



ISASE2015

The **1st** International Symposium on Affective Science and Engineering

March 22 (Sun.) - 23 (Mon.), 2015
Kogakuin University, Tokyo, Japan

Salutation

Welcome to ISASE2015



Hisao SHIIZUKA, Ph.D.
Chair of ISASE

Currently, research involving Kansei is receiving much attention. To understand why, we must briefly survey the history of knowledge. In the major streams of knowledge theory after Aristotle, René Descartes's approach emphasizing the analytical, objective, quantitative, materialistic, rational, universal, and deductive was, in a symbolic sense, the antithesis of Blaise Pascal's approach emphasizing the comprehensive, subjective, qualitative, mental, emotional, individualistic, and inductive. Blaise Pascal was the founder of probability theory and concerned with the handling of information. However, the age opted for modern rationalism and entered the era of Isaac Newton and Gottfried Wilhelm Leibniz, in which all matters were to be handled objectively and logically, as a result of the thorough elimination of the vagueness of human feeling and the subjective way of thinking.

Knowledge developed along rationalistic lines during this process, and science and technology evolved rapidly in the 20th century—or one might say, the 'century of machines.' However, humanity began to seek a sense of suitability between such mechanical systems and one's feelings. The 21st century has emerged as one in which humanity is to be established at the core of all things, and science and technology that acknowledge their affinity with humanity, as well as the natural and social environments in which we live, are now expected to be judged far superior to those that do not. This is because the problems that need to be solved in this time can no longer be dealt with under the conventional knowledge framework, and the most important insights are expected to be found in research that takes Kansei into account.

Affective engineering (or Kansei engineering) is a field of study that aims to contribute to society through the discovery and utilization of Kansei (affective) value. Kansei refers to the impression made by stimulus from the outside world. It is subjective and difficult to explain in a logical manner. Affective engineering is a science that strives to find methods for achieving Kansei value by focusing on the sense of suitability with human feeling that is difficult to explain solely in logical terms. Human intelligence is composed of two aspects: the emotional and sensory aspect, and the objective, precise, and quantitative thinking aspect. Long ago, these two aspects began to develop and specialize independently of one another, with the former typically expressing itself in the arts, fashion, and other fields based on Kansei, and the latter in science and engineering.

The combined field of affective science and affective engineering may be seen as emerging from the two separate developments, with the aim of uniting them. To maximize the utility of affective engineering research, we must look beyond mere quantitative research. What is important is the extent to which qualitative research, which takes into consideration aspects of quality that cannot be grasped in merely quantitative terms, is incorporated into the overall research. When human beings receive stimulus (information) from the outside world and process it in the brain, two mental processes are thought to take place; one overt and one covert. The former process corresponds to cognitive information processing and the latter to affective information processing. It is thought that the interaction of these two processing methods leads to the making of final decisions in human beings. If we consider the analogy of an iceberg floating in the ocean, cognitive information processing corresponds to the tip and affective information processing to the rest of the iceberg, which is hidden under the ocean surface (though, in this case, it will be the focus of countless future research topics). In this respect, there is great value in and need for affective engineering, and it will become a far more prominent field in coming years.

In light of the foregoing, the International Society of Affective Science and Engineering (ISASE) has now been established as an international organization devoted to introducing the new academic field of affective science and engineering to the world. Our hope is that ISASE will become a hub for researchers worldwide and for the promotion of affective research.

Keynote 1

13:00-14:20, Sunday, 22nd March
Room A0712, Floor 7

“Research, Education, and Practice for Design 3.0”



Kun-Pyo LEE

(Department of Industrial Design, KAIST)

Abstract: Historically, Design as a discipline has gone through big paradigm shifts where research, education, and is on the rise. The speech explores what those trends are, as well as what new research, educapractice greatly differ from each other. In recent years, the macro environment surrounding Design has rapidly changed and various emerging trends are strongly implying that a Design 3.0 as a new paradigm tion, and practice will be like for this new paradigm. First, a foundational model of the discipline is introduced, and the mutual relationships between research, education, and practice are described. Secondly, based on the disciplinary model, historic patterns of developments in Design paradigms are identified and compared as Design 0.0, 1.0, and 2.0. Moreover, characteristics and examples of research, education, and practice in design 0.0 (Craft), 1.0 (Design by Drawing), and 2.0 (User-centered Design) are also exemplified. A comparison of Design paradigms will be followed by listing up some emerging trends, which will be used for speculating research, education, and practice of Design 3.0. Finally some attempts for novel research, education, and practice in the department of Industrial Design at KAIST are introduced with some examples and discussed regarding their validity. The author hopes that the speech may provoke critical thought on what new research, education, and practice in this rapidly changing new design paradigm will be like.

