



Message from the Dean

At Ritsumeikan University, education and research in the field of computer science became popular in the 1980's when the Department of Computer Science in the College of Science and Engineering was established. This department continued to develop under the Graduate School of Science and Engineering. In response to social needs to foster researchers and engineers in the field of information and communication who can actively participate at the international level, the Graduate School of Information Science and Engineering (GSISE) was established in April, 2012, specializing in computer science.

GSISE currently has over 90 researchers who engage in advanced and diverse research and education involving IT, and it is one of the leading graduate schools in the field of IT in Japan. There are many professors from around the world to help international students acclimatize to their life in Japan.

About 100 students from different countries and regions are studying at GSISE. GSISE continues to create an environment where Japanese students and International students work together (both in courses held in English and courses held in Japanese) beyond their cultural differences and differing values, and continues to produce a global workforce that can play a leading role in society.

Through its close cooperation with industry, government and the local community, GSISE has made significant research developments in unique areas such as Mixed Reality Technology, which combines the real and virtual world; the Digital Humanities for Japanese Arts and Cultures project, which digitally archives Japanese culture like the Gion festival and Noh dance; the Frontier Research for Natural Disaster Mitigation project which involves the collaboration of researchers in civil engineering, sensing technologies, and information and communication technologies; a project to improve the sound-scape of daily life through the application of acoustic technology; and artificial intelligence for knowledge acquisition and image recognition.

Our researchers and students have publicized their accomplishments in academic journals and at conferences domestically as well as worldwide and we are proud to say that over the course of our history many have received international acclaim.

Dean Graduate School of
Information Science and Engineering
Ritsumeikan University

Yoichi Yamashita





Master's Program (English-based)

Major in Advanced Information Science and Engineering

The Master's Program aims at fostering researchers and specialists who are ready to tackle and solve issues pertaining to today's information society at the local and global levels. Students will gain competencies in analyzing and solving problems, communicative proficiency in Japanese and in English, understanding of developments in theories and cutting-edge technologies in information processing, network construction and system architecture, media technology, technologies applied to human life and intelligence, and ethics in science and technology.

Doctoral Program (English-based)

Major in Advanced Information Science and Engineering

The Doctoral Program fosters researchers and specialists who can function at the forefront of various domains in order to solve, with creative and innovative approaches, important and critical issues of society. Acquired in the program are understanding of theoretical and technological advances in information technology, knowledge and attitudes in research ethics, creativity in identifying, analyzing, and solve problems, and skills in pursuing research activities and those in effective communication.

Completion Regulation

Master's Program

| Subject Field | Common Subjects | Special Major Subjects | Special Research Subjects | Optional Subjects | Total |
|------------------|-------------------|------------------------|---------------------------|-------------------|--------------------|
| Required Credits | 4 credits or more | 10 credits or more | 16 credits | — | 30 credits or more |

Doctoral Program

| Subject Field | Special Research Subjects | Seminar and Field Works Subjects | Optional Subjects | Total |
|------------------|---------------------------|----------------------------------|-------------------|-------------------|
| Required Credits | 8 credits or more | — | — | 8 credits or more |

Curriculum *The medium of instruction is Japanese

Master's Program

- Advanced Technology Management
- Advanced Topics in Communication Science
- Advanced Topics in Computational Intelligence in Games
- Advanced Topics in Computer Science
- Advanced Topics in Global Software Engineering
- Advanced Topics in Human Factors for System Engineering
- Advanced Topics in Image Processing
- Advanced Topics in Knowledge-based Systems
- Applied Technical Japanese 1~2
- e-Society
- Field Work
- Presentation in Science and Engineering
- Research for Master in Information Science and Engineering 1~4
- Special Topics
- Special Topics (Common Subjects)
- Study Abroad
- Technical Japanese 1~2
- ICT産業論 (*)
- Webインテリジェン特論 (*)
- データサイエンス特論 (*)
- 機械学習特論 (*)
- 言語メディア特論 (*)

Doctoral Program

- Research for Doctor in Information Science and Engineering 1~6
- Engineering Practicum Internship 2
- Engineering Practicum Internship 1
- Research Presentation in English





Appeals of GSISE

State-of-the-art Research Environment

Graduate School of Information Science and Engineering conduct significant research activities by funds from grants-in-aid for scientific research, joint research with private companies and other governmental funds. Therefore, we provide students the state-of-the-art facilities and equipment and education based on the latest research activities.

