

# CURRICULUM VITAE

**Koji Yatani, Ph.D.**

December, 2016

## PERSONAL DATA

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Affiliation	The University of Tokyo
Title	Associate Professor
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Personal Website	http://yatani.jp

## RESEARCH INTERESTS

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My research interests lie in Human-Computer Interaction (HCI) and ubiquitous computing. More specifically, my research focuses on novel applications driven by interactive systems and technologies I design and develop. My recent research topics are creativity and productivity support and sensing technologies for personal healthcare. I take a variety of approaches ranging from technology-oriented research to user-focused studies through quantitative and qualitative analysis on human behavior. Besides these, I am interested in machine learning, statistical analysis, computational linguistics, psychology, and physiology.

## EDUCATION

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- 09/2006 – 11/2011 **Department of Computer Science, University of Toronto**, Toronto, Canada  
Degree conferred: **Doctor of Philosophy**  
Thesis title: *Spatial Tactile Feedback Support for Mobile Touch-screen Devices*
- 04/2005 – 08/2006 **Department of Frontier Informatics, Graduate School of Frontier Sciences, University of Tokyo**, Tokyo, Japan  
Ph.D. candidate
- 04/2003 – 03/2005 **Department of Frontier Informatics, Graduate School of Frontier Sciences, University of Tokyo**, Tokyo, Japan  
Degree conferred: **Master of Science**  
Thesis title: *Intuitive Interaction Techniques for Mobile Devices with Human Gestures*
- 04/1999 – 03/2003 **Department of Information and Communication Engineering, Faculty of Engineering, University of Tokyo**, Tokyo, Japan  
Degree conferred: **Bachelor of Engineering**  
Thesis title: *A System for Supporting Children's Collaborative Learning in a Museum with Handheld Devices* (written in Japanese)

## WORK EXPERIENCE

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- 08/2014 – present     **Associate Professor at The University of Tokyo**  
Department: Department of Electrical Engineering and Information Systems, School of Engineering (also affiliated with Emerging Design and Informatics Course, Interfaculty Initiative in Information Studies at The University of Tokyo since 04/2016)
- 11/2011 – 07/2014     **Associate Researcher at Microsoft Research Asia**  
Manager: Dr. Hong Tan  
Hiring Manager: Dr. Desney Tan
- 10/2013 – 07/2014     **Visiting Associate Professor at The University of Tokyo**  
Department: Graduate School of Information Science and Technology
- 10/2010 – 01/2011     **Research intern at Microsoft Research (Cambridge, UK)**  
Host: Dr. Nicolas Villar, Manager: Dr. Steve Hodges
- 04/2009 – 07/2009     **Research intern at Microsoft Research (Redmond, USA)**  
Host and manager: Dr. Ken Hinckley
- 05/2007 – 08/2007     **Research intern at PARC**  
Host: Dr. Kurt Partridge, Manager: Dr. Bo Begole

## PUBLICATIONS

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This list does not include the papers written in Japanese and published in Japanese journals or conferences. The publication list including Japanese publications is available upon request.

### Book chapters

- [BC1] Koji Yatani. Effect Sizes and Power Analysis in HCI. In *Modern Statistical Methods for HCI*, pp. 87 – 110, 2016. Springer International Publishing.

### Journal Papers

- [J6] Jun Xing, Li-Yi Wei, Takaaki Shiratori, and Koji Yatani, Autocomplete Hand-drawn Animations. *ACM Transactions on Graphics*, Vol. 34, No. 6, pp. 169:1 - 169:11, 2015.
- [J5] Nikola Banovic, Koji Yatani, and Khai Truong. Escape-Keyboard: A Sight-free One-handed Text Entry Method for Mobile Touch-screen Devices. *International Journal of Mobile Human Computer Interaction*, Vol. 5, No. 3, pp. 42 – 61, 2013.
- [J4] Koji Yatani, and Khai N. Truong. An Evaluation of Stylus-based Text Entry Methods on Handheld Devices Studied in Different Mobility States. *Pervasive and Mobile Computing*, Vol. 5, No. 5, pp. 496 – 506, October 2009.
- [J3] Elaine M. Huang, Koji Yatani, Khai N. Truong, Julie A. Kientz, and Shwetak N. Patel. Understanding Mobile Phone Situated Sustainability: The Influence of Local Constraints and Practices on Transferability. *IEEE Pervasive Computing*, Vol. 8, No. 1, pp. 46 – 53, January 2009.

