

# CURRICULUM VITAE

**Koji Yatani / 矢谷浩司, Ph.D.**

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## PERSONAL DATA

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E-mail / メールアドレス	koji [at-mark] iis-lab.org
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Google Scholar	<a href="https://scholar.google.com/citations?user=2ltL6YkAAAAJ">https://scholar.google.com/citations?user=2ltL6YkAAAAJ</a>

## BIOGRAPHY

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Dr. Koji Yatani is an Associate Professor and 2017 UTokyo Excellent Young Researcher in Department of Electrical Engineering and Information Systems (EEIS), School of Engineering at The University of Tokyo (Department of Information and Communication Engineering for undergrads), where he leads Interactive Intelligent Systems Laboratory (<https://iis-lab.org>). He is also affiliated with Emerging Design and Informatics Course, Interfaculty Initiative in Information Studies. His research emphasizes on improving and redesigning people's quality of life through advanced information technology. The examples of his research include: digital healthcare applications, usable security, productivity/creativity support, creative use of AI technology for interactive systems, and novel sensing technology for interactive systems.

Dr. Koji Yatani received his B.Eng. and M.Sci. from University of Tokyo in 2003 and 2005, respectively, and his Ph.D. in Computer Science from University of Toronto in 2011. He was under the supervision by Prof. Khai N. Truong at Dynamic Graphics Project. On November 2011, he joined HCI group at Microsoft Research Asia in Beijing, China. On October 2013, he had an appointment of a Visiting Associate Professor in Graduate School of Information Science and Technology, at The University of Tokyo. He then joined The University of Tokyo as a full-time Associate Professor on August 2014.

Dr. Koji Yatani was a recipient of several important awards and recognitions given to outstanding researchers. He is an ACM Distinguished Member for outstanding scientific contributions to computing (Class of 2022). He was the winner of RIEC Award (2019); IPSJ/ACM Award for Early Career Contributions to Global Research (2020); Japan ACM SIGCHI Local Chapter Distinguished Young Researcher Award (2021); Funai Academic Award (2021); and IPSJ Microsoft Faculty Award (2022). He was a recipient of 2 Best Paper Awards at CHI (2011 and 2016), 3 Honorable Mention Awards at CHI (2014, 2020), a Distinguished Paper Award at PACM IMWUT (2022), and 2 Honorable Mention Awards at MobileHCI (2014). He was also a winner of School of Engineering Best Teaching Award at University of Tokyo (2022).

Dr. Koji Yatani served as a founding editor for Proceedings of ACM Interactive, Mobile, Wearable and Ubiquitous Technology (2016 – 2020), a Papers co-chair for CHI 2022, a Program co-Chair for UbiComp 2015. He was also an Steering Committee chair for UbiComp (2019 – 2021). He also served as a program committee and/or conference committee on major international conferences in the field of HCI, Ubiquitous computing and Haptics, including CHI, UbiComp, UIST, and MobiSys. He currently serves as a Technical Program Chair for CHI 2025, an Associate Editor for ACM Transactions on Computer-Human Interaction (TOCHI), an Editor for Foundations and Trends in Human-Computer Interaction, and a Vice chair for Japan ACM SIGCHI Chapter.

## EDUCATION

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- 11/11/2011    **Department of Computer Science, University of Toronto, Toronto, Canada**  
Degree conferred: **Doctor of Philosophy**
- 03/31/2005    **Department of Frontier Informatics, Graduate School of Frontier Sciences, University of Tokyo, Tokyo, Japan**  
Degree conferred: **Master of Science**
- 03/31/2003    **Department of Information and Communication Engineering, Faculty of Engineering, University of Tokyo, Tokyo, Japan**  
Degree conferred: **Bachelor of Engineering**

## WORK EXPERIENCE

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- 08/2014–present    **Associate Professor at The University of Tokyo**  
Department: Department of Electrical Engineering and Information Systems, School of Engineering  
(also affiliated with Emerging Design and Informatics Course, Interfaculty Initiative in Information Studies at The University of Tokyo since 04/2016)
- 10/2013–07/2014    **Visiting Associate Professor at The University of Tokyo**  
Department: Graduate School of Information Science and Technology
- 11/2011–07/2014    **Associate Researcher at Microsoft Research Asia**
- 10/2010–01/2011    **Research intern at Microsoft Research (Cambridge, UK)**
- 04/2009–07/2009    **Research intern at Microsoft Research (Redmond, USA)**
- 05/2007–08/2007    **Research intern at PARC**

## PUBLICATIONS

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### Book chapters

- [B1] Koji Yatani. Effect Sizes and Power Analysis in HCI. In *Modern Statistical Methods for HCI*, 87–110, 2016. Springer International Publishing.

### International Journal Papers

- [J12] Kazuhiro Shinoda, D. Antony Chacon, and Koji Yatani. An Embroidery Touch Sensor with Layered Structure of Conductive and Non-Conductive Threads. *IEEE Sensors Letters*, Vo. 7, No. 6, Article 6003104, 2023.
- [J11] Antony Chacon, Kazuhiro Shinoda, Tomoyuki Yokota, and Koji Yatani. Demonstrating the Feasibility of Subepidermal Image Sensing for Hand Posture and Gesture Recognition. *IEEE Sensors Letters*, Vo. 6, No. 10, Article 2502504, 2022.
- [J10] Zhongyi Zhou, Anran Xu, and Koji Yatani. SyncUp: Vision-based Practice Support for Synchronized Dancing. *Proceedings of ACM on Interactive, Mobile, Wearable, and Ubiquitous Technology (PACM IMWUT)*, Vol. 5, No. 3, Article 143, 25 pages, 2021. (Also presented at UbiComp 2021)

