

Keiichi Ihara

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Research Interest

I specialize in Human-Computer Interaction (HCI) with a keen interest in auto-generating Augmented Reality (AR) experiences utilizing virtual avatars. My research has focused on leveraging virtual avatars for remote instruction and communication. I aim to further investigate intuitive and efficient ways for users to interact with virtual avatars in AR environments.

Education

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|-------------------|---|
| 2022.04 – current | University of Tsukuba M.S. Computer Science Advisor: Dr. Ikkaku Kawaguchi & Dr. Buntarou Shizuki |
| 2022.12 – current | University of Calgary Visiting Researcher Advisor: Dr. Ryo Suzuki |
| 2018.04 – 2022.03 | University of Tsukuba B.S. Media Sciences and Engineering |

Research Publications

Conference Proceedings

- 1 A. Ichikawa, **K. Ihara**, and I. Kawaguchi, “Investigation of how animal avatar affects users’ self-disclosure and subjective responses in one-on-one interactions in vr,” in *Proceedings of the Asian HCI Symposium 2023*, 2023.
- 2 **K. Ihara**, M. Faridan, A. Ichikawa, I. Kawaguchi, and R. Suzuki, “Holobots: Augmenting holographic telepresence with mobile robots for tangible remote collaboration in mixed reality,” in *The 36th Annual ACM Symposium on User Interface Software and Technology (UIST’23)*, 2023.
- 3 **K. Ihara** and I. Kawaguchi, “Ar object layout method using miniature room generated from depth data,” in *International Conference on Artificial Reality and Telexistence and Eurographics Symposium on Virtual Environments (ICAT-EGVE’22)*, The Eurographics Association, 2022.
- 4 **K. Ihara** and I. Kawaguchi, “Virtual object placement in mr space using a 3d miniature model of a room,” in *Proceedings of the Asian HCI Symposium 2022*, 2022, pp. 23–29.

Poster and Demos

- 1 A. Ichikawa, **K. Ihara**, A. Tanokashira, and I. Kawaguchi, *Investigating the effect of animal avatars on users’ self-disclosure during interaction in vr space*, in International Conference on Artificial Reality and Telexistence and Eurographics Symposium on Virtual Environments (ICAT-EGVE’22), The Eurographics Association, 2022.
- 2 I. Kawaguchi, A. Ichikawa, **K. Ihara**, R. Ishibashi, and A. Tanokashira, *Hybrid robot with physical and ar body presentation*, in International Conference on Artificial Reality and Telexistence and Eurographics Symposium on Virtual Environments (ICAT-EGVE’22), The Eurographics Association, 2022.

Awards

- 2022.03 Award by the Dean of School of Informatics of University of Tsukuba
2021.02 Ibaraki Digital Content and Software Awards 2020 Award for Excellence in the software category

Scholarship, Funding, Fee Exemptions

- 2023.07 – 2023.09 UCalgary Mitacs Globalink Research Award (6,000 CAD)
2023.04 – 2024.03 Tuition Fee Exemption (535,800 JPY)
2022.04 – 2024.03 Japan Student Services Organization (88,000 JPY/month)

Conference Service

- 2021.12 WISS2021 Student Volunteers

Teaching

- 2022.10 – 2023.02 Teaching Assistant at University of Tsukuba
Beginner's Guide to Programming with Buntarou Shizuki

Skills

- Languages Strong reading, writing, and speaking competencies in English
Coding C, Unity/C#, Ruby, Python, R, ...
Web Dev HTML, CSS, JavaScript.