- [J2] Koji Yatani, Koiti Tamura, Keiichi Hiroki, Masanori Sugimoto, and Hiromichi Hashizume. Toss-It: Intuitive Information Transfer Techniques for Mobile Devices Using Toss and Swing Actions. *IEICE Transactions on Systems and Computers*, Vol. E89-D, No. 1, pp. 150 – 157, January 2006.
- [J1] Koji Yatani, Mayumi Onuma, Masanori Sugimoto, and Fusako Kusunoki. Musex: A System for Supporting Children’s Collaborative Learning in a Museum with PDAs *Systems and Computers in Japan*, Vol. 35, No. 14, pp. 54 – 63, December 2004.

## Conference Full Papers

- [P27] Takuma Yoshitani, Masa Ogata, and Koji Yatani. Lumio: A Plaque-aware Toothbrush. In *Proceedings of the ACM International Joint Conference on Pervasive and Ubiquitous Computing (UbiComp 2016)*. pp. 605 – 615, September 2016.
- [P26] Minsam Ko, Seungwoo Choi, Koji Yatani, and Uichin Lee. Lock n Lol: Group-based Limiting Assistance App to Mitigate Smartphone Distractions in Group Activities. In *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2016)*. pp. 998 – 1010, May 2016. **Best Paper Award winner**
- [P25] Darren Edge, Sumit Gulwani, Natasa Milic-Frayling, Mohammad Raza, Reza Adhitya Saputra, Chao Wang, and Koji Yatani. Mixed-Initiative Approaches to Global Editing in Slideware. In *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2015)*. pp. 3503 – 3512, April 2015.
- [P24] Minsam Ko, Subin Yang, Joonwon Lee, Christian Heizmann, Jinyoung Jeong, Uichin Lee, Daehee Shin, Koji Yatani, Junehwa Song, and Kyong-Mee Chung. NUGU: A Group-based Intervention App for Improving Self-Regulation of Limiting Smartphone Use. In *Proceedings of the ACM conference on Computer-Supported Cooperative Work and Social Computing (CSCW 2015)*, pp. 1235 – 1245, February 2015.
- [P23] Haojian Jin, Tetsuya Sakai, and Koji Yatani. ReviewCollage: A Mobile Interface for Direct Comparison Using Online Reviews. In *Proceedings of the ACM SIGCHI International Conference on Human Computer Interaction with Mobile Devices and Services (MobileHCI 2014)*, pp. 349 – 358, September 2014. **Honorable Mention Award winner**
- [P22] Bahador Saket, Sijie Yang, Hong Z. Tan, Koji Yatani, and Darren Edge. TalkZones: Section-based Time Support for Presentations. In *Proceedings of the ACM SIGCHI International Conference on Human Computer Interaction with Mobile Devices and Services (MobileHCI 2014)*, pp. 263 – 272, September 2014. **Honorable Mention Award winner**
- [P21] Byung-Kil Han, Kwangtaek Kim, Koji Yatani, and Hong Z. Tan. Text Entry Performance Evaluation on Haptic Soft QWERTY Keyboard in Tablet Devices. In *Proceedings of Eurohaptics (Eurohaptics 2014)*, pp. 325 – 332, June 2014.
- [P20] Ha Trinh, Koji Yatani, and Darren Edge. PitchPerfect: Integrated Rehearsal Environment for Structured Presentation Preparation. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI 2014)*, pp. 1571 – 1580, April 2014. **Honorable Mention Award winner**
- [P19] Uichin Lee, Joonwon Lee, Minsam Ko, Changhun Lee, Yuhwan Kim, Subin Yang, Koji Yatani, Gahgene Gweon, Kyong-Mee Chung, and Junehwa Song. Hooked on Smartphones: An Exploratory Study on Smartphone Overuse among College Students. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI 2014)*, pp. 2327 – 2336, April 2014.
- [P18] Darren Edge, Joan M. Savage, and Koji Yatani. HyperSlides: Dynamic Presentation Prototyping. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI 2013)*, pp. 671 – 680, May 2013.

