

Yuichiro KATSUMOTO

#02-02 I-Cube Building, 21 Heng Mui Keng Terrace, 119613 Singapore

www.katsumotoy.com / y.katsumoto@gmail.com

PROFILE

Dr. Yuichiro KATSUMOTO is a Japanese gadget creator based in Singapore. He has a strong interest in play, time and new media, and had studied video production and interaction design at Keio University in Japan. He moved to Singapore in 2010, and he currently works for the Smart Systems Institute, National University of Singapore as a senior research fellow.

His early work, Amagatana, is an umbrella for enjoying a blissful walk after a rain. After the sky clears up and the umbrella has served its purpose, we often swing around our umbrellas on a whim. By augmenting such motions with the sounds of clashing swords, Amagatana transforms scenes of everyday city life (i.e. The walk home from a train station) into subjective game-like arenas. Amagatana won the encouragement award at the 10th Japan Media Arts Festival Entertainment Division. This work was exhibited at FILE 2007 Games, Ars Electronica Festival 2007, ACM SIGGRAPH Asia 2008 Art Gallery, and several galleries and events around the world.

After moving to Singapore in 2010, he started a project "Phase Transition-ish Apparatus (PTA)" aimed at inventing various types of toys inspired by phase transition phenomena. Ninja Track (2011–2013), one of the examples of PTA, is the novel interface which is able to change its shape and flexibility according to digital contents. PTA won the excellence prize in the 15th Japan Media Arts Festival and James Dyson Award 2012 Regional Judging, and the game called ReelBlade which uses Ninja Track as a game controller also won the best technological award at the Tokyo Game Show 2015 SOWN.

Since 2013, he has been focused on a project that designs robot as an expression tool such as Dancer-in-a-Box (2013–2015) and Robotype (2016–). In 2017, he started making Buddha statues for praying once-loved technologies and media such as CD Prayer, besides academic and design oriented projects.

WORK EXPERIENCE

- Senior Research Fellow** Aug. 2016 - Present
Engineering Team
Smart Systems Institute¹, National University of Singapore
- Senior Research Fellow and Deputy Director of Design** Jan. 2014 - Jul. 2016
Keio-NUS CUTE Center
Interactive & Digital Media Institute, National University of Singapore
- Researcher** Apr. 2013 - Mar. 2017
Keio Research Institute at KMD
- Research Fellow** Dec. 2010 - Dec. 2013
Keio-NUS CUTE Center
Interactive & Digital Media Institute, National University of Singapore
- Researcher** Apr. 2010 - Mar. 2011
Keio Research Institute at KMD
- Teaching Assistant** Apr. 2007 - Mar. 2010
Shonan Institute of Technology
- Research Assistant** Oct. 2006 - Mar. 2010
For JST/CREST Ubiquitous Content Project
- Researcher** Apr. 2006 - Mar. 2007
Keio Research Institute at SFC

EDUCATION

- Ph.D. in Media and Governance** Sep. 2006 - Jul. 2010
Keio University Graduate School of Media and Governance, Japan
X-Design Program
Thesis: "Creation of StandbyCE"
- Master of Media and Governance** Apr. 2004 - Mar. 2006
Keio University Graduate School of Media and Governance, Japan
Media Design Program
Thesis: "Design of Digital Entertainment that uses Scents"
- Bachelor of Arts in Environmental Information** Apr. 2000 - Mar. 2004
Keio University, Japan
Major: Broadcasting and Cinematography

¹ Smart Systems Institute is formerly known as Interactive & Digital Media Institute till April 2017.

