# Yuki Abe

Master 2nd-year 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**                            04/2024-
University of Hokkaido, Japan
Advised by Dr. Daisuke Sakamoto

**Master of Computer Science**                                     04/2022-
University of Hokkaido, Japan                                      03/2024
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 MITOU 2022, 21 were certified as
Super Creators.
https://www.meti.go.jp/english/press/2021/0528_003.html

**Hokkaido University Fundation IT Project Scholarship**     02/2022
Hokkaido University.
*Acceptance Rate: 50% (12/21).*

**Hokkaido University Fundation IT Project Scholarship**     08/2021
Hokkaido University.
*Acceptance Rate: 50% (9/18).*

**Toio SDK award for Unity**                                 07/2021
Unity.
Chose 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. 12/2023
(English translation of the above paper)
**Yuki Abe**, Yuto Suzuki , Daisuke Sakamoto , Tetsuo Ono. 2023. OMEME: Utlize 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

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## Technical Skill

**Domains**: Interaction Design, Rapid Prototyping, Mobile and Web application,  backend, UX Research, xR development.
**Programming Language/Package**: TypeScript, 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. It has been adopted by over 500 users.
See More at https://github.com/YuukiHnf