

Yuki Abe

Master 2nd Student at the
University of Hokkaido, Japan.

https://yuukihnf.github.io/hnf_yuuki@eis.hokudai.ac.jp

Research Interest

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

Education

Ph.D. Student in Computer Science	03/2024-
Universtiy of Hokkaido, Japan	expected
Advised by Dr. Daisuke Sakamoto.	

Master of Computer Science	04/2022-03/2024
University of Hokkaido, Japan	expected
Advised by Dr. Daisuke Sakamoto	

Bachelor of Computer Science	04/2018-03/2022
University of Hokkaido, Japan	
Advised by Dr. Daisuke Sakamoto	

Honors and Awards

IT Human Resources Project named “MITOU Project”	06/2022
IPA and METI Ministry of Economy in Japan.	
https://www.ipa.go.jp/jinzai/mitou/it/2022/gaiyou_sd-3.html	
Acceptance Rate: 16.9% (21/124).	

Super Creators Certified under the MITOU Program	06/2023
IPA and METI Ministry of Economy in Japan.	
Of the 31 Creators chosen in MITOU2022, 21 were certified as Super Creators.	
https://www.meti.go.jp/english/press/2021/0528_003.html	

Hokkaido University Foundation IT Project Scholarship	08/2021
Hokkaido University.	02/2022
Acceptance Rate: 50% (12/21).	

Toio SDK award for Unity	11/2022
Japanese Hack Award and Unity.	
Chosen my project from 31 projects used Toio hardware.	

Conference, Journal Publications

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>. 02/2023

(English translation of the above paper)

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

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)**) 03/2022

(English translation of the above paper)

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, Japan*. 64(2), 352-365.

Poster, Demos Publications

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*. 11/2023

(English translation of the above paper)

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

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. 11/2021

(English translation of the above paper)

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

Invited Talks and Workshops

MITOU Conference 2023 03/2023
Creators' Talk. "Web Application for Enhancing "MATSURI"
Festival Management Communities"

Selected Press

Hokkaido Shimbun Press 12/2022

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 Skill

Domains: Interaction Design, Rapid Prototyping, Mobile and Web application, backend, UX Research, xR development.

Programming Language/Package: Typescripts, Unity(C#), GCP, Python.

A notable project in my development life is Temaneki (<https://www.temaneki.jp/>), a collaboration application featuring efficiency and enjoyment for participation. I have developed and managed Temaneki for two years, and has been adapted by over 500 users across Japan. See More at <https://github.com/YuukiHnf>