AWARD

International Award

Prize Nominee Work, Tokyo Type Directors Club Annual Awards 2018, RGB Category “Robotope 3”	Dec. 2017
Excellence Award, Asia Digital Art Award 2017, Entertainment Div. “Bottomless Joystick”	Dec. 2017
Excellence Award, Asia Digital Art Award 2016, Interactive Arts Div. “Mojigen”	Dec. 2016
Emerging Technologies Best Demo voted by Attendees, ACM SIGGRAPH Asia 2016 “Bottomless Joystick”	Dec. 2016
3D Object Prize, WIRED presents Creative Hack Award 2016 “Robot Anime Reversal: Mojigen and Sujigen”	Nov. 2016
Finalist Award, Asia Digital Art Award 2015, Entertainment Div. “ReelBlade”	Nov. 2015
Best Technological Game Award, Tokyo Game Show SOWN ² 2015 “ReelBlade”	Sep. 2015
Emerging Technologies Prize, ACM SIGGRAPH Asia 2012 “ASIBO”	Dec. 2012
The 2nd Prize, James Dyson Award 2012 Japan Regional Judging “Ninja Track”	Nov. 2012
The 5th Prize, James Dyson Award 2012 Japan Regional Judging “Catapy”	Nov. 2012
Excellence Prize, the 15th Japan Media Arts Festival, Entertainment Div. “Phase Transition-ish Apparatus ³ ”	Feb. 2012
Silver Award, ACE 2011 Creative Showcase & Interactive Art “Catapy”	Nov. 2011
Finalist, Laval Virtual Award 2008 “Amagatana + Fula”	Apr. 2008
Encouragement Prize, the 10th Japan Media Arts Festival, Entertainment Div. “Amagatana”	Feb. 2007

² SOWN = Sense of Wonder Night (Indie Game Award in Tokyo Game Show)

³ incl. Ninja Track and Catapy

Prize of Art and Culture, Laval Virtual Award 2006
"InScene" Apr. 2006

Domestic Award

Maker of Merit, Singapore Maker Faire 2017 (Singapore)
"Mojigen" July 2017

The Society for Art and Science Encouragement Prize, EC 2011 (Japan)
"Catapy" Oct. 2011

Best Presentation Award, EC 2009 (Japan)
"Amagatana: Case Study of Design Methodology for Ubiquitous Content" Sep. 2009

Gizmodo Japan Award, WISH 2009 hosted by Agile Media Network (Japan)
"xtel inside" Aug. 2009

Keio University President's Encouragement Award (Japan)
My fruits of works were collectively evaluated by the president. Mar. 2007

Keio University Shonan Fujisawa Campus Student Award (Japan)
Our research project "SENSE" was collectively evaluated by the dean. Mar. 2006

Excellence Prize, the 5th Smart IT Design Contest (Japan)
"InScene" Mar. 2006

Finalist, the 11th Student CG Contest (Japan)
"Nozoki-Hana (Peepin' Nose in)" Feb. 2006

PUBLICATION

Academic Journal

1. Yuichiro Katsumoto, "Robotype: Studies of kinetic typography by robot display for expressing letters, time, and movement," to be published in Leonardo, The MIT Press, 2018.
2. Satoru Tokuhisa, Takaaki Ishizawa, Yoshimasa Niawa, Kenji Kasuya, Yuichiro Katsumoto, Shuichi Ishibashi, Satoru Hashimoto, Atsuro Ueki, Masa Inakage, "A Development Environment to Support Agile Prototyping of Ubiquitous Content," IEICE TRANSACTIONS on Information and Systems D 93-D (10):1809-1821, 2010 (written in Japanese).
3. Yuichiro Katsumoto, Daisuke Uriu, Satoru Tokuhisa, Naohito Okude, Masa Inakage, "Design Methodology for Ubiquitous Content: Amagatana as a Case Study," Journal of the Society for Art and Science, Vol.9 Issue 3, 2010 (written in Japanese).
4. Masa Inakage, Atsuro Ueki, Satoru Tokuhisa, Yuichiro Katsumoto, "Designing Ubiquitous

Content for Daily Lifestyle," International Journal of Cognitive Informatics and Natural Intelligence, Vol. 5, Issue 1, pp.35-40, October, 2008.

Book

1. Masa Inakage, Takahiro Arakawa, Kenji Iguchi, Yuichiro Katsumoto, Makoto Katsura, Takeshi Osawa, Satoru Tokuhisa, and Atsuro Ueki, "Designing for Entertaining Everyday Experiences," In Art and Technology of Entertainment Computing and Communication, edited by A. D. Cheek: Springer, 2010, p 255-269.
2. Ubiquitous Content Project (collective writing), "xtel: an interaction design for making wealthy life," AXIS, Japan, 2010.

