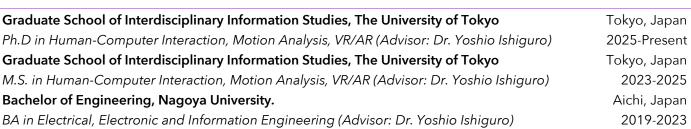
Satomi Tokida

1st year Ph.D Student

Graduate School of Interdisciplinary Information Studies, The University of Tokyo

- tokidasatomi@g.ecc.u-tokyo.ac.jp
- ♦ https://imsatomi.github.io





RESEARCH INTERESTS

Human-Computer Interaction (HCI)
Virtual Reality, Augmented Reality, Mixed Reality (VR, AR, MR)
Human Motions / Dance

PUBLICATIONS

Conference Papers

- (1) <u>Satomi Tokida</u>, Yoshio Ishiguro, "Understanding the Effects of Rhythmic Frame-by-Frame Presentation for Improving Dance Learning," in Proceedings of the Augmented Humans International Conference 2025 (AHs '25)
- (2) <u>Satomi Tokida</u>, Yuta Itoh, Masanori Kayano, and Yoshio Ishiguro (2024), "MotionTales: Enhancing Creative Physical Expression in Elementary Education," in SIGGRAPH ASIA 2024 Educator's Forum [Honorable Mention Award (top 5%)]
- (3) <u>Satomi Tokida</u>, Yuta Itoh, Jean-Marie Normand, Rebecca Fribourg, Jean-Phillipe Riviere, and Yoshio Ishiguro, "Designing a Seamless VR Experience for Dance Movement Therapy," in 32nd IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (IEEE VRW 2025)
- (4) <u>Satomi Tokida</u>, Yoshio Ishiguro, "Enhancing Seamless Body Movement Learning with Frame-by-Frame VR Presentation," in 31st IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (IEEE VRW 2024)
- (5) <u>Satomi Tokida</u>, Yoshio Ishiguro, "A VR Application for Supporting Dance Learning Using Frame-by-Frame Guidance with Physical Representation," in Interaction 2024

Poster & Demos

- (6) <u>Satomi Tokida</u>, 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 Poster)
- (7) <u>Satomi Tokida,</u> Yuta Itoh, Masanori Kayano, and Yoshio Ishiguro (2024), An Interactive Digital Textbook for Eliciting Improvised Physical Expression, In Workshop on Interactive Systems and Software 2024 (WISS 2024 Demo)
- (8) <u>Satomi Tokida</u>, Yoshio Ishiguro, Kento Ohtani, Takanori Nishino, and Kazuya Takeda (2023), In IPSJ Interaction 2023 (Interaction 2023 Demo)



HONORDS & AWARDS

Best Master's Thesis, The University of Tokyo, GSII
Honorable Mention Award, Educator's Forum in SIGGRAPH Asia 2024

20252024

SERVICES

Student Volunteer

AHs 2025, IEEE VR 2025, SIGGRAPH Asia 2024, IEEE VR 2024

Committee

Birds of a Feather, "XR in Enterprise and Society of Japan", SIGGRAPH Asia 2024

Visiting Research Student

Ecole Centrale de Nantes, France, May 2024 - Mar 2025 (11 months)

WORK EXPERIENCES

Research Assistant | Cluster Inc.

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

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

Dec 2024-Present Aug 2023-Oct 2024

Jun 2023-Feb 2024

OTHER SKILLS

Languages

Japanese (native), English (Business level, TOEIC score 860), Korean (fluent, TOPIK3), French (introductory)