

Curriculum Vitae

Name: Naoko Tosa

Date of Birth: 22nd October, 1961

Nationality: Japanese

Affiliation:

Professor, Academic Center for Computing and Media Studies

Kyoto University

Yoshida-Nihon-Matsu, Sakyo, 606-8501, Japan

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Education:

B.S., Department of Graphic Design, Kyusyu Art University, Fukuoka/Japan (1984)

Ph. D., in engineering for Art and Technology research from University of Tokyo, Tokyo/Japan (1999)

Career History:

Computer Graphics Designer, Gakken Computer Graphics Center, Tokyo /Japan (1985-1988)

Associate Professor, Dept. of Art & Science, Musashino Art University, Tokyo/Japan (1989-1994)

Senior Researcher, ATR Media Integration & Communications Research Labs., Kyoto/Japan (1995-2001)

Artist Follow, Massachusetts Institute of Technology, Center for Advanced Visual Studies, Boston/USA (2002-2004)

Professor, Academic Center for Computing and Media Studies, Kyoto University, Kyoto/Japan (2005-present)

Career-Related Activities:

Visiting Professor, Kobe University, Kobe/Japan (1997-2001)

Visiting Professor, Dept. of Art & technology, Kyusyu University, Fukuoka/Japan (2002-2003)

Visiting Research Professor, Interactive & Digital Media Institute, National University of Singapore (2009-present)

Awards:

3rd prize for Independent Artist Selection National Computer Graphics Association (NCGA)'86(Anaheim California U.S.A.) (1986)

A Bronze Prize at The International High technology Art Exhibition (TOKYO/Japan) (1986)

Accepted for 2nd International Biennale Video CD 85 (Ljubljana YUGOSLAVIA) (1986)

Excellent work for NICOGRAPH'85 (TOKYO/Japan) (1986)

Second prize at the American Film & Video Festival; Video Art Section (New York U.S.A.) (1987)

Accepted for Video Culture Canada '87 (Toronto Canada) (1987)

Accepted for the San Francisco International Film Festival; Golden Gate Awards (San Francisco U.S.A.) (1987)

Accepted for The 21st Annual New York Film-Video Exposition (Metropolitan Art Museum N.Y. /U.S.A.) (1987)

Accepted for the BACA's 21st Annual Film-Video Festival (Jefferson Market Library N.Y. U.S.A.) (1988)

Accepted for ARTEC '89: First Nagoya International Biennial (Nagoya City Science Museum JAPAN (1989)

Accepted for SCAN '90 Video Art Exhibition (TOKYO/ JAPAN) (1990)

Best Paper Award, IEEE International Conference on Multimedia Computing and Systems (1996)

First Prize, L'Oreal Grand Prix for research combining art and science Award (1997)

TELECOM System Technology Prize, The Telecommunication Advancement Foundation (1999)

Accepted for Interactive Art section in ARS Electronica (2000)

Winner of 2nd Prize for Nabi Digital Storytelling Competition of Intangible Heritage, Organized by Art Center Nabi under the official endorsement of UNESCO (2004)

Video Art Works (Permanents Collections):

The Japan Foundation, TOKYO (JAPAN)

O Art Museum, TOKYO (JAPAN)

Takamatsu City Museum, KAGAWA (JAPAN)

Image Forum, TOKYO (JAPAN)

Japan Film Culture Center, TOKYO (JAPAN)

Toyama Prefecture Modern Museum, TOYAMA (JAPAN)

Nagoya Prefecture Modern Museum, NAGOYA (JAPAN)

National Art Museum, OSAKA (JAPAN)

American Film Association, N.Y. (U.S.A.)

ACM SIGGRAPH Showing:

Accepted for SIGGRAPH Art Show '86 (Dallas Texas /U.S.A.)

Accepted for SIGGRAPH '87 (Anaheim California U.S.A.)

Accepted for SIGGRAPH '93: Machine Culture (Anaheim California U.S.A.)

Accepted for SIGGRAPH '99: Art show (California U.S.A.)

Accepted for SIGGRAPH '2004: Emerging Technology (California U.S.A.)

