

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

Hokkaido University Foundation 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>.

(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)**)

(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*.

(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.

(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: 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>