

# Yoichi Ochiai Curriculum Vitae

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Yoichi Ochiai (Age 30. B.1987/9/16)

落合陽一

Media Artist / CEO of Pixie Dust Technologies Inc.  
Associate Professor, University of Tsukuba,  
Research Head of Digital Nature Group

Advisor to President, University of Tsukuba  
Director of Strategic Platform for Digital Nature,  
by Pixie Dust Technologies and University of  
Tsukuba.

Research Head of JST CREST xDiversity Project

Visiting Professor, Digital Hollywood University  
Visiting Professor, Osaka University of Arts

Board Member of VR Consortium  
Board Member of Mitou Foundation  
Dentsu ISID Innolab Media Alchemist  
Hakuhodo Products Fellow



B.1987, PhD (Applied Computer Science / University of Tokyo, Graduate School of Interdisciplinary Information Studies in 2 years the fastest record), From 2015, joined University of Tsukuba, School of Library Information and Media Studies as Assistant Professor. He is the head of Digital Nature Laboratory. CEO of Pixie Dust Technologies.inc, via JSPS Research Fellow DC1 and Research Intern on Microsoft Research Redmond. From 2017, he work as Advisor to President of University of Tsukuba, Visiting Professor of Osaka University of Art, and Visiting Professor of Digital Hollywood University. From 2017, he established Strategic Research Platform toward Digital Nature and became Director of Platform and Associate Professor of University of Tsukuba.

His interests on CG, HCI, VR, visual / audio / tactile presentation method, digital fabrication, automatic driving and human control. He wrote several books "The century of Enchantment (Planets)" and "Survival strategy of super AI era (Daiwa Shobo)". He got many award such as World Technology Award 2015 from the WTN in 2015, Prix Ars Electronica from Ars Electronica in 2016, STARTS Prize from EU (European Union), the Laval Virtual Award from Europe's largest VR festival Laval Virtual for the fourth consecutive year until 2017. In Japan, won the Good Design Award, Media Arts Festival of Agency for Cultural Affairs, Innovative Technologies of Ministry of Economy, Trade and Industry. Certified as genius programmer / super creator certification from Information Promotion Agency Japan, Prize of Innovative Technologies from the Ministry of Economy, Trade and Industry Japan 3 consecutive yearly, selected as Inno-vation from the Ministry of Internal Affairs and Communications Japan. Also, Awarded in Asia Digital

Art Award, Best Paper Award in ACE, Springer, ACM Augmented Human, Chosen as Best Video by Newscientist magazine in 2012, Best SIGGRAPH Paper selected by CG Channel in 2014. He has been featured in BBC, CNN, CNBC, Discovery, AP, Reuters, Daily Mail Paper, Telegraph Paper, Russian State Broadcasting, French National Broadcasting etc. and has been featured in more than 100 famous newspapers, magazines, television and web media all over the world. He held "Image and Matter (Malaysia · Kuala Lumpur, 2016)" and "Imago et Materia (Tokyo Roppongi, 2017)" as a solo exhibition. There are also a lot of media exposures including magazines, television, radio, etc., Covering the cover of design and art magazines such as design magazine Axis and media art journal Leonardo and cover page of Nature Index 2017 which is a research report on the extra work published by Nature magazine in the UK, such as magazines, televisions, and radio There are also many media exposures. Many lectures were given at universities both in Japan and abroad and at symposiums such as TEDxTokyo, and at SEMICON Japan which is a large-scale conference of semiconductor technology, he served as the keynote speaker at the youngest ever in history in 40 years. As the group exhibition, he participated in "Ars Electronica Festival", "SIGGRAPH Art Gallery", "Kempoku Arts Festival" and "Media Ambition Tokyo". He worked on the collaborative works with famous brands and artists such as Sekai No Owari, Dom Perignon, Lexus, TDK, ONE OK ROCK, Kanahei and Sword Art Online theatrical version, etc. He had collaboration research projects with many business operators such as Toyota, Aisin Seiki, Denso, BMW, Fujitsu SSL, Dentsu, Hakuhodo, ADK, etc.