**PACM IMWUT Distinguished Paper Award winner, Best Presentation Award winner at UbiComp/ISWC 2021.**

- [J9] Peihan Tu, Li-Yi Wei, Koji Yatani, Takeo Igarashi, and Matthias Zwicker. Continuous Curve Textures. *ACM Transactions on Graphics (ToG)*, Vol. 39, No. 6 (Also appeared in SIGGRAPH Asia 2020), 2020.
- [J8] Hidenori Matsui, Takahiro Hashizume, and Koji Yatani. Al-light: An Alcohol-Sensing Smart Ice Cube. *Proceedings of ACM on Interactive, Mobile, Wearable, and Ubiquitous Technology (PACM IMWUT)*, Vol. 2, No. 3, Article 126, 20 pages, 2018. (Also presented at UbiComp 2018)
- [J7] Takahiro Hashizume, Takuya Arizono, and Koji Yatani. Auth ‘n’ Scan: Opportunistic Photoplethysmography in Mobile Fingerprint Authentication. *Proceedings of ACM on Interactive, Mobile, Wearable, and Ubiquitous Technology (PACM IMWUT)*, Vol. 1, No. 4, Article 137, 27 pages, 2018. (Also presented at UbiComp 2018)
- [J6] Jun Xing, Li-Yi Wei, Takaaki Shiratori, and Koji Yatani, Autocomplete Hand-drawn Animations. *ACM Transactions on Graphics (ToG)*, Vol. 34, No. 6, 169:1 – 169:11, 2015.
- [J5] Nikola Banovic, Koji Yatani, and Khai Truong. Escape-Keyboard: A Sight-free One-handed Text Entry Method for Mobile Touch-screen Devices. *International Journal of Mobile Human Computer Interaction*, Vol. 5, No. 3, 42–61, 2013.
- [J4] Koji Yatani, and Khai N. Truong. An Evaluation of Stylus-based Text Entry Methods on Handheld Devices Studied in Different Mobility States. *Pervasive and Mobile Computing*, Vol. 5, No. 5, 496–506, October 2009.
- [J3] Elaine M. Huang, Koji Yatani, Khai N. Truong, Julie A. Kientz, and Shwetak N. Patel. Understanding Mobile Phone Situated Sustainability: The Influence of Local Constraints and Practices on Transferability. *IEEE Pervasive Computing*, Vol. 8, No. 1, 46–53, January 2009.
- [J2] Koji Yatani, Koiti Tamura, Keiichi Hiroki, Masanori Sugimoto, and Hiromichi Hashizume. Toss-It: Intuitive Information Transfer Techniques for Mobile Devices Using Toss and Swing Actions. *IEICE Transactions on Systems and Computers*, Vol. E89-D, No. 1, 150–157, January 2006.
- [J1] Koji Yatani, Mayumi Onuma, Masanori Sugimoto, and Fusako Kusunoki. Musex: A System for Supporting Children’s Collaborative Learning in a Museum with PDAs *Systems and Computers in Japan*, Vol. 35, No. 14, 54–63, December 2004.

## 国内論文誌

- [JJ3] 吉川 諒, 落合 秀也, 矢谷 浩司. ボット判定の機会を活用した情報セキュリティ・倫理の学習手法の知識習得と知識持続効果の検証. *電子情報通信学会論文誌 D*, Vol. J106-D, No. 7, 409–418, 2023.
- [JJ2] 正木 博明, 柴田 健吾, 星野 秀偉, 石濱 嵩博, 齋藤 長行, 矢谷 浩司. 若年層 SNS ユーザに対するプライバシー・安全上の行動に関するナッジの大規模定量調査. *情報処理学会論文誌*, 61(12), 1892–1902.
- [JJ1] 矢谷 浩司, 大沼 真弓, 杉本 雅則, 楠 房子. Musex: 博物館における PDA を用いた協調学習支援システム. *電子情報通信学会論文誌*, Vol. 86 D-I, No. 10, 773–782, October 2003.

## Conference Full Papers

- [P36] Zefan Sramek, Arissa J. Sato, Zhongyi Zhou, Simo Hosio, and Koji Yatani. SoundTraveller: Exploring Abstraction and Entanglement in Timbre Creation Interfaces for Synthesizers. In *Proceedings of the ACM SIGCHI Conference on Designing Interactive Systems (DIS 2023)*, 95–114, 2023. **Best Demo Award winner**
- [P35] Arissa J. Sato, Zefan Sramek, and Koji Yatani. Groupnamics: Designing an Interface for Overviewing and Managing Parallel Group Discussions in an Online Classroom. In *the CHI Conference on Human Factors in Computing Systems (CHI 2023)*, Article 701, 1–18, 2023.