Professors Covering Various Fields

There are over 100 professors in our graduate school and our graduate school is one of the biggest graduate schools in IT field in Japan. Our professors cover a lot of research fields and have various research themes. Students can study under all of our professors in English. Our professors are also active in their research activities and obtain budgets from Japanese government for their unique research which its results boast to the world. That makes students study based on the latest research achievements.

International Students from all over the world

Graduate School of Information Science and Engineering accepts many international students from all over the world. Currently, we have over 150 regular students in our graduate school. Every year, we also accept approximately 100 short-term students from many different countries.

Our graduate school provides academic excellence scholarship for those who passed the entrance examination with outstanding results. Successful recipients receive 450,000 yen or 100,000 yen tuition reduction a year with the scholarship. Ritsumeikan University Tuition Reduction Scholarship for International Students is also provided to self-financed international students. Selected students can receive 100% tuition reduction for their minimum standard duration of degree program or 20% tuition reduction for one year excluding admission fee and membership fee.

Location

Biwako Kusatsu Campus (BKC) is located in Kusatsu city, Shiga prefecture. BKC offers a variety of facilities to meet its students' needs, including a medical service center, multi-media rooms and libraries, career support offices, cafeterias and eateries, as well as indoor and outdoor athletic facilities.

The campus of GSISE will be relocated to the Osaka Ibaraki Campus (OIC) in April 2024.



● Grants-in-Aid for Scientific Research (KAKENHI)2022

Accepted Amount

1.34 billion

(4th place at
private university)

Accepted projects

692

(5th place at
private university)

The number of accepted projects in Grants-in-Aid for Scientific Research

-Middle-sized section 'Human informatics and related fields'

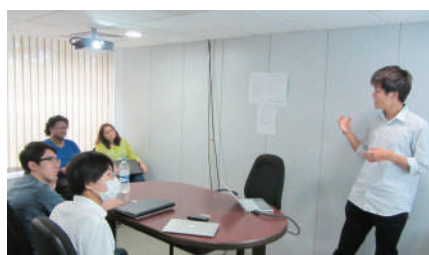
1st place

(at private
university)

6th place

(at all universities
in Japan)

*Includes joint research with other colleges of Ritsumeikan University and other universities





Researchers [2023]

Information Science and Engineering Course



AKIYAMA Soramichi
Associate Professor
Advanced Systems Laboratory
Memory Systems,
Approximate Computing,
Virtual Machine, Operating Systems,
Memory Security



IZUMI Tomoko
Associate Professor
Cognitive Engineering Laboratory
Cognitive Engineering,
Human Computer Interaction,
Memories Engineering,
Kansei Engineering



UEHARA Tetsutaro
Professor
Cyber Security Laboratory
System Security,
System Administration,
Digital Forensics



OCHI Hiroyuki
Professor
Integrated Systems Laboratory
FPGA and Reconfigurable Architecture,
Ultra-low Power System,
Algorithms and Data Structures
for VLSI Design Automation



KAMIYAMA Noriaki
Professor
Advanced Network Laboratory
Network Security, Computer Network,
Cache Delivery, IoT



KITAMURA Yoshinobu
Professor
Knowledge Computing Laboratory
Knowledge Engineering,
Knowledge Sharing, Ontology,
Artificial Intelligence



KUWABARA Kazuhiro
Professor
Semantic Communication Laboratory
Knowledge Processing,
Communication Support



SHIMAKAWA Hiromitsu
Professor
Data Engineering Laboratory
Data Engineering, Data Science,
Usability Engineering,
Education Engineering



TAKADA Hideyuki
Professor
Distributed and Collaborative
Systems Laboratory
Collaborative Learning,
Computer Supported Cooperative Work,
Distributed Computing, Databases



NISHIO Nobuhiko
Professor
Ubiquitous Computing and
Networking Laboratory
IoT, Smart Computing Environment,
Embedded Systems,
Autonomous Driving System,
Location Information System



