Satoru TOKUHISA

Personal Profile

Date of Birth: August 6, 1978
Place of Birth: Yamaguchi, Japan
Citizenship: Japan

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Summery

I am a researcher and strategic design thinker with a significant interest in computer science, innovation and business strategy. Currently, I am serving as Associate Professor in the Faculty of Global Science Studies, Yamaguchi University, Japan, where I am responsible for several Design Science courses wherein students learn about the design process, comprising survey, analysis, value proposition, design, implementation and evaluation. Also, I manage project-based learning with corporate partners.

I have been engaged in various research fields related to design with a background of psychology, sociology, philosophy, business economics and computer science. After obtaining my PhD based on a design method to generate fun among users of interactive systems, I widened my area of design specialism from interface design and interaction design to user experience design, service design and social innovation design. My research works were accepted at SIGGRAPH and CHI, top conferences in the fields of human computer interactions, and have been awarded international and domestic prizes, having been entered into a number of challenging competitions such as SIGGRAPH Emerging Technologies (2003, 2005), Japan Media Art Festival (2004, 2007), Asia Digital Art Award (2005, 2008), FILE (2007, 2008), Laval Virtual (2006, 2008) and U-35 Creators Japan (2013).

I have contributed to society based on my academic achievements. While studying at the Graduate School, I co-founded UTUTU Co. Ltd. and, in 2009, Sikake, both of which are organizations designing communication media to deliver more fun in our daily lives by means of innovative technologies. In 2013, I was appointed Chief Creative and Communications Officer of Navigator Platform Inc. which organizes media for personal investors. In 2014, I co-founded Wanic Co. Ltd. which develops coconut wine and coconut spirits. Also, I was engaged in design consulting for large companies at Takram Design Engineering, a leading design consultancy company based in Tokyo and London.

My current research interests revolve around sustainable innovation frameworks for developing countries, service design frameworks for the public sector, cultural diversity in design thinking, and emotional design for IoT-mediated multi-sensory interaction.

Education

PhD in Media and Governance, Graduate School of Media and Governance, Keio University, Japan, September 2007.

       Thesis : A Design Method for Creatio, Entertainment with Creation.
       Supervisor : Prof. Masa Inakage
       Advisory Committee : Prof. Naohito Okude (Keio University)
                     Prof. Kenji Kohiyama (Keio University)
                     Prof. Katsuhiko Ogawa (Keio University)

Master of Media and Governance, Graduate School of Media and Governance, Keio University, Japan, March 2004.

B.A. in Political Science, Faculty of Law, Department of Political Science, Keio University, Japan, March, 2002.

Academic Experience

Associate Professor   Japan
Yamaguchi University, Faculty of Global and Science Studies   April 2015 - present

<u>Innovation Framework for Local Region Project, April 2016 – present</u>
- Responsible for concept development, framework development and project management.
- Developing an innovation framework focusing on local resources for local government and companies.
- Achieved a government research grant for young Scientists "Grant-in-Aid for Young Scientists (B)" acknowledged by the Japan Society for the Promotion of Science Organisation with 3,500,000 JPY.
- Accepted by the Japan Association for Cultural Economics, JACE annual conference 2017.
- Will publish a book on this topic in 2018.

<u>Book User Interface Project, April 2015 – March 2017</u>
- Responsible for design research, user study and service design.
- Collaborated with a leading printing company in Japan with 1.4 million JPY for two years.
- Developing an interactive book user interface system for public exhibition with characteristics shared by paper and digital books.
- Exhibited the system at The Lab, Knowledge Capital, Grand Front Osaka, from April 2016 to March 2017.
- Accepted by CHI 2017 as full paper.

<u>Administration</u>
- Directed and operated the website of the Faculty of Global Science Studies, Yamaguchi University.
- Designed entrance examination assignments for the Faculty of Global Science Studies, Yamaguchi University.

- Organized a public event for discussion with professionals in various fields.
- Designed and managed a workshop studio and two design studios.
- Responsible for the course design of the Design Track of the Faculty of Global Science Studies, Yamaguchi University.
- Worked as a member of the Project-Based Learning Committee.
- Worked as a member of the Establishment of Graduate School Committee.
- Engaged with the Labour and Safety Committee.

Adjunct instructor Japan
Tama Art University, Faculty of Art and Design April 2013 – March 2016

- Ran courses in Entertainment and Design and Society and Design for undergraduate students.
- Encouraged students to plan fieldwork in several museums, find design opportunities and implement original services.

Visiting Senior Assistant Professor Japan
Keio University October 2014 - March 2015

Project Senior Assistant Professor Japan
Keio University, Graduate School of Media Design April 2010 – September 2014

Assistant Professor Japan
Keio University, Graduate School of Media Design Senior April 2009 - March 2010

Design Pattern for Developing World Project, April 2013 - September 2014
- Responsible for concept development, service development and project management.
- Developed design patterns for developing world which a variety of stakeholders can use to solve issues in the developing world.
- Financially supported by the Sasakawa Scientific Research Grant from The Japan Science Society.
- Launched the first web service on design patterns for developing world.

Social Things Project, April 2013 - September 2014
- Responsible for concept development and project management.
- Collaborated with a leading telecommunication company in Finland in order to develop a big picture view between humans and things for the next generation to the paradigm generated by Ubiquitous Computing with 190,000 SEK for 1 years.
- Proposed a concept "Social Things" which indicates the things and the environment composed of the things that support humans to understand and appropriately manage Social Intelligence in a socio-cultural context.
- Developed three prototypes to proof the concept.

VR Theater Project, September 2012 - March 2015
- Responsible for design research, user study and service design.
- Collaborated with a leading printing company in Japan to develop a novel virtual reality museum theatre with eight million JPY for two years.
- Developed an interactive real time VR system for each user to watch content during the program based on their interest for deep understanding.
- Accepted by Virtual Reality Society of Japan as Best Paper in 2015.

CEMS Business Project, April 2012 - September 2014
- Responsible for management of "Business Project" which is a collaborative project with several leading corporate partners in Japan such as Lawson, Kikkoman, Nomura Securities and Kowa.
- Supervise CEMS students who come from each country to KMD. CEMS, the Global Alliance in Management Education, is a strategic alliance of the world's top-level business schools, universities, and multinational corporate partners.
- Designed the programs of Business Projects for 6 months based on feedbacks and interests of each corporate partner as well as the CEMS students in order to satisfy both of them.

Social Flower Project, August 2011 - present
- Responsible for user research, user interface and user experience design, and service design.
- Developed a web service "bouquet" which focuses on fascinating communication through real flower bouquet collaborated with the leading flower distributor in Japan with 3 million JPY for 2 years.
- Found hidden needs for the users who organize events and the guests through several user studies.
- Launched the service on February 2013.

BOP Design Framework Project, July 2010 - present
- Developed a design framework to design products and systems for BOP, the Bottom of the Pyramid, which is composed of six steps and four tools.
- Wrote an article about this framework which was accepted in June 2011 by UX magazine, one of the most renowned magazines on user experience.
- Gave special lectures for undergraduate students on this framework at Keio University in 2013.
- Twice conducted workshops for participants in See-D Contest, in 2013 and 2014.
- Accepted by Bulletin of Japanese Society for the Science of Design.

