MIKAMI Koji

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Professor,
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Education
1995   Bachelor of Environmental Information from Keio University
2001   Master of Media and Governance from Keio University
2008   Ph.D (Media and Governance) from Keio University

Work Experience
2016-   Professor, School of Media Science, Tokyo University of Technology
2012-2016   Asociate Professor, School of Media Science, Tokyo University of Technology
2007-2012   Assiatant Professor, School of Media Science, Tokyo University of Technology
2005-2007   Assistant of Katayanagi Advanced research Laboratories, Tokyo University of Technology
1998-2005   Producer of Creative Lab., Tokyo University of Technology
1997-1998   Producer of MK Company
1995-1997   Media Business Dept. of Nissho Iwai Corporation

Activity of Society
2016-2018   Chair of the Society for Art and Science
2013-   Board member of the Digital Game Research Association in Japan
2011-2015   Board member of the Society for Art and Science
2011-   Committee member of SIG on Digital Contents Creation of Information Processing Society of Japan
2011-   Committee member of CEDEC(Computer Entertainment Developpers Conference)
2005-2007   Cordinator of JETRO (Local to Local Project)
1998-   Reviewer: Siggraph Asia, NICOGRAPH International, International Workshop on Image Electronics and Visual Computing etc

Research Interests
Contents Producing and Contents Production Technology about animation, game, CG, and interactive contents. Game Design, Computer Graphics, Pipeline and Asset Management System

Awards
2000,2001,2005   Nicograph Jury Special Selected Paper Award
2004   Tokyo Anime Award "Sky Kids Booby"
2001   Nicograph Best Paper Award
2011   IPSJ Excellent Educator Award
2013   Engineering Education Award of Japanese Society for Engineering Education
2018   ACM SIGGRAPH Recognition of Servise Award

Publications (Published in English)
Journal

1. Henry Fernandez, Koji Mikami, Kunio Kondo, "Difficulty Adjustment Using Player's Performance and Electroencephalographic Data", The Journal of the Society for Art and Science, 18(5), 2019.12

2. Liselotte HEIMDAHL, Yoshihisa KANEMATSU, Naoya TSURUTA, Ryuta MOTEGI, Koji MIKAMI, Kunio KONDO, "Analysis of Scare Effects for Timing of Revealing Threats in Horror Contents", Journal of Graphic Science of Japan, 53(2), pp.3-9, 2019.09

3. Muhammad ARIEF, Hideki TODO, Koji MIKAMI, Kunio KONDO, "Region Control in Stylized Shading Using Radial Transformation within Texture Projection", IIEEJ Transactions on Image Electronics and Visual Computing, 7(1), pp.36-45, 2019.6

4. Henry Fernandez, Koji Mikami, Kunio Kondo, "Perception of Difficulty in 2D Platformers Using Graph Grammars", International journal of Asia digital art and design, 22(2), pp.38-46, 2018.10

5. Ryuta Motegi, Yoshihisa Kanematsu, Naoya Tsuruta, Koji Mikami, Kunio Kondo, "Color Scheme Simulation for the Design of Character Groups", Journal for Geometry and Graphics, 21(2), 253-262, 2017.12

6. Motegi Ryuta, Tsuji Shota, Kanematsu Yoshihisa, Mikami Koji, Kondo Kunio, "Robot Character Design Simulation System Using 3D Parts Models, International Journal on ADADA, 21(2), pp.81-88, 2017.11

7. Koji Mikami, Yosuke Nakamura, Akinori Ito, Motonobu Kawashima, Taichi Watanabe, Yoshihiro Kishimoto, Kunio Kondo, "Effectiveness of Game Jam Based Iterative Program for Game Production in Japan", Computer & Graphic Journal, An International Journal of Systems & Applications in Computer Graphics, Vol. 61, pp.1–10, 2016.8

8. R. Motegi, Y. Kanematsu, T. Tsuchida, K. Mikami, K. Kondo , "Color Scheme Scrapbook Using A Character Color Palette Template", Journal for Geometry and Graphics, Vol. 20, No.1, pp.101-112, 2016.7

9. Endang Setyati, Surya Sumpeno, Mauridhi Hery Purnomo, Koji Mikami, Masanori Kakimoto, and Kunio Kondo, "Phoneme-Viseme Mapping for Indonesian Language Based on Blend Shape Animation", IAENG International Journal of Computer Science, Vol. 42, No.3, pp.233-244, 2015.7

