

List of Publication

Shin'ichi Konomi

	in English	in Japanese	in German	Total	First author
Edited books	6	0	0	6	1
Book chapters	4	2	0	6	2
Journal publications	15	8	0	23	9
<i>(Peer reviewed)</i>	<i>(12)</i>	<i>(5)</i>	<i>(0)</i>	<i>(17)</i>	<i>(6)</i>
Conference publications	61	0	0	61	22
<i>(Peer reviewed)</i>	<i>(56)</i>	<i>(0)</i>	<i>(0)</i>	<i>(56)</i>	<i>(20)</i>
Workshop publications	37	43	0	80	33
<i>(Peer reviewed)</i>	<i>(24)</i>	<i>(6)</i>	<i>(0)</i>	<i>(30)</i>	<i>(16)</i>
Poster / demo publications	24	6	0	30	8
<i>(Peer reviewed)</i>	<i>(23)</i>	<i>(0)</i>	<i>(0)</i>	<i>(23)</i>	<i>(5)</i>
Convention publications	6	77	0	83	32
<i>(Peer reviewed)</i>	<i>(0)</i>	<i>(6)</i>	<i>(0)</i>	<i>(6)</i>	<i>(2)</i>
Technical reports & working papers	3	3	1	7	3
Editorials	5	0	0	5	0
Magazine articles	1	8	0	9	8
Patents	2	3	0	5	4
Theses	2	1	0	3	3
Total	166	151	1	318	125
Peer reviewed publications	115	17	0	132	49

Edited books

1. Shin'ichi Konomi, George Roussos (Eds.) (2016). Enriching Urban Spaces with Ambient Computing, the Internet of Things, and Smart City Design. Advances in Human and Social Aspects of Technology (AHSAT) book series. IGI Global, Hershey, PA, 2016. 323 pages. ISBN: 9781522508274
2. Paulo Novais, Shin'ichi Konomi (Eds.) (2016). Workshop Proceedings of the 12th International Conference on Intelligent Environments. Ambient Intelligence and Smart Environments series. IOS Press, Amsterdam, 2016. 644 pages. ISBN: 978-1-61499-689-7
3. George Roussos, Urs Hengartner, Shin'ichi Konomi, Kay Romer (Eds.) (2014). Proceedings of the 12th IEEE International Conference on Pervasive Computing and Communications (PerCom 2014). IEEE, Piscataway, NJ, March 2014. 215 pages. ISBN: 978-1479934454.
4. Yahiko Kambayashi, Shin'ichi Konomi, Kim Rose (Eds.) (2003). Proceedings of the 1st Conference on Creating, Connecting and Collaborating through Computing (C5 2003). IEEE Computer Society, Los Alamitos, CA, September 2003. 135 pages. ISBN: 978-0769519753.
5. Norbert A. Streitz, Jane Siegel, Volker Hartkopf, Shin'ichi Konomi (Eds.) (1999). Cooperative Buildings - Integrating Information, Organizations, and Architecture. Proceedings of the 2nd International Workshop on Cooperative Buildings (CoBuild'99). Lecture Notes in Computer Science 1670, Springer, Berlin/Heidelberg, December 1999. 244 pages. ISBN: 978-3540665960.
6. Norbert A. Streitz, Shin'ichi Konomi, Heinz-Jurgen Burkhardt (Eds.) (1998). Cooperative Buildings - Integrating Information Organization, and Architecture. Proceedings of the 1st International Workshop on Cooperative Buildings (CoBuild'98). Lecture Notes in Computer Science 1370, Springer, Berlin/Heidelberg, June 1998. 284 pages. ISBN: 978-3540642374.