- [P17] Koji Yatani, and Khai N. Truong. BodyScope: A Wearable Acoustic Sensor for Activity Recognition. In *Proceedings of International Conference on Ubiquitous Computing (Ubicomp 2012)*, pp. 341 – 350, September 2012.
- [P16] Koji Yatani, Nikola Banovic, and Khai N. Truong. SpaceSense: Representing Geographical Information to Visually Impaired People Using Spatial Tactile Feedback. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI 2012)*, pp. 415 – 424, May 2012.
- [P15] Koji Yatani, Darren Gergle, and Khai N. Truong. Investigating Effects of Visual and Tactile Feedback on Spatial Coordination in Collaborative Handheld Systems. In *Proceedings of the ACM Conference on Computer Supported Cooperative Work (CSCW 2012)*, pp. 661 – 670, February 2012.
- [P14] Nikola Banovic, Frank Chun Yat Li, David Dearman, Koji Yatani, and Khai N. Truong. Design of Unimanual Multi-finger Pie Menu Interaction. In *Proceedings of the ACM International Conference on Interactive Tabletops and Surfaces (ITS 2011)*, pp. 120 – 129, November 2011.
- [P13] Frank Chun Yat Li, Richard Guy, Koji Yatani, and Khai N. Truong. The ILine Keyboard: A QWERTY Layout in a Single Line. In *the Proceedings of the ACM Symposium on User Interface Software and Technology (UIST 2011)*, pp. 461 – 470, October 2011.
- [P12] Koji Yatani, Michael Novati, Andrew Trusty, and Khai N. Truong. Analysis of Adjective-noun Word Pair Extraction Methods for Online Review Summarization. In *Proceedings of the International Joint Conferences on Artificial Intelligence (IJCAI 2011)*, pp. 2771 – 2776, July 2011.
- [P11] Koji Yatani, Michael Novati, Andrew Trusty, and Khai N. Truong. Review Spotlight: A User Interface for Summarizing User-generated Reviews Using Adjective-Noun Word Pairs. In *the Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI 2011)*, pp. 1541 – 1550, May 2011.  
**Best Paper Award winner**
- [P10] Ken Hinckley, Koji Yatani, Michel Pahud, Nicole Coddington, Jenny Rodenhouse, Andy Wilson, Hrvoje Benko, and Bill Buxton. Pen + Touch = New Tools. In *Proceedings of the ACM Symposium on User Interface Software and Technology (UIST 2010)*, pp. 27 – 36, October 2010.
- [P9] Jeremy Scott, David Dearman, Koji Yatani, and Khai N. Truong. Sensing Foot Gestures from the Pocket. In *Proceedings of the ACM Symposium on User Interface Software and Technology (UIST 2010)*, pp. 199 – 208, October 2010.
- [P8] Eunyong Chung, Carlos Jensen, Koji Yatani, Victor Kuechler, and Khai N. Truong. Sketching and Drawing in the Design of Open Source Software. In *Proceedings of the IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC 2010)*, pp. 195 – 202, September 2010.
- [P7] Koji Yatani and Khai N. Truong. SemFeel: A User Interface with Semantic Tactile Feedback for Mobile Touch-screen Devices. In *Proceedings of the ACM Symposium on User Interface Software and Technology (UIST 2009)*, pp. 111 – 120, October 2009.
- [P6] Koji Yatani, Eunyong Chung, Carlos Jensen, and Khai N. Truong. Understanding How and Why Open Source Contributors Use Diagrams in the Development of Ubuntu. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI 2009)*, pp. 995 – 1004, April 2009.
- [P5] Koji Yatani, Kurt Partridge, Marshall Bern, and Mark W. Newman. Escape: A Target Selection Technique Using Visually-cued Gestures. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI 2008)*, pp. 285 – 294, April 2008.
- [P4] Koji Yatani, and Khai N. Truong. An Evaluation of Stylus-based Text Entry Methods on Handheld Devices in Stationary and Mobile Scenarios. In *Proceedings of the ACM SIGCHI International Conference on Human Computer Interaction with Mobile Devices and Services (MobileHCI 2007)*, pp. 145 – 152, September 2007.

- [P3] Hiromichi Hashizume, Ayumu Kaneko, Yusuke Sugano, Koji Yatani, and Masanori Sugimoto. Fast and Accurate Positioning Technique Using Ultrasonic Phase Accordance Method. In *Proceedings of the IEEE Region 10 Conference (TenCon 2005)*, pp. 826 – 831, November 2005.
- [P2] Fusako Kusunoki, Takako Yamaguti, Takuichi Nishimura, Koji Yatani, and Masanori Sugimoto. Interactive and Enjoyable Interface in Museum. In *Proceedings of the ACM SIGCHI International Conference on Advances in Computer Entertainment Technology (ACE 2005)*, pp. 1 – 8, June.
- [P1] Koji Yatani, Koiti Tamura, Masanori Sugimoto, and Hiromichi Hashizume. Information Transfer Techniques for Mobile Devices by Toss and Swing Actions. In *Proceedings of the IEEE Workshop on Mobile Computing Systems and Applications (WMSCA 2004)*, pp. 144 – 151, December 2004.