- [P34] Joonas Moilanen, Aku Visuri, Sharadhi Alape Suryanarayana, Andy Alorwu, Koji Yatani, and Simo Hosio. Measuring the Effect of Mental Health Chatbot Personality on User Engagement. In *Proceedings of International Conference on Mobile and Ubiquitous Multimedia (MUM)*, 2022.
- [P33] Zhongy Zhou, and Koji Yatani. Gesture-aware Interactive Machine Teaching with In-situ Object Annotations. In *Proceedings of the Annual ACM Symposium on User Interface Software and Technology (UIST)*, Article 27, 1–14, 2022.
- [P32] Ryo Yoshikawa, Hideya Ochiai, and Koji Yatani. DualCheck: Exploiting Human Verification Tasks for Opportunistic Online Safety Microlearning. In *Proceedings of USENIX Symposium on Usable Privacy and Security (SOUPS)*, 19–37, 2022.
- [P31] Carla F. Griggio, Arissa J. Sato, Wendy E. Mackay, and Koji Yatani. Mediating Intimacy with DearBoard: a Co-Customizable Keyboard for Everyday Messaging. In *Proceedings of ACM CHI Conference on Human Factors in Computing Systems (CHI)*, Article 342, 1–16, 2021.
- [P30] Hiroaki Masaki, Kengo Shibata, Shui Hoshino, Takahiro Ishihama, Nagayuki Saito, and Koji Yatani. Exploring Nudge Designs to Help Adolescent SNS Users Avoid Privacy and Safety Threats. In *Proceedings of ACM CHI Conference on Human Factors in Computing Systems (CHI)*, 1–11, 2020. **Honorable Mention Award winner**
- [P29] Haojian Jin, Yale Song, and Koji Yatani. ElasticPlay: Interactive Video Summarization with Dynamic Time Budgets. In *Proceedings of ACM Multimedia (MM)*, 1164–1172, 2017.
- [P28] Shunya Ariga, Masataka Goto, and Koji Yatani. Strummer: An Interactive Guitar Chord Practice System. In *Proceedings of IEEE International Conference on Multimedia and Expo (ICME)*, 1057–1062.
- [P27] Takuma Yoshitani, Masa Ogata, and Koji Yatani. Lumio: A Plaque-aware Toothbrush. In *Proceedings of the ACM International Joint Conference on Pervasive and Ubiquitous Computing (UbiComp)*. 605–615, 2016.
- [P26] Minsam Ko, Seungwoo Choi, Koji Yatani, and Uichin Lee. Lock n’ Lol: Group-based Limiting Assistance App to Mitigate Smartphone Distractions in Group Activities. In *Proceedings of ACM CHI Conference on Human Factors in Computing Systems (CHI)*. 998–1010, 2016. **Best Paper Award winner**
- [P25] Darren Edge, Sumit Gulwani, Natasa Milic-Frayling, Mohammad Raza, Reza Adhitya Saputra, Chao Wang, and Koji Yatani. Mixed-Initiative Approaches to Global Editing in Slideware. In *Proceedings of ACM CHI Conference on Human Factors in Computing Systems (CHI)*. 3503–3512, 2015.
- [P24] Minsam Ko, Subin Yang, Joonwon Lee, Christian Heizmann, Jinyoung Jeong, Uichin Lee, Daehee Shin, Koji Yatani, Junehwa Song, and Kyong-Mee Chung. NUGU: A Group-based Intervention App for Improving Self-Regulation of Limiting Smartphone Use. In *Proceedings of ACM conference on Computer-Supported Cooperative Work and Social Computing (CSCW)*, 1235–1245, 2015.
- [P23] Haojian Jin, Tetsuya Sakai, and Koji Yatani. ReviewCollage: A Mobile Interface for Direct Comparison Using Online Reviews. In *Proceedings of International Conference on Human Computer Interaction with Mobile Devices and Services (MobileHCI)*, 349–358, 2014. **Honorable Mention Award winner**
- [P22] Bahador Saket, Sijie Yang, Hong Z. Tan, Koji Yatani, and Darren Edge. TalkZones: Section-based Time Support for Presentations. In *Proceedings of International Conference on Human Computer Interaction with Mobile Devices and Services (MobileHCI)*, 263–272, 2014. **Honorable Mention Award winner**
- [P21] Byung-Kil Han, Kwangtaek Kim, Koji Yatani, and Hong Z. Tan. Text Entry Performance Evaluation on Haptic Soft QWERTY Keyboard in Tablet Devices. In *Proceedings of Eurohaptics (Eurohaptics)*, 325–332, 2014.
- [P20] Ha Trinh, Koji Yatani, and Darren Edge. PitchPerfect: Integrated Rehearsal Environment for Structured Presentation Preparation. In *Proceedings of ACM CHI Conference on Human Factors in Computing Systems (CHI)*, 1571–1580, 2014. **Honorable Mention Award winner**

- [P19] Uichin Lee, Joonwon Lee, Minsam Ko, Changhun Lee, Yuhwan Kim, Subin Yang, Koji Yatani, Gahgene Gweon, Kyong-Mee Chung, and Juneha Song. Hooked on Smartphones: An Exploratory Study on Smartphone Overuse among College Students. In *Proceedings of ACM CHI Conference on Human Factors in Computing Systems (CHI)*, 2327–2336, 2014.
- [P18] Darren Edge, Joan M. Savage, and Koji Yatani. HyperSlides: Dynamic Presentation Prototyping. In *Proceedings of ACM CHI Conference on Human Factors in Computing Systems (CHI)*, 671–680, 2013.
- [P17] Koji Yatani, and Khai N. Truong. BodyScope: A Wearable Acoustic Sensor for Activity Recognition. In *Proceedings of International Conference on Ubiquitous Computing (Ubicomp)*, 341–350, 2012.
- [P16] Koji Yatani, Nikola Banovic, and Khai N. Truong. SpaceSense: Representing Geographical Information to Visually Impaired People Using Spatial Tactile Feedback. In *Proceedings of ACM CHI Conference on Human Factors in Computing Systems (CHI)*, 415–424, 2012.
- [P15] Koji Yatani, Darren Gergle, and Khai N. Truong. Investigating Effects of Visual and Tactile Feedback on Spatial Coordination in Collaborative Handheld Systems. In *Proceedings of ACM Conference on Computer Supported Cooperative Work (CSCW)*, 661–670, 2012.
- [P14] Nikola Banovic, Frank Chun Yat Li, David Dearman, Koji Yatani, and Khai N. Truong. Design of Unimanual Multi-finger Pie Menu Interaction. In *Proceedings of the ACM International Conference on Interactive Tabletops and Surfaces (ITS)*, 120–129, 2011.
- [P13] Frank Chun Yat Li, Richard Guy, Koji Yatani, and Khai N. Truong. The 1Line Keyboard: A QWERTY Layout in a Single Line. In *the Proceedings of ACM Symposium on User Interface Software and Technology (UIST)*, 461–470, 2011.
- [P12] Koji Yatani, Michael Novati, Andrew Trusty, and Khai N. Truong. Analysis of Adjective-noun Word Pair Extraction Methods for Online Review Summarization. In *Proceedings of the International Joint Conferences on Artificial Intelligence (IJCAI)*, 2771–2776, 2011.
- [P11] Koji Yatani, Michael Novati, Andrew Trusty, and Khai N. Truong. Review Spotlight: A User Interface for Summarizing User-generated Reviews Using Adjective-Noun Word Pairs. In *Proceedings of ACM CHI Conference on Human Factors in Computing Systems (CHI)*, 1541–1550, 2011. **Best Paper Award winner**
- [P10] Ken Hinckley, Koji Yatani, Michel Pahud, Nicole Coddington, Jenny Rodenhouse, Andy Wilson, Hrvoje Benko, and Bill Buxton. Pen + Touch = New Tools. In *Proceedings of the ACM Symposium on User Interface Software and Technology (UIST)*, 27–36, 2010.
- [P9] Jeremy Scott, David Dearman, Koji Yatani, and Khai N. Truong. Sensing Foot Gestures from the Pocket. In *Proceedings of ACM Symposium on User Interface Software and Technology (UIST)*, 199–208, 2010.
- [P8] Eunyong Chung, Carlos Jensen, Koji Yatani, Victor Kuechler, and Khai N. Truong. Sketching and Drawing in the Design of Open Source Software. In *Proceedings of IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC)*, 195–202, 2010.
- [P7] Koji Yatani and Khai N. Truong. SemFeel: A User Interface with Semantic Tactile Feedback for Mobile Touch-screen Devices. In *Proceedings of ACM Symposium on User Interface Software and Technology (UIST)*, 111–120, 2009.
- [P6] Koji Yatani, Eunyong Chung, Carlos Jensen, and Khai N. Truong. Understanding How and Why Open Source Contributors Use Diagrams in the Development of Ubuntu. In *Proceedings of ACM CHI Conference on Human Factors in Computing Systems (CHI)*, 995–1004, 2009.
- [P5] Koji Yatani, Kurt Partridge, Marshall Bern, and Mark W. Newman. Escape: A Target Selection Technique Using Visually-cued Gestures. In *Proceedings of ACM CHI Conference on Human Factors in Computing Systems (CHI)*, 285–294, 2008.

