
Hokkaido University, Japan
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RESEARCH INTERESTS

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

EDUCATION

04/2024-	HOKKAIDO UNIVERSITY Ph.D. Student in Computer Science Advised by Dr. Daisuke Sakamoto
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	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
2022	“MITOU PROGRAM”: IT HUMAN RESOURCES PROJECT (IPA and Ministry of Economy, Trade and Industry in Japan. 16.9%, 21 out of 124 projects, 2,700,000 yen) https://www.ipa.go.jp/jinzai/mitou/it/2022/gaiyou_sd-3.ht

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2022, 2021

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)

JOURNAL PUBLICATIONS

- [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>. (In English)

Yuki Abe, Myungguen Choi, Daisuke Sakamoto, Tetsuo Ono. 2022. Translucent Double Flick Japanese Keyboard for Live Chat Input in Live Streaming. In *the IPSJ Journal of Japan*. 64(2), 352-365. <https://doi.org/10.20729/00224248>.

REFEREED CONFERENCE FULL PAPERS PUBLICATIONS

- [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 *インタラクション2022*. 情報処理学会. Acceptance rate 40% (14/35). (In English)

Yuki Abe, Myungguen Choi, Daisuke Sakamoto, Tetsuo Ono. 2022. User Study of Translucent Double Flick Japanese Keyboard for Live Chat Input in Live Streaming. In *INTERACTION 2022*, the IPSJ of Japan.

POSTERS, DEMOS PUBLICATIONS

- [D.1] 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*. (In English)

Yuki Abe, Yuto Suzuki, Daisuke Sakamoto, Tetsuo Ono. 2023. OMEME: Utilize No-used HMD as a Companion Robot. In *WISS 2023*, Japan.

- [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*.
(In English)

Kan Kusakabe, Yuki Abe, Daisuke Sakamoto, Tetsuo Ono.
2023. Game-2-X: Connection Middleware between
Different Games. In *WISS 2023*, Japan.

- [D.3] 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.
(In English)

Yuki Abe, Myungguen Choi, Daisuke Sakamoto, Tetsuo Ono.
2022. NicoNico Live Streaming Datasets for Usability
Study. In *IDR User forum*, National Institute of Informatics,
Japan.

ACADEMIC SERVICES

2023

CHI STUDY GROUP STUDENT VOLUNTEER
Japan ACM SIGCHI Chapter

INVITED TALKS AND WORKSHOPS

2023

MITOU CONFERENCE 2023

Ministry of Economy, Trade and Industry in Japan.
Creators' Talk: "Web Application for Enhancing 'MATSURI'
Festival Management Communities"
<https://www.ipa.go.jp/jinzai/mitou/mitoukaigi/2023/>

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.