

Satomi Tokida

2nd year MA Student

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◇ <https://imsatomi.github.io>



EDUCATION

2023-present **MA** The University of Tokyo, Japan

Graduate School of Interdisciplinary Information Studies, The University of Tokyo

Advisor: Associate Prof. Yoshio Ishiguro

2019-2023 **BA** Nagoya University, Japan

Bachelor of Electrical, Electronic and Information Engineering, Nagoya University.

Advisor: Associate Prof. Yoshio Ishiguro

Thesis: “VR Dance Learning System for Enhancing Rhythmic Sense through Frame-by-Frame Presentation”

PUBLICATIONS

Conference Papers

- (1) **Satomi Tokida**, and Yoshio Ishiguro (2024), VR Application to Support Dance Learning with Frame-by-Frame Presentation, In IPSJ Interaction 2024
- (2) **Satomi Tokida**, and Yoshio Ishiguro (2024), Enhancing Seamless Body Movement Learning with Frame-by-Frame VR Presentation, 2024 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW), Orlando, FL, USA, 2024, pp. 604-607
- (3) **Satomi Tokida**, Yoshio Ishiguro, Yuta Itoh, and Masanori Kayano (2024), MotionTales: Enhancing Creative Physical Expression in Elementary Education, In SIGGRAPH ASIA 2024 Educator's Forum, Tokyo, Japan, December 03-06, 2024. 8 pages. (Accepted)

Poster

- (4) **Satomi Tokida**, and Yoshio Ishiguro (2024). Dance with Rhythmic Frames: Improving Dancing Skills by Frame-by-Frame Presentation. In Proceedings of the 9th International Conference on Movement and Computing (MOCO '24). Association for Computing Machinery, New York, NY, USA, Article 30, 1–6.

Demo

- (5) **Satomi Tokida**, Yoshio Ishiguro, Kento Ohtani, Takanori Nishino, and Kazuya Takeda (2023), In IPSJ Interaction 2023, Tokyo, Japan, 2023. 2 pages.
- (6) **Satomi Tokida**, Yoshio Ishiguro, Yuta Itoh, and Masanori Kayano (2024), An Interactive Digital Textbook for Eliciting Improvised Physical Expression, In Workshop on Interactive Systems and Software 2024, Niigata, Japan, December 2024. 2 pages.

SERVICES

Student Volunteer, IEEE VR 2024

Student Volunteer, SIGGRAPH ASIA 2024 (Accepted)

Birds of a Feather, XR in Enterprise and Society of Japan, SIGGRAPH ASIA 2024 (Accepted)

Exchange Study, Ecole Centrale de Nantes May, 2024 – Mar, 2025 (11 months)

WORK EXPERIENCES

AUG – OCT, 2024

Data Engineer Intern | Development of data analysis infrastructure systems, Rakuten Group Inc.

JUN, 2023 – FEB, 2024

Programming School Teacher | Development of programming learning materials and Tutoring, Corekara Inc.

OTHER SKILLS

Languages

Japanese (native), English (fluent), Korean (introductory, TOPIK3), French (introductory)

Others

English (Business level, TOEIC score 835), Japanese (Native)

Python, C, C#, HTML, CSS

Unity