

北陸先端科学技術大学院大学研究室教育指針
Laboratory Education Guideline

研究室教育指針は、学則第30条の3に基づき、研究指導の方法及び内容並びに修了までの研究指導の計画をあらかじめ明示するものです。

Based on the Article 30-3 of the general academic rules, the Laboratory Education Guideline is intended to clearly outline the methods and content of research guidance, as well as the plan for research guidance until completion.

氏名 / name : IIDA Hiroyuki 役職 / official position : Professor

1. 研究テーマ / Research Theme
<ul style="list-style-type: none"> • Fundamentals and Applications of Game Refinement Theory • Fundamentals and Applications of Gravity in Mind Theory • Fundamentals and Applications of Motion in Mind Theory
2. 修得が期待される能力 / Competencies expected to be acquired 研究室教育は必修 A 科目（先端）又は研究支援科目（融合）の一部として単位化されており、この欄はそれら科目のシラバス上の達成目標の一部となります。 Laboratory Education is accredited as a part of the Required courses A (Division of Advanced Science and Technology) or Research Support Courses (Division of Transdisciplinary Sciences), and this section constitutes a part of the course goals stated in the syllabus for such subjects.
<ul style="list-style-type: none"> • Ability to identify problems and resolve them • Methodology for logically exploring challenges • Ability to investigate references and organize related research • Ability to systematically synthesize research findings • Academic capabilities recognized globally
3. 研究指導方針 / Research Guiding Principle
<ul style="list-style-type: none"> • The Master's program focuses intensively on training students in thesis writing. Students learn to conduct surveys of fields related to their research topics, generate new ideas, and master writing techniques. • The Doctoral program guides students to conduct world-class research. As a global research hub in its field, our lab leverages its established worldwide network to pursue cutting-edge, compelling research. Thesis writing emphasizes research quality, aiming to produce dissertations that achieve high international recognition.
4. 研究室活動の内容及び方法 / Content and Methods of Laboratory Activities
<input type="checkbox"/> 日次活動 / Daily Activities : Core hours, morning meeting <input type="checkbox"/> 週次活動 / Weekly Activities : Individual meetings (once a week), research presentations, seminars (once a week), lunch meetings <input type="checkbox"/> 月次活動 / Monthly Activities : Joint Seminar with other research labs <input type="checkbox"/> 不定期活動 / Occasional Activities : Individual meetings (once a week), lab meetings, technical study sessions, international conference presentations, observing presentations by other labs, ethics training, industry-academia-government collaborative research, internships, joint seminars with other university labs, retreats
5. 年間スケジュール / Annual Schedule
本学の全学共通の年間スケジュールは「履修案内」の「学位取得に至るスケジュール」を参照してください。（本学HP参照：ホーム>教育>履修関係>履修案内） Please refer to the “Degree conferment schedule for the master’s program/doctoral program” in the “Degree Completion Guide” for university-wide common schedule (JAIST website: Home >Education>Taking Courses>Degree Completion Guide)

- New Student Orientation in the Laboratory (July)
- Laboratory Retreat (August)
- Participation in the Game Programming Workshop (M1 students are encouraged to attend; M2 students only if presenting)
- Participation in the Game Informatics Research Workshop (Present at least once)