International Conference (with Peer Review)

1. Yuichiro Katsumoto, "Robotype: Studies of kinetic typography by robot display for expressing letters, time, and movement," ACM SIGGRAPH 2018 Art Papers (Long Paper), Vancouver, Canada, 12-16 August, 2018 (Accepted).
2. Yuichiro Katsumoto, "7x7," In Proceedings of ACM SIGGRAPH Asia 2017 Art Gallery, Bangkok, Thailand, 27-30 November 2017.
<https://doi.org/10.1145/3143748.3143751>
3. Yuichiro Katsumoto, "Bottomless Joystick 2," In Proceedings of ACM SIGGRAPH 2017 Emerging Technologies, LA, USA, 30 July - 3 August, 2017.
<https://doi.org/10.1145/3084822.3084826>
4. Yuichiro Katsumoto, "Bottomless Joystick," In Proceedings of ACM SIGGRAPH Asia 2016 Emerging Technologies, Macao, 5-8 December, 2016.
<https://doi.org/10.1145/2988240.2988245>
5. Yuichiro Katsumoto, "One-Stroke⁴," In Proceedings of ACM SIGGRAPH Asia 2016 Art Gallery, Macao, 5-8 December, 2016.
<https://doi.org/10.1145/3004257.3004475>
6. Kentaro Yasu, Yuichiro Katsumoto, "Bump Ahead: Easy-to-design Haptic Surface using Magnet Array," In Proceedings of ACM SIGGRAPH Asia 2015 Emerging Technologies, Kobe, Japan, 2-5 November, 2015.
<https://doi.org/10.1145/2818466.2818478>
7. Yuichiro Katsumoto, "Dancer-in-a-Box," In Proceedings of ACM SIGGRAPH Asia 2014 Emerging Technologies, Shenzhen, China, 3-6 December, 2014.
<http://dx.doi.org/10.1145/2669047.2669053>
8. Yuichiro Katsumoto, Masa Inakage, "Notori: Reviving a Worn-out Smartphone by

⁴ One-stroke is also referred as Mojigen.

Combining Traditional Wooden Toys with Mobile Apps," In Proceedings of ACM SIGGRAPH Asia 2013 Emerging Technologies, Hong Kong, 19-22 November, 2013.

<http://dx.doi.org/10.1145/2543651.2543659>

9. Yuichiro Katsumoto, Masa Inakage, "Notori: Design of Wooden Toys and Mobile Apps for Reviving a Worn-out Smartphone," In Proceedings of ACM SIGGRAPH Asia 2013 Symposium on Mobile Graphics and Interactive Applications (Short Paper), 19-22 November, 2013.
<http://dx.doi.org/10.1145/2543651.2543659>
10. Yuichiro Katsumoto, Satoru Tokuhisa, Masa Inakage, "Ninja Track: Design of Electronic Toy Variable in Shape and Flexibility," In Proceedings of ACM TEI 2013 (Long Paper and Demo), Barcelona, Spain, 10-13 February, 2013.
<https://doi.org/10.1145/2460625.2460628>
11. Yuichiro Katsumoto, Masa Inakage, "ASIBO," In Proceedings of ACM SIGGRAPH Asia 2012 Emerging Technologies, Singapore, 28 November-1 December, 2012.
<https://doi.org/10.1145/2407707.2407709>
12. Yuichiro Katsumoto, Masa Inakage, "Ninja Track," In Proceedings of ACM SIGGRAPH Asia 2011 Emerging Technologies, Hong Kong, 12-15 December, 2011.
<https://doi.org/10.1145/2073370.2073375>
13. Yuichiro Katsumoto, Masa Inakage, "Catapy," In Proceedings of ACE (Advances in Computer Entertainment Technology) 2011 Creative Showcase and Interactive Art, Lisbon, Portugal, 8-11 November, 2011.
<http://dx.doi.org/10.1145/2071423.2071522>
14. Yuichiro Katsumoto, Masa Inakage, "Amagatana + Fula," In Proceedings of ACM SIGGRAPH Asia 2008 Art Gallery, Singapore, 10-13 December, 2008.
<http://dx.doi.org/10.1145/1504229.1504238>
15. Yuichiro Katsumoto, Masa Inakage, "Amagatana," In Proceedings of ACM Multimedia 2007 Art Exhibition, Augsburg, Germany, 25-27 September, 2007.
<https://doi.org/10.1145/1291233.1291313>
16. Yuichiro Katsumoto, Erika Kanai, Nadya Kirillova, Kaori Higashi, Hokuto Miura, Takashi Matsumoto, Reiko Sasaki, Masa Inakage, "InScene: a fantastic communication device which uses incenses," In Proceedings of ACE (Advances in Computer Entertainment Technology) 2006 Demonstration, Hollywood, USA, 14-16 June, 2006.
<https://doi.org/10.1145/1178823.1178865>

