

Paul Haimes

ヘイメズ・ポール

Professor and Associate Dean of Academic Affairs

College of Global Liberal Arts, Ritsumeikan University, Japan

立命館大学 グローバル教養学部 教授・副学部長（教学担当）

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Designer, artist and researcher working across interaction design (IxD), human–computer interaction (HCI), aesthetics and design studies, with a particular interest in the cultural dimensions of design and technology and the multi-sensory experience of interaction. Recent work combines field recording and computational audio analysis with aesthetic inquiry into Japanese environmental sound, alongside the development of cross-modal colour–music systems.

インタラクションデザイン（IxD）、ヒューマン・コンピュータ・インタラクション（HCI）、美学、デザイン研究を横断して活動するデザイナー、アーティスト、研究者。特に、デザインとテクノロジーの文化的側面、そしてインタラクションにおける多感覚的な経験に関心を持つ。近年は、フィールド録音と計算的音響分析を美学的探究と組み合わせて日本の環境音を研究するとともに、色と音楽をつなぐクロスモーダルなシステムの開発にも取り組んでいる。

Academic Appointments 研究・教育歴

2026 –	Associate Dean of Academic Affairs Ritsumeikan University (from September 2026, concurrent with professorship)
2026 –	Professor College of Global Liberal Arts, Ritsumeikan University, Osaka/Kyoto
2019 – 2026	Associate Professor (tenured) College of Global Liberal Arts, Ritsumeikan University, Osaka/Kyoto
2017 – 2018	Postdoctoral Researcher Masataka Goto's Media Interaction Group, National Institute of Advanced Industrial Science and Technology (AIST), Tsukuba. Developing novel music-information applications; funded by a JST ACCEL research grant.
2015 – 2017	JSPS Postdoctoral Fellow IDEEA Lab, Department of Industrial Art, Faculty of System Design, Tokyo Metropolitan University. Host researcher: Tetsuaki Baba.
2014 – 2015	Sessional Tutor / Guest Lecturer School of Communications and Arts, Edith Cowan University, Perth, Australia
2012 – 2015	Postgraduate Scholar / Research Assistant Edith Cowan University, Perth. ARC Linkage project with industry partner Landgate, applying design-based research to present remotely sensed bushfire information to remote and regional communities, including fieldwork in Kununurra.
2012 – 2013	SOAR (Support, Opportunities, Advice and Resources) Peer Advisor Graduate Research School, Edith Cowan University. Mentored higher-degree-by-research candidates and ran research training sessions.

Education 學歷

2015	PhD, Digital and Interaction Design Edith Cowan University, Perth, Australia. Thesis: <i>Designing for communities in bushfire-prone situations: Redesigning the FireWatch website interface.</i>
2012	Master by Research, Communications and Arts Edith Cowan University, Perth, Australia. Candidature upgraded to PhD.
2011	Postgraduate Diploma of Creative Industries (Interactive Media Development) Edith Cowan University, Perth, Australia
2003	Diploma of Interactive Multimedia Perth Central Institute of Technology, Perth, Australia
1999	Diploma of Information Technology South East Metropolitan College of TAFE (Technical and Further Education), Perth, Australia

Research Visits 研究滞在

2014	Visiting Researcher, University of California, Berkeley June–July 2014. Fire research lab of Dr Max Moritz, Department of Environmental Science, Policy, and Management, College of Natural Resources. Researched internet-based fire information for the public in California.
2014	Visiting Student Researcher, Tokyo Metropolitan University April–June 2014. Professor Kumiko Kushiya's IDEEA Lab, Graduate School of System Design. Researched hardware and software interaction and internet-based disaster information in Japan.

