Yoichi Ochiai Curriculum Vitae

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Yoichi Ochiai (Age31. 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

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 to 2019, he worked as Advisor to President of University of Tsukuba, and from 2017, 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，31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年から2019年まで筑波大学学長補佐，2017年から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，デジタルファブリケーション，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ータ/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)」，「Imago et Materia (東京六本木,2017)」，「山紫水明∽事事無碍∽計算機自然（東京,渋谷）」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] [実務経験]

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 Mar.2019]
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, Ecipse, Xcode.
Toolkits: OpenCV, OpenGL, Android SDK, ARToolkit, Tensor Flow,

■[Honors] [受賞or名誉] (Selected)

1. SXSW 2019 Arrow Prize Best Immersive Experience
2. Augmented Human 2019 1ST BEST PAPER AWARD
3. Augmented Human 2019 HONORABLE MENTION
4. EU STARTS Prize 2018, Nominated
5. Selected as Best of IDW2017
6. St Gallen Symposium Leader of Tommorow 200, 2017
7. St Gallen Symposium Best Knowledge Pool 40, 2017
8. Prix Ars Electronica 2016, Honarary Mention
9. EU STARTS Prize 2016, Honarary Mention
10. Laval Virtual Award 2016, by Laval Virtual, 2016-3
11. World Technology Award 2015 Winner, IT Hardware, by WTN. 2015-11.
12. WIRED CREATIVE HACK AWARD 2015, Grand Prix. 2015-11.
13. Asia Digital Art Award 2015 Excellent Prize, 2015-11.
14. Good Design Award, 2015-10.

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

▪[Book][著書] (Selected)

1. 落合陽一，日本進化論, SBクリエイティブ,2019-1.(in Japanese)
2. 落合陽一，猪瀬直樹 , ニッポン２０２１-２０５０　データから構想を生み出す教養と思考法,KADOKAWA,2018-10.(in Japanese)
3. 落合陽一，0才から100才まで学び続けなくてはならない時代を生きる　学ぶ人と育てる人のための教科書デジタルネイチャー　生態系を為す汎神化した計算機による侘と寂, Planets ,2018-11.(in Japanese)
4. 堀江貴文，落合陽一，10年後の仕事図鑑, SBクリエイティブ2018-06.(in Japanese)
5. 落合陽一，日本再興戦略，幻冬舎，2018-1.(in Japanese)
6. 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)
7. 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, Leonard 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. Toshiharu Igarashi, Tatsuya Minagawa, and Yoichi Ochiai. 2019. Augmented taste of wine by artificial climate room: Influence of temperature and humidity on taste evaluation. In Proceedings of the 10th Augmented Human International Conference 2019 (AH2019). ACM, New York, NY, USA, Article 20, 8 pages. DOI: https://doi.org/10.1145/3311823.3311871
