

ACCEPTED PAPERS

Technical Paper

- An Efficient Approach of Sokoban Level Generation. Yueyang Wu, Keiko Nakamoto and Takafumi Koike. (Hosei University, Japan)
- Modu-PET: A Design Approach to Re-purpose Polyethylene Terephthalate (PET) Bottles. Lawrence Louis Lim and Guillerma Mendoza. (College of Fine Arts and Design - University of Santo Tomas, Philippines)
- Expression of 3D Approaches for Makeup Representation with Eyebrows as Initial Measurement Point by Basic Observation of Stereoscopic Figuration Etsuko Kudo, Takuya Akashi and Takamitsu Tanaka. (Iwate University, Japan)
- Typography Design's New Trajectory Towards Visual Literacy for Digital Mediums. Stephen Poon. (Asia Pacific University of Technology & Innovation, Malaysia)
- Academic Performance of Digital Avatar eLearning Video in Processing Programming Class Rex Hsieh and Hisashi Sato. (Kanagawa Institute of Technology, Japan)
- Study of Information Media Education Adopted Glitch Art Production Yuichi Ito. (Kanagawa Institute of Technology, Japan)
- The Discourse of Gender in Technological Art in Taiwan. Ming Turner. (National Cheng Kung University, Taiwan)
- Action Research on the Gift Karma Project. Zheng-You Ke and Wen-Huei Chou. (National Yunlin University of Science and Technology, Taiwan)
- Assistant System of Offside Judgement Using Mixed Reality for Soccer's Referee. Kai Sawai and Mitsunori Makino. (Chuo University, Japan)
- Development of New Juggling Performance. Yushi Yahata and Toshihiro Komma. (Tokyo Metropolitan University, Japan)
- A Cheers Visualization System Using Mixed Reality Aimed at Improving Sense of Unity of Audience Mirai Oka and Mitsunori Makino. (Chuo University, Japan)
- Digital Signage Content Design with Interactive Display Characters. Takashi Ohta. (Tokyo University of Technology, Japan)
- Augmented Reality System Superimposing Illustrated Eyes on Real Eyes for Treatment of Scopophobia. Masatsugu Namiki and Mitsunori Makino. (Chuo University, Japan)
- Influence on Temperature Sensation by Audiovisual Stimulation in Mixed Reality. Gaku Yamanoue and Mitsunori Makino. (Chuo University, Japan)
- Automatic Generation of Pictorial Maps from Photos on Social Media to Represent Regional Features. Wentong Zhou and Taketoshi Ushiyama. (Kyushu University, Japan)
- Gamification Design for Waste Problems in Public Space Case Study: Gajah Tunggal Park, Tangerang (Phase 1). Nadia Mahatmi and Rr. Mega Iranti Kusumawardhani. (Universitas Multimedia Nusantara, Indonesia)