Industry Experience 実務経験

2010 – 2012	Digital Developer The Brand Agency, Perth
2006 – 2010	Multimedia Developer and Learning Media Specialist Department of Education, Western Australia, Perth
2004 – 2006	Web Developer PerthWeb, Perth
2000 – 2003	Freelance Web Developer and Designer Perth

Research Interests 研究分野

- Aesthetics in HCI; Japanese aesthetics and design history
- Environmental sound, soundscape and *kankyō ongaku*; digital sound heritage
- Colour, sound and perception; cross-modal music interfaces
- Ambient media and calm interfaces, including hazard and disaster information
- Ethics, values and cultural context in design and emerging technology

Publications 研究業績

Journal Articles 学術論文

- 2026 Haimés, P., Uhde, A., & Marutschke, D. M. A computational framework for the acoustic characterization of *suikinkutsu* (water harp cave). *International Journal of Asia Digital Art and Design*. In press. arXiv:2610.11219.
- 2026 Uhde, A., & Haimés, P. {Access|Use|Sustain|_}-ability: Exploration and quantification of a linguistic structure and its use in design. *International Journal of Asia Digital Art and Design*. In press.
- 2026 Haimés, P. From Edo-period gardens to *kankyō ongaku* (environmental music): Appreciation of environmental sound in Japan. *Contemporary Aesthetics*, 24.
- 2022 Haimés, P. *Machizukuri* (neighborhood making): Collective world-making in traditional Japanese neighborhoods. *Contemporary Aesthetics*, 20.
- 2020 Haimés, P. On Japanese minimalism. *Contemporary Aesthetics*, 18.
- 2016 Haimés, P., Medley, S., Brady, D., & Baba, T. Exploring community attitudes towards sharing of bushfire information online. *Journal of Disaster Research*, 11(3), 552–558. doi:10.20965/jdr.2016.p0552
- 2016 Haimés, P., Medley, S., & Baba, T. A pattern language: Designing a hazard information map interface for community-based users. *International Journal of Asia Digital Art and Design*, 20(1), 5–13. doi:10.20668/adada.20.1_5
- 2016 Watanabe, S., Haimés, P., Baba, T., & Kushiya, K. Braille Pad Project: Proposal of a braille education support system using a tablet device. *International Journal of Asia Digital Art and Design*, 20(2), 35–40. doi:10.20668/adada.20.2_35
- 2016 Hidaka, S., Baba, T., & Haimés, P. IndexAccess: A GUI movement system by back-of-device interaction for one-handed operation on a large screen smartphone. *International Journal of Asia Digital Art and Design*, 20(2), 41–47. doi:10.20668/adada.20.2_41
- 2016 Haimés, P. Zen and the art of website maintenance. *interactions*, 23(1), 20–21. ACM.
- 2014 Haimés, P., Medley, S., & Clarkson, B. Geo spatial simplicity: Designing map interfaces for bushfire planning. *The International Journal of Visual Design*, 7(2), 37–45.

Books 著書

- 2026 Haimés, P. *Exploring Japanese Design*. Open-access textbook. ritsumei.ac.jp/~haimes/japanesedesign

Book Chapters 分担執筆

- 2024 Rousi, R., & Haimés, P. Social robot design and the aesthetics of imperfection. In R. Rousi, C. von Koskull, & V. Roto (Eds.), *Humane Autonomous Technology: Re-thinking Experience with and in Intelligent Systems* (pp. 199–232). Springer. doi:10.1007/978-3-031-66528-8_9
- 2020 Medley, S., Zaman, B., & Haimés, P. The role of cuteness aesthetics in interaction. In R. Rousi, J. Leikas, & P. Saariluoma (Eds.), *Emotions in Technology Design: From Experience to Ethics* (pp. 125–138). Springer. doi:10.1007/978-3-030-53483-7_8

Conference Papers (peer reviewed) 国際会議論文 (査読付き)

