

# Degree Programs in Comprehensive Human Sciences

## <Master's Program in Design>

Faculty (Field of Research)	Detailed Description of Research Field
KOYAMA Shinichi (Product Design)	<ul style="list-style-type: none"> <li>• Psychological and neuroscientific approach to design and design methodology</li> <li>• Kansei and usability evaluation using psychophysiological approach</li> <li>• Research on brain mechanism causing sensory diversity</li> <li>• Design for sensory diversity</li> <li>• Consumer behavior</li> </ul>
HANAZATO Toshihiro (Architectural Design)	<ul style="list-style-type: none"> <li>• Research on Architectural planning, Environmental behavior theory, House and Housing complex</li> </ul>
YAMAMOTO Sari (Art and Design Science)	<ul style="list-style-type: none"> <li>• Color, environmental color and color planning</li> <li>• Public Design: especially public sign, shared-space, public transportation</li> <li>• Constructive Design theory, theory of form and color</li> </ul>
YAMADA Kyota (Architectural Design)	<ul style="list-style-type: none"> <li>• History of Asian architecture</li> <li>• Research and practice in design for local lived space in Asia</li> <li>• Study of architectural design practice from the perspective of anthropology of design</li> </ul>
YAMADA Hiroyuki (Kansei Design Studies)	<ul style="list-style-type: none"> <li>• Design and Research on communication tool</li> <li>• Research on text based communication process</li> <li>• Fundamentals of Online learning based on design and development of E-learning system</li> </ul>
UCHIYAMA Toshiaki (Information/Product Design)	<ul style="list-style-type: none"> <li>• Human habitual behavior survey and characterization</li> <li>• Entertainment system that synchronizes with user's heartbeat</li> <li>• Interface development for social music interaction</li> </ul>
OTOMO Kuniko (Art and Design Science)	<ul style="list-style-type: none"> <li>• Decorative pattern design, Zuan, Textile design</li> <li>• Constructive Design theory, Design education</li> <li>• Research on issues and design practice in production area</li> </ul>
KATO Osamu (Architectural Design)	<ul style="list-style-type: none"> <li>• Research and practice in architectural design</li> </ul>
TSUJI Yasutaka (Architectural Design)	<ul style="list-style-type: none"> <li>• History of Art and Architecture</li> <li>• Design as methodology to describe histories</li> </ul>
Suomiya BAO (Product Design, Kansei Science)	<ul style="list-style-type: none"> <li>• Kansei value of design, preference, mood, atmosphere, visualized situations, etc.</li> <li>• Emotion, cognitive structure and behavior against artifacts or contents</li> </ul>
★HOSHINO Junichi (Systems and Information Engineering)	<ul style="list-style-type: none"> <li>• Entertainment design for enhancing the quality of life</li> <li>• Media art, Game design, Edutainment and Digital story-telling</li> </ul>

Faculty members marked with ★ cannot be assigned as a main academic advisor, but they can advise students under the direction of Faculty members who are not marked with ★.

[Cooperative Graduate School]

<p>IWAKI Sunao (Kansei Ergonomics) (AIST)</p>	<ul style="list-style-type: none"> <li>▪ Research on quantitative evaluation of subjective feeling and personality based on neuroimaging and psychophysics.</li> <li>▪ Development and application of integrative technique to visualize human brain activities using EEG, MEG, and MRI.</li> </ul>
<p>KIHARA Ken (Human Interface) (AIST)</p>	<ul style="list-style-type: none"> <li>▪ Mental state measurement during the use of automated vehicles and other mobility services.</li> <li>▪ Design and evaluation of highly visible devices and contents.</li> <li>▪ Understanding and application of visual attention.</li> </ul>
<p>CHIKAI Manabu (Human Interface and Interaction) (AIST)</p>	<ul style="list-style-type: none"> <li>▪ Development and application of tactile interface</li> <li>▪ Research on measurement and evaluation of human interaction</li> </ul>
<p>NUNOTA Ken (Architectural Design) (BRI)</p>	<ul style="list-style-type: none"> <li>▪ Research on Architectural planning, Building human factors, Building design-related accidents, Barrier-free design and Universal design.</li> </ul>
<p>HIRAMITSU Atsuo (Architectural Design) (BRI)</p>	<ul style="list-style-type: none"> <li>▪ Research on architectural acoustics environment (noise, floor impact sound insulation, airborne sound insulation and sound absorption)</li> </ul>
<p>YAMAGUCHI Hideki (Architectural Design) (NILIM)</p>	<ul style="list-style-type: none"> <li>▪ Research on quality evaluation of lighting environment in architecture (blightness, Glare, Color of light)</li> <li>▪ Research on Energy conservation technology in lighting system</li> </ul>

(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

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