Profile: Kun-Pyo Lee is the professor and head at Department of Industrial Design, KAIST, Korea and he also worked as the head of the corporate design center and executive vice president at LG Electronics in Seoul, Korea for last two and half years. He is also directing Human-Centered Interaction Design Lab.

He graduated from Joong Ang university (BFA), Institute of Design, Illinois Institute of Technology (MS. Design), and University of Tsukuba (Ph.D. Design) respectively. He has worked in the field of design methodology, design planning, user-centered design, user interface design, user-experience design and, most recently, crowd source design. He is serving as president for IASDR (International Association of Societies of Design Research)

In addition to teaching and conducting research, Dr. Lee has worked on research projects with many of the world's leading companies and organizations such as LG Electronics, Samsung Electronics, Johnson and Johnson, Volkswagen, and various governmental organizations. He has served on advisory boards of several organizations and journals in Korea and abroad, and has worked for various professional design organizations such as the International Association of Societies of Design Research (president), Design Research Society (Fellow & council member), Korea Society of Design Science (president), Korea Society of Emotion and Sensitivity (president), and Korea Society of Ergonomics (vice president).

He has published widely (over 350 articles, papers, books, and book chapters) both in Korea and abroad, has served on international juries, and has been an invited keynote speaker and lecturer at over 150 conferences and institutions throughout the world. Among many awards he has won are Grand Prize in the Japan Design Foundation's Osaka International Design Competition, best research in the Journal of Japanese Society of Kansei Engineering, best paper in the 2nd Asia Design Conference, best paper 2004 at the HCI conference, best paper in KSES conference, Grand Achievement awards, KSDS, best lecturer award, KAIST, and designer of the year by Monthly Design magazine (Korea).

Keynote 2

13:30-14:30 Monday, 23rd March
Room A0652, Floor 6

“Virtual Kansei as Robot Kansei”



Ken TOMIYAMA
(Chiba Institute of Technology)

Abstract: Can a robot have Kansei? What is Kansei for a robot? What good does robot Kansei have? How do we construct robot Kansei? This talk gives my answers to those questions. First, robots are machines. We define robots as clever, convenient tools, no more no less. As such, robots cannot have Kansei, which is unique to humans. Then, how can robots have Kansei? Our answer is virtual Kansei. Consider the emotion first. It is the emotion that humans perceive in a robot, which is induced by robot behavior. A robot is not really angry, but the human feels that the robot is angry. The ability of a robot that makes humans perceive a particular emotion in the robot is defined as the virtual emotion. In order to construct a system that generates virtual emotion, we closely observed human emotion and decided to construct three modules: emotion detector, emotion engine, and emotion expressive modulator. The emotion detector detects the emotion time-series of the partner human from their facial expression, voice sound and body motion. The emotion engine generates the internal virtual emotion of a robot using such methods as NN, Petri-net, HMM and so on. Finally, the emotion expressive modulator modulates robot motions in such a way that the robot expresses chosen emotions. Our recent study focuses on virtual Kansei, where we try to identify physical features that makes motions Kawaii and, eventually, let our robot to both express and understand Kawaii-ness in motion.

Personal History: Dr. Tomiyama graduated from Tokyo Institute of Technology in 1971 with B.Eng., and obtained M.S. and Ph.D. degrees in System Science at the University of California, Los Angeles (UCLA) in 1973 and 77, respectively. He worked at the University of Texas at El Paso (UTEP) 1977-81 and at Pennsylvania State University (PSU) 1981-88 as Assistant Professor. He received C. R. Nichols Teaching Excellence Award in 1981 at UTEP. He was chosen twice as a Summer Faculty Research Fellow by the US Air Force Office of Scientific Research and spent summer months at Air Force Geophysics Laboratory, Hanscom Air Force Base, MA in 1984 and at Air Force Wright Aeronautical Laboratory, Wright Patterson Air Force Base, OH in 1986. He was one of the core members to create the Central Pennsylvania Japanese School in 1984 and was a member of the Board of Directors, 1984-88. He joined the Department of Mechanical Engineering, Aoyama Gakuin University in Tokyo in 1988 first as Assistant Professor and promoted to Professor in 1991. He was chairman of the department, 1995-97. He was also jointly appointed as Researcher at Aoyama Gakuin University Research Institute, 1989-94. He was involved in creating a consortium of three academic departments in 2000, including the Department of Integrated Information Technology where he was the inaugurating chairman. In 2006, he moved to Chiba Institute of Technology to create the Department of Advanced Robotics with a novel curriculum, which served as a model at other institutions. He became a member of Future Robotics Technology Center (fuRo) in 2014. He is interested in system science, robotics, Kansei engineering, teaching and California wine. He authored and co-authored more than 150 publications. His recent works include development of robotics education materials and literature for young generation. He is a member of JSKE, IEEE, RSJ, SICE, ASME, etc.