Accepted for SIGGRAPH '2005: Emerging Technology (California U.S.A.)

Accepted for SIGGRAPH '2007: Art show (California U.S.A.)

One Man Shows:

1985 Video Art works (North Fort Gallery OSAKA)

1985 Film & Video works (QUEST Gallery HIROSHIMA)

1987 "Computer Graphics & Video Art Exhibition" (Annex Plaza NAGOYA)

1990 Interactive Art works (Gallery Kousai TOKYO)

1992 "NEURO-BABY 'S BIRTHDAY" (Gurdean-Gurden Gallery TOKYO)

1992 Undeveloped Emotional body NEURO-BABY Ver.2 (IMUZU Bld. Mitsubishi socio-tech plaza FUKUOKA)

2000 Unconscious Flow (Art Center Nabi, Seoul Korea)

2003 ZENetic Computer (MIT MUSEUM Main Gallery, USA)

2004 ZENetic Computer (Kodaiji ZEN Temple Kyoto/JAPAN)

2009 Sei Sei Rei Rei (The World Heritage Kamigamo--jinja Shinto Shrine, Kyoto/JAPAN)

Selected Invited Exhibition:

1981 Women Painter Exhibition	(Fukuoka City Art Museum JAPAN)
1982 Video Independent Exhibition	(Osaka Contemporary Museum Center JAPAN)
1982 Art Function Exhibition	(Fukuoka City Art Museum JAPAN)
1983 Video Art Exhibition for New Generation	(Komai Art Gallery TOKYO)
1983 Personal Focus '83	(Fukuoka Prefectural Art Museum JAPAN)
1984 Video Cocktail	(Komai Art Gallery, Ikebukuro Seibu Studio 200 TOKYO)
1984 Personal Focus '84	(Image Forum TOKYO/JAPAN)
1985 Video Culture Canada '85	(Toronto CANADA)
1985 Video Cocktail 2	(Gallery NEWS TOKYO/JAPAN)
1986 NEW VIDEO JAPAN	(Museum of Modern Art N.Y. U.S.A.)
1986 NEW VIDEO JAPAN	(Long Beach Museum of Art U.S.A.)
1986 Monveliarl International Video Festival	(Monveliarl FRANCE)
1986 Australian National Broadcasting Systems "International Video Art Section	(AUSTRALIA)
1986 Japanese Video Art Exhibition; Scanners	(Air Gallery U.K.)
1986 Video Cocktail 3	(Hara Art Museum TOKYO/JAPAN)
1986 Camerino International Video Festival	(Camerino ITALY)
1986 OPEN FILM BOX vol. 9	(Fukuoka Prefectural Art Museum JAPAN)
1987 WAVEFORMS: VIDEOS FROM JAPAN	(San Francisco U.S.A.)
1987 Festival International de Film Et Video de Future	(Montreal, CANADA)

1987 Art on Computer	(O Art Museum, TOKYO/JAPAN)
1987 International High Technology Art Exhibition	(TOKYO/JAPAN)
1987 ACM/SIGGRAPH traveling Art Show: 25years of Computers in the Arts. (California State University, U.S.A.)	
1987 Image de Future '87	(Montreal CANADA)
1987 Video Select '87	(Hokkaido Prefectural Modern Art Museum JAPAN)
1988 The Brisbane International Leisure Center "Japan Techno Plaza"	(Brisbane AUSTRALIA)
1988 Video Festival; Japan Now - Sweden Now	(Kulturhuset, SWEDEN)
1988 International High Technology Art Exhibition	(Tsukashin Hall Kobe JAPAN)
1988 EXPERIMENTAL MEDIA FESTIVAL; MIAMI WAVES	(Miami-Dade Community College, U.S.A.)
1988 Fukui International Video Biennale	(Phoenix Plaza Fukui, JAPAN)
1988 EXPERIMENTS IN ANIMATION Exhibition	(O Art Museum TOKYO /JAPAN)
1988 Japan Leading Scientific Technology Art Exhibition	(Taiwan Prefectural Art Museum)
1989 4th Contemporary Art Festival - Image of Today	(Toyama Prefectural Modern Art Museum JAPAN)
1989 TEAM VIDEO GALLERY	(World Design Exhibition Nagoya JAPAN)
1989 New Generation Computer Graphics Exhibition	(Kawasaki City Museum JAPAN)
1990 Monveliarl International Video Festival	(Monveliarl FRANCE)
1990 Locarno International Video Festival	(Locarno SWITZERLAND)
1991 High Tech Art Exhibition	(Ginza Matsuya TOKYO/JAPAN)
1992 18th Japan Society of Image Arts & Sciences Exhibition	(Musashino Art University TOKYO/JAPAN)
1992 NICOGRAPH '92 Special Exhibition [Virtual Reality]	(Ikebukuro Sunshine City Hall TOKYO/JAPAN)
1993 ARS ELECTRONICA '93 -Artificial Life Art Exhibition-	(Linz, AUSTRIA)
1993 A-Life World Exhibition	(Tokyo International Art Museum/JAPAN)
1994 Broadcasting Week in NHK	(NHK main Building TOKYO/JAPAN)
2006 Sense of Computer	(Kyoto University Museum/JAPAN)
2009 Cultural Computing “i.plot” “Hicth Haiku”	(Kyoto University Museum/JAPAN)