- 2025 Haimés, P. Chord Colourizer: A near real-time system for visualizing musical key. *Proceedings of the 23rd International Conference of the Asia Digital Art and Design Association (ADADA)*, Tokyo. **Best Paper Award.**
- 2025 Haimés, P. Colour Chordifier: Interactive colour-driven music generation. *Proceedings of the 23rd International Conference of ADADA*, Tokyo.
- 2025 Haimés, P., & Uhde, A. Virtues in gamified systems: Exploring virtue ethics in cross-cultural adaptive gamification. *Proceedings of the 23rd International Conference of ADADA*, Tokyo.
- 2021 Haimés, P. Beyond beauty: Towards a deeper understanding of aesthetics in HCI. *Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems* (pp. 1–7). ACM. doi:10.1145/3411763.3450381
- 2018 Haimés, P., Hamasaki, M., & Goto, M. ccSoundtracker: A system for replacing video soundtracks with Creative Commons content. Accepted to the *15th International Conference on Advances in Computer Entertainment Technology (ACE 2018)*; conference cancelled.
- 2017 Haimés, P., Baba, T., Suda, H., & Kushiyaama, K. Fuji-chan: A unique IoT ambient display for monitoring Mount Fuji's conditions. *Proceedings of ACM MMSys 2017* (pp. 246–249). doi:10.1145/3083187.3083223
- 2017 Ono, K., Iwamura, S., Ogie, A., Baba, T., & Haimés, P. Textile++: Low cost textile interface using the principle of resistive touch sensing. *ACM SIGGRAPH 2017 Studio*.
- 2016 Haimés, P., & Baba, T. Typhoon Soudelor: Comparing remotely-sensed data and tweets. *14th International Conference of the Asia Digital Art and Design Association (ADADA 2016)*, Bali.
- 2016 Haimés, P., Baba, T., & Kushiyaama, K. Taifūrin: Wind-chime installation as a novel typhoon early warning system. *Proceedings of ACE 2016*. ACM.
- 2016 Nakanishi, K., Haimés, P., Baba, T., & Kushiyaama, K. NAKANISYNTH: An intuitive freehand drawing waveform synthesiser application for iOS devices. *Proceedings of NIME 2016* (pp. 143–145).
- 2016 Haimés, P., & Baba, T. Katsukazan: An intuitive iOS app for informing people about volcanic activity in Japan. *Proceedings of ACM SUI 2016* (p. 193). doi:10.1145/2983310.2989191

- 2016 Yokomizo, Y., Kotegawa, T., Haimes, P., & Baba, T. Switch++: An output device of the switches by the finger gestures. *UIST 2016 Adjunct* (pp. 169–170). ACM. doi:10.1145/2984751.2984753
- 2016 Niwata, N., Baba, T., & Haimes, P. Toy which simulates group behavior with multiple range sensors. *ADADA International Conference 2016* (4A-4), Bali.
- 2016 Yokomizo, Y., Kotegawa, T., Haimes, P., & Baba, T. A switch that changes by predicting user actions through finger gesture recognition [in Japanese]. *WISS 2016: Workshop on Interactive Systems and Software* (3-A05), Japan Society for Software Science and Technology.
- 2016 Kotegawa, T., Baba, T., Kikukawa, Y., & Haimes, P. Application of skateboard riding-state recognition to LED lighting pattern expression [in Japanese]. *Interaction 2016* (interactive presentation), Information Processing Society of Japan.
- 2015 Haimes, P., Baba, T., & Medley, S. Mobile map applications and the democratisation of hazard information. *SIGGRAPH Asia 2015 Mobile Graphics and Interactive Applications*. ACM. doi:10.1145/2818427.2818440
- 2015 Haimes, P., & Baba, T. Mapping hazards in Japan: Increasing the accessibility of geo-spatial hazard information. *ADADA International Conference*, Tokyo; also presented at Nordcode, Jyväskylä, Finland.
- 2015 Baba, T., & Haimes, P. Prototyping a handwriting interface for an everyday-use device [in Japanese]. *ADADA International Conference*, Tokyo.
- 2014 Medley, S., Haddad, H., Haimes, P., Jung, J., & Kueh, C. Visual communication tasks: Considering the image in interaction. *OzCHI workshop*, Sydney.
- 2014 Nakanishi, K., Yoha, T., Haimes, P., Baba, T., & Kushiya, K. NAKANISYNTH: A freehand drawing waveform synthesizer. *ADADA International Conference*, Tokyo.
- 2014 Kushiya, K., Kikukawa, Y., Baba, T., Haimes, P., & Sasada, S. Mag-B: Tactile sand play using an interactive magnetic display. *ACM SIGGRAPH 2014 Studio*. doi:10.1145/2619195.2656327
- 2013 Haimes, P., Brady, D. J., Clarkson, B. D., & Medley, S. Engaging with communities as a design process: Redesigning the FireWatch interface. *Australian & New Zealand Disaster and Emergency Management Conference 2013*, Brisbane (pp. 107–124).
- 2013 Holloway, D. J., Haimes, P., & Green, L. Developing a user friendly FireWatch site: Debunking sociotechnological assumptions about Internet users in remote communities. *Refereed Proceedings of the Australian & New Zealand Disaster and Emergency Management Conference 2013*, Brisbane.
- 2013 Haimes, P., & Medley, S. Designing for communities in fire-prone terrain: Redesigning the FireWatch website interface. *International Association of Societies of Design Research (IASDR)*, Tokyo.
- 2013 Haimes, P., Medley, S., & Clarkson, B. Geo spatial simplicity: Designing map interfaces for bushfire planning. *Design Principles and Practices Conference*, Chiba.
- 2012 Haimes, P., Jung, J. H., & Medley, S. Bridging the gap: Scenario-based design as a solution for delayed access to users. *Proceedings of the Australian Council of University Art and Design Schools (ACUADS) Conference*, Perth.

