

国際セッション発表スケジュール

Presentation September 28 10:30~11:50

ROOM Colab(3)/ Chair: HIGUCHI, Takeo Session 1/Education			
10:30-10:50	YU, Yang	Jaist	Changing of Innovative Education System in the Graphic Design of Universities
11:00-11:20	SUN, Xiaolei	Jaist	A Proposal of Creativity Teaching in Product Design Education
11:30-11:50	MIURA, Motoki	Kyushu Institute of Technology	Analysis of student performance and mutual evaluation activity in creative project-based learning using LEGO mindstorms
ROOM Colab(2)/ Chair: TOYODA, Sadamitsu Session 2/Field Work			
10:30-10:50	OGUNI, Yoshitaka	Jaist	A sustainable solution for community development: case study of rural area in Japan
11:00-11:20	LIN, Yeh-Yun	National Chengchi University	Creative public service: Ruro Platform
11:30-11:50	OKADA, Masanori	Kanazawa-Gakuin University	Collecting Awareness During Fieldwork
Free Space/ Chair: KANG, Rie Session 3/Entrepreneurship(1)			
10:30-10:50	YANG, Mingrui	Jaist	IDENTIFYING FACTORS OF THE MARKET DEVELOPMENT OF UNIVERSITY CAMPUS O2O PROJECT: A CASE STUDY OF ANLAIYE
11:00-11:20	TASKIN, Sharmin	Jaist	An Innovative Supply Chain with Process Innovation by Entrepreneurship

Presentation September 29 10:30~11:50

ROOM Colab(3)/ Chair: KANG, Rie Session 4/Entrepreneurship(2)			
10:30-10:50	ENO, Yasuko	Jaist	Characteristics of Entrepreneurial Process on Second Career Start Up -Analysis Using Effectuation Logic
11:00-11:20	RUMA, Nilima Haque	Jaist	An Innovative Business Model for Handloom SMEs in Bangladesh
11:30-11:50	KATHA, Karishma Zaman	Jaist	A Framework of Enhancing Skills of Social Entrepreneurs via Mobile Social Network (MSN) Application
ROOM Colab(2)/ Chair: MURAYAMA, Hiroko Session 5/Design(1)			
10:30-10:50	AKAKI, Mayu	Keio University	The Evaluation of 24-prototyping of "Your Pleasure"using Context Diagram and Use Case Description
11:00-11:20	SUN, Qianang	Jaist	Exploring the creative experience of ceramic creation: The perspective of designers
11:30-11:50	MITOMI, Keita	Keio University	Effects of Prototyping on the Solution Development Process: Through the actual application to 24 prototyping of "Your Pleasure"
Free Space/ Chair: MIURA, Motoki Session 6/Technology(1)			
10:30-10:50	LUO, Ruiyao	Beihang University, Kyushu University	Emotional Data Visualization During Meditation, Based on HRV Analysis
11:00-11:20	ZHANG, Jie	South China University of Technology	Incentive Mechanism Innovation of Blockchain Token Economy to Online Knowledge Community

Presentation September 29 13:00~14:50

ROOM Colab(3)/ Chair: MATSUMAE, Akane Session 7/Design(2)			
13:00-13:20	JIANG, Jie	Jaist	Review on Innovation Technologies and Methods: Classification Based on Digital Landscape Architecture
13:30-13:50	LI, Ruixuan	Jaist	An Understanding Method for User Emotion in Urban Space
14:00-14:20	ZHAO, Jing	Jaist	Exploring the Shapes of Furniture in Working Space for Co-creation
14:30-14:50	LIU, Xiaoxiao	Jaist	How We Can Break a Limitation of Traditional Sea Water Cliff Patterns for Innovation Design
ROOM Colab(2)/ Chair: YUIZONO, Takaya Session 8/Technology(2)			
13:00-13:20	WANG, Ziyu	Jaist	Reserarch proposal to understand the creative process of collaborative writing
13:30-13:50	KAWAJI, Takahiro	Kurume University	Platform for Creation Meeting: Enhancement of Social Telepresence by Using Bokeh Effects and Pseudo-Motion Parallax
14:00-14:20	TANABE, Masanori	Keio University	A method to visualize the Scope with no Data Leakage: Context Diagram and Assurance Cases Should Do