

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	HOKKAIDO UNIVERSITY ELM AWARD (Hokkaido University, outstanding student of extracurricular activities) https://www.hokudai.ac.jp/gakusei/campus-life/campus/commendation.html
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

- 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.html
- 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 PAPERS PUBLICATIONS

- [C.1] 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>
- [C.2] 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

GRANTS

2024

TATEISHI FUND (C)
\$15,000

2022

“MITOU PROGRAM”: IT HUMAN RESOURCES
PROJECT
\$27,500

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.