Thesis 博士論文

- 2015 Haimes, P. *Designing for communities in bushfire-prone situations: Redesigning the FireWatch website interface* [PhD thesis]. Edith Cowan University.

Invited Talks 招待講演

- 2026 Talk as a former JSPS International Research Fellow. *JSPS Global Gathering 2026*, Japan Society for the Promotion of Science, Tokyo.
- 2024 Haimes, P., & Vakkuri, V. Exploring play: The interplay of mind and reality. 40th CHAIN Academic Seminar, Hokkaido University.
- 2022 What does loneliness mean in the age of AI? AI Ethics Panel Discussion, University of Vaasa, Finland.
- 2017 JSPS Science Dialogue lecture and workshop. University of Tsukuba Junior and Senior High School at Komaba, Tokyo.
- 2016 Lecture on interaction design research. *Azimuth: Sound/Image* symposium, Centre for Contemporary Arts (CCA), Glasgow.
- 2016 Master of ceremonies. *Azimuth: Sound/Image* symposium, Faculty of System Design, Tokyo Metropolitan University.
- 2016 JSPS Science Dialogue lecture. Fukui Prefectural Koshi High School, Fukui.

Other Presentations その他の発表

- 2025 Haimes, P. Museums, memory, and the Korean legacy in Japanese porcelain pottery. *Conflict and Empire in East Asia to 1945 in Heritage, Memory, and Museums*, Kyoto Museum for World Peace, Ritsumeikan University.
- 2024 Vakkuri, V., & Haimes, P. Bringing human-machine play to the stage. Creative Robotics Theatre Workshop, *ACM DIS 2024*, Copenhagen.
- 2024 Haimes, P., & Vakkuri, V. Exploring play: The interplay of mind and reality. 40th CHAIN Academic Seminar, Hokkaido University.