Child Creativity Project, April 2009 - March 2011
- Achieved a government research grant for young Scientists "Grant-in-Aid for Young Scientists (B)" acknowledged by Japan Society for the Promotion of Science Organization with 3,700,000 JPY.
- Designed an iPhone application entitled "The World is Canvas" which is a coloring application that generates draft for coloring using a photo in order to generate fun in children.
- Developed an original leading model based on Contextual Model of Learning by Forks and implemented the application based on this model.
- Published 1 academic journal and 2 international conference papers.

Kitchen Media Project, April 2009 - September 2012
- Responsible for design consulting on user interface, interaction, and user experience.
- Developed "Panavi", a system used as a tool in acquiring cooking skills utilized as a real-time navigator to control temperature and accelerometer of pan.
- Conducted several deep user tests for 2 years and iterated prototyping.
- Drew much attention by exhibiting this system in Hongkong and Kanazawa and by being broadcasted on 6 TV programs, and accepted by CHI 2012, one of the most authoritative conferences in the field of Computer Human Interaction.

Administration
- Managed a workshop studio and three design studios.
- Organized several public events to showcase research output.

Adjunct instructor   Japan
Joshibi University of Art and Design, Faculty of Art   April 2012 - March 2014

- Ran Media Art Practice course for undergraduate students.
- Encouraged students to plan and implement interactive art using Max/MSP/Jitter and Arduino.

Assistant Professor   Japan
Keio Advanced Research Center   April 2008 - March 2009

Researcher   Japan
Keio Research Institute at SFC   September 2007 - March 2008

Research Assistant   Japan
JST-CREST   September 2004 - March 2008

Ubiquitous Content Project, September 2007 - March 2009.
- Granted by JST (Japan Science and Technology Agency) / CREST (Core Research for Evolutional Science and Technology) with 300 million budget for 5 years.
- Managed the project which consisted of over 30 master and PhD students, and organized 7 symposiums to reveal research outcomes.
- Developed the specification of "xtel", a toolkit which is composed of a wireless board, programming platform and P2P network library, to support designers in developing a real space application easily and quickly.
- Published 9 academic journals and 34 international conference papers.

Researcher   Japan
Keio Research Institute at SFC   April 2004 - September 2004

Interactive Cinema Project, April 2004 - March 2006.
- Responsible for hardware engineering and software programming.
- Developed an interactive system for cinema with interactive display through which users can choose the viewing point and its scenario.
- Accepted by ACE 2015 as short paper.

Non-Academic Experience

Associate   Japan
takram design engineering   November 2014 - September 2016

- Responsible for user research, user interface and user experience design, along with service design considering clients' business models.
- Designed several web services for NTT DOCOMO, a leading telecommunications company in Japan.
- Designed concepts of new business for Sony, a leading global consumer electronics company.

Co-Founder   Japan
Wanic Co., Ltd.   March 2014 - present

WANIC Project, July 2010 - present
- Responsible for user research, product management and business development.
- Developed a recipe and toolkit to make coconut-based wine, Fresh WANIC, for empowerment of local people in developing countries.
- Participated in fieldwork in non-electricity areas in East Timor in 2010, and analysed the situation with original design framework.
- Developing WANIC Coconut Spirits as distilled WANIC in Laos in the Philippines with a local partner.
- Released WANIC Coconut Spirits in Tokyo in September 2016.
- Got the Gold medal at SFWSC 2017, the largest spirits contest in the U.S.

Chief Creative & Communication Director   Japan
Navigator Platform Inc.   March 2013 - present

Toushin-1 Project, October 2015 - present
- Responsible for communication design, user interface and user experience design, along with service design.
- Developed a web service for potential investors who are interested in investment.
- Secured 20 million PV per a month in June 2017, including distribution to partners.

<u>Kabu-1 Project, April 2015 - present</u>
- Responsible for communication design, user interface and user experience design, along with service design.
- Developed a web service for personal investors at beginner level.

<u>Longine Project, June 2013 - present</u>
- Responsible for communication design, brand design, user interface and user experience design, along with service design.
- Developed a web service with the concept of a fair platform, focusing on analysis on finance and economy in Japan with famous talented analysts.
Designed suitable interface for users to read each article without frustration using any devices.
- Since May 2014, distributed several contents to Rakuten Securities, a leading online securities company.

Co-Founder / Creative Director   Japan
Sikake   June 2009 - January 2013

<u>Kawaii Engine Project, June 2009 - January 2013.</u>
- Responsible for user research, user interface and user experience design, and service design.
- Proposed a project about Development of "Kawaii Engine", which automatically decorates a video with cute graphics and animation for short mobile video, and was accepted by IPA Exploratory IT Human Resources Project (Project Manager Mr. Fujii, Google Inc.) with 5,5 million JPY.
- Conducted qualitative and quantitative research to develop algorithm to "Kawaii" expression via automatic decoration.
- Launched "Povie" which is an iPhone application decorating 15 second videos with this Kawaii Engine, and collected 20,000 users in the world for three years.

Co-Founder / Creative Director   Japan
UTUTU Co., Ltd.   June 2004 - September 2010

<u>Tokyo Life Project, April 2009 - December 2009.</u>
- Responsible for contents managements from several authors.
- Developed a web service "Tokyo Life" sponsored by The Tokyo Democratic Party of Japan.
- Conducted user research and collected what kinds of information they actually need in their daily life, and visualized the comparison of the services among 23 districts in Tokyo.
- Archived 4.2 million PV for 1.5 month.

<u>Kitchen Device Project, April 2009 - August 2009.</u>
- Responsible on project management and user interface and user experience design based on user research.
- Developed a novel kitchen device with a perceptual interface and designed several prototypes for one of the leading consumer electronics companies in Japan.
- Adopted gesture control to check recipes or to see TV programs on the display because the users

at kitchen feel reluctant to use their wet or oily hands while cooking.
- Officially released on March 2011.

MYSQ - My Style So Qute! -, March 2005 - September 2008.
- Responsible on designing user interface, interaction, user experience and programming on image processing and user interface.
- Developed "MYSQ", a video Print-Club system which decorates user's video on real time according to the user's movement with selection of effects on foot.
- Designed cute visual effects, animation for decoration and interior by defining the target as the people who come to Harajuku which is one of the most popular places for young generation in Japan, and famous for pop culture.
- Exhibited this system at KDDI Designing Studio from March 2005 to September 2008 and acquired more than 20,000 users.

Founder / Creative Director   Japan
interdisciplinary design lab.   April 2004 - Present

KOIL (Kashiwanoha Open Innovation Laboratory) Project, November 2012 - March 2014
- Responsible on consulting about members, hardware, software, space and management as a brain for open innovation design.
- Proposed a project to Mitsui Fudosan to develop the first Innovation Center with a concept of design in Japan.
- Developed programs for small and medium-sized enterprises in Japan which have strength in technologies to learn how to add a new meaning to existing products, "Design Driven Innovation".
- Conducted special workshops with a concept of Design Driven Innovation in September 2013.

Nihonbashi 400 years Map Project, January 2012- March 2014
- Responsible on management of developing the web service, user interface design, interaction design, and user experience design.
- Developed a web service "Nihonbashi 400 years map" which archive many useful and precious information about Nihonbashi which is one of the most traditional areas at Tokyo with collaboration Uno laboratory at Tokyo University of Science.
- Designed appropriate user interface for mobile users to stroll Nihonbashi with this map by using real time navigation.
- Accepted by Chuo city, where Nihonbashi is located, as an official cultural program in 2012.
- Redesigned the service with several new functions such as English pages on March 2014.

