Media Art International Competition Kobe Biennale 2007, Japan	2007
Best Paper Award 2 nd ACM/IEEE International Conference on Human-Robot Interaction (HRI2007)	2007

Language skill

Japanese

Native

English

Intermediate

Reference

Prof. Tetsuo Ono

Graduate School of Information Science and Technology, Hokkaido University

<http://chaosweb.complex.eng.hokudai.ac.jp/~tono/>

Prof. Takeo Igarashi

Dept. of Computer Science, Graduate School of Information Science and Technology,

The University of Tokyo

<http://www-ui.is.s.u-tokyo.ac.jp/~takeo/>

Prof. Masahiko Inami

Dept. of Information Physics and Computing, Graduate School of Information Science and Technology,

The University of Tokyo

<http://star.rcast.u-tokyo.ac.jp/>