Domestic Conference

1. Yuichiro Katsumoto, Satoru Tokuhisa, Masa Inakage, "Ninja Track: An interaction technique using a structure that can change its shape and flexibility," WISS 2011 Talk and Demo (with peer review), Kyoto, Japan, 1-3 December, 2011.

2. Yuichiro Katsumoto, Masa Inakage, "Catapy," Entertainment Computing 2011 Talk, Tokyo, Japan, 7-9 October, 2011.
3. Atsuro Ueki, Shuichi Ishibashi, Takaaki Ishizawa, Daisuke Uriu, Yuichiro Katsumoto, Yusuke Kamiyama, Naruhiko Shiratori, Satoru Tokuhisa, Sho Hashimoto, Naohito Okude and Masa Inakage, "Ubiquitous Contents Platform xtel: A developing system for contents in daily life," SICE System Integration 2009, Tokyo, 24-25 December, 2009.
4. Takaaki Ishizawa, Shuichi Ishibashi, Atsuro Ueki, Daisuke Uriu, Yuichiro Katsumoto, Yusuke Kamiyama, Naruhiko Shiratori, Satoru Tokuhisa, Sho Hashimoto, Naohito Okude and Masa Inakage, "MOXA: Web integrated nodes for ubiquitous computing," SICE System Integration 2009, Tokyo, 24-25 December, 2009.
5. Sho Hashimoto, Shuichi Ishibashi, Takaaki Ishizawa, Atsuro Ueki, Daisuke Uriu, Yuichiro Katsumoto, Yusuke Kamiyama, Naruhiko Shiratori, Satoru Tokuhisa, Naohito Okude and Masa Inakage, "IP and web access for small nodes using proxy system," SICE System Integration 2009, Tokyo, 24-25 December, 2009.
6. Naruhiko Shiratori, Shuichi Ishibashi, Takaaki Ishizawa, Atsuro Ueki, Daisuke Uriu, Yuichiro Katsumoto, Yusuke Kamiyama, Sho Hashimoto, Satoru Tokuhisa, Naohito Okude and Masa Inakage, "Constructing the Life System for Storing Experience Using xtel Framework," SICE System Integration 2009, Tokyo, 24-25 December, 2009.
7. Yusuke Kamiyama, Shuichi Ishibashi, Takaaki Ishizawa, Atsuro Ueki, Daisuke Uriu, Yuichiro Katsumoto, Naruhiko Shiratori, Sho Hashimoto, Satoru Tokuhisa, Naohito Okude and Masa Inakage, "A Report of a Practical Case of a System for Storing Experience in an Exhibition," SICE System Integration 2009, Tokyo, 24-25 December, 2009.
8. Satoru Tokuhisa, Shuichi Ishibashi, Takaaki Ishizawa, Daisuke Uriu, Atsuro Ueki, Yuichiro Katsumoto, Yusuke Kamiyama, Naruhiko Shiratori, Sho Hashimoto, Naohito Okude and Masa Inakage, "xtel: A Development Environment for Ubiquitous Content," Entertainment Computing 2009, Tokyo, 16-18 September, 2009.
9. Naruhiko Shiratori, Shuichi Ishibashi, Takaaki Ishizawa, Daisuke Uriu, Atsuro Ueki, Yuichiro Katsumoto, Yusuke Kamiyama, Satoru Tokuhisa, Sho Hashimoto, Naohito Okude and Masa Inakage, "Stochastic entertainment Computing," Entertainment Computing 2009, Tokyo, 16-18 September, 2009.
10. Daisuke Uriu, Shuichi Ishibashi, Takaaki Ishizawa, Atsuro Ueki, Yuichiro Katsumoto, Yusuke Kamiyama, Naruhiko Shiratori, Satoru Tokuhisa, Sho Hashimoto, Naohito Okude and Masa Inakage, "A Design Methodology for Ubiquitous Content: Seamless Development Process using Design Thinking and xtel Platform," Entertainment Computing 2009, Tokyo, 16-18 September, 2009.
11. Yuichiro Katsumoto, Shuichi Ishibashi, Takaaki Ishizawa, Atsuro Ueki, Daisuke Uriu, Yusuke Kamiyama, Naruhiko Shiratori, Satoru Tokuhisa, Sho Hashimoto, Naohito