SKILLS

Teaching

Course responsibilities for Design Science.
Supervised Master's and PhD Design and Information Science students.
Mentored Master's Business and International Management students.
Organized Project-Based Learning projects for undergraduate and graduate Master's students with cooperate partners.
Taught several courses related to design and information science in English.

Graduate Students Supervised

Master of Media Design, Graduated 29.

Programming

Max/MSP/Jitter, Arduino, html, CSS, Java-Script, PHP (fluent)
Open Frameworks, Processing, Python, ruby, C, C++, C#, Objective-C (basic)

Computing

Confident user of Microsoft and Adobe packages.
Frequent use of operating systems Mac OS and Windows.
Operation of 3D printing machine, laser cutting machine, CNC routing machines, etc.

Natural Language

Japanese (native)
English (fluent)

Administration

Directed and operated the website of Faculty.
Designed entrance examination assignments.
Responsible for the course design on the design track.
Designed and managed a workshop studio and design studios.
Worked as a member of the Project-Based Learning committee.
Worked as a member of the Establishment of Graduate School committee.
Organized several public events for discussion with professionals in various fields.
Organized several public events to showcase research output.

TEACHING

Course work

At Yamaguchi University, Faculty of Global Science Studies for undergraduate level students, Japan

Year	Title of Course	Role	Type	No. of participant	Extent of involvement	Levels taught	Exam
2015	Basic Seminar	Lecturer	3.3 ECTS course with a series of lectures and seminars	5	Was responsible for course design, assignment design, assignment review, student evaluation	BA, 1st semester	3 reports and 3 presentation
This courses delivers basic academic skills such as survey methods, academic writing technique, and academic presentation technique.							
2015	Introduction to Design Science 1	Lecturer	1.7 ECTS course with a series of lectures	103	Was responsible for course design, assignment design, assignment review, student evaluation	BA, 1st semester	Report
This course delivers the history of classical design from graphic design and product design to interface design and service design, based on computers and network as target of design. Based on expansion of design target to business strategy, this course covers a variety of innovation management techniques and the basis of the business model.							
2015	Design Science Practice 1	Lecturer	1.7 ECTS course with a series of lectures and seminars	35	Was responsible for course design, assignment design, assignment review,	BA, 1st semester	Presentation of students' projects

					student project supervision, student evaluation		

This course delivers practices of design process, composed of survey, analysis, value proposition, design, implementation and evaluation. The practice 1 focuses on survey.

| 2015 | Design Science Practice 2 | Lecturer | 1.7 ECTS course with a series of lectures and seminars | 35 | Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation | BA, 1st semester | Presentation of students' projects |

This course delivers practices of design process, composed of survey, analysis, value proposition, design, implementation and evaluation. The practice 2 focuses on analysis and value proposition.

| 2015 | Design Science Practice 3 | Lecturer | 1.7 ECTS course with a series of lectures and seminars | 35 | Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation | BA, 2nd semester | Presentation of students' projects |

This course delivers practices of design process, composed of survey, analysis, value proposition, design, implementation and evaluation. The practice 3 focuses on design and implementation.

2015	Design Science Practice 4	Lecturer	1.7 ECTS course with a series of lectures and seminars	35	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	BA, 1st semester	Presentation of students' projects
This course delivers practices of design process, composed of survey, analysis, value proposition, design, implementation and evaluation. The practice 4 focuses on evaluation.							
2015	Yamaguchi and the World	Lecturer	1.7 ECTS course with a series of lectures and seminars	36	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	BA, 2nd semester	Presentation of students' projects
This course addresses a project based learning to redesign products or industry originally made from Yamaguchi in order to export to the world through conducting fieldwork, choosing areas or countries in which to expand the business and planning new products.							
2016	Basic Seminar	Lecturer	3.3 ECTS course with a series of lectures and seminars	6	Was responsible for course design, assignment design, assignment review, student evaluation.	BA, 1st semester	3 reports and 3 presentation
This courses delivers basic academic skills such as survey methods, academic writing technique, and academic presentation technique.							

2016	Introduction to Design Science 1	Lecturer	1.7 ECTS course with a series of lectures	105	Was responsible for course design, assignment design, assignment review, student evaluation.	BA, 1st semester	Report

This course delivers the history of classical design from graphic design and product design to interface design and service design, based on computers and network as target of design. Based on expansion of design target to business strategy, this course covers a variety of innovation management techniques and the basis of the business model.

2016	Design Science Practice 1a	Lecturer	1.7 ECTS course with a series of lectures and seminars	35	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	BA, 1st semester	Presentation of students' projects

This course delivers practices of design process, composed of survey, analysis, value proposition, design, implementation and evaluation. The practice 1 focuses on survey.

2016	Design Science Practice 1b	Lecturer	1.7 ECTS course with a series of lectures and seminars	35	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	BA, 1st semester	Presentation of students' projects

This course delivers practices of design process, composed of survey, analysis, value proposition, design, implementation and evaluation. The practice 1 focuses on survey.

2016	Design Science Practice 1c	Lecturer	1.7 ECTS course with a series of lectures and seminars	35	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	BA, 1st semester	Presentation of students' projects
This course delivers practices of design process, composed of survey, analysis, value proposition, design, implementation and evaluation. The practice 1 focuses on survey.							
2016	Design Science Practice 3	Lecturer	1.7 ECTS course with a series of lectures and seminars	35	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	BA, 2nd semester	Presentation of students' projects
This course delivers practices of design process, composed of survey, analysis, value proposition, design, implementation and evaluation. The practice 3 focuses on design and implementation.							
2016	Yamaguchi and the World	Lecturer	1.7 ECTS course with a series of lectures and seminars	43	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	BA, 2nd semester	Presentation of students' projects

This course addresses a project based learning to redesign products or industry originally made from Yamaguchi in order to export to the world through conducting fieldwork, choosing areas or countries in which to expand the business and planning new products.							
2016	Problem Solving and Critical Thinking Seminar	Co-Lecturer	3.3 ECTS course with a series of lectures and seminars	18	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	BA, 2nd semester	Presentation of students' projects
This course delivers practices for debate, planning and problem-based learning.							
2016	Media Design (in English)	Lecturer	3.3 ECTS course with a series of lectures and seminars	1	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	BA, 6th semester	Presentation of students' projects
This course offers skills and knowledge for designing interactive media through both lectures and practice.							
2016	Modern Asian Cultural Studies (in English)	Co-Lecturer	3.3 ECTS course with a series of lectures	10	Was responsible for course design, assignment design, assignment review, student evaluation	BA, 6th semester	Report
This course presents an outline of Asian culture in Korea, China, Taiwan and ASEAN countries because nowadays the relationship between Japan and these countries is becoming more and more							

important.							
2017	Basic Seminar	Lecturer	3.3 ECTS course with a series of lectures and seminars	5	Was responsible for course design, assignment design, assignment review, student evaluation.	BA, 1st semester	3 reports and 3 presentation
This courses delivers basic academic skills such as survey methods, academic writing technique, and academic presentation technique.							
2017	Introduction to Design Science 1	Lecturer	1.7 ECTS course with a series of lectures	105	Was responsible for course design, assignment design, assignment review, student evaluation	BA, 1st semester	Report
This course delivers the history of classical design from graphic design and product design to interface design and service design, based on computers and network as target of design. Based on expansion of design target to business strategy, this course covers a variety of innovation management techniques and the basis of the business model.							
2017	Design Science Practice 2a	Lecturer	1.7 ECTS course with a series of lectures and seminars	35	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	BA, 1st semester	Presentation of students' projects
This course delivers practices of design process, composed of survey, analysis, value proposition, design, implementation and evaluation. The practice 2 focuses on design techniques for prototyping.							
2017	Design	Lecturer	1.7	35	Was	BA, 1st	Presentation

	Science Practice 2b		ECTS course with a series of lectures and seminars		responsible for course design, assignment design, assignment review, student project supervision, student evaluation	semester	of students' projects

This course delivers practices of design process, composed of survey, analysis, value proposition, design, implementation and evaluation. The practice 2 focuses on design techniques for prototyping.