Book chapters

1. Kaoru Sezaki, Shin'ichi Konomi (2010). Radio Frequency Identification Positioning. in Ahson, S. and Ilyas, M. (Eds.), Location-Based Services Handbook: Applications, Technologies, and Security. pp.91-108, CRC Press, Boca Raton, July 2010. 327 pages. ISBN: 978-1420071962. <http://dx.doi.org/10.1201/9781420071986-c4>.
2. Shin'ichi Konomi, Kaoru Sezaki, Masaru Kitsuregawa (2010). History-Enriched Spaces for Shared Encounters. in Willis, K.S., Roussos, G., Chorianopoulos, K. and Struppek, M. (Eds.), Shared Encounters. pp.47-60, Computer Supported Cooperative Work Series, Springer, Berlin/Heidelberg, January 2010. 311 pages. ISBN: 978-1848827264. http://dx.doi.org/10.1007/978-1-84882-727-1_3.
3. Tatsuya Inaba, Jin Mitsugi, Jun Murai, Shin'ichi Konomi (2007). RFID in Japan. in Banks, J., Hanny, D., Pachano, M. and Thompson, L. (Eds.), RFID Applied. pp.405-414, Wiley, Hoboken, March 2007. 528 pages. ISBN: 978-0471793656.
4. Norbert A. Streitz, Peter Tandler, Christian Mueller-Tomfelde, Shin'ichi Konomi (2001). Roomware: Towards the Next Generation of Human-Computer Interaction Based on an Integrated Design of Real and Virtual Worlds. in Carroll, J.M. (Ed.), Human-Computer Interaction in the New Millennium. pp. 553-578, ACM Press/Addison Wesley, New York, August 2001. 703 pages. ISBN: 978-0201704471.

Book chapters in Japanese

1. Shin'ichi Konomi (2015). Crowd Sensing and Participatory Sensing. in Asami, Y., Yano, K., Sadahiro, Y., Yuda, M. (Eds.), Geographical Information Science – GIS Standard –. Chapter 30.2, pp.193-195, Kokon Shoin Publishing, March 2015. 212 pages. ISBN: 978-4772252867.
2. Shin'ichi Konomi (1995). Hypermedia and Presentation. in Kambayashi, Y. (Ed.), Hypermedia and Object Bases. Chapter 4 (6 chapters in total). Distributed Collaborative Media Series 4, Kyoritsu Publishing, October 1995. 210 pages. ISBN: 978-4320027657.

Journal publications

1. Shin'ichi Konomi, Tomoyo Sasao, Simo Hosio, Kaoru Sezaki (2018). Using Ambient WiFi Signals to Find Occupied and Vacant Houses in Local Communities. Journal of Ambient Intelligence and Humanized Computing, pp.1-11. Springer, Berlin/Heidelberg. (in press) [JCR Impact Factor in 2016: 1.588] [refereed]
2. Simo Hosio, JorgeGoncalves, Niels van Berkel, Simon Klakegg, Shin'ichi Konomi, Vassilis Kostakos (2017). Facilitating Collocated Crowdsourcing on Situated Displays. Human-Computer Interaction, Taylor and Francis, to appear. <https://doi.org/10.1080/07370024.2017.1344126>. [JCR Impact Factor in 2017: 4.667] [refereed]
3. Muneeba Raja, Anja Exler, Samuli Hemminki, Shin'ichi Konomi, Stephan Sigg, Sozo Inoue (2017). Towards geospatial emotional perception. Geoinformatica Journal, 22, 1, pp.143-169, Springer, 2017. <http://dx.doi.org/10.1007/s10707-017-0294-1>. [5-Year Impact Factor: 1.434] [refereed]
4. Tomoyo Sasao, Shin'ichi Konomi, Vassilis Kostakos, Keisuke Kuribayashi, Jorge Goncalves (2017). Community Reminder: Participatory Contextual Reminder Environments for Local Communities. International Journal of Human-Computer Studies, 102, pp. 41-53, Elsevier, Amsterdam, June 2017. <http://dx.doi.org/10.1016/j.ijhcs.2016.09.001>. [5-Year Impact Factor: 2.902] [refereed]
5. Kaoru Sezaki, Shin'ichi Konomi, Masaki Ito (2016). User Participatory Sensing for Disaster Detection and Mitigation. Journal of Disaster Research, 11, 2, pp.207-216. Fuji Technologies Press, Tokyo, March 2016. <http://dx.doi.org/10.20965/jdr.2016.p0207>. [h-Index: 5] [refereed]
6. Tomoyo Sasao, Shin'ichi Konomi, Masatoshi Arikawa, Hideyuki Fujita (2015). Context Weaver: Awareness and Feedback in Networked Mobile Crowdsourcing Tools. Computer Networks: The International Journal of Computer and Telecommunications Networking, 90, Special Issue on Crowdsourcing. pp.74-84. Elsevier, Amsterdam, October 2015. <http://dx.doi.org/10.1016/j.comnet.2015.05.022>. [5-Year Impact Factor: 1.903] [refereed]