Program Sunday, 22nd March

13:00 - 13:10 Opening ----- (Room A0712, Floor 7)

13:10 - 14:20 Keynote 1 Kun-Pyo LEE (KAIST) ----- **(Room A0712, Floor 7)**

“Research, Education, and Practice for Design 3.0”

14:30 -15:50 Oral Presentation Sessions

A1: Affective Marketing ----- (Room A0712, Floor 7)

A1-1: Product development of Les Merveilleuses LADURÉE cosmetics and experience value
Shoichi Kobayashi, Takao Someya (ALBION), Shin'ya Nagasawa (Waseda University)

A1-2: Application and Examination of the Concept of Experience Value in the Development of
"Ginza Honey" Skincare Products
Hiroko Kawanobe, Shoichi Kobayashi, Takao Someya (ALBION),
Atsuo Tanaka (GINZA Honey Bee project NPO), Shinya Nagasawa (Waseda University)

A1-3: Fourth generation electronic book industry preliminary essay
Hideaki Suzuki (North Asia University), Hiroshi Nunokawa (Iwate Prefectural University)

A1-4: Mobile Social Commerce Site : The Relationship of UX and Perceptions of Credibility
Kieun Kim (Sejong Cyber University)

B1: Affective Science and Engineering I ----- (Room A0715, Floor 7)

B1-1: Optimized Selection of Sampling Sites Network for Water Quality Monitoring of River in
Sri Lanka
Chamara Pramod Liyanage, Ashu Marasinghe (Nagaoka University of Technology)

B1-2: Fondness for Cosmetics and Kansei/Affective Value – A systems thinking approach to
understanding increased environmental awareness concerning cosmetics –
Mamika Kwahara (Kozo Keikaku Engineering), Masahiro Kiyosumi (Kyushu University)
Hisao Shiizuka (Shiizuka Kansei Engineering Laboratory)

B1-3: Developing a General-purpose Model for Generating Compatible Combinations
Hiroko Shoji (Chuo University)

B1-4: A Study on Care-Giver Free Cognitive Impairment Screening and Reminiscence Therapy
Tool for the Elderly
Nancy Yona, Shohei Kato (Nagoya Institute of Technology)

C1: Cognitive Psychology ----- (Room A0762, Floor 7)

C1-1: LDA-Based Text Classification Method for Psychological Counseling Data
Zhuang Shan, Shohei Kato (Nagoya Institute of Technology)

C1-2: The effect of approach or avoidance movement on the perception of animacy and
preference to the object
Moritaka Kouroki, Ken Matsuda (Yamaguchi University), Takashi Kusumi (Kyoto University)

C1-3: The effect of the Introductory Concept Map creation in short-time
Jun Minagawa (Sanyo Gakuen College)

C1-4: Correlations between Cognitive Performance and Heart Rate

Jung-chul Lee, Mi-hyun Choi, Sung-jun Park, Ul-ho Jeong, Ji-hye Baek
Seon-young Gim, Hyung-sik Kim, Soon-cheol Chung (Konkuk University)

D1: Affective Computing I ----- (Room A0765, Floor 7)

D1-1: Developing a Document Creating System for Affective Design: A Case Study in Card Design

Qianru Qiu, Kengo Omura (Fuji Xerox)

D1-2: Investigation on A Non-Verbal Emotion Assessment Tool in Cross-Cultural Context

Weihua LU (Nanjing University), Jean-François Petiot (L' UNAM)

D1-3: A study on Impressions of Monster Design in Pokemon

Masashi Yamada, Riu Yanagida, Ryo Yoneda (Kanazawa Institute of Technology)

D1-4: Incorporating Kansei Engineering Into Sound Design to Improve Sonification Performance

Ag Asri Ag Ibrahim, Shin Yi Yiap, Jetol Bolongkikit (University Malaysia Sabah)

16:00-17:40 Oral Presentation Sessions

A2: Fashion Design ----- (Room A0712, Floor 7)

