

勝本 雄一郎

KATSUMOTO Yuichiro

Gadget Maker & Educator

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PROFILE

Dr. KATSUMOTO Yuichiro is an artist and a gadget maker. He studied a video production and an interaction design at Keio University SFC with his strong interest in time, play, and new media. He keeps inventing new gadgets since his student days to change our life into art. After getting PhD, he had worked for developing novel gadgets and interfaces at Smart Systems Institute (ex-IDMI), National University of Singapore. After working in Singapore for eight years, He came back to Japan and started his own studio "katsumotoy". Also, He is teaching design for new media at Tokyo Denki University School of Science and Engineering from 2019.

WORK EXPERIENCE

Assistant Professor Tokyo Denki University School of Science and Engineering	Apr 2019 - Present
Artist Katsumotoy (Sole proprietorship)	Oct 2018 - Present
Researcher Keio Research Institute at KMD	Jul 2018 - Mar 2019
Senior Research Fellow Engineering Team Smart Systems Institute ¹ , National University of Singapore	Aug 2016 - Sep 2018
Senior Research Fellow & Deputy Director of Design Keio-NUS CUTE Center Interactive & Digital Media Institute, National University of Singapore	Jan 2014 - Jul 2016
Research Fellow Keio-NUS CUTE Center Interactive & Digital Media Institute, National University of Singapore	Dec 2010 - Dec 2013
Researcher Keio Research Institute at KMD	Apr 2010 - Mar 2011

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

Teaching Assistant Apr 2007 - Mar 2010
Shonan Institute of Technology

Research Assistant Oct 2006 - Mar 2010
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
Media Design / 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

AWARD

International Award

Prize Nominee Work, Tokyo Type Directors Club Annual Awards 2018, RGB Category Dec 2017
"Robotype 3"

Excellence Award, Asia Digital Art Award 2017, Entertainment Div. Dec 2017
"Bottomless Joystick"

Excellence Award, Asia Digital Art Award 2016, Interactive Arts Div. Dec 2016
"Mojigen"

Emerging Technologies Best Demo voted by Attendees, ACM SIGGRAPH Asia 2016 Dec 2016
"Bottomless Joystick"

3D Object Prize, WIRED presents Creative Hack Award 2016 Nov 2016
"Robot Anime Reversal: Mojigen and Sujigen"

Finalist Award, Asia Digital Art Award 2015, Entertainment Div. Nov 2015
"ReelBlade"

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
Prize of Art and Culture, Laval Virtual Award 2006 “InScene”	Apr 2006
Domestic Award	
Maker of Merit, Singapore Maker Faire 2017 (Singapore) “Mojigen”	Jul 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

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

³ incl. Ninja Track and Catapy

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," Leonardo, The MIT Press Journal, Vol. 51, Issue 4, pp. 386-393, 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 Technology and Human Interaction, Vol. 5, Issue 1, pp.35-40, January, 2009.

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.

Conference Proceedings (International, with peer-review)

1. Yuichiro Katsumoto, "CD Prayer," ACM SIGGRAPH Asia 2018 Art Gallery, Tokyo, Japan, 4-7 December, 2018.
<https://dl.acm.org/citation.cfm?doid=3282805.3282808>