## Tech Notes and Short Papers

- [N4] Larissa Pschetz, Koji Yatani, and Darren Edge. TurningPoint: Narrative-Driven Presentation Planning. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI 2014)*, pp. 1591 – 1594, April 2014. **Honorable Mention Award winner**
- [N3] Yefeng Liu, Darren Edge, and Koji Yatani. SidePoint: A Peripheral Knowledge Panel for Presentation Slide Authoring. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI 2013)*, pp. 681 – 684, May 2013.
- [N2] Claire L. Barco, Koji Yatani, Yuanye Ma, Candra K. Gill, and Joyojeet Pal. Information Management and Communication for Dementia: Preliminary Research from China. In *Proceedings of iConference 2013*, pp. 571 – 575, February 2013.
- [N1] Koji Yatani, Masanori Sugimoto, and Fusako Kusunoki. Musex: A System for Supporting Children’s Collaborative Learning in a Museum with PDAs. In *Proceedings of the IEEE Workshop on Wireless and Mobile Technology in Education (WMTE 2004)*, pp. 109 – 113, March 2004.

## Papers in Extended Abstracts (Posters, Demos, and Work-in-progress)

- [EA3] Ken Hinckley, Koji Yatani, Michel Pahud, Nicole Coddington, Jenny Rodenhouse, Andy Wilson, Hrvoje Benko, and Bill Buxton. Manual Deskterity: An Exploration of Simultaneous Pen + Touch Direct Input. In *Extended Abstracts of the SIGCHI Conference on Human Factors in Computing Systems (CHI 2010)*, pp. 2793 – 2802, April 2010 (alt.chi paper, oral presentation).
- [EA2] Koji Yatani, Masanori Sugimoto, and Hiromichi Hashizume. A Multiplayer Whack-A-Mole Game Using Gestural Input in a Location-Sensitive and Immersive Environment. In *Extended Abstracts of International Conference on Entertainment Computing (ICEC 2005)*, pp. 9 – 12, September 2005 (demo presentation).
- [EA1] Koji Yatani, Koiti Tamura, Keiichi Hiroki, Masanori Sugimoto, and Hiromichi Hashizume. Toss-It: Intuitive Information Transfer Techniques for Mobile Devices. In *Extended Abstracts of the SIGCHI Conference on Human Factors in Computing Systems (CHI 2005)*, pp. 1881 – 1884, April 2005 (poster presentation).

## Doctoral Symposium

- [DS1] Koji Yatani. Towards Designing User Interfaces on Mobile Touch-screen Devices for People with Visual Impairment. In *Extended Abstract of the ACM Symposium on User Interface Software and Technology (UIST 2009)*, pp. 37 – 40, October 2009.

## Conference and Workshop Presentations without Proceedings

- [CP2] Frank Chun Yat Li, Alyssa Rosenzweig, Koji Yatani, and Leila S. Rezai. Rollotext: A User Interface with Coarse User Input on a Pressure-sensitive Keyboard. UIST Student Innovation Competition, October 2009. **2nd place award for most useful interfaces winner**
- [CP1] Koji Yatani, Masanori Sugimoto, and Hiromichi Hashizume. ARHunter: A Multiplayer Game Using Gestural Input in a Location-Sensitive and Immersive Environment. *Workshop on Ubiquitous Computing, Entertainment and Games in the Seventh International Conference on Ubiquitous Computing (UbiComp 2005)*, September 2005.

## Patent Issued

- [PA8] Ken Hinckley, and Koji Yatani. Page manipulations using on and off-screen gestures. United States Patent 8799827 B2, Granted on August 5, 2014.
- [PA7] Ken Hinckley, and Koji Yatani. Multi-screen hold an page-flip gesture. United States Patent 8707174 B2, Granted on April 22, 2014.
- [PA6] Ken Hinckley, and Koji Yatani. Multi-screen synchronous slide gesture. United States Patent 8751970 B2, Granted on June 10, 2013.
- [PA5] Ken Hinckley, and Koji Yatani. Multi-screen pinch and expand gestures. United States Patent 8539384 B2, Granted on September 17, 2013.
- [PA4] Ken Hinckley, and Koji Yatani. Multi-screen hold and drag gesture. United States Patent 8473870 B2, Granted on June 25, 2013.
- [PA3] Ken Hinckley, and Koji Yatani. Brush, carbon-copy, and fill gestures. United States Patent 8261213, Granted on September 4, 2012.
- [PA2] Ken Hinckley, Koji Yatani, and Georg Petschnigg. Edge gestures. United States Patent 8239785 B2, Granted on August 7, 2012.
- [PA1] Kurt Partridge, Koji Yatani, Mark W. Newman, and David Goldberg. Method and apparatus for selecting an object within a user interface by performing a gesture. United States Patent 8122384 B2, Granted on February 21, 2012.

