

CURRICULUM VITAE

Name: Daisuke URIU 瓜生 大輔 (うりう だいすけ)
Nationality: Japanese
Gender: Male
Date of Birth: November 1st, 1983
Social Status: Married
Language: English (Working Level) / Japanese (Native Speaker)
Email: uriu@star.rcast.u-tokyo.ac.jp, , daisuke@uriu.jp
Web: <https://daisuke.uriu.jp>

DEGREE

Ph.D in Media Design, Keio University, March 2014
Ph.D Candidate in Media Design, Keio University, September 2010
Master of Media and Governance, Keio University, March 2008
Bachelor of Policy Management, Keio University, March 2006

WORKING EXPERIENCE

Full Time:

Project Lecturer at Research Center for Advanced Science and Technology, the University of Tokyo (From April 2020)
Assistant Professor at Research Center for Advanced Science and Technology, the University of Tokyo (From October 2017 to March 2020)
Assistant Professor at Department of Human Environment Design, Faculty of Human Life Design, Toyo University (From April 2016 to September 2017)
Project Assistant Professor at Keio University Graduate School of Media Design, Japan (From April 2012 to March 2016)
Keio-NUS CUTE Center Research Associate in National University of Singapore, Singapore (May 2011 to March 2012)

Part Time:

Assistant to Director on JST ERATO Inami Jizai Body Project (August 2019 to present)
KMD research institute Researcher in Keio University Graduate School of Media Design, Japan (November 2010 to March 2017)
JST/CREST “Ubiquitous Content Project” Research Assistant in Keio University Graduate School of Media Design, Japan (April 2008 to March 2010)
Director of “Design Thinking Workshop” at Design Centric Curriculum (DCC) in Faculty of Engineering, National University of Singapore, Singapore (February 2011)

International Conference Organizer:

TEI2019 (The ACM International Conference on Tangible, Embedded and Embodied Interaction) Studios Co-Chair (2019)
ICAT-EGVE2019 (International Conference on Artificial Reality and Telexistence & Eurographics Symposium on Virtual Environments) Treasurer (2019)

International Journal Reviewer:

ACM Transactions on Computer-Human Interaction Reviewer (2020)

Death Studies Reviewer (2020)

International Journal of Human Computer Interaction Reviewer (2019)

International Conference Reviewer:

DIS2012 (International Conference of Designing Interactive Systems) Demo Section Reviewer (2012)

CHI2013 Working in Progress (Poster Session) Reviewer (2013)

DIS2018 (International Conference of Designing Interactive Systems) Demo Section Reviewer (2018)

International Conference Panel:

ACE2012 (Advances in Computer Entertainment) “Where Buddhism Encounters Entertainment Computing” Moderator (2012).

PHD DISSERTATION

Daisuke Uriu, “Fenestra: Window to Meet the Deceased–Designing Memorial Services Fit into Everyday Life with “Digital Remains”–” (in Japanese), PhD in Media Design, submitted to Keio University Graduate School of Media Design, February 27th (2014).