On-line Exhibition:

UNESCO DIGITAL ARTS PORTAL

http://digitalarts.lcc.gatech.edu/unesco/ai/artists/ai_a_ntosa.html

Art & Culture

<http://www.artandculture.com/>

Business Product:

iPhone Software “Sansui Ink Painting” (2010)

Funded Research Projects in the Area of Art & Technology and Cultural Computing:

Special grant from the agency for cultural affairs in Japan Fellowship Program for Artist to Abroad (2000)

Advanced Telecommunication Research Institute International (ATR) (1995-2003)

Japan Science and Technology Agency (2002-2004)

France Telecom R&D. (2002-2004)

National Institute of Information and Communications Technology (NICT) (2005-2008)

Game Company Taito Corporation Japan (2006-2008)

NIKON CORPORATION (2009-2011)

Civic and Political Activities:

Jury of the agency for cultural affairs in Japan Fellowship Program for Artist to Abroad (2006-2008)

Professional Society Memberships and Activities:

CG Authorization/Multimedia Authorization/Image Processing Authorization Test Questions Creation Committee

Image Information Education Promotion Society (1996 – 1998)

Virtual Life Display System Research Committee using Artificial Life, Japan Science and Technology Promotion Foundation (1996 – 1998)

MMCA Market Environment Preservation Enterprise (Initiative Contents Creation and Technology Development Support) Adoption Judgment Committee, (Business) Multimedia Contents Promotion Society (1998)

Program Committee of Virtual Environments'98, 4th Eurographics Conference and IEEE YUFORIC Germany (1998)

Meeting committee, Virtual Reality Society of Japan, Tokyo/Japan (1999- present)

Founding Director, Japanese Society of Art and Science (2000-present)

Program Committee, International Federation International Symposium on Intelligent Environments organized by Microsoft Cambridge External Research (2006)

IFIP, Technical Committee on Entertainment Computing (TC14), WG14.7 chair (2006-present)

International Conference on Advance in Computer Entertainment Technology (ACE), Program co-chair (2006)

International Program Committee, Edutainment (2007)

Technical Program Chair, DIMEA (2007)

Scientific Program Committee, IFIP International Conference on Entertainment Computing (ICEC) (2007)

Co-director, Theme of Reality Jam, International Symposium on Electronic Arts (ISEA) Singapore, (2008)

Program Committee, IFIP International Conference on Entertainment Computing (ICEC) (2009)

Keynote Speech and Invited Lectures:

(1) Naoko Tosa "Cultural Computing in Media" Invited Speech at 8th International Conference on Virtual-Reality Continuum and Its Applications in Industry, Tokyo Institute of Technology (2009)

(2) Naoko Tosa, "Cultural Computing in Media," Keynote speech at 4th Conference on Digital Media and its Application in Museum & Heritage. Organized by IEEE VR Committee, China Society of Image and

Graphics. (2009)