## Patent Filed

- [PF18] Darren Keith Edge, Koji Yatani, and Genki Furumi. Media presentation effects. United States Patent Application 20150095785.
- [PF17] Frank Chun Yat Li, Khai Nhut Truong, Richard Thomas Guy, and Koji Yatani. System and method for input device layout. United States Patent Application 20130249844.
- [PF16] Ken Hinckley, and Koji Yatani. Multi-screen dual tap gesture. United States Patent Application 20110209102.
- [PF15] Ken Hinckley, and Koji Yatani. Multi-screen pinch-to-pocket gesture. United States Patent Application 20110209101.
- [PF14] Ken Hinckley, and Koji Yatani. On and off-screen gesture combinations. United States Patent Application 20110209098.

- [PF13] Ken Hinckley, and Koji Yatani. Use of bezel as an input mechanism. United States Patent Application 20110209097.
- [PF12] Ken Hinckley, and Koji Yatani. Radial menus with bezel gestures. United States Patent Application 20110209093.
- [PF11] Ken Hinckley, and Koji Yatani. Multi-screen object-hold and page-change gesture. United States Patent Application 20110209089.
- [PF10] Ken Hinckley, and Koji Yatani. Multi-finger gestures. United States Patent Application 20110209088.
- [PF9] Ken Hinckley, and Koji Yatani. Multi-screen hold an tap gesture. United States Patent Application 20110209058.
- [PF8] Ken Hinckley, and Koji Yatani. Multi-screen bookmark hold gesture. United States Patent Application 20110209039.
- [PF7] Ken Hinckley, and Koji Yatani. Off-screen gestures to create on-screen input. United States Patent Application 20110205163.
- [PF6] Ken Hinckley, Koji Yatani, Andrew Allen, Jonathan Harris, Georg Petschnigg, and Michel Pahud. Cut, punch-out, and rip gestures. United States Patent Application 20110191719.
- [PF5] Ken Hinckley, Koji Yatani, Andrew Allen, Jonathan Harris, and Georg Petschnigg. Contextual multiplexing gestures. United States Patent Application 20110191718.
- [PF4] Ken Hinckley, Koji Yatani, Jonathan Harris, Andrew Allen, Georg Petschnigg, and Michel Pahud. Contextual multiplexing gestures. United States Patent Application 20110191704.
- [PF3] Ken Hinckley, Koji Yatani, and Georg Petschnigg. Cross-reference gestures. United States Patent Application 20110185320.
- [PF2] Ken Hinckley, and Koji Yatani. Stamp gestures. United States Patent Application 20110185299.
- [PF1] Ken Hinckley, Koji Yatani, and Michel Pahud. Copy and staple gestures. United States Patent Application 20110181524.

## Industry Magazines

- [IM2] Koji Yatani. How “Smart” Sensors can Change Interaction between Human and Computers. *Nikkei Electronics* 2013.3.4. pp. 79 – 84.
- [IM1] Magical UI: Kinect Secret Story (an article based on the interview with me). *Nikkei Electronics* 2012.4.30. pp. 60 – 61.

## Other Invited Articles

- [OA2] Koji Yatani. A Ph.D. – What does it Take? *Journal of the Japanese Society for Artificial Intelligence*, Vol. 29, No. 4, pp. 395 – 399, 2014.
- [OA1] Koji Yatani. HCI Research in North America (University of Toronto). *Journal of Human Interface Society: Human Interface*, Vol. 12, No. 1, pp. 51 – 52, 2010.