10. Takahiro Tsuchida, Ryuta Motegi, Naoki Okamoto, Koji Mikami, Kunio Kondo Mitsuru Kaneko, "Character Development Support Tool for DREAM Process", International Journal of Asia Digital Art and Design, Vol.16, No.1, pp.4-12, 2013.1

11. Ryota Takeuchi, Taichi Watanabe, Koji Mikami, Kunio Kondo, "Proposal of digital sculpting with history management of strokes", The Journal of the Society for Art and Science, Vol.11, No.4, 2012.12

12. Kenneth Chan, Koji Mikami and Kunio Kondo "From Brain Waves to Game Design: A Study on Analyzing and Manipulating Player Interest Levels", The Journal of the Society For Art and Science, Vol.10, No,3, pp.59-68, 2012.9

13. Koji Mikami, Taichi Watanabe, Katsunori Yamaji, Kenji Ozawa, Motonobu Kawashima, Akinori Ito, Ryota Takeuchi, Kunio Kondo, Mitsuru Kaneko, "Construction Trial of a Practical Education Curriculum for Game Development Through Industry-University Collaboration", Computer & Graphic Journal, An International Journal of Systems & Applications in Computer Graphics, Vol.34, pp.791-799, 2011.11

International Conference (Reviewd)

1. Hongyi XU, Yoshihisa KANEMATSU, Ryuta MOTEGI,Naoya TSURUTA, Koji MIKAMI,Kunio KONDO, "A SUPPORT SYSTEM FOR DESIGNING CUT SEGMENTATION AND COMPOSITION OF ROBOT ANIMATION'S BATTLE SCENES", A SUPPORT SYSTEM FOR DESIGNING CUT SEGMENTATION AND COMPOSITION OF ROBOT ANIMATION'S BATTLE SCENES, 2017.8

2. Ryuta MOTEGI, Yutaka YONEKURA, Yoshihisa KANEMATSU, Naoya TSURUTA,Koji MIKAMI,Kunio KONDO, "FACIAL EXPRESSION SCRAPBOOK FOR CHARACTER MAKING BASED ON SHOT ANALYSIS", 11th Asian Forum on Graphic Science, 2017.8

3. Yoshihisa KANEMATSU, Chiaki ONO, Ryuta MOTEGI, Naoya TSURUTA,Koji MIKAMI, Kunio KONDO, "PLOT WRITING SUPPORT SYSTEM FOR ENSEMBLE CAST BASED ON ANALYSING MOVIES", 11th Asian Forum on Graphic Science, 2017.8

4. Endoh Masanobu, Fernández Henry D.,Kondo Kunio. Mikami Koji, "Intentional Stay -Japanese RPG player's unusual behavior-", ADADA International 2017, 2017.9

5. Henry Fernandez, Koji Mikami, Kunio Kondo, "Perception of Difficulty in 2D Platformers Using Graph

Grammars", ADADA International 2017, 2017.9

6. Yoshihisa Kanematsu, Ryuta Motegi, Naoya Tsuruta, Koji Mikami, Kunio Kondo, "Directing Scheme Support Method Based on Analysis of Angry Characters", Advances in Intelligent Systems and Computing, (809), pp.1324-1333, 2018.8

7. Ryuta Motegi, Yoshihisa Kanematsu, Naoya Tsuruta, Koji Mikami, Kunio Kondo, "Character making education by DREAM process", Advances in Intelligent Systems and Computing, (809),pp.1663-1670

8. Shota Homma, Masaki Abe, Taichi Watanabe, Koji Mikami, "System for preventing loss of replay desire in games by guiding the user to voluntary leaving from and returning to the game sessions", ACM SIGGRAPH VRCAI '18, 2018.12

9. Eitaro Iwabuchi, Koji Mikami, "Polygon Reduction for Collision using Navigation Voxel and QEM", ACM SIGGRAPH VRCAI '18, 2018.12

10. Henry Fernándezm, Koji Mikami, Kunio Kondo, "Analyzing the Relationship Between Pressure Sensitivity and Player Experience", ACM SIGGRAPH VRCAI '18, 2018.12

11. Henry Fernández, Koji Mikami and Kunio Kondo, "Pressure Sensitivity Pattern Analysis Using Machine Learning Methods", IEVC2019, 2019.8

12. Henry Fernández, Koji Mikami, Kunio Kondo, "Adaptable Game Experience Based on Player's Performance and EEG", Nicograph International 2017,pp.1-8, 2017.6.