2017	Design Science Practice 2c	Lecturer	1.7 ECTS course with a series of lectures and seminars	35	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	BA, 1st semester	Presentation of students' projects

This course delivers practices of design process, composed of survey, analysis, value proposition, design, implementation and evaluation. The practice 2 focuses on design techniques for prototyping.

2017	Science and Technology Seminar 3	Co-Lecturer	3.3 ECTS course with a series of lectures and seminars	10	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	BA, 3rd semester	Presentation of students' projects

This course delivers a variety of prototyping skills and knowledge through practices with 2D and 3D fabrication tools.							
2017	Yamaguchi and the World	Lecturer	1.7 ECTS course with a series of lectures and seminars	37	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	BA, 2nd semester	Presentation of students' projects
This course addresses a project based learning to redesign products or industry originally made from Yamaguchi in order to export to the world through conducting fieldwork, choosing areas or countries in which to expand the business and planning new products.							
2017	Problem Solving and Critical Thinking Seminar	Co-Lecturer	3.3 ECTS course with a series of lectures and seminars	18	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	BA, 2nd semester	Presentation of students' projects
This course delivers practices for debate, planning and problem-based learning.							

2017	Media Design (in English)	Lecturer	3.3 ECTS course with a series of lectures and seminars	23	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	BA, 6th semester	Presentation of students' projects
This course offers skills and knowledge for designing interactive media through both lectures and practice.							
2017	Modern Asian Cultural Studies (in English)	Co-Lecturer	3.3 ECTS course with a series of lectures	27	Was responsible for course design, assignment design, assignment review, student evaluation	BA, 6th semester	Report
This course presents an outline of Asian culture in Korea, China, Taiwan and ASEAN countries because nowadays the relationship between Japan and these countries is becoming more and more important.							
2017	Project Based Problem Solving Research	Lecturer	3.3 ECTS course with a series of lectures and seminars	6	Was responsible for student project supervision	BA, 6th semester	Report
This course addresses a variety of social issues proposed by local government and corporate partners propose for which students try to offer solutions.							
2018	Basic Seminar	Lecturer	3.3 ECTS course with a series of	5	Was responsible for course design, assignment	BA, 1st semester	3 reports and 3 presentation

				lectures and seminars		design, assignment review, student evaluation.		

This courses delivers basic academic skills such as survey methods, academic writing technique, and academic presentation technique.

2018	Introduction to Design Science 1	Lecturer	1.7 ECTS course with a series of lectures	105	Was responsible for course design, assignment design, assignment review, student evaluation	BA, 1st semester	Report

This course delivers the history of classical design from graphic design and product design to interface design and service design, based on computers and network as target of design. Based on expansion of design target to business strategy, this course covers a variety of innovation management techniques and the basis of the business model.

2018	Design Science Practice 2a	Lecturer	1.7 ECTS course with a series of lectures and seminars	35	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	BA, 1st semester	Presentation of students' projects

This course delivers practices of design process, composed of survey, analysis, value proposition, design, implementation and evaluation. The practice 2 focuses on design techniques for prototyping.

2018	Design Science Practice 2b	Lecturer	1.7 ECTS course with a series of lectures and	35	Was responsible for course design, assignment design, assignment	BA, 1st semester	Presentation of students' projects

				seminars		review, student project supervision, student evaluation		

This course delivers practices of design process, composed of survey, analysis, value proposition, design, implementation and evaluation. The practice 2 focuses on design techniques for prototyping.

2018	Design Science Practice 2c	Lecturer	1.7 ECTS course with a series of lectures and seminars	35	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	BA, 1st semester	Presentation of students' projects

This course delivers practices of design process, composed of survey, analysis, value proposition, design, implementation and evaluation. The practice 2 focuses on design techniques for prototyping.

2018	Science and Technology Seminar 3	Co-Lecturer	3.3 ECTS course with a series of lectures and seminars	10	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	BA, 3rd semester	Presentation of students' projects

This course delivers a variety of prototyping skills and knowledge through practices with 2D and 3D fabrication tools.

At Keio University, Graduate School of Media Design for graduate (Master's) level students, Japan

Year	Title of Course	Role	Type	No. of participant	Extent of involvement	Levels taught	Exam
2009	Real Media	Co-Lecturer	3.3 ECTS course with a series of lectures and seminars	Approx. 20	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	MA, 1st semester	Presentation of students' projects
This course delivers design methods of real world application using sensors, actuators and wireless communication.							
2009	Goldman Sacks 10,000 women program (in English)	Supervisor	-	Approx. 20	Was responsible for course design.	-	-
This course delivers basis visual communication design skills and knowledge for educators in the non–design field.							
2010	Real Media	Co-Lecturer	3.3 ECTS course with a series of lectures and seminars	Approx. 20	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	MA, 1st semester	Presentation of students' projects
This course delivers design methods of real world application using sensors, actuators and wireless communication.							

2011	Intro to Media Design	Co-Lecturer	3.3 ECTS course with a series of lectures and seminars	Approx. 80	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	MA, 1st semester	Presentation of students' projects
This course includes a project where students conduct fieldwork, develop concepts, and design prototypes to proof their concepts.							
2011	Multi-sensory Communica-tion (in English)	Co-Lecturer	3.3 ECTS course with a series of lectures and seminars	Approx. 20	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	MA, 2nd semester	Presentation of students' projects
This course delivers design methods of multisensory application using sensors, actuators, and wireless communication.							
2012	CEMS Business Project (in English)	Co-Lecturer	15 ECTS course with a series of lectures and seminars	12	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	MA, 3rd semester	Presentation of students' projects and report

This course addresses a project involving students from Europe who major in business management tackling issues proposed by several corporate partners.							
2012	CEMS Block Seminar (in English)	Co-Lecturer	3.0 ECTS course with a series of lectures and seminars	10	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	MA, 3rd semester	Presentation of students' projects
This course includes a project where students from Europe who major in business management propose business plans for their home countries based on resources that they discover via fieldwork.							
2013	CEMS Business Project(in English)	Co-Lecturer	15 ECTS course with a series of lectures and seminars	14	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	MA, 3rd semester	Presentation of students' projects and report
This course addresses a project involving students from Europe who major in business management tackling issues proposed by several corporate partners.							
2013	CEMS Block Seminar (in English)	Co-Lecturer	3.0 ECTS course with a series of lectures and seminars	10	Was responsible for course design, assignment design, assignment review, student project	MA, 3rd semester	Presentation of students' projects

					supervision, student evaluation		

This course includes a project where students from Europe who major in business management propose business plans for their home countries based on resources that they discover via fieldwork.