Research Funding and Projects 競争的資金・研究プロジェクト

2027 – 2028	GeoGen: Geocultural Aspects of GenAI in Higher Education Co-investigator (HCI). Bi-national project between Ritsumeikan University, Technische Hochschule Nürnberg and Munich University of Applied Sciences. Applications submitted to JSPS (Joint Research Project) and the German Academic Exchange Service (DAAD, PPP programme).
2022 – 2026	Academy of Finland: Emotional Experience of Privacy and Ethics in Everyday Pervasive Systems (BUGGED) Project steering committee member (PI: Rebekah Rousi). EUR 500,000.
2020 – 2023	JSPS KAKENHI Grant-in-Aid for Early-Career Scientists (Wakate) Principal investigator (20K20125). 'Towards a Decolonised Design in the Asia-Pacific'. ¥600,000.
2015 – 2017	JSPS Postdoctoral Fellowship for Foreign Researchers Interface design and hazard information research, Tokyo Metropolitan University. Associated JSPS KAKENHI grant (15F15052), principal investigator, ¥2,300,000.
2012 – 2015	Australian Postgraduate Award (Industry) Scholarship Funded through ARC Linkage Grant LP110200020, with industry partner Landgate. Design-based research on public access to remotely sensed bushfire information (MyFireWatch). AU\$30,600 per year.
2013	Edith Cowan University Graduate Research School Mobility Grant AU\$3,000.
2013	AsiaBound Short Term Program Subsidy Australian Government. AU\$2,000.

Awards 受賞歴

2025	Best Paper Award, ADADA 2025 For 'Chord Colourizer: A near real-time system for visualizing musical key'.
2019	Best Reviewer Award IEEE International Conference on Multimedia & Expo (ICME)
2016	GUGEN Award For <i>Fuji-chan</i> , an ambient IoT display of Mount Fuji's conditions. GUGEN original hardware contest, Tokyo. Project leader, Team IDEEA.
2014	iAwards, Society Domain, Regional Category (national) Member of the Edith Cowan University and Landgate team behind MyFireWatch and FireWatch Pro.
2014	Nominee, Edith Cowan University Vice-Chancellor's Award
2014	WAITTA INCITE Awards, Regional Category Western Australian IT & Telecommunications Alliance. Member of the MyFireWatch and FireWatch Pro team.

Ritsumeikan University, College of Global Liberal Arts (2019 –) 立命館大学 グローバル教養学部

Design

- DESN1001 Introduction to Communication Design (2023 – ; new 2-credit version for AY2027)
- DESN2001 Human Factors in Interaction Design (2023 –)
- Exploring Japanese Design, including a study tour in Kyoto and Tokyo (2027 –)
- Design and Society (2020 – 2022)
- Design Practice (2020 – 2022)

Computational and interdisciplinary

- CIS2002 Computational Musicology (2023 – 2024)
- LAST2010 Computational Methods for Social Sciences, co-taught (2023 –)
- Special Lecture on Innovation Studies II (2021 – 2023)

Core curriculum

- Introduction to Global Liberal Arts I & II (2019 – 2022)
- Foundations of Research Skills I (2024)
- College Writing I & II, coordinator (2023 – 2025)

Research and supervision

- Research Seminar (Design) (2022 –)
- Supervision of undergraduate theses (2022 –), with 21 completed to date, on topics including universal design for disaster information, kawaii minimalism, metaverse applications, accessibility and the aesthetics of AI

Ritsumeikan University, other faculties (2019 – 2022) 立命館大学 他学部

- Advanced Seminar: Digital Photo-media (2019)
- Theme Study: Principles of UX Design (2019)
- Special Topics on International Business: What is Design Thinking? (2019)
- Introduction to Natural Sciences: Disaster Information (2019 – 2022)

Tokyo Metropolitan University (2015 – 2017) 首都大学東京 (現・東京都立大学)

- Industrial Art Seminar, Master's Years 1 and 2, teaching assistance (2015 – 2016)
- Product Design F, special lecture on HCI research, teaching assistance (2015)

Edith Cowan University (2012 – 2015) エディス・コーワン大学

- DES2103 Desktop Publishing, tutor (2015)
- VIS4310 What is Design For?, guest lecture (2015)
- Postgraduate research training seminars as SOAR (Support, Opportunities, Advice and Resources) Peer Advisor, Graduate Research School (2012 – 2013)

