KATSUMOTO Yuichiro

Artist & Educator
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BIO

Yuichiro Katsumoto is an artist and educator in Saitama, Japan, exploring letter-image interplay by returning compressed lines to physical space using strings, ribbons, and springs. He earned his Ph.D. from Keio University in 2010, concentrating on video production, physical computing, and design thinking. Afterwards, he researched at the National University of Singapore before coming back to Japan in 2018. Since 2019, he has been teaching design at Tokyo Denki University and leading The Utsuroi Lab. In 2024, he chaired the ACM SIGGRAPH Asia Art Papers, boosting submissions, organizing eight sessions, and fostering a vibrant research community. Inspired by Hayao Miyazaki and Takeshi Kitano, he elevates curiosity-driven creations into art, seamlessly blending design, technology, and innovative expression. His dynamic approach continues.

WORK EXPERIENCE (EXCERPT)

Artist — Oct 2018 - Present
Katsumotoy, Japan

Professor — Apr 2025 - Present
School of Science and Engineering, Tokyo Denki University

Associate Professor — Oct 2020 - Mar 2025
School of Science and Engineering, Tokyo Denki University

Assistant Professor — Apr 2019 - Sep 2020
School of Science and Engineering, Tokyo Denki University

Senior Research Fellow — Jan 2014 - Sep 2018
Smart Systems Institute, National University of Singapore

Research Fellow — Dec 2010 - Dec 2013
Interactive & Digital Media Institute, National University of Singapore

EDUCATION

PhD in Media and Governance — Sep 2006 - Jul 2010
Graduate School of Media and Governance, Keio University

Master of Media and Governance — Apr 2004 - Mar 2006
Graduate School of Media and Governance, Keio University

Bachelor of Arts in Environmental Information — Apr 2000 - Mar 2004
Faculty of Environmental Information, Keio University

SELECTED RECOGNITION (EXCERPT)

ACM SIGGRAPH
We Forge the Chains We Wear in Life, Art Gallery, 2024.
Hinemosu 30, Art Gallery, 2023.

Inside Out, Art Gallery, 2020.
Robotype, Art Paper (Long), 2018.
Bottomless Joystick 2, Emerging Technologies, 2017.

ACM SIGGRAPH Asia

Turn Over, Art Gallery, 2020.
CD Prayer, Art Gallery, 2018.
7x7, Art Gallery, 2017.
One-Stroke, Art Gallery, 2016.
Bottomless Joystick, Emerging Technologies, 2016.
Bump Ahead, Emerging Technologies, 2015.
Dancer-in-a-Box, Emerging Technologies, 2014.
Notori, Emerging Technologies, 2013.
ASIBO, Emerging Technologies, 2012.
Ninja Track, Emerging Technologies, 2011.
Amagatana + Fula, Art Gallery, 2008.

Japan Media Arts Festival

Phase Transition-ish Apparatus, Excellence Prize, 2011 (15th).
Amagatana, Encouragement Prize, 2006 (10th).

Asia Digital Art Award (ADAA)

Omotenashi, Uragiri, Finalist, 2020.
Bottomless Joystick, Excellence Award, 2017.
Mojigen, Excellence Award, 2016.
ReelBlade, Finalist, 2015.

Ars Electronica Festival

Robotype 3, Animation Festival, 2018.
Kodou, Take Away (data to go), 2008.
Amagatana, Pixelspace, 2007.

A' Design Award

Hinemosu 30, Platinum A' Design Award, 2024.

Tokyo Type Directors Club (TDC) Annual Awards

Hinemosu 30 & Remnant, Prize Nominee Work, 2025.
Robotype 3, Prize Nominee Work, 2018.

James Dyson Award

Ninja Track, Japan Regional Judging 2nd, 2012.
Catapy, Japan Regional Judging 5th, 2012.

Tokyo Game Show Sense of Wonder Night

ReelBlade, Best Technological Game Award, 2015.

Others

Hinemosu 30 & Robotype RR, Sónar+D Project Area, 2023.
Ninja Track, ACM TEI 2013 Full Paper, 2013.
Amagatana, ACM Multimedia 2007 Art Exhibition, 2007.
Amagatana, FILE Games, Brazil, 2007.