- (3) Naoko Tosa, "Cultural Computing" at National Museum of Singapore, The Salon, ISEA (2008)
- (4) Naoko Tosa, "Entertainment & Robotics" The Science Centre Singapore (2007)
- (5) Naoko Tosa, "New wave: Inter-Cultural Computing," Keynote speech at International Symposium on Intelligent Environments organized by Microsoft Cambridge External Research (2006)
- (6) Naoko Tosa, " Art & technology," Keynote speech at ACM SIGCHI International Conference on Advances in Computer Entertainment Technology (2006)
- (7) Naoko Tosa, "Cultural Computing" Invited Lecture at Columbia University Graduate of Electronic Engineering Dept. (2004)
- (8) Naoko Tosa, "Cultural Computing" Invited Lecture at Harvard University Graduate of School of Design (2003)
- (9) Naoko Tosa, "Zenetic Computer" Lecture at Class of MAS.878 Experiences in Interactive Expression, Media Lab, Massachusetts Institute of Technology (2002)
- (10) Naoko Tosa, "Art & Technology" Lecture at Class of MAS.879A Themes in Cinematic and Computational Art, Media Lab, Massachusetts Institute of Technology (2002)
- (11) Naoko Tosa, "Art & Technology" Lecture at Harvard University Graduate of School of Design (2002)
- (12) Naoko Tosa, "Interactive Comedy" Lecture at "Haru Festival" Consulate-General of Japan in Boston (2002)
- (13) Naoko Tosa, "Can Art & Technology Become a New Business?," The Second Digital Renaissance@Keihanna Symposium (Invited Speech) (2001.02)
- (14) Naoko Tosa, Ryohei Nakatsu, "Future Communications Based on Multimedia Technologies," U.S. Air Force Research Laboratories (AFRL) (Invited Speech) (1999.08)
- (15) Ryohei Nakatsu, Naoko Tosa, Takeshi Ochi, "Interactive Movie: a Virtual Environment with Narratives," Virtual Environment'98 (Key Note Speech), 17-1 - 17-4 (1998.06)
- (16) Naoko Tosa, "Life and Virtual Reality," VR Symposium Gifu'98, 6th Student-Opposition Handmade Virtual Reality Contest: IVRC'98 (1998).
- (17) Naoko Tosa, "Research on an Autonomous Actor Capable of Communicating with Humans using Kansei and its Theatrical Space," Electronic Information Communications Society, Image Engineering Research Specific Committee Sponsorship: Image Encoding Symposium (1998).
- (18) Naoko Tosa, "New Contents of Multimedia Emerging from Art & Technology," Basic Lecture in a General Meeting of the Ministry of International Trade and Industry Kyushu Multimedia Society (1997).
- (19) Naoko Tosa, Ryohei Nakatsu, "Creation of Narratives and Interactive Actors That Respond to Emotions," 1997 Information Studies Symposium (Invited Speech) (1997.01)
- (20) Ryohei Nakatsu, Naoko Tosa, "New Direction of Communication Technologies that Adopt Contents," ISCIE (Invited Speech) Nov.1996, pp. 9-16 (1996.11)
- (21) Naoko Tosa, "Generation of an Interactive Actor in a Cyber Movie," Artificial Intelligence Society Sponsorship: Artificial Intelligence Seminar (1996).
- (22) Naoko Tosa, "Integration of Art and Technology for Realizing Life-like Computer Characters," Life-like Computer Characters'96 (Invited Speech) pp. 62 (1996.10)
- (23) Naoko Tosa, Ryohei Nakatsu, "Creation of Interactive Actors for Cyber Movies," 22nd Annual Meeting of

Japan Society of Image Arts and Sciences (Invited Speech) pp. 20-21 (1996.06)

- (24) Naoko Tosa, Ryohei Nakatsu, "Generation of Interactive Actors for Future Movies," The 1st Conference on JSME Robotics and Mechatronics Symposia (Invited Speech) pp. 156-161 (1996.05)
- (25) Naoko Tosa, "Art and Technology – Life-Like Autonomous Character 'MIC' & Feeling Session Character 'MUSE'," Fuzzy Society Workshop: Viewing, Using, and Playing with Kansei Information (1996).

