

List of Publication

Shin'ichi Konomi

	in English	in Japanese	in German	Total	First author
Edited books	21	0	0	21	1
Book chapters	7	3	0	10	3
Journal publications (Peer reviewed)	28 (25)	10 (6)	0 (0)	38 (31)	10 (6)
Conference publications (Peer reviewed)	79 (71)	0 (0)	0 (0)	79 (71)	25 (22)
Workshop publications (Peer reviewed)	51 (29)	47 (6)	0 (0)	98 (35)	34 (17)
Poster / demo publications (Peer reviewed)	37 (32)	7 (0)	0 (0)	44 (32)	10 (6)
Convention publications (Peer reviewed)	24 (0)	82 (3)	0 (0)	106 (3)	32 (1)
Technical reports & working papers	3	3	1	7	3
Editorials	6	0	0	6	0
Magazine articles	1	8	0	9	8
Patents	2	3	0	5	4
Theses	2	1	0	3	3
Total	261	164	1	426	133
Peer reviewed publications	157	15	0	172	52

Edited books

1. Norbert Streitz, Shin'ichi Konomi (Eds.) (2024). Distributed, Ambient and Pervasive Interactions. Proceedings of the 12th International Conference, DAPI 2024, Held as Part of HCI International 2024, Washington, DC, USA, June 29 - July 4, 2024, Part I, ISBN: 978-3-031-59987-3, Springer, Berlin/Heidelberg, LNCS 14718, 000+000 pages.
2. Norbert Streitz, Shin'ichi Konomi (Eds.) (2024). Distributed, Ambient and Pervasive Interactions. Proceedings of the 12th International Conference, DAPI 2024, Held as Part of HCI International 2024, Washington, DC, USA, June 29 - July 4, 2024, Part II, ISBN: 978-3-031-60011-1, Springer, Berlin/Heidelberg, LNCS 14719, 000+000 pages.
3. Vincent G. Duffy, Heidi Krömker, Norbert A. Streitz, Shin'ichi Konomi (Eds.) (2023). HCI International 2023 - Late Breaking Papers.. Proceedings of the 25th International Conference on Human-Computer Interaction, HCII 2023, Copenhagen, Denmark, July 23-28, 2023, ISBN: 978-3-031-48046-1, Springer, Berlin/Heidelberg, LNCS 14057, XXI+648 pages.<https://doi.org/10.1007/978-3-031-48047-8>.
4. Norbert Streitz, Shin'ichi Konomi (Eds.) (2023). Distributed, Ambient and Pervasive Interactions. Proceedings of the 11th International Conference, DAPI 2023, Held as Part of HCI International 2023, Copenhagen, Denmark, July 23 - 28, 2023, Part I, ISBN: 978-3-031-34667-5, Springer, Berlin/Heidelberg, LNCS 14036, XXVI+407 pages.
5. Norbert Streitz, Shin'ichi Konomi (Eds.) (2023). Distributed, Ambient and Pervasive Interactions. Proceedings of the 11th International Conference, DAPI 2023, Held as Part of HCI International 2023, Copenhagen, Denmark, July 23 - 28, 2023, Part II, ISBN: 978-3-031-34608-8, Springer, Berlin/Heidelberg, LNCS 14037, XX+487 pages.

