

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
Phone: +81 80 3310 2314
email: akira.matsuda@me.com
Web: <http://www.0x0c.me>

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 non-verbal 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; 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 Kadamura, **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.sonycs1.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>

Updated: 5/13/2017