

# Yuki Kubo

## □ PERSONAL DATA

Address: Tennodai 1-1-1, Tsukuba, Ibaraki 305-8573, Japan,  
Laboratory of Advanced Research B, SB1024

Phone: +81-2-9853-5165

Email: [kubo@iplab.cs.tsukuba.ac.jp](mailto:kubo@iplab.cs.tsukuba.ac.jp)

Web: <http://www.iplab.cs.tsukuba.ac.jp/~kubo/index-e.html>

## □ EDUCATION

■ Bachelor of Media Art, Science and Technology  
School of Informatics  
University of Tsukuba, Apr. 2014 - Mar. 2016  
Advisor: Prof. Buntarou Shizuki

■ Master of Computer Science  
Graduate School of Systems and Information Engineering  
University of Tsukuba, Apr. 2016 – Current  
Advisor: Prof. Buntarou Shizuki

## □ PROFESSIONAL/WORK EXPERIENCE

■ Internship at KDDI Research, Inc., Saitama  
Oct. 2016 – Jun. 2017

■ Researcher of ACT-I, Japan Science and Technology Agency (JST)  
Strategic Basic Research Programs ACT-I  
Dec. 2016 – Current (until Mar. 2018)

## □ RESEARCH INTERESTS

- Human Computer Interaction (HCI)
- Input Interface
- Wearable Computing
- Interaction Design

□ PUBLICATIONS (Peer-Reviewed Papers)

■ Journal Paper

1. **Yuki Kubo**, XXXX, XXXX, XXXX. XXXXXXXXXXXXXXXX. In Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT), Vol.1, Issue 3, Article No. XX. XX pages, Sep. 2017.  
(accepted, presenting at UbiComp'17)

■ Japanese Journal Paper

1. **Yuki Kubo**, Buntarou Shizuki, Jiro Tanaka. Touch Gesture for Ultra-small Device Utilizing Short Distance between Bezels. Information Processing Society of Japan Journal, Vol.58, No.5, 12pages, May 2017. (In Japanese) [Specially Selected Paper]

■ Peer-Reviewed Conference Paper

1. **Yuki Kubo**, Buntarou Shizuki, Jiro Tanaka. B2B-Swipe: Swipe Gesture for Rectangular Smartwatches from a Bezel to a Bezel. In Proceedings of the 34th SIGCHI Conference on Human Factors in Computing Systems (CHI'16), 3852-3856, May 2016.  
**DOI:** <http://dx.doi.org/10.1145/2858036.2858216>  
[Outstanding Paper Award for Young C&C Researchers]
2. Yuya Kawabata, Daisuke Komoriya, **Yuki Kubo**, Buntarou Shizuki, Jiro Tanaka. Effects of Holding Ring Attached to Mobile Devices on Pointing Accuracy. In Proceedings of 18th International Conference on Human-Computer Interaction (HCI International 2016), Part2, 309-319, July 2016.  
**DOI:** [http://dx.doi.org/10.1007/978-3-319-39516-6\\_30](http://dx.doi.org/10.1007/978-3-319-39516-6_30)
3. **Yuki Kubo**, Hirobumi Tomita, Shuta Nakame, Takayuki Hoshi, Yoichi Ochiai. Bubble Clouds: 3D Form Display Composed of Soap Bubble Cluster. In Proceedings of the 16th International Conference on Entertainment Computing (ICEC'17), 10pages, Sep. 2017. (to appear)
4. XXXX, **Yuki Kubo**, XXXX, XXXX. XXXXXXXXXXXXXXXX. In Proceedings of the 30th International Conference on User Interface Software and Technology (UIST'17), XX pages, Oct. 2017. (accepted)

■ Peer-Reviewed Conference Poster and Demonstration

1. **Yuki Kubo**, Buntarou Shizuki, Shin Takhashi. Watch Commander: A Gesture-based Invocation System for Rectangular Smartwatches using

B2B-Swipe. In Adjunct Proceedings of the 29th ACM Symposium on User Interface Software and Technology (UIST'16 Adjunct), 37-39, Oct. 2016. [Demonstration]

**DOI:** <http://dx.doi.org/10.1145/2984751.2985697>

2. **Yuki Kubo**, Hirobumi Tomita, Shuta Nakame, Takayuki Hoshi, Yoichi Ochiai. Bubble Cloud: Projection of an Image onto a Bubble Cluster. In Proceedings of the 13th International Conference on Advances in Computer Entertainment Technology (ACE'16 Creative Showcase), Article No.41, 4pages, Nov. 2016.

**DOI:** <http://dx.doi.org/10.1145/3001773.3001815>

3. **Yuki Kubo**, Ryosuke Takada, Buntarou Shizuki, Shin Takahashi. SynCro: Context-Aware User Interface System for Smartphone-Smartwatch Cross-Device Interaction In Proceedings of the 35th International SIGCHI Conference Extended Abstracts on Human Factors in Computing Systems (CHI EA'17), 1741-1801, May. 2017. [Late-breaking Work, Poster]

**DOI:** <https://doi.org/10.1145/3027063.3053088>

■ Other Paper

1. **Yuki Kubo**, Ryosuke Takada, Buntarou Shizuki, Shin Takahashi. Context-Aware User Interface System for Smartphone-Smartwatch Cross-Device Interaction. In Proceedings of the International CHI Conference on Asian CHI Symposium: Emerging HCI Research Collection, 8pages, May. 2017. [Demonstration]

□ AWARDS

1. Local Award  
National Institute of Technology, Kagawa College, Mar. 2013.
2. Local Award  
IEEJ, IEICE and IPSJ Shikoku Branch, Mar. 2013.
3. President's Award  
University of Tsukuba, Mar. 2016.
4. Outstanding Paper Award for Young C&C Researchers  
NEC C&C Foundation, Jun. 2017.  
(for B2B-Swipe: Swipe Gesture for Rectangular Smartwatches from a Bezel to a Bezel in CHI'16)
5. Specially Selected Paper  
Information Processing Society of Japan, May 2017.

□ OTHER ACTIVITIES

1. Student Volunteer

29th ACM Symposium on User Interface Software and Technology (UIST'16).

2016.10.16 - 2016.10.19

□ LANGUAGES

Japanese: Native

English: Pre-intermediate

□ COMPUTER SKILLS

Programming Languages: Java, C, C++, PHP, Ruby

Programming Environment: Processing, Arduino, Android Studio, Visual Studio

Toolkit: OpenGL, OpenCV, AndroidSDK, Weka

Last Update: 2017.09.05