2. Natsumi Kato, Hiroyuki Osone, Kotaro Oomori, Chun Wei Ooi, and Yoichi Ochiai. 2019. GANs-based Clothes Design- Pattern Maker Is All You Need to Design Clothing. In Proceedings of the 10th Augmented Human International Conference (AH '19). CM, New York, NY, USA, Article 21, 7 pages. DOI:https://doi.org/10.1145/3311823.3311863
3. Akira Ishii, Masaya Tsuruta, Ippei Suzuki, Shuta Nakamae, Junichi Suzuki, and Yoichi Ochiai. 2019. Let Your World Open: CAVE-based Visualization Methods of Public Virtual Reality towards a Shareable VR Experience. In Proceedings of the 10th Augmented Human International Conference 2019 (AH2019). ACM, New York, NY, USA, Article 33, 8 pages. DOI: https://doi.org/10.1145/3311823.3311860
4. Junjian Zhang, Yaohao Chen, Satoshi Hashizume, Naoya Muramatsu, Kotaro Omomo, Riku Iwasaki, Kaji Wataru, and Yoichi Ochiai. 2018. EXController: enhancing interaction capability for VR handheld controllers using real-time vision sensing. In Proceedings of the 24th ACM Symposium on Virtual Reality Software and Technology (VRST '18), Stephen N. Spencer (Ed.). ACM, New York, NY, USA, Article 87, 2 pages. DOI: https://doi.org/10.1145/3281505.3283385
5. Chun Wei Ooi, Naoya Muramatsu, and Yoichi Ochiai. 2018. Eholo glass: Electroholography glass. A lensless approach to holographic augmented reality near-eye display. In SIGGRAPH Asia 2018 Technical Briefs (SA '18 Technical Briefs), December 4–7, 2018, Tokyo, Japan. ACM, New York, NY, USA, 4 pages. https://doi.org/10.1145/3283254.3283288
6. Shingo Uzawa, Toshiharu Igarashi, Kazuki Takazawa, Nozomi Magome, and Yoichi Ochiai. 2018. Novel structure using quasirigid folding of voxel in Ron Resch pattern. In SIGGRAPH Asia 2018 Posters (SA '18). ACM, New York, NY, USA, Article 33, 2 pages. DOI: https://doi-org.ezproxy.tulips.tsukuba.ac.jp/10.1145/3283289.3283363
7. Miyu Iwafune, Taisuke Ohshima, and Yoichi Ochiai. 2018. Coded Skeleton: Shape Changing User Interface with Mechanical Metamaterial. In SIGGRAPH Asia 2018 Technical Briefs (SA '18). ACM, New York, NY, USA, Article 11, 4 pages. DOI: https://doi.org/10.1145/3283254.3283255
8. Ippei Suzuki, Shinnosuke Ando, and Yoichi Ochiai. 2018. Protection Method from Secret Photography. In the 25th International Display Workshops (IDW '18, invited)
9. Yuta Itoh, Kenta Yamamoto, and Yoichi Ochiai. 2018. Retinal HDR: HDR Image Projection Method onto Retina. In Proceedings of SA '18 Posters, Tokyo, Japan, December 04-07, 2018, 2 pages. https://doi.org/10.1145/3283289.3283329
10. Bektur Ryskeldiev, Toshiharu Igarashi, Junjian Zhang, Yoichi Ochiai, Michael Cohen, and Jens Herder. Spotility: Crowdsourced telepresence for social and collaborative experiences in mobile mixed reality. In ACM CSCW, 2018, pp. 373-376. New York, USA. https://doi.org/10.1145/3272973.3274100

