

---

Hokkaido University, Japan

<https://yukiabe.com/en>

[hnf\\_yuuki@eis.hokudai.ac.jp](mailto:hnf_yuuki@eis.hokudai.ac.jp)

Last Updated: 20/02/2025

## RESEARCH INTERESTS

Human-Computer Interaction (HCI), Accessibility, Assistive Technology, Social Computing, User Interface and User Experience, User Studies and Evaluations.

## EDUCATION/WORK

04/2024-	HOKKAIDO UNIVERSITY Ph.D. Student in Computer Science Advised by Dr. Daisuke Sakamoto
09/2024-03/2025	SINGAPORE MANAGEMENT UNIVERSITY Visiting Ph.D. Student Advised by Dr. Kotaro Hara
02/2023-	TEMANEKI.INC Chief Technology Officer (CTO)
04/2022-03/2024	HOKKAIDO UNIVERSITY M.Sc., Department of Computer Science Advised by Dr. Daisuke Sakamoto
04/2018-03/2022	HOKKAIDO UNIVERSITY B.Sc., Department of Computer Science Advised by Dr. Daisuke Sakamoto

## HONORS AND AWARDS

2024	HOKKAIDO UNIVERSITY ELM AWARD (Hokkaido University, outstanding student of extracurricular activities among all students) <a href="https://www.hokudai.ac.jp/gakusei/campus-life/campus/commendation.html">https://www.hokudai.ac.jp/gakusei/campus-life/campus/commendation.html</a>
2023	DEMONSTRATION AWARD (PEOPLE CHOSE) (WISS 2023, 3 out of 78 demonstration papers)

<https://www.wiss.org/WISS2023/>

2023

## SUPER CREATORS CERTIFIED AT “MITOU PROGRAM”

(IPA and Ministry of Economy, Trade and Industry in Japan, 21/31 Creators in MITOU2022)

[https://www.meti.go.jp/english/press/2021/0528\\_003.html](https://www.meti.go.jp/english/press/2021/0528_003.html)

2022

## “MITOU PROGRAM”: IT HUMAN RESOURCES PROJECT

(IPA and Ministry of Economy, Trade and Industry in Japan. Acceptance rate: 16.9%, 21 out of 124 projects, 2,700,000 yen)

[https://www.ipa.go.jp/jinzai/mitou/it/2022/gaiyou\\_sd-3.html](https://www.ipa.go.jp/jinzai/mitou/it/2022/gaiyou_sd-3.html)

2022

## HOKKAIDO UNIVERSITY IT PROJECT SCHOLARSHIP

(Hokkaido University, 50.0%, 12 out of 21 projects, 300,000 yen)

2021

## TOIO SDK FOR UNITY AWARD

(Unity, 1 out of 31 projects in a Hackson in Japan)

## REFEREED JOURNAL PAPERS

- [J.2] Yuki Abe, Daisuke Sakamoto, and Tetsuo Ono. 2025. “I feel lonely when they stop chatting”: Exploring Auditory Comment Display for Eyes-Free Social-Viewing Experience in Online Music Videos. Proc. ACM Hum.-Comput. Interact. 9, 2, Article CSCW106 (April 2025), 30 pages.  
<https://doi.org/10.1145/3711004> (to appear at CSCW 2025).  
Acceptance rate: TBA

- [J.1] 阿部 優樹, 崔 明根, 坂本 大介, 小野 哲雄 2022 ストリームライブチャット入力を想定した半透明ダブルフリックキーボードの検証. In 情報処理学会論文誌. 64(2), 352-365 <https://doi.org/10.20729/00224248>.

## CONFERENCE PROCEEDINGS

- [C.3] Yuki Abe, Keisuke Matsushima, Kotaro Hara, Daisuke Sakamoto, and Tetsuo Ono. “I can run at night!”: Using

Augmented Reality to Support Nighttime Guided Running for Low-vision Runners. In CHI Conference on Human Factors in Computing Systems (CHI '25), April 26–May 01, 2025, Yokohama, Japan. ACM, New York, NY, USA, 20 pages. <https://doi.org/10.1145/3706598.3714284>  
Acceptance rate: 25.1%