2014	CEMS Business Project (in English)	Co-Lecturer	15 ECTS course with a series of lectures and seminars	10	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	MA, 3rd semester	Presentation of students' projects and report

This course addresses a project involving students from Europe who major in business management tackling issues proposed by several corporate partners.

2014	CEMS Block Seminar (in English)	Co-Lecturer	3.0 ECTS course with a series of lectures and seminars	10	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation	MA, 3rd semester	Presentation of students' projects

This course includes a project where students from Europe who major in business management propose business plans for their home countries based on resources that they discover via fieldwork.

At Tama Art University, Faculty of Art and Design for undergraduate level students, Japan

Year	Title of Course	Role	Type	No. of participant	Extent of involvement	Levels taught	Exam
2013	Entertainment and Design	Lecturer	13.3 ECTS course with a series of lectures and seminars	15	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation.	BA, 6th semester	Presentation of students' projects
This course addresses the development of web services with data which the students obtained through fieldwork at a national museum in Tokyo.							
2014	Entertainment and Design	Lecturer	13.3 ECTS course with a series of lectures and seminars	20	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation.	BA, 6th semester	Presentation of students' projects
This course addresses the development of web services with data which the students obtained through fieldwork at a national museum in Tokyo.							
2015	Society and Design	Lecturer	13.3 ECTS course with a series of lectures and seminars	20	Was responsible for course design, assignment design, assignment review, student	BA, 6th semester	Presentation of students' projects

| | | | | | project supervision, student evaluation. | | |

This course addresses the development of web services in order solve customer issues by conducting fieldwork at a national museum in Tokyo in order to define customers and their discontents.

At Joshibi University, Faculty of Art for undergraduate level students, Japan

Year	Title of Course	Role	Type	No. of participant	Extent of involvement	Levels taught	Exam
2012	Media Art Practice 2B	Co-Lecturer	10 ECTS course with a series of lectures and seminars	5	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation.	BA, 5th and 6th semester	Presentation of students' projects
This course addresses the development of interactive art works in order to learn skills and knowledge for concept development, image process programming and electronic circuit design							
2013	Media Art Practice 2B	Co-Lecturer	10 ECTS course with a series of lectures and seminars	10	Was responsible for course design, assignment design, assignment review, student project supervision, student evaluation.	BA, 5th and 6th semester	Presentation of students' projects
This course addresses the development of interactive art works in order to learn skills and knowledge for concept development, image process programming and electronic circuit design							

At Keio University, Faculty of Environment and Information Studies for undergraduate level students, Japan

Year	Title of Course	Role	Type	No. of participant	Extent of involvement	Levels taught	Exam
2005	Entertainment Design	Co-Lecturer	3.3 ECTS course with a series of lectures	Approx. 20	Was responsible for course design, assignment design, assignment review, student evaluation.	BA, 3rd semester	Report
This course delivers a variety of design methods and case studies on interactive entertainment for students to acquire knowledge of interactive entertainment design.							

RESEARH

Research Grant

Duration	PI/Co-PI	Project Title	Source	Grant amount
October 2018 – March 2019	PI	Project on Future Service Design Workshop	NEC	0.45 million JPY (100JPY = 1USD)
June 2017 – March 2018	PI	Research on Public Design and Operation for the Facility near the Shin-Yamaguchi Station	Yamaguchi City Municipal Government	1.5 million JPY (100JPY = 1USD)
July 2016 – March 2017	PI	Designing Experiment of UI System for Exhibition in the Open Space	Toppan Printing Company	0.75 million JPY (100JPY = 1USD)
April 2016 - March 2018	PI	Designing a Design Driven Innovation Framework for Small Business in local areas	JSPS Grant-in-Aid for Scientific Research, Young Researcher (B)	3.9 million JPY (100JPY = 1USD)
December 2015 – March 2016	PI	Planning a Symposium about Innovation from Local Cities	Yamaguchi City Municipal Government	0.75 million JPY (100JPY = 1USD)
November 2015 – March 2016	PI	Designing UI System for Content Exhibition in the Open Space	Toppan Printing Company	0.62 million JPY (100JPY = 1USD)
April 2014 - March 2016	Co-PI	Designing of Stamp Navigation System for Learning in the Museum	JSPS Grant-in-Aid for Challenging Exploratory Research	0.6 million JPY (100JPY = 1USD)
April 2013 - March 2014	PI	Development of Database for Designing Service and Product for Social Innovation	Sasakawa Scientific Research Grant	1.0 million JPY (100JPY = 1USD)
July 2009 - March 2010	Co-PI	Development of Kawaii engine for Mobile Mobile Automatic Decoration System	IPA Exploratory IT Human Resources Project	5.5 million JPY (100JPY = 1USD)
April 2009 - March 2011	PI	Research about System to Support Creative Learning for Children	JSPS Grant-in-Aid for Scientific Research, Young Researcher (B)	4.1 million JPY (100JPY = 1USD)

Duration	PI/Co-PI	Project Title	Source	Grant amount
September 2004 - March 2010	Co-PI	The Research of Ubiquitous Content Production Authoring System	JST CREST Foundation of Technology Supporting the Creation of Digital Media Contents	250 million JPY (100JPY = 1USD)
April 2007 - March 2008	PI	A Design Method for Creatio – Entertainment with Creation	Keio Univ. Taikichiro Mori Research Fund	0.3 million JPN (100JPY = 1 USD)
April 2005 - March 2006	PI	Design of Contents based on Ubiquitous Experience Circuit	Keio Univ. Taikichiro Mori Research Fund	0.3 million JPN (100JPY = 1 USD)
April 2003 - March 2004	PI	Research of Real-time Sound and Image Processing based on Embodiment	Keio Univ. Taikichiro Mori Research Fund	0.3 million JPN (100JPY = 1 USD)

Research Awards / Prizes

Date of Award	Award Name	Award Type	Nature of Award
September, 2017	WANIC Coconut Spirits 2015, IWSC 2017, Bronze Medal.	Team	International
July, 2017	WANIC Coconut Spirits 2015, SFWSC 2017, Gold Medal.	Team	International
April, 2017	Flip and Touch the Hokusai Manga, Knowledge Capital Innovation Award 2016, Knowledge Capital Division, Grand Prix.	Team	National
September, 2016	A Service Design Practice using Special Exhibition "Map of Japan created by Ino Tadataka" at Tokyo National Museum and Museum Theater, Virtual Reality Society of Japan, Best Papers.	Team	National
December, 2014	U-35 Japan Award	Individual	National
August, 2013	Canada's international Development Research Centre, ITCD 2013 Pre-Conference Symposium Scholarship Program	Individual	International
January, 2013	U-35 Creators Japan, Nominated Prize	Individual	National
May, 2011	Wanic, See-D Contest, Best Award.	Team	National

Date of Award	Award Name	Award Type	Nature of Award
February, 2009	Nervixxx: A Video Performance System with Neural Interfaces, ACHI 2009, Best Papers.	Individual	International
April, 2008	Nervixxx, Laval Virtual Award 2008, Finalist Prize.	Individual	International
December, 2007	Tentacula, Asia Digital Art Award (ADAA) 2007 Interactive Art Division, Finalist Prize	Team	International
December, 2006	rhythmysm, 2006[10th] Japan Media Art Festival Entertainment Division, Jury Recommended work	Team	International
December, 2006	MYSQ - My Style So Qute ! -, Asia Digital Art Award (ADAA) 2006 Digital Design Division, Finalist Prize	Team	International
March, 2004	atMOS - Self Packaging Movie -, 2004 Scholarship for Student Venture Business, Second Prize.	Team	National
December, 2003	atMOS - Self Packaging Movie - . 2003 [7th] Japan Media Art Festival, Entertainment Division, Encouragement Prize	Team	International

Invited Addresses

1. Design and Design Science, Hiroshima High School "Global Leader Research Lecture Meeting 2018", Hiroshima, 16 October, 2018.

