

Degree Programs in Comprehensive Human Sciences

<Doctoral Program in Design>

Faculty (Field of Research)	Detailed Description of Research Field
KOYAMA Shinichi (Information / Product Design, Kansei Science)	• Psychological and neuroscientific approach to design and design methodology • Kansei and usability evaluation using psychophysiological approach • Research on brain mechanism causing sensory diversity • Design for sensory diversity • Consumer behavior
YAMAMOTO Sari (Art and Design Science)	• Color, environmental color and color planning • Public Design: especially public sign, shared-space, public transportation • Constructive Design theory, theory of form and color
IWATA Yukari (Architectural Design)	• Architectural design for healthcare and welfare setting • Collaborative design process • Art and design practice on care, well-being and social inclusion
YAMADA Kyota (Architectural Design)	• Research and design of living environment in Asia with a focus on co-presence, History of architecture in Asia • Emerging architecture enabled by the 21st century technologies • Clarification and support of design activities from a perspective of anthropology of design
KATO Osamu (Architectural Design)	• Practical research on architectural design • Practical research on adaptive reuse of buildings • Empirical research on public support for architectural regeneration
★SUGISAKI Hiromu (Architectural Design)	• Architectural design and architectural theory • Research on principle of reference in architecture • Research on form, color, and scale of architecture
YAMADA Hiroyuki (Information / Product Design, Kansei Science)	• Design and Research on communication tool • Research on text based communication process • 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 • Art and Design science, Design education • Research on issues and design practice in production area
Suomiya BAO (Information / Product Design, Kansei Science)	• Emotion, cognitive structure and behavior against artifacts or Contents • Metaverse / game user experience, pixel art, generative AI and design, etc.
★HOSHINO Junichi (Systems and Information Engineering)	• Entertainment design for enhancing the quality of life • Media art, Game design, Edutainment and Digital story-telling

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]

IWAKI Sunao (Kansei Ergonomics) (AIST)	• Research on quantitative evaluation of subjective feeling and personality based on neuroimaging and psychophysics. • Objective evaluation of products and/or environmental design using VR simulation and cognitive brain measurement techniques.
KIHARA Ken (Human Interface) (AIST)	• Mental state measurement during the use of automated vehicles and other mobility services. • Design and evaluation of highly visible devices and contents. • Understanding and application of visual attention.
CHIKAI Manabu (Human Interface and Interaction) (AIST)	• Development and application of tactile interface • Research on measurement and evaluation of human interaction
NUNOTA Ken (Architectural Design) (BRI)	• Research on Architectural planning, Building human factors, Building design-related accidents, Barrier-free design and Universal design.
HIRAMITSU Atsuo (Architectural Design) (NILIM)	• Research on architectural acoustics environment (noise, floor impact sound insulation, airborne sound insulation and sound absorption)
NAKASHIMA Shoichi (Architectural Design) (BRI)	• Research on Architectural structure, Building members, Connections, Building materials and Seismic resilience

(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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