- [P4] Koji Yatani, and Khai N. Truong. An Evaluation of Stylus-based Text Entry Methods on Handheld Devices in Stationary and Mobile Scenarios. In *Proceedings of International Conference on Human Computer Interaction with Mobile Devices and Services (MobileHCI)*, 145–152, 2007.
- [P3] Hiromichi Hashizume, Ayumu Kaneko, Yusuke Sugano, Koji Yatani, and Masanori Sugimoto. Fast and Accurate Positioning Technique Using Ultrasonic Phase Accordance Method. In *Proceedings of the IEEE Region 10 Conference (TenCon)*, 826–831, 2005.
- [P2] Fusako Kusunoki, Takako Yamaguti, Takuichi Nishimura, Koji Yatani, and Masanori Sugimoto. Interactive and Enjoyable Interface in Museum. In *Proceedings of ACM SIGCHI International Conference on Advances in Computer Entertainment Technology (ACE)*, 1–8, 2005.
- [P1] Koji Yatani, Koiti Tamura, Masanori Sugimoto, and Hiromichi Hashizume. Information Transfer Techniques for Mobile Devices by Toss and Swing Actions. In *Proceedings of the IEEE Workshop on Mobile Computing Systems and Applications (WMSCA)*, 144–151, 2004.

## Tech Notes and Short Papers

- [N5] Ryo Suzuki, Koji Yatani, Mark D. Gross, and Tom Yeh. Tabby: Explorable Design for 3D Printing Textures. In *Proceedings of Pacific Graphics (PG)*, 29–32, 2018.
- [N4] Larissa Pschetz, Koji Yatani, and Darren Edge. TurningPoint: Narrative-Driven Presentation Planning. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI)*, 1591–1594, April 2014. **Honorable Mention Award winner**
- [N3] Yefeng Liu, Darren Edge, and Koji Yatani. SidePoint: A Peripheral Knowledge Panel for Presentation Slide Authoring. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI)*, 681–684, May 2013.
- [N2] Claire L. Barco, Koji Yatani, Yuanye Ma, Candra K. Gill, and Joyojeet Pal. Information Management and Communication for Dementia: Preliminary Research from China. In *Proceedings of iConference*, 571–575, February 2013.
- [N1] Koji Yatani, Masanori Sugimoto, and Fusako Kusunoki. Musex: A System for Supporting Children’s Collaborative Learning in a Museum with PDAs. In *Proceedings of the IEEE Workshop on Wireless and Mobile Technology in Education (WMTE)*, 109–113, March 2004.

## Papers in Extended Abstracts (Posters, Demos, and Work-in-progress)

- [EA7] Zhongyi Zhou, and Koji Yatani. Enhancing Model Assessment in Vision-based Interactive Machine Teaching through Real-time Saliency Map Visualization. In *The Adjunct Publication of ACM Symposium on User Interface Software and Technology (UIST)*, 112 – 114, 2021 (demo presentation).
- [EA6] Hiroataka Hayashi, Anran Xu, Zhongyi Zhou, and Koji Yatani. Vision-based Scene Analysis toward Dangerous Cycling Behavior Detection Using Smartphones. In *Adjunct Proceedings of ACM International Joint Conference on Pervasive and Ubiquitous Computing (UbiComp)*, 28 – 29, 2021 (demo presentation).
- [EA5] Zefan Sramek and Koji Yatani. Interactive Timbre Exploration Support for Sound Authoring with Synthesizers. *Work-In-Progress Prototype Demonstration at International Conference on New Interfaces for Musical Expression (NIME)*, 2021 (demo presentation).
- [EA4] Takefumi Hiraki, Koya Narumi, Koji Yatani, and Yoshihiro Kawahara. 2016. Phones on Wheels: Exploring Interaction for Smartphones with Kinetic Capabilities. In *Adjunct Proceedings of ACM Symposium on User Interface Software and Technology (UIST)*, 121–122, 2016 (demo presentation).
- [EA3] Ken Hineckley, Koji Yatani, Michel Pahud, Nicole Coddington, Jenny Rodenhouse, Andy Wilson, Hrvoje Benko, and Bill Buxton. Manual Deskterity: An Exploration of Simultaneous Pen + Touch Direct Input. In *Extended Abstracts of ACM SIGCHI Conference on Human Factors in Computing Systems (CHI)*, 2793–2802, 2010 (alt.chi paper, oral presentation).

- [EA2] Koji Yatani, Masanori Sugimoto, and Hiromichi Hashizume. A Multiplayer Whack-A-Mole Game Using Gestural Input in a Location-Sensitive and Immersive Environment. In *Extended Abstracts of International Conference on Entertainment Computing (ICEC)*, 9–12, 2005 (demo presentation).
- [EA1] Koji Yatani, Koiti Tamura, Keiichi Hiroki, Masanori Sugimoto, and Hiromichi Hashizume. Toss-It: Intuitive Information Transfer Techniques for Mobile Devices. In *Extended Abstracts of ACM SIGCHI Conference on Human Factors in Computing Systems (CHI)*, 1881–1884, 2005 (poster presentation).

## Doctoral Symposium

- [DS1] Koji Yatani. Towards Designing User Interfaces on Mobile Touch-screen Devices for People with Visual Impairment. In *Extended Abstract of ACM Symposium on User Interface Software and Technology (UIST)*, 37–40, 2009.

## Conference and Workshop Presentations without Proceedings

- [CP3] Nami Ogawa, Shitao Fang, and Koji Yatani. Toward Understanding the Social and Societal Implications of Avatar Designs in Social VR. Social VR Workshop at CHI 2021, 2021.
- [CP2] Frank Chun Yat Li, Alyssa Rosenzweig, Koji Yatani, and Leila S. Rezai. Rollotext: A User Interface with Coarse User Input on a Pressure-sensitive Keyboard. UIST Student Innovation Competition, 2009. **2nd place award for most useful interfaces winner**
- [CP1] Koji Yatani, Masanori Sugimoto, and Hiromichi Hashizume. ARHunter: A Multiplayer Game Using Gestural Input in a Location-Sensitive and Immersive Environment. Workshop on Ubiquitous Computing, Entertainment and Games in the Seventh International Conference on Ubiquitous Computing (UbiComp 2005), 2005.