7. Niwat Thepvilojanapong, Shin'ichi Konomi, Yoshito Tobe (2011). Energy-Efficient Human Probes for High-Resolution Sensing in Urban Environments. *IEEJ Transactions on Electrical and Electronic Engineering*, 6(3). pp.273-279. Institute of Electrical Engineers of Japan, Tokyo, March 2011. <http://dx.doi.org/10.1002/tee.20655>. [5-Year Impact Factor: 0.447] [refereed]
8. Niwat Thepvilojanapong, Shin'ichi Konomi, Yoshito Tobe (2010). A Study of Cooperative Human Probes in Urban Sensing Environments. *IEICE Transactions on Communications, Special Section on Fundamental Issues on Deployment of Ubiquitous Sensor Networks*, E93-B(11). pp.2868-2878. The Institute of Electronics, Information and Communication Engineers, Tokyo, November 2010. <http://dx.doi.org/10.1587/transcom.E93.B.2868>. [5-Year Impact Factor: 0.446] [refereed]
9. Shin'ichi Konomi, Chang S. Nam (2009). Supporting Collaborative Privacy-Observant Information Sharing Using RFID-Tagged Objects. *Advances in Human-Computer Interaction Journal*, Vol. 2009. Article ID 713516, 13 pages. Hindawi Publishing, New York, December 2009. <http://dx.doi.org/10.1155/2009/713516>. [refereed]
10. Gerhard Fischer, Shin'ichi Konomi (2008). Innovative Socio-Technical Environments in Support of Distributed Intelligence and Lifelong Learning. *Journal of Computer Assisted Learning*, 23(4). pp.338-350. Blackwell, Oxford, August 2007. <http://dx.doi.org/10.1111/j.1365-2729.2007.00238.x>. [5-Year Impact Factor: 2.437] [refereed]
11. Shin'ichi Konomi, George Roussos (2007). Ubiquitous Computing in the Real World: Lessons Learnt from Large Scale RFID Deployments. *Personal and Ubiquitous Computing*, 11(7), Special Issue on Ubiquitous Computing in the Real World. pp.507-521. Springer, London, October 2007. <http://dx.doi.org/10.1007/s00779-006-0116-1>. [5-Year Impact Factor: 1.708]
12. Masatoshi Arikawa, Shin'ichi Konomi, Keisuke Ohnishi (2007). NAVITIME: Supporting Pedestrian Navigation in the Real World. *IEEE Pervasive Computing*, 6(3), Special Issue on Urban Computing. pp.21-29. IEEE Computer Society, Los Alamitos, CA, July 2007. <http://dx.doi.org/10.1109/MPRV.2007.61>. [5-Year Impact Factor: 4.395] [refereed]
13. Kaoru Sezaki, Shin'ichi Konomi (2007). Urban Computing Using RFID Location Markers. *Works in Progress: Urban Computing and Mobile Devices*, IEEE Distributed Systems Online, 8(7). IEEE Computer Society, Los Alamitos, CA, July 2007. <http://dx.doi.org/10.1109/MDSO.2007.46>.
14. Shin'ichi Konomi, Sozo Inoue, Takashi Kobayashi, Masashi Tsuchida, Masaru Kitsuregawa (2006). Supporting Colocated Interactions Using RFID and Social Network Displays. *IEEE Pervasive Computing*, 5(3), Special Issue on Real-World Deployments. pp.48-56. IEEE Computer Society, Los Alamitos, CA, July 2006. <http://dx.doi.org/10.1109/MPRV.2006.60>. [5-Year Impact Factor: 4.395] [refereed]
15. Shin'ichi Konomi, Tetsuya Furukawa, Yahiko Kambayashi (1992). Conditions of Efficient Updates on Network Structures. *Systems and Computers in Japan*, 23(6). pp.26-34. Wiley, Hoboken, March 21, 1992. <http://dx.doi.org/10.1002/scj.4690230603>. (This is an English translation of a peer-reviewed journal publication in Japanese and not counted as an original peer-reviewed publication. *Systems and Computers in Japan* publishes English translations of selected papers published in the *Journal of the Institute of Electronics, Information and Communication Engineers*.)

