

Note:

This article is a translation of an explanatory article originally written in Japanese:

Yuriko Takeshima and Kunio Kondo, *Learning from Examples: How to Write Papers in the Arts Field*, in *How to Write Art-Related Academic Papers: Recommendations for Writing*, pp. 21–27, *DiVA*, the Society of Arts and Sciences, 2021.

Available at: <https://www.art-science.org/diva/pdf/diva51-hq.pdf>

This article also draws on insights from peer-review results of Japanese-language papers submitted to the Journal of the Society of Arts and Sciences.

How to Write Art-Related Academic Papers: Recommendations for Writing

~ Joint Initiative by the Society for Art and Science & ADADA Japan ~

Learning from Examples: How to Write Papers in the Arts Field

Yuriko Takeshima, Kunio Kondo (Tokyo University of Technology)

5.1 Current Status of Paper Submissions in the Society for Art and Science

The Journal of the Society for Art and Science accepts original research papers (full papers or short papers) and review papers in three fields: art-related disciplines, science and technology disciplines, and interdisciplinary fields between art and science. The significant difference between original research papers and review papers is that the former need to be “novel and have at least one of the following qualities: reliability, usefulness, or artistic value,” while the latter need to be “useful and reliable.” In other words, novelty is a crucial criterion for submitting an original research paper. From 2015 to 2020, the number of papers submitted to the Society for Art and Science in the fields of science, interdisciplinary studies, and arts shows a clear trend: submissions in the arts field are significantly lower than in the other fields. Even when including interdisciplinary papers with artistic elements, the total number of submissions remains equal to or even lower than that of science and technology fields.

This chapter introduces the process of writing art-related academic papers, common points raised by reviewers, and provides valuable tips for submission. We recommend reading this before writing your paper.

The next section explains the peer review process and guidelines of the Society for Art and Science. Section 5.3 extracts and summarizes key points from "How to Write a Paper" [1-5], published in *DiVA* between 2011 and 2012. Section 5.4 presents examples of published papers in the arts and interdisciplinary fields to illustrate effective paper structures and writing styles. Section 5.5 compiles typical reviewer comments and recurring issues observed in submitted papers.

5.2 Peer Review Process

Submitted papers are assigned to editorial board members whose research field closely matches the submission, based on the paper's research field, category, and keywords. The assigned editor then requests reviews from researchers with sufficient expertise in the topic. The reviewer will examine the submitted paper(s) and decide on "acceptance," "conditional acceptance," or "rejection." For original research papers, two reviewers are assigned. If the two reviewers agree on their evaluation, that decision is adopted. If their evaluations differ, the assigned editor facilitates discussions between reviewers or consults the editorial board to determine the final outcome.

The authors of papers judged to be conditionally accepted must revise the paper to meet the conditions listed in the peer review results and resubmit it, along with the response letter. At this time, it is important not to ignore the conditions. The conditions listed in the peer review results are matters that should be addressed by correction or addition. However, in some cases, conditions may be specified that cannot be addressed or that the author does not think should be addressed. In such cases, the response letter submitted along with the revised manuscript must clearly state the reason why the condition is not met. In most cases, if the conditions are not met without explanation, the paper will be rejected. However, this is not the case if a satisfactory reason is provided to the reviewers.

The acceptance rate for the Journal of the Society for Art and Science is slightly below 50%, meaning that submission does not guarantee publication. However, careful preparation before submission significantly increases the likelihood of acceptance. We strongly encourage all co-authors to carefully review and refine the paper together prior to submission.

5.3 How to Write an Academic Paper

Writing a research paper requires understanding both "how to conduct research" and "how to structure the paper." This section focuses on the latter. We reference Hayato Togawa's five-part series "How to Write a Paper" [1-5], published in DiVA, to outline best practices for structuring and writing research papers.