Okude and Masa Inakage, "Amagatana: Case Study of Design Methodology for Ubiquitous Content," Entertainment Computing 2009, Tokyo, 16-18 September, 2009.

12. Shuichi Ishibashi, Takaaki Ishizawa, Atsuro Ueki, Daisuke Uriu, Yuichiro Katsumoto, Yusuke Kamiyama, Naruhiko Shiratori, Satoru Tokuhisa, Sho Hashimoto, Naohito Okude and Masa Inakage, "Sound Candy: Case Study of Design Method for Ubiquitous Content," Entertainment Computing 2009, Tokyo, 16-18 September, 2009.

EXHIBITION (JURIED & INVITED)

1. Yuichiro Katsumoto, "Robotype 3," Tokyo TDC Exhibition 2018, Kyoto ddd gallery, Kyoto, Japan, 3 July - 21 August, 2018,
2. Yuichiro Katsumoto, "CD Prayer," Open Call #2: Technology in Art, Supernomal, Singapore, 12-22 April, 2018,
3. Yuichiro Katsumoto, "Robotype 3," Tokyo TDC Exhibition 2018, Ginza Graphic Gallery (ggg), Tokyo, Japan, 4-28 April, 2018,
4. Yuichiro Katsumoto, "7x7," The City Ramble Design Trails (a part of Singapore Design Week 2018), Funan Showsuite, Singapore, 10-11 March, 2018.
5. Yuichiro Katsumoto, "Bottomless Joystick," Asia Digital Art Award 2017 Winner Exhibition, Fukuoka Asian Art Museum, Fukuoka, Japan, 22 - 27 February, 2018.
6. Yuichiro Katsumoto, "Robotype," Media Ambition Tokyo 2018, Roppongi Hills 52F Tokyo City View, Tokyo, Japan, 9-25 February, 2018.
7. Yuichiro Katsumoto, "CD Prayer," Media Ambition Tokyo 2018, Roppongi Hills 52F Tokyo City View, Tokyo, Japan, 9-25 February, 2018.
8. Yuichiro Katsumoto, "Mojigen," Asia Digital Art Award 2016 Winner Exhibition, Fukuoka Asian Art Museum, Fukuoka, Japan, 2 - 7 March, 2017.
9. Toi Ngee Tan, Yuichiro Katsumoto, Kensaku Kawauchi, and Liew Feng Ming, "Wiz," Game Developers Conference 2016 Alt.Ctrl.GDC showcase, Moscone Center, San Francisco, CA, USA, 16-18 March, 2016.
10. Project ReelBlade⁵, "ReelBlade," Asia Digital Art Award 2015 Winner Exhibition, Fukuoka Asian Art Museum, Fukuoka, Japan, 25 February - 1 March, 2016.
11. Project ReelBlade, "ReelBlade," Taipei Game Show 2016, Taipei World Trade Center,

⁵ Project ReelBlade is a project for creating a new style of arcade game based on Ninja Track for Games.

Hardware Development Team (NUS): Yuichiro Katsumoto, Kensaku Kawauchi, Daniel Chua, Loh Zhide, Gabriel Chua, Ellen Yi Luen Do, Ng Teck Khim, Koh Chun Keat. Game Development Team (SUTD Game lab): Teo Chor Guan, Sandra Chan, Leong Wei Kiat, Andrew Teo, Shawn Toh, Weng Junxuan.