11. Bektur Ryskeldiev, Michael Cohen, Jens Herder, and Yoichi Ochiai. Reactspace: Spatial-aware user interactions for collocated social livestreaming experiences. In IEEE Int. Conf. On Systems, Man, and Cybernetics (SMC), 2018, pp. 724-728 Miyazaki, Japan. https: //doi.org/10.1109/SMC.2018.00132 (In press)
12. Satoshi Hashizume, Akira Ishii, Kenta Suzuki, Kazuki Takazawa, and Yoichi Ochiai. 2018. Trans-scale Playground: An Immersive Visual Telexistence System for Human Adaptation. In The 31st Annual ACM Symposium on User Interface Software and Technology Adjunct Proceedings (UIST '18 Adjunct). ACM, New York, NY, USA, 66-68. DOI: https://doi.org/10.1145/3266037.3266103
13. Ayaka Ebisu, Satoshi Hashizume, and Yoichi Ochiai. 2018. Building a feedback loop between electrical stimulation and percussion learning. In ACM SIGGRAPH 2018 Studio (SIGGRAPH '18). ACM, New York, NY, USA, Article 1, 2 pages. DOI: https://doi.org/10.1145/3214822.3214824
14. Kengo Tanaka, Kohei Ogawa, Tatsuya Minagawa, and Yoichi Ochiai. 2018. Design method of digitally fabricated spring glass pen. In ACM SIGGRAPH 2018 Studio (SIGGRAPH '18). ACM, New York, NY, USA, Article 3, 2 pages. DOI: https://doi.org/10.1145/3214822.3214825
15. Kohei Ogawa, Kengo Tanaka, Tatsuya Minagawa, and Yoichi Ochiai. 2018. Design method of digitally fabricated spring glass pen. In ACM SIGGRAPH 2018 Poster (SIGGRAPH '18). ACM, New York, NY, USA, Article 3, 2 pages. DOI: https://doi.org/10.1145/3230744.3230809
16. Hashizume S., Sakamoto S., Suzuki K., Ochiai Y. (2018) LIVEJACKET: Wearable Music Experience Device with Multiple Speakers. In: Streitz N., Konomi S. (eds) Distributed, Ambient and Pervasive Interactions: Understanding Humans. DAPI 2018. Lecture Notes in Computer Science, vol 10921. Springer, Cham. DOI: https://doi.org/10.1007/978-3-319-91125-0_30
17. Koike A., Takazawa K., Hashizume S., Sakashita M., Sato D., Ochiai Y. (2018) Redesign of Cartesian Diver for Underwater Expression Combining Dynamic Fabrication with Non-contact Manipulation. In: Stephanidis C. (eds) HCI International 2018 – Posters' Extended Abstracts. HCI 2018. Communications in Computer and Information Science, vol 850. Springer, Cham https://doi.org/10.1007/978-3-319-92270-6_33
18. Yoichi Ochiai, Kazuki Otao, Yuta Itoh, Shouki Imai, Kazuki Takazawa, Hiroyuki Osone, Atsushi Mori, and Ippei Suzuki. 2018. Make your own Retinal Projector: Retinal Near-Eye Displays via Metamaterials. In SIGGRAPH '18 Posters (SIGGRAPH '18). ACM, New York, NY, USA, 2 pages. DOI: https://doi.org/10.1145/3230744.3230810
19. Kenta Yamamoto, Kotaro Omomo, Kazuki Takazawa, and Yoichi Ochiai. 2018. Solar Projector. In Proceedings of SIGGRAPH '18 Posters. ACM, New York, NY, USA, 2 pages. https://doi.org/10.1145/3230744.3230767
20. Kenta Yamamoto, Riku Iwasaki, Tatsuya Minagawa, Ryota Kawamura, Bektur Ryskeldiev, and Yoichi Ochiai. 2018. BOLCOF: Base Optimization for middle Layer Completion of 3D-printed Objects without Failure. In Proceedings of SIGGRAPH '18 Posters. ACM, New York, NY, USA, 2 pages. https://doi.org/10.1145/3230744.3230768
21. Yoichi Ochiai, Kazuki Otao, Yuta Itoh, Shouki Imai, Kazuki Takazawa, Hiroyuki Osone, Atsushi Mori, and Ippei Suzuki. 2018. Make your own Retinal Projector: Retinal Near-Eye Displays via Metamaterials. In SIGGRAPH '18 Emerging Technologies (SIGGRAPH '18). ACM, New York, NY, USA, 2 pages. DOI: https://doi.org/10.1145/3214907.3214910
22. Kazuki Otao, Yuta Itoh, Kazuki Takazawa, Hiroyuki Osone, and Yoichi Ochiai. 2018. Transmissive Mirror Device based Near-Eye Displays with Wide Field of View. In SIGGRAPH '18 Emerging Technologies (SIGGRAPH '18). ACM, New York, NY, USA, 2 pages. DOI: https://doi.org/10.1145/3214907.3214908
23. Ippei Suzuki, Shinnosuke Ando, and Yoichi Ochiai. 2018. 70−1: "Unphotogenic Light": Evaluation and Detail of the High-Speed Projection Method to Prevent Secret Photography with Small Cameras. SID Symposium Digest of Technical Papers, 49: 930-933. DOI: https://doi.org/10.1002/sdtp.12228