Journal publications in Japanese

1. Shin'ichi Konomi, Tomoyo Sasao, Hideyuki Fujita, Masatoshi Arikawa (2012). Enriching Participatory Sensing Environments through Scaffolding. *The IEICE Transactions*, Vol.J95-B, No.11. pp.1388-1395. The Institute of Electronics, Information and Communication Engineers, Tokyo, November, 2012. [reviewed]
2. Yoshito Tobe, Yoshihiro Kawahara, Shin'ichi Konomi (2011). Sensor Information Processing in the Info-plosion Era. *The Journal of the Institute of Electronics, Information and Communication Engineers*, 94(8), Special Issue on Cyberphysical Information Processing Created in the Info-plosion. pp.684-688. The Institute of Electronics, Information and Communication Engineers, Tokyo, August 2011.

3. Shin'ichi Konomi, Hiroki Ishizuka, Masayuki Iwai, Jun Miyazaki, Kaoru Sezaki, Yoshito Tobe (2011). I-Tree: A Spatial Time-series Indexing Mechanism for Supporting Integrated Retrieval of Sensing Data. *IPSJ Transactions on Databases*, 4(1). pp.26-39. Information Processing Society of Japan, Tokyo, March 2011. [refereed]
4. Hiroki Ishizuka, Shin'ichi Konomi, Yoshito Tobe, Kaoru Sezaki (2011). A Design of a Dynamic Mechanism for Generating Street-Based Image Flows Assuming the Availability of Photographs Taken with Mobile Devices. *The IEICE Transactions*, J94-D(1), Special Issue on Human Communication. pp.178-190. The Institute of Electronics, Information and Communication Engineers, Tokyo, January 2011. [refereed]
5. Arei Kobayashi, Shin'ichi Konomi (2010). Opportunities and Challenges of Mobile Phone-Based Sensing Environments. *Journal of Information Processing Society of Japan*, 51(9), Special Issue on Sensing Network. pp.1157-1163. Information Processing Society of Japan, Tokyo, September, 2010.
6. Shin'ichi Konomi, Kaoru Sezaki (2009). Real-World Sensing in Urban Life. *The Journal of The Institute of Electrical Engineers of Japan*, 129(3). pp.156-159. The Institute of Electrical Engineers of Japan, Tokyo, March 2009.
7. Sozo Inoue, Shin'ichi Konomi, Takashi Kobayashi, Masashi Tsuchida, Masaru Kitsuregawa (2006). Experience of the Network Display System with RFID for Participants in an Academic Conference. *DBSJ Letters*, 5(1). pp.81-84. The Database Society of Japan, Tsukuba, June 2006. [refereed]
8. Shin'ichi Konomi, Tetsuya Furukawa, Yahiko Kambayashi (1991). Conditions of Efficient Updates on Network Structures. *The IEICE Transactions*, J74-D-1(8). pp. 537-544. The Institute of Electronics, Information and Communication Engineers, Tokyo, August 1991. [refereed]