NISHIHARA Yoko
Professor
Communication and Interaction
Design Laboratory
Human Computer Interaction,
Natural Language Processing,
Information Visualization,
Comic Computing



NISHIMURA Toshikazu
Associate Professor
Global Information
Networks Laboratory
Computer-mediated Communication,
Internetworking



NOGUCHI Taku
Professor
Network Systems Laboratory
Ad Hoc Networks, IoT,
Wireless Sensor Networks,
Connected Car



NOJIMA Ryo
Professor
Applied Cryptography Laboratory
Cryptography,
Post Quantum Cryptography,
Machine Learning,
Secure Computation



HATTORI Hiromitsu
Professor
Collaboration Design Laboratory
Multi-Agent Simulation,
Social System Design,
Artificial Intelligence,
Discussion/Dialogue Support



Victor KRYSSANOV
Professor
e-Society Laboratory
"ICT for Human Enhancement"
Data Science, IoT, e-Society,
Statistical Modeling and Simulation



FUKUMOTO Junichi
Professor
Natural Language Processing Laboratory
Natural Language Processing, Information
Extraction, Question Answering,
Interaction



MAEDA Akira
Professor
Digital Library Laboratory
Digital Libraries,
Information Retrieval,
Multilingual Information Processing



MARUYAMA Katsuhisa
Professor
Software Science and
Technology Laboratory
Software Engineering,
Software Development Environments,
Programming Language



MURAO Kazuya
Professor
Intelligent Interactive System Laboratory
Wearable Computing,
Ubiquitous Computing, Sensing,
Activity Recognition,
Biological Information



MURAKAMI Yohei
Professor
Social Intelligence Laboratory
Services Computing,
Design Studies,
Artificial Intelligence



MOURI Koichi
Professor
System Software Laboratory
Operating System,
Virtualization Technology,
Computer Security,
Embedded System



YAMASHITA Shigeru
Professor
New Generation Computing Laboratory
Next-Generation Computing,
Quantum Computation,
Quantum Circuit Design, Biochip



YAMAMOTO Hiroshi
Professor
Information Networking Laboratory
IoT, Sensor Network, Blockchain,
Machine Learning, Embedded System



YOSHIDA Norihiro
Professor
Automated Software
Engineering Laboratory
Software Engineering, IoT, Security

※Some of the professors may not be able to accept new students. For more details, please check the website of Graduate School of Information Science and Engineering.

[立命館大学研究者学術情報データベース]

▶ <http://research-db.ritsumei.ac.jp/scripts/websearch/index.htm>



[RADIANT (立命館大学研究活動報)]

▶ <http://www.ritsumei.ac.jp/research/radiant/>





Information Science and Engineering Course



Igor GONCHARENKO
Professor
Advanced Computer Graphics and Digital Human Laboratory
Digital Human Modeling, Human Movement Analysis, Scientific Visualization, Sensory Data Analysis



Eric W. COOPER
Professor
Affective Engineering and Computer Arts Laboratory
Interactive Intelligent Systems, Kansei Engineering



KASHIHARA Koji
Professor
Biological Information Engineering Laboratory
Human Medical Engineering, Brain Neuroscience



KATO Jien
Professor
Visual Information Processing Laboratory
Machine Learning, Object Detection, Fine-grained Image Recognition, Action Recognition



KITANO Katsunori
Professor
Computational Neuroscience Laboratory
Computational Theory of the Brain, Neural Network



KIMURA Asako
Professor
Reality Media Laboratory
Human Computer Interaction, Virtual Reality, Mixed Reality/Augmented Reality



SHINODA Hiroyuki
Professor
Human Vision & Color Science Laboratory
Visual Information Processing, Color Science, Psychophysics



SHIBATA Fumihisa
Professor
Mobile Computing Laboratory
Mobile Computing, Mixed Reality, Human Machine Interface



SHIMADA Nobutaka
Professor
Interaction Laboratory
Robotic Interface, Computer Vision, Machine Learning, Human Computer Interaction



Gang XU
Professor
3D Vision Laboratory
Image Processing, Robotics, Machine Learning