5.3.1 General Structure of a Research Paper

The general structure of a research paper is as follows [1]:

- **Abstract** (in both Japanese and English)
- **Introduction**
- **Related Work**
- **Main Discussion (Methodology and Results)**
- **Evaluation**
- **Conclusion**
- **References**
- **Acknowledgments**

In the fourth part of “**How to Write a Paper**” [4], Togawa also discusses paper structure and suggests that understanding a research paper’s composition can be aided by relating it to the traditional **Ki-Sho-Ten-Ketsu** (introduction-development-twist-conclusion) structure commonly used in Japanese writing. Ki-Sho-Ten-Ketsu is a conventional Japanese narrative structure emphasizing a thematic ‘twist,’ which can help authors enrich the depth of their argumentation compared to the more linear Western style (IMRAD).

- **Introduction (Ki)** – Captures the reader’s interest
- **Main Discussion (Sho)** – Clearly presents the core research
- **Evaluation (Ten)** – Adds depth and significance to the content
- **Conclusion (Ketsu)** – Establishes the overall message of the paper

Togawa states that “putting together this structure is the way to success” [4]. The introduction “起” describes the background and purpose of the research and related studies, the main body “承” describes the contents of your proposal, the evaluation “轉” highlights the usefulness, reliability, and artistry of your proposal, and the closing “結” describes the conclusion and future issues. When writing a paper, it is essential to convey the content to the reader clearly and concisely, and it is also crucial to consider the overall structure of the paper.

5.3.2 The Importance of Related Work

Togawa explains the importance of related research in this second commentary [2] as follows.

(1) “A well-written section on related research will make your paper more readable and more highly regarded.”

If the differences between the authors' research and previous or related research and the characteristics of each can be made clear, it will be easier to understand the novelty of the proposed research. In other words, when reviewers evaluate the paper, it will be easier for them to understand the novelty of the proposed research.

(2) “A thorough investigation of related research will be a plus in advancing your research.”

When starting research, you need to determine whether your topic has already been explored in a published paper. At that time, by organizing the characteristics and issues of related papers, you can use them as a reference for the direction of your own research and how to proceed. The second commentary [2] also describes how to gather and organize information to summarize related and previous research, as well as how to design your research.

5.3.3 Writing the Main Discussion (Methodology & Results)

In the third part of 'How to Write a Paper' [3], Togawa explains how to write the main thesis with typical examples, saying, “There are various types of thesis content, and it is difficult to say what should be taken up, what should be omitted, and where the emphasis should be placed in the explanation. He goes on to explain how to write the main thesis, providing typical examples, and then outlines the following general points to keep in mind when writing the main thesis.

Regarding general considerations for writing the main discussion, he emphasizes the following points:

“Even if the reader's field is slightly different, they should be able to understand:

- What are the unique characteristics of this research?
- What kind of results were obtained?
- How can this research be useful?”

Furthermore, to make the research characteristics **easier to understand**, he suggests writing concise statements that connect to **future research directions**:

- "This research enables such an exciting possibility."
- "A groundbreaking experiment has succeeded."
- "A new application can be expected."

The following section will explain **specific paper structures and writing styles** by introducing **examples of published papers** in the **Journal of the Society for Art and Science**.

5.3.4 Writing the Evaluation Section

“Evaluation” is an important part of conveying the appeal of research content. Even in scientific fields, research evaluations can be poorly explained and rejected. Togawa [4] noted: “In art-related fields, it is not enough to merely explain a new expression technique. By allowing people to experience it, conducting surveys, and analyzing the results, one can dispel the suspicion that the work is self-centered.” This is a fundamental principle that applies to all papers by the Society of Arts and Sciences. He also said, "It would be wise to write answers to questions that are naturally expected when presenting at an academic conference in the paper." It is essential to conduct evaluation experiments and surveys at public exhibitions to evaluate the effectiveness of the proposed method or system and identify its key features. It is necessary to include an evaluation in the paper to prevent it from being perceived as a "simple school-level project." Evaluations should be based on the experimental purpose, method, and results, and should also include critical analysis and discussions.

5.3.5 Final Chapter: Conclusion

The final chapter should be kept as concise as possible. Togawa states in Part 5 [5]. In the summary chapter, the purpose of the research, the significance of the research, its characteristics, contributions, and future issues. Togawa recommends concluding in a manner that highlights future directions and inspires subsequent studies in the field.

