2017 IEEE 6th Global Conference on Consumer Electronics

GCCE 2017

NAGOYA, JAPAN
OCT. 24-27 2017

Awards

Regular Paper Awards

1st Prize, IEEE GCCE 2017 Excellent Paper Award

- *Melchizedek I Alipio, Allen Earl Dela Cruz, Jess David Doria and Rowena Maria Fruto (Malayan Colleges Laguna, Philippines):* "A Smart Hydroponics Farming System Using Exact Inference in Bayesian Network"

2nd Prize, IEEE GCCE 2017 Excellent Paper Award

- *Lei Jing (University of Aizu, Japan):* "A Lightweight Method to Detect the Insufficient Brushing Regions Using a Six-Axis Inertial Sensor"

3rd Prize, IEEE GCCE 2017 Excellent Paper Award

- *Kenji Ozawa, Yusuke Akishika, Masanori Morise, Akihiro Iseki and Yuichiro Kinoshita (University of Yamanashi, Japan):* "Broadbanding of a NN-based Microphone-array System by Decomposing into Frequency Components"

IEEE GCCE 2017 Outstanding Paper Award

- *Hidetoshi Teraoka (Hitachi, Ltd, Japan); Fumiharu Nakahara and Kenichi Kurosawa (Hitachi Automotive Systems, Ltd., Japan):* "Incremental Update Method for Vehicle Microcontrollers"
- *Rina Hayashi (Nagoya Institute of Technology & DENSO Corporation, Japan); Shohei Kato (Nagoya Institute of Technology, Japan):* "Proposal of Design Policy of Therapy Robots System Based on Relaxation State"
- *Jing-Ya Huang (National Central University, Taiwan); Mei-Fen Lin (National Central Universit, Taiwan); Pao-Chi Chang (National Central University, Taiwan):* "Transcoding or Not? -- A Study of Quantization Configuration for H.264-to-HEVC Transcoding"

Student Paper Awards

1st Prize, IEEE GCCE 2017 Student Paper Award

- *Sosuke Imamura (University of Miyazaki, Japan); Thi Thi Zin (University of Miyazaki & Faculty of Engineering, Japan); Ikuo Kobayashi and Yoichiro Horii (University of Miyazaki, Japan):* "Automatic Evaluation of Cow's Body-Condition-Score Using 3D Camera"

2nd Prize, IEEE GCCE 2017 Student Paper Award

- *Kenta Katayama, Hideyuki Takahashi and Shingo Yokoyama (Tohoku University, Japan); Karl Gäfvert (KTH Royal Institute of Technology, Sweden); Tetsuo Kinoshita (Tohoku University, Japan):* "Evacuation Guidance Support Using Cooperative Agent-based IoT Devices"

3rd Prize, IEEE GCCE 2017 Student Paper Award

- *Kazuya Imoto, Hajime Fujii and Mikio Mori (University of Fukui, Japan):* "Bone-conduction Eyeglasses Using a Giant Magnetostrictive Actuator"

IEEE GCCE 2017 Outstanding Student Paper Award

- *Wataru Kawakami, Kenji Kanai, Bo Wei and Jiro Katto (Waseda University, Japan):* "Accuracy Evaluations of Human Moving Pattern Using Communication Quality Based on Machine Learning"
- *Fukuyoshi Kimura (Nagasaki University & System Five Co., Ltd, Japan); Kenichi Arai, Yu Ichifuji and Toru Kobayashi (Nagasaki University, Japan); Noboru Sonehara (National Institute of Infomatics, Japan):* "Self-extending Type Open Data Platform for Sightseeing Promotion"

- *Tzu-Hao Su, Si-Ching Pan, Yu-Liang Chiang, Xutao Wei and Ting-Lan Lin (Chung Yuan Christian University, Taiwan); Yangming Wen (Jimei University, P.R. China); Zhaoyi Liu (Beijing Institute of Technology, P.R. China); Shih-Lun Chen (Chung Yuan Christian University, Taiwan); Ho-Yin Lee (Shenzhen Hiker Technology Co. Limited, Taiwan):* "Sparsity Analysis of Endoscopy Images"