## 国内会議・研究会・全国大会等（査読なし）

数が多いため、以下では受賞のある論文のみ掲載する。

- [WJ20] 篠田 和宏, 矢谷 浩司. 導電糸刺繍の設計パラメータの違いによる抵抗値変化を活用した布変形検出手法. DICOMO 2023, 2023 年 7 月. **優秀論文賞, 優秀プレゼンテーション賞受賞**
- [WJ19] 山本 恒輔, 周 中一, ゼファン シュラーメク, 矢谷 浩司. インタラクティブ機械学習の教示プロセスでの生成 AI の利用可能性の検討. DICOMO 2023, 2023 年 7 月. **優秀プレゼンテーション賞受賞**
- [WJ18] 吉川 諒, 徐 安然, ゼファン シュラーメク, 矢谷 浩司. ユーザブルセキュリティ研究に向けた情報セキュリティ・プライバシーに関する問題セットの構築. DICOMO 2023, 2023 年 7 月. **優秀論文賞, 優秀プレゼンテーション賞受賞**
- [WJ17] 篠田 和宏, 矢谷 浩司. 導電糸と非導電糸の組み合わせによるインタラクティブ刺繍. インタラクシオン 2023 (デモ発表), 2023 年 3 月. **インタラクティブ発表賞 (一般投票) 受賞**
- [WJ16] 篠田 和宏, 矢谷 浩司. 導電糸刺繍における縫い方の抵抗値に与える影響の調査. 情報処理学会全国大会, 2023 年 3 月. **学生奨励賞受賞**
- [WJ15] 耿 世嫻, 平井 雄太, 下島 銀土, 柳田 陵介, 山田 大志, 小野寺 宏, 戸原 玄, 矢谷 浩司. スマートフォンを用いた画像認識による口腔・嚥下機能の定量的評価手法. DICOMO 2022, 2022 年 7 月. **優秀論文賞, 優秀プレゼンテーション賞受賞**
- [WJ14] 篠田 和宏, チャコン アントニー, 雪田 和歌子, 横田 知之, 染谷 隆夫, 矢谷 浩司. 変形可能なハンカチ型インタフェースの設計. 情報処理学会 UBI 研究会, 2021 年 6 月. **優秀論文賞受賞**
- [WJ13] 周 中一, 矢谷 浩司. 人体ポーズ分析を応用したシンクロダンス練習支援システム. 情報処理学会 UBI 研究会, 2020 年 12 月. **学生奨励賞受賞**
- [WJ12] チェ シウク, 小野寺 宏, 矢谷 浩司. コンピュータ使用時に目の乾燥状態を検出する手法の検討. 情報処理学会 UBI 研究会, 2020 年 3 月. **優秀論文賞受賞**

- [WJ11] 正木 博明, 柴田 健吾, 星野 秀偉, 石濱 嵩博, 齋藤 長行, 矢谷 浩司. SNS 上の行動に関する若年層ユーザに対するナッジの効果検証. 情報処理学会 HCI 研究会, 2020 年 1 月. **学生奨励賞受賞**
- [WJ10] 嶋田 紅緒, 矢谷 浩司. 視覚が不自由なユーザのファッション活動に関する定性的調査. 情報処理学会第 61 回 UBI 研究会, 2019 年 3 月. **優秀論文賞受賞**
- [WJ9] 松井 秀憲, 橋爪 崇弘, 矢谷 浩司. 飲料のアルコール濃度計測を行うスマートアイスキューブの試作と評価. 第 58 回情報処理学会 UBI 研究会, 2018 年 5 月. **優秀論文賞受賞, 令和元年度山下記念研究賞受賞**
- [WJ8] 下尾 波輝, 矢谷 浩司. エレキギター演奏におけるミスの自動検出. 第 80 回情報処理学会全国大会, 2018 年 3 月. **学生奨励賞受賞**
- [WJ7] 柴藤 大介, 矢谷 浩司. GitHub のプルリクエストを用いたプログラミング課題自動生成システムの実現可能性に関する検討. 第 80 回情報処理学会全国大会, 2018 年 3 月. **学生奨励賞受賞**
- [WJ6] 吉谷 拓真, 矢谷 浩司. クラウドソーシングを用いたアイコンの主観的属性と視覚的特徴量の関係性の調査. 第 169 回情報処理学会 CGVI 研究会, 2018 年 3 月. **優秀研究発表賞受賞**
- [WJ5] 下尾 波輝, 矢谷 浩司. エレキギター演奏自動評価のための音響的特徴量の調査. 第 117 回情報処理学会音楽情報科学研究会, 2017 年 11 月. **学生奨励賞受賞**
- [WJ4] 橋爪 崇弘, 矢谷 浩司. 指尖容積脈波を同時に取得する指紋認証システムの試作と評価. 第 53 回情報処理学会 UBI 研究会, 2017 年 3 月. **優秀論文賞受賞**
- [WJ3] 有菌 拓也, 橋爪 崇弘, 矢谷 浩司. 重心移動が可能なダンベル型デバイスの製作とその知覚に関する実験. 第 53 回情報処理学会 UBI 研究会, 2017 年 3 月. **学生奨励賞受賞**
- [WJ2] 有賀 竣哉, 後藤 真孝, 矢谷 浩司. Strummer: インタラクティブなギターコード練習システム. 第 114 回情報処理学会音楽情報科学研究会, 2017 年 2 月. **学生奨励賞受賞, 平成 29 年度山下記念研究賞受賞**
- [WJ1] 矢谷 浩司, 大沼 真弓, 服部 亜珠沙, 杉本 雅則, 楠 房子. Musex 2: 博物館における PDA を用いた協調学習支援. 情報処理学会第 65 回全国大会, 2003 年 3 月. **学生奨励賞受賞**

