CURRICULUM VITAE

Koji Yatani

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PERSONAL DETAILS

Home Address	[removed for a privacy reason]
Office Address	40 St. George Street, Room 5170, Toronto, Ontario M5S 2E4 CANADA
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Nationality	Japan

RESEARCH INTERESTS

My research interests include Human-Computer Interaction (HCI) and ubiquitous computing, in particular, mobile interaction, physical interaction, and interaction techniques and design for ubiquitous computing environments.

EDUCATION

09/2006–present	**Department of Computer Science, University of Toronto**, Toronto, Canada Ph.D. candidate
04/2005–08/2006	**Department of Frontier Informatics, Graduate School of Frontier Sciences, University of Tokyo**, Tokyo, Japan Ph.D. candidate
04/2003–03/2005	**Department of Frontier Informatics, Graduate School of Frontier Sciences, University of Tokyo**, Tokyo, Japan Degree conferred: **Master of Science** Thesis title: *Intuitive Interaction Techniques for Mobile Devices with Human Gestures*
04/1999–03/2003	**Department of Information and Communication Engineering, Faculty of Engineering, University of Tokyo**, Tokyo, Japan Degree conferred: **Bachelor of Engineering** Thesis title: *A System for Supporting Children's Collaborative Learning in a Museum with Handheld Devices* (written in Japanese)

WORK EXPERIENCE

05/2007–08/2007 **internship in PARC**
I worked on a selection technique on a mobile touch-screen device called Escape. This work will be published in CHI2008.

PUBLICATIONS

Journal Papers

- Koji Yatani, Koiti Tamura, Keiichi Hiroki, Masanori Sugimoto and Hiromichi Hashizume (2006). "Toss-It: Intuitive Information Transfer Techniques for Mobile Devices Using Toss and Swing Actions" In IEICE Transactions on Systems and Computers, Vol. E89-D, No. 1, pp. 150 – 157, January 2006.
- Koji Yatani, Mayumi Onuma, Masanori Sugimoto, and Fusako Kusunoki (2004). "Musex: A System for Supporting Children's Collaborative Learning in a Museum with PDAs" In Systems and Computers in Japan, Vol. 35, No. 14, pp. 54 – 63, December 2004.

Conference Papers

- Koji Yatani, Kurt Partridge, Marshall Bern and Mark Newman (2008). "Escape: A Target Selection Technique Using Visually-cued Gestures" To appear in Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI 2008).
- Koji Yatani and Khai N. Truong (2007). "An Evaluation of Stylus-based Text Entry Methods on Handheld Devices in Stationary and Mobile Scenarios" In Proceedings of the nineth ACM SIGCHI International Conference on Human Computer Interaction with Mobile Devices and Services (MobileHCI 2007), pp. 145 – 152, September 2007.
- Hiromichi Hashizume, Ayumu Kaneko, Yusuke Sugano, Koji Yatani and Masanori Sugimoto (2005). "Fast and Accurate Positioning Technique Using Ultrasonic Phase Accordance Method" In Proceedings of the IEEE Region 10 Conference (TenCon 2005), pp. 826 – 831, November 2005.
- Fusako Kusunoki, Takako Yamaguti, Takuichi Nishimura, Koji Yatani and Masanori Sugimoto (2005). "Interactive and Enjoyable Interface in Museum" In Proceedings of the ACM SIGCHI International Conference on Advances in Computer Entertainment Technology (ACE 2005), pp. 1 – 8, June 2005.
- Koji Yatani, Koiti Tamura, Masanori Sugimoto, and Hiromichi Hashizume (2004). "Information Transfer Techniques for Mobile Devices by Toss and Swing Actions" In the Sixth IEEE Workshop on Mobile Computing Systems and Applications (WMSCA 2004), pp. 144 – 151, December 2004.
- Koji Yatani, Masanori Sugimoto, and Fusako Kusunoki (2004). "Musex: A System for supporting children's collaborative learning in a museum with PDAs" In the Second IEEE Workshop on Wireless and Mobile Technology in Education (WMTE 2004), pp. 109 – 113, March 2004.

Poster, Demo and Workshop

- Koji Yatani, Masanori Sugimoto and Hiromichi Hashizume (2005). "A Multiplayer Whack-A-Mole Game Using Gestural Input in a Location-Sensitive and Immersive Environment" In Extended Abstracts of International Conference on Entertainment Computing (ICEC 2005), pp. 9 – 12, September 2005.

- Koji Yatani, Masanori Sugimoto and Hiromichi Hashizume (2005). "ARHunter: A Multiplayer Game Using Gestural Input in a Location-Sensitive and Immersive Environment" Workshop on Ubiquitous Computing, Entertainment and Games in the Seventh International Conference on Ubiquitous Computing (Ubicomp 2005) , September 2005.
- Koji Yatani, Koiti Tamura, Keiichi Hiroki, Masanori Sugimoto, and Hiromichi Hashizume (2005). "Toss-It: Intuitive Information Transfer Techniques for Mobile Devices" In Extended Abstracts of the SIGCHI Conference on Human Factors in Computing Systems (CHI 2005), pp. 1881 – 1884, April 2005.

FELLOWSHIPS AND SCHOLARSHIPS

09/2006–08/2007	**Wolfond Fellowship**
04/2005–03/2006	**Japan Society for the Promotion of Science Research Fellowship for Young Scientists**
10/2003–03/2005	**NTT Docomo Scholarship**

SERVICE ACTIVITIES

Reviewer for **CHI 2008**
Reviewer for **Internet of Things 2008 Conference**

ACADEMIC EXPERIENCES

Department of Computer Science, University of Toronto
09/2006–12/2006 Course: CSC 2514 Human-Computer Interaction
Lecturer: Tovi Grossman

OTHER ACTIVITIES

04/2002–03/2005 **Computer Facility and Server Administration Assistant** for Department of Frontier Informatics, Graduate School of Frontier Sciences, University of Tokyo, Tokyo, Japan

COMPUTER SKILLS AND EXPERIENCES

- Platform: Windows (Windows XP, Windows CE), Linux (Redhat, fedora)
- Programming Language: Visual C++, C#, Java, PHP, Perl, C/C++
- Database system: MySQL, PostgreSQL
- Other Skills and Experiences: Assembler language for peripheral interface controllers (PICs) and Hitachi H8 Microprocessors

ENGLISH ABILITY

TOEFL (CBT): 273 (L: 28, S/W: 26, R: 28, W: 4.5) (September 2005)