A2-1: Effect of Jacket Fabric Stiffness on Comfort and Ease of Movement

Chihiro Sugiyama, KyoungOk Kim, Masayuki Takatera (Shinshu University)

A2-2: Effect of Patternmaker's Proficiency on the Creation of Clothing

KyoungOk Kim, Masayuki Takatera, Tsuyoshi Otani (Shinshu University)

A2-3: Creating a Bicycle Design Approach Model Based on Fashion Styles

Shuntaro Toyoda, Kaori Koizumi, Kakuro Amasaka (Aoyama Gakuin University)

A2-4: Research into the Comfort of Underwear Made from High-function Materials

Megumi Kokatsu, Satoshi Hosoya (Shinshu University)

A2-5: The Aesthetic Cute and Cool in Product Design Evaluation

Oluwafemi Samuel Adedabu, Toshimasa Yamanaka (University of Tsukuba)

B2: Affective Science and Engineering II ----- (Room A0715, Floor 7)

B2-1: Towards Detecting Appropriate Respondents to Questions Posted at Q&A Sites

Yuya Yokoyama, Teruhisa Hochin, Hiroki Nomiya (Kyoto Institute of Technology)

B2-2: Evaluation of the estimation accuracy for harmony between music and images based on various combinations of features

Kai Murata, Ryoma Yataka, Michiyuki Hirokane (Kansai University)

B2-3: Impression Expression System for a Sentence

Nguyen Thi Thu An, Masafumi Hagiwara (Keio University)

B2-4: A Text-based Automatic Waka Generation System Using Kansei

Ming Yang, Masafumi Hagiwara (Keio University)

Program Monday, 23rd March

9:10-10:30 Oral Presentation Sessions

E1: Culture Design ----- (Room A0611, Floor 6)

E1-1: Detection of Stepping Motion's Locomotion by Using Autocorrelation

Itto Abe, Hisaya Tanaka (Kogakuin university)

E1-2: A Study on Propagation of Visual Language Format in a Group

Hidetsugu Suto (Muroran Institute of Technology)

E1-3: Building a Sense of Caring for the Natural Environment through Promoting Multi-party Collaboration

Tomomi Maekawa (Tokyo Institute of Technology), Michael. T Seigel (Nanzan University),
Toshio Kuwako (Tokyo Institute of Technology)

E1-4: A Smart Scrapbook System based on Users Search Operations for Tourism Information Aggregation

Shohei Mine, Daisuke Kitayama (Kogakuin University)

F1: Affective Science and Engineering III ----- (Room A0615, Floor 6)

F1-1: Color Reproduction of Munsell Color System Using the LCD for Applying to the Training of Color Education

Masato Sakurai, Kohta Toda, Norio Emura,
Masashi Yamada (Kanazawa Institute of Technology)

F1-2: Metaphor recommendation system corresponding to the onomatopoeia expressing medical condition

Ryuichi Doizaki (The University of Electro-Communications),
Takahide Matsuda (St. Marianna University School of Medicine),
Akira Utsumi, Maki Sakamoto (The University of Electro-Communications)

F1-3: Initialization with Aroma Recipes as Pre-set in Interactive Tabu Search for Optimizing Fragrance Composition

Makoto Fukumoto, Shogo Fujino, Shimpei Koga (Fukuoka Institute of Technology)

F1-4: Text Data Mining of English Materials for Business Management

Hiromi Ban (Nagaoka University of Technology), Haruhiko Kimura (Kanazawa University),
Takashi Oyabu (Kokusai Business Gakuin College)

G1: Affective Measurement II ----- (Room A0652, Floor 6)

G1-1: Effect of dynamic alterations of drapes on fabric texture evaluation

Tomoharu Ishikawa, Ryota Tsuji, Kazuya Sasaki (Utsunomiya University),
Keiko Miyatake (Kyoritsu Women's University), Miyoshi Ayama (Utsunomiya University)

G1-2: Moe Voice -Analysis of the Speech Sound and Perception of the Synthesized Voice

Sayoko Takano, Masashi Yamada (Kanazawa Institute of Technology)

G1-3: Effects of Energizing and Relaxing Odors on Human Psychophysiology
Se Jin Park, Seung Nam Min, Heeran Lee, Murali Subramaniam, Yu Kyung Shin
(Korea Research Institute of Standards and Science)

G1-4: Affective Evaluation for Material Perception of Beads-Coated Resin Surfaces Using Visual and Tactile Sensations
Michiko Ohkura, Kazune Inoue, Ryota Horie (Shibaura Institute of Technology),
Masato Takahashi, Hiroko Sakurai, Takashi Kojima,
Kiyotaka Yarimizu, Akira Nakahara (DIC Corporation)