Conference publications

1. Yuta Taniguchi, Yiduo Gao, Kentaro Kojima, Shin'ichi Konomi (2018). Evaluating Learning Style-based Grouping Strategies in Real-world Collaborative Learning Environment. *Proceedings of the 6th International Conference on Distributed, Ambient, and Pervasive Interactions (DAPI 2018)*, Held as Part of HCI International 2018, Las Vegas, NV, July 15-20, 2018, pp.227-239. *Lecture Notes in Computer Science*, Springer, Berlin/Heidelberg, 2018. [refereed (abstract)]
2. Masanori Yamada, Misato Oi, Shin'ichi Konomi (2018). Effective learning environment design for aging well: A review. *Proceedings of the 6th International Conference on Distributed, Ambient, and Pervasive Interactions (DAPI 2018)*, Held as Part of HCI International 2018, Las Vegas, NV, July 15-20, 2018, pp.253-264. *Lecture Notes in Computer Science*, Springer, Berlin/Heidelberg, 2018. https://doi.org/10.1007/978-3-319-91131-1__20. [refereed (abstract)]
3. Shin'ichi Konomi, Kohei Hatano, Miyuki Inaba, Misato Oi, Tsuyoshi Okamoto, Fumiya Okubo, Atsushi Shimada, Jingyun Wang, Masanori Yamada, Yuki Yamada (2018). Towards Supporting Multi-generational Co-Creation and Social Activities: Extending Learning Analytics Platforms and Beyond. *Proceedings of the 6th International Conference on Distributed, Ambient, and Pervasive Interactions (DAPI 2018)*, Held as Part of HCI International 2018, Las Vegas, NV, July 15-20, 2018, pp.82-91. *Lecture Notes in Computer Science*, Springer, Berlin/Heidelberg, 2018. [refereed (abstract)]
4. Shin'ichi Konomi, Tomoyo Sasao (2018). Designing a Mobile Behavior Sampling Tool for Spatial Analytics. *Proceedings of the 6th International Conference on Distributed, Ambient, and Pervasive Interactions (DAPI 2018)*, Held as Part of HCI International 2018, Las Vegas, NV, July 15-20, 2018, pp.92-100. *Lecture Notes in Computer Science*, Springer, Berlin/Heidelberg, 2018. [refereed (abstract)]
5. Simo Johannes Hosio, Jaro Karppinen, Esa Pekka Takala, Jani Takatalo, Jorge Goncalves, Niels Van Berkel, Shin'ichi Konomi, Vassilis Kostakos (2018). Crowdsourcing treatments for low back pain. *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (CHI 2018)*, Montreal QC, Canada, April 21-26, 2018, Paper No. 276. <https://doi.org/10.1145/3173574.3173850>. [refereed]