2. From Human Centered Design to Resource Centered Design, Hong Kong University of Science & Technology "Research Seminar", Hong Kong, 11 September, 2017.

3. Design and Design Science, Hiroshima High School "Global Leader Research Lecture Meeting 2017", Hiroshima, 24 October, 2017.

4. Design with the Society, Chang Gung University "Design and ethics", Taipei, 8 November, 2016.

5. Design and Design Science, Hiroshima High School "Global Leader Research Lecture Meeting 2016", Hiroshima, 2 November, 2016.

6. Problem Solving, Regional Partnership and Academic Education, Research Interest Group on Sustainable Regional Partnership and Academic Education, Yamaguchi, 27 January, 2016.

7. Design Science as Tool, Hiroshima High School "Global Leader Research Lecture Meeting 2015", Hiroshima, 11 November, 2015.

8. Practices and Issues on Design Thinking, Mitsubishi Heavy Industries, Ltd. "Design Forum 2015", Kobe, 27 October, 2015.

9. Symposium of Faculty of Global and Science Studies "Create a New World with Design Science", Yamaguchi, 15 November, 2014.

10. Innovation in the Developing World, Global Leadership Seminar, Yokohama, 23 September, 2013.

11. BOP Design Framework, See-D Contest, Tokyo, 6 July 2013.

12. Innovation in the Developing World, Global Leadership Seminar, Yokohama, 22 April, 2013.

13. Future of Interactive Exhibition, Toppan Printing Company "Digila Open Innovation Talk(D.O.I.T)", Tokyo, 6 November, 2012.

14. BOP Product Design based on Ethnographic Design, See-D Contest, Tokyo, 29 July 2012.

15. Can Entertainment Computing be research? (Organizer: Masahiko Inami), Entertainment Computing 2008, Kanazawa, 29-31 October, 2008.

16. Nervixxx, File 2008 Symposium, Sao Paulo, 5-9 August, 2008.

17. rhythmism, File 2007 Symposium, Sao Paulo, 13-17 August, 2007.

18. Content Design, The DMC Institute 5th International Symposium – Convergence: Towards A New Paradigm for Creative Society -, Tokyo, 28-29 August, 2006.

Service as a Reviewer

Reviewer for Academic Journals and Transactions
Reviewer at ACM Computers in Entertainment, April 2012 - present
Reviewer at Virtual Reality Society of Japan, April 2010 - present
Reviewer at Information Processing Society of Japan, April 2008 - present

Reviewer for Academic Conferences
Reviewer at ACE2014
Reviewer at ACE2009
SI2009 Executive Committee / Program Committee

Professional Membership

ACM
Service Design Network
Virtual Reality Society of Japan
Information Processing Society of Japan
Japan Association for Cultural Economics

Patents

Title	Country	Filing / Patent Number	Filing or Granted Date	Status
Cooking system, and kitchen utensils and a cooking set for the cooking system	Japan	2011-58782	24/03/2011	Granted
Information processing mechanisms, methods, systems and programs	Japan	2005-333309	12/02/2005	Pending

Publications

Books

1. **Tokuhisa, S.** (2018). *Weaving Regional Innovation*. Tokyo: NTT Publishing Co., Ltd.

Book Chapters

1. Ishibashi, S., Ishizawa, T., Ueki, A., Uriru, D., Katsumoto, Y., Kamiyama, Y., … Inakage, M. (2010). *xtel: Interaction Design to Enrich Everyday Life.* Tokyo: AXIS.

2. Inakage, M., Arakawa, T., Iguchi, K., Katsumoto, Y., Katsura, M., Osawa, T., … Ueki, A. (2010). Designing for Entertaining Everyday Experience. In A. D. Cheok (Ed.), *Art and Technology of Entertainment Computing and Communication* (pp. 255–269). New York, US.: Springer.

3. Inakage, M., **Tokuhisa, S.**, Watanabe, E., & Uchida, Y. (2008). Interaction Design for Ubiquitous Content. In C. Sommerer, L. C. Jain, & L. Mignonneau (Eds.), *The Art and Science of Interface and Interaction Design (Studies in Computational Intelligence)* (pp. 105–115). New York, US: Springer.

Magazine

1. **Tokuhisa, S.**, & Tokiwa., T. (2011). A Design Method for BOP Users: Products for Social Innovation. *User Experience Magazine*.

2. **Tokuhisa., S**. (2011). Social Innovation in Timor-Leste. *Mita-hyoron*, 51.

Refereed Articles (peer –reviewed, full papers)

1. Ishiyama, A., **Tokuhisa, S**., Kusunoki, F., Inagaki, S., & Terano, T. (2016). A Self-Made Personal Explanation Aid of Learning Materials in a Museum for Naïve Developers. *International Journal on Advances in Intelligent Systems*, *9*(1 & 2), 14–26.

2. **Tokuhisa, S**. (2016). Designing and Practicing a Design Framework For Designing a BOP Product - Report of Fieldwork at Timor. *Bulletin of Japanese Society for the Science of Design*, *62*(4), 93–102.

3. Shibasaki, M., Chang, Y., Takeda, M., Obata, K., Yoshino, K., Endo, S., … Minamizawa, K. (2015). Multi-user Pointing System for Supporting Personal Appreciative Experience in VR theater. *Transactions of the Virtual Reality Society of Japan*, *20*(4), 333–344.

4. **Tokuhisa, S**., Yoshino, K., Obata, K., Endo, S., Iwasaki, K., Shibasaki, M., … MInamizawa, K. (2015). A Service Design Practice using Special Exhibition "Map of Japan created by Ino Tadataka" at Tokyo National Museum and Museum Theater. *Transactions of the Virtual Reality Society of Japan*, *1*(3–14), 333–344.

5. **Tokuhisa, S**., & Kamiyama, Y. (2013). Personal, Physical, Social and Creative Contextual Design for Art Education: How to Achieve Fun in Art Education for Children. *ACM Computers In Entertainment (CIE)*, *12*(1).

6. Katsumoto, Y., Uriu, D., **Tokuhisa, S**., Okude, N., & Inakage, M. (2010). Design Methodology for Ubiquitous Content: AMAGATANA as a Case Study. *The Journal of the Society for Art and Science*, *9*(3), 111–118.

7. **Tokuhisa, S**., Ishizawa, T., Niwa, Y., Kasuya, K., Katsumoto, Y., Ishibashi, S., Inakage, M. (2010). Xtel: A Development Environment to Support Agile Prototyping of Ubiquitous Content. *IEICE TRANSACTIONS on Information and Systems D*, *Vol.J93-D*(10), 1809–1821.