Service and Leadership 学内運営・社会活動

2026 –	Associate Dean of Academic Affairs College of Global Liberal Arts
2021 – 2022	Curriculum reform taskforce Leader
2025	Curriculum reform taskforce Member
2025	First-year education working group Member
2021 – 2025	Course coordination IGLA I & II (2021–2022); College Writing I & II (2023–2025); Foundations of Research Skills I (2024)
2022 – 2025	Hiring committees Foundation course instructors (2024–2025); third-party provision of College Writing (2022)
2019 –	Admissions and recruitment Interviews and document assessment; outreach lectures on design and accessibility (2019–2024)
2022 – 2026	Visiting researchers hosted Ville Vakkuri, University of Vaasa (2022, 2025); Miia Heikkilä, Aalto University (2026)
2019 – 2026	Guest speakers hosted Professor Tetsuaki Baba, Tokyo Metropolitan University (2026); Associate Professor Verl Adams, Tokyo Metropolitan University (2022, 2024, 2025); Associate Professor Emily Chung-Moya, Kyoto University (2022); Kyosuke Nakanishi, Toyota / no new folk studio inc. (2019)

Editorial, Committee and Review Work 編集・委員・査読

- ADADA Editorial Committee member (2025 –)
- ADADA International Conference reviewer, meta-reviewer and committee member (2025, 2026)
- ADADA international journal reviewer (2021, 2025, 2026)
- ADADA International Conference Programme Committee (2016) and Senior Programme Committee (2014)
- *International Journal of Human–Computer Interaction*, reviewer (2023)
- Springer, book chapter reviewer for *Humane Autonomous Technology* (2023)
- International Conference of Innovation in Media and Visual Design (IMDES), reviewer (2020, 2023)
- ACM CHI Conference on Human Factors in Computing Systems, reviewer (2021)
- IEEE International Conference on Multimedia & Expo (ICME), reviewer and technical committee member (2019)
- ACM Academic Mindtrek, Tampere, Finland, review committee (2018)
- ACM CHIuXiD, International Board of Reviewers (2016, 2017)
- *International Journal of Geographical Information Science*, reviewer (2016)
- *International Journal of Designed Objects*, associate editor and reviewer (2014)

Session Chair 座長

- ADADA International Conference, Tokyo (2025)
- Nordcode seminar, Jyväskylä, Finland (2015)
- Australian & New Zealand Disaster and Emergency Management Conference, Brisbane (2013)

Professional Memberships 所属学会

- International Sumi-e Association (2025 –)
- Association for Computing Machinery (ACM) (2015 –)
- Asia Digital Art and Design Association (ADADA) (2015 –)

Creative Practice 創作活動

Design and Interactive Work デザイン・インタラクティブ作品

2026	<i>Suikinkutsu</i> audio analysis app (ongoing development)
2023 – 2026	Business cards for private clients
2025	<i>Chord Colourizer</i> and <i>Colour Chordifier</i> hardware and software prototypes. Presented at the 23rd International Conference of the Asia Digital Art and Design Association (ADADA), Tokyo.
2025	Rebuild of the <i>Fuji-chan</i> prototype (with Kumiko Kushiyama). Exhibited in Works of Kumiko Kushiyama (1984–2024), Industrial Art Gallery, Tokyo Metropolitan University.
2023 – 2025	Course syllabus websites; an earlier version released as an open-source template on GitHub
2023 – 2025	Posters for five GLA research colloquia and two graduate school workshops
2023 – 2024	Nankai Special Earthquake Warning Information website, with the Disaster Prevention Research Institute, Kyoto University
2024	Workshop poster for the Center for Human Nature, Artificial Intelligence, and Neuroscience (CHAIN), Hokkaido University
2023	Website redesign for Kyoto Nanige Brazilian Jiu-Jitsu dojo
2022 – 2025	Personal website, haimes.jp
2021	Digital brochure for the webinar <i>The Belt and Road Initiative: Globalizing China and Internalizing the BRI</i> , Ritsumeikan Institute of International Relations and Area Studies
2016 – 2017	<i>Fuji-chan</i> : ambient IoT display of Mount Fuji's weather and volcanic alert level. GUGEN 2016; presented at ACM Multimedia Systems Conference (MMSys) 2017, Taipei.
2016	Exhibiting artist. <i>Azimuth: Sound/Image</i> , exhibition of artworks and device art from Japan and Scotland, held in two parts: Faculty of System Design, Tokyo Metropolitan University, and Centre for Contemporary Arts (CCA), Glasgow. Curators: K. Kosmala and K. Kushiyama.
2016	<i>Katsukazan</i> : free iOS app showing Japan's active volcano warnings in English and Japanese. Presented at ACM Symposium on Spatial User Interaction (SUI), Tokyo.

