

Title

Session

Title	Session
A case study on elegance of a jacket appearance using images and silhouette of jackets	3A-2
A Fashion Coordinate Support system Based on the Visualization of Impression Differences	3C-2
A Formulation of Artificial Kansei Design Method Based on Multi-agent Spaces Generated by Variable Neighborhood Models	5C-4
A method of analyzing the results obtained through the impression evaluation method considering the vagueness of Kansei	3A-1
A Proposal of Kansei Evaluation for Traditional Vietnamese Aodai Clothes based on Computer Vision	3C-3
A proposal on a new versatile system design process for industrial design, service design and so on	6C-1
A Research about Developing Informed Consent Tool for Relieving Fear for Cataract Operation	6C-3
A Research on Characteristics of Behaviors Appearing in Coloring - Differences in Coloring Behaviors by Contexts of Contour Images	5B-1
A Study of Trade Marks, Symbol Marks and Logotypes of Japanese Corporations by Means of Customers' Affection of Familiarity	5C-2
A Study on Fashion Coordination Support System	3B-1
A Study on Preference of Shuso Japanese Paper -Comparison of Japan, China and France-	6B-3
An Analysis of Reading Emotion of e-Books with Sound Effects by Near-Infrared Spectroscopy (NIRS)	2C-3
An Assessment of Workload on Upper Limbs and Design for Burden Reduction When Caregiver Change the Nursing Trousers	1B-1
Analysis and Evaluation of Business Signs Using Deviation Values Proposal for Using Sign Deviation Values to Improve Customer Satisfaction	5C-3
Analysis of Intended uses of Hygiene Masks and Their Problems: A Cross-sectional Survey	4A-3
Automatic Image Description Generation in Japanese Using Web-scale Image Dataset	3A-3
Autonomic Nervous Response depending on Cultural Familiarity during Watching Movie	6A-1
Building machines in the biological way: reactivity and emotions first, reasoning later	1I-1
Brain functional connectivity according to valence of social emotion	5A-4
Chaotic Analysis of Electroencephalographic Signal for Sleep Quality Measurement	5A-3
Classification and Optimization of Product Review Information Using Soft Computing Models	4A-2
Comparison of Electronic Textbook and Paper Textbook with Stress and Subjective Evaluation	6B-2
Comparison of high-end tailored jackets for ready-to-wear produced in Italy and Japan	2A-2
Convergence of a Newton-Like Algorithm Solving the Nonlinear Complementarity Problem	4B-4
Creating Upper Garments with Tight Sleeves Considering Individuals' Figures by Automatic 3D Pattern-making	1A-1
Cutting Method for Cloth Handling	1A-3
Development of the Skin Counseling Equipment in which Counselor's Experience and Sensitivity are Reflected	2C-2
Draping Simulation by Mapping Method	1A-2
Effect of layout angle difference of plane figures on apparent size on changing proportion of rectangle	5C-1
Emerging New Rules of Games in Design	2I-1
Emotion-on-a-chip (EOC) : Biochip technology for precise measurement of human emotion in affective engineering	5A-2
Estimation of Dialogue Moods Using the Prosodic Fluctuation Features	1C-3
Evaluation of Chrysanthemum Perfume Effects on Sleep Quality through Polysomnography	6A-4
Evaluation of comfortable sensation when wearing a cosmetic facemask	1B-4
Experiencing Color Environments by Different Age Groups: Tapping into the Potentials of VR Simulation	5B-3

Title

Session

Title	Session
Fit Satisfaction and Design Preference for Jodhpurs	2A-3
Fitness Comparison of Commercial Jodhpurs Using 3D Scan Data	1A-4
Forecasting Emotions Provoked by Perception of Mandala Patterns based on Electrocephalogram Components	2B-4
How can we persuade consumers into plant factory products by TV commercials	6B-1
Independence of anisotropy and depth reversal in apparent depth specified by binocular disparity and motion parallax	4B-1
Influence of focal colors in color memory	5B-2
Interactive Musical Expression Generation Reflecting User's Image	4C-3
Interactive Tabu Search for Creating Fragrance Suited to User's Preference	6B-4
Interpreting Aesthetic Perception and Kansei in Product Design: Perspectives from the African Design	6C-2
Mu Rhythm Suppression during Observing Group Action	5A-1
Performance matrix approach to generating an alternative plan in consensus building	1B-2
Physiological Signals as Reference Data to evaluate Movie Engagement	6A-2
Preliminary Research on Physiological Response to Pleasant Tactile Properties of Towels	1B-3
Relationship between Individual Ability of Fabric Identification and Amount of Experience and Knowledge	2A-4
Research on jacket patterns and specifications of ready-to-wear for high-end in Italy and Japan	2A-1
Respiratory Sinus Arrhythmia as an Index of Attentional Engagement during Watching Movie	6A-3
Reviewing the Role of the Science Fiction Special Interest Group in User Interfaces: Case of the Science Fiction Movie	2B-2
Robot Estimating Children's Personality Test Scores from Their Behavior	1C-2
Rules of Kawaii	3B-3
Shall We Let Algebraic Agents Play a Board Game ?	4B-3
Statistical Investigation on Correlation between Feeling Impression and Feature Quantity of Sound Signal	4C-2
Streetscape Zoning for Historical Town by Self Organizing Maps	4B-2
Structure of Feeling Kawaii	3B-2
Study on a Music Recommendation Method Based on Combination Value	4C-1
Text Data Mining of English Guidebooks for Hokuriku Region in Japan	4A-4
The Effect of Color, Material, and Finishing (CMF) on Emotional Characteristics of White Products	5B-4
The effect of soundscapes in immersive virtual environments	4C-4
The Influence of Skincare Routine on Skin Physiology Parameter and Kansei-Value	2C-1
The Research of Questionnaire Survey for Culture Characteristics Improvement in the Concrete	2B-1
The Study for the Tendency and the Trend of Global Smart phone	2B-3
Theatrical Effects Generation Based on Adjectives Representing Impressions of Story Scene	1C-1
Understanding Affective Values in Museums: Service Design Considering Kansei	6C-4
Unveil the Competitive Advantage of Richemont over LVMH	3C-1
Using Feature Values of Statements to Improve the Estimation Accuracy of Factor Scores of Impressions of Question and Answer Statements	4A-1