

# Kozo Sugiyama

**Vice-President ; Professor of the School of Knowledge Science, JAIST**



## <Degrees>

B.S., M.S., and Dr. Sci. at Nagoya University in 1969, 1971, 1974 respectively

## <Business Career>

1974-1997: Fujitsu Ltd & Fujitsu Laboratory Ltd.

1982-1983: International Institute for Applied Systems Analysis, Laxenburg, Austria

1996-1998: Director of the Information Processing Society of Japan

1997- : Professor of the School of Knowledge Science, JAIST

1998-2000: Director of the Center for Knowledge Science, JAIST

2000-2002: Dean of the School of Knowledge Science, JAIST

2008- : Vice-President, JAIST

## <Research Interests>

My research interests are:

- Comparative cultural study, media ontology for culture and 'fuudo'.
- Knowledge process analysis
- Information visualization and graph drawing
- Creativity support, informal communication support: Cyber-IRORI
- Digital book
- Interactive amusement media and puzzles
- Remote collaboration, International research collaboration support

### <Recent Selected Publications>

- Tera, A., Shirai, K., Yuizono, T. and Sugiyama, K.: Analysis of eye movements and linguistic boundaries in a text for the investigation of Japanese reading processes, IEICE Trans. Information and Systems, vol.E91-D, no.11, pp.2560-2567, 2008.
- Sugiyama, K. and Meyer, B.: Knowledge process analysis: Framework and experience, J. Systems Science and Systems Engineering, vol.17, no.1, pp.86-109, 2008.
- Hiroki, O. and Sugiyama, K.: Method for visualizing complicated structures based on unified simplification strategy, IEICE Trans. Information and Systems, vol.E90-D, no.10, pp.1649-1656, 2007.
- Sugiyama, K.: Post-analysis of knowledge creation processes in small research projects, Int. J. of Information Technology and Decision Making, vol.6, no.3, pp.541-557, 2007.
- Meyer, B. and Sugiyama, K.: The concept of knowledge in KM: a dimensional model, J. of Knowledge Management, vol.11, no.1, pp.17-36, 2007.
- Sugiyama, K. and Meyer, B.: Toward integration of knowledge creation theories by primitives synthesis through reflective verification, Proc. of KSS2007, Ishikawa, November 5-7, pp.35-42, 2007.
- Tera, A. and Sugiyama, K.: Eye-tracking analyses of Japanese reading processes, Proc. The First International Conference on Knowledge, Information and Creativity Support Systems (KICCS2006), Aug. 1-4, 2006, Ayutthaya, Thailand, pp.108-114, 2006.
- Sugiyama, K., Osawa, R. and Hong, S.: Puzzle generators and symmetric puzzle layout, APVIS'05, Sydney, Jan. 27-29, 2005.
- Sugiyama, K., Maeda, A., Osawa, R. and Mizumoto, M.: Creating new puzzles: Practices of 'Abstraction and Conversion' strategy, J. of Japan Creativity Society, Vol.8, 1-20, 2004.
- Usuki, M., Nishimoto, K. and Sugiyama, K.: Observation experiment of cyber IRORI in ashared informal space, J. of Japan Creativity Society, Vol.8, pp.36-48, 2004.
- Sugiyama, K., Hong, S. and Maeda, A.: The puzzle layout problem, Springer LNCS 2912, pp.500-501, 2004.
- Usuki, M. and Sugiyama, K.: Visualization methods for sharing knowledge pieces and relationships based on biological models, Springer LNAI 2774, 786-793, 2003.
- Matsubara, T., Sugiyama, K. and Nishimoto, K.: Raison d'etre object: A cyber-hearth that catalyzes face-to-face informal communication, Springer LNCS 2480, 537-546, 2002.
- Sugiyama, K.: Graph drawing and applications for software and knowledge engineers, World Scientific, 232p, 2002.