6. Atsushi Shimada, Yuta Taniguchi, Fumiya Okubo, Shin'ichi Konomi, Hiroaki Ogata (2018). Online Change Detection for Monitoring Individual Student Behavior via Clickstream Data on e-Book System. Proceedings of the 8th International Conference on Learning Analytics and Knowledge (LAK '18), Sydney, New South Wales, Australia, March 7-9, pp.446-450. ACM Press, New York, 2018. <https://doi.org/10.1145/3170358.3170412>. [refereed]
7. Li Chen, Hirokazu Umemura, Yoshiko Goda, Fumiya Okubo, Yuta Taniguchi, Misato Oi, Shin'ichi Konomi, Hiroaki Ogata, Masanori Yamada (2018). Instructional Design and Evaluation of Science Education to Improve Collaborative Problem Solving Skills. Proceedings of Society for Information Technology and Teacher Education International Conference, Washington, D.C., United States, pp. 1364-1369. Association for the Advancement of Computing in Education (AACE). [refereed]
8. Atsushi Shimada, Shin'ichi Konomi (2017). Cross Analytics of Student and Course Activities from e-Book Operation Logs. Proceedings of the 25th International Conference on Computers in Education (ICCE2017), Christchurch, New Zealand, December 4-8, 2017, pp.433-438. [refereed]
9. Fumiya Okubo, Takayoshi Takayoshi, Atsushi Shimada, Shin'ichi Konomi (2017). Students' Performance Prediction Using Data of Multiple Courses by Recurrent Neural Network. Proceedings of the 25th International Conference on Computers in Education (ICCE2017), Christchurch, New Zealand, December 4-8, 2017, pp.439-444. [refereed]
10. Yuta Taniguchi, Fumiya Okubo, Atsushi Shimada, Shin'ichi Konomi (2017). Analysis on Students' Usage of Highlighters on Etextbooks in Classroom. Proceedings of the 25th International Conference on Computers in Education (ICCE2017), Christchurch, New Zealand, December 4-8, 2017, pp.514-516. [refereed]
11. Misato Oi, Fumiya Okubo, Yuta Taniguchi, Masanori Yamada, Shin'ichi Konomi (2017). Effects of Prior Knowledge of High Achievers on Use of e-Book Highlights and Annotations. Proceedings of the 25th International Conference on Computers in Education (ICCE2017), Christchurch, New Zealand, December 4-8, 2017, pp.682-687. [refereed]
12. Huiyong Li, Hiroaki Ogata, Tomoyuki Tsuchiya, Yubun Suzuki, Satoru Uchida, Hiroshi Ohashi, Shin'ichi Konomi, (2017). Using Learning Analytics to Support Computer-Assisted Language Learning. Proceedings of the 25th International Conference on Computers in Education (ICCE2017), Christchurch, New Zealand, December 4-8, 2017, pp.908-913 [refereed]
13. Fumiya Okubo, Atsushi Shimada, Yuta Taniguchi, Shin'ichi Konomi (2017). A Visualization System for Predicting Learning Activities Using State Transition Graphs. Proceedings of the 14th International Conference on Cognition and Exploratory Learning in Digital Age (CELDA 2017), Algarve, Portugal, October 18-20, 2017, pp.173-180. [refereed]
14. Atsushi Shimada, Shin'ichi Konomi (2017). A Lecture Supporting System Based on Real-Time Learning Analytics. Proceedings of the 14th International Conference on Cognition and Exploratory Learning in Digital Age (CELDA 2017), Algarve, Portugal, October 18-20, 2017, pp.197-204. [refereed]
15. Yuta Taniguchi, Fumiya Okubo, Atsushi Shimada, Shin'ichi Konomi (2017). Exploring Students' Learning Journals with Web-Based Interactive report Tool . Proceedings of the 14th International Conference on Cognition and Exploratory Learning in the Digital Age (CELDA 2017), Algarve, Portugal, October 18-20, 2017, pp.251-254 [refereed]
16. Masanori Yamada, Misato Oi, Shin'ichi Konomi (2017). Are Learning logs related to Procrastination? From the Viewpoint of Self-Regulated Learning. Proceedings of the 14th International Conference on Cognition and Exploratory Learning in the Digital Age (CELDA 2017), Algarve, Portugal, October 18-20, 2017, pp.3-10 [refereed]
17. Tomoyo Sasao, Shin'ichi Konomi (2017). Flyer Mapping in Art Museums: Acquiring Implicit Feedback Using Physical Objects. Proceedings of the 5th International Conference on Distributed, Ambient, and Pervasive Interactions (DAPI 2017), Held as Part of HCI International 2017, Vancouver, Canada, July 9-14, 2017, pp.371-379. Lecture Notes in Computer Science, Springer, Berlin/Heidelberg, 2017. [refereed (abstract)]