1987生, 30歳. メディアアーティスト. 2015年東京大学学際情報学府博士課程修了(学際情報学府初の短縮終了), 博士(学際情報学). 日本学術振興会特別研究員DC1, 米国Microsoft ResearchでのResearch Internなどを経て, 2015年より筑波大学図書館情報メディア系助教 デジタルネイチャー研究室主宰. 2015年, Pixie Dust Technologies.incを起業しCEOとして勤務. 2017年より筑波大学学長補佐, 大阪芸術大学客員教授, デジタルハリウッド大学客員教授を兼務. 2017年12月より, ピクシーダストテクノロジーズ株式会社による筑波大学デジタルネイチャー推進戦略研究基盤 基盤長 及び 准教授を兼務. 専門はCG, HCI, VR, 視・聴・触覚提示法, デジタルファブ리케이션, 自動運転や身体制御. 研究論文は分野の最難関国際会議であるACM SIGGRAPHやACM UIST, CHIなどに採択されている. 著書に「魔法の世紀 (Planets)」「これからの世界をつくる仲間たちへ (小学館)」「超AI時代の生存戦略 (大和書房)」など. 2015年米国WTNよりWorld Technology Award 2015, 2016年Ars ElectronicaよりPrix Ars Electronica, EU (ヨーロッパ連合)よりSTARTS Prizeを受賞, 欧州最大のVRの祭典Laval VirtualよりLaval Virtual Awardを2017年まで4年連続5回受賞している. 他にも, Asia Digital Art Award, ACEとSpringer, ACM Augmented HumanよりBest Paper Award, 2012年にはNewscientist誌が選ぶベスト研究ビデオ, 2014年にはCG Channelの選ぶBest SIGGRAPH Paperに選ばれた. これまでにBBC, CNN, CNBC, Discovery, AP, ロイター, デイリーメール紙, テレグラフ紙, ロシア国営放送, フランス国営放送などに特集され, 世界中100以上の有名新聞, 雑誌, テレビ, Webメディアに取り上げられた. 国内でもグッドデザイン賞や文化庁メディア芸術祭, 経済産業省Innovative Technologiesなどに入選. 総務省より異能vation,情報処理推進機構よりスーパークリエイター/天才プログラマ認定. 個展として「Image and Matter (マレーシア・クアラルンプール,2016)」や「Imago et Materia (東京六本木,2017)」など. デザイン誌Axisやメディアアートの論文誌Leonardoなどのデザイン・アート系雑誌の表紙や, 英国Nature誌の増刊研究調査報であるNature Index 2017の表紙を飾るなど, 国内外を問わず雑誌・テレビ・ラジオなどメディア露出も多数. 国内外の大学やTEDxTokyoなどシンポジウムでの講演も多く, 半導体技術の大規模カンファレンスであるSEMICON Japanでは40年の歴史の中で史上最年少で基調講演を務めた. グループ展では「Ars Electronica Festival」「SIGGRAPH Art Gallery」, 「県北芸術祭」や「Media Ambition Tokyo」などに参加. 過去にSekai No OwariやDom Perignon, Lexus, TDK, ONE OK ROCK, カナヘイ, Sword Art Online劇場版などの作家やアーティスト, ブランド, イベントなどでコラボレーション作品の制作や演出を手掛け, トヨタ・アイシン精機・デンソー・BMW・富士通SSL・電通・博報堂・ADKなど多くの事業者との制作・研究開発を行なっている.

#### ■[Education] [学歴]

1. Ph.D. (Applied Computer Science / The University of Tokyo, 2015) Apr. 2013 to Apr. 2015 (**Fastest Record**), PhD Thesis: Graphics by Computational Acoustic Field, Advisor: Prof. Jun Rekimoto, 博士 (学際情報学) / 東京大学 2015, 指導教官: 暦本純一
2. M.A.S. (Applied Computer Science / The University of Tokyo), Apr. 2010 to Mar. 2012, Advisor: Prof. Jun Rekimoto.
3. B.A. (Media Art and Sciences / University of Tsukuba), Apr. 2007 to Mar. 2011, Advisor: Prof. Teiichi Nishioka.

#### ■[Research Interest]

Acoustics, Optics, Wave Engineering, Tera-Hertz, Plasma Physics, Human Computer Interaction, Programable Matter, Computer Graphics, Computer Vision, Display Hardware, Digital Fabrication, Media Art, Human Augmentation.

#### ■[Professional Experience] [実務経歴]

1. Associate Professor / Research Head of Digital Nature Group @ University of Tsukuba, [Dec. 2017 to Current]
2. Director of Strategic Platform for Digital Nature, by Pixie Dust Technologies and University of Tsukuba. [Dec. 2017 to Current]
3. Research Head of JST CREST xDiversity Project [Dec. 2017 to Current]
4. Advisor to President, University of Tsukuba, [Apr. 2017 to Current]
5. Visiting Professor, Digital Hollywood University, [Apr. 2017 to Current]
6. Visiting Professor, Osaka University of Arts, [Apr. 2017 to Current]
7. Assistant Professor / Research Head of Digital Nature Group @ University of Tsukuba, [May. 2015 to Current]
8. Researcher @ Research Center for Knowledge Communities @ University of Tsukuba, [July. 2015 to Current]
9. Founder, CEO @ Pixie Dust Technologies, inc. [February. 2015 to Current]
10. Founder, CCO, Designer, Chief Researcher @ jiseCHI.co.ltd July. 2011 to Apr. 2013, May, 2015 to Current]
11. Media Alchemist, Inno-Lab @ Dentsu-ISID, [December. 2015 to Current]
12. Research Intern @ Microsoft Research Redmond [Jun. 2014 to Sep. 2016]
13. Research Fellow @ Japan Society for the Promotion of Science [Apr. 2013 to April. 2015] Research on Transformable Display (Grant 1,200,000 Yen / Year)
14. Art Director @ READYFOR? / OHMA.inc July. 2011 to Apr. 2013
15. Interface Designer @ milog.inc November. 2011 to Mar. 2012
16. Creator @ IPA (Information-Technology Promotion Agency) [July. 2009 to Feb. 2010] 2009 Exploratory IT Human Resources Project (The MITOH Program) Development of Visible Electricity Device: Visible Breadboard (Grant 3,000,000 Yen)

#### ■[Technical Skills]

Programming languages: C, C++, C#, Java, Ruby, Python, PHP, Perl, Javascript, Action Script, HTML5

Programming Environments: Processing, Arduino, Visual Studio, Eclipse, Xcode.