## Patent Granted

- [PG22] Ken Hinckley, and Koji Yatani. Multi-device pairing and combined display. United States Patent 11055050 B2, July 6, 2021.
- [PG21] Darren Keith Edge, Koji Yatani, and Genki Furumi. Media presentation effects. United States Patent 10572128 B2, February 2020.
- [PG20] Kenneth P. Hinckley, and Koji Yatani. Brush, carbon-copy, and fill gestures. United States Patent 10282086 B2, May 7 2019.
- [PG19] Kenneth P. Hinckley, and Koji Yatani. Radial menus with bezel gestures. United States Patent 10268367 B2, April 23, 2019.
- [PG18] Kenneth P. Hinckley, and Koji Yatani. Multi-finger gestures. United States Patent 9965165 B2, May 8, 2018.
- [PG17] Kenneth P. Hinckley, Koji Yatani, and Michel Pahud. Copy and staple gestures. United States Patent 9857970 B2, January 2, 2018.
- [PG16] Darren K. Edge, and Koji Yatani. Dynamic presentation prototyping and generation. United States Patent 9619128 B2, April 11, 2017.
- [PG15] Kenneth P. Hinckley, Koji Yatani, Andrew S. Allen, Jonathan R. Harris, and Georg F. Petschnigg. Link gestures. United States Patent 9519356 B2, December 13, 2016.
- [PG14] Kenneth P. Hinckley, and Koji Yatani. Multi-screen dual tap gesture. United States Patent 9454304 B2, September 27, 2016.
- [PG13] Kenneth P. Hinckley, Koji Yatani, and Michel Pahud. Copy and staple gestures. United States Patent 9411504 B2, August 9, 2016.



- [PG12] Kenneth P. Hinckley, and Koji Yatani. Brush, carbon-copy, and fill gestures. United States Patent 9411498 B2, August 9, 2016.
- [PG11] Kenneth P. Hinckley, and Koji Yatani. Radial menus with bezel gestures. United States Patent 9367205 B2. June 14, 2016.
- [PG10] Kenneth P. Hinckley, and Koji Yatani. Radial menus with bezel gestures. United States Patent 9310994 B2, April 12, 2016.
- [PG9] Kenneth P. Hinckley, and Koji Yatani. Off-screen gestures to create on-screen input. United States Patent 9274682 B2, March 1, 2016.
- [PG8] Kenneth P. Hinckley, and Koji Yatani. Multi-screen bookmark hold gesture. United States Patent 9075522 B2, July 7 2015.
- [PG7] Kenneth P. Hinckley, and Koji Yatani. Page manipulations using on and off-screen gestures. United States Patent 8799827 B2, August 5, 2014.
- [PG6] Kenneth P. Hinckley, and Koji Yatani. Multi-screen synchronous slide gesture. United States Patent 8751970 B2, June 10, 2014.
- [PG5] Kenneth P. Hinckley, and Koji Yatani. Multi-screen hold and page-flip gesture. United States Patent 8707174 B2, April 21, 2014.
- [PG4] Kenneth P. Hinckley, and Koji Yatani. Multi-screen pinch and expand gestures. United States Patent 8539384 B2, September 17, 2013.
- [PG3] Kenneth P. Hinckley, and Koji Yatani. Multi-screen hold and drag gesture. United States Patent 8473870 B2, June 25, 2013.
- [PG2] Kenneth P. Hinckley, Koji Yatani, and Georg Petschnigg. Edge gestures. United States Patent 8239785 B2, August 7, 2012.
- [PG1] Kurt Partridge, Koji Yatani, Mark W. Newman, and David Goldberg. Method and apparatus for selecting an object within a user interface by performing a gesture. United States Patent 8122384 B2, February 21, 2012.

## Magazine Articles

- [MA9] Duncan Brumby, Koji Yatani, and Leah Findlater. Reflections on Planning and Running a Virtual Doctoral Consortium at CHI 2020. *ACM Interactions*, Vol. 27, No. 4, 22–26, 2020.
- [MA8] Koji Yatani. Asking Profs. *IPSJ Magazines*, August 2019.
- [MA7] Koji Yatani. Industry-academia Collaboration Enabled by AI research—from a perspective of a non-AI researcher—, *Chemistry Industry*, August 2018.
- [MA6] Koji Yatani. Liberty to choose, Responsibility to choose. —What I found after becoming a faculty member—. *IPSJ Magazines*, May 2017.
- [MA5] Koji Yatani. SIIGRAPH Asia attendance report. *VR Society Journal*, March 2016.
- [MA4] Koji Yatani. A Ph.D. What does it Take? *Journal of the Japanese Society for Artificial Intelligence*, Vol. 29, No. 4, 395–399, 2014.
- [MA3] Koji Yatani. How “Smart” Sensors can Change Interaction between Human and Computers. *Nikkei Electronics* 2013.3.4. 79–84, 2013.
- [MA2] Magical UI: Kinect Secret Story (an article based on the interview with me). *Nikkei Electronics* 2012.4.30. 60–61, 2012.
- [MA1] Koji Yatani. HCI Research in North America (University of Toronto). *Journal of Human Interface Society: Human Interface*, Vol. 12, No. 1, 51–52, 2010.