24. 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.
25. 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
26. 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
27. 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
28. Satoshi Hashizume, Ippei 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
29. 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)
30. 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/
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115. Yoichi OCHIAI and Keisuke Toyoshima, Homunculus: the Vehicle as Augmented Clothes, Proc. ACM Augmented Human 2011, Article No.3, , Tokyo, March, 2011 [Demo/Paper]

116. Yoichi OCHIAI, William Miao and Shigeru Imai, Murakumo: cloud of ideas, Student Innovation Contest, ACM UIST 2010, Sept, 2010
117. Yoichi OCHIAI, The Visible Electricity Device: Visible Breadboard, Proc. ACM SIGGRAPH 2010 Posters, Article No.98, Los Angels(US), July, 2010

▪[Invited Talks] [招待講演] Selected

1. Yoichi Ochiai, Virtual Reality for Enhancing Human Perceptional Diversity towards an inclusive society IEEE VR 2019
2. 落合陽一，『 2050年に向けた 住まい、モビリティ、街づくり ～次の時代をどう描くか？～ 』ミサワホーム講演，18st,Jan,2019
3. 落合陽一，５Gが，どのように世界を変えていくのか，DOCOMO Open House 2018，7th，Dec, 2018
4. 落合陽一，標準化を計算機で乗り越えて生まれる多様性，日本経済新聞社愛読者向けセミナー，28th,Nov,2018
5. 落合陽一，空間情報提示と空間認識を用いた多様性のためのモビリティ，KPMGフォーラム2018，21st,Nov,2018
6. 落合陽一，x Diversity：多様性社会に向けたAI応用，JISA/ASOCIO Digital Maters Summit,8th,Nov,2018
7. 落合陽一，x Diversity，CiRA Retreat 2018，29th-30th,Oct,2018
8. 落合陽一，多様性社会に向けたAI応用Case studies on AI application research towards InclusiveSocieties，CEATEC JAPAN 2018，19th,Oct,2018
9. 落合陽一，「これからの医療、ダイバーシティ」「ＩＴ（医療機器も含め）×福祉×医療」，Summer Fes 2018，18t,Aug,2018
10. 落合陽一，超AI時代における企業の在り方，THE AI 2018 -2nd,26th,Jul,2018
11. 落合陽一，デジタルネイチャー x ALIFE研究という テーマ，人工生命国際会議（ALIFE2018)プレカンファレンス，22nd,Jul,2018
12. 落合陽一，自然化するメディアと課題解決～多様化する少子高齢社会を乗り越えるためのテクノロジー～，SoftBank World 2018，20th,Jul,2018
13. 落合陽一，「デジタル・ディスラプションが巻き起こす、働き方変革と日本再興」，RPA DIGITAL WORLD 2018，4th,Jul,2018
14. 落合陽一,多様性のための視聴触覚テクノロジー，空間情報シンポジウム２０１８，４th，Jul,2018
15. 落合陽一，コンピュータによる多様性撤退から成長へ，Synopsys Users Group Japan2018，13th，Jun,2018
16. 落合陽一，自然化するユビキタス ～ＩＴの未来に向けて～，ＩＰＡ主催シンポジウム，8th,Jun,2018
17. 落合陽一，東洋から計算機文化へ : 多様性のための視聴触覚テクノロジー，de:code 2018，23rd，May,2018
18. 落合陽一，二極化した多様な能力、社会をどう生きるか，朝日新聞Dialog AI Forum

2018，20th.May,2018

19. 落合陽一，『計算機自然へ：多様性のための視聴触覚テクノロジー』，コンピュータソフトウェア協会AI技術研究会企画セミナー, 10th,May 2018
20. 落合陽一，西洋から東洋的計算機文化へ，2018年 第65回応用物理学会春季学術講演会，17th,Mar,2018
21. 落合陽一，2030年ごろの社会経済とイノベーション，第２回国際宇宙探査フォーラム(I-ISEF)，2nd,Mar,2018
22. 落合陽一，人口減少と日本の未来-人工知能で労働者不足を救えるか？，第5回GSDM国際シンポジウム，2nd,Mar,2018
23. 落合陽一，デジタル時代の危機対応，KPMG FAS Forensic Forum，15th，Feb,2018
24. 落合陽一，日本科学研究の未来を考える，WPI合同アウトリーチシンポジウム， 11th，Feb,2018
25. 落合陽一，２０２５年大阪万博に向けて若者が切り開く、いのち輝く未来社会のデザイン，inochi学生・未来フォーラム，23rd,Nov,2017
26. 落合陽一，多様化するカルチャー,渋谷区観光協会講演，15th,Nov,2017
27. 落合陽一,有識者としての講演, 伊豆会議，10th,Nov,2017
28. 落合陽一，子どもたちの未来を考える，子どもたちの未来を考える，1st,Oct,2017
29. Yoichi Ochiai, Google Talks, 2015-11.
30. Yoichi Ochiai, Driven by Computational Field，International Symposium on Touching untouchables 11th, Dec, 2014
31. 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
32. 落合陽一，Computational Fieldによるグラフィクス表現，SIGMUS，21th， Nov,2014 (in Japanese)
33. 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)
34. 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)
35. 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 Instite of Contemporary Arts, 16th, Nov, 2014 (in Japanese)
36. 落合陽一 × 猪子寿之 × 岡田智博 〜 NICA プレオープニングクロスセッション, NICA - Nihonbashi Instite of Contemporary Arts, 14th, Nov, 2014 (in Japanese)
37. Yoichi Ochiai, Highway1, 6th, Nov, 2014
38. 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)
39. 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)
40. 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，サポーターズ，15th, Oct, 2014 (in Japanese)
41. 落合陽一，ハッキングの物象化，TheWave湯川塾，14th, Oct, 2014 (in Japanese)
42. 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
43. Yoichi Ochiai，Physicalization of Hacking，Seattle IT Professionals, 29th, Aug, 2014
44. Yoichi Ochiai, Pixie Dust: Graphics generated by levitated and animated object in a computational