Toolkits: OpenCV, OpenGL, Android SDK, ARToolkit, Tensor Flow,

#### ■[Honors] [受賞or名誉] (Selected)

1. Selected as Best of IDW2017
2. St Gallen Symposium Leader of Tomorrow 200, 2017
3. St Gallen Symposium Best Knowledge Pool 40, 2017

4. Prix Ars Electronica 2016, Honorary Mention
5. EU STARTS Prize 2016, Honorary Mention
6. Laval Virtual Award 2016, by Laval Virtual, 2016-3
7. World Technology Award 2015 Winner, IT Hardware, by WTN. 2015-11.
8. WIRED CREATIVE HACK AWARD 2015, Grand Prix. 2015-11.
9. Asia Digital Art Award 2015 Excellent Prize, 2015-11.
10. Good Design Award, 2015-10.
11. Laval Virtual Award 2015, Technologies and Uses, by Laval Virtual, 2015-4
12. Japan Innovative Technologies Award Grand Prix “culture”, by METI, Japan, 2014-10.
13. Ministry of Industry Affairs and Communications, Innovation, 2014-10.
14. Good Design Award, 2014-10.
15. Japan Innovative Technologies Award, by METI, Japan, 2014-10.
16. Best Demo Award Honorable Mention, Eurohaptics 2014, 2014-6.
17. The best of Siggraph 2014’s technical papers, (cgchannel.com), 2014-5.
18. Laval Virtual Award 2014 Grand Prix (Laval Virtual), 2014-4.
19. Laval Virtual Award 2014 Interface & Multipurpose Equipment (Laval Virtual), 2014-4.
20. Springer Diamond Award for Best Research (ACE Best Paper) (Springer & ACE 2013-11).
21. Japan Manifest Award Prix of Jury, 2013-10.
22. ACM SIGGRAPH Student Research Competition “Semi Finalist” (ACM SIGGRAPH), 2013-8.
23. Dean Award, The University of Tokyo, 2013-3.
24. Laval Virtual Award 2013 Nominate, by Laval Virtual, 2013-3.
25. New Scientist Best Video 2012, 8<sup>th</sup>/10 (New Scientist: Best video of the year) 2012-12.
26. Prix of Jury, Minato Media Museum Award, 2012-9.
27. TED World Talent Search Finalist, World’s thinnest display by TED, 2012-5.
28. President Award at University of Tsukuba, 2011-3.
29. ACM UIST Student Innovation Contest “Most Creative 2nd Place by ACM UIST, 2010-10.
30. Super Creator Certificated by IPA and METI Japan. 2010-7.

■[Book][著書] (Selected)

1. 落合陽一, これからの世界をつくる仲間たちへ, 小学館, 2016-3. (in Japanese)
2. 落合陽一, 魔法の世紀, Planets, 2015-11. (in Japanese)

■[Journals][査読付き論文誌] (Selected)

1. Yoichi Ochiai, Kota Kumagai, Takayuki Hoshi, Jun Rekimoto, Satoshi Hasegawa, and Yoshio Hayasaki. 2016. Fairy Lights in Femtoseconds: Aerial and Volumetric Graphics Rendered by Focused Femtosecond Laser Combined with Computational Holographic Fields. ACM Trans. Graph. 35, 2, Article 17 (February 2016), 14 pages. DOI=<http://dx.doi.org/10.1145/2850414>
2. Yoichi Ochiai, Looking glass time, Leonardo the International Journal of Society for the Arts, Science, and Technology, Leonardo 47 (4), 406-407
3. Takayuki Hoshi, Yoichi Ochiai, and Jun Rekimoto: Three-dimensional Noncontact Manipulation by Opposed Ultrasonic Phased Arrays, JJAP, 53 (2014) 07KE07
4. Yoichi Ochiai, Takayuki Hoshi, and Jun Rekimoto: Three-dimensional Mid-air Acoustic Manipulation by Ultrasonic Phased Arrays, Plos One 9:5 (2014) e97590. (pre print ArXiv e-print, arXiv:1312.4006)

5. Yoichi Ochiai, Takayuki Hoshi, and Jun Rekimoto: Pixie Dust: Graphics Generated by Levitated and Animated Objects in Computational Acoustic-Potential Field, ACM Transactions on Graphics, 33 (2014) article no. 85
6. Yoichi Ochiai, Alexis Oyama, Takayuki Hoshi, and Jun Rekimoto: Colloidal Metamorphosis: Time Division Multiplex of Colloidal Screen Reflection, IEEE Computer Graphics and Applications, pp.42 - 51, July-Aug. 2014, DOI=10.1109/MCG.2014.41.
7. Yoichi Ochiai, Alexis Oyama, Takayuki Hoshi, and Jun Rekimoto: Colloidal Display: an ultra-thin transparent display with controllable surface state and dynamic properties, VRSJ Journal 18(3), pp. 277-286, 2013. [CiNii] (In Japanese)
8. Yoichi Ochiai, Visible Breadboard: Voltage Visualizing and Programmable Wiring Breadboard, VRSJ Journal 15(3), 463-466, 2010-09-30,(in Japanese)