Taipei, Taiwan (Republic of China), 28-29 January, 2016.

12. Yuichiro Katsumoto, "Dancer-in-a-Box," Kagoshima Art Festa 2015, Kagoshima, Japan, 30 September - 3 October, 2015.
13. Project ReelBlade, "ReelBlade," Tokyo Game Show 2015 Sense of Wonder Night, Makuhari, Japan, 17-20 September, 2015.
14. Yuichiro Katsumoto, "Dancer-in-a-Box," DA VINCI: SHAPING THE FUTURE, ArtScience Museum, Singapore, 15 November, 2014 - May 17, 2015.
15. Yuichiro Katsumoto, "Phase Transition-ish Apparatus⁶," Japan Media Arts Festival in Yamanashi 2013, Kofu, Yamanashi, Japan, 13-20 January, 2013.
16. Yuichiro Katsumoto, "Amagatana," Japan Media Arts Festival in Yamanashi 2013, Kofu, Yamanashi, Japan, 13-20 January, 2013.
17. Yuichiro Katsumoto, "Ninja Track and Catapy," 100% Design Singapore, Singapore, 10-12 October, 2012.
18. Yuichiro Katsumoto, "Phase Transition-ish Apparatus," the 15th Japan Media Arts Festival, Tokyo, Japan, 22 February - 4 March, 2012.
19. Yuichiro Katsumoto, "Amagatana," Space Invaders, Netherlands Media Art Institute, Amsterdam, Netherlands, 28 August - 7 November, 2010.
20. Yuichiro Katsumoto, "Amagatana Versus," Magical Museum Exhibition, Ohita City Museum of Art, Ohita, Japan, 16 July - 31 August, 2010.
21. Yuichiro Katsumoto, "Amagatana," Space Invaders, FACT, Liverpool, United Kingdom, 18 December, 2009 - 28 February, 2010.
22. Yuichiro Katsumoto, "Amagatana," Japan Media Arts Festival in Hamamatsu 2009, Shizuoka University of Art and Culture, Hamamatsu, Japan, 30 October - 3 November, 2009.
23. Yuichiro Katsumoto, "Amagatana," Japan Media Arts Festival in Vienna 2009, MQ, Vienna, Austria, 12-20 September, 2009.
24. Yuichiro Katsumoto, "Amagatana," VIDEO JUEGOS: HISTORIAS LUDICAS, AVENTURAS INSOLITAS, Centro Fundacion Telefonica, Lima, Peru, 23 July - 4 October, 2009.
25. Yuichiro Katsumoto, Shuichi Ishibashi, Daisuke Uriu, Naruhiko Shiratori, Masato Takahashi, Motonori Nakamura, Sho Hashimoto, Masa Inakage, "KODOU," Ars Electronica Festival 2008 Take Away (data to go), Linz, Austria, 4-9 September, 2008.

⁶ incl. Ninja Track , Catapy, and ASIBO

26. Yuichiro Katsumoto, Masa Inakage, "Amagatana," Ars Electronica Festival 2007 Pixelspace, Linz, Austria, 5-11 September, 2007.
27. Yuichiro Katsumoto, "Amagatana," File 2007 Games, Sao Paulo, Brazil, 13-17 August, 2007.
28. Yuichiro Katsumoto, "Amagatana," the 10th Japan Media Arts Festival, Tokyo, Japan, 24 February - 4 March, 2007.

WORKSHOP

1. Yuichiro Katsumoto, Kensaku Kawauchi, Ahmad Sapon Zainuddin, "Make Your Own Circuit for Catapy type R," Playeum, Singapore, 14 and 21 October, 2 and 9 December 2015.
2. Yuichiro Katsumoto, "Japan Media Arts Festival presents Making ASIBO Workshop," ACM SIGGRAPH Asia 2012 E-tech Talk, 1 December, 2012.
3. Yuichiro Katsumoto, "Play with the Phase Transition-ish Apparatus," Workshop at the National Art Center, Tokyo, Japan, 3 March, 2012.
4. Yuichiro Katsumoto, "Rapid prototyping for physical and social computing," Workshop at Center Foundation Telefonica, Lima, Peru, 23-24 July, 2009.