Publications:

Books

- (1) Naoko Tosa, "Cultural Computing" published by NTT Publishing. Co., Ltd (2009) in Japanese
- (2) Naoko Tosa, Seigow Matsuoka, Ryohei Nakatsu, "Computing Inspiration: i.plot," New Frontiers for Entertainment Computing, Springer (2008)
- (3) Naoko Tosa, Seigow Matsuoka, Brad Ellis, Ryohei Nakatsu, "Cultural Computing with Context-aware Application: ZENetic Computer," Entertainment Computing, Springer LNCS 3711, pp.13-23 (2005.9).
- (4) Naoko Tosa, "Art & Technology," Affective Minds, pp. 215-220 (2000.11).
- (5) Ryohei Nakatsu, Naoko Tosa, "Interactive Movies," in Handbook of Internet and Multimedia, pp. 581-592, CRC Press (1999.4.1).
- (6) Ryohei Nakatsu, Naoko Tosa, "Interactive Movies," Handbook of Multimedia Computing in CRC Press, pp. 701-712 (1998.4.1).

Journal Papers

- (1) Naoko Tosa, Hideo Obara, Michihiko Minoh, "Hitch Haiku: An Interactive Supporting System for Composing Haiku Poem," Entertainment Computing – ICEC2008, LNCS 5309, Springer (2008).
- (2) Naoko Tosa, Seigow Matsuoka, "ZENetic Computer: Exploring Japanese Culture," The Journal of the International Society for Arts, Sciences and Technology: LEONARDO, MIT Press, Vol.39, Nov.3, pp.205-211 (2006.04).
- (3) Naoko Tosa, Seigow Matsuoka, Brad Ellis, Ryohei Nakatsu, "Cultural Computing with Context-aware Application: ZENetic Computer," Entertainment Computing, Springer LNCS 3711, pp.13-23 (2005.9).
- (4) Naoko Tosa, "Interactive Comedy" Journal of the Institute of Image Information and Television Engineers, Vol.57, No.4, pp.454-455 (2003.4)
- (5) Ryohei Nakatsu, Naoko Tosa, Takeshi Ochi, Hideki Suzuki, "Concept and Construction of an Interactive Movie System," The Transaction of the IEICE of Japan, Vol.J.81-DII, No.5, pp.944-953 (1998.5)
- (6) Naoko Tosa, Ryohei Nakatsu, "Interactive Poem: A New Type of Poem Where Art and Technology Meet," Journal of the Institute of Image Information and Television Engineers, Vol.52, No.1, pp.60-63 (1998.1)
- (7) Naoko Tosa, "Creating a Movie with Autonomous Actor for That Respond to Emotions" SIGGRAPH - 97Course "Interactive Movie, -Techniques, Technology, and Contents" SIGGRAPH97 Course Note18 (1997).
- (8) Naoko Tosa, Ryohei Nakatsu, "Creating an Imaginary World with Autonomous Virtual Actors that Responds to Emotions," Transactions of the Virtual Reality Society of Japan, Vol.2, No.1, pp.11-98 (1997.3)

- (9) "The Esthetics of Artificial Life: Human-like Communication Character, 'MIC' & Feeling Improvisation Character, 'MUSE'," *Artificial Life V Proceedings*, pp143 – 151 (1996).
- (10) "Network Neuro-Baby with robotics hand," *HCI'95 Symbiosis of Human Artifact (Vol.1pp.77-82)* Elsevier Science B.V. (1995).
- (11) Naoko Tosa, "Transformation of Emotional Reality -The Era of the Artificial Life Character-" *Japan Society of Image Arts and Sciences ICONICS No.52* (1994).
- (12) Naoko Tosa, Koichi Murakami, Masanori Kakimoto, Shigeo Sato, "Neuro-Character," *AAAI'94 Workshop "AI and A-Life and Entertainment"* (1994).
- (13) Masanori Kakimoto, NaokoTosa, Junichi Mori, Asako Sanada "NEURO-BABY:The automatic facial expression synthesizer that responds to human voice by recognizing the feelings" *The 44th Annual convention Information Processing Society of Japan* (1993).