5.4 Learning from Paper Examples

This section introduces articles published in the *Transactions of the Society for Art and Science*, focusing on works in the arts and interdisciplinary fields. It provides examples of how to effectively structure and write a research paper.

We hope that these examples will help you consider how to structure your research so that readers can easily understand it and appreciate its novelty, credibility, usefulness, and artistic merit. The examples discussed here are only some of the typical examples of research papers, so we recommend that each of you examine the structure and writing style of your own research paper for reference when compiling your own research into a paper.

5.4.1 Paper Structures

This subsection presents the structure of three art-related research papers, followed by four examples from interdisciplinary fields closely related to the arts.

(1) Example 1: Swellart – Sketch-Based Deformation Design Using Constrained Expansion [6]

This paper follows a standard structure commonly used in scientific and interdisciplinary fields. Chapter 1 describes the background and objectives, chapter 2 covers related work, and chapter 3 introduces the proposed method. The methodology is explained step by step, followed by the presentation of results and a user study evaluating the proposed approach. The final chapter presents conclusions and future work.

Paper Structure:

1. Introduction (Background and Objectives)
2. Related Work
3. Methodology of Swellart
4. Results
5. User Study
6. Conclusion and Future Work

(2) Example 2: Analysis of Characteristics in Interactive Content Works with the Theme of "Proximity in Human Relationships" [7]

Although this paper is categorized in the arts field, it follows a standard structure that can also be applied in scientific and interdisciplinary fields. Chapter 2 describes the background and purpose of the paper, and chapter 3 introduces the overall flow of the proposed method. Following this, the results and user test for evaluating the proposed method are described. The chapter concludes with a summary and discussion of future issues.

Paper Structure:

1. Introduction
2. Related Work
3. Case Studies
4. Analysis of Case Studies

5. Application of Findings
6. Conclusion and Future Work

(3) Example 3: dewLight – A Touchable Lighting System with the Theme of Collaboration (Short Paper) [8]

This paper, which describes the creation and exhibition of a work called dewLight and its evaluation, is a typical example of a paper in the arts field. Being a short paper, there is no chapter on related research; however, a chapter titled “Reference Works” is included to clarify the differences from other works. It also summarizes the exhibition at the Cultural Arts Exhibition and the evaluation of the exhibition at that time.

Paper Structure:

1. Introduction
2. Reference Works
3. Structure of dewLight
4. Exhibition Case Study
5. Conclusion

(4) Structure of a Paper in the Interdisciplinary Field

This section introduces four papers in the interdisciplinary field that can be used as references for writing art-related papers. Readers are encouraged to identify and analyze the chapter structures independently, using these papers as reference models.

Augmented Shadow Media: Proposal of an interactive media that extends the medial properties of shadows by applying KUI [9]: We have created a system based on the idea of extending real shadows as visual information media. The way you summarize the previous studies in the related studies, the way you describe the difference between the proposed method and the associated studies, and the novelty in the discussion at the end are very informative.

- Automatic Generation of Dynamic Projection Mapping for Leaves [10]: This paper proposes a technology called dynamic projection mapping and creates a new artwork using it. The explanation of the proposal and production of media artworks is informative.
- An attempt to create a new Japanese-style room using projection mapping that takes advantage of the characteristics of fittings [11]: This project is an evaluation experiment using digital technology to create installations for shoji screens and tokonoma (alcove) in a Japanese-style room. The methods of demonstration experiments and evaluation are described in detail.
- KAON (Face Sound): Interactive contents using face recognition [12]: In this paper, related research and works are described in chapter 2, and the concept of the proposed work is written in chapter 3. In chapter 4, the system configuration and functional evaluation are summarized, and the work is evaluated based on the results of an exhibition. The paper is then evaluated based on the results of exhibitions and other events

.5.4.2 Writing Style Examples

This subsection contains examples of sentences from the seven papers introduced in section 5.4.1 that clearly demonstrate novelty, reliability, usefulness, and artistry. If you are interested in any of the examples, please check before and after each sentence in the papers.