acoustic-potntial field, SIGGRAPH 2014 DCAJ Session, 11th. Aug. 2014

45. 落合陽一，映像の世紀から魔法の世紀へ，TOP GUN Project @ 未来館,1st , Aug, 2014 (in Japanese)
46. 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)
47. 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)
48. Yoichi Ochiai，Physicalization of Computer Graphics，TEDxTokyo, 31st, May, 2014
49. 落合陽一，「あの青を超えて」，筑波大学，5月23日，2014
50. 落合陽一，モノツクリ2.0，ロフトプラスワン，5月11日，2014
51. 落合陽一，「あの青を超えて」，明治大学，5月9日 2014
52. 落合陽一，Physicalizing Imagination，同志社大学，4月25日 2014
53. 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
54. 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
55. 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
56. 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
57. 落合陽一，Physicalization of Computer Graphics，デブサミ 2014 Day0, 下目黒, 2 月 12 日, 2014.
58. 落合陽一，筑波大学，11月20日，2013
59. 落合陽一，Adtech Tokyo，9月19日，2013
60. 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
61. 落合陽一，同志社大学，6月21日， 2013
62. 落合陽一，筑波大学，6月7日，2013
63. 落合陽一，IPA未踏人材育成事業，未踏説明会，6月4日，2013
64. 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
65. 落合陽一，未踏カンファレンス2013，3月10日，2013
66. 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
67. 落合陽一，お茶の水女子高校，2月26日，2013
68. 落合陽一，TEDxTokyo Partner Event，TEDxTokyo，11月27日，2012
69. 落合陽一，アリスの時間，府中市美術館11月10日，2012
70. 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
71. 落合陽一，「ハイブリットアニメーションの枠」，府中市美術館 9月23日, 2012

72. 落合陽一，未踏カンファレンス2012，9月22日，2012
73. 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
74. 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
75. 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
76. 落合陽一，電子工作コンテストプレイベント，7月27日，2012
77. 落合陽一，アートとテクノロジーのサイクル，6月，2012
78. 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
79. 落合陽一，ガジェットカフェ，高円寺， 5月，2012年
80. Yoichi Ochiai, World-Thinnest Display, TED@Tokyo, May，2012
81. Yoichi Ochiai, World-Thinnest Display, TEDxUTokyo学生コンペティション, 5月，2012 (in Japanese)
82. 落合陽一，脚立の上から，筑波大学先導的研究者育成プログラム講演会，12月14日，2011 (in Japanese)
83. 落合陽一，メディアとインターフェース，TEDxTokyo yz，10月１日，2011 (in Japanese)
84. 落合陽一，医学とメディアアート，千葉大学医学部，6月17日，2011年
85. 落合陽一，未踏講義，名古屋工業大学，2011年
86. 落合陽一，「メディアアートとインターフェース」，アイシン精機株式会社，3月，2011
87. 落合陽一，未踏講義，香川大学，7月，2010年
88. 落合陽一，「手のひらインターフェース考」，明治大学若手研究者講演会，7月2010

▪[Exhibition] [展示]

1. Ars Electronica 2018
2. Yoichi Ochiai, 山紫水明 - 事事無碍 - 計算機自然,Apr 20th~Jun 28th, 2018
3. Yoichi Ochiai, Morpho Scenery Media Ambition Tokyo 2018
4. Yoichi Ochiai, Anti-gravity Sound Scape, Elements of Art and Science, Ars Electronica Center, http://www.aec.at/center/en/2015/10/16/anti-gravity-soundscape/, 2015-10 to 2016-8.
5. Yoichi Ochiai, The World of Yoichi Ochiai, Innolab dentsu-ISID and Digital Nature Group, Osaka Knowledge Captical, 2016-4.
6. Yoichi Ochiai at Sekai No Owari, Zepp Tokyo, 2015-9-3to7.
7. Yoichi Ochiai, Colloidal Compositions, Ars Electronica Festical, 2015-9-3to7.
8. Yoichi Ochiai, “Dimension” at Don Perignon P2 Experience, Tokyo, 2015-7-20.
9. Yoichi Ochiai, Pixie Dust, BerlinxTokyo, Roppongi Hills Mori Tower, 11/29-30.2014.
10. Yoichi Ochiai, NICA - Nihonbashi Instite of Contemporary Arts, 14-16th, Nov, 2014
11. Yoichi Ochiai, Takayuki Hoshi, Jun Rekimoto, Good Design Award Exhibition, 2014, Oct 31st~Nov 4th, 2014
12. Yoichi Ochiai, Multi-touch mobile, Motor Sports Japan, Oct 25rd~26th, 2014
13. Yoichi Ochiai, Physicalization of Memory, Tokyo Designers Week 2014, 24th,Oct 3rd Nov, 2014