6. Masaaki Kurosu, Sakae Yamamoto, Hirohiko Mori, Dylan D. Schmorrow, Cali M. Fidopiastis, Norbert A. Streitz, Shin'ichi Konomi (Eds.) (2022). *HCI International 2022 - Late Breaking Papers. Multimodality in Advanced Interaction Environments*. Proceedings of the 24th International Conference on Human-Computer Interaction, HCII 2022, Virtual Event, June 26-July 1, 2022, ISBN: 978-3-031-17617-3, Springer, Berlin/Heidelberg, LNCS 13519, XX+558 pages.
7. Norbert Streitz, Shin'ichi Konomi (Eds.) (2022). *Distributed, Ambient and Pervasive Interactions. Smart Environments, Ecosystems, and Cities*. Proceedings of the 10th International Conference, DAPI 2022, Held as Part of HCI International 2022, Virtual Event, June 26 - July 1, 2022, Part I, ISBN: 978-3-031-05462-4, Springer, Berlin/Heidelberg, LNCS 13325, XXV+446 pages.
8. Norbert Streitz, Shin'ichi Konomi (Eds.) (2022). *Distributed, Ambient and Pervasive Interactions. Smart Living, Learning, Well-being and Health, Art and Creativity*. Proceedings of the 10th International Conference, DAPI 2022, Held as Part of HCI International 2022, Virtual Event, June 26 - July 1, 2022, Part II, ISBN: 978-3-031-05430-3, Springer, Berlin/Heidelberg, LNCS 13326, XXV+428 pages.
9. Constantine Stephanidis, Masaaki Kurosu, Jessie Y. C. Chen, Gino Fragomeni, Norbert Streitz, Shin'ichi Konomi, Helmut Degen, Stavroula Ntoa (Eds.) (2021). *HCI International 2021 - Late Breaking Papers: Multimodality, eXtended Reality, and Artificial Intelligence*. Proceedings of the 23rd HCI International Conference, HCII 2021, Virtual Event, July 24–29, 2021, ISBN 978-3-030-90963-5, Springer, Berlin/Heidelberg, LNCS 13095, XXI+600 pages.
10. Norbert Streitz, Shin'ichi Konomi (Eds.) (2021). *Distributed, Ambient and Pervasive Interactions*. Proceedings of the 9th International Conference, DAPI 2021, Held as Part of HCI International 2021, Virtual Event, July 24-29, 2021, ISBN: 978-3-030-77014-3, Springer, Berlin/Heidelberg, LNCS 12782, XIX+385 pages.
11. Constantine Stephanidis, Vincent G. Duffy, Norbert Streitz, Shin'ichi Konomi, Heidi Kroemker (Eds.) (2020). *HCI International 2020 - Late Breaking Papers: Digital Human Modeling and Ergonomics, Mobility and Intelligent Environments*. Proceedings of the 22nd HCI International Conference, HCII 2020, Online (Copenhagen, Denmark), July 19-24, 2020, ISBN 978-3-030-59986-7, Springer, Berlin/Heidelberg, LNCS 12429, 610 pages.
12. Norbert Streitz, Shin'ichi Konomi (Eds.) (2020). *Distributed, Ambient and Pervasive Interactions*. Proceedings of the 8th International Conference, DAPI 2020, Held as Part of HCI International 2020, Online (Copenhagen, Denmark), July 19-24, 2020, ISBN: 978-3-030-50344-4, Springer, Berlin/Heidelberg, LNCS 12203, 700 pages.
13. Norbert Streitz, Shin'ichi Konomi (Eds.) (2019). *Distributed, Ambient and Pervasive Interactions*. Proceedings of the 7th International Conference, DAPI 2019, Held as Part of HCI International 2019, Orlando, FL, USA, July 26-31, 2019, ISBN 978-3-030-21934-5, Springer, Berlin/Heidelberg, LNCS 11587, 482 pages.
14. Norbert Streitz, Shin'ichi Konomi (Eds.) (2018). *Distributed, Ambient and Pervasive Interactions: Understanding Humans*. Proceedings of the 6th International Conference, DAPI 2018, Held as Part of HCI International 2018, Las Vegas, NV, USA, July 15-20, 2018, Part I, ISBN 978-3-319-91124-3, Springer, Berlin/Heidelberg, LNCS 10921, 469 pages.
15. Norbert Streitz, Shin'ichi Konomi (Eds.) (2018). *Distributed, Ambient and Pervasive Interactions: Technologies and Contexts*. Proceedings of the 6th International Conference, DAPI 2018, Held as Part of HCI International 2018, Las Vegas, NV, USA, July 15-20, 2018, Part II, 2018, ISBN 978-3-319-91130-4, Springer, Berlin/Heidelberg, LNCS 10922, 381 pages.
16. 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
17. 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

18. 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.
19. 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.
20. 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.
21. 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. Lulu Gao, Shin'ichi Konomi (2022). A Cost-effective and Quality-ensured Framework for Crowd-sourced Indoor Localization. in Duffy, V.G., Landry, S.J., Lee, J.D., Stanton, N. (eds) Human-Automation Interaction. Automation, Collaboration, and E-Services, vol 11. Springer, Cham. pp. 451–467
2. Lulu Gao, Shin'ichi Konomi (2021). Active Learning-based Data Collection in Crowd Replication. in Yada, K., Katagami, D., Takama, Y., Ito, T., Abe, A., Sato-Shimokawara, E., Mori, J., Matsumura, N., Kashima, H. (Eds.), Advances in Artificial Intelligence, Selected Papers from the Annual Conference of Japanese Society of Artificial Intelligence (JSAI 2020), Advances in Intelligent Systems and Computing Series 1357, Springer, Berlin/Heidelberg, 2022. pp. 49–60. ISBN: 978-3-030-73113-7. <http://dx.doi.org/10.1007/978-3-030-73113-7>.
3. Fumiya Okubo, Masanori Yamada, Misato Oi, Atsushi Shimada, Yuta Taniguchi and Shin'ichi Konomi (2019). Learning Support Systems Based on Cohesive Learning Analytics. in Emerging Trends in Learning Analytics, Contemporary Approaches to Research in Learning Innovations Series, Vol. 12, pp. 223–248, Brill, Leiden, May 2019. ISBN: 978-90-04-39661-6. http://doi.org/10.1163/9789004399273_012.
4. 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>.
5. 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.
6. 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.
7. 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 (2021). Environmental Sensing. in Morita, T. (Chief Ed.), Encyclopedia of Maps, Asakura Publishing, November 2021. 532 pages. ISBN: 978-4-254-16358-2.

