

KATSUMOTO Yuichiro

Artist & Educator

www.katsumotoy.com / mail@katsumotoy.com

BIO

Yuichiro Katsumoto is an artist and educator based in Saitama, Japan. He experiments with the display of computer-generated information through the manipulation of linear objects such as strings, strips, and springs.

Humans have expressed themselves through writing and drawing. In other words, we have compressed information into two dimensions by drawing lines. He wants to decompress the time and movement of lines, and release them into the physical space.

WORK EXPERIENCE (EXCERPT)

Artist Katsumotoy, Japan	Oct 2018 - Present
Associate Professor School of Science and Engineering, Tokyo Denki University	Oct 2020 - Present
Assistant Professor School of Science and Engineering, Tokyo Denki University	Apr 2019 - Sep 2020
Senior Research Fellow Smart Systems Institute, National University of Singapore	Jan 2014 - Sep 2018
Research Fellow Interactive & Digital Media Institute, National University of Singapore	Dec 2010 - Dec 2013

EDUCATION

PhD in Media and Governance Graduate School of Media and Governance, Keio University	Sep 2006 - Jul 2010
Master of Media and Governance Graduate School of Media and Governance, Keio University	Apr 2004 - Mar 2006
Bachelor of Arts in Environmental Information Faculty of Environmental Information, Keio University	Apr 2000 - Mar 2004

SELECTED RECOGNITION (EXCERPT)

ACM SIGGRAPH

- We Forge the Chains We Wear in Life, Art Gallery, 2024.
- Hinemosu 30, Art Gallery, 2023.
- Inside Out, Art Gallery, 2020.
- Robotype, Art Paper (Long), 2018.
- Bottomless Joystick 2, Emerging Technologies, 2017.

ACM SIGGRAPH Asia

Turn Over, Art Gallery, 2020.
CD Prayer, Art Gallery, 2018.
7x7, Art Gallery, 2017.
One-Stroke, Art Gallery, 2016.
Bottomless Joystick, Emerging Technologies, 2016.
Bump Ahead, Emerging Technologies, 2015.
Dancer-in-a-Box, Emerging Technologies, 2014.
Notori, Emerging Technologies, 2013.
ASIBO, Emerging Technologies, 2012.
Ninja Track, Emerging Technologies, 2011.
Amagatana + Fula, Art Gallery, 2008.

Japan Media Arts Festival

Phase Transition-ish Apparatus, Excellence Prize, 2011 (15th).
Amagatana, Encouragement Prize, 2006 (10th).

Asia Digital Art Award (ADAA)

Omotenashi, Uragiri, Finalist, 2020.
Bottomless Joystick, Excellence Award, 2017.
Mojigen, Excellence Award, 2016.
ReelBlade, Finalist, 2015.

Ars Electronica Festival

Robotype 3, Animation Festival, 2018.
Kodou, Take Away (data to go), 2008.
Amagatana, Pixelspace, 2007.

A' Design Award

Hinemosu 30, Platinum A' Design Award, 2024.

Tokyo Type Directors Club (TDC) Annual Awards

Robotype 3, Prize Nominee Work, 2018.

Tokyo Game Show Sense of Wonder Night

ReelBlade, Best Technological Game Award, 2015.

James Dyson Award

Ninja Track, Japan Regional Judging 2nd, 2012.
Catapy, Japan Regional Judging 5th, 2012.

Others

Hinemosu 30 & Robotype RR, Sónar+D Project Area, 2023.
Ninja Track, ACM TEI 2013 Full Paper, 2013.
Amagatana, ACM Multimedia 2007 Art Exhibition, 2007.
Amagatana, FILE Games, Brazil, 2007.