

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.

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1. Research Theme
Visual Computing, Fun Computing
2. Competencies expected to be acquired 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.
CG technology is a fundamental technology that has already deeply penetrated into our lives. Therefore, CG technology itself will expand and improve as media and interface technology. What will be important from now is to consider carefully both how and to what we can apply the existing technology, and how it can be used to improve our lives. We try to provide education not focusing on technology, but focusing on knowledge creation, including what is necessary for knowledge to be of value to others, what kind of problems exist, and how to solve problems. While mastering the technology itself is possible, we emphasise acquiring the ability to leverage the value humanity has created and generate new value.
3. Research Guiding Principle
In an era where search engines and AI make it easy to access information, merely having knowledge is not enough. What matters is how you combine your knowledge to create new value. In the lab, we repeatedly ask students, 'Why did you think that?' and 'Why is that necessary?' By thinking for themselves repeatedly, documenting their ideas in writing and articulating them verbally, students refine their concepts through feedback in the form of questions and comments, thus elevating them into better ideas. We guide them to become individuals who can actively share information without fear of criticism.
4. Content and Methods of Laboratory Activities
<input type="checkbox"/> Daily Activities : <input type="checkbox"/> Weekly Activities : Seminar (once a week, progress report + literature review) <input type="checkbox"/> Monthly Activities : <input type="checkbox"/> Occasional Activities : Conference presentations, Fast Forward Session of the top conference papers (3 times a year), ongoing guidance on Slack
5. Annual Schedule
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)
Fast Forward Session of the top conference papers (3 times a year, EuroGraphics(spring)、SIGGRAPH(summer)、SIGGRAPH ASIA (winter))
Presentation at conferences (at least one conference presentation before graduation; e.g., Information Processing Society of Japan SIG-CGVI, SIG-HCI, NICOGRAPH, Interaction, Visual Expression Forum, etc.)