Yosuke Kinoe

Associate Professor
Faculty of Intercultural Communication & Graduate School of Intercultural Communication
Hosei University

Address:
Faculty of Intercultural Communication, Hosei University,
20th Floor, Boissonade Tower, 2-17-1, Fujimi, Chiyoda, Tokyo 102-8160, Japan.
Tel: +81-3-(3264)-4787
E-mail: kinoe@i.hosei.ac.jp

PROFESSIONAL EXPERIENCE

Employment:

1986 - Researcher, IBM Tokyo Research Laboratory, IBM Research, IBM Japan, Ltd.
1999 - Staff Manager, Yamato Software Laboratory, IBM Japan, Ltd.
2001 - Assistant Professor with tenure, Faculty of Intercultural Communication, Hosei University,
2003 - Associate Professor with tenure, Faculty of Intercultural Communication, Hosei University.

Combining with:

1995 - Lecturer, Keio University,
2001 -2003 Advisor, Yamato Software Laboratory, IBM Japan, Ltd.
2003 - Advisor, IBM Design, User Experience Design Center, IBM Japan, Ltd.

RESEARCH INTERESTS

- Y. Kinoe's primary research interests center on the design of Ubiquitous Computing environment, especially on (a) everyday interactions in relaxed situations, (b) non goal-oriented everyday computing in smart home, as well as (c) the symbiosis of information artifacts and human. Y. Kinoe is interested in interdisciplinary research collaborations particularly with architects and sociologists for designing everyday computing environment in semi-public spaces, which aims to harmonize heterogeneous personal spaces in a community area.
- Y. Kinoe also focuses on (d) a method of understanding context of social interactions, applying (e) ethnographic study of everyday situations especially in home and semi-public spaces.
- Y. Kinoe has also been worked in the area of (f) human-centered computing and UCD, (g) intelligent support for creativity by applying Genetic Algorithm, and (h) cognitive engineering.

PUBLICATIONS (including Chapters in Books, Journals, and Conference Proceedings: Refereed):

1. Situation Analysis through Interaction: A Framework for Understanding Situations of Everyday Lives. Proceedings of the International Conference on Human-Computer Interaction 2005. Lawrence Erlbaum Associates. 2005.
2. Redesign: Integration of Analytical and Creative Processes for Enhancing Software. In W. Karwowski (Ed.): International Encyclopedia of Ergonomics and Human Factors, pp.1229-1234. Taylor & Francis (ISBN 041530430X). 2005.
3. Analysis Method for Human Cognitive Processes. In National Institute of Advanced Industrial Science and Technology (Ed.): Handbook of Human Measurement, pp.225-230. Asakura Shoten Publishers (ISBN 4-254-20107-9) (*in Japanese*). 2003.
4. Interaction in Relaxed Attitude. In D.Harris, V.Duffy, M.Smith & C.Stephanidis (Eds.): Human-Centered Computing: Cognitive, Social and Ergonomic Aspects. pp.1026-1030. Lawrence Erlbaum Associates (ISBN 08058-4932-7). 2003.
5. Applying Calm Technology for Building Information Space in Everyday Life. Proceedings of the International Conference of SICE 2003, pp.2613-2628. 2003.
6. Cross-Devices Temporal and Spatial Continuity: Essential Aspects for Designing Digital Everyday Life. Proceedings of the International Conference on Human-Computer Interaction 2001. pp.285-287. Lawrence Erlbaum Associates. 2001.
7. Discovering Latent Relationships among Ideas: A Methodology for Facilitating New Idea Creation. In Hans-Jorg Bullinger (Ed.): Human-Computer Interaction: Ergonomics and User Interfaces. pp.1242-1246. Lawrence Erlbaum Associates (ISBN 0-8058-3392-7). 1999.
8. Intelligent Support for Discovering Latent Relationships among Ideas: Methodology Based on Genetic Programming. Proceedings of International Conference IEA (International Ergonomics Assoc.) 1997 Vol.5. pp.193-197. Finish Inst. of Occupational Health (ISBN 951-802192-9). 1997.
9. Toward Inspiring Creative Thinking. Proceedings of International Conference IEA (International Ergonomics Assoc.) 1997 Vol.5. pp.107-110. Finish Inst. of Occupational Health (ISBN 951-802192-9). 1997.
10. Genetic Algorithm and Its Application to Human Factors Design. Journal of Japan Ergonomics Society, Vol.30, No.6. pp. 381-388. (*in Japanese*). 1997.
11. Toward Augmented Creativity: Intelligent Support for Discovering Latent Relationships among Ideas. In Y.Anzai, Y.Hayashi, K.Ogawa & H.Mori (Eds.): Symbiosis of Human and Artifact. pp.703-708. Elsevier Science Publishers (ISBN: 0-444-89540-X). 1995.
12. Framework for User Interface Evaluation Methods in Software Development Process. Journal of Information Processing Society of Japan, Vol.35, No.12. pp.2613-2622. (*in Japanese*). 1994.
13. Human-Computer Interaction for Inspiring Everyday Lives. Journal of Japan Ergonomics Society, Vol.30, No.1. pp.27-34. (*in Japanese*). 1994.