18. Shin'ichi Konomi, Tomoyo Sasao, Simo Hosio, Kaoru Sezaki (2017). Exploring the Use of Ambient WiFi Signals to Find Vacant Houses. Proceedings of the 2017 European Conference on Ambient Intelligence (Aml 2017), Malga, Spain, April 26-28, 2017, pp.130-135. Lecture Notes in Computer Science, Springer, Berlin/Heidelberg, 2017. [Best Short Paper Award] [refereed]
19. Samuli Hemminki, Keisuke Kuribayashi, Shin'ichi Konomi, Petteri Nurmi, Sasu Tarkoma (2016). Quantitative Evaluation of Public Spaces using Crowd Replication. Proceedings of the 24th ACM SIGSPATIAL International Conference on Advances in Geographic Information Systems (ACM SIGSPATIAL 2016), San Francisco, CA, October 31 - November 3, 2016, No. 63, 4 Pages. ACM Press, New York, 2016, ISBN: 978-1-4503-4589-7. <http://dx.doi.org/10.1145/2996913.2996946>. [refereed]
20. Shin'ichi Konomi, Kazuki Wakasa, Masaki Ito, Kaoru Sezaki (2016). User Participatory Sensing for Disaster Detection and Mitigation in Urban Environments. Proceedings of the 4th International Conference on Distributed, Ambient, and Pervasive Interactions (DAPI 2016), Held as Part of HCI International 2016, Toronto, Canada, July 17-22, 2016. pp.459-469. Lecture Notes in Computer Science 9749, Springer, Berlin/Heidelberg, 2016, ISBN: 978-3-319-39861-7. http://dx.doi.org/10.1007/978-3-319-39862-4_42. [refereed (abstract)]
21. Tomoyo Sasao, Shin'ichi Konomi (2016). The Use of Historical Information to Support Civic Crowdsourcing. Proceedings of the 4th International Conference on Distributed, Ambient, and Pervasive Interactions (DAPI 2016), Held as Part of HCI International 2016, Toronto, Canada, July 17-22, 2016. pp.470-481. Lecture Notes in Computer Science 9749, Springer, Berlin/Heidelberg, 2016, ISBN: 978-3-319-39861-7. http://dx.doi.org/10.1007/978-3-319-39862-4_43. (Best Paper Award) [refereed (abstract)]
22. Shin'ichi Konomi, Tomoyo Sasao (2016). Crowd Geofencing. Proceedings of the 2nd EAI International Conference on IoT in Urban Space (Urb-IoT 2016), Tokyo, Japan, May 24-25, 2016. pp.14-17. ACM Press, New York, 2016, ISBN: 978-1-4503-4204-9. <http://dx.doi.org/10.1145/2962735.2962744>. [refereed]
23. Kazuki Wakasa, Shin'ichi Konomi (2016). Weaving Urban Spaces through Visible Green to Increase the Awareness of Green Networks. Proceedings of the 2nd EAI International Conference on IoT in Urban Space (Urb-IoT 2016), Tokyo, Japan, May 24-25, 2016. pp.53-56. ACM Press, New York, 2016, ISBN: 978-1-4503-4204-9. <http://dx.doi.org/10.1145/2962735.2962758>. (Best Note Award Nominee) [refereed]
24. Shin'ichi Konomi, Shoji Kenta, Tomoyo Sasao (2015). Interpreting Food-Venue Visits: Spatial and Social Contexts of Mobile Consumption in Urban Spaces. Proceedings of the 3rd International Conference on Distributed, Ambient, and Pervasive Interactions (DAPI 2015), Held as Part of HCI International 2015, Los Angeles, CA, August 2-7, 2015. pp.568-577. Lecture Notes in Computer Science 9189, Springer, Berlin/Heidelberg, 2015, ISBN: 978-3319208039. http://dx.doi.org/10.1007/978-3-319-20804-6_52. [refereed (abstract)]
25. Tomoyo Sasao, Shin'ichi Konomi, Keisuke Kuribayashi (2015). Activity Recipe: Spreading Cooperative Outdoor Activities for Local Communities Using Contextual Reminders. Proceedings of the 3rd International Conference on Distributed, Ambient, and Pervasive Interactions (DAPI 2015), Held as Part of HCI International 2015, Los Angeles, CA, August 2-7, 2015. pp.590-601. Lecture Notes in Computer Science 9189, Springer, Berlin/Heidelberg, 2015, ISBN: 978-3319208039. http://dx.doi.org/10.1007/978-3-319-20804-6_54. [refereed (abstract)]
26. Tomoyo Sasao, Shin'ichi Konomi, Masatoshi Arikawa, Hideyuki Fujita (2015). Touch Survey: Comparison with Paper and Web Questionnaires for Community Mapping. Proceedings of the 2015 International Symposium on Cartography in Internet and Ubiquitous Environments, Tokyo, Japan, March 17-19, 2015. [refereed (abstract)]
27. Shin'ichi Konomi, Wataru Ohno, Tomoyo Sasao, Kenta Shoji (2014). A Context-Aware Approach to Microtasking in a Public Transport Environment. Proceedings of the 5th IEEE International Conference on Communications and Electronics, Special session on crowdsourcing and crowdsourcing applications, Da Nang, July 30 - August 1, 2014. pp.498-503. IEEE, Piscataway, 2014, ISBN: 978-1479950492. <http://dx.doi.org/10.1109/CCE.2014.6916754>. [refereed]