PUBLICATION

Conference Article (Refereed) -

- [1] **Daisuke Uriu**, Kenta Toshima, Minoru Manabe, Takeru Yazaki, Takeshi Funatsu, Atsushi Izumihara, Zenda Kashino, Atsushi Hiyama, and Masahiko Inami. 2021. Generating the Presence of Remote Mourners: a Case Study of Funeral Webcasting in Japan. In *CHI Conference on Human Factors in Computing Systems (CHI '21)*, May 8–13, 2021, Yokohama, Japan, 14 pages (2021).
- [2] **Daisuke Uriu**, Noriyasu Obushi, Zenda Kashino, Atsushi Hiyama, and Masahiko Inami. 2021. Floral Tribute Ritual in Virtual Reality: Design and Validation of SenseVase with Virtual Memorial. In *CHI Conference on Human Factors in Computing Systems (CHI '21)*, May 8–13, 2021, Yokohama, Japan, 15 pages (2021).
- [3] Minoru Manabe, **Daisuke Uriu**, Takeshi Funatsu, Atsushi Izumihara, Takeru Yazaki, I-Hsin Chen, Yi-Ya Liao, Kang-Yi Liu, Ju-Chun Ko, Zenda Kashino, Atsushi Hiyama, Masahiko Inami, “Exploring in the City with Your Personal Guide: Design and User Study of T-Leap, a Telepresence System,” *19th International Conference on Mobile and Ubiquitous Multimedia (MUM 2020)*, Essen, Germany (2020).
- [4] Azumi Maekawa, Shunichi Kasahara, Hiroto Saito, **Daisuke Uriu**, Gowrishankar Ganesh, Masahiko Inami, “The Tight Game: Implicit Force Intervention in Inter-personal Physical Interactions on Playing Tug of War,” *ACM SIGGRAPH 2020 Emerging Technologies*, Virtual Event, USA, August (2020).
- [5] Azumi Maekawa, Seito Matsubara, Sohei Wakisaka, **Daisuke Uriu**, Atsushi Hiyama, Masahiko Inami, “Dynamic Motor Skill Synthesis with Human-Machine Mutual Actuation,” *CHI '20: Proceedings of the 2020 ACM annual conference on Human Factors in Computing Systems (CHI2020 Papers)*, Hawaii, USA, April (2020). *received “Honorable Mention” (top 5% papers in the conference).
- [6] **Daisuke Uriu**, Ju-Chun Ko, Bing-Yu Chen, Atsushi Hiyama, Masahiko Inami, “Digital Memorialization in Death-Ridden Societies: How HCI Could Contribute to Death Rituals in Taiwan and Japan,” *Human Aspects of IT for the Aged Population. Design for the Elderly and Technology Acceptance. HCII 2019. Lecture Notes in Computer Science, vol 11592. Springer*, pp. 532-550, August (2019).
- [7] **Daisuke Uriu**, William Odom, and Hannah Gould, “Understanding Automatic Conveyor-belt Columbaria: Emerging Sites of Interactive Memorialization in Japan,” *DIS'18: Proceedings of the 2018 Designing Interactive Systems Conference (DIS2018 Notes)*, pp. 747-752, Hong Kong, June (2018).

- [8] **Daisuke Uriu**, William Odom, Mei-Kei Lai, Sai Taoka, and Masahiko Inami, "SenseCenser: an Interactive Device for Sensing Incense Smoke & Supporting Memorialization Rituals in Japan," *DIS'18: Proceedings of the 2018 ACM Conference Companion Publication on Designing Interactive Systems* (DIS2018 Demos), pp.315-318, Hong Kong, June (2018).
- [9] **Daisuke Uriu** and William Odom, "Designing for Domestic Memorialization and Remembrance: A Field Study of Fenestra in Japan," *CHI '16: Proceedings of the 2016 ACM annual conference on Human Factors in Computing Systems* (CHI2016 Papers), pp. 5945–5957, San Jose, USA, May (2016). *received "Honorable Mention" (top 5% papers in the conference).
- [10] **Daisuke Uriu**, Mizuki Namai, Satoru Tokuhisa, Ryo Kashiwagi, Masahiko Inami, Naohito Okude, "Experience "panavi": Challenge to Master Professional Culinary Arts," *CHI '12 Extended Abstracts on Human Factors in Computing Systems* (CHI2012 Videos), pp. 1445–1446, Austin, USA, May (2012).
- [11] **Daisuke Uriu**, Mizuki Namai, Satoru Tokuhisa, Ryo Kashiwagi, Masahiko Inami, Naohito Okude, "panavi: Recipe Medium with a Sensors-Embedded Pan for Domestic Users to Master Professional Culinary Arts," *CHI '12: Proceedings of the 2012 ACM annual conference on Human Factors in Computing Systems* (CHI2012 Papers), pp. 129–138, Austin, USA, May (2012).
- [12] Izumi Yagi, Shigeru Kobayashi, Ryo Kashiwagi, **Daisuke Uriu**, Naohito Okude, "Media Cushion: Soft Interface to Control Living Environment Using Human Natural Behavior," ACM SIGGRAPH2011 Posters, Vancouver, Canada, August (2011).
- [13] **Daisuke Uriu**, Naohito Okude, "ThanatoFenestra: Photographic Family Altar Supporting a Ritual to Pray for the Deceased," *DIS '10: Proceedings of the 8th ACM Conference on Designing Interactive Systems* (DIS2010 Demos), pp. 422–425, Aarhus, Denmark, August (2010).
- [14] **Daisuke Uriu**, Naruhiko Shiratori, Izumi Yagi, Satoru Hashimoto, Masa Inakage, Naohito Okude, "PHOROL: Interactive Wall Clock Art of Online Shared Snapshots," ACM SIGGRAPH ASIA 2009 Sketches, Yokohama, Japan, December (2009).
- [15] **Daisuke Uriu**, Naruhiko Shiratori, Satoru Hashimoto, Shuichi Ishibashi, and Naohito Okude, "CaraClock: An Interactive Photo Viewer Designed for Family Memories," *CHI EA '09: Proceedings of the 27th international conference extended abstracts on Human factors in computing systems* (CHI2009 Interactivity), pp. 3205–3210, Boston, USA, April (2009).
- [16] Shuichi Ishibashi, **Daisuke Uriu**, Naohito Okude, "Sound Candy: the equipment to expand the experience of play in a playground," ACM SIGGRAPH2008 Posters, Los Angeles, USA, August (2008).
- [17] Shuichi Ishibashi, **Daisuke Uriu**, Naohito Okude, "Sound Candy," *ACE '07: Proceedings of the international conference on Advances in computer entertainment technology* (ACE2007 Demos), pp. 298–99, Salzburg, Austria, June (2007)
- [18] **Daisuke Uriu**, Takahiro Ogasawara, Naohito Shimizu, Naohito Okude, "MASTABA: A Digital Shrine for Family," UbiComp2006 Demos, Orange County, USA, September (2006).
- [19] **Daisuke Uriu**, Takahiro Ogasawara, Naohito Shimizu, Naohito Okude, "MASTABA: The Household Shrine in The Future Archived Digital Pictures," ACM SIGGRAPH2006 Sketches, Boston, USA, August (2006).
- [20] **DaisukeUriu**, Naohito Okude. "KAYAGOMORI: Private Space for Withdrawing into One's Shell and Landscape Diary to Refresh Oneself in Mind," ACM SIGGRAPH2005 Posters, Los Angeles, USA, August (2005).
- [21] Yusuke Wada, Jun Usui, **Daisuke Uriu**, and Naohito Okude, "moo-pong," ACM SIGGRAPH 2005 Emerging Technologies, Los Angeles, USA, August (2005).