International Conferences papers

- (1) Naoko Tosa, "Creative Power of Cultural Computing" *International Computer and Culture Conference, Kyoto/Japan* (2010).
- (2) Naoko Tosa, "Japanese Cultural Computing" *The 13th Kyoto University International Symposium "New Horizons of Academic Visual-Media Practices"* (2009).
- (3) Naoko Tosa, "Hitch Haiku" *IFIP Entertainment Computing Conference Proceeding* (2009).
- (4) Naoko Tosa, "Computer Inspiration," *IFIP Entertainment Computing Conference Proceedings* (2008).
- (5) Naoko Tosa, "Hitch Haiku," *ACM SIGGRAPH 2007 Art Show Proceedings* (2007).
- (6) Naoko Tosa, "I.plot," *ACM SIGGRAPH 2005 Emerging Technology Proceedings* (2005).
- (7) Naoko Tosa, "ZENetic Interface," *ACM SIGGRAPH 2004 Emerging Technology Proceedings* (2004).
- (8) Ryohei Nakatsu, Naoko Tosa, "ACTIVE IMMERSION: THE GOAL OF COMMUNICATIONS WITH INTERACTIVE AGENTS," *Visual 2000 CD-ROM Proceedings VR-0017* (2000.09)
- (9) Ryohei Nakatsu, Naoko Tosa, "ACTIVE IMMERSION: THE GOAL OF COMMUNICATIONS WITH INTERACTIVE AGENTS," *KES'2000 (Invited Speech)* pp. 85-89 (2000.08)
- (10) Ryohei Nakatsu, Naoko Tosa, Rodney Berry, Larry Friedlander (Stanford University), Donald Marinelli (Carnegie Mellon University), "Exploring New Roles for Interactive Virtual Characters," *SIGGRAPH 2000 Program Guide*, pp. 42 (2000.07)
- (11) Naoko Tosa, "Exploring New Roles for Interactive Virtual Characters," *SIGGRAPH2000 Panel (Invited Speech)* pp. 122-124 (2000.07).
- (12) Naoko Tosa, Ryohei Nakatsu, "Interactive Art and Zen: Unconscious Flow," *International Conference on Information Visualization (IV2000)* (2000.07).
- (13) Ryohei Nakatsu, Naoko Tosa, "ACTIVE IMMERSION: THE GOAL OF COMMUNICATIONS WITH INTERACTIVE AGENTS," *Workshop on Achieving Human-Like Behavior in Interactive Animated Agents*, pp. 75-79 (2000.06).
- (14) Naoko Tosa, Ryohei Nakatsu, "Emotion based Multi-person Interactive Theater," *IWAIT2000 Vol. 3-1*, pp.

