

教員紹介 / Teaching Staff

| 職位 / Title          | 氏名 / Name          | 学位 / Education                    | 研究内容 / Research  |
|---------------------|--------------------|-----------------------------------|--|
| Professor           | UMEDA Hiroki       | Master of Engineering             | Generally practicing and studying the design of industrial products and fashion.   |
| Professor           | OYA Ryuichi        | Bachelor of Engineer              | Snuggling up to the feeling of the person, and contributing the society, I aim at the making of heart full Mono (products) & Koto (experience) with a sense of Japanese beauty and Motenashi mind (heart of service) .<br>Vision setting, creating products and service to realize it, and communicating the value. These are the role of the designer. Sometimes led to people's 'sympathy' beyond just 'perception' or 'understanding', then the value becomes 'brands'. I want to nurture comprehensive future innovators who can build 'brands'.                                       |
| Professor           | SAKATE Yuji        | Bachelor of Design                | Studying the ideal method for the product design, to create the function and the shape.  |
| Professor           | SHINOHARA Ryota    | Bachelor of Engineering           | Graphic Design, 3D Illustration  |
| Professor           | HORIE Masahiro     | Doctor of Information Sciences    | It is a critical challenge to design User Experience (UX) in the software development. But the designing of UX is quite a difficult task. Therefore, we have referred to agile software development and structured the design method. There are two features in this design method as follows;<br>1. UX designer attends the software development from its early stage.<br>2. Carrying out the Workshop several times, using prototype software  |
| Associate Professor | SHIMOUSA Yoshinori | Master of Business Administration | The approach and know-how that design has cultivated in the past is attracting attention in the field of business management as it can contribute to innovation and branding. It was in 2018 that Japan announced this content as the "Design Management Declaration". This field, which is only just gaining recognition, is the theme of our laboratory. In this turbulent world, the management of organizations and companies is moving forward in an unknown field, and here, we are committed to research that can contribute to society with the importance of being design-driven. |
| Associate Professor | NAGASAKI Tomohiro  | Master of Project Design          | My research is in the development of a user interface using the characteristics of the sense of hearing. In our regular, daily activities, humans make use of sound more than we may think. We use the information that we process from our ears to understand that which we cannot see, to aid us in sensing danger, to know the material of things and so on. My research seeks to actively incorporate such a sound system into our design, and develop a user interface that is easy to understand.  |
| Associate Professor | FURUKAWA Tetsuya   | Master of Design and Engineering  | I am studying graphic design and related field through practice.   |
| Lecturer            | ABE Hirofumi       | Bachelor of Engineering           | There are characters of various styles in our surroundings. By deeply learning the element of "character" used in the field of most graphic designs, we aim to train human resources capable of realizing richer communication and society.  |
| Lecturer            | SAKAGAWA Yuki      | Master of Design                  | I am focusing on communication that occurs in the design process, and conducting research on the analysis and evaluation of communication. By incorporating the findings of cognitive psychology as a method of analysis and evaluation, I am exploring the future of design from both qualitative and quantitative aspects.   |