## Invited Talks and Lectures

- [IT17] Koji Yatani. A Ph.D. – What does it take? Invited lecture at Kochi Institute of Technology, December 2016.
- [IT16] Koji Yatani. Interactive technology for creative, productive and healthy life. Invited talk at the first ACM SIGCHI Asian Symposium, Tohoku University. December 2016.
- [IT15] Koji Yatani. Interactive technology for creative, productive and healthy life. Invited talk at NTU-UTokyo joint conference, National Taiwan University. November 2016.
- [IT14] Koji Yatani. HCI for productivity and creativity. Invited talk at Post-CHI 2015 Workshop, KAIST. April 2015.
- [IT13] Koji Yatani. Why, What and How to Evaluate?: Another IR Evaluation Direction with Qualitative Approaches. Invited panelist at International Workshop on Evaluating Information Access, Graduate School of Information Science and Technology, December 2014.
- [IT12] Koji Yatani. Interactive Productivity Support: For the Better Get Things Done. Invited lecture at Advanced Topics in HCI (taught by Prof. Jun Rekimoto), Graduate School of Interdisciplinary Information Studies, University of Tokyo. October 2014.
- [IT11] Koji Yatani. Productivity, Creativity, Diversity. Invited lecture at Media Informatics (taught by Prof. Takeo Igarashi), Graduate School of Information Science and Technology, University of Tokyo. June 2013.
- [IT10] Koji Yatani. How Research can Change the World: the Impact of Kinect. Invited lecture at Department of Electrical Engineering and Information Systems, University of Tokyo. June 2013.
- [IT9] Koji Yatani. Social Computing: New Relationship and Interaction between Human and Computers. Invited talk at Social Computing Symposium (a Japanese domestic conference). June 2013.
- [IT8] Koji Yatani. My Lessons Learned from Research: Things You should Know and Do before Getting Ph.D. Invited lecture at Department of Electrical Engineering and Information Systems, University of Tokyo. December 2012.
- [IT7] Koji Yatani. A Ph.D. – What Does It Take? Invited talk at Department of Computer Science and Information Engineering, National Taiwan University. November 2012.
- [IT6] Koji Yatani. Sensing Technologies and Interaction. Invited seminar at Nikkei Electronics seminar. November 2012.
- [IT5] Koji Yatani. Kinect @ MSR. Talk in the Kinect4Windows workshop at Interaction 2012 (a Japanese domestic conference). Also participated in the panel session with Prof. Itiro Siio (chair), Prof. Jun Rekimoto, and Prof. Takeo Igarashi. March 2012.
- [IT4] Koji Yatani. The Fun of Failure: Lessons Learned from Designing Interactive Systems. Invited talk at the VRSJ Annual Conference (a Japanese domestic conference). September 2011.
- [IT3] Koji Yatani. Review Spotlight: A User Interface for Summarizing Online Reviews. Invite talk at CS4HS Summer Program for HS Teachers, University of Toronto. July 2011.
- [IT2] Koji Yatani. Cutting Edge Research: Input Devices. Participated as a speaker and panelist at the INplay conference. May 2011.
- [IT1] Koji Yatani. Interactive Systems with User-generated Data and Content. Invited talk at DCS Symposium on Trends in Computing, University of Toronto. May 2010.



## Other Presentations

- [OP27] Koji Yatani. Embracing Data and Noise through Interactive Systems and Applications. Talk in Department of Computer Science and Engineering, Waseda University. December 2013.
- [OP26] Koji Yatani. Productivity, Creativity, Diversity. Talk in School of Science and Technology, Meiji University. December 2013.
- [OP25] Koji Yatani. Embracing Data and Noise through Interactive Systems and Applications. Talk in Graduate School of Information Science, Nara Advanced Institute of Science and Technology. October 2013.
- [OP24] Koji Yatani. Embracing Data and Noise through Interactive Systems and Applications. Talk at NTT Communication Science Laboratories. October 2013.
- [OP23] Koji Yatani. Ubiquitous Computing and Privacy. Special Lecture Series for Global Creative Leaders (Ethics of Technology), Graduate School of Information Science and Technology, University of Tokyo. December 2012.
- [OP22] Koji Yatani. Playing with Data and Noise. Talk in Department of Human Communication, University of Electro-Communications. December 2012.
- [OP21] Koji Yatani. Playing with Data and Noise. Talk at KDDI Research. December 2012.
- [OP20] Koji Yatani. Sensing Technologies and Interactive Systems. Internal tech talk at MS Japan. November 2012.
- [OP19] Koji Yatani. Sensing Technologies and Interactions. Talk at Alps Electronics. November 2012.
- [OP18] Koji Yatani. Exploring Interaction at the Intersection. Talk at IBM Research Tokyo. November 2012.
- [OP17] Koji Yatani. Playing with Data and Noise. Talk in Graduate School of Information Science and Technology, University of Tokyo. November 2012.
- [OP16] Koji Yatani. HCI Research at MSRA. Talk for visitors from University of Twente. October 2012.
- [OP15] Koji Yatani. Playing with Data and Noise. Seminar for a graduate course in Department of Adaptive Machine Systems, Graduate School of Engineering at Osaka University. October 2012.
- [OP14] Koji Yatani. A Ph.D. – What Does It Take? Graduate School of Media Design, Keio University. June 2012.
- [OP13] Koji Yatani. Designing New Forms of Interactions with Computers. Imagine Cup Japan finalists meeting. May 2012.
- [OP12] Koji Yatani. Playing with Data and Noise. Siio Lab, Ochanomizu University. June 2012.
- [OP11] Koji Yatani. Working at the Intersection for Interaction. The National Institute of Advanced Industrial Science and Technology. June 2012.
- [OP10] Koji Yatani. Ideas + Observations = New Interface Designs. Talk at Telefónica Investigación y Desarrollo (Barcelona). July 2011.
- [OP9] Koji Yatani. Spatial Tactile Feedback Support for Mobile Touch-screen Devices. Talk at SIGCHI Paris. January 2011.
- [OP8] Koji Yatani. Interactions in Difficult Contexts. Talk at Human Interface Engineering Lab, Osaka University. January 2010.

