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Keynote

Living in Dream

Yuji Ikegaya

Graduate School of Pharmaceutical Sciences, The University of Tokyo
Professor

Short Biography
1998 PhD. Graduate School of Pharmaceutical Sciences, the University of Tokyo, Japan
1998-2006 Assistant Professor at Graduate School of Pharmaceutical Sciences, the University of Tokyo, Japan
2002-2005 Postdoctoral Researcher at Department of Biology, Columbia University, USA
2006-2007 Lecturer at Graduate School of Pharmaceutical Sciences, the University of Tokyo, Japan
2007-2014 Associate Professor at Graduate School of Pharmaceutical Sciences, the University of Tokyo, Japan
2014-present Professor at Graduate School of Pharmaceutical Sciences, the University of Tokyo, Japan

Keynote

Creative a Conceptual Design Thinking with three Design disciplines: Product, Interaction, and Service

Chien-Hsu Chen

National Cheng Kung University
Professor

Short Biography

Chien-Hsu Chen received the B.S. degree in industrial design from the National Cheng Kung University (NCKU), Taiwan, in 1987, and the master and Ph.D. degrees in computer & information science from Syracuse University, USA, industrial engineering from University of Texas at Arlington, USA, in 1992 and 1996, respectively. In 1996, he joined the Department of Industrial Design, Chang Kung University, as a Lecturer, and in 1997 became an assistant professor at Craft & Design Department of National Taiwan University of Arts. Since August 1998, he has been with the Department of Industrial Design, NCKU, where he was an assistant Professor, became an associate Professor in 2004, and a Professor in 2014. His research interests include ergonomics and interaction design, augmented reality application. He is a Life Member of the Ergonomic Society of Taiwan (EST), and the Taiwan Institute of Kansei (TIK). He was the Chairman of Industrial Design department at National Cheng Kung University from 2010 to 2013. From February 2015 to July 2016, he was the business dept. deputy of Research and Services Headquarters(RSH) at NCKU in Taiwan. On August 2016, he has in sabbatical leave for one year and he is the visiting researcher of Research Center for Advanced Science and Technology at University of Tokyo in Japan. Since August 2017, he is the Director general of Technology Transfer & Business Incubation Center(TTBIC) at NCKU in Taiwan.

Keynote

How Niantic AR Unites People and Reality

Masashi Kawashima

Niantic, Inc.
Director of Asia Pacific operations

Short Biography
Masashi Kawashima is Asia Pacific Director of Niantic, Inc. Niantic initially started as a "startup" within Google, and spun out from Google in October 2015. He joined Niantic Labs in 2013 as a UX/Visual designer and designed Ingress' visual and user experiences. Masa also contributed to the launch of a new ground-breaking project for mobile devices called "Pokémon GO", in which players can look for and capture Pokemon in the real world. After leaving Waseda University, he went to the United States in 2000. Joined Google in 2007 after working in Los Angeles and working in design production. He oversees the web design team in the Asia-Pacific, and for the first time in Japan, he designs "Doodle" in the world. At the time of the Great East Japan Earthquake, the Crisis Response Web Team was launched. In 2011, he moved to Google headquarters in the United States to manage the global team of consumer products web design.

Invited Talk

Forty Years of Telexistence — From Concept to TELESAR VI

Susumu Tachi

The University of Tokyo
Professor Emeritus

Abstract
Telexistence is a human-empowerment concept that enables a human in one location to virtually exist in another location and to act freely there. The term also refers to the system of science and technology that enables realization of the concept. The concept was originally proposed by the author in 1980, and its feasibility has been demonstrated through the construction of alter-ego robot systems such as TELESAR, TELESAR V, and TELESAR VI, which were developed under the national research and development projects "MITI Advanced Robot Technology in Hazardous Environments," the "CREST Haptic Telexistence Project," and the "ACCEL Embodied Media Project," respectively. Mutual telexistence systems, such as TELESAR II & IV, capable of generating the sensation of being in a remote place using a combination of alter-ego robotics and retro-reflective projection technology (RPT), have been developed, and the feasibility of mutual telexistence has been demonstrated. Forty years of telexistence development are historically reviewed in this keynote paper.

Short Biography
Susumu Tachi is Professor Emeritus at The University of Tokyo, where he currently leads several research projects on telexistence, virtual reality, and haptics, including ACCEL Embodied Media Project at Tachi Laboratory, Institute of Gerontology. He is the founding president of the Virtual Reality Society of Japan.

One of his earliest scientific achievements, shortly after obtaining his Ph.D. from The University of Tokyo in 1973, was the invention of Guide Dog Robot, an intelligent mobile robot system for the blind. It was the first of its kind and came to be known as MELDOG.

In 1980, Dr. Tachi invented the concept of telexistence, which enables a highly realistic sensation of existence in a remote place without any actual travel, and has been working on its realization ever since.

Other achievements include Haptic Primary Colors, Optical Camouflage, and autostereoscopic VR displays such as TWISTER, Repro3D, and HaptoMIRAGE. He was the recipient of the 2007 IEEE Virtual Reality Career Award.

Invited Talk

VR Center and Dawn of Service VR Research

Michitaka Hirose

The University of Tokyo
Professor

Short Biography
Michitaka Hirose is a professor of human interface and systems engineering in the Graduate School of Information Science and Technology, University of Tokyo. He was born in 1954 in Kamakura, Japan. He received BE, ME, PhD in Mechanical Engineering from the University of Tokyo, in 1977, 1979, 1982, respectively. Since then, he has been in several positions such as Associate Professor and Professor at the University of Tokyo.

His research interests cover Multimedia, Human Interface and Virtual Reality. He is known as a pioneer of Japanese Virtual Reality research. He served as project leaders of many national R&D projects such as “Digital Museum”, “Digital Public Art” and “Multimedia Virtual Laboratory”.

He was awarded with various prizes such as IEEE VGTC 2015 Virtual Reality Career Award, Tokyo Techno-Forum Gold Medal Prize and Okawa Publishing Prize etc.