2. 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.
3. 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. Chenghao Gu, Jiadong Chen, Jiayi Zhang, Tianyuan Yang, Zhankun Liu, Shin'ichi Konomi (2024). Detecting Leadership Opportunities in Group Discussions Using Off-the-shelf VR Headsets. *Sensors* 2024(to appear) [refereed]
2. Jiadong Chen, Chenghao Gu, Jiayi Zhang, Zhankun Liu, Shin'ichi Konomi (2024). Sensing the Intentions to Speak in VR Group Discussions. *Sensors* 2024, 24(2), 362. <https://doi.org/10.3390/s24020362> [refereed]
3. Chenhao Li, Yuta Taniguchi, Min Lu, Shin'ichi Konomi, Hajime Nagahara (2023). Cross-language font style transfer. *Applied Intelligence*, pp.1-15. Springer, Berlin/Heidelberg, February 8, 2023. <https://doi.org/10.1007/s10489-022-04375-6>. [refereed]
4. Lulu Gao, Shin'ichi Konomi (2023). Indoor Spatiotemporal Contact Analytics Using Landmark-Aided Pedestrian Dead Reckoning on Smartphones. *Sensors* 2023, 23(1), 113, MDPI, Basel, December 22, 2022. <https://doi.org/10.3390/s23010113>. [refereed]
5. Boxuan Ma, Min Lu, Yuta Taniguchi, Shin'ichi Konomi (2022). Exploring jump back behavior patterns and reasons in e-book system. *Smart Learning Environments*, 9, 2, Springer, Berlin/Heidelberg, January 4, 2022. <https://doi.org/10.1186/s40561-021-00183-6>. [refereed]
6. Boxuan Ma, Min Lu, Yuta Taniguchi, Shin'ichi Konomi (2021). Investigating course choice motivations in university environments. *Smart Learning Environments*, 8, 31, Springer, Berlin/Heidelberg, November 27, 2021. <https://doi.org/10.1186/s40561-021-00177-4>. [refereed]
7. Boxuan Ma, Min Lu, Yuta Taniguchi, Shin'ichi Konomi (2021). CourseQ: The Impact of Visual and Interactive Course Recommendation in University Environments. *Research and Practice in Technology Enhanced Learning*, 16, Article number: 18, Springer, Berlin/Heidelberg, June 30, 2021. <http://doi.org/10.1186/s41039-021-00167-7>. [refereed]
8. Li Chen, Koichi Inoue, Yoshiko Goda, Fumiya Okubo, Yuta Taniguchi, Misato Oi, Shin'ichi Konomi, Hiroaki Ogata, Masanori Yamada (2020). Exploring Factors that Influence Collaborative Problem Solving Awareness in Science Education. *Technology, Knowledge and Learning*, 25, 2, pp. 337-366, Springer, Berlin/Heidelberg, February 20, 2020. <http://doi.org/10.1007/s10758-020-09436-8>. [refereed]
9. Li Chen, Nobuyuki Yoshimatsu, Yoshiko Goda, Fumiya Okubo, Yuta Taniguchi, Misato Oi, Shin'ichi Konomi, Atsushi Shimada, Hiroaki Ogata, Masanori Yamada (2019). Direction of collaborative problem solving-based STEM learning by learning analytics approach. *Research and Practice in Technology Enhanced Learning*, 14, Article number: 24, Springer, Berlin/Heidelberg, November 14, 2019. <http://doi.org/10.1186/s41039-019-0119-y>. [refereed]
10. Samuli Hemminki, Keisuke Kuribayashi, Shin'ichi Konomi, Petteri Nurmi, Sasu Tarkoma (2019). Crowd Replication: Sensing-Assisted Quantification of Human Behavior in Public Spaces. *ACM Transactions on Spatial Algorithms and Systems*, 5(3), Article No. 15. pp. 1–34. <https://doi.org/10.1145/3317666> [refereed]
11. Constantine Stephanidis, Gavriel Salvendy (Chairs); Margherita Antona, Jessie Y. C. Chen, Jianming Dong, Vincent G. Duffy, Xiaowen Fang, Cali Fidopiastis, Gino Fragomeni, Limin Paul Fu, Yinni Guo, Don Harris, Andri Ioannou, Kyeong-ah (Kate) Jeong, Shin'ichi Konomi, Heidi Kroemker, Masaaki Kurosu, James R. Lewis, Aaron Marcus, Gabriele Meiselwitz, Abbas Moallem, Hirohiko Mori, Fiona Fui-Hoon Nah, Stavroula Ntoa, Pei- Luen Patrick Rau, Dylan Schmorrow, Keng Siau, Norbert Streitz, Wentao Wang, Sakae Yamamoto, Panayiotis Zaphiris, Jia Zhou (Members of the Group) (2019).