- [OP7] Koji Yatani. Users and Mobile Devices: Interactions and Implications. Talk at ERATO Igarashi Design Interface Lab, University of Tokyo. December 2009.
- [OP6] Koji Yatani. Users and Mobile Devices: Interactions and Implications. Talk at Graduate School of Information Science and Technology, University of Tokyo. December 2009.
- [OP5] Koji Yatani. Users and Mobile Devices: Interactions and Implications. Talk at NTT DoCoMo Research Center. December 2009.
- [OP4] Koji Yatani. Interactions in Difficult Contexts. Talk at Accessibility Group, IBM Research Tokyo. December 2009.
- [OP3] Koji Yatani. Interactions in Difficult Contexts. Talk at Yairi Lab, Sophia University. December 2009.
- [OP2] Michael Novati, Koji Yatani, and Khai N. Truong. Making User-submitted Reviews More Useful By Using Novel Extraction and Visualization. Demo presentation at University of Toronto Research in Action Showcase. March 2009.
- [OP1] Koji Yatani, and Khai N. Truong. A User Interface with Semantic Tactile Feedback for Mobile Touch-screen Devices. Demo presentation at University of Toronto Research in Action Showcase. March 2009.

## Selected Press Coverage

- Manual Deskterity
  - “Microsoft Patenting Multi-Screen, Multi-Touch Gestures” *Tech Crunch*, August 2011.
  - “Microsoft’s Manual Deskterity project reveals pen and touch input, Courier’s future?” *Engadget*, April 2010.
  - “Microsoft Shows Off Finger/Stylus Combo Multitouch Magic” *Gizmode*, April 2010.
  - “New Computer Interface Goes Beyond Just Touch” *MIT Technology Review*, April 2010.
  - “TechBytes: Microsoft’s Mystery Event” *ABC News*, April 2010.
- Toss-It
  - “Exchanging Data by “Throwing”” *Nihon Keizai Shibun (Japan Economic Times)*, March 2005.
  - “Toss-It” *TV Tokyo World Business Satellite, Trend Tamago*, March 2005.

## AWARDS

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- |         |                                                    |
|---------|----------------------------------------------------|
| 05/2016 | <b>CHI Best Paper Award</b> (for P26)              |
| 09/2014 | <b>MobileHCI Honorable Mention Award</b> (for P23) |
| 09/2014 | <b>MobileHCI Honorable Mention Award</b> (for P22) |
| 04/2014 | <b>CHI Honorable Mention Award</b> (for P20)       |
| 04/2014 | <b>CHI Honorable Mention Award</b> (for N4)        |
| 05/2011 | <b>CHI Best Paper Award</b> (for P11)              |

10/2009      **UIST Student Innovation Competition 2nd place award for most useful interfaces** (for CP2)

## TEACHING EXPERIENCE

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### **Instructor (Department of Electrical Engineering and Information Systems, School of Engineering, The University of Tokyo)**

Summer (since 2016)      **Course:** Advanced Topics in HCI (for graduate students)  
<http://iis-lab.org/hci>

Fall (since 2014)      **Course:** Information Visualization and Data Analysis (as a part of Electrical Engineering and Information Communication Experiments) (for third-year undergraduate students)  
<http://iis-lab.org/infovis>

Fall (since 2014)      **Course:** Electrical Engineering and Information Communication Mathematics Exercises (for second-year undergraduate students)  
<http://iis-lab.org/math>

Summer 2015      **Course:** Research Exercises for Master and Doctor Students  
<http://yatani.jp/teaching/doku.php?id=grad-hands-on:start>

### **Instructor (Graduate School of Information Science and Technology, The University of Tokyo)**

12/2013      **Course:** Advanced Topics in HCI: Mobile and Ubiquitous Computing (listed as Creative Informatics Industrial Collaboration Program VI)  
<http://yatani.jp/2013hci>

I also served as a teaching assistant for 4 courses (3 for undergraduates and 1 for cross-listed) in Department of Computer Science, University of Toronto (Human-Computer Interaction, The Design of Interactive Computational Media, Programming on the Web, and Introduction to Computer Programming).