14. Yoichi Ochiai, Looking glass time, Proc. ACM SIGGRAPH 2014, Art Gallery, Vancouver (Canada), 10-14 Aug., 2014
15. Yoichi Ochiai, Takayuki Hoshi, and Jun Rekimoto: Three-Dimensional Mid-Air Acoustic Manipulation, 16th International Conferences and Exhibition of Virtual Technologies and Uses (Laval Virtual 2014), ReVolution, Laval (France), 9-13 Apr., 2014.
16. Yoichi Ochiai and Michihiko Ueno, Pendulum of Flittermouse, Tokyo Designers Week 2013, 24th,Oct 3rd Nov, 2013
17. Yoichi Ochiai, Looking-through metropolis , Tokyo Designers Week 2013, 24th,Oct 3rd Nov, 2013
18. Yoichi Ochiai, Looking-Glass Time, Fuchu museum, 2012-10-11.
19. Yoichi Ochiai, Monadology for Container, Tokyo Designers Week 2012,2012-10.

▪[Media Presentations] [メディア出演＆掲載] 抜粋125件

1. 現代の魔法使い落合陽一，メレンゲの気持ち，日本テレビ，2014,1-24
2. 日本芸術科学会誌DIVA 36-37号，http://art-science.org/diva/diva36-37-hq.pdf
3. 異能vation採択者紹介，ズームインサタデー, 日本テレビ，2014,12-20
4. ほぼ日刊惑星開発委員会　現代の魔法使い・落合陽一。「彼だけが、本物の中二病である」――宇野常寛「THE HANGOUT」12月8日オンエア書き起こし ☆ ほぼ日刊惑星開発委員会 vol.222 ☆，http://ch.nicovideo.jp/wakusei2nd/blomaga/ar684781，2014-12-15
5. スマートドライバーズリサーチ ［ 第11回 ］メディアテクノロジスト・アーティスト　落合 陽一，http://www.smartdriver.jp/research/11.html，12,Dec,2014
6. 音波で物体を浮かし動かせる、東大生発のテクノロジーに思わず驚愕，Biz Cast，http://bizcast.bz/19398, 11/26, 2014
7. 嵐にしやがれ，傑作選，日本テレビ，11/22, 2014
8. 常富大輝，O2O innovation Lab, これ現実！？超音波で空間にタッチパネルやディスプレイを生み出す，http://o2o.abeja.asia/product/post-5940/，2014.11.18
9. 嵐にしやがれ，話題の天才科学者が嵐に魔法をかける，日本テレビ，11/15, 2014
10. SENSORS，物体を宙に浮遊させる「２１世紀の魔法使い」落合陽一氏｜SENSORS｜，日本テレビ，11/01,2014. http://www.sensors.jp/topics/post_15.html
11. 笑ってこらえて，日本の天才を探す旅，落合陽一，日本テレビ，2014年10月29日
12. SHINICHI SEKINE , 舞い散る粉の空中スクリーン Pixie Dust 。音響場による物体浮揚技術で粒子をスクリーン化, http://japanese.engadget.com/2014/10/25/pixie-dust/, 2014年10月25日
13. ガチ鈴木，最新ウェアラブルを体験 デジタルコンテンツ EXPO 2014が10/23から開催 - 週アスPLUS，http://weekly.ascii.jp/elem/000/000/267/267753/，2014年10月21日
14. 宇野常寛インタビュー第5回「落合陽一のどこが驚異的なのか！」,夜間飛行，https://www.youtube.com/watch?v=Yl4dvw_cRpM, 2014年10月6日
15. 落合陽一，私が大学生だったころ．Journal Rondan Vol.5, 代ゼミジャーナル
16. 長瀬光弘,「2020年、何やってたら楽しそう!?」落合陽一氏と語る未来のクリエイティブ【連載:Tehuのトップクリエイター七番勝負】，Engineer-type，2014/09/30,http://engineer.typemag.jp/article/tehuxochiai
17. 落合陽一氏講演会『ハッキングの物象化』レポート，http://sijp.org/2014/09/08/落合陽一氏

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