2. 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.
<https://doi.org/10.1145/3202918.3203079>
3. Yuichiro Katsumoto, "7x7," ACM SIGGRAPH Asia 2017 Art Gallery, Bangkok, Thailand, 27-30 November 2017.
<https://doi.org/10.1145/3143748.3143751>
4. Yuichiro Katsumoto, "Bottomless Joystick 2," ACM SIGGRAPH 2017 Emerging Technologies, LA, USA, 30 July - 3 August, 2017.
<https://doi.org/10.1145/3084822.3084826>
5. Yuichiro Katsumoto, "Bottomless Joystick," ACM SIGGRAPH Asia 2016 Emerging Technologies, Macao, 5-8 December, 2016.
<https://doi.org/10.1145/2988240.2988245>
6. Yuichiro Katsumoto, "One-Stroke⁴," ACM SIGGRAPH Asia 2016 Art Gallery, Macao, 5-8 December, 2016.
<https://doi.org/10.1145/3004257.3004475>
7. Kentaro Yasu, Yuichiro Katsumoto, "Bump Ahead: Easy-to-design Haptic Surface using Magnet Array," ACM SIGGRAPH Asia 2015 Emerging Technologies, Kobe, Japan, 2-5 November, 2015.
<https://doi.org/10.1145/2818466.2818478>
8. Yuichiro Katsumoto, "Dancer-in-a-Box," ACM SIGGRAPH Asia 2014 Emerging Technologies, Shenzhen, China, 3-6 December, 2014.
<http://dx.doi.org/10.1145/2669047.2669053>
9. Yuichiro Katsumoto, Masa Inakage, "Notori: Reviving a Worn-out Smartphone by Combining Traditional Wooden Toys with Mobile Apps," ACM SIGGRAPH Asia 2013 Emerging Technologies, Hong Kong, 19-22 November, 2013.
<http://dx.doi.org/10.1145/2543651.2543659>
10. Yuichiro Katsumoto, Masa Inakage, "Notori: Design of Wooden Toys and Mobile Apps for Reviving a Worn-out Smartphone," 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>
11. Yuichiro Katsumoto, Satoru Tokuhisa, Masa Inakage, "Ninja Track: Design of Electronic Toy Variable in Shape and Flexibility," ACM TEI 2013 (Long Paper and Demo), Barcelona, Spain, 10-13 February, 2013.
<https://doi.org/10.1145/2460625.2460628>

⁴ One-stroke is also referred as Mojigen.

12. Yuichiro Katsumoto, Masa Inakage, "ASIBO," ACM SIGGRAPH Asia 2012 Emerging Technologies, Singapore, 28 November-1 December, 2012.
<https://doi.org/10.1145/2407707.2407709>
13. Yuichiro Katsumoto, Masa Inakage, "Ninja Track," ACM SIGGRAPH Asia 2011 Emerging Technologies, Hong Kong, 12-15 December, 2011.
<https://doi.org/10.1145/2073370.2073375>
14. Yuichiro Katsumoto, Masa Inakage, "Catapy," 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>
15. Yuichiro Katsumoto, Masa Inakage, "Amagatana + Fula," ACM SIGGRAPH Asia 2008 Art Gallery, Singapore, 10-13 December, 2008.
<http://dx.doi.org/10.1145/1504229.1504238>
16. Yuichiro Katsumoto, Masa Inakage, "Amagatana," ACM Multimedia 2007 Art Exhibition, Augsburg, Germany, 25-27 September, 2007.
<https://doi.org/10.1145/1291233.1291313>
17. Yuichiro Katsumoto, Erika Kanai, Nadya Kirillova, Kaori Higashi, Hokuto Miura, Takashi Matsumoto, Reiko Sasaki, Masa Inakage, "InScene: a fantastic communication device which uses incenses," ACE (Advances in Computer Entertainment Technology) 2006 Demonstration, Hollywood, USA, 14-16 June, 2006.
<https://doi.org/10.1145/1178823.1178865>

Conference Proceedings (Domestic)

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.

