Ryosuke Takada

Curriculum Vitae

University of Tsukuba
Interactive Programming Laboratory
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I am a 1st year Ph.D. student advised by Assoc. Prof. Buntarou Shizuki at University of Tsukuba. Broadly, I build interfaces to sense people's actions in a natural and efficient way. My research interests fall into the fields of sensing technology, wearables, and fabrications.

EDUCATION

2017 – Present	University of Tsukuba, Graduate School of SIE, Department of Computer Science. 1st year Ph.D. in Interactive Programming Laboratory/ Advisor: Buntarou Shizuki
2015 – 2017	University of Tsukuba, Graduate School of SIE, Department of Computer Science. Master of Engineering
2013 – 2015	Kobe City College of Technology, Advanced course of Electronic and Electronics. Bachelor of Engineering

AWARDS AND HONORS

2017	- Mitou foundation, Information-technology Promotion Agency (IPA).
	- IPSJ Yamashita SIG Research Award, ISPJ.
	- Best Poster / Demo Award, Asian CHI Symposium 2017.
	- Awarded by the Chairperson of Computer Science of University of Tsukuba
	- Contribution Award, IPSJ SIGHCI.
	- Student Award, IPSJ SIGHCI.
2016	- Academic Encouragement Award, HIS.
	- Awarded by the Chairperson of Computer Science of University of Tsukuba
	- Finalist, Best Student Award and awarded by Sony, Rakuten, Adobe, Mashup Awards'11.
2015	- Interactive Presentation Award, Interaction 2015.
	- Awarded by the President of Kobe City College of Technology.

2014   -   Finalist, IVRC2014, top 7%.

2013   -   Best Poster Award, JSISE.

PEER-REVIEWED JORNAL

2017   [C.1]   Yuki Kubo, **Ryosuke Takada**, Buntarou Shizuki, Shin Takahashi, "Exploring Context-Aware User Interfaces for Smartphone-Smartwatch Cross-Device Interaction", In Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT), Vol.1, Issue 3, Article No. 69. 21 pages, Sept. 2017.

PEER-REVIEWED PUBLICATIONS

2017   [C.2]   **高田 崚介**, 志築 文太郎, 高橋 伸, " GROVE：導電繊維編み込み手袋を用いた手形状計測手法 ", 日本ソフトウェア科学会(JSSST), WISS2017, Yamanashi, Dec2017, No.79, 6 pages. (Acceptance rate (long paper) 6/57 = 10.5%) (Domestic)

2017   [C.3]   **Ryosuke Takada**, Buntarou Shizuki, Shin Takahashi, "JoyKey: One-handed Hardware Keyboard with 4x3 Grid Slide Keys", In Proceedings of 18th International Conference on Human-Computer Interaction (HCI International 2017), Springer International Publishing, July 2017, 15p.

2016   [C.4]   **高田 崚介**, 林 威, 安藤 宗孝, 志築 文太郎, 高橋 伸, "BaroTouch：防水タッチパネル端末に内蔵された気圧センサを用いた押下圧力取得手法", 日本ソフトウェア科学会(JSSST), WISS2016, Shiga, Dec2016, No.78, pp.9-14. (Acceptance rate (long paper) 12/44 = 27.3%) (Domestic)

2015   [C.5]   **高田 崚介**, 志築 文太郎, 田中 二郎, "MonoTouch：複数ジェスチャ判別が可能な単一電極タッチセンサ", 日本ソフトウェア科学会(JSSST), WISS2015, Oita, Dec2015, pp.91-96. (Acceptance rate (long paper) 19/43 = 44.2%) (Domestic)

PEER-REVIEWED POSTER AND DEMOS

2017   [C.6]   **Ryosuke Takada**, Wei Lin, Toshiyuki Ando, Buntarou Shizuki, Shin Takahashi, "A Technique for Touch Force Sensing using a Waterproof Device's Built-in Barometer", CHI EA'17. ACM, May2017, pp.2140-2146. (Acceptance Rate 208/537 = 38.7%)

       [C.7]   Yuki Kubo, **Ryosuke Takada**, Buntarou Shizuki, Shin Takahashi "SynCro: Context-Aware User Interface System for Smartphone–Smartwatch Cross-Device Interaction", CHI EA'17. ACM, May2017, pp.1794-1801. (Acceptance Rate 208/537 = 38.7%)

2016	[C.8]	**Ryosuke Takada**, Buntarou Shizuki, Jiro Tanaka "MonoTouch: Single Capacitive Touch Sensor that Differentiates Touch Gestures", CHI EA'16. ACM, May2016, pp.2736-2743. (Acceptance Rate 281/647 = 43.4%)
	[C.9]	Keigo Shima, Kazusa Onishi, **Ryosuke Takada**, Takuya Adachi, Buntarou Shizuki, Jiro Tanaka, "Investigating Accuracy of Tilting Operation on Wrist-worn Devices with Touchscreens", CHI EA'16. ACM, May2016, pp.2705-2711. (Acceptance Rate 281/647 = 43.4%)
2015	[C.10]	Keigo Shima, **Ryosuke Takada**, Kazusa Onishi, Takuya Adachi, Buntarou Shizuki, Jiro Tanaka, "AirFlip-Undo: Quick Undo using a Double Crossing In-Air Gesture in Hover Zone", Adjunct Proc. of the 28th Annual ACM Symposium on User Interface Software & Technology, ACM, Nov2015, pp.97-98. (Acceptance Rate 22/42 = 52.0%)

INTERNSHIP

| Jan. 2018 – Present | Research internship, Yahoo! Japan Research. Advisor: Shota Yamanaka. |
| Oct. 2017 – Nov. 2017 | Research internship, NTT Docomo Research Labs. Advisor: Hiroyuki Manabe. |

TECHNICAL SKILLS

- Programming Languages: Proficient in: C, C++, Java for Android
  Basic ability with: JavaScript, HTML, CSS
- Prototyping: Arduino, Eagle, Processing, Fusion360, Design Spark Mechanical
- Fabrication: 3D Printing, Laser Cutting, CNC Milling

PATENTS

| [PA.1] | "入力装置、入力方法及び検出装置", 特願 2016-092522, Japan Patent pending (domestic, patent pending) |

TEACHING AND MENTORING

| Spring 2017 | Teaching Assistant: University of Tsukuba Principles of Software Engineering with Simona Vasilache |

Spring 2017	Teaching Assistant: University of Tsukuba Special Topics in Computer Human Interaction I with Buntarou Shizuki
Spring 2016	Teaching Assistant: University of Tsukuba Programming Laboratory IA・IB with Buntarou Shizuki
Autumn 2016	Teaching Assistant: University of Tsukuba Programming Laboratory II with Masaki Matsubara
Spring 2016	Teaching Assistant: University of Tsukuba Programming Laboratory IA・IB with Buntarou Shizuki