TANAKA Kenichiro
Associate Professor
Vision and Imaging Laboratory
Computational Imaging, Computer Vision, Optical Sensing, Machine Learning



TANAKA Satoshi
Professor
Computer Graphics Laboratory 1
Computer Graphics, Computer Visualization, 3D Measurement, Digital Humanities



TANIGUCHI Tadahiro
Professor
Emergent Systems Laboratory
Emergent Systems, Artificial Intelligence, Robotics, Symbol Emergence in Robotics



Yen-Wei CHEN
Professor
Intelligent Image Processing Laboratory
Intelligent Image Processing, Medical Image Analysis, Computer Vision



TSUBO Yasuhiro
Associate Professor
Neural Information Processing Systems Laboratory
Computational Neuroscience, Neural Activity Measurement, Statistical Modeling, Complex Network



Damon CHANDLER
Professor
Visual Information Engineering Laboratory
Visual Information Engineering, Computational Perception, Image and Video Quality Assessment



TOHSATO Yukako
Professor
Computational Biology Laboratory
Computational Biology, Machine Learning, Bioimage Informatics, Time Series Analysis, Data-driven Science



NAKATA Susumu
Professor
Computer Graphics Laboratory 2
Computer Graphics, Numerical Simulation



NISHIURA Takanobu
Professor
Acoustics & Signal Processing Laboratory
Acoustic Signal Processing, Immersive audio, Pin-Spot Audio, Noise Control



NISHIKAWA Ikuko
Professor
Computational Intelligence Laboratory
Computational Intelligence, Machine Learning, Optimization



NOMA Haruo
Professor
Media Experience Design (MxD) Laboratory
Virtual Reality, Haptic Interface, Human Interface, Social Design



MATSUMURA Kohei
Associate Professor
Playful Laboratory
Human-Computer Interaction, Embodied Cognitive Science, Knowledge Medium



MITSUDA Takashi
Professor
Biorobotics Laboratory
Soft Robotics, Cognitive Psychology



Mikhail SVININ
Professor
Intelligent Robotic Systems Laboratory
Robotics, Haptics, Machine Intelligence



YAMASHITA Yoichi
Professor
Spoken Language Laboratory
Speech Recognition, Speech Synthesis, Acoustic Signal Processing, Music Information Processing



Ruck THAWONMAS
Professor
Intelligent Computer Entertainment Laboratory
Game AI, Serious Games, Audience Participation Games



Jooho LEE
Professor
Advanced Intelligent System Laboratory
Intelligent Robots, Intelligent Space, Machine Learning, Human Interface



Liang LI
Associate Professor
Computer Graphics Laboratory 1
Image Processing, Virtual Reality

※Some of the professors may not be able to accept new students. For more details, please check the website of Graduate School of Information Science and Engineering.





Application Information

| April Entry Admissions | September Entry Admissions |
|--|--|
| Self-financed Admissions <ul style="list-style-type: none"> Regular Admissions International Student Admissions In-University Advancement Admissions Accelerated Learners (Grade Skippers) Admissions | Self-financed Admissions <ul style="list-style-type: none"> Regular Admissions International Student Admissions In-University Advancement Admissions Scholarship-based Admission MEXT (Monbukagakusho) Scholarship |

Admission Information for Graduate School of Information Science and Engineering Website:

► <http://en.ritsumei.ac.jp/gsise/admission/application/>



Ritsumeikan University Graduate School Entrance Examination Information Website:

► <http://www.ritsumei.ac.jp/gr/en/>



Tuition and Fees (Academic Year 2023 Entry)

Spring semester: April 1 – September 25,
Fall semester: September 26 – March 31

| | | Admission Fee | Tuition for Spring Semester | Tuition for Fall Semester | Annual Sum |
|----------|--------------------------------|---------------|-----------------------------|---------------------------|---------------|
| Master's | All other university graduates | 200,000 JPY | 578,300 JPY | 578,300 JPY | 1,356,600 JPY |
| | Ritsumeikan Graduates | — | 578,300 JPY | 578,300 JPY | 1,156,600 JPY |
| Doctoral | All other university graduates | 200,000 JPY | 250,000 JPY | 250,000 JPY | 700,000 JPY |
| | Ritsumeikan Graduates | — | 250,000 JPY | 250,000 JPY | 500,000 JPY |

*The admission fee is required in the year of admission only.