- [C.2] Yuki Abe\*, Kan Kusakabe\*, Myungguen Choi\*, Daisuke Sakamoto, and Tetsuo Ono. \*—equal contribution. Understanding Usability of VR Pointing Methods with a Handheld-style HMD for Onsite Exhibitions. In CHI Conference on Human Factors in Computing Systems (CHI '25), April 26–May 01, 2025, Yokohama, Japan. ACM, New York, NY, USA, 21 pages. <https://doi.org/10.1145/3706598.3713874>  
Acceptance rate: 25.1%

- [C.1] 阿部 優樹, 崔 明根, 坂本 大介, 小野 哲雄 2022 ストリームライブチャット入力を想定した半透明ダブルフリックキーボードの入力性能の実験的検討. In インタクション2022. 情報処理学会.  
Acceptance rate 40% (14/35).

## POSTER AND DEMONSTRATION PROCEEDINGS

- [D.5] 宮下 拓磨, 阿部 優樹, 坂本 大介, 小野 哲雄. 音声・動画コンテンツ内のナレーションを高齢者が聞き取りやすい話し方に変換するAIパイプラインの開発. HCI研究会. 第 209回 ヒューマンコンピュータインタラクション研究会.
- [D.4] Yuki Abe, Hikaru Tsujiguchi, Daisuke Sakamoto, and Tetsuo Ono. 2024. Temaneki: Map-Based Collaboration Tool for Consensus-Building in Student-Run Festival Management Teams. In Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI EA '24), May 11–16, 2024, Honolulu, HI, USA. ACM, New York, NY, USA, 8 pages. <https://doi.org/10.1145/3613905.3651013>  
Acceptance rate: 33.88%
- [D.3] 阿部 優樹, 鈴木 湧登, 坂本 大介, 小野 哲雄 2023 OMEME: 非装着状態のHMDを活用したコンパニオンロボットの開発. In *WISS 2023*.
- [D.2] 日下部 完, 阿部 優樹, 坂本 大介, 小野 哲雄 2023 Game-2-X: 種類が異なるゲームプレイ間を繋ぐシステムの提案. In *WISS 2023*.
- [D.1] 阿部 優樹, 崔 明根, 坂本 大介, 小野 哲雄 2022 ユーザビリティ調査におけるニコニコデータセット活用. In *IDRユーザフォーラム 2022*. 国立情報

学研究所.

## ACADEMIC SERVICES

- |           |   |
|-----------|---|
| 2024-     | External Reviewer of CHI 2024 LBWs, CHI 2025, CHI 2025 LBWs   |
| 2023,2024 | CHI STUDY GROUP STUDENT VOLUNTEER<br>Japan ACM SIGCHI Chapter |

## GRANTS

- |           |   |
|-----------|---|
| 2025-     | Research Fellow of the Japan Society for the Promotion of Science (DC2)<br>\$12,000 / 2 years + Stipend |
| 2024-     | Tateisi Science and Technology Foundation (C)<br>\$10,000 / 3 years                                     |
| 2024-2025 | Hokkaido University EXEX Doctoral Fellowship<br>\$3,000 / 1 year + Stipend                              |
| 2022      | “MITOU PROGRAM”: IT HUMAN RESOURCES PROJECT<br>\$27,500 / 9 months                                      |

## INVITED TALKS AND WORKSHOPS

- |      |   |
|------|---|
| 2023 | MITOU CONFERENCE 2023<br>Ministry of Economy, Trade and Industry in Japan.<br>Creators' Talk: “Web Application for Enhancing ‘MATSURI’ Festival Management Communities ‘<br><a href="https://www.ipa.go.jp/jinzai/mitou/mitoukaigi/2023/">https://www.ipa.go.jp/jinzai/mitou/mitoukaigi/2023/</a> |
|------|---|

## SELECTED PRESS

2022

HOKKAIDO SHIMBUN PRESS

祭りの人員配置、アプリで楽々 北大院生2人が開発 IT発掘事業に採択

<https://www.hokkaido-np.co.jp/article/769908>

## TECHNICAL SKILLS

### DOMAIN

Interaction Design, Rapid Prototyping, Mobile and Web Applications, Backend Development, UX Research, xR Development.

### PROGRAMMING LANGUAGE/PACKAGE

TypeScript, Unity(C#), GCP, Python.

### SERVICE MANAGEMENT

Developed and managed a web collaboration tool: Temaneki  
(<https://www.temaneki.jp/>) for two years. Over 500 users in Japan have adopted it.