- 53-58 (2000.01).
- (15) Naoko Tosa, Ryohei Nakatsu, "Neuro-kid MIC" V2 Organization Seminar (1999.12).
- (16) Naoko Tosa, "From KANSEI Communication to SATORI Communication," Digital Renaissance in Keihanna Abstract (Invited Speech), pp. 10-11 (1999.11).
- (17) Ryohei Nakatsu, Joy Nicholson, Naoko Tosa, "Emotion Recognition and Its Application to Computer Agents with Spontaneous Interactive Capabilities," on ACM Multimedia'99, pp. 343-351 (1999.10).
- (18) Ryohei Nakatsu, Joy Nicholson, Naoko Tosa, "Emotion Recognition and Its Application to Computer Agents with Spontaneous Interactive Capabilities," on Creativity & Cognition 3, 1999, pp. 135-143 (1999.10).
- (19) Ryohei Nakatsu, Joy Nicholson, Naoko Tosa, "Emotion Recognition and Its Application to Computer Agents with Spontaneous Interactive Capabilities," on IEEE International Workshop on Multimedia Signal Processing, pp. 439-444 (1999.09).
- (20) Naoko Tosa, Ryohei Nakatsu, "Emotion Recognition-based Interactive Theater -Romeo & Juliet in Hades-," on Eurographics'99 (1999.09).
- (21) Ryohei Nakatsu, Naoko Tosa, "A-life Based Computer Cinema," Invencao(International Art & Technology Conference), pp. 49-50 (1999.08).
- (22) Ryohei Nakatsu, Joy Nicholson, Naoko Tosa, "Emotion Recognition and Its Application to Computer Agents with Spontaneous Interactive Capabilities," on HCI International '99, pp.142-146 (1999.08).
- (23) Ryohei Nakatsu, Alexandre Solomides, Naoko Tosa, "Emotion Recognition and Its Application to Computer Agents with Spontaneous Interactive Capabilities," on IEEE Multimedia Computing and Systems '99, Vol. 2, pp. 804-807 (1999.06).
- (24) Ryohei Nakatsu, Joy Nicholson, Naoko Tosa, "Emotion Recognition and Its Application to Computer Agents with Spontaneous Interactive Capabilities," Workshop on Emotion-Based Agent Architectures (EBAA'99), pp. 84-93 (1999.05).
- (25) Naoko Tosa, Ryohei Nakatsu, "Emotion-based,Multi-person Interactive Theater -Romeo & Juliet in Hades-," Workshop on Emotion-Based Agent Architectures (EBAA'99), pp.108-113 (1999.05).
- (26) Ryohei Nakatsu, Naoko Tosa, Takeshi Ochi, "Interactive Movie System with Multi-person Participation and Anytime Interaction Capabilities," Proceedings of ACM/ATR Workshop on Technologies for Interactive Movies, pp. 2-10 (1999.04).
- (27) Ryohei Nakatsu, Naoko Tosa, "Real-time Spontaneous Interaction System with Narratives," 1998 IEEE Second Workshop on Multimedia Signal Processing, pp. 247-252 (1998.12).
- (28) Naoko Tosa, Ryohei Nakatsu, "Interactive Poem System," on The 6th ACM International Multimedia Conference (ACM Multimedia '98), pp. 115-118 (1998.09).
- (29) Ryohei Nakatsu, Naoko Tosa, Takeshi Ochi, "Interactive Movie System with Multi-person Participation and Anytime Interaction Capabilities," on ACM Multimedia 98, pp. 129-137 (1998.09).
- (30) Naoko Tosa, Ryohei Nakatsu, "Alive Cinema - Romeo and Juliet in Hedes," Ninth International Symposium on Electronic Art (ISEA'98), pp. 42-43 (1998.09).