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- Experiment of 2:3:5 Ratio as Visual Composition Technique on Mobile Photography using Android Mobile Application “Cam 235” and Shot Composition on Digital Storyboard. Mohammad Rizaldi, Gideon K. Frederick and Christian Aditya. (Universitas Multimedia Nusantara, Indonesia)
- Playing Games or Writing Papers? User Activity Detection from Typing Sound. Yasunari Obuchi, Yukino Shoda and Keiko Ochi. (Tokyo University of Technology, Japan)
- A Proposal of Speech Training Application for Hearing-impaired Children using Portable Devices. Xi Sun, Yuankai Gao, Kuwahara Meeko and Kazuo Sasaki. (Tokyo University of Technology, MeiSei University, Japan)
- AR System with Operating Marker to Study the Law of Parallel and Series Electric Circuit Taiki Sekiguchi and Mitsunori Makino. (Chuo University, Japan)
- Personal Branding On Instagram: Visual Framing Analysis On The West Java Governor Candidates Online Campaign. Darfi Rizkavirwan. (Universitas Multimedia Nusantara, Japan)
- The 2:3:5 Ratio Experiment 'Rizratio' in Forming Digital Symmetrical Ornaments of Indonesian Traditional Batik. Joni Nur Budi Kawulur and Mohammad Rizaldi. (Universitas Multimedia Nusantara, Indonesia)
- Extremely-simple Piano Training System using Finger Tap Recognition. Junya Yamaguchi, Keiko Ochi and Yasunari Obuchi. (Tokyo University of Technology, Japan)
- Body as a Game Controller: The Relationship between Technology and Aesthetics of Interaction. Yusup Sigit Martyastiadi. (Universitas Multimedia Nusantara, Indonesia)
- Creative or Design-Driven Services Solution? A Critical Review Between “What” and “How” Questions. Nurul Dwi Purwanti. (National Cheng Kung University, Taiwan)
- The Curriculum Design of College-museum Project Based Learning on Digital Media Design. HanXing Chen and Wen Huei Chou. (National Yunlin University of Science and Technology, Taiwan)
- Game Design of “Battery”: Cooperative 2D Action Game. Shosuke Matsuya, Takashi Omichi, Yu Nakashima, Hisashi Sato and Rex Hsieh. (Kanagawa Institute of Technology, Japan)
- The Culinary Arts Interactive Video Master In Taste. Roslinda Salim and Mohammed Rusydi Razali. (Management & Science University, Malaysia)
- A study on Lecture Techniques and Achievements for Creative Convergence Design Education. Jang-Ook Kim. (Chosun University, South Korea)
- CCooking: Towards a Game for Teaching Fundamental Programming Concepts. Supawit Suksudprasert and Sukanya Ratanotayanon. (Thammasat University, Thailand)
- A study on Using Artificial Intelligence for Foreigners Calligraphy Writing Assistance. Wanzhen Zhou and Hong Yan (Hainan University, China)
- Study on APP Interface Design for Life Review of the Seniors. Xiang Yu Huang and Wen Huei Chou. (National Yunlin University of Science and Technology, Taiwan)
- Binary Space Partitioning Algorithm in Dungeon Generation. Benyamin Pratama Tjandra, Andre Rusli and Julio Cristian Young. (Universitas Multimedia Nusantara, Indonesia)
- Composition Design Support System for Shot of Enemy Character Appearance in Horror Movies. Yoshihisa Kanematsu, Yurika Takamura, Ryuta Motegi, Naoya Tsuruta, Koji Mikami and Kunio Kondo. (Tokyo University of Technology, Japan)

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- Life story – Co-creation with Intergenerational Interaction. Ya-Ling Ko and Wen Huei Chou. (National Yunlin University of Science & Technology, Taiwan)
- Virtual Marine Ranch for Fisheries Simulation. Jinxin Kang, Jiahui Liu and Hong Yan. (Hainan University, China)
- Ideation Process of Smart Park Design Innovation. Prima Murti Rane Singgih and Irma Desiyana. (Universitas Multimedia Nusantara, Indonesia)
 - How Comic in Social Media Shifts the Way It Imagined, Produced and Perceived by Indonesian Comic Creators. Gideon Frederick and Aditya Satyagraha. (Universitas Multimedia Nusantara, Indonesia)
- The Gate to The Empire: Transmedial Character in Star Wars Universe. Aditya Satyagraha and Gideon Kamang Frederick Hutapea. (Universitas Multimedia Nusantara, Indonesia)
- A Study on Chromatic Aberration Imaging Based on RGB Filtering. Qiuxia Li and Hong Yan. (Hainan University, China)
- The Unspoken Rules of Escalator (Stand Left, Walk Right). Mastina Masood, Fatin Rugaiyyah Zaki Anuar and Rusyaizila Ramli. (Management & Science University, Malaysia)
- Creating Paradox of Typography Amic Ho. (The Open University of Hong Kong, Hong Kong)
- The Development of Interactive 3D Halal Mobile Application for Muslim Travelers. Abdullah Pirus Leman, Laila Bai Xi Ya Ni and Rusyaizila Ramli. (Management & Science University, Universiti Sains Malaysia, Malaysia)
- Accessing Community towards Health Campaign with Fit and Wit. Mastina Masood, Nurulain Aqilah Jamalul Azhar and Rusyaizila Ramli. (Management & Science University, Malaysia)
- “Zack’s Robot Adventure” an Augmented Reality Book to Enrich Reading Habit Among Children Safinaz Mustapha, Muhd Afiq Khairul Anuardi and Rusyaizila Ramli. (Management & Science University, Malaysia)
- Space Explorer: A Procedurally Generated Game Using Perlin and Ridged-multifractal Noise. Vincent Dharma Simanjaya and Alethea Suryadibrata. (Universitas Multimedia Nusantara, Indonesia)

