

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	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.ht

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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 FULL PAPERS PUBLICATIONS

- [C.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

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.