(1) Novelty

It is essential to clearly state the research's purpose and demonstrate its distinction from related studies, as well as the novelty and characteristics of the proposed method. The following is an example of a sentence from the aforementioned paper that includes the purpose, proposal, novelty, and characteristics of the proposed research.

Based on the above related research, this research aims to enable users who are not good at drawing to use the system intuitively by reading an image and hollowing out only the necessary area (Reference [6], Chapter 2).

- The purpose of this research is to investigate and analyze the characteristics of interactive contents created based on the same theme through the creation of specific content works inspired by the same theme (see [7], chapter 1).
- These studies are similar to this research in that they analyze the characteristics of works through production examples, but they focus on individual works or works on different subjects. The novelty of this paper lies in its analysis of the characteristics of multiple works produced on the same theme, “approaching distance between people” (see [7], chapter 2).
- In this study, a media artwork titled “dewLight” was created to allow people to enjoy the comfort of being involved with others and the fun of unexpected results (see [8], chapter 1).
- In this study, we propose “Augmented Shadow Media,” an interactive media that extends the media nature of real shadows (see [9], Abstract).
- In interaction research, shadows, virtual shadows, and projected virtual shadows are employed for expression. In contrast, this research utilizes real shadows as an interface to enable interaction with entities that cast shadows. The novelty lies in the fact that the animation of the real shadow is preserved and reproduced without the use of CG (see [9], chapter 2).
- This research is characterized by the fact that information on the shadow to be stored can be created and stored by manipulating the shadow (see [9], chapter 2).
- This research is novel in that it implements the interaction in a real-world setting composed of real shadows and real objects (see [9], Chapter 6).
- In this work, the plant itself and the appearance of the plant do not change because the result of the interaction is output in the virtual space, but in this research, by applying PM to the plant, we will create a work that changes the appearance of the plant itself (see [10], chapter 2).
- The purpose of this research is to propose a method for expanding and enhancing the functionality of the fittings that comprise a Japanese-style room by applying digital technologies such as projection mapping, thereby increasing the room's attractiveness (see [11], chapter 1).

- The goal of this research is to propose a new method of staging a Japanese-style room space by using projection mapping to virtually expand and exaggerate the functions of fittings while maintaining the original charm of the Japanese-style room (Ref. [11], Chapter 2). T
- In other related studies, Minoge et al.'s work using human shadows is an attempt similar to this work in that the viewer's presence itself triggers interaction, rather than any particular manipulation (see [12], chapter 2).
- The use of the metaphor of notes in a score is a characteristic feature of this work, as it seamlessly integrates the viewer with the music (see [12], chapter 2).
- The work is expected to create a place of communication where viewers can feel a sense of cooperation among themselves through the work, and its positioning as an "environment" in which many people are involved at the same time is what makes it different from other works (see [12], chapter 2).

(2) Reliability

It is a prerequisite that the text be easy to read and free of errors. As stated in Togawa's commentary No. 4 in section 5.3.4, "It is important to describe the evaluation in the paper. There are various evaluation methods; please refer to the following sample sentences and research papers for guidance. The results of the user test were compared with those of the previous study, and the current study's results were also compared.

- To avoid bias in the results due to the order in which the tools were used, we divided participants into two groups of 10 and conducted user testing by changing the order in which the two tools were used (see [6], chapter 5).
- During the exhibition period, people of all ages visited the exhibits, ranging from kindergarten to elementary school children accompanied by their families, to elderly individuals who stopped by while shopping, to those familiar with art (see [8], chapter 4).
- As a practice of creating artworks using this system, "Projection for Leaves" was presented at NICOGRAPH2018, and "Projection Mapping for Leaves" was presented and exhibited at the Asia Digital Art Awards Exhibition (ADAA) 2018. (Omitted) Both exhibitions were viewed by more than 100 visitors (see [10], chapter 4).
- When we asked the participants of the demonstration at the National Fittings Fair 2019 about the effectiveness of this system, we received responses from 58 men and women in their 20s to 70s, and 42 (72.4%) responded that they would like to use digital shoji screens (see [11], chapter 5).
- A demonstration experiment conducted by experts was held three times for convention attendees promoting wooden fittings, organized by the Aichi Prefecture Fittings Association, with a total of 30 people participating (see [11], chapter 5).
- A questionnaire survey was conducted to investigate the effect of the demonstration, where participants experienced the difference in atmosphere between Japanese-style rooms (see [11], chapter 5).
- KAON was exhibited at the Media Contents Exhibition, and a questionnaire survey was conducted to observe the audience's experience with the work (see [12], chapter 6).