■[International Conference] [国際会議発表] (Selected)

1. Natsumi Kato\*, Hiroyuki Osone\*, Daitetsu Sato, Naoya Muramatsu, and Yoichi Ochiai. 2018. DeepWear: a Case Study of Collaborative Design between Human and Artificial Intelligence. In Proceedings of the Twelfth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '18). ACM, New York, NY, USA, 529-536. DOI: <https://doi.org/10.1145/3173225.3173302> \* Joint first authorship.
2. Bektur Ryskeldiev, Yoichi Ochiai, Michael Cohen, and Jens Herder. 2018. Distributed Metaverse: Creating Decentralized Blockchain-based Model for Peer-to-peer Sharing of Virtual Spaces for Mixed Reality Applications. In Proceedings of the 9th Augmented Human International Conference (AH '18). ACM, New York, NY, USA, Article 39, 3 pages. DOI:<https://doi.org/10.1145/3174910.3174952>
3. Ryota Kawamura, Kazuki Takazawa, Riku Iwasaki, Kenta Yamamoto, and Yoichi Ochiai. 2018. Exo-Balancer: Design Method of Personalized Stabilizers for Shooting Actions. In Proceedings of the 9th Augmented Human International Conference (AH '18). ACM, New York, NY, USA, Article 32, 2 pages. DOI: <https://doi.org/10.1145/3174910.3174915>
4. Kazuki Otao, Yuta Itoh, Kazuki Takazawa, Hiroyuki Osone, and Yoichi Ochiai. 2018. Air Mounted Eyepiece: Optical See-Through HMD Design with Aerial Optical Functions. In Proceedings of the 9th Augmented Human International Conference (AH '18). ACM, New York, NY, USA, Article 1, 7 pages. DOI: <https://doi.org/10.1145/3174910.3174911>
5. Satoshi Hashizume, Ipepei Suzuki, Kazuki Takazawa, Ryuichiro Sasaki, and Yoichi Ochiai. 2018. Telewheelchair: the Remote Controllable Electric Wheelchair System combined Human and Machine Intelligence. In Proceedings of the 9th Augmented Human International Conference (AH '18). ACM, New York, NY, USA, Article 7, 9 pages. DOI: <https://doi.org/10.1145/3174910.3174914>
6. Yoichi Ochiai. 2017. Aerial Interaction with Holograms of Insensible Frequency towards generating Audio, Visual, and Haptic feedback in the three-dimensional space. In Proceedings of IDW 2017 Sendai Japan.(invited talk)
7. Natsumi Kato, Hiroyuki Osone, Daitetsu Sato, Naoya Muramatsu, and Yoichi Ochiai. 2017. Crowd Sourcing Clothes Design Directed by Adversarial Neural Networks. In NIPS 2017 Workshop (NIPS '17).<https://nips2017creativity.github.io/>
8. Shinnosuke Ando, Kazuki Otao, Kazuki Takazawa, Yusuke Tanemura, and Yoichi Ochiai. 2017. Aerial image on retroreflective particles. In SIGGRAPH Asia 2017 Posters (SA '17). ACM, New York, NY, USA, Article 7, 2 pages. DOI: <https://doi.org/10.1145/3145690.3145730>
9. Naoya Muramatsu, Chun Wei Ooi, Yuta Itoh, and Yoichi Ochiai. 2017. DeepHolo: recognizing 3D objects using a binary-weighted computer-generated hologram. In SIGGRAPH Asia 2017 Posters (SA '17). ACM, New York, NY, USA, Article 29, 2 pages. DOI: <https://doi.org/10.1145/3145690.3145725>
10. Mose Sakashita, Yuta Sato, Ayaka Ebisu, Keisuke Kawahara, Satoshi Hashizume,