Conference Article (Invited or Curated) –

- [1] Atsushi Izumihara, **Daisuke Uriu**, Atsushi Hiyama, Masahiko Inami, “ExLeap: Minimal and highly available telepresence system creating leaping experience,” IEEE VR 2019 Research Demos, Invited from Virtual Reality Society Japan Annual Conference (VRSJAC), Osaka, Japan (2019).
- [2] **Daisuke Uriu**, Naohito Okude, Masahiko Inami, Takafumi Taketomi, and Chihiro Sato, “Where Buddhism Encounters Entertainment Computing,” *ACE '12: Advances in Computer Entertainment Lecture Notes in Computer Science* (ACE '12 Panels), pp. 589–592, November (2012).

Journal Article (Refereed):

- [1] William Odom, **Daisuke Uriu**, David Kirk, Richard Banks, Ron Wakkary, “Experiences in Designing Technologies for Honoring Deceased Loved Ones,” *Design Issues*. Volume 34, Issue 1, Winter 2018, p.54-66, MIT Press (2018).

AWARD

- [1] Azumi Maekawa, Seito Matsubara, Sohei Wakisaka, **Daisuke Uriu**, Atsushi Hiyama, Masahiko Inami, “Dynamic Motor Skill Synthesis with Human-Machine Mutual Actuation,” *CHI '20: Proceedings of the 2020 ACM annual conference on Human Factors in Computing Systems* (CHI2020 Papers), Hawaii, USA, April (2020). *received “Honorable Mention” (top 5% papers in the conference).
- [2] **Daisuke Uriu** and William Odom, “Designing for Domestic Memorialization and Remembrance: A Field Study of Fenestra in Japan,” *CHI '16: Proceedings of the 2016 ACM annual conference on Human Factors in Computing Systems* (CHI2016 Papers), pp. 5945–5957, San Jose, USA, May (2016). *received “Honorable Mention” (top 5% papers in the conference).
- [3] Ryo Kashiwagi, Shigeru Kobayashi, Daisuke Uriu, Naohito Okude, “Media Furniture,” red dot design award: design concept, Singapore, November (2011).
- [4] Shuichi Ishibashi, **Daisuke Uriu**, Naohito Okude, “Sound Candy,” Japan Media Arts Festival, Entertainment Division, Jury Recommended Works, Tokyo, Japan (2007).