(3) Usefulness

The following are sentences that indicate the usefulness of the proposed method or system in a paper in the field of the arts. It is recommended that the usefulness of the proposed method or system be clearly discussed in the evaluation experiment results.

- In the discussion of the evaluation experiment results, it would be helpful to clarify the usefulness of the proposed method and system. (see [6], chapter 5)
- It would be possible to promote deeper discussions by checking whether the ideas in the content work contain the elements corresponding to each point of view (see [7], chapter 5).
- In evaluating the works, we evaluated the functionality and the content itself. For the functional aspect, we evaluated the performance of the recognition rate depending on the distance of the face from the camera and the delay when multiple faces are recognized and displayed at the same time (see [12], chapter 5)

(4) Artistic Value

To demonstrate artistry, it is desirable to showcase awards received at exhibitions, comments from the audience, as well as the author's thoughts on the artistry of the proposed method or system and how it has been implemented. The following are examples of artistic statements.

- The concept of this work is to let people feel and enjoy the comfort of being involved with others and the fun of unexpected results, and it can be said that the objectives of the work have been achieved, albeit partially and qualitatively (see [8], chapter 4).
- The “dewLight” was an artwork that positively changed the relationship between the self and others, and assisted small communication through the sharing of artwork and sensibilities among the participants (see [8], chapter 5).
- The artistic characteristic of this research is that changes in shadows are expressed through physical changes in the three-dimensional space of the entities, without the use of computer graphics, by manipulating real shadows and altering the entities (see [9], chapter 6).
- This system automatically generates three types of effects and produces an interactive work in which the effects are projected onto plants (see [10], chapter 1).
- The system also has the potential to be used for interior decoration, as it has received comments such as “it is calming” and “I want it in my room. On the other hand, although the works were exhibited under the limitations of the equipment environment, the delay was not a particular problem in viewing the works. In addition, both works received high evaluations, including awards (see [10], chapter 4).
- The method utilized traditional craftsmanship and tasteful elements in the fittings, and was shown to achieve a virtually effective presentation of a Japanese-style room (see [11], chapter 5).
- All the participants in the experiment evaluated that “the effect of staging a Japanese-style room was improved” (see [11], chapter 5).

- KAON (KAON: Facial Sound) is an installation work that composes a musical score by comparing the viewer's face to a musical note and playing sounds accordingly (see [12], chapter 1).

5.5 Common Reviewer Comments

This section summarizes common issues highlighted in peer-review feedback on articles in the arts, categorized into four key perspectives: novelty, reliability, usefulness, and artistic merit. Kondo summarizes the reasons for non-acceptance of papers in the fields of science and technology in Reference [13], which should be read in conjunction with this section.

5.5.1 Novelty Issues

In most cases, papers that are judged to be ineligible or conditionally ineligible, including those in the arts, do not clearly describe the novelty of the work. To accurately demonstrate novelty, the concept of the work and the position and characteristics of the proposed method in relation to related research must be presented. In this section, we will introduce three categories of comments on novelty: “unclear novelty,” “lack of novelty,” and “questions about novelty.”

(1) Unclear Novelty

- No mention of novelty at all.
- The specific aspect of novelty is not explicitly stated.
- Lack of comparison or discussion with previous research.
- The concept of the work is not clearly stated, making it unclear how the work should be interpreted.
- The definition of the theme or terminology is ambiguous, making it difficult to understand the research intention.