- Naoya Muramatsu, and Yoichi Ochiai. 2017. Haptic marionette: wrist control technology combined with electrical muscle stimulation and hanger reflex. In SIGGRAPH Asia 2017 Posters (SA '17). ACM, New York, NY, USA, Article 33, 2 pages. DOI: <https://doi.org/10.1145/3145690.3145743>
11. Hiroyuki Osone, Takatoshi Yoshida, and Yoichi Ochiai. 2017. Optimized HMD System for Underwater VR Experience. In 14th International Conference on Advances in Computer Entertainment Technology (ACE'17). ACM, London, UK. URL: <http://ace2017.info/schedule/>
  12. Yuki Kubo, Hirobumi Tomita, Shuta Nakame, Takayuki Hoshi, Yoichi Ochiai. Bubble Clouds: 3D Form Display Composed of Soap Bubble Cluster. In Proceedings of the 16th International Conference on Entertainment Computing (ICEC'17), 10 pages, Sep. 2017. [https://doi.org/10.1007/978-3-319-66715-7\\_2](https://doi.org/10.1007/978-3-319-66715-7_2)
  13. Kengo Tanaka, Taisuke Ohshima, and Yoichi Ochiai. 2017. Spring-pen: reproduction of any softness with the 3D printed spring. In SIGGRAPH Asia 2017 Posters (SA '17). ACM, New York, NY, USA, Article 37, 2 pages. DOI: <https://doi.org/10.1145/3145690.3145732>
  14. Riku Iwasaki, Yuta Sato, Ippei Suzuki, Atsushi Shinoda, Kenta Yamamoto, Kohei Ogawa, and Yoichi Ochiai. 2017. Silk fabricator: using silkworms as 3D printers. In SIGGRAPH Asia 2017 Posters (SA '17). ACM, New York, NY, USA, Article 46, 2 pages. DOI: <https://doi.org/10.1145/3145690.3145704>
  15. Naoya Muramatsu, Kazuki Ohshima, Ryota Kawamura, Ooi Chun Wei, Yuta Sato, and Yoichi Ochiai. 2017. Sonoliards: Rendering Audible Sound Spots by Reflecting the Ultrasound Beams. In Adjunct Publication of the 30th Annual ACM Symposium on User Interface Software and Technology (UIST '17). ACM, New York, NY, USA, 57-59. DOI: <https://doi.org/10.1145/3131785.3131807>
  16. Yuta Sato, Kensuke Abe, Kotaro Omomo, Ryota Kawamura, Kazuki Takazawa, and Yoichi Ochiai. 2017. Ultrasonic Cuisine: Proposal of Ultrasonic Non-contact Stirring Methods. In Adjunct Publication of the 30th Annual ACM Symposium on User Interface Software and Technology (UIST '17). ACM, New York, NY, USA, 71-72. DOI: <https://doi.org/10.1145/3131785.3131801>
  17. Kazuki Otao, Yuta Itoh, Hiroyuki Osone, Kazuki Takazawa, Shunnosuke Kataoka, and Yoichi Ochiai. 2017. Light field blender: designing optics and rendering methods for see-through and aerial near-eye display. In SIGGRAPH Asia 2017 Technical Briefs (SA '17). ACM, New York, NY, USA, Article 9, 4 pages. DOI: <https://doi.org/10.1145/3145749.3149425>
  18. Akira Ishii, Masaya Tsuruta, Ippei Suzuki, Shuta Nakamae, Tatsuya Minagawa, Junichi Suzuki, and Yoichi Ochiai. 2017. ReverseCAVE experience: providing reverse perspectives for sharing VR experience. In SIGGRAPH Asia 2017 VR Showcase (SA '17). ACM, New York, NY, USA, Article 9, 2 pages. DOI: <https://doi.org/10.1145/3139468.3139482>
  19. Satoshi Hashizume, Ippei Suzuki, Kazuki Takazawa, Ryuichiro Sasaki, Yoshikuni Hashimoto, and Yoichi Ochiai. 2017. Telewheelchair: a demonstration of the intelligent electric wheelchair system towards human-machine. In SIGGRAPH Asia 2017 Emerging Technologies (SA '17). ACM, New York, NY, USA, Article 15, 1 pages. DOI: <https://doi.org/10.1145/3132818.3132834>
  20. Ippei Suzuki and Yoichi Ochiai. 2017. Demonstration of the unphotogenic light: protection from secret photography by small cameras. In SIGGRAPH Asia 2017 Emerging Technologies (SA '17). ACM, New York, NY, USA, Article 4, 1 pages. DOI: <https://doi.org/10.1145/3132818.3132819>
  21. Mose Sakashita, Tatsuya Minagawa, Amy Koike, Ippei Suzuki, Keisuke Kawahara, and Yoichi Ochiai. 2017. You as a Puppet: Evaluation of Telepresence User Interface for Puppetry. In Proceedings of the 30th Annual ACM Symposium on User Interface Software and Technology (UIST '17). ACM, New York, NY, USA, 217-228. DOI: <https://doi.org/10.1145/3126594.3126608>