13. Masanobu Endoh, Henry Fernández, Koji Mikami, "Dynamic Pressure Cycle Control: Dynamic Diffculty Adjustment beyond the Flow Zone", Nicograph International 2017, pp.9-14 2017.6.

14. Henry Fernández Balda, Koji Mikami, Kunio Kondo, "Adaptable Game Experience Through Procedural Content Generation and Brain-Computer Interface", ACM Siggraph 2016, 2016.7

15. Hongyi Xu, Yoshihisa Kanematsu, Ryuta Motegi, Naoya Tsuruta, Koji mikami, Kunio Kondo, "A supporting system for creating camera blocking of the humanoid robot anime's battle scenes", IEEE Xplore Digital Library, NICOGRAPH International 2016, 2016.7

16. Muhammad Arief, Hideki Todo, Kondo Kunio, Koji Mikami, Yasushi Yamaguchi, Practical Region Control in Projective Texture for Stylized Shading, ACM Siggraph Asia 2014, 2014.12

17. Ryuta MOTEGI, Miku IGARASHI, Naoya TSURUTA, Yoshihisa KANEMATSU, Koji MIKAMI and Kunio KONDO, "COLOR SCHEME SIMULATION FOR DESIGN OF CHARACTER GROUPS", proceeding on 17th International Conference on Geometry and Graphics, 2016.8

18. Liselotte Heimdahl,Yoshihisa Kanematsu,Naoya Tsuruta,Ryuta Motegi,Koji Mikami,Kunio Kondo, Analysis of camera work in horror movies, Proc. of SIGRAD2016, 2016.5

19. Koji Mikami, Yosuke Nakamura, Akinori Ito, Motonobu Kawashima, Taichi Watanabe, Yoshihiro Kishimoto, Kunio Kondo, "Game Jam Based Iterative Curriculum For Game Production In Japan", Proceedings of Siggraph Asia 2015 Symposium on Education, 2015.11

20. Muhammad Arief, Kunio Kondo, Koji Mikami, Hideki Todo, Yasushi Yamaguchi, "Controllable region via texture projection for stylized shading", VRCAI '15 Proceedings of the 14th ACM SIGGRAPH International Conference on Virtual Reality Continuum and its Applications in Industry, 2015.11

21. Ryuta MOTEGI,Shota TSUJI, Yoshihisa KANEMATSU, Koji MIKAMI, Kunio KONDO, "ROBOT CHARACTER DESIGN SIMULATION SYSTEM USING 3D PARTS MODELS", Asian Forum on graphic Scinece(AFGS2015), 2015.8

22. Yamada Wataru, Watanabe Taichi, Kakimoto Masanori, Mikami Koji, Takeuchi Ryota, "Reproduction of the Behavior of the Wet Cloths Taking the Atmospheric Pressure Into Account", ACM Siggraph, "Siggraph 2013(Anaheim)", 2013．7

23. Kiyoshi Shin, Kosuke Kaneko, Yu Matsui, Koji Mikami, Masaru Nagaku, Toshifumi Nakabayashi, Kenji Ono and Shinji R. Yamane, "Localizing Global Game Jam: Designing Game Development for Collaborative Learning in the Social Context", Advances in Computer Entertainment Technology, Proceedings of the 9th International Conference on Advances in Computer Entertainment Technology, 2012.11

24. Kai Lenz, Akinori Ito, Koji Mikami and Kunio Kondo, "Cast list generating system based on structured screenplay, The Society for Art and Science, Nicograph International 2012 Short Paper, 2012．7

25. Rianti Hidayat, Kunio Kondo, Koji Mikami, Akinori Ito and Kengo Watanabe, "Find a meaning within character silhouette: Stylized character design support method using silhouette", The Society for Art and Science, Nicograph International 2012 Short Paper, 2012．7

26. Ryota Takeuchi, Taichi Watanbe, Koji Mikami and Kunio Kondo, "Proposal of digital sculpting with history management of strokes", The Society for Art and Science, Nicograph International 2012, 2012. 7

27. Takashi Matsuo, Koji Mikami, Kunio Kondo, Taichi Watanabe "Shape Oriented Line Drawing in Real-Time 3DCG", Siggraph Asia 2011(Hong Kong), 2011.12