Poster Awards

1st Prize, IEEE GCCE 2017 Excellent Poster Award
- *Yusuke Umezawa, Tadashi Ebihara, Koichi Mizutani and Naoto Wakatsuki (University of Tsukuba, Japan):* "Detection of Individual Vehicles Approaching for Pedestrians Using Digital Modulated Warning Sounds"

2nd Prize, IEEE GCCE 2017 Excellent Poster Award
- *Fang-Yi Juang, Ro-Min Weng and Ren-Yuan Huang (National Dong Hwa University, Taiwan):* "A 60GHz Low Phase Noise Low Cost VCO Using 0.18um Process Technology"

3rd Prize, IEEE GCCE 2017 Excellent Poster Award
- *Ken Ito, Shogo Okamoto and Hatem Elfekey (Nagoya University, Japan); Hiroyuki Kajimoto (The University of Electro-Communications, Japan); Yoji Yamada (Nagoya University, Japan):* "Feeling Softness on a Hard Touch Panel Using an Electrostatic Tactile Texture Display"

IEEE GCCE 2017 Outstanding Poster Award
- *Yui Matsumoto, Ryosuke Harakawa, Takahiro Ogawa and Miki Haseyama (Hokkaido University, Japan):* "Construction of Network Using Heterogeneous Social Metadata for Music Video Recommendation"
- *Yuhei Yamamoto and Yoichi Haneda (The University of Electro-Communications, Japan):* "L1-Regularised MV Beamformer in the Spherical Harmonic Domain for Spherical Microphone Array Recording"
- *Nobuaki Kobayashi and Keigo Sato (Nihon University, Japan):* "P300-based Control for Assistive Robot for Habitat"

Demo*!* Awards

1st Prize, IEEE GCCE 2017 Excellent Demo*!* Award
- *Yuan-Hua Zhang, Yi-Cheng Lin, Sheng-Xiu Lin, Wei-Zhe Gao, Liang-Bi Chen and Wan-Jung Chang (Southern Taiwan University of Science and Technology, Taiwan); Wei-Wen Hu (Southern Taiwan University, Taiwan); Chao-Tang Yu (Southern Taiwan University of Science and Technology, Taiwan):* "An Implementation of an Automatic Adjustment Power Transfer Position Wireless Battery Charging System for Mobile Devices"

2nd Prize, IEEE GCCE 2017 Excellent Demo*!* Award
- *Toshihiro Katashita (National Institute of Advanced Industrial Science and Technology, Japan); Yohei Hori (AIST, Japan); Yasuhiro Ogasahara (National Institute of Advanced Industrial Science and Technology (AIST), Japan):* "Prototype of USB Stick-sized PUF Module for Authentication and Key Generation"

3rd Prize, IEEE GCCE 2017 Excellent Demo*!* Award
- *Shinichi Endo and Kaori Fujinami (Tokyo University of Agriculture and Technology, Japan):* "Palco: Printable Avatar System That Realizes Loose Communication Between People"

IEEE GCCE 2017 Outstanding Demo*!* Award
- *Tomoki Kurahashi, Kazuki Suemitsu, Keiichi Zempo, Koichi Mizutani and Naoto Wakatsuki (University of Tsukuba, Japan):* "Disposition of Captioning Interface Using See-through Head-Mounted Display for Conversation Support"
- *Takeru Koseki and Tetsuo Kosaka (Yamagata University, Japan):* "Multimodal Spoken Dialog System Using State Estimation by Body Motion"
- *Jorge Arturo Moran Bravo, Pujana Paliyawan, Tomohiro Harada and Ruck Thawonmas (Ritsumeikan University, Japan):* "Intelligent Assistant for Providing Instructions and Recommending Motions During Full-body Motion Gaming"