

Keynote: Digital-Wellbeing powered by IT/AI Technologies

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I. KEYNOTE ABSTRACT

Ubiquitous Computing (UbiComp), Cyber-Physical Systems (CPS), Big Data, IoT, AI ... Information technology develops along with various keywords, but within that, we humans have limited ability and time (e.g., too much information to be consumed), and sometimes we are not really rational but emotional. Collaboration and co-evolution between human users and computational intelligence are still under development. I am conducting research on the theme of creating new physical, psychological and social well-being using IT/AI technologies in various different life stages of life in the 21st century 100 years of life. Especially in the Computing for Well-being (WellComp) research group, we are researching with our students every day.

II. SPEAKER'S BIOGRAPHY



Tadashi Okoshi is a Project Associate Professor of Graduate School of Media and Governance. He is a computer scientist especially focusing on information and computing systems for supporting our life-long wellbeing. His major is mobile and ubiquitous computing, context-aware computing etc. His recent research works are on human attention management, mobile affective computing, and computing for well-being (WellComp). He holds B.A. in Environmental Information (1998), Master of Media and Governance (2000) from Keio University, M.S. in Computer Science (2006) from Carnegie Mellon University, and Ph.D. in Media and Governance (2015) from Keio University, respectively. He also has over 7 year experiences of entrepreneurship, software architecting, product management, and project management in IT industries (Web2.0, blogging, social networking and social media).