## PROFESSIONAL ACTIVITIES

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### **Journal Editor**

- Proceedings of ACM Interactive, Wearable, Mobile and Ubiquitous Technologies (2016 – present)

### **Program Chair**

- Ubicomp: ACM International Conference on Pervasive and Ubiquitous Computing (2015) (co-chaired with Prof. Hans Gellersen and Prof. Tanzeem Choudhury)

## **Program Committee (Associate Chair, Associate Editor)**

### **Conferences and Symposia**

- AH: Augmented Human (2013)
- ASSETS: International ACM SIGACCESS Conference on Computers and Accessibility (2017)
- CHI: ACM SIGCHI Conference on Human Factors in Computing Systems (2013, 2017)
- MobiQuitous: Annual International Conference on Mobile and Ubiquitous Systems (2015)
- MobiSys: ACM International Conference on Mobile Systems, Applications, and Services (2014)
- UbiComp: ACM International Conference on Pervasive and Ubiquitous Computing (2012 – 2014)
- UIST: ACM Symposium on User Interface Software and Technology (2013, 2015, 2017)
- WHC: IEEE World Haptics Conference (2013)

### **Workshops**

- MCSS: ACM Workshop on Mobile Systems for Computational Social Science (2014, 2015)

### **Conference Organizing Committee**

- **Sponsorship Chair**
  - UbiComp: ACM International Joint Conference on Pervasive and Ubiquitous Computing (2017)
  - UIST: ACM Symposium on User Interface Software and Technology (2016)  
(co-chaired with Prof. Daniel Wigdor)
- **Video Chair**
  - UbiComp: ACM International Joint Conference on Pervasive and Ubiquitous Computing (2013)  
(co-chaired with Prof. Otmar Hilliges)
- **Mentoring Chair**
  - ITS: ACM International Conference on Interactive Tabletops and Surfaces (2012)  
(co-chaired with Dr. Changkyu Choi)

### **Best Paper Award Selection Committee**

- UIST: ACM Symposium on User Interface Software and Technology (2015)
- UbiComp: ACM International Conference on Pervasive and Ubiquitous Computing (2014)

### **Reviewer (Journal)**

- ACM Transactions on Computer-Human Interaction
- Applied Ergonomics (Elsevier)
- IEEE Sensors Journal
- IEEE Transactions on Haptics

- IEEE Transactions on Mobile Computing
- International Journal of Human-Computer Studies (Elsevier)
- Personal and Mobile Computing (Elsevier)

### **Reviewer (Conference)**

- ACE: ACM International Conference on Advances in Computer Entertainment Technology (2010, 2011)
- APCHI: ACM Asia Pacific Conference on Computer Human Interaction (2012)
- APSIPA Annual Summit and Conference (2010, 2011)
- CHI: ACM SIGCHI Conference on Human Factors in Computing Systems (2008 – 2012, 2014, 2015)
- CSCW: ACM Conference on Computer Supported Cooperative Work (2010)
- DIS: ACM conference on Designing Interactive Systems (2012, 2014)
- GI: Graphics Interface (2014)
- Internet of Things Conference (2008)
- IUI: ACM International Conference on Intelligent User Interfaces (2010, 2012, 2016)
- ITS: ACM International Conference on Interactive Tabletops and Surfaces (formally TableTop; 2008, 2011, 2012, 2014)
- MobileHCI: ACM International Conference on Human-Computer Interaction with Mobile Devices and Services (2008, 2009, 2011 – 2016)
- NordiCHI: Nordic Conference on Human-Computer Interaction (2012)
- Pervasive: International Conference on Pervasive Computing (2010)
- TEI: International Conference on Tangible, Embedded and Embodied Interaction (2012)
- UbiComp: ACM International Conference on Ubiquitous Computing (2009 – 2011)
- UIST: ACM Symposium on User Interface Software and Technology (2008 – 2012, 2014, 2016)
- WHC: IEEE World Haptics Conference (2015)
- 3DUI: IEEE Symposium on 3D User Interfaces (2009, 2016)

### **Reviewer (Japanese Domestic Journal)**

- IEICE Transactions on Fundamentals of Electronics, Communications and Computer Sciences
- IEICE Transactions on Information and Systems
- Transactions of Human Interface Society

## **Student Volunteer**

- **CHI:** ACM SIGCHI Conference on Human Factors in Computing Systems (2010)
- **IJCAI:** International Joint Conferences on Artificial Intelligence (2011)

## **MEMBERSHIP**

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- **ACM:** Association for Computer Machinery, Member (2003 – present)
- **IEEE:** Institute of Electrical and Electronics Engineers, Member (2004 – present)
- **IPSJ:** Information Processing Society of Japan, Member (2014 – present)
- **IEICE:** Institute of Electronics, Information and Communication Engineers, Member (2016 – present)