Takeshi Nishida

Associate Professor at Kobe University

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Summary

As a researcher in the field of HCI / CSCW, I have been working on discovering how to facilitate active participation in very large group interaction. Have extensive experience in creating network-based communication / collaboration tools/services and other GUI apps as well.

Experience

Associate Professor at   Kobe University

July 2013 - Present (3 months)

Lecturer at   Kobe University

April 2010 - June 2013 (3 years 3 months)

Provided training on academic and technical skills as a mentor for lab students. I also provided a number of introductory courses such as "computer literacy", "programming" and "computer science".

Technical staff at   AIST

May 2009 - March 2010 (11 months)

I worked on a research project, to enhance the presenter-audience experience in conferences with a background-channel text chat. My work involved mainly design and coding.

Project leader in one of the "Exploratory IT Human Resources Project" at   Information-technology Promotion Agency, Japan

July 2006 - March 2007 (9 months)

"Exploratory IT Human Resources Project" by the Japanese government, is aimed to find talents in IT sector. In my project, selected from among many project proposals, I developed a novel chat system where users can sign their messages by a group of users (instead of signing alone as done normally) so that the originator cannot be identified.

Publications

Bringing Round-Robin Signature to Computer-Mediated Communication

Proc. ECSCW 2007, pp.219-230   September 2007

Authors: Takeshi Nishida, Takeo Igarashi

Proposed a communication protocol that allows a user to send a strong message to the group without having to assume sole individual responsibility. First, the system posts an anonymous comment, and then calls for supporters. When sufficient numbers of supporters have been gathered, the system reveals the names of all supporters as a round-robin signature,. so that the originator cannot be identified.

Drag-and-Guess: Drag-and-Drop with Prediction

Proc. INTERACT 2007, pp.461-474   September 2007

Authors: Takeshi Nishida, Takeo Igarashi

Proposed an extension of drag-and-drop using predictions to make it efficient. As the user starts dragging an object, the system predicts the drop target and presents the result to the user as a suggestion. The user can accept the suggestion by releasing the mouse button without moving the mouse and the object automatically flies to the target. The user can also easily reject the suggestion by continuing the dragging operation, seamlessly switching to traditional drag-and-drop. Drag-and-guess is especially helpful when the target location is hidden in a deep hierarchical file structure or outside of the screen.

Languages

Japanese   (Native or bilingual proficiency)

English   (Professional working proficiency)

Skills & Expertise

Research
Programming
Japanese
CSCW
Human Computer Interaction
Java
Ruby
Ruby on Rails
Teaching
Scratch
Processing

Education

The University of Tokyo
Doctor of Philosophy (Ph.D.), Information Science and Technology, 2006 - 2009

The University of Tokyo
Master's degree, Information Science and Technology, 2004 - 2006

The University of Tokyo
Bachelor's degree, Information Science, 2000 - 2004

Interests

Science fiction, mystery, strategy game.

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Contact Takeshi on LinkedIn