10:40-12:00 Oral Presentation Sessions

E2: Interaction Design ----- (Room A0611, Floor 6)

E2-1: Unmanned Sailing as Computational Affective Science
Hideaki Manabe, Kanta Tachibana (Kogakuin University)

E2-2: Development and Evaluation of a Smartphone Application for Self-Estimation of Mental Stress Level
Shuwa Kido, Ayako Hashizume, Tetsuaki Baba,
Takemi Matsui (Tokyo Metropolitan University)

E2-3: The study of the HAPTICS parameters relationship between the vibration and the Image about the mobile information devices
Masayoshi Kubo, Yuji Masuda, Syunta Aoshima (Kyoto Institute of technology)

E2-4: Inference of Emotional States Using Smartphone Sensor Data during Typical Use
Shuai chen, Eric W. Cooper, K. Kamei (Ritsumeikan University)

F2: Affective Science and Engineering IV ----- (Room A0615, Floor 6)

F2-1: Effects of trait curiosities on the appraisals of picture stimuli
Kazuji Nishikawa, Toshihiko Amemiya (Kansai University)

F2-2: The Effects of Scents on Emotion and Performance in User Experience of Application Software
Suomiya Bao, Toshimasa Yamanaka (University of Tsukuba)

F2-3: A Recommendation Mechanism for the Adaptation of the Activity Based Travel Demand Model
Manjula Madhuwanthi, Asanka Dharshana Dharmawansa, Ashuboda Marasinghe
(Nagaoka University of Technology)
Janaka Rajapakse (Tainan National University of the Arts)

F2-4: A Study of Emotional Expression Through Tactile and Gestural Interactions
Yang Liu, Celine Mougnot (Tokyo Institute of Technology)

G2: Affective Measurement III ----- (Room A0652, Floor 6)

G2-1: Emotional healthcare system
Somchanok Tivatansakul, Michiko Ohkura (Shibaura Institute of Technology)

G2-2: Effectiveness of Onomatopoeia Expressing the Operational Feeling of HMI Device
Yusuke Kusaba, Ryuichi Doizaki, Maki Sakamoto (The University of Electro-Communications)

G2-3: An Examination of Impression Changes Provided by Increasing a Bit-Depth of Display Devices

Michimi Inoue (Utsunomiya University),
Naoki Hashimoto (The University of Electro-Communications),
Miyoshi Ayama, Mie Sato (Utsunomiya University)

G2-4: Personality Traits Associated with Body Shape

Hikari Namatame (University of Tsukuba) , Miho Saito (Waseda University),
Yoko Sawamiya (University of Tsukuba)

13:30-14:30 Keynote 2, Ken TOMIYAMA (Chiba Institute of Technology) -- (Room A0652, Floor 6)
“Virtual Kansei as Robot Kansei”

14:40-16:20 Oral Presentation Sessions

E3: Affective Education ----- (Room A0611, Floor 6)

E3-1: Student Assessment Based on Affective-Cognitive Factors Using Fuzzy Membership Function and Fuzzy Rules

Fitra A. Bachtiar, Eric W. Cooper (Ritsumeikan University),
Gunadi H. Sulistyono (State University of Malang), Katsuari Kamei (Ritsumeikan University)

E3-2: A study on design education in consideration of freedom characteristics of the form of the concrete

Kotaro Matsumura (Miyagi Gakuin Women's University)

E3-3: E-Learning System with Real-time Feedback from Eye Tracking

Saromporn Charenpit, Kodai Ito, Michiko Ohkura (Shibaura Institute of Technology)

E3-4: Animatronics for Children's Reading Aloud Training

Hisanao Nakadai, Lee Seung Hee, Muneo Kitajima, Junichi Hoshino (University of Tsukuba)

E3-5: Perspective of the Peer Review System for Art Education

Miki Namatame, Yusuke Nagamori (Tsukuba University of Technology)

F3: Affective Science and Engineering V ----- (Room A0615, Floor 6)

F3-1: Study of Kawaii-ness in Motion

Shohei Sugano (Chiba Institute of Technology), Yutaka Miyaji (Aoyama Gakuin University),
Ken Tomiyama (Chiba Institute of Technology)

F3-2: Differences in Heart Beat Modulation between Excitedly Kawaii Feeling and Relaxingly Kawaii Feeling in Watching Photos

