

KATSUMOTO Yuichiro

Gadget Maker & Educator
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BIO

Yuichiro Katsumoto is an artist of gadget making and an educator. He is strongly interested in *utsuroi* that means passage, transition, moving, and morphing in Japanese. By interpreting *utsuroi*, he keeps inventing gadgets since his student days. He studied a video production and an interaction design at Keio University SFC. After getting PhD, he moved to Singapore and worked R&D at National University of Singapore for eight years. In October 2018, he came back to Japan and launched his own studio *katsumotoy*. In April 2019, he also started teaching at Tokyo Denki University.

WORK EXPERIENCE (EXCERPT)

Artist Katsumotoy, Japan	Oct 2018 - Present
Associate Professor School of Science and Engineering, Tokyo Denki University	Oct 2020 - Present
Assistant Professor School of Science and Engineering, Tokyo Denki University	Apr 2019 - Sep 2020
Senior Research Fellow Smart Systems Institute ¹ , National University of Singapore	Jan 2014 - Sep 2018
Research Fellow Interactive & Digital Media Institute, National University of Singapore	Dec 2010 - Dec 2013
Teaching Assistant Shonan Institute of Technology	Apr 2007 - Mar 2010
Research Assistant JST/CREST Ubiquitous Content Project	Oct 2006 - Mar 2010

EDUCATION

PhD in Media and Governance Graduate School of Media and Governance, Keio University	Sep 2006 - Jul 2010
Master of Media and Governance Graduate School of Media and Governance, Keio University	Apr 2004 - Mar 2006
Bachelor of Arts in Environmental Information Faculty of Environmental Information, Keio University	Apr 2000 - Mar 2004

¹ Smart Systems Institute is formerly known as Interactive & Digital Media Institute till April 2017.

SELECTED RECOGNITION

ACM SIGGRAPH

Inside Out, Art Gallery, 2020.
Robotope, 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.
Bottomless Joystick, Emerging Technologies, 2016.
One-Stroke, Art Gallery, 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.

Ars Electronica Festival

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

Japan Media Arts Festival

Phase Transition-ish Apparatus, Excellence Prize, 2011.
Amagatana, Encouragement Prize, 2006.

Asia Digital Art Award (ADAA)

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

Tokyo Type Directors Club (TDC) Annual Awards

Robotope 3, Prize Nominee Work, 2018.

Tokyo Game Show, Sense of Wonder Night

ReelBlade, Best Technological Game Award, 2015.

James Dyson Award

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

Others

Ninja Track, ACM TEI 2013 Full Paper, 2013.
Amagatana, ACM MM 2007 Art Exhibition, 2007.
Amagatana, FILE Games, Brazil, 2007.