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所有發表期刊論文

**Publication List: Book Chapters (peer-reviewed)**

1. H. Nishino & R. Nakatsu, Computer Music Languages and Systems: The Synergy between Technology and Creativity

**The Handbook of Digital Games and Entertainment Technologies, Springer, 2015 Dec. pp.1-49**

**Publication List: Journal Papers (peer-reviewed, full papers)**

1. H. Nishino, N. Osaka & R. Nakatsu, The Microsound Synthesis Framework in the LC Computer Music Programming Language

**Computer Music Journal Vol. 39, No. 4, The MIT Press, 2015 Winter. pp.49-79**

2. H. Nishino & R. Nakatsu, Performing STFT and ISTFT in the Microsound Synthesis Framework of the LC Computer Music Programming Language

**Journal of Information Processing, Vol. 24, No.3, Special issue Extensions and Advances in Music Information Processing. Information Processing Society of Japan, 2016 Feb. pp.483-491.**

3. H. Nishino, TopoloSurface: A 2D Fiducial Tracking System based on Topological Region Adjacency and Angle Information

**Journal of Information Processing, Vol 18, No.2, Special Issue for Interaction Technique. Information Processing Society of Japan, 2010 Jun. pp.16-25**

**Publication List: Conference Papers (peer-reviewed full papers)**

1. H. Nishino, Update-caching technique for Unit-generator-based Sound Synthesis

**The 43rd International Computer Music Conference (ICMC 2017), Shanghai, China, 2017 Oct. (accepted, not published yet)**

2. H. Nishino & A. Cheok, Speculative Digital Sound Synthesis

**The 13th Sound and Music Computing Conference (SMC 2016), Hamburg, Germany, 2016 Aug. pp.358-365.**

3. H. Nishino & A. Cheok, Lazy Evaluation in Microsound Synthesis

**The 13th Sound and Music Computing Conference (SMC 2016), Hamburg, Germany, 2016 Aug. pp.350-357.**

4. H. Nishino, N. Osaka & R. Nakatsu, LC: A New Computer Music Language with Three Core Features

**The Joint Conference of The 40th International Computer Music Conference (ICMC 2014) & The 11<sup>th</sup> Sound and Music Computing Conference (SMC 2014), Athens, Greece, 2014 Sep. pp.1565-1572.**

5. H. Nishino & R. Nakatsu, Mostly-strongly-timed Programming in LC

**The Joint Conference of The 40th International Computer Music Conference (ICMC 2014) & The 11<sup>th</sup> Sound and Music Computing Conference (SMC 2014), Athens, Greece, 2014 Sep.**

**pp.1581-1586.**

6. H. Nishino, N. Osaka & R. Nakatsu, Unit-generators Considered Harmful (for Microsound Synthesis): A Novel Programming Model for Microsound Synthesis in LCSynth

**The 39th International Computer Music Conference (ICMC 2013), Perth, Australia, 2013 Aug. pp.148- 155.**

7. H. Nishino, N. Osaka & R. Nakatsu, LC: A Strongly-timed Prototype-based Programming Language for Computer Music

**The 39th International Computer Music Conference (ICMC 2013), Perth, Australia, 2013 Aug. pp.140- 147.**

8. H. Nishino & N. Osaka, LCSynth: A Strongly-Timed Synthesis Language that Integrates Objects and Manipulations for Microsounds

**The 9th Sound and MusicComputing Conference (SMC 2012), Copenhagen, Denmark, 2012 Jul. pp.395-402.**

### **Publication List: Conference Papers (peer-reviewed, short papers)**

1. H. Nishino, N. Podari, S. Sini, C. Edrington & A. Cheok, Alice and Her Friend: A Black 'Picture

Book' of Multisensory Interaction for Visually-Impaired Children

**The 13th Conference on Advances in Entertainment Technology (ACE 2016), Osaka, Japan, 2016 Nov. pp.12:1-12:6**

2. N. Ohata, H. Nishino, A. Takashima & A. Cheok, Animal-Human Digital Interface Mediator : Can

Animals Collaborate with Artificial Presences?