## Invited Talks and Lectures

- [IT35] ユーザの健康的な生活を促進するモバイルアプリケーション研究の実践と課題. アルコール・薬物依存関連学会 合同学術総会. 2023 年 10 月
- [IT34] 「アルゴリズム」の授業の裏側と効果を高めるための仕組み. ギブリー社主催 AgileHR day. 2023 年 10 月
- [IT33] ユーザの生活に融合するデジタルヘルスケア. 日本口腔ケア協会学術大会並びに日本口腔ケア学会春季大会. 2023 年 2 月
- [IT32] Dual-purpose Interaction: Designing interactive systems interwoven with what people already do. Invited talk at Boston University Metropolitan College, November 2022.
- [IT31] 学術集会在ビジネスに与える新たなインパクト (本セッションの企画, およびモデレーターを担当). 東北大学 電気通信研究所 共同プロジェクト研究 公開シンポジウム「これからの学術集会を考える」. 2022 年 10 月
- [IT30] 東京大学矢谷浩司准教授に学ぶオンラインでの効果的なアルゴリズム能力の育成手法と心得. Track IT 人材育成戦略会議. 2022 年 8 月
- [IT29] 東京大学矢谷浩司准教授に学ぶ オンラインでの効果的なアルゴリズム能力の育成手法と心得. ギブリー社主催 AgileHR day. 2022 年 3 月
- [IT28] Driving Application-oriented Research through Sensing Technology. Invited talk at COMSNETS 2022, January 2022.
- [IT27] “Enabler” is My Middle Name: Creating Enabling Technology and Systems. Invited talk at MSRA Alumni Association Live+, September 2021.
- [IT26] 公開討論～誹謗中傷を防ぐには～ (パネリスト). 第 94 回五月祭. 2021 年 9 月
- [IT25] “Enabler” is My Middle Name: Creating Enabling Technology and Contributing to Enabling Communities. Award talk at RIEC International Symposium on Human-Computer Interaction, January 2021.
- [IT24] Career development talk and panel at CSCW Asia Winter School 2020, December 2020.
- [IT23] Helping Adolescent SNS Users Overcome Privacy and Security Threats. Invited talk at the RIEC International Symposium on Human-Computer Interaction. January 2020.
- [IT22] Career development talk and panel at CSCW Asia Winter School 2019, December 2019.
- [IT21] 知的作業の生産性を飛躍させるヒューマンコンピュータインタラクション技術の設計と評価. RIEC Award 授賞式. 2019 年 12 月
- [IT20] Interactive Technology for Personal Healthcare Applications. Keynote talk at WristSense 2019 workshop. March 2019.
- [IT19] Sensing Technology and Interface for Personal Healthcare. Invited talk at the third ACM SIGCHI Asian Symposium. December 2018.
- [IT18] Reshaping Security Experience. Invited talk at University of British Columbia, Designing for People project. June 2018.
- [IT17] A Ph.D. What does it take? Invited lecture at Kochi Institute of Technology, December 2016.
- [IT16] Interactive technology for creative, productive and healthy life. Invited talk at the first ACM SIGCHI Asian Symposium, Tohoku University. December 2016.
- [IT15] Interactive technology for creative, productive and healthy life. Invited talk at NTU-UTokyo joint conference, National Taiwan University. November 2016.
- [IT14] HCI for productivity and creativity. Invited talk at Post-CHI 2015 Workshop, KAIST. April 2015.

- [IT13] Why, What and How to Evaluate?: Another IR Evaluation Direction with Qualitative Approaches. Invited panelist at International Workshop on Evaluating Information Access, Graduate School of Information Science and Technology, December 2014.
- [IT12] Interactive Productivity Support: For the Better “Get Things Done” . Invited lecture at Advanced Topics in HCI (taught by Prof. Jun Rekimoto), Graduate School of Interdisciplinary Information Studies, University of Tokyo. October 2014.
- [IT11] Productivity, Creativity, Diversity. Invited lecture at Media Informatics (taught by Prof. Takeo Igarashi), Graduate School of Information Science and Technology, University of Tokyo. June 2013.
- [IT10] How Research can Change the World: the Impact of Kinect. Invited lecture at Department of Electrical Engineering and Information Systems, University of Tokyo. June 2013.
- [IT9] Social Computing: New Relationship and Interaction between Human and Computers. Invited talk at Social Computing Symposium (a Japanese domestic conference). June 2013.
- [IT8] My Lessons Learned from Research: Things You should Know and Do before Getting Ph.D. Invited lecture at Department of Electrical Engineering and Information Systems, University of Tokyo. December 2012.
- [IT7] A Ph.D. What Does It Take? Invited talk at Department of Computer Science and Information Engineering, National Taiwan University. November 2012.
- [IT6] Sensing Technologies and Interaction. Invited seminar at Nikkei Electronics seminar. November 2012.
- [IT5] Kinect @ MSR. Talk in the Kinect4Windows workshop at Interaction 2012 (a Japanese domestic conference). Also participated in the panel session with Prof. Itiro Siio (chair), Prof. Jun Rekimoto, and Prof. Takeo Igarashi. March 2012.
- [IT4] The Fun of Failure: Lessons Learned from Designing Interactive Systems. Invited talk at the VRSJ Annual Conference (a Japanese domestic conference). September 2011.
- [IT3] Review Spotlight: A User Interface for Summarizing Online Reviews. Invite talk at CS4HS Summer Program for HS Teachers, University of Toronto. July 2011.
- [IT2] Cutting Edge Research: Input Devices. Participated as a speaker and panelist at the INplay conference. May 2011.
- [IT1] Interactive Systems with User-generated Data and Content. Invited talk at DCS Symposium on Trends in Computing, University of Toronto. May 2010.

## AWARDS & RECOGNITIONS

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- 2023/07      **DIS Best Demo Award** (for P36)
- 2022/12      **ACM Distinguished Member**  
<https://www.acm.org/media-center/2022/december/distinguished-members-2022>
- 2022/09      **PACM IMWUT Distinguished Paper Award** (for J10)
- 2022/03      **IPJSJ Microsoft Faculty Award**  
 This award is given to young researchers who have made outstanding international contributions to research in the major fields of informatics, and are also expected to continue to make their contributions in the future.  
<https://www.ipsj.or.jp/english/organization/aboutipsj/award/microsoft.html>
- 2022/03      **University of Tokyo School of Engineering Best Teaching Award**

This award is given to faculty members who have demonstrated outstanding teaching skills by creating high-quality classes and improving educational methods.  
<https://www.t.u-tokyo.ac.jp/foe/activity/award-bestteaching>

- 2021/09      **UbiComp 2021 Best Presentation Award** (for J10)
- 2021/03      **Funai Academic Award**  
This award is to honor young researchers who have made outstanding research achievements in the science and engineering fields, particularly in the fields of information science and technology.  
[https://www.funaifoundation.jp/grantees/awardees\\_up\\_to\\_now\\_20.html](https://www.funaifoundation.jp/grantees/awardees_up_to_now_20.html)
- 2021/01      **Japan ACM SIGCHI Local Chapter Distinguished Young Researcher Award**  
This award is given to young researchers for significant research contributions as well as outstanding community contributions to the field of Human-Computer Interaction.  
<https://sigchi.jp/award/2020/result.en.html>
- 2020/04      **CHI 2020 Honorable Mention Award** (for P30)
- 2020/03      **IPSJ/ACM Award for Early Career Contributions to Global Research**  
This award is to honor early career researchers in the field of computing for their outstanding contributions through their international and collaborative research as well as high expectations of their continuing global research.  
<https://www.ipsj.or.jp/english/organization/aboutipsj/award/ACM-Award-E.html>
- 2019/11      **RIEC Award**  
This award is given to young researchers who have made outstanding contributions to academic research in the field of telecommunications, and are expected to contribute further to the field.  
<https://www.riec.tohoku.ac.jp/ja/info/riec-award/r1/>
- 2017/12      **2017 UTokyo Excellent Young Researcher**  
<https://www.u-tokyo.ac.jp/ex-researchers/>
- 2016/05      **CHI Best Paper Award** (for P26)
- 2014/09      **MobileHCI Honorable Mention Award** (for P23)
- 2014/09      **MobileHCI Honorable Mention Award** (for P22)
- 2014/04      **CHI Honorable Mention Award** (for P20)
- 2014/04      **CHI Honorable Mention Award** (for N4)
- 2011/05      **CHI Best Paper Award** (for P11)
- 2009/10      **UIST Student Innovation Competition 2nd place award for most useful interfaces** (for CP2)