SELECTED EXHIBITION

1. Yuichiro Katsumoto, "Robotype 3," Ars Electronica Animation Festival 2018, Linz, Austria, 6-10 September, 2018.

2. Yuichiro Katsumoto, "Robotope 3," Tokyo TDC Exhibition 2018, Kyoto ddd gallery, Kyoto, Japan, 3 July - 21 August, 2018.
3. Yuichiro Katsumoto, "CD Prayer," Open Call #2: Technology in Art, Supernomal, Singapore, 12-22 April, 2018.
4. Yuichiro Katsumoto, "Robotope 3," Tokyo TDC Exhibition 2018, Ginza Graphic Gallery (ggg), Tokyo, Japan, 4-28 April, 2018.
5. Yuichiro Katsumoto, "7x7," The City Ramble Design Trails (a part of Singapore Design Week 2018), Funan Showsuite, Singapore, 10-11 March, 2018.
6. Yuichiro Katsumoto, "Bottomless Joystick," Asia Digital Art Award 2017 Winner Exhibition, Fukuoka Asian Art Museum, Fukuoka, Japan, 22 - 27 February, 2018.
7. Yuichiro Katsumoto, "Robotope," Media Ambition Tokyo 2018, Roppongi Hills 52F Tokyo City View, Tokyo, Japan, 9-25 February, 2018.
8. Yuichiro Katsumoto, "CD Prayer," Media Ambition Tokyo 2018, Roppongi Hills 52F Tokyo City View, Tokyo, Japan, 9-25 February, 2018.
9. Yuichiro Katsumoto, "Mojigen," Asia Digital Art Award 2016 Winner Exhibition, Fukuoka Asian Art Museum, Fukuoka, Japan, 2 - 7 March, 2017.
10. 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.
11. Project ReelBlade⁵, "ReelBlade," Asia Digital Art Award 2015 Winner Exhibition, Fukuoka Asian Art Museum, Fukuoka, Japan, 25 February - 1 March, 2016.
12. Project ReelBlade, "ReelBlade," Taipei Game Show 2016, Taipei World Trade Center, Taipei, Taiwan (Republic of China), 28-29 January, 2016.
13. Yuichiro Katsumoto, "Dancer-in-a-Box," Kagoshima Art Festa 2015, Kagoshima, Japan, 30 September - 3 October, 2015.
14. Project ReelBlade, "ReelBlade," Tokyo Game Show 2015 Sense of Wonder Night, Makuhari, Japan, 17-20 September, 2015.

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.

15. Yuichiro Katsumoto, "Dancer-in-a-Box," DA VINCI: SHAPING THE FUTURE, ArtScience Museum, Singapore, 15 November, 2014 - May 17, 2015.
16. Yuichiro Katsumoto, "Phase Transition-ish Apparatus⁶," Japan Media Arts Festival in Yamanashi 2013, Kofu, Yamanashi, Japan, 13-20 January, 2013.
17. Yuichiro Katsumoto, "Amagatana," Japan Media Arts Festival in Yamanashi 2013, Kofu, Yamanashi, Japan, 13-20 January, 2013.
18. Yuichiro Katsumoto, "Ninja Track and Catapy," 100% Design Singapore, Singapore, 10-12 October, 2012.
19. Yuichiro Katsumoto, "Phase Transition-ish Apparatus," the 15th Japan Media Arts Festival, Tokyo, Japan, 22 February - 4 March, 2012.
20. Yuichiro Katsumoto, "Amagatana," Space Invaders, Netherlands Media Art Institute, Amsterdam, Netherlands, 28 August - 7 November, 2010.
21. Yuichiro Katsumoto, "Amagatana Versus," Magical Museum Exhibition, Ohita City Museum of Art, Ohita, Japan, 16 July - 31 August, 2010.
22. Yuichiro Katsumoto, "Amagatana," Space Invaders, FACT, Liverpool, United Kingdom, 18 December, 2009 - 28 February, 2010.
23. Yuichiro Katsumoto, "Amagatana," Japan Media Arts Festival in Hamamatsu 2009, Shizuoka University of Art and Culture, Hamamatsu, Japan, 30 October - 3 November, 2009.
24. Yuichiro Katsumoto, "Amagatana," Japan Media Arts Festival in Vienna 2009, MQ, Vienna, Austria, 12-20 September, 2009.
25. Yuichiro Katsumoto, "Amagatana," VIDEO JUEGOS: HISTORIAS LUDICAS, AVENTURAS INSOLITAS, Centro Fundacion Telefonica, Lima, Peru, 23 July - 4 October, 2009.
26. 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.
27. Yuichiro Katsumoto, Masa Inakage, "Amagatana," Ars Electronica Festival 2007 Pixelspace, Linz, Austria, 5-11 September, 2007.
28. Yuichiro Katsumoto, "Amagatana," File 2007 Games, Sao Paulo, Brazil, 13-17 August, 2007.

⁶ incl. Ninja Track , Catapy, and ASIBO

29. 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. "Standbyts," 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 and Make

Graphic and Web : Photoshop, Illustrator, Dreamweaver

Video and 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