14. Integrating Analytical and Creative Processes for User Interface ReDesign. In G.Salvendy & M.J.Smith (Eds.): Human-Computer Interaction. pp.163-168. Elsevier Science Publishers (ISBN: 0-444-89540-X). 1993.
15. Mutual Harmony and Temporal Continuity: A Perspective from the Japanese Garden. ACM SIG-CHI Bulletin, Vol.25, No.1. pp. 10-13. Association for Computing Machinery. 1993.
16. Cooperative Document Retrieval: Making Users' Ill-Defined Query Evolve. International Journal of Human-Computer Interaction, Vol.3, No.3. pp. 253-266. Elsevier Science Publishers. 1991.
17. Applying Formal Verbal Protocol Analysis to a Practical Usability Evaluation. In Hans-Jorg Bullinger (Ed.): Human Aspects in Computing. pp.609-613. Elsevier Science Publishers (ISBN: 0-444-88775-X). 1991.
18. Assessing Usability Evaluation Methods in Software Development Process. In Hans-Jorg Bullinger (Ed.): Human Aspects in Computing. pp.597-601. Elsevier Science Publishers (ISBN: 0-444-88775-X). 1991.
19. An Adaptive Document Retrieval System Using a Neural Network. International Journal of Human-Computer Interaction, Vol.2, No.2. pp.267-280. Elsevier Science Publishers. 1990.
20. Case Study for Assessment of Usability Evaluation Methods in Software Development. Proceedings of 6th Human Interface Symposium. pp.425-430. (*in Japanese*). 1990.
21. The VPA Method: A Method for Formal Verbal Protocol Analysis. In G.Salvendy & M.J.Smith (Eds): Designing and Using Human-Computer Interfaces and Knowledge Based Systems. pp.735-742. Elsevier Science Publishers (ISBN: 0444-88078X). 1989.
22. An Adaptive Document Retrieval. Abridged Proceedings of the 3rd International Conference on Human-Computer Interaction. pp.65. 1989.
23. Adaptive Document Retrieval using Neural Network. Proceedings of the 30th Annual Conference of Japan Ergonomics Society. Pp.306-307. (*in Japanese*). 1989.
24. User Interface and Cognitive Model of Interaction. Journal of Japanese Society for Artificial Intelligence, Vol.2, No.2. pp.141-149. (*in Japanese*). 1987.
25. Verbal Protocol Analysis Method and Its Analysis-supporting Tool. Proceedings of the 3rd Human Interface Symposium. pp.397-402. (*in Japanese*). 1987.
26. Cognitive Study of Command Language. Proceedings of the 34th Annual Conference of Information Processing Society of Japan. 1523-1524. (*in Japanese*). 1987.
27. Effects of Diagram Representation in Analogical Problem Solving. Proceedings of the 1st Annual Conference of Japan Cognitive Science Society. pp.52-53. (*in Japanese*). 1985.