Art Paper

- WRITE MANGLER: An Experiment in Collaborative & Distributed Meaning Production. Nigel Power, Mathieu Ranson and Michael Trsuler. (King Mongkut's University of Technology Thonburi, Chulalongkorn University, Humble Projects, Thailand)
- CUBISTA: Applying Medical Information to Art. Masasuke Yasumoto and Takehiro Teraoka, (Kanagawa Institute of Technology, Takushoku University, Japan)
- Comparing Character Movement in Wayang Dance using Walk Cycle Animation. Dessy Tri Anandani Bambang, Irfansyah and Ahmad Hafiz. (Bandung Institute of Technology, Indonesia)
- Character Animation Design of a Divine Being’s Personification in 2D Animated Short Film “(IM)MORTAL THEATRE”. Johanna Febriany and Christine Mersiana Lukmanto. (Universitas Multimedia Nusantara, Indonesia)

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- Metaphorical Art Installation “Morning Breeze” in Mixed Media. Yana Erlyana, (Universitas Bunda Mulia, Indonesia)
- Designing Age-specific Character Animation to Portray Panic Reaction in 3D Animated Short “Trashure”. Audrey Audrey and Dominika Anggraeni Purwaningsih. (Universitas Multimedia Nusantara, Indonesia)
- Damar Character Visual Adaptation from 2D Illustration into 3D Character in “Dandang Kencana” Animation, Yohanes Merci Widiastomo. (Universitas Multimedia Nusantara, Indonesia)
- Islamic Representation in “Nussa” Animation as Learning Media for Children. Fathin Hanifah Langga, Hafiz Aziz Ahmad and Alvanov Zpalanzani, (Bandung Institute of Technology, Indonesia)
- Stage Effects “RT2Theater”, Kazuya Kojima, (Kanagawa Institute of Technology, Japan)
- Developing Hybrid Media Installation Game in Taman Gajah Tunggal. Agatha Maisie Tjandra, Lalitha Talitha Pinasthika and Rangga Winantyo, (Universitas Multimedia Nusantara, Indonesia)
- Utilizing Augmented Reality for Participatory Research Method in Designing Character. Bharoto Yekti. (Universitas Multimedia Nusantara, Indonesia)
- “Terlalu Tampan” (Too Handsome), from Webtoon to Cinema, a Performance Review. Kus Sudarsono. (Universitas Multimedia Nusantara, Indonesia)
- Futurism Art Movement Stylization towards Animation Setting and Props. Matheus Prayogo, (Universitas Multimedia Nusantara, Indonesia)
- Design of Mobile Application "Dapoer" for Millennials as Indonesian Traditional Recipes Preservation. Setya Putri Erdiana, Dianing Ratri and Irfansyah. (Bandung Institute of Technology, Indonesia)
- Simulation Game about Managing Game Development Pipeline, Irfan Dwi Rahadianto, Intan Rizky Mutiaz and Alvanov Zpalanzani. (Bandung Institute of Technology, Indonesia)
- Bacteria Simulation in Human Body Through Digital Storytelling in VR. Anggi Almira Rahma, Intan Rizky Mutiaz and Pingkan Adiwati. (Bandung Institute of Technology, Indonesia)
- Exposing Sound Processing and Discovering Beauty inside Your Own Voice -The System of Interactive Sound Installation “Your Angelic Voice”. Seiichiro Matsumura. (Tokyo University of Technology, Japan)

Poster

- Daily Electric Vehicle Charging Service Design connected with Convenience Stores and Restaurants in South Korea. Jeong Min Kim and Nam Choon Park. (Seoul Women's University, South Korea)
- Real-Time Rendering for Structural Color of Rock Dove. Yuta Arakawa, Keiko Nakamoto and Takafumi Koike (Hosei University, Japan).
- An Interactive Method of Cityscape Image Generation Using Game Engine. Keisuke Arihara, Tomoya Ito and Youetsu Sato. (National Institute of Technology, Ichinoseki College, Japan)
- Endangered Animal Awareness Campaign (Pangolin): ‘Pity Pangolin’. Ainil Hazimah Abdul Halim, Nurul Fitri Amirah Mohamad Ikhsan and Rusyaizila Ramli. (Management & Science University, Malaysia)

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Demo

- Improvement in Efficiency of Disassembly of Joint Cube Puzzle. Yimin Wang, Peng Jiang and Takamitsu Tanaka. (Iwate University, Japan)
- SVR-1 (Beta Version): An Educational VR Experience for Earthquake Disaster Mitigation in Bhutan. Sayuri Ohashi, Akari Kamiya, Soji Mochizuki, Ken Sonobe, Ryu Nakagawa and Takayoshi Aoki.(Nagoya City University, Japan)
- Exposing Sound Processing and Discovering Beauty inside Your Own Voice -The System of Interactive Sound Installation “Your Angelic Voice”. Seiichiro Matsumura. (Tokyo University of Technology, Japan)