8. **Tokuhisa, S**., Tokiwa, T., & Inakage, M. (2010). Adjustive Media: Design Method of Media Art /Entertainment with Feedback. *Cognitive Studies*, *17*(3), 536–548.

9. Inakage, M., Ueki, A., **Tokuhisa, S**., & Katsumoto, Y. (2009). International Journal of Technology and Human Interaction. *Designing Ubiquitous Content for Daily Lifestyle*, *5*(1), 35–40.

10. **Tokuhisa, S.**, & Inakage, M. (2007). Creation, Discovery and Transition: Discussion about Interaction Models to Design "Enjoyment" in Entertainment System. *Transactions of Information Processing Society of Japan*, *48*(3), 1097–112.

11. **Tokuhisa, S.**, Iguchi, K., Okubo, S., Niwa, Y., Nezu, T., & Inakage, M. (2006). OTOTONARI : A Pervasive Game Based on Collaboration and Storage of Users' Experience. *Transactions of Information Processing Society of Japan*, *46*(6), 1844–60.

12. **Tokuhisa, S.**, Okubo, S., Suguro, K., Kotabe, T., & Inakage, M. (2006). MYSQ: An entertainment system based on content creation directly linked to communication. *ACM Computers In Entertainment (CIE)*, *4*(3), Article No.2.

Conference Papers (peer-reviewed, full-paper)

1. **Tokuhisa, S**. (2018). The Coconut Innovation Framework : An Innovation Framework focusing on Resources. In *Proceedings of Servdes. 2018* (pp.696-712). Milano, Italy.

2. Yoshino, K., Obata, K., & **Tokuhisa, S**. (2017). FLIPPIN' : Exploring a Paper-based Book UI Design in a Public Space. In *Conference on Human Factors in Computing Systems 2017 (CHI 2017)* (pp.1508-1517). Denver, US.

3. Ishiyama, A., **Tokuhisa, S.**, Kusunoki, F., Inagaki, S., & Terano, T. (2015). A Self-Made Personal Explanation Aid for Museum Visitors. In *CONTENT 2015* (pp. 41–48). Nice, France.

4. **Tokuhisa, S**. (2013). ICT4D Design Patterns for a Common Language in ICT Ecosystems. In *OUI-ICTD 2013*. Cape Town, South Africa.

5. **Tokuhisa, S.**, Fujishiro, K., Kimura, T., & Ueki, A. (2013). Designing a Multi-Stakeholder Satisfaction Service for Group-Based Social Gift Purchase. In *International Association of Societies of Design Research (IASDR 2013)*. Tokyo, Japan.

6. Katsumoto, Y., **Tokuhisa, S.**, & Inakage, M. (2013). Ninja Track: Design of Electronic Toy Variable in Shape and Flexibility. In *Seventh International Conference on Tangible, Embedded and Embodied Interaction (TEI 2013)*. Barcelona, Spain.

7. Uriu, D., Namai, M., **Tokuhisa, S.**, Kashiwagi, R., Inami, M., & Okude, N. (2012). panavi: Recipe Medium with a Sensors-Embedded Pan for Domestic Users to Master Professional Culinary Arts. In *Conference on Human Factors in Computing Systems 2012 (CHI 2012)*. Austin, US.

8. **Tokuhisa, S**. (2009). Aequorin: Design of a System for Reduction of the User's Stress in One Day. In *International Workshop on Sensing and Acting in Ubiquitous Environments (SEACUBE 2009)*. St.-Petersburg, Russia.

9. **Tokuhisa, S**., Ishizawa, T., Niwa, Y., Kasuya, K., Ueki, A., Hashimoto, S., … Inakage, M. (2009). xtel: A Development Environment to Support Rapid Prototyping of "Ubiquitous Content." In *Tangible and Embedded Interaction 2009 (TEI 2009)* (pp. 323–330). Cambridge, UK.

10. **Tokuhisa., S**. (2009). Nervixxx: A Video Performance System with Neural Interfaces. In *IEEE The Second International Conferences on Advances in Computer-Human Interactions (ACHI 2009)* (pp. 156–163). Cancun, Mexico.

11. Niwa, Y., **Tokuhisa, S.**, & Inakage, M. (2008). Talktic: The Contents Development Environment for Pervasive Computing. In *ACM SIGCHI International Conference on Advances in Computer Entertainment Technology (ACE 2008)* (pp. 34–41). Yokohama, Japan.

12. **Tokuhisa, S.**, Iguchi, K., Okubo, S., Niwa, Y., Nezu, T., & Inakage, M. (2006b). OTOTONARI: Mobile Ad Hoc Pervasive Game that develops a regional difference. In *International conference on Game research and development (Cyber Game 2006)* (pp. 155–162). Perth, Australia.

13. **Tokuhisa, S.**, Iguchi, K., Okubo, S., Niwa, Y., Nezu, T., & Inakage, M. (2006a). OTOTONARI: A Pervasive Game of Sound Composition based on Users' Collaboration. In *The International Academic Conference on the Future of Game Design and Technology (Future Play 2006)*. London, Canada.

14. **Tokuhisa, S.**, & Masa Inakage. (2006). Sensible Node: Network-Based General Purpose Architecture Module that Reflects Environment. In *2nd International Conference on Intelligent Environment National Technical University of Athens (IE 2006)* (pp. 175–184). Athens, Greece.

15. **Tokuhisa, S.**, Kotabe, T., & Inakage, M. (2004b). Enhanced Entertaining Experience For Creative LBE with atMOS System. In *10th International Conference on Virtual Systems and Multimedia (VSMM 2004)* (pp. 450–459). Ogaki City, Gifu, Japan.

16. **Tokuhisa, S.**, Kotabe, T., & Inakage, M. (2004a). atMOS: Self Expression Movie Generating System for 3G Mobile Communication. In *Third International Conference on Mobile and Ubiquitous Multimedia (MUM 2004)* (pp. 199–206). Maryland, US.

Conference Papers (peer-reviewed, short-paper)

1. Uriu, D., Namai, M., **Tokuhisa, S**., Kashiwagi, R., Inami, M., & Okude, N. (2012). Experience "panavi,": challenge to master professional culinary arts. In *Extended Abstracts on Human Factors in Computing Systems* (pp. 1445–1446). Austin, Texas, USA.

2. **Tokuhisa, S.,** & Kamiyama., Y. (2010b). The World is Canvas: A Painting Application for Children based on the Social Constructivism System. In *Create10 – The interaction design conference*. Edinburgh, UK.

3. **Tokuhisa, S.**, & Kamiyama., Y. (2010a). The World is Canvas: A Coloring Application for Children based on Physical Interaction. In *International Conference on Interaction Design and Children (IDC 2010)* (pp. 315–318). Barcelona, Spain.

4. **Tokuhisa, S.** (2008). Nervixxx: An Introduction of Biosignal to Live Video Performance. In *Siggraph Asia 2008 Sketch*. Singapore.

5. **Tokuhisa, S.**, Iwata, Y., & Inakage, M. (2007). rhythmism: A VJ Performance System with Maracas based Devices. In *ACM SIGCHI International Conference on Advances in Computer Entertainment Technology (ACE 2007)* (pp. 204–207). Salzburg, Austria.

6. **Tokuhisa, S.**, Iwata, Y., & Inakage, M. (2006). re-acT-able pH [polyphony * Heredity]. In *1st International Conference on Digital Interactive Media Entertainment & Arts (DIME 2006)*. Bangkok, Thailand.