22. Ippei Suzuki and Yoichi Ochiai. 2017. Unphotogenic light: high-speed projection method to prevent secret photography by small cameras. In ACM SIGGRAPH 2017 Posters (SIGGRAPH '17). ACM, New York, NY, USA, Article 65, 2 pages. DOI: <https://doi.org/10.1145/3102163.3102164>
23. Hiroyuki Osone, Takatoshi Yoshida, and Yoichi Ochiai. 2017. Optimized HMD system for underwater VR experience. In ACM SIGGRAPH 2017 Posters (SIGGRAPH '17). ACM, New York, NY, USA, Article 25, 2 pages. DOI: <https://doi.org/10.1145/3102163.3102232>
24. Satoshi Hashizume, Amy Koike, Takayuki Hoshi, and Yoichi Ochiai. 2017. Sonovortex: rendering multi-resolution aerial haptics by aerodynamic vortex and focused ultrasound. In ACM SIGGRAPH 2017 Posters (SIGGRAPH '17). ACM, New York, NY, USA, Article 57, 2 pages. DOI: <https://doi.org/10.1145/3102163.3102178>
25. Akira Ishii, Masaya Tsuruta, Ippei Suzuki, Shuta Nakamae, Tatsuya Minagawa, Junichi Suzuki, and Yoichi Ochiai. 2017. ReverseCAVE: providing reverse perspectives for sharing VR experience. In ACM SIGGRAPH 2017 Posters (SIGGRAPH '17). ACM, New York, NY, USA, Article 28, 2 pages. DOI: <https://doi.org/10.1145/3102163.3102208>
26. Amy Koike, Satoshi Hashizume, Kazuki Takazawa, Mose Sakashita, Daitetsu Sato, Keisuke Kawahara, and Yoichi Ochiai. 2017. Digital fabrication and manipulation method for underwater display and entertainment. In ACM SIGGRAPH 2017 Posters (SIGGRAPH '17). ACM, New York, NY, USA, Article 76, 2 pages. DOI: <https://doi.org/10.1145/3102163.3102226>
27. Kazuki Takazawa, Satoshi Hashizume, Ryuichiro Sasaki, Yoshikuni Hashimoto, and Yoichi Ochiai. 2017. Morpho sculptures: digital fabrication methods of engraving flat materials into shape changing user interfaces. In ACM SIGGRAPH 2017 Posters (SIGGRAPH '17). ACM, New York, NY, USA, Article 56, 2 pages. DOI: <https://doi.org/10.1145/3102163.3102165>
28. Ippei Suzuki, Satoshi Hashizume, Kazuki Takazawa, Ryuichiro Sasaki, Yoshikuni Hashimoto, and Yoichi Ochiai. 2017. Telewheelchair: The intelligent electric wheelchair system towards human-machine combined environmental supports. In ACM SIGGRAPH 2017 Posters (SIGGRAPH '17). ACM, New York, NY, USA, Article 30, 1 pages. DOI: <https://doi.org/10.1145/3102163.3102238>
29. Yoichi Ochiai, Tatsuya Minagawa, Takayuki Hoshi, Daitetsu Sato, Satoshi Hashizume, Kazuki Takazawa, Amy Koike, Ippei Suzuki, Atsushi Shinoda, and Kazuyoshi Kubokawa. 2017. LeviFab: stabilization and manipulation of digitally fabricated objects for superconductive levitation. In ACM SIGGRAPH 2017 Posters (SIGGRAPH '17). ACM, New York, NY, USA, Article 7, 2 pages. DOI: <https://doi.org/10.1145/3102163.3102233>
30. S. Hashizume, K. Takazawa, A. Koike and Y. Ochiai, "Cross-field haptics: Multiple direction haptics combined with magnetic and electrostatic fields," 2017 IEEE World Haptics Conference (WHC), Munich, 2017, pp. 370-375. DOI: <https://doi.org/10.1109/WHC.2017.7989930>
31. Takazawa, Kazuki, Suzuki, Kenta and Ochiai, Yoichi, (2017), P-69: Leaked Light Field: The Design Method for Natural Material to Display Surface, SID Symposium Digest of Technical Papers, 48, doi: 10.1002/sdtp.11934.
32. Mose Sakashita, Kenta Suzuki, Keisuke Kawahara, Kazuki Takazawa, and Yoichi Ochiai. 2017. Materialization of motions: tangible representation of dance movements for learning and archiving. In ACM SIGGRAPH 2017 Studio (SIGGRAPH '17). ACM, New York, NY, USA, Article 7, 2 pages. DOI: <https://doi.org/10.1145/3084863.3084869>
33. Yoichi Ochiai, Tatsuya Minagawa, Takayuki Hoshi, Daitetsu Sato, Satoshi Hashizume, Kazuki Takazawa, Amy Koike, Ippei Suzuki, Atsushi Shinoda, and Kazuyoshi Kubokawa. 2017. LeviFab: stabilization and manipulation of digitally fabricated objects for superconductive levitation. In ACM SIGGRAPH 2017 Studio

