YUTO SUZUKI
Ph.D. student

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I am Yuto, a Ph.D student at Hokkaido University in Japan. I research and design motor learning technologies with a focus on visualization of mental imagery using extended reality (XR). My research interests lie at the intersection of Human-Computer Interaction (HCI) and mental imagery— a cognitive process that evokes the sensory characteristics of objects or events that are not physically present. Specifically, my focus is on enhancing motor learning by developing XR visualizations of expert mental imagery that convey key cues for motor skills, such as Aikido, golf and other sports. I am now particularly interested in the potential of visual metaphors, one form of mental imagery, to augment human capabilities.

RESEARCH INTERERTS

Human-Computer Interaction (HCI), Motor Learning, SportsHCI, Mental Imagery, Visualization, Extended Reality (XR), User Studies and Evaluations.

EDUCATION

04/2024 – Current	**PhD in Human Computer Interaction** Hokkaido University, Faculty of Information Science and Technology Advisor: Prof. Daisuke Sakamoto	Sapporo, Japan
04/2022 – 03/2024	**MSc. in Human Computer Interaction** Hokkaido University, Faculty of Information Science and Technology	Sapporo, Japan
04/2018 – 03/2022	**BSc. in Human Computer Interaction** Hokkaido University, Faculty of Information Science and Technology	Sapporo, Japan

GRANTS

04/2025 – 03/2027	**The Telecommunications Advancement Foundation**	3,565,000 yen
04/2025 – 03/2027	**Tateisi Science and Technology Foundation (C)**	1,000,000 yen
09/2024 – 03/2027	**Hokkaido University EXEX Doctoral Fellowship**	1,200,000 yen
04/2022 – 03/2023	**"KUMA FOUNDATION" : Creator Fellowship**	1,200,000 yen
06/2021 – 03/2022	**"MITOU PROGRAM" : IT Human Resources Project**	2,786,000 yen

HONORS AND AWARDS

2023   **DEMONSTRATION AWARD (PEOPLE CHOSE)**
WISS 2023, 3 out of 78 demonstration papers
https://www.wiss.org/WISS2023/award.html

2022   **BEST PRESENTATION AWARD (PEOPLE CHOSE)**
WISS 2022, 1 out of 16 oral papers
https://www.wiss.org/WISS2022/award.html

2022   **DEMONSTRATION AWARD (PEOPLE CHOSE)**
WISS 2022, 6 out of 108 demonstration papers
https://www.wiss.org/WISS2022/award.html

2022   **SUPER CREATORS CERTIFIED AT "MITOU PROGRAM"**
Ministry of Economy, Trade, and Industry in Japan
https://www.ipa.go.jp/jinzai/mitou/it/qv6pgp000000ie9y-att/000098511.pdf

CONFERENCE PROCEEDINGS

2025   <u>鈴木湧登</u>，坂本大介，小野哲雄： ゴルフのプロのメンタルリハーサルの可視化を通じたパッティングスキルの学習効果の検証，第 29 回一般社団法人情報処理学会シンポジウム（INTERACTION），2025.

2022   <u>鈴木湧登</u>，坂本大介，小野哲雄： Gino .Aiki: 合気道の身体の使い方の習得を支援する MR ソフトウェア，第 30 回インタラクティブシステムとソフトウェアに関するワークショップ（WISS），pp. 46–55 (2022).

POSTER AND DEMONSTRATION PROCEEDINGS

2025   **Yuto Suzuki**, Daisuke Sakamoto, Tetsuo Ono. Rehearsal Reality: Exploring the Visualization of Experts' Mental Rehearsals from a First- Person Perspective to Support the Motor Learning of Novices. In Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI EA '25), April 26-May 1, 2025, Yokohama, Japan. ACM, New York, NY, USA, 7 pages. https://doi.org/10.1145/3706599.3720124

2023   阿部 優樹, <u>鈴木 湧登</u>, 坂本 大介, 小野 哲雄： OMEME: 非装着状態のHMD を活用したコンパニオンロボットの開発. 第 30 回インタラクティブシステムとソフトウェアに関するワークショップ（WISS）2023.

2023   **Yuto Suzuki**, Daisuke Sakamoto, Tetsuo Ono. "Gino .Aiki: Mixed Reality-based Physical Motor Skill Training in Aikido," *2023 IEEE International Symposium on Mixed and Augmented Reality Adjunct*

(ISMAR-Adjunct), Sydney, Australia, 2023, pp. 519-524, doi: 10.1109/ISMAR-Adjunct60411.2023.00112.

ACADEMIC SERVICE

2025	External Reviewer of CHI 2025 LBWs