## Degree Programs in Comprehensive Human Sciences

<Doctoral Program in Design>

| Faculty <br> (Field of Research) | Detailed Description of Research Field |
| :---: | :---: |
| KOYAMA Shinichi (Product Design) | - Psychological and neuroscientific approach to design and design methodology <br> -Kansei and usability evaluation using psychophysiological approach <br> - Research on brain mechanism causing sensory diversity <br> - Design for sensory diversity <br> - Consumer behavior |
| HANAZATO Toshihiro (Architectural Design) | - Research on Architectural planning, Environmental behavior theory, House and Housing complex |
| YAMAMOTO Sari <br> (Art and Design Science) | - Color, environmental color and color planning <br> - Public Design: especially public sign, shared-space, public transportation <br> - Constructive Design theory, theory of form and color |
| YAMADA Kyota (Architectural Design) | - History of Asian architecture <br> - Research and practice in design for local lived space in Asia <br> - Study of architectural design practice from the perspective of anthropology of design |
| YAMADA Hiroyuki (Kansei Design Studies) | - Design and Research on communication tool <br> -Research on text based communication process <br> -Fundamentals of Online learning based on design and development of E-learning system |
| OTOMO Kuniko (Art and Design Science) | - Decorative pattern design, Zuan, Textile design <br> - Constructive Design theory, Design education <br> - Research on issues and design practice in production area |
| TSUJI Yasutaka <br> (Architectural Design) | - History of Art and Architecture <br> - Design as methodology to describe histories |
| Suomiya BAO <br> (Product Design, Kansei Science) | -Kansei value of design, preference, mood, atmosphere, visualized situations, etc. <br> -Emotion, cognitive structure and behavior against artifacts or contents |
| MASUDA Tomoyuki (Neuroscience) | - Molecular mechanism of mental disorders and neurodegenerative diseases <br> -Research on Kansei evaluation using neuroscience methods <br> - Design research based on the human anatomy |
| $\star$ HOSHINO Kiyoshi <br> (Systems and Information Engineering) | - Motion Capture and Motion Measurement, Martial Arts, Robotics, Contextual Reasoning <br> - Eye Tracking and Eye Rotation Measurement <br> -Biomedical Measurement and Brain Science <br> - Robot Remote Control System |


| $\star$ HOSHINO Junichi | $\cdot$ Entertainment design for enhancing the quality of life |
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| (Systems and Information <br> Engineering) | $\cdot$ Media art, Game design, Edutainment and Digital story-telling |

Faculty members marked with $\star$ cannot be assigned as a main academic advisor, but they can advise students under the direction of Faculty members who are not marked with $\star$.
[Cooperative Graduate School]

| IWAKI Sunao <br> (Kansei Ergonomics) <br> (AIST) | •Research on quantitative evaluation of subjective feeling and personality based <br> on neuroimaging and psychophysics. <br> - Development and application of integrative technique to visualize human brain <br> activities using EEG, MEG, and MRI. |
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| NUNOTA Ken <br> (Architectural Design) <br> (BRI) | • Research on Architectural planning, Building human factors, Building <br> design-related accidents, Barrier-free design and Universal design. |
| HIRAMITSU Atsuo <br> (Architectural Design) <br> (BRI) | - Research on architectural acoustics environment (noise, floor impact sound <br> insulation, airborne sound insulation and sound absorption) |
| YAMAGUCHI Hideki | - Research on quality evaluation of lighting environment in architecture <br> (blightness, Glare, Color of light) |
| (Architectural Design) |  |
| (NILIM) |  |

(AIST) National Institute of Advanced Industrial Science and Technology
(NILIM) National Institute for Land and Infrastructure Management
(BRI) Building Research Institute, National Research and Development Agency