- (SIGGRAPH '17). ACM, New York, NY, USA, Article 5, 2 pages. DOI: <https://doi.org/10.1145/3084863.3084871>
34. Ippei Suzuki, Shuntarou Yoshimitsu, Keisuke Kawahara, Nobutaka Ito, Atushi Shinoda, Akira Ishii, Takatoshi Yoshida, and Yoichi Ochiai. 2017. Gushed Light Field: Video Showcase of Aerosol-Based Fog Display. In Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems (CHI EA '17). ACM, New York, NY, USA, 453-453. DOI: <https://doi.org/10.1145/3027063.3049774>
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  62. Hiroshi Ishii, Jun Rekimoto, Masahiko Inami, Yoichi Ochiai, Hiroo Iwata, “ Post Pixels: Beyond Tangible Bits, Towards Radical Atoms”, Featured Sessions, SIGGRAPH Asia 2015, Kobe, 2015-11-4.
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69. Takao Komine, Kosetsu Ikeda, Yoichi Ochiai, Keiichi Zempo and Hiroshi Itsumura: "Modeling of ENJYO via process of consensus formation on SNS," Abstract of SMSEC2014 (Social Modeling and Simulations + Econophysics Colloquium 2014), USB distribution, 5pC4, Nichii Gakkan, Kobe, Japan 5, November, 2014).
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  71. Takayuki Hoshi, Yoichi Ochiai, and Jun Rekimoto: Three-dimensional Non-contact Manipulation Based on Standing-wave Acoustic Levitation, Proc. 1st International Conference on Ultrasonic-Based Applications: From Analysis to Synthesis (ULTRASONICS 2014), Lisbon (Portugal), invited, 15-17 Sep., 2014.
  72. Yoichi Ochiai, Looking glass time, Proc. ACM SIGGRAPH 2014, Art Gallery, Vancouver (Canada), 10-14 Aug., 2014.
  73. Yoichi Ochiai, Takayuki Hoshi, and Jun Rekimoto: Pixie Dust: Graphics Generated by Levitated and Animated Objects in Computational Acoustic-Potential Field, Proc. ACM SIGGRAPH 2014, Technical Papers, Vancouver (Canada), article no. 85, 10-14 Aug., 2014.
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  77. Yoichi Ochiai, Visible Breadboard: System for Dynamic, Programmable, and Tangible Circuit Prototyping with Visible Electricity, Virtual, Augmented and Mixed Reality. Applications of Virtual and Augmented Reality, Lecture Notes in Computer Science Volume 8526, 2014, pp 73-84, Proc HCI International 2014
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  80. Yoichi Ochiai, Takayuki Hoshi, and Jun Rekimoto: Pixie Dust, 16th International Conferences and Exhibition of Virtual Technologies and Uses (Laval Virtual 2014), Laval Virtual Awards, Laval (France), 9-13 Apr., 2014. [Interface & Multipurpose Equipment / 28 Mar. 2014] [Grand Prix du Jury / 10 Apr. 2014]
  81. Yoichi Ochiai, Alexis Oyama, Takayuki Hoshi, and Jun Rekimoto: Theory and Application of the Colloidal Display: Programable Bubble Screen for Computer Entertainment, Proc. 10th International Conference on Advances in Computer Entertainment Technology (ACE 2013), pp. 198-214, Twente (Netherlands), 12-15 Nov., 2013. [Springer Diamond Award for best research (1/77) / 15 Nov. 2013]
  82. Yoichi Ochiai, Alexis Oyama, Takayuki Hoshi, and Jun Rekimoto: Poppable Display: A Display Which Enables People to Interact with Popping, Breaking, and Tearing, Proc. 2nd 2013 IEEE Global Conference on Consumer Electronics (GCCE 2013), pp. 124-128, Makuhari (Japan), 1-4 Oct., 2013.
  83. Yoichi Ochiai, Alexis Oyama, Takayuki Hoshi, and Jun Rekimoto: Reflective, Deformable, Colloidal Display: A Waterfall-Based Colloidal Membrane Using Focused

- Ultrasonic Waves, Proc. ACM SIGGRAPH 2013, Article No. 49, Anaheim, California (USA), 21-25 Jul., 2013. [Poster] [Student Research Competition Semi-Finalist (15 student posters) / 23 Jul. 2013]
84. Yoichi Ochiai, Alexis Oyama, Takayuki Hoshi, and Jun Rekimoto: Colloidal Display, 15th International Conference and Exhibition on Virtual Reality and Converging Technologies (Laval Virtual 2013), ReVolution, Laval (France), 20-24 Mar., 2013. [Movie] [Laval Virtual Awards 2013 Nominee]
  85. Yoichi Ochiai and Keisuke Toyoshima. 2012. Stop-motion cameras in the network: connected multi-cameras for the collaboration work in stop-motion. Proc. ACM SIGGRAPH 2012 Poster, Article No. 36, Los Angeles(US), August 2012
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  89. Yoichi Ochiai and Keisuke Toyoshima, Invisible feet under the vehicle, Proc. ACM Augmented Human 2012 Megeve(France), Article No.31, March, 2012
  90. Yoichi OCHIAI and Hiromu TAKAI, The cyclone display: rotation, reflection, flicker and recognition combined to the pixels, Proc. ACM SIGGRAPH 2011 Posters, Article No. 53, August, 2011, Vancouver(Canada)
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  92. Yoichi OCHIAI and Keisuke Toyoshima, Homunculus: the Vehicle as Augmented Clothes, Proc. ACM Augmented Human 2011, Article No.3, , Tokyo, March, 2011 [Demo/Paper]
  93. Yoichi OCHIAI, William Miao and Shigeru Imai, Murakumo: cloud of ideas, Student Innovation Contest, ACM UIST 2010, Sept, 2010
  94. Yoichi OCHIAI, The Visible Electricity Device: Visible Breadboard, Proc. ACM SIGGRAPH 2010 Posters, Article No.98, Los Angeles(US), July, 2010

■[Invited Talks] [招待講演] Selected

1. Yoichi Ochiai, Google Talks, 2015-11.
2. Yoichi Ochiai, Driven by Computational Field, International Symposium on Touching untouchables 11th, Dec, 2014
3. 落合陽一, 映像の世紀から魔法の世紀へ, 経済産業省, 27,Nov, 2014
4. 落合陽一, Computational Fieldによるグラフィクス表現, SIGMUS, 21th, Nov,2014 (in Japanese)
5. 落合陽一, 社会人としていかに生きるか, 筑波大学, 20th, Nov,2014 (in Japanese)
6. 落合陽一, Computational Fieldによるグラフィクス表現, 宇都宮大学, 19th, Nov,2014 (in Japanese)
7. 落合陽一 × 宇野常寛 ~ 2020を創造的に迎えるために日本橋で考える, NICA - Nihonbashi Institute of Contemporary Arts, 16th, Nov, 2014 (in Japanese)
8. 落合陽一 × 猪子寿之 × 岡田智博 ~ NICA プレオープンニングクロスセッション, NICA - Nihonbashi Institute of Contemporary Arts, 14th, Nov, 2014 (in Japanese)
9. Yoichi Ochiai, Highway1, 6th, Nov, 2014