Seven HCI Grand Challenges. *International Journal of Human-Computer Interaction*, DOI: 10.1080/10447318.2019 [refereed]

12. Simo Hosio, Jorge Goncalves, Niels van Berkel, Simon Klakegg, Shin'ichi Konomi, Vassilis Kostakos (2018). Facilitating Collocated Crowdsourcing on Situated Displays. *Human-Computer Interaction*, Taylor and Francis, 33(5-6), pp. 335-371. doi:10.1080/07370024.2017.1344126. [JCR Impact Factor in 2017: 4.667] [refereed]
13. 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. [JCR Impact Factor in 2016: 1.588] [refereed]
14. Huiyong Li, Brendan Flanagan, Shin'ichi Konomi, Hiroaki Ogata (2018). Measuring and Identifying Self-Regulated Indicators in Computer-Assisted Language Learning Courses. *Research and Practice in Technology Enhanced Learning*, 13, Article number: 19, Springer, Berlin/Heidelberg, December 5, 2018. <http://doi.org/10.1186/s41039-018-0087-7>. [refereed]
15. Atsushi Shimada, Shin'ichi Konomi, Hiroaki Ogata (2018). Real-Time Learning Analytics System for Improvement of On-Site Lectures. *Interactive Technologies and Smart Education*, 15, 4, pp.314-331. [refereed]
16. 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]
17. 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]
18. 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]
19. 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]
20. 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]
21. 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]
22. 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]
23. 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]

24. 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]
25. 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]
26. 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>.
27. 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]
28. 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. Naomi Fujimura, Takahiro Tagawa, Yoshinori Masaki, Shin'ichi Konomi (2020). Use and Application of Educational Data in Kyushu University. *Academic Information Processing Environment Research*, 23, pp. 23-29, July 2020. [refereed]
2. Shin'ichi Konomi, Fumiya Okubo, Yuta Taniguchi (2018). Institution-wide Learning Analytics in a University. *Journal of Information Processing Society of Japan*, 59(9), Special Issue on Learning Analytics. pp.800-805. Information Processing Society of Japan, Tokyo, September, 2018.
3. 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]
4. 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.
5. 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]
6. 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]

7. 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.
8. 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.
9. 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]
10. Shin'ichi Konomi, Tetsuya Furukawa, Yahiko Kambayashi (1991). Conditions of Efficient Updates on Network Structures. *The IEICE Transactions*, J74-D-I(8). pp. 537-544. The Institute of Electronics, Information and Communication Engineers, Tokyo, August 1991. [refereed]

Conference publications

1. Yinjie Xie, Shin'ichi Konomi (2024). Developing a Human-Centered AI Environment to Enhance Financial Literacy of College Students: A Systematic Review. *Proceedings of the 16th International Conference on Cross-Cultural Design (CCD 2024)*, Held as Part of HCI International 2024, Washington, DC, USA, June 29-July 4, 2024. *Lecture Notes in Computer Science*, Springer, Berlin/Heidelberg, June 2024. (to appear; 16 pages) [refereed]
2. Tianyuan Yang, Tianjia He, Chenghao Gu, Shin'ichi Konomi (2023). TRASRec: A Triad-Aware Social Recommender System. *Proceedings of the 2023 International Conference on Data, Information and Computing Science (CDICS 2023)*, Singapore, December 8-10, 2023.9 pages. [refereed]
3. Tianjia He, Shin'ichi Konomi, Tianyuan Yang (2023). Spatio-Temporal Attention Based Graph Convolutional Networks for Human Action Reconstruction and Analysis. *Proceedings of the 2023 IEEE International Conference on Systems, Man, and Cybernetics (SMC 2023)*, October 1-4, 2023, Honolulu, Oahu, HI, USA. pp.2062-2078 [refereed]
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