Professor Name

Peeraya Sripian (Ms.)

Laboratory name

Applied Perception Engineering Laboratory

Laboratory Website

https://sites.google.com/shibaura-it.ac.jp/perceptionlab/home

Keyword

Perception studies, Human-friendly engineering, Emotion Technology, Immersive Simulation, Cognitive Science, Kansei Engineering, Affective engineering, Computer vision

Tasks in the laboratory

The exchange student will work on a project involving virtual reality (VR) and affective computing. The project will entail creating a VR environment with various situations and interactions, and measuring changes in emotion using both subjective evaluations (such as surveys and questionnaires) and objective evaluations (including physiological signals like heart rate variability and facial expression analysis).
The student will use VR development tools, wearable sensors, and data analysis software to collect and analyze data. Additionally, the student is required to actively participate in lab activities, including weekly seminars and study sessions conducted in English.
During these sessions, they will present their research progress, engage in discussions, and collaborate with peers.
At the end of the exchange period, the student will compile their findings into a detailed research report and deliver a comprehensive presentation, taking into account feedback from lab members and professors to refine their work.

Program period

At lease 2 months

Required skills

Programming

Desired skills（Preferred skills）

3DCG and C# Programming for Unity

Eligibility-school year
- [x] Bacholar 3rd
- [x] Bacholar 4th or higher
- [x] Master 1st
- [x] Master 2nd
- [x] PhD 1st
- [x] PhD 2nd
- [x] PhD 3rd

Eligibility-student's major/fields
- [ ] Mechanical
- [ ] Chemistry
- [ ] Material
- [ ] Electrical
- [ ] Electronic
- [x] Computer Science
- [ ] Life Science
- [ ] Mathematical
- [ ] Civil Engineering
- [ ] Architecture
- [x] Engineering and design
- [ ] Other