*Tuition fee may be revised when social factors, such as rapid inflation, have a significant impact on the University.

Scholarships for Graduate Students

| Scholarship and Awarding Time | Eligible Students | Duration and Reduction Amount |
|--|--|---|
| SEISEKI-YUSHUSHA (Academic Excellence) Scholarship (For 1st Year of Enrollment) *At the time of enrollment | Master's students Students who passed the entrance examination with outstanding results | One year I: 450,000 JPY (Approximately 25% of admitted students) II: 100,000 JPY (Approximately 20% of admitted students) |
| SEISEKI-YUSHUSHA (Academic Excellence) Scholarship (For 2nd Year of Enrollment) *After enrollment | Master's students Students enrolled in the 3rd and 4th semester | One year I: 450,000 JPY (Approximately 25% of enrolled students) II: 100,000 JPY (Approximately 20% of enrolled students) |
| Tuition Reduction Scholarship for International Students (Graduate Students Category I) *At the time of enrollment | Students must be self-finance and be on a "Student" visa Those who passed the entrance examination with outstanding results | Minimum standard duration of degree program 100% of tuition fees |
| Tuition Reduction Scholarship for International Students (Graduate Students Category II) *At the time of enrollment | Students must be self-finance and be on a "Student" visa Those who did not receive "Graduate Students Category I" | One year 20% of tuition fees |

Graduate Student Career Path Support Centre, Scholarship and Grants Website:

► http://www.ritsumei.ac.jp/ru_gr/g-career/eng/fellow/





Student Life at Ritsumeikan

For more details about living in Japan:

► <http://en.ritsumeai.ac.jp/lifecareer/>



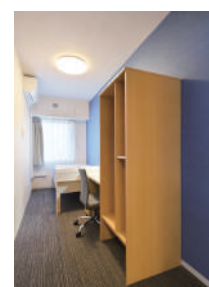
Housing (OIC International House)

- All share-type rooms, with 6 people living in 1 unit (individual bedrooms)
- Resident Mentors (RMs)
- Building manager available during the day
- Auto-lock entrance
- Located approximately 18 minutes away from campus on foot (approximately 10 minutes by bicycle)

*RMs: Residents who work with the university and building managers to ensure that OIC I-House residents can have a safe and comfortable dormitory experience by providing support to residents and encouraging exchange.

Monthly Lodging Fees

| Type of fee | OIC I-House |
|---|--------------------|
| Security deposit (returned when moving out) | 1 month's rent |
| Rent | JPY 50,000 / month |
| Utilities & Internet | JPY 7,200 / month |
| Bedding Rental | JPY 2,000 / month |
| Entrance fee (covers move-out inspection and cleaning) | JPY 10,000 |



Life Expenses

Life expenses will vary depending on each student's individual lifestyle, but the following is a list of estimated expenses for an average student.



| Notes | Approximate Monthly Cost |
|---------------------------|--------------------------|
| Rent | 40,000 – 70,000 JPY |
| Utilities | 10,000 JPY |
| Internet | 4,000 – 6,000 JPY |
| Basic Food | 30,000 – 50,000 JPY |
| National Health Insurance | 2,000 – 3,000 JPY |
| Mobile Phone | 3,000 – 7,000 JPY |
| Local Transportation | 12,000 JPY |
| Leisure Activities | 25,000 JPY |
| Total | 126,000 – 183,000 JPY |

Language Support Programs

Our graduate school encourages students to learn Japanese language. Graduate Studies Office offers some Japanese language programs.

For more information:

► http://www.ritsumeai.ac.jp/ru_gr/g-career/eng/language/



Beyond Border's Plaza (BBP)

Beyond Border's Plaza (BBP) offers many different opportunities to learn languages and cultures. The BBP is composed of several different areas, including the study area stocked with language education texts and books, the support desk where a special lecturer is stationed to provide students with advice, the communication rooms where students can pick a foreign language through conversation classes, and which can be rented by students for private group study, and the commons space where international exchange events and activities are held.