10. 落合陽一, 映像の世紀から魔法の世紀へ, Tokyo Designers Week 2014, 2th, Nov,2014 (in Japanese)
11. 落合陽一, アートとテクノロジーのサイクル, 筑波大学, 17th, Oct,2014 (in Japanese)
12. 落合陽一, 現代の魔法使い" 落合陽一が語るエンジニアの未来, サポートーズ, 15th, Oct, 2014 (in Japanese)
13. 落合陽一, ハッキングの物象化, TheWave湯川塾, 14th, Oct, 2014 (in Japanese)
14. 落合陽一, Pixie Dust, 日本バーチャルリアリティ学会, 招待講演セッション, 18, Sep, 2014
15. Yoichi Ochiai, Physicalization of Hacking, Seattle IT Professionals, 29<sup>th</sup>, Aug, 2014
16. Yoichi Ochiai, Pixie Dust: Graphics generated by levitated and animated object in a computational acoustic-potntial field, SIGGRAPH 2014 DCAJ Session, 11th. Aug. 2014
17. 落合陽一, 映像の世紀から魔法の世紀へ, TOP GUN Project @ 未来館,1<sup>st</sup> , Aug, 2014 (in Japanese)
18. 落合陽一, ピクシーダスト: コンピューテーショナルポテンシャルフィールドを用いた実世界グラフィクス, VC / GCAD 合同シンポジウム 2014, 6月30日, 2014 (in Japanese)
19. 落合陽一, ホリエモンVR/AR未来研究所in大阪, 6月1日, 2014 (in Japanese)
20. Yoichi Ochiai, Physicalization of Computer Graphics, TEDxTokyo, 31st, May, 2014
21. 落合陽一, 「あの青を超えて」, 筑波大学, 5月23日, 2014
22. 落合陽一, モノツクリ2.0, ロフトプラスワン, 5月11日, 2014
23. 落合陽一, 「あの青を超えて」, 明治大学, 5月9日 2014
24. 落合陽一, Physicalizing Imagination, 同志社大学, 4月25日 2014
25. 落合陽一, AR, VR & Next, ホリエモン春のVR/AR祭り, ロフトプラスワン, 3月31日, 2014
26. 落合陽一, 情報文化, 第二回未踏シンポジウム (情報処理推進機構), ヴェルサール秋葉原, 3月14日, 2014
27. 落合陽一, アートとテクノロジーのサイクル, 第76回情報処理学会大会, 東京電機大学, 3月13日, 2014
28. 落合陽一, 筑波大学図書館の新しいデザイン, 平成25年度附属図書館研究開発室研究成果報告会, 2月24日, 2014
29. 落合陽一, Physicalization of Computer Graphics, デブサミ 2014 Day0, 下目黒, 2月12日, 2014.
30. 落合陽一, 筑波大学, 11月20日, 2013
31. 落合陽一, Adtech Tokyo, 9月19日, 2013
32. 落合陽一, FTD 日本ソフトウェア科学会30周年記念講演会, 9月11日, 2013
33. 落合陽一, 同志社大学, 6月21日, 2013
34. 落合陽一, 筑波大学, 6月7日, 2013
35. 落合陽一, IPA未踏人材育成事業, 未踏説明会, 6月4日, 2013
36. 落合陽一, アートとテクノロジーのサイクル, 東京大学大学院学際情報学府 先端表現情報学研究法 III, 東京大学, 5月, 2013
37. 落合陽一, 未踏カンファレンス2013, 3月10日, 2013

38. 落合陽一, 第3回 イノベーション・エクスチェンジ 最新ICTでイノベーションを起こす!, 2月28日, 2013
39. 落合陽一, お茶の水女子高校, 2月26日, 2013
40. 落合陽一, TEDxTokyo Partner Event, TEDxTokyo, 11月27日, 2012
41. 落合陽一, アリスの時間, 府中市美術館11月10日, 2012
42. 落合陽一, 「超視覚体験がつくる先端メディアアートの未来」, 府中市美術館 10月28日, 2012
43. 落合陽一, 「ハイブリットアニメーションの粋」, 府中市美術館 9月23日, 2012
44. 落合陽一, 未踏カンファレンス2012, 9月22日, 2012
45. 落合陽一, 足裏インターフェース, 明治大学 普通じゃないプログラミング発表会9月22日, 2012
46. 落合陽一, 視野闘争1, 2, 3, 第17回日本バーチャルリアリティ学会大会, 2012年9月13日
47. 落合陽一, みなとメディアミュージアム トークセッション「メディアアートってなんだろう」, 8月22日, 2012
48. 落合陽一, 電子工作コンテストプレイベント, 7月27日, 2012
49. 落合陽一, アートとテクノロジーのサイクル, 6月, 2012
50. 落合陽一, アートとテクノロジーのサイクル, 東京大学大学院学際情報学府 先端表現情報学研究法 III, 東京大学, 5月, 2012
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