(2) Insufficient Novelty

- The content has already been published in other papers.
- Minimal difference from previous works.
- The conclusion is self-evident and lacks innovation.

(3) Questionable Novelty

- Insufficient investigation of related and prior research.
- The study only reviews familiar research without broad literature coverage.
- The paper claims artistic value but lacks proper theoretical or aesthetic references.
- The relationship between cited works and the proposed research is unclear.

5.5.2 Reliability Issues

The main concerns regarding reliability fall into three categories: “Structural Issues,” “Insufficient Explanation,” and “Questionable Reliability.” The reliability of a paper can be enhanced by considering the symptomatic nature of the paper to make its claims more straightforward to understand, and by ensuring that explanations are sufficient and that the paper's meaning is clearly conveyed.

(1) Structural Issues

- The paper is not logically developed (e.g., the overall flow of the paper is not precise, the order in which the contents appear is not correct, etc.).
- The chapter title and content do not match.
- There is no distinction between existing research and the arguments presented in the paper.
- The objectives stated at the beginning of the paper are inconsistent with the conclusions presented at the end of the paper.

(2) Insufficient Explanation

- The basis for assumptions and suppositions in the paper is not explained.
- Abstract terms such as “unprecedented work” and “mysterious experience” are used, and the basis for such claims is not stated.
- Insufficient explanation of the proposed method so that the reader cannot reproduce it
- Adequate details and conditions under which the experiments were conducted
- Inadequate explanation of the meaning of the formulas used, coefficient values, etc.

(3) Questionable Reliability

- Incorrect descriptions are found based on the author's assumptions.
- The literature on which the argument is based lacks objectivity and credibility.
- The literature that is used as the basis for the arguments lacks objectivity and credibility.

5.5.3 Usefulness Issues

The primary concerns regarding usefulness fall into two categories: "Unclear Usefulness" and "Questionable Usefulness." It is essential to clearly define the objectives, methods, and results of evaluation experiments and to demonstrate the usefulness of the proposed method through thorough evaluation and discussion.

(1) Unclear Usefulness

- It is unclear whether the proposed method is more useful compared to existing methods.
- There is no description of whether the proposed method meets the objectives stated in the paper.
- The achievements and aspects of the proposed method that should be evaluated are not presented.

(2) Questionable Usefulness

- There is insufficient discussion on evaluation results.
- There are no application examples of the proposed method.
- The evaluation is not conducted appropriately.
- The description of the evaluation experiment is insufficient, making it difficult to evaluate the method's effectiveness.
- The evaluation relies solely on the author's subjective judgment, lacking objective data or third-party validation.

5.5.4 Artistic Value Issues

The primary concerns regarding artistic value are categorized into "Clarifying Artistic Concept" and "Insufficient Description of Artistic Features." To demonstrate the artistic merit of a work, it is essential to describe its concept and characteristics clearly.

(1) Unclear Artistic Concept

- The artistic concept and intent of the work are unclear.
- The relationship between the artistic concept and the final work is not evident.

(2) Inadequate Description of Artistic Features

- It is unclear which aspects of the work are being claimed as unique features.
- The connection between the artistic concept and the discussion in the paper is difficult to follow.

5.6 Reviewers Are Your Allies

This chapter outlines the submission requirements for art-related papers to the Society for Art and Science, the peer review process by the editorial board, and key insights from Togawa's article series "How to Write a Paper." It also introduces the structure of published papers, provides examples of effective writing, and discusses common reasons for paper rejection.

Reading papers that have been peer-reviewed by multiple experts offers valuable lessons—not only in academic writing but also in understanding the research landscape of your field. Before writing a research paper, we strongly recommend that you read this guide thoroughly. Authors who carefully review and apply the insights from this guide are more likely to receive positive feedback from reviewers.

We recommend referring back to:

Section 5.3: for Togawa's detailed writing advice

Section 5.4: for sample sentences from published papers

Section 5.5: for common reviewer comments and how to address them.