- (31) Naoko Tosa , “Integration of Art and Technology for Creating New Communications,” Ninth International Symposium on Electronic Art(ISEA’98), p. 14 (1998.09).
- (32) Naoko Tosa, Ryohei Nakatsu, “Recreating Ourselves -Romeo & Juliet in Hades by Future Movie-,” on Consciousness Reframed’98, p.51 (1998.08).
- (33) Naoko Tosa, Ryohei Nakatsu, “Artistic Communication for A-Life and Robotics,” on Digital Creativity, Vol. 9, No. 1, pp.53-61 (1998.08).
- (34) Naoko Tosa, Ryohei Nakatsu, “Interactive Poem,” on SIGGRAPH98 Sketch, p. 300 (1998.07).
- (35) Ryohei Nakatsu, Naoko Tosa, Takeshi Ochi, “Interactive Movie: a Virtual World with Narratives,” on Virtual World 98, pp.107-116 (1998.07).
- (36) Ryohei Nakatsu, Naoko Tosa, Takeshi Ochi, “Construction of an Interactive Movie System for Multi-person Participation,” IEEE ‘98 International Conference on Multimedia Computing and Systems, pp. 228-232 (1998.06).
- (37) Naoko Tosa, Ryohei Nakatsu, “Creation of Virtual Theater - Interactive Poem and Interactive Cinema -,” Virtual Environments (1998.06).
- (38) Ryohei Nakatsu, Naoko Tosa, Takeshi Ochi, “Interactive Movie: a Virtual Environment with Narratives,” on Virtual Environment’98 (Invited Speech), pp. 17-1 - 17-4 (1998.06).
- (39) Naoko Tosa, Ryohei Nakatsu, “Interactive Poem,” Proceedings of the AIMI International Workshop on Kansei - The Technology of Emotion, pp. 54-59 (1997.10).
- (40) Naoko Tosa, Ryohei Nakatsu, “Creating a Movie World with Autonomous Actors That Respond to Emotions,” on SIGGRAPH ‘97 Course (1997.08).
- (41) Ryohei Nakatsu, Naoko Tosa, “Inter Communication Theater - Toward the Realization of Interactive Movies -,” The First IEEE Signal Processing Society Workshop on Multimedia Signal Processing, pp. 519-524 (1997.06).
- (42) Ryohei Nakatsu, Naoko Tosa, “Toward the Realization of Interactive Movies-Inter Communication Theater: Concept and System-,” IEEE International Conference on Multimedia Computing and Systems, pp. 71-77 (1997.06).
- (43) Naoko Tosa, “Life-like, Believable Communication Agents -Introduction to the Course-“, on SIGGRAPH ‘96 Course (1996.08).
- (44) Naoko Tosa, Ryohei Nakatsu, ‘Life-like Communication Agent -Emotion Sensing Character “MIC” and Feeling Session Character “MUSE”,’ on The Third IEEE International Conference on Multimedia Computing and Systems (ICMCS), pp. 12-19 (1996.06).
- (45) Naoko Tosa, “Integration of Art and Technology for Realizing Life-like Computer Characters,” Life-like Computer Characters’96 (Invited Speech), pp. 62 (1996.10).
- (46) Naoko Tosa, Ryohei Nakatsu, “Interactive Actors for Future Movies”MIC&MUSE”, Life-like Computer Characters’96 (1996.10).
- (47) Naoko Tosa, Ryohei Nakatsu, “For Interactive Future Movie:Body Communication Actor,”MIC” & Feeling Improvisation Actor.”Muse”, International Symposium on Electronic Art, pp. 126-129 (1996.09).

(48) Naoko Tosa, Ryohei Nakatsu, "The Esthetics of Artificial Life Characters -NEURO BABY'95, "MIC&MUSE"-," Artificial Life V, pp. 122-129 (1996.05).

Review:

Design News No.192 1987 "ILLUST RELATION 4"

Design News No.193 1987 "ILLUST RELATION 5"

Design News No.195 1987 "ILLUST RELATION 6"

*Design News---a publication by the JAPAN INDUSTRIAL DESIGN PROMOTIONAL GROUP, which affiliated to the MINISTRY of International Trade and Industry.

Art Works:***Cultural Computing System***

Interactive Comedy (2001)

ZENetic Computer (2002-2004)

i.plot (2005~2010)

Hitch Haiku (2007~2008)

Hitch Haiku mobile (2009)

Media Art (Emotion, Unconscious and Storytelling)

Emotional translation Mail (2000-2001)

Interactive Sand Display (2000)

Unconscious Flow (1999-2000)

Play cinema "Romeo & Juliet in Hades" (1998-1999)

"Interactive Poem" (1996-1998)

"Neuro-kid MIC"(1995-2000)

"Networked Neuro-Baby" (1994-1995)

Talking to NEURO BABY (1992-1993)

Film archive

First Japanese Philosopher Kitaro Nishida, Philosopher of nothingness: From ZEN Buddhism made Japanese philosophy (2008) 12min

First Japanese Nobel Prize winner Hideki Yukawa, Creative human : From Eastern thinking to theoretical physics (2008) 13min

Video Art works

An Expression (1985) 9min, Stereo, Color

TRIP (1985) 8min, Stereo, Color

ECSTASY (1986) 6min, Stereo,Color

ISLAND -image- (1986) 7min, Stereo, Color

Pleasure (1986) 3min, Stereo, Color

TRANCE (1989) 6min, Stereo, Color

GUSH! (1989) 7min, Stereo, Color

Experimental Film

MEDITI 1982 3min

Amalgam 1984 10min

EAT 1986 3min

Distribution:

*Video ART works

VIDEO GALLERY SCAN (Tokyo/JAPAN)

ART COM (U.S.A.)

*Interactive ART works

TOSE Software Co., Ltd. (JAPAN/USA)