Invited Talks, and Symposiasts:

- Symposiast, Symposium on Design Methodology for Ubiquitous Computing, Annual Conference of Japan Ergonomics Society, Tokyo, Jun. 2005.
- Symposiast, Symposium on Symbiosis of Human and Artifacts, Human Ergology Society Symposium, Tokyo, Dec. 2005.

Technical Reports:

- Effects of Diagrammatical Representation on Analogical Problem Solving, IBM Technical Report TR-58.1380. 1994.

PATENTS (US, Europe, Japan, Taiwan, Korea Patents)

1. Control apparatus, program and method of web request load adjustment and method of gathering performance data (JA2003-145589), 2003.
2. Control apparatus and method of selecting a graphical object and changing display attributes thereof (US6,337,700; JA9-98-079), 2002.
3. Method of multiple functional 3-dimensional icon (JA2,938,420; NI124,763; KR 296,717), 2001.
4. User interface to assist aged and handicapped people (JA3-99-062), 1999.
5. Method of selecting an object and system thereof (Method of search range adjustment) (JA9-97-192), 1997.

TEACHING EXPERIENCE

- Human-Computer Interaction, Human-Centered Design, Usability Engineering, Cognitive Science,
- Media Information and Technology, Virtual Reality and Virtual Society, Visual Media Processing, Network and Communication,
- Cultural Informatics (seminar).

PROFESSIONAL ACTIVITIES

Organizational Leadership Involvements:

- *Chair*, SIG-MMS (Special Interest Research Group of Man-Machine Systems), Society of Instrument and Control Engineers (2005-),
- *Task Force* for Technology Strategy of Ergonomics/Human Factors (2005-),
- *Editor*, Journal of Japan Ergonomics Society (1996-2000),
- *Reviewing Committee*, National Institute of Advanced Industrial Science & Technology (2005-),
- *Councilor*, Japan Ergonomics Society (1996-2000),
- *Councilor*, NPO Human-Centered Design Network (2005-),
- *Organizer*, SIG Human Factors of Information Society, Japan Ergonomics Society (2001-),
- *Organizer*, SIG Human Interface, Information Processing Society of Japan (1992-1996),
- *Foundation Member*, Human Interface Society (1998),
- *Program Committees*, SICE-ICCAS International Conference 2006,
- *Program Committees*, International Conference on Human-Computer Interaction 1995.
- *Organizer*, "Ubiquitous and Social Computing Environment for People, Vehicle and Cities", International Conference SICE 2005, Okayama University.

Affiliations:

- Association for Computing Machinery, SIG-CHI (Computer-Human Interaction) (1988-),
- IEEE, Computer Society (1991-),
- Japan Ergonomics Society (1993-),
- Information Processing Society of Japan (1986-),
- Human Interface Society (1999-),
- Japanese Society for Artificial Intelligence (1986-),
- Japan Cognitive Science Society (1984-1990),
- Society of Instrument and Control Engineers (2005-)
- New York Academy of Science (1992-).

INTERESTS (personal)

- Sports - scuba diving, sailing, skiing, and watching rugby games and motor sports,
- Music - jazz, classical, bossa nova, U2, Sting, Beatles, Miles Davis, …,
- Paintings - Henri Matisse, Pablo Picasso, Amedeo Modigliani, Johannes Vermeer, Gustav Klimt, Paul Gauguin, Victor Vasarely, Piet Mondrian, Henri de Toulouse-Lautrec, Raoul Dufy, …
- Architectures/Architects - Le Corbusier, Frank O. Gehry, Antoni Gaudi, Mies van der Rohe, Alvar Aalto, Arne Jacobsen, Tadao Ando, Hundert Wasser, Frank L. Wright, Katsura Imperial Villa, …,
- Modern Ballet, Modern Dance - William Forsythe, Maurice Bejart, …
- Reading, Walking in nature, Floating on the sea, …