7. **Tokuhisa, S.**, Ding, A., & Inakage, M. (2005). Tri-Story as Intuitive Cinema: Interactive Storytelling based on Physical Action for Multi Screen. In *ACM SIGCHI International Conference on Advances in Computer Entertainment Technology (ACE 2005)* (pp. 314–317). Valencia, Spain.

8. **Tokuhisa, S.**, Iwata, Y., & Inakage, M. (2005). Suirin. In *Siggraph 2005 Emerging Technologies* (p. Article No.22). Los-Angels, US.

9. Kotabe, T., **Tokuhisa, S**., Suguro, K., & Inakage, M. (2003). atMOS - Self packaging Movie. In *Siggraph 2003 Emerging Technologies*. San Diego, CA, US.

Conference Papers (peer-reviewed, poster)

1. Shibasaki, M., Iwazaki, K., Takeda, M., Obata, K., Yoshino, K., Endo, S., … Minamizawa, K. (2017). MeLight: Embodied Appreciation of Inouzu. In *VRIC 2017*.

2. Fujimura, N., Inakage, M., Sunahara, H., **Tokuhisa, S**., Ueki, A., & Yamanouchi, M. (2013). Openlight: a concept of urban lighting to make urbanites aware of each other. In *Ubicomp 2013* (pp. 17–20). Zurich, Switzerland.

3. Ebihara, Y., Kondo, C., Sugimoto, M., **Tokuhisa, S.**, Tokiwa, T., Harada, K., … Inakage, M. (2010). A public display system that uses dynamic composition of digital images and sounds by analyzing related KANSEI information. In *Siggraph Asia Poster*. Seoul.

4. Tokiwa, T., **Tokuhisa, S.**, Honna, Y., Shinozaki, C., Kusunoki, F., Nishimura, T., & Iwatake, T. (2004). Surround CoBIT: A method for presenting auditory information as a virtual acoustic field. In *4th International Workshop on Smart Appliances and Wearable Computing (IWSAWC2004)*. Tokyo.

Demonstration

1. Flip and Touch the Hokusai Manga, Grand Front Osaka Knowledge Capital The Lab, 15 April, 2016 - 30 March 2017.

2. A Retrospective on the Works of Satoru Tokuhisa, Vol.1 Japan Award, Yokohama, 19-24 November, 2013.

3. Wanic, See-D Innovation Challenge Final Presentation, National Graduate Institute for Policy Studies, Tokyo, 22 May, 2011

4. Wanic, Bases 150k Challenge Product Showcase, Stanford University, US, 18 May, 2011

5. Wanic, See-D Contest Final Conference, National Graduate Institute for Policy Studies, Tokyo, 23 October, 2010

6. The World is Canvas: A Coloring Application for Children based on Physical Interaction. International Conference on Interaction Design and Children(IDC 2010), Barcelona, Spain, 9-12 July, 2010.

7. The World is Canvas, 6th Workshop Collection *only Japanese, Keio University, Yokohama, Japan, 27-28 February, 2010.

8. xtel, SIGGRAPH Asia Emerging Technologies DIY Hardware: Reinventing Hardware for the Digital Do-It-Yourself Revolution, Yokohama, Japan, 16-19 December, 2009.

9. aequorin, Keio University Ubiquitous Content Project Ubiquitous Content Symposium 2009, Daikanyama Hillside Plaza, Tokyo, 27 – 28 February, 2009.

10. Tentacula, Asia Digital Art Award (ADAA) 2007, Fukuoka Asian Art Museum, Fukuoka, 26 January – 5 February, 2008.

11. rhythmism, 2006[10th] Japan Media Art Festival Entertainment Division, Tokyo Metropolitan Museum of Photography, Tokyo, 24 February – 4 March, 2007.

12. MYSQ – My Style So Qute ! –, Asia Digital Art Award (ADAA) 2006, Fukuoka Asian Art Museum, Fukuoka, 2-15 January, 2007.

13. re-acT-able pH [polyphony * Heredity], 1st International Conference on Digital Interactive Media Entertainment & Arts (DIME 2006) Research + Art Exhibition, Bangkok, Thailand, 25-27 October, 2006.

14. Suirin, Keio Media Design Media Design Tours '06 *only Japanese, Daikanyama Hillside Plaza, Tokyo, 12 September, 2006.

15. atMOS – Self Packaging Movie –, SkipCity Movie Museum "PLAY ! Digital Movie: From Watching Movie to Playing Movie", Saitama, 2 June – 18 September, 2006.

16. Suirin, Laval Virtual 2006 Revolution (invited), Laval, France, 26 – 30 April, 2006.

17. Suirin, interactive Tokyo 2005(iTokyo2005), National Museum of Emerging Science and Innovation, Tokyo, 25 – 26 31 August, 2005.

18. MYSQ – My Style So Qute ! – , Good Design Presentation 2005, Tokyo Big Site, Tokyo, 25-27 August, 2005.

19. Suirin, Siggraph 2005 Emerging Technologies, Los-Angels, CA, US., 31 July – 4 August, 2005.

20. OTOTONARI, Expo Aichi 2005, Aichi, 23 June and 8 July, 2005.

21. Smartwall, Keio University, SFC Campus, Media Center B1, Kanagawa, 31 March, 2005 – 31 March, 2009.

22. MYSQ – My Style So Qute ! – , KDDI DESIGNING STUDIO "Next Interface", Tokyo, 5 March, 2005 – 31 September 2008.

23. atMOS – Self Package Movie, 2003 [7th] Japan Media Art Festival Entertainment Division,
Tokyo Metropolitan Museum of Photography, Tokyo, 27 February – 7 March, 2004.

24. Sound Table, ICC "Archives and Representation", NTT Inter Communication Center, Tokyo, 10 October – 24 November, 2003.

25. atMOS – Self Packaging Movie – , Siggraph 2003 Emerging Technologies, San Diego, CA, US., 27-31 July, 2003.

Directions of Events

1. "How to Design Innovation from local areas in Japan?" The 1st Symposium, Yamaguchi University, March, 2016.

2. Product Development Workshop by Design Driven Approach - How to Design Innovative Products with a Power of Changing Meanings of Products, Loftwork 10F, Tokyo, September, 2013.

3. Ubiquitous Content Symposium 2010 - Boundary between Design and Engineering -, Keio University Collaboration Complex, Fujiwara Memorial Hall., October, 2010.

4. Ubiquitous Content Showcase 2009 - Make Contents embed into Life -, JASMAC Yakumo, September 2009.

5. Media Design Tours 2009, Daikanyama Hillside Plaza, Tokyo, February, 2009.

6. Ubiquitous Content Symposium 2009 - And then there are three -, Daikantama Hillside Banquet, Tokyo, February, 2009.

7. Media Design Tours 2009, Mitsubishi Conference Square M+, Tokyo, February, 2008.

8. Ubiquitous Content Symposium 2008 - Deconstruction of Interaction Design -, Mitsubishi Conference Square M+, Tokyo, February, 2008.

9. Ubiquitous Content Symposium 2007, Tokyo International Forum, Tokyo, February, 2007.

10. Media Design Tours 2006, Daikanyama Hillside Plaza, Tokyo, September, 2006.

11. Ubiquitous Content Symposium 2006, Roppongi Hills, Tokyo, February, 2006.

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