



Dr. Toshiyuki Masui

Sony Computer Science Laboratories, Inc.
3-14-13 Higashi-Gotanda
Shinagawa, Tokyo 141-0022
Japan

Web: www.csl.sony.co.jp/person/masui.html
E-mail: masui@acm.org
Tel: +81-3-5448-4380
Fax: +81-3-5448-4273

Biography

Toshiyuki Masui is a senior researcher at Sony Computer Science Laboratories, Inc. Previously he spent ten years at Sharp Corporation, and at Sony he is developing various systems for improving the efficiency of using computers, including the predictive text input system called POBox. POBox is used as the standard text input method for many of Sony's products, like cellular phones and PDA's. He has been doing a variety of user interface research in the areas of Information Visualization, Mobile Information Systems, Information Retrieval, Predictive Interfaces, and Input Systems. Masui has a doctorate in computer science from University of Tokyo.

Research Interests

Real-World GUI (RWGUI)

Although the age of information appliances is around the corner, current remote control devices are too awkward, and we cannot use sophisticated equipments without using computer-like terminals. We propose a new simple input device called the FieldMouse, which enables us to perform flexible interaction with real-world objects. FieldMouse is a device which consists of an ID recognizer and a motion sensing device. Using a FieldMouse, various GUI tools like buttons, menus, sliders, and others can be used on any surface and objects, just like using a mouse on a desktop computer. Users can control or program various information appliances as easily as using graphical terminals.

Other research topics are:

- Efficient Text Input Methods
- Real-World Programming
- Information Visualization
- Information Retrieval
- Predictive Interfaces / PBD

Recent Publications

Toshiyuki Masui, Itiro Siio. *Real-World Graphical User Interfaces*. In Proceedings of the International Symposium on Handheld and Ubiquitous Computing (HUC2000), pp.72-84, September 2000.

Toshiyuki Masui. *Real-World Programming*. In Proceedings of Designing Augmented Reality Environment (DARE2000), pp.115-120, April 2000.

Itiro Siio, Toshiyuki Masui, Kentaro Fukuchi. *Real-world Interaction using the FieldMouse*. In Proceedings of the ACM Symposium on User Interface Software and Technology (UIST'99), pp.113-119, November 1999.

Toshiyuki Masui. *POBox: An Efficient Text Input Method for Handheld and Ubiquitous Computers*. In Proceedings of the International Symposium on Handheld and Ubiquitous Computing (HUC'99), pp. 289-300, September 1999.

Toshiyuki Masui. *Integrating Pen Operations for Composition by Example*. In Proceedings of the ACM Symposium on User Interface Software and Technology (UIST'98), pp.211-212.

Toshiyuki Masui. *LensBar - Visualization for Browsing and Filtering Large Lists of Data*. In Proceedings of InfoVis'98, October 1998, pp.113-120.

Toshiyuki Masui. *An Efficient Text Input Method for Pen-based Computers*. In Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI'98), Addison-Wesley, April 1998, pp.328-335.