28. Tomoyo Sasao, Shin'ichi Konomi (2014). U.App: An Urban Application Design Environment Based on Citizen Workshops. Proceedings of the 2nd International Conference on Distributed, Ambient, and Pervasive Interactions (DAPI 2014), Held as Part of HCI International 2014, Heraklion, Crete, Greece, June 22-27, 2014. pp.605-616. Lecture Notes in Computer Science 8530, Springer, Berlin/Heidelberg, 2014, ISBN: 978-3319077871. http://dx.doi.org/10.1007/978-3-319-07788-8_56. [refereed (abstract)]
29. Shin'ichi Konomi, Tomoyo Sasao, Wataru Ohno, Kenta Shoji (2013). Crowd-Powered Mechanisms for Viewing and Imaging Public Spaces. Proceedings of the 2013 International Conferences on Computer Graphics, Visualization, Computer Vision, and Game Technology (VisioGame 2013), Jakarta, Indonesia, December 2013. pp.57-62. Advances in Intelligent Systems Research, Atlantis Press, Amsterdam, 2014. [refereed]
30. Shin'ichi Konomi, Kenta Shoji, Wataru Ohno (2013). Rapid Development of Civic Computing Services: Opportunities and Challenges. Proceedings of the 1st International Conference on Distributed, Ambient, and Pervasive Interactions (DAPI 2013), Held as Part of HCI International 2013, Las Vegas, NV, USA, July 21-26, 2013. pp.309-315. Lecture Notes in Computer Science 8028, Springer, Berlin/Heidelberg, 2013, ISBN: 978-3642393501. http://dx.doi.org/10.1007/978-3-642-39351-8_34. (Best Paper Award) [refereed (abstract)]
31. Shin'ichi Konomi (2011). Smart Urban Spaces That Make Us Smart. Proceedings of the 1st Annual International Congress of u-World, Dalian, China, October 23-25, 2011. p.108.
32. Shin'ichi Konomi (2011). Community Mapping for Cross-Boundary Research Collaboration. Proceedings of the 9th Conference on Creating, Connecting and Collaborating through Computing (C5), Kyoto, Japan, January 18-20, 2011. pp.11-16. IEEE Computer Society, Los Alamitos, CA, 2011, ISBN: 978-0769543635. <http://dx.doi.org/10.1109/C5.2011.10>. [refereed]
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