Miyuki Yanagi (Shibaura Institute of Technology),
Yoshiyuki Yamariku, Tomomi Takashina, Yoshikazu Hirayama (Nikon Corporation),
Ryota Horie, Michiko Ohkura (Shibaura Institute of Technology)

F3-3: A Visual Interface for Music Navigation based on Subjective and Objective Measures of Music Emotion Perception

Sugeeswari Lekamge, Ashu Marasinghe,
Pradeep Kalansooriya (Nagaoka University of Technology)

F3-4: Neuroeconomics Consideration of Selection Behavior using Heuristics: From the results of the Contingent Negative Variation Measurement

Hiromi Fujimori (Aoyama Gakuin University),
Mika Ito, Hisaya Tanaka (Kogakuin University)

F3-5: Satisfaction as a Measure of Quality in Use for Kansei Experience

Masaaki Kurosu (The Open University of Japan)

G3: Affective Measurement IV ----- (Room A0652, Floor 6)

G3-1: Effects of Fragrance on Subjective Impressions of Wet Cotton Cloth "Oshibori"

Takuma Kitamoto (Utsunomiya University), Yasuhiro Soeta (Sankyo),
Hiroshi Hasegawa (Utsunomiya University)

G3-2: Boundary Extension of Image in Visual Perception and Visual Navigation for Motor Control

Takuma Murakoshi, Makoto Ichikawa (Chiba University)

G3-3: Does Simultaneous Multiple Exposure Modulate the Mere Exposure Effect?

Taichiro Uechi (Chiba University), Shuichiro Taya (Taisho University)

G3-4: Degrees of fusion for two pure tones

Satoshi Okazaki, Makoto Ichikawa (Chiba University)

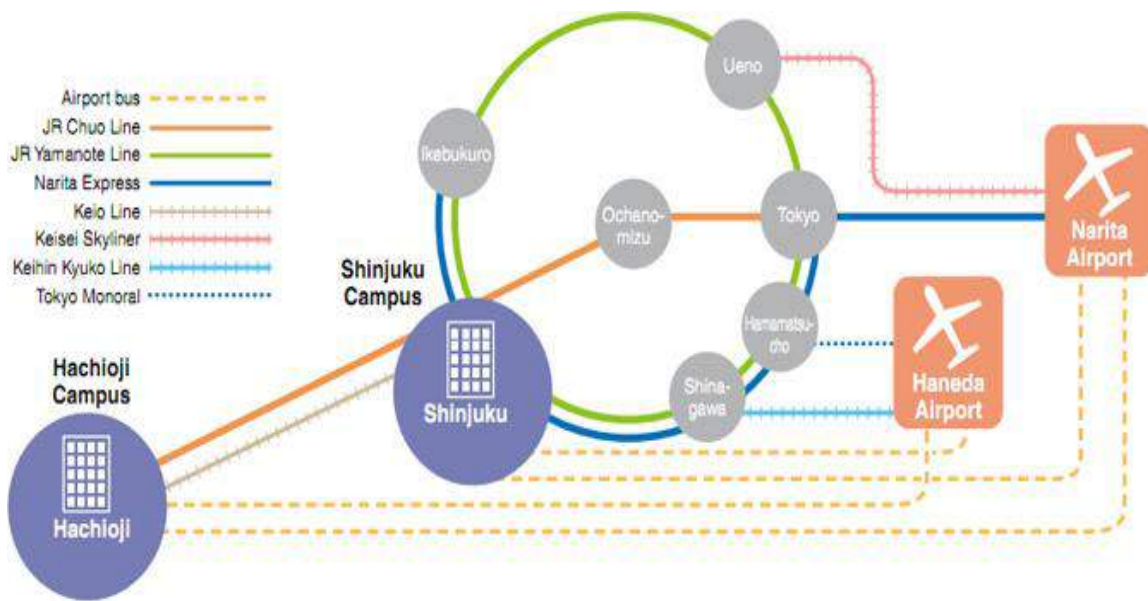
Access Map

Kogakuin University, Shinjuku Campus

1-24-2 Nishi-Shinjuku, Shinjuku-ku, Tokyo 163-8677

Tel: 03-3342-1211 (main switchboard)

