Akira Matsuda

Personal Data

Place and Date of Birth:	Japan | 30 May 1992
Address:	The University of Tokyo 7-3-1 Bunkyo, 113-0033 Tokyo, Japan
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Research Interests

My role in Human Computer Interaction is to create a future in which transfer our personality to communicate or collaborate remotely with high engagement. I am focusing not only on communication by language but also on communication using nonverbal information such as eye contact, facial expression, and body cues.

My research interests also include:
(1) Human Augmentation: supporting communication by modifying and augmenting nonverbal information.
(2) Human-Robot Interaction: presenting human presence and support communication and cooperative work using not only video but also a robot or a drone.

Keywords: Telepresence; Social Telepresence; Remote Communication; Non-verbal Information; Human Augmentation; Human-Robot Interaction

Education

April 2017 - *present*	Ph.D. candidate in Interdisciplinary Information Studies (Applied Computer Science) Graduate School of Interdisciplinary Information Studies **The University of Tokyo**, Tokyo, Japan Supervisor: Jun Rekimoto
April 2015 - March 2017	Graduate School of Interdisciplinary Information Studies **The University of Tokyo**, Tokyo, Japan Supervisor: Jun Rekimoto
April 2011 - March 2015	School of Engineering **Shibaura Institute of Technology**, Tokyo, Japan Supervisor: Hiroyuki Nakamura

Academic Qualification

March 2017	M.A.S. in Interdisciplinary Information Studies (Applied Computer Science) Graduate School of Interdisciplinary Information Studies **The University of Tokyo**, Tokyo, Japan
March 2015	B.E. in Computer Science School of Engineering **Shibaura Institute of Technology**, Tokyo, Japan

Professional / Work Experiences

May 2017 - *present*	Assistant Researcher at Sony Computer Science Laboratories, Inc.(Sony CSL), Tokyo, Japan
February 2017 - March 2017	Research internship at National Institute of Advanced Industrial Science and Technology (AIST), Ibaraki, Japan
September 2015 - September 2015	Internship at Sony Corporation, Tokyo, Japan
March 2015 - *present*	Software Engineer at Yukai Engineering Inc., Tokyo, Japan iOS app development, Server back-end development, Embedded software development
March 2012 - *present*	Software Engineer at Link-U, Inc., Tokyo, Japan iOS app development, UI/UX design
March 2011 - June 2011	Software Engineer at Lunascape Corporation, Tokyo, Japan iOS app development
November 2010 - March 2012	Software Engineer at Galapagos, Inc., Tokyo, Japan iOS app development

Publications

[1] Shogo Yamashita, **Akira Matsuda**, Natsuki Hamanishi, Shunichi Suwa, and Jun Rekimoto. Demulti display: A multiplayer gaming environment for mitigating the skills gap. In *Proceedings of the Eleventh International Conference on Tangible, Embedded, and Embodied Interaction*, TEI '17, pages 457–463, New York, NY, USA, 2017. ACM. DOI:http://doi.acm.org/10.1145/3024969.3025074.

[2] **Akira Matsuda**, Takashi Miyaki, and Jun Rekimoto. Scalablebody: A telepresence robot that supports face position matching using a vertical actuator. In *Proceedings of the 8th Augmented Human International Conference*, AH '17, pages 13:1–13:9, New York, NY, USA, 2017. ACM. DOI:http://doi.acm.org/10.1145/3041164.3041182.

[3] **Akira Matsuda** and Jun Rekimoto. Scalablebody: A telepresence robot supporting socially acceptable interactions and human augmentation through vertical actuation. In *Proceedings of the 29th Annual Symposium on User Interface Software and Technology*, UIST '16 Adjunct, pages 103–105, New York, NY, USA, 2016. ACM. DOI:http://doi.acm.org/10.1145/2984751.2985718.

[4] Azusa Kadomura, **Akira Matsuda**, and Jun Rekimoto. Casper: A haptic enhanced telepresence exercise system for elderly people. In *Proceedings of the 7th Augmented Human International Conference 2016*, AH '16, pages 2:1–2:8, New York, NY, USA, 2016. ACM. DOI:http://doi.acm.org/10.1145/2875194.2875197.

[5] **Akira Matsuda**, Midori Sugaya, and Hiroyuki Nakamura. Luminous device for the deaf and hard of hearing people. In *Proceedings of the Second International Conference on Human-agent Interaction*, HAI '14, pages 201–204, New York, NY, USA, 2014. ACM. DOI:http://doi.acm.org/10.1145/2658861.2658922.

Academic Services

Reviewer Experience
- 35th ACM Conference on Human Factors in Computing Systems (ACM CHI 2017)

Languages

Japanese:	Native
English:	Intermediate

Computer Skills

Programming Language	C, C++, Objective-C, Swift, Processing, PHP
Platform / Framework	openFrameworks, Cinder, nginx, MySQL, macOS, Arduino, Linux(Ubuntu, OpenWRT)
Technology	Bluetooth Low Energy
Software	Xcode, Sketch, Illustrator

Interests and Activities

Open-Source Project, Project Management
Airsoft, Photography, Sticker (like a Facebook Messenger Sticker)

References

Prof. Jun Rekimoto
Interfaculty Initiative in Information Studies, The University of Tokyo, Tokyo, Japan
https://www.sonycsl.co.jp/person/rekimoto.html

Prof. Hiroyuki Nakamura
Dept. of Humanity/Social Sciences, Shibaura Institute of Technology, Tokyo, Japan
mailto:nkmr@shibaura-it.ac.jp

Dr. Jun Kato
National Institute of Advanced Industrial Science and Technology (AIST), Ibaraki, Japan
http://junkato.jp/resume.html

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