

# Yuki Abe

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## RESEARCH INTERESTS

Human-Computer Interaction (HCI), Accessibility, Augmented/Virtual Reality (AR/VR), User Experience and Usability (UI/UX)

## SUMMARY

Yuki Abe is a Ph.D. student in HCI lab at Hokkaido University. He designs, develops, and evaluates assistive technologies and AR/VR interaction techniques for accessible and inclusive human activities like exercise. He first-authored two ACM CHI papers on AR and VR systems [C.1, C.2], both receiving **Best Paper Honorable Mention Awards (top 5%)**.

## EDUCATION

<b>Hokkaido University</b> <i>Ph.D. Student in Information Science and Technology, advised by Prof. Daisuke Sakamoto</i>	Japan Apr 2024 – Present
<b>Singapore Management University</b> <i>Visiting Ph.D. Student in Computing and Information Systems, advised by Prof. Kotaro Hara</i>	Singapore Sep 2024 – Mar 2025
<b>Hokkaido University</b> <i>Master's degree in Information Science and Technology, advised by Prof. Daisuke Sakamoto</i>	Japan Apr 2022 – Mar 2024

## SELECTED AWARDS

<b>CHI 2025 Best Paper Honorable Mention</b> <i>[C.1] has been selected as the top 5% of submissions in ACM CHI 2025</i>	Apr 2025
<b>CHI 2025 Best Paper Honorable Mention</b> <i>[C.2] has been selected as the top 5% of submissions in ACM CHI 2025</i>	Apr 2025

## SELECTED PUBLICATIONS

- [J.1] **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., CSCW*. (acceptance rate: TBD)  
–Explored an auditory interface that enables users without vision to enjoy music videos with other viewers online
- [C.1] **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 *Proc. ACM CHI '25*. (acceptance rate: 25.1%) **Best Paper Honorable Mention Award**.  
–Designed, developed, and evaluated RunSight, the first AR assistive technology that enables low-vision runners to run at night
- [C.2] **Yuki Abe\***, Kan Kusakabe\*, Myungguen Choi\*, Daisuke Sakamoto, and Tetsuo Ono. Understanding Usability of VR Pointing Methods with a Handheld-style HMD for Onsite Exhibitions. In *Proc. ACM CHI '25*. (Acceptance rate: 25.1%) **Best Paper Honorable Mention Award**.  
–Conducted usability study of VR interfaces with handheld headset to provide guidelines for easy-to-start and engaging VR exhibition

## SKILLS

- 5+ years of research in HCI and user-centered design. 3 first-authored top-tier peer-reviewed publications like ACM CHI and CSCW
- 5+ years of experience in experimental design of user studies and quantitative and qualitative analysis to interpret results
- 7+ years of experience in programming languages and rapid prototyping with JavaScript/TypeScript, Python, Unity (C#), Swift
- 4+ years developing groupware web service Temaneki from scratch using Typescript, Next.js, GPC, and Figma (2,000+ active users)
- 3+ years implementing signal processing (BLE, UWB), machine learning (PyTorch, transfer learning), and AI Prompt Engineering
- ¥15,000,000 JPY+ (\$100,000 USD+) in scholarship and grants like IPA Mitou and Japan Society for the Promotion of Science (DC2)
- Business fluent in English. Experience in staying in Singapore and leading a research project in English