- 2016 *Digital Songbird*: motion-sensing ambient device that plays a digital tweet when someone approaches a desk
- 2015 – 2016 *Taifūrin*: wind-chime installation for typhoon early warning. Presented at the International Conference on Advances in Computer Entertainment Technology (ACE) 2016 in Osaka and at the ADADA International Conference 2016, Bali.
- 2015 hazards.jp: website presenting recent earthquake, typhoon and volcano information for Japan
- 2014 Web materials for the *Drawn From Sound* exhibition, Spectrum Gallery, Edith Cowan University
- 2012 – 2015 *FireWatch* prototype web app for community bushfire information (2012–2014); *MyFireWatch* presented at SIGGRAPH Asia 2015 Symposium on Mobile Graphics and Interactive Applications, Kobe. *MyFireWatch* was later adopted by PerthNow for its bushfire news portal.

Suibokuga (Japanese ink painting) 水墨画

Practising *suibokuga* since 2022, working in Japanese ink and mineral pigments on Japanese paper.

- 2026 *Moonlight Hydrangea*. International Sumi-e Association Shikishi Exhibition. Online.
- 2025 *Flower study*. 24th Exhibition of the International Sumi-e Association. National Art Center, Tokyo.
- 2024 *Radiance*. Masui Kono Studio Works. Wings Gallery, Kyoto.
- 2024 *Dream orchid*. International Sumi-e Association Shikishi Exhibition. Online.

Ambient Music アンビエント音楽

Recording practice using synthesis, field recording, tape and guitar, closely connected to research on environmental sound and *kankyō ongaku*.

Media and Public Outreach メディア掲載・アウトリーチ

- 2025 Interview: 'Rooted in Kyoto: Aesthetic explorations in everyday living and research'. *RADIANT*, Ritsumeikan University (English and Japanese).
- 2025 Interview on the research seminar. *Ritsumeikan Parents' Association Newsletter*.
- 2024 Comment in 'AI in education: Screen time and the future of learning'. *ABC News Australia*.
- 2014 Interviewed in 'MyFireWatch brings better bushfire information to regional communities'. *ABC News Australia*.
- 2014 Launch of MyFireWatch covered in state and national media, including ABC radio, Yahoo News, *The Sunday Times*, *The Kimberley Echo*, *The Australian* and *The Conversation*.
- 2013 Public engagement at Edith Cowan University Research Week.

Community and Volunteer Activities 地域・ボランティア活動

- Assisting with beginners' classes, Nanige Kyoto Brazilian Jiu-Jitsu dojo
- Assisting with and translating for Maki 'Masui' Kono's *suibokuga* workshops
- Various community activities, Saint Agnes Episcopal Church, Kyoto

Skills スキル

Research	Field recording, usability evaluation, audio analysis, text mining and analysis, interactive prototyping
Programming	Python (especially Librosa, Matplotlib, SciPy, NumPy and Pandas), JavaScript, PHP, HTML/CSS, $\text{\LaTeX}$
Design	Adobe Creative Suite, Sketch, Lunacy, Figma, Tinkercad, TouchDesigner
Audio	Logic Pro, Ableton Live and iZotope; plugins from Universal Audio, Waves and others
Hardware	Arduino, Raspberry Pi
Languages	English (native); Japanese (conversational)

Referees 照会先

Available on request.