

Masaki Kuribayashi

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Doctor's Student at Waseda University. Interested in the field of Human-Computer Interaction, particularly in assistive systems for supporting navigation of people with visual impairment (Accessibility). Also interested in navigation tasks using multimodal modalities, particularly vision and language. Experience in conducting user-centered & inclusive design with people with visual impairment, development of navigation systems using smartphones and robots, designing/conducting user studies, and conducting statistical analysis.

Education

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|-----------------------|---|
| Apr. 2023 - Current | Doctor of Engineering
Graduate School of Advanced Science and Engineering, Waseda University
Advisor: Shigeo Morishima |
| Apr. 2021 - Mar. 2023 | Master of Engineering
Graduate School of Advanced Science and Engineering, Waseda University
Advisor: Shigeo Morishima |
| Apr. 2017 - Mar. 2021 | Bachelor of Science
School of Advanced Science and Engineering, Department of Physics, Waseda University
Advisor: Shigeo Morishima |

Work Experience

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| Apr. 2023 - Current | Research Fellow DC1
JSPS Research Fellowship for Young Scientists
Advisor: Shigeo Morishima <ul style="list-style-type: none">- Mentored five Bachelors and Masters students.- Led two students to submit to CHI2024 and Mobile HCI 2024 as a co-first author.- Conducted in-the-wild user studies at a public shopping mall and analyzed using statistical tests.- Worked on visual language navigation (VLN) model by leveraging large language models.- Collected dataset and constructed virtual environment for VLN task. |
| Jan. 2024 - May. 2024 | Visiting Researcher
Human-to-Everything (H2X) Lab, Boston University
Advisor: Eshed Ohn-Bar <ul style="list-style-type: none">- Working on visual language model that navigates blind people.- Working on motion modeling of blind peoples walking motion |
| Apr. 2021 - Dec. 2023 | Research Internship
IBM Research
Advisor: Chieko Asakawa, Hironobu Takagi <ul style="list-style-type: none">- Launched a research project by identifying a challenge people with visual impairment face.- Developed an iOS navigation application for people with visual impairment.- Developed an ML model for detecting intersections on iOS by gathering a unique dataset.- Conducted a user study and analyzed using statistical tests. |

Jun. 2022 - Sep. 2022

Visiting Researcher

Cognitive Assistance Lab, Robotics Institute, Carnegie Mellon University

Advisor: Chieko Asakawa, Daisuke Sato

- Identified technical challenges of navigation robots and launched and led a research project.
- Designed a system through a user-centered design process with people with visual impairment.
- Implemented a practical sign recognition algorithm using ML models.
- Conducted a user study in a large-scale environment and analyzed using statistical tests.

Awards

Mar. 2021

Azusa Ono Memorial Award

Waseda University

The most prestigious award by Waseda University, which 0.014% of students receive.

Dec. 2020

Best Paper Award

JSPS WISS 2020 (a domestic conference in Japan)

An award that the top 3% of paper receives.

Scholarship

Jan. 2024 - Current

Visiting support from Super Global University (SGU), ICT & Robotics, Waseda University

Jan. 2024 - Current

Scholarship for short-term study abroad, Japan Student Services Organization (JASSO)

Apr. 2023 - Mar. 2026

Research Fellowship for Young Scientists DC1, Japan Society for the Promotion of Science

Mar. 2023

Isao Okawa Scholarship for Information Technology Science, Waseda University. 200K JPY

Apr. 2021 - Mar. 2023

Scholarship for Outstanding Master Students, Japan Student Services Organization (JASSO)

Skills

Programming Language: **Swift, Python**

Frameworks / Platforms: **Xcode, ARKit, OpenCV, Docker**

Others: **XCode, Adobe CC (Illustrator, Premiere Pro, and InDesign),
User Studies, Statistical Analysis**