GUEST LECTURE & INVITED TALK

1. "Playful Times, Playful Computing," Japan Creative Center, Singapore, 31 March, 2017.
2. "Electric Toys 101," Riken Singapore, Singapore, 29 September, 2014.
3. "New Entertainment Computing," Nihon University College of Art, Tokyo, Japan, 12 October, 2011.
4. "Creation of StandbyCE," Nihon University College of Art, Tokyo, Japan, 13 July, 2010.
5. "Media Frontier," Nihon University College of Art, Tokyo, Japan, 5 November, 2009.

PANEL SPEAKER

1. "Panel Discussion organized by FabCafe Singapore," The City Ramble Design Trails (a part of Singapore Design Week 2018), Funan Showsuite, Singapore, 11 March 2018.
2. "The future of Asia by Media Arts," Asia Digital Art Award Fukuoka 2016 Symposium, Fukuoka Asian Art Museum, March 5, 2017.

3. "Project Box Run," Report for the Project to Support the Nurturing of Media Arts Creators Japan, Design Hub, Roppongi Midtown, Tokyo, Japan, 9 February, 2014.
4. "Something About Phase Transition-ish Apparatus," the 15th Japan Media Arts Festival Symposium, the National Art Center, Tokyo, Japan, 26 February, 2012.
5. "Standbys," Japan Media Arts Festival in Vienna 2009 Symposium, MQ, Vienna, Austria, 13 September, 2009.

PATENTS

1. Yuichiro Katsumoto, "Electronic Input Device," International Patent Application No. PCT/SG2017/050592, filed on 1 December 2017.
2. Yuichiro Katsumoto, Hieaki Nii, Masa Inakage, "An Array Of Elements And A Human-Computer Interface Device," Singapore Patent No. 10201603192U, granted on 10 October 2017.
3. Yuichiro Katsumoto, Hieaki Nii, Masa Inakage, "An Array Of Elements And A Human-Computer Interface Device (ヒューマンコンピューターインターフェイスを形成するエレメントのアレイ)," Japan Patent No. 6116573, granted on 31 March 2017.
4. Yuichiro Katsumoto, Hieaki Nii, Masa Inakage, "An Array Of Elements And A Human-Computer Interface Device," United States of America Patent No. 9,463,267, granted on 11 October 2016.
5. Yuichiro Katsumoto, Hieaki Nii, Masa Inakage, "Toy Vehicle," Singapore Patent No. 11201401624P, granted on 5 February 2016.

GRANTS

1. Yuichiro Katsumoto, Foundation for Fusion of Science and Technology Japan, April 2014 - March 2016.
2. Yuichiro Katsumoto, Project to Support the Nurturing of Media Arts Creators Japan, August 2013 - March 2014.
3. Yuichiro Katsumoto, Taikichiro Mori Memorial Research Grants, Keio University SFC, April 2008 - March 2009.
4. Yuichiro Katsumoto, 大学院高度化推進研究費, Keio University SFC, April 2007 - March 2008.
5. Yuichiro Katsumoto, Taikichiro Mori Memorial Research Grants, Keio University SFC, April 2005 - March 2006.

6. Yuichiro Katsumoto, Taikichiro Mori Memorial Research Grants, Keio University SFC, April 2004 - March 2005.

ACADEMIC SERVICES

1. Co-Chair, Augmented Human 2015 Student Design Competition.
2. Jury, ACM SIGGRAPH Asia 2012 Emerging Technologies.

ABILITY

Programming

Major: Max/MSP, Arduino

Minor: Visual Basic, C/C++, Javascript, Ruby

Design

Graphic & Web: Photoshop, Illustrator, Dreamweaver

Video & Audio: Premiere, After Effects, Final Cut Pro, Soundtrack, Logic Pro

CAD: Rhinoceros

Fabrication: 3D Printer, Laser Cutter, Electrical DIY

Language

Japanese: Native

English: General professional proficiency

Korean: Elementary proficiency