Keiichi Ihara

kihara@iplab.cs.tsukuba.ac.jp
https://www.iplab.cs.tsukuba.ac.jp/~kihara/

Research Interest

I specialize in Human-Computer Interaction (HCI) with a keen interest in auto-generating Augmented Reality (AR) experiences utilizing virtual avatars. My research has focused on leveraging virtual avatars for remote instruction and communication. I aim to further investigate intuitive and efficient ways for users to interact with virtual avatars in AR environments.

Education

2024.04 – current	**University of Tsukuba** Ph.D. Computer Science Advisor: Dr. Ikkaku Kawaguchi & Dr. Buntarou Shizuki
2022.12 – current	**University of Calgary** Visiting Researcher Advisor: Dr. Ryo Suzuki
2024.04 – current	**Tohoku University** Visiting Researcher Advisor: Dr. Yoshifumi Kitamura
2022.04 – 2024.03	**University of Tsukuba** M.E. Computer Science Advisor: Dr. Ikkaku Kawaguchi & Dr. Buntarou Shizuki
2018.04 – 2022.03	**University of Tsukuba** B.S. Media Sciences and Engineering

Research Publications

Conference Papers

1. A. Ichikawa, **K. Ihara**, and I. Kawaguchi, "Investigation of how animal avatar affects users' self-disclosure and subjective responses in one-on-one interactions in vr," in *Proceedings of the Asian HCI Symposium 2023*, 2023.
2. **K. Ihara**, M. Faridan, A. Ichikawa, I. Kawaguchi, and R. Suzuki, "Holobots: Augmenting holographic telepresence with mobile robots for tangible remote collaboration in mixed reality," in *The 36th Annual ACM Symposium on User Interface Software and Technology (UIST'23)*, 2023.
3. **K. Ihara** and I. Kawaguchi, "Ar object layout method using miniature room generated from depth data," in *International Conference on Artificial Reality and Telexistence and Eurographics Symposium on Virtual Environments (ICAT-EGVE'22)*, The Eurographics Association, 2022.
4. **K. Ihara** and I. Kawaguchi, "Virtual object placement in mr space using a 3d miniature model of a room," in *Proceedings of the Asian HCI Symposium 2022*, 2022, pp. 23–29.

Poster and Demos

1. A. Ichikawa, **K. Ihara**, A. Tanokashira, and I. Kawaguchi, *Investigating the effect of animal avatars on users' self-disclosure during interaction in vr space*, in International Conference on Artificial Reality and Telexistence and Eurographics Symposium on Virtual Environments (ICAT-EGVE'22), The Eurographics Association, 2022.

2. I. Kawaguchi, A. Ichikawa, **K. Ihara**, R. Ishibashi, and A. Tanokashira, *Hybrid robot with physical and ar body presentation*, in International Conference on Artificial Reality and Telexistence and Eurographics Symposium on Virtual Environments (ICAT-EGVE'22), The Eurographics Association, 2022.

Research Publications (Japanese)

Journal Articles

1. 川口一画，井原圭一，市川あゆみ，佐方葵，守新太郎, 物理的提示と*AR*提示を併用するハイブリッド型ロボットにおける頭部と腕部の提示方法の違いによる影響. 情報処理学会論文誌 65-3 (掲載予定), 2024.

Conference Papers

1. 守新太郎，井原圭一，川口一画 "Arハンドとemsによる手指の同期を用いた遠隔でのピアノ演奏指導," 第*31*回インタラクティブシステムとソフトウェアに関するワークショップ（*WISS 2023*），日本ソフトウェア科学会, 2023.
2. 石橋遼，田之頭吾音，井原圭一，川口一画 "Ar空間内における視線およびコントローラを用いたオブジェクト操作手法," 第*30*回インタラクティブシステムとソフトウェアに関するワークショップ（*WISS 2022*），日本ソフトウェア科学会, 2022.
3. 井原圭一，川口一画 "部屋の3次元縮小モデルを用いたmr空間内における仮想オブジェクト配置," 第*29*回インタラクティブシステムとソフトウェアに関するワークショップ（*WISS 2021*），日本ソフトウェア科学会, 2021.

Awards

2024.03	Program Leader Award in Computer Science, University of Tsukuba
2022.03	Dean of School of Informatics Award, University of Tsukuba
2021.02	Ibaraki Digital Content and Software Awards 2020 Award for Excellence in the software category

Scholarship, Funding, Fee Exemptions

2024.04 – 2025.03	NEC C&C foundation (150,000 JPY/month)
2023.10 – 2023.11	University of Tsukuba Study Abroad Support Project (Habatake!) (150,000 JPY)
2023.07 – 2023.09	UCalgary Mitacs Globalink Research Award (6,000 CAD)
2023.04 – 2024.03	Tuition Fee Exemption (535,800 JPY)
2022.04 - 2024.03	Japan Student Services Organization (88,000 JPY/month)

Conference Service

2021.12	WISS2021 Student Volunteers

Teaching

2022.10 – 2023.02	Teaching Assistant at University of Tsukuba Beginner's Guide to Programming with Buntarou Shizuki

Skills

Languages	Strong reading, writing, and speaking competencies in English
Coding	C, Unity/C#, Ruby, Python, R, …
Web Dev	HTML, CSS, JavaScript.