Publications

Journal Papers and Conference Full Papers

- [1] **Masaki Kuribayashi***, Seita Kayukawa*, Hironobu Takagi, Chieko Asakawa, and Shigeo Morishima (* - equal contribution). 2021. **LineChaser: A Smartphone-Based Navigation System for Blind People to Stand in Line**. In Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems. (CHI 2021). DOI: <https://doi.org/10.1145/3411764.3445451>
- [2] **Masaki Kuribayashi**, Seita Kayukawa, Jayakorn Vongkulbhisal, Daisuke Sato, Chieko Asakawa, Hironobu Takagi, Shigeo Morishima. 2022. **Corridor-Walker: Mobile Indoor Walking Assistance for Blind People to Avoid Obstacles and Recognize Intersections**. In Proceedings of the 24th International Conference on Human-Computer Interaction with Mobile Devices and Services. (Mobile HCI 2022). DOI: <https://doi.org/10.1145/3546714>

- [3] **Masaki Kuribayashi**, Tatsuya Ishihara, Daisuke Sato, Jayakorn Vongkulbhisal, Karnik Ram, Seita Kayukawa, Hironobu Takagi, Shigeo Morishima, and Chieko Asakawa. 2023. **PathFinder: Designing a Map-less Navigation System for Blind People in Unfamiliar Buildings**. In Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems. (CHI 2023). DOI: <https://doi.org/10.1145/3544548.3580687>
- [4] Yusuke Miura, Erwin Wu, **Masaki Kuribayashi**, Hideki Koike, Shigeo Morishima. 2023. **Exploration of Sonification Feedback for People with Visual Impairment to Use Ski Simulator**. Augmented Humans 2023. (AHs 2023). DOI: <https://doi.org/10.1145/3582700.3582702>
- [5] Yuka Kaniwa*, Masaki Kuribayashi*, Seita Kayukawa, Daisuke Sato, Hironobu Takagi, Chieko Asakawa, Shigeo Morishima (* - equal contribution). 2024. **ChitChatGuide: Enabling Exploration in a Shopping Mall for People with Visual Impairments through Conversational Interaction Using Large Language Models**. In Proceedings of the 26th International Conference on Human-Computer Interaction with Mobile Devices and Services. (Mobile HCI 2024)
- [6] Masaya Kubota*, **Masaki Kuribayashi***, Seita Kayukawa, Hironobu Takagi, Chieko Asakawa, Shigeo Morishima (* - equal contribution). 2024. **Snap&Nav: Smartphone-based Indoor Navigation System For Blind People via Floor Map Analysis and Intersection Detection**. In Proceedings of the 26th International Conference on Human-Computer Interaction with Mobile Devices and Services. (Mobile HCI 2024)

Short Papers and Posters

- [7] **Masaki Kuribayashi**, Seita Kayukawa, Jayakorn Vongkulbhisal, Daisuke Sato, Chieko Asakawa, Hironobu Takagi, Shigeo Morishima. 2021. **Designing a Smartphone-Based Assistance System for Blind People to Recognize Intersections and Obstacles in Indoor Corridors**. Mobile and Ubiquitous Systems. (MobiQuitous 2021).
- [8] Yusuke Miura, **Masaki Kuribayashi**, Erwin Wu, Hideki Koike, Shigeo Morishima. 2022. **A Study on Sonification Method of Simulator-Based Ski Training for People with Visual Impairment**. SIGGRAPH Asia 2022 Posters. (SA '22 Posters).
- [9] **Masaki Kuribayashi**, Hironobu Takagi, Chieko Asakawa, Shigeo Morishima. 2023. **Textual and Directional Sign Recognition Algorithm for People with Visual Impairment by Linking Texts and Arrows**. The IEEE/CVF Conference on Computer Vision and Pattern Recognition 2023 Workshop (CVPR 2023 Workshop).

Academic Service

CHI 2023 LBW Reviewer
 Mobile HCI 2023 Full Paper Reviewer
 CHI 2024 Full Paper Reviewer
 IMWUT2024 Full Paper Reviewer
 CHI 2025 Local Arrangement Chair Assistant, Organizing Committee

Invited Talks

- May. 2023 Masaki Kuribayashi, "Introduction to Accessibility Research and My Experiences of Entrance Exams", Hong Kong Japanese School
- Nov. 2023 Masaki Kuribayashi, "PathFinder: Designing a Map-less Navigation System for Blind People in Unfamiliar Buildings", Workshop on Interactive Software and Systems (WISS)
- Sep. 2024 Masaki Kuribayashi, "PathFinder: Designing a Map-less Navigation System for Blind People in Unfamiliar Buildings", FIT2024 (To Present)