28. Kenneth Chan, Koji Mikami, Kunio Kondo, "Triggers: A Method of Controlling Player Interest Levels in Single Player Linear First-Person-Shooter (FPS) games", Siggraph Asia 2011, 2011.12

29. Takafumi Kojima, Ryota Takeuchi, Soji Yamakawa, Taichi Watanabe, Koji Mikami, "Visual Simulation of Aurora Movement", Siggraph Asia 2011, 2011.12

30. Kenneth Chan, Koji Mikami and Kunio Kondo, 「From Brain Waves to Game Design: A Study on Analyzing and Manipulating Player Interest Levels」, Nicograph International, Art and Science Sosiety, 2011.6

31. Kenneth Chan, Koji Mikami, Kunio Kondo, 「Measuring Interest in Linear Single-Player FPS Games」, Siggraph Asia 2010, ACM Siggraph, 2010.12

32. Aisha Onizukawaki, Akinori Ito, Koji Mikami, Kunio Kondo,"A RESEARCH ON SOUND DESIGN SUPPORT TOOLS IN PRE-PRODUCTION PHASE OF PRODUCING VISUAL CONTENT BASED ON ITS STORY STRUCTURE",proc. of International Workshop on Advanced Image Technology (IWAIT) ,"Institute of Electronics, Information and Communication Engineers (IEICE), Japan Institute of Image Information and Television Engineers (ITE), Japan ",DVD,2010.1

33. Liu Miao Miao, Ryuta Motegi, Naoki Okamoto,Akinori Ito, Koji Mikami,Kunio Kondo, Wang Han Qing,"A Research on Collaborative Tool to Support Production of Anime Character's Facial Expression in Anime Production",proc. of International Workshop on Advanced Image Technology (IWAIT) ,"Institute of Electronics, Information and Communication Engineers (IEICE), Japan Institute of Image Information and Television Engineers (ITE), Japan ",DVD,2010.1

34. Koji Mikami, Taichi Watanabe, Katsunori Yamaji, Kenji Ozawa, Motonobu Kawashima, Akinori Ito, Ryota Takeuchi, Kunio Kondo, Mitsuru Kaneko","Construction Trial of a Practical Education Curriculum for Game Development Through Industry- University Collaboration",Siggraph Asia 2009,ACM Siggraph,DVD,2009.12,

35. Ayumi Miyai, Tagiru Nakamura, Koji Mikami, Motonobu Kawashima and Yasushi Yamaguchi "Evaluation Test for 3D Computer Graphics Content Production Capability Based on Simulation Methodology", EUROGRAPHICS 2006 / Werner Hansmann and Judy Brown Education Papers 2006.9

36. Ayumi MIYAI, Tagiru NAKAMURA, Koji MIKAMI, Motonobu KAWASHIMAand Yasushi YAMAGUCHI "A Report Of Experiments On Evaluation Test For 3D CG Content Production Capability Based On Simulation Methodology", I12TH INTERNATIONAL CONFERENCE ON GEOMETRY AND GRAPHICS,2006.8

37. Koji Mikami, Toru Tokuhara, "Diorama Engine - A 3D Directing Tool for 3D Computer Animation Production", IEEE, Computer Graphics International 2003, pp318-323, 2003.7

38. Koji Mikami, Toru Tokuhara, Mitsuru Kaneko, "Diorama Engine -A 3D Video Storyboard Editor for 3D Computer Animation", ACM SIGGRAPH, Computer Graphics Annual Conference Series, pp169-169, 2002. 7

Invited Talk

1. Koji Mikami, "The way to establish "University - Industry" collaboration in Japan -Case of Tokyo University of Technology", ID GAGA, Indonesia, 2018.9

2. Koji Mikami, "Case study: Behind Japanese Animation", Workshop on Animation Contest for ASEAN 2014 (ASEAN ANIMATION CONTEST 2014), ASEAN, 2014.7

International Conference (not reviewed)

1. Yoshihiro KISHIMOTO, Koji MIKAMI, The Educational Power of Games: The Production and Evaluation of Japan's first "Serious Game Jam", 2nd International Japan Game Studies Conference, 2014.8

2. Yoshihiro KISHIMOTO, Koji MIKAMI, Elementary Gameducation : The attempt of teaching the experience of "making games" at an elementary school, Japan Game Study Conference 2013, 2013.5

3. Kim Taegon, Koji Mikami, Chan Kenneth, Kunio Kondo, 「Classifying games through the visualization of avatar action structure」, ADADA2010, ADADA, 2010.12