Transportation from Narita & Haneda Airport



Narita Airport	Narita Express (approx. 80 min.)	Shinjuku
Narita Airport	Keisei Skyliner (approx. 60 min.)	Ueno
Narita Airport	Airport bus (approx. 85 min.)	Shinjuku
Narita Airport	Airport bus (approx. 160 min.)	Hachioji
Shinjuku	JR Chuo Line (approx. 35 min.)	Hachioji
Shinjuku	Keio Line (approx. 34 min.)	Hachioji
Haneda Airport	Airport bus (approx. 35 min.)	Shinjuku
Haneda Airport	Airport bus (approx. 75 min.)	Hachioji
Haneda Airport	Keihin Kyuko Line (approx. 13 min.)	Shinagawa
Haneda Airport	Tokyo Monorail (approx. 13 min.)	Hamamatsuchō
	JR Yamanote Line (approx. 24 min.)	Shinjuku
	JR Yamanote Line (approx. 18 min.)	Shinjuku
	JR Yamanote Line (approx. 21 min.)	Shinjuku

Access Map

Kogakuin University, Shinjuku Campus

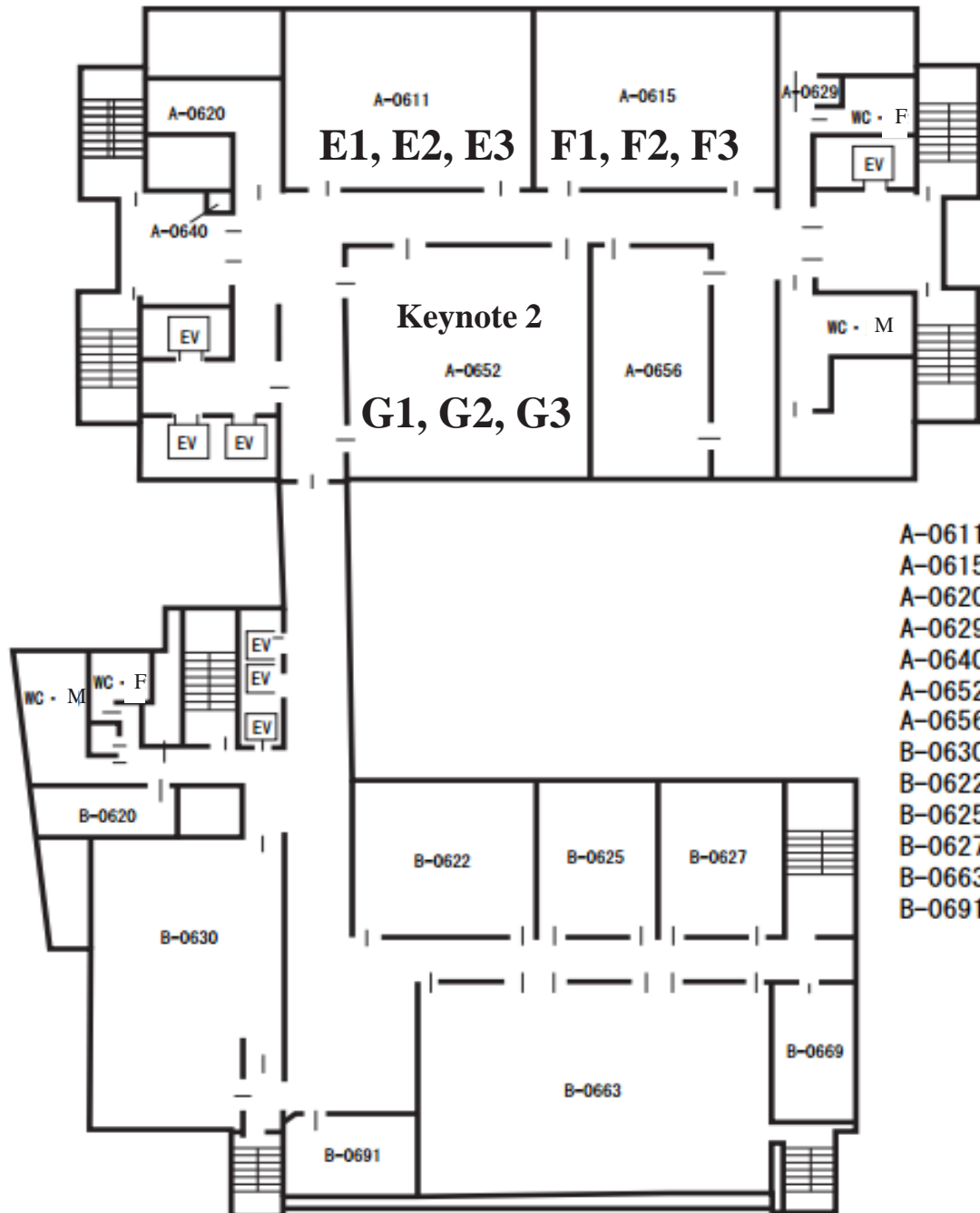
1-24-2 Nishi-Shinjuku, Shinjuku-ku, Tokyo 163-8677