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## PROFESSIONAL ACTIVITIES

## Journal Editor

- PACM IMWUT: Proceedings of ACM Interactive, Wearable, Mobile and Ubiquitous Technologies (2016–2020)
- IEEE Pervasive Computing, Special Issue on Growing Up with Pervasive Computing (2019, as a Guest co-Editor)

## Journal Associate Editor

- ACM Transaction of Computer-Human Interaction (TOCHI; 2017–present)
- Foundations and Trends in Human-Computer Interaction (FnT HCI, 2020–present)

## Program Chair

- CHI Technical Program chair: ACM SIGCHI Conference on Human Factors in Computing Systems (2025) (co-chaired with Xianghua ‘Sharon’ Ding)
- CHI Papers chair: ACM SIGCHI Conference on Human Factors in Computing Systems (2022) (co-chaired with Steven Drucker and Julie Williamson)
- Ubicomp Program chair: ACM International Conference on Pervasive and Ubiquitous Computing (2015) (co-chaired with Hans Gellersen and Tanzeem Choudhury)

## CHI Subcommittee Chair

- Engineering Interactive Systems and Technology (2019, 2020)

## Program Committee / Associate Chair

### Conferences

- AH: Augmented Human (2013)
- ASSETS: International ACM SIGACCESS Conference on Computers and Accessibility (2017, 2018, 2019, 2021)
- CHI: ACM SIGCHI Conference on Human Factors in Computing Systems (2013, 2017)
- MobiQuitous: Annual International Conference on Mobile and Ubiquitous Systems (2015)
- MobiSys: ACM International Conference on Mobile Systems, Applications, and Services (2014)
- MUM: International Conference on Mobile and Ubiquitous Multimedia (2020)
- UbiComp: ACM International Conference on Pervasive and Ubiquitous Computing (2012–2014)
- UIST: ACM Symposium on User Interface Software and Technology (2013, 2015, 2017, 2018)
- WHC: IEEE World Haptics Conference (2013)

### Workshops

- MCSS: ACM Workshop on Mobile Systems for Computational Social Science (2014, 2015)

## Steering Committee

- Japan ACM SIGCHI Chapter, Vice chair (2016–present)
- ACM UbiComp (2015–2021, as the steering committee chair 2019–2021)

## Conference Organizing Committee

- **Award Chair**
  - Ubicomp: ACM International Joint Conference on Pervasive and Ubiquitous Computing (2023)
- **Sponsorship Chair**
  - ACM SIGCHI Conference on Human Factors in Computing Systems (2021)
  - Ubicomp: ACM International Joint Conference on Pervasive and Ubiquitous Computing (2017, 2018)
  - UIST: ACM Symposium on User Interface Software and Technology (2016)
- **Doctoral Consortium Chair**
  - ACM SIGCHI Conference on Human Factors in Computing Systems (2019, 2020)
  - ISS: ACM International Conference on Interactive Surfaces and Spaces (2018)
- **Journal Chair**
  - ACM SIGCHI Conference on Human Factors in Computing Systems (2021)
- **Video Chair**
  - Ubicomp: ACM International Joint Conference on Pervasive and Ubiquitous Computing (2013)
- **Student Innovation Contest Chair**
  - UIST: ACM Symposium on User Interface Software and Technology (2020)
- **Mentoring Chair**
  - ITS: ACM International Conference on Interactive Tabletops and Surfaces (2012)  
(co-chaired with Dr. Changkyu Choi)

## Award Selection Committee

- PACM IMWUT Distinguished Paper Award (2021–2023)
- UbiComp 10-years Impact Award (2018, 2021)
- UbiComp Gaetano Outstanding Student Award (2019, 2020, 2021)
- UIST Best Paper Award (2015)

## 国内学会

- 情報処理学会 UBI 研究会 運営委員 (2015–2018, 2023–2026)
- 情報処理学会 HCI 研究会 運営委員 (2020–2023)

## Funding Reviewer

- Fostering Responsible Research Practices by The Netherlands Organisation for Health Research and Development
- Ontario Research Fund
- Philippine-California Advanced Research Institutes Project
- Veni grant program (Netherlands Organization for Scientific Research)

## Reviewer (Journal)

ACM Transactions on Interactive Intelligent Systems; ACM Transactions on Computer-Human Interaction; Applied Ergonomics; Human – Computer Interaction (Taylor & Francis); IEEE Sensors Journal; IEEE Transactions on Haptics; IEEE Transactions on Mobile Computing; IEEE Transactions on Multimedia; IEICE Transactions on Fundamentals of Electronics, Communications and Computer Sciences; IEICE Transactions on Information and Systems; International Journal of Human-Computer Studies (Elsevier); Pervasive and Mobile Computing (Elsevier); Proceedings of ACM Interactive, Mobile, Wearable, and Ubiquitous Technology

## Reviewer (Conference)

ACE, APCHI, APSIPA Annual Summit and Conference, CHI, CSCW, DIS, GI, Internet of Things Conference, ITS (formally TableTop), IUI, MobileHCI, NordiCHI, Pervasive, TEI, UbiComp, UIST, SIGGRAPH Asia, 3DUI

## MEMBERSHIP

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- **ACM**: Association for Computer Machinery
  - Distinguished Member (2022–present)
  - Member (2011–2022)
  - Student Member (2003–2011)
- **IEEE**: Institute of Electrical and Electronics Engineers, Member (2004–present)
- **IPSJ**: Information Processing Society of Japan, Member (2014–present)
- **IEICE**: Institute of Electronics, Information and Communication Engineers, Member (2016–present)
- **Human Interface Society**, Member (2020–present)
- **Japanese Society of Gerodontology**, Member (2022–present)