**The AnimalComputer InteractionWorkshop at the Measuring Behaviour Conference, Dublin, Ireland, 2016 May.**

3. H. Nishino, An Experimental Classification of the Programming Patterns for Scheduling in Computer

Music Programming

**The Joint Conference of The 40th International Computer Music Conference (ICMC 2014) & The 11<sup>th</sup> Sound and Music Computing Conference (SMC 2014), Athens, Greece, 2014 Sep. pp.1156-1159**

4. H. Nishino, Developing a New Computer Music Language in the 'Research through Design' Context

**The Doctoral Symposium, The Third ACM SIGPLAN conference on Systems, Programming, Languages and Applications: Software for Humanity (ACM SPLASH 2012), AZ, USA, 2012 Oct. pp.45-48**

5. H. Nishino, On Conceptual Misfits in Computer Music Programming

**The Second Asia Computer Music Project, Tokyo, Japan, 2011 Dec.**

6. H. Nishino, Cognitive Issues in Computer Music Programming  
**The 11th International Conference on New Interfaces for Musical Expression (NIME 2011), Oslo, Norway, 2011 May. pp.499-502**

7. H. Nishino, A Shape-free Designable 6DoF Marker Tracking Method for Camera-based Interaction in Mobile Environment

**The 18th ACM International Conference on Multimedia (ACM MM 2010), Florence, Italy, 2010 Oct. pp.1055-1058**

8. H. Nishino, A 6DoF Fiducial Tracking Method Based on Topological Region Adjacency and Angle Information for Tangible Interaction

**The Fourth ACM International conference on Tangible Embedded and Embodied Interaction (ACM TEI 2010), MA, USA, 2010 Jan. pp.253-256**

**Publication List: Conference Papers (peer-reviewed, poster paper)**

1. T.W. Chin, Y.Y. Chuang, Y.L. Fa, Y.N. Jiang, Y.C. Kang, W.H. Kuo, T.W. To, H. Nishino, Prototyping Digital Signage Systems with High-Low Tech Interfaces

**The 10th ACM SIGGRAPH conference and Exhibition on Computer Graphics and Interactive Techniques in Asia (ACM SIGGRAPH ASIA 2017), Bangkok, Thailand, 2017 Nov.**

2. H. Nishino, Mostly-strongly-timed Programming

**The Third ACM SIGPLAN conference on Systems, Programming, Languages and Applications: Software for Humanity (ACM SPLASH 2012), AZ, USA, 2012 Oct.**

3. H. Nishino, How Can a DSL for Expert End-users be Designed for Better Usability? : A Case Study in Computer Music

**The Work-in-progress Section, The ACM SIGCHI Conference on Human Factors in Computing Systems (ACM SIGCHI 2012), TX, USA, 2012 May.**

4. H. Nishino, Misfits in Abstraction: Towards User-centered Design in Domain-specific Language for End-user Programming

**The Second ACM SIGPLAN conference on Systems, Programming, Languages and Applications: Software for Humanity (ACM SPLASH 2011), OR, USA, 2011 Oct.**

5. H. Nishino, A Shape-free Designable 6DoF Marker Tracking Method

**The 37th ACM SIGGRAPH International Conference and Exhibition on Computer Graphics and Interactive Techniques (ACM SIGGRAPH 2010), CA, USA, 2010 Jul.**

6. H. Nishino, A Split-Marker Tracking Method Based on Topological Region Adjacency and Geometrical Information for Interactive Card Games

**The Second ACM SIGGRAPH Conference in Asia (ACM SIGGRAPH ASIA 2009), Yokohama, Japan, 2009, Dec.**

7. H. Nishino, A 2D Fiducial Tracking Method Based on Topological Region Adjacency and Angle Information

**The International Conference on New Interfaces for Musical Expression 2009, PA, USA, 2009 Jun.**

8. H. Nishino, MiniSynth: Yet-Another Domain-specific Computer Music Sound Synthesis Language  
**The ACM SIGPLAN 2008 Conference on Programming Language Design and Implementation (PLDI 2008), AZ, USA, 2008 Jun.**

9. H. Nishino DXRenderFarm: Xgrid based renderfarm for Maya  
**The 34th ACM SIGGRAPH International Conference and Exhibition on Computer Graphics and Interactive Techniques (ACM SIGGRAPH 2007), CA, USA, 2007 Aug.**