Tel: 03-3342-1211 (main switchboard)

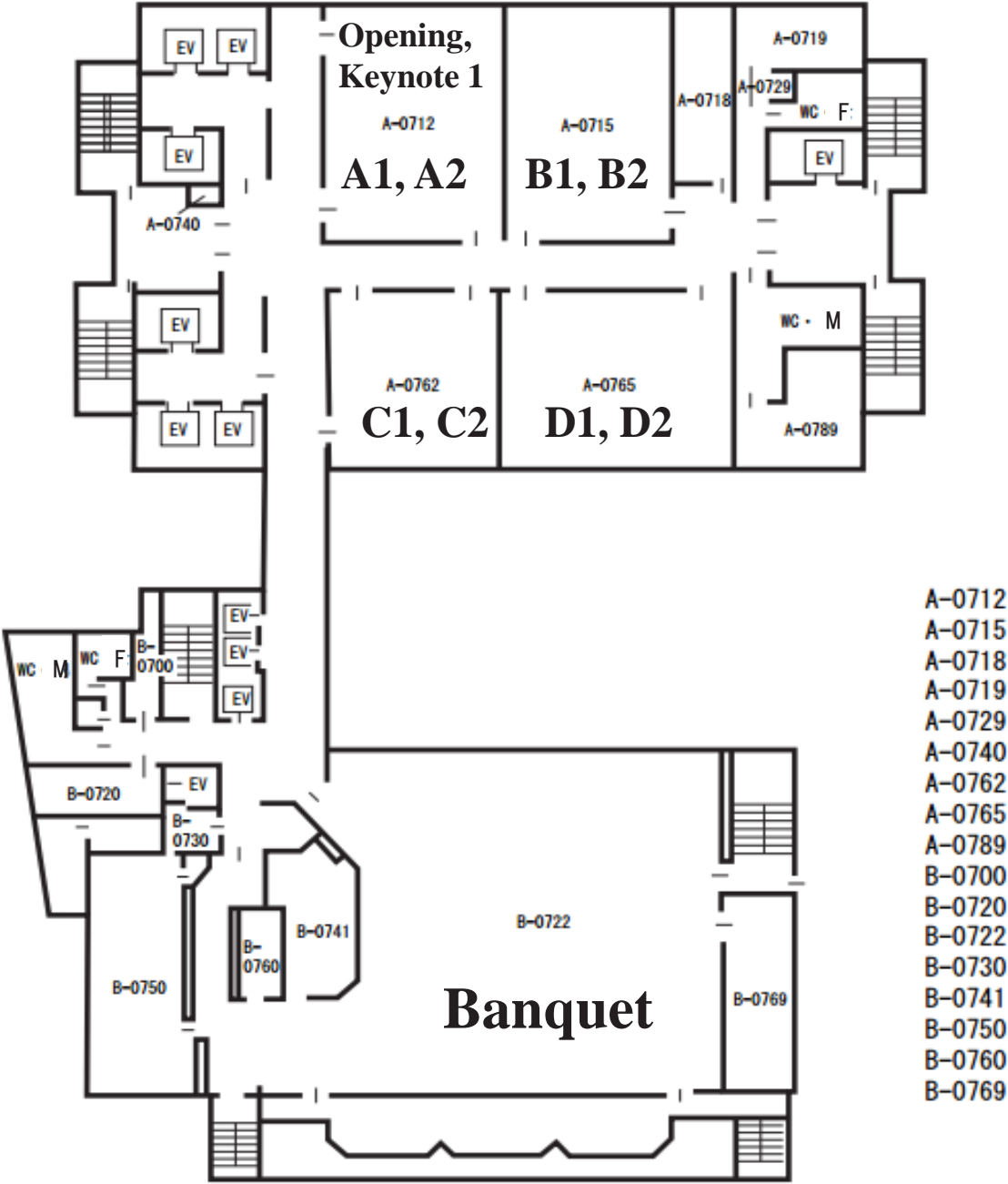


- A five-minute walk from JR Shinjuku Station, west exit
- A five-minute walk from Shinjuku Station on the Keio, Odakyu, Toei, or Tokyo Metro lines
- A three-minute walk from Tocho-mae Station on the Toei Oedo Line
- A 10-minute walk from Seibu Shinjuku Station on the Seibu Shinjuku Line

Floor 6, Venue Map, Monday, 23rd March



Floor 7, Venue Map, Sunday, 22nd March





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