Reviewers are allies, not adversaries.

At the Society for Art and Science, all peer reviewers are volunteers who devote considerable time and care to providing constructive feedback.

Their goal is not to reject papers arbitrarily, but to help authors improve the clarity, rigor, and quality of their work.

Reviewers dedicate a significant amount of time to reading papers and identifying areas for improvement. They never reject a paper with good content without reason. Authors should recognize that reviewers are working in their best interest, making efforts to provide valuable feedback. Thus, authors should address the points raised, revise their work accordingly, and resubmit it.

Even if your paper receives a critical review, the feedback is still a valuable guide for improving your research and writing.

Persistence is key. By revising your paper based on reviewer comments, you greatly increase the chance of acceptance in future submissions.

References

1. Hayato Togawa, "How to Write a Paper, Part 1: Introduction," *Journal of the Society for Art and Science*, DiVA 25/26, pp. 9-12, 2011 (in Japanese).
2. Hayato Togawa, "How to Write a Paper, Part 2: Research Starting Points," *Journal of the Society for Art and Science*, DiVA 27, pp. 10-13, 2011 (in Japanese).
3. Hayato Togawa, "How to Write a Paper, Part 3: Writing the Main Discussion," *Journal of the Society for Art and Science*, DiVA 28, pp. 14-17, 2012 (in Japanese).
4. Hayato Togawa, "How to Write a Paper, Part 4: Writing the Evaluation Section," *Journal of the Society for Art and Science*, DiVA 29, pp. 10-13, 2012 (in Japanese).
5. Hayato Togawa, "How to Write a Paper, Part 5: The Final Chapter," *Journal of the Society for Art and Science*, DiVA 30, pp. 10-13, 2012 (in Japanese).
6. Kaiki Yuasa, Masanori Nakayama, and Issei Fujishiro, "Swellart: Sketch-Based Deformed Design Using Constrained Swelling," *Journal of the Society for Art and Science*, Vol. 16, No. 4, pp. 102-109, 2017 (in Japanese).
7. Tsukushi Inagami, Katsutsugu Matsuyama, Akira Sasaki, Kenta Motomura, and Kouichi Konno, "Characteristic Analysis of Interactive Contents Creation with the Theme 'Making Distance Sense Among People Close'," *Journal of the Society for Art and Science*, Vol. 17, No. 4, pp. 94-104, 2018 (in Japanese).

8. Tsukushi Inagami, Akira Sasaki, Katsutsugu Matsuyama, Kenta Motomura, and Kouichi Konno, "dewLight: Touchable Lighting with Theme of Harmony with Others," *Journal of the Society for Art and Science*, Vol. 17, No. 1, pp. 26-30, 2018 (in Japanese).
9. Kouta Kikuchi and Toshitaka Amaoka, "Augmented Shadow Media: Study for Interactive Media for Augmenting in Properties of Shadow as Media Using Kage User Interface," *Journal of the Society for Art and Science*, Vol. 18, No. 4, pp. 125-133, 2019 (in Japanese).
10. Tomoki Sueyoshi and Yuki Morimoto, "Automatic Generation of Dynamic Projection Mapping for Leaves," *Journal of the Society for Art and Science*, Vol. 20, No. 1, pp. 21-29, 2021 (in Japanese).
11. Shinya Oguri, Shinji Mizuno, Mayu Urata, Mamoru Endo, and Takami Yasuda, "A New Method of Spatial Effect to Japanese-Style Room by Shoji Projection Mapping," *Journal of the Society for Art and Science*, Vol. 19, No. 5, pp. 86-97, 2020 (in Japanese).
12. Takashi Ota and Jun Tanaka, "KAON: An Interactive Content using Face Detection Technique," *Journal of the Society for Art and Science*, Vol. 10, No. 3, pp. 148-156, 2011 (in Japanese).
13. Kunio Kondo, "Reviewer's View: Writing Better Research Papers," *Journal of the Imaging and Electronic Society*, Vol. 38, No. 5, pp. 795-800, 2009 (in Japanese).