AMY (EIMI) KOIKE

CURRICULUM VITAE, February 2026

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Madison, WI 53706
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EDUCATION

University of Wisconsin-Madison, WI, USA. [Fall'21 – Current]
Ph.D. program in Computer Sciences | Doctoral Minor in Art (animation, sculpture)
Research Focus: Human-robot interaction (Advisor: Prof. Bilge Mutlu)

University of Tsukuba, Ibaraki, Japan. [Apr'17 – March'19]
Master of Science in Informatics
Research Focus: Cognitive science (Advisor: Prof. Hiroko Terasawa)

University of Tsukuba, Ibaraki, Japan. [Apr'13 – March'17]
Bachelor of Arts in Library and Information Science
Research Focus: Human-computer interaction, Digital fabrication (Advisor: Prof. Yoichi Ochiai)

EMPLOYMENT

Cyber Agent, Inc., Tokyo, Japan. [July'24 – Aug'24]
Research Intern (full-time). Human-Robot Interaction in the Wild

WHILL, Inc., Tokyo, Japan. [Oct'20 – Aug'21]
Mechanical Engineer (full-time). Development of a wheelchair-style personal mobility as a service

DENTSU, Inc., Tokyo, Japan. [Apr'19 – Spt'20]
Full-time Activation Planner (full-time). Design marketing strategies for consumer products

Elephantech, inc., Tokyo, Japan. [Oct'17 – Mar'19]
Research intern (part-time). Development of foldable electronic circuits with mechanical metamaterial

AWARDS 🏆

Marie Christine Kohler Fellows 2025, Wisconsin Institute for Discovery

Best Design Paper Award at HRI 2024, ACM/IEEE Human-Robot Interaction

Computer Sciences Summer Fellowship 2022, University of Wisconsin-Madison

Graduate Research Fellowship for Japanese 2021, The Shigeta Foundation

INVITED TALK

HRI Lab Kyoto University, Kyoto, Japan (2025)
hosted by Prof. Takayuki Kanda

Advanced Telecommunications Research Institute International(ATR), Kyoto, Japan (2025)
hosted by Dr. Masahiro Shiomi

Tilburg University, Tilburg, Netherlands (2024)
hosted by Prof. Murat Kirtay

Disney Research, California, United States (2023)
hosted by Dr.James Kennedy

ART & TECH EXHIBITION

Weight of Attachment
solo installation of kinetic sculpture. Gelsy Verna gallery, Art Lofts, Wisconsin, US. 2025–11–25 to 2025–11–30.

Nature in Motion
a2ru conference 2025, Wisconsin, US. 2025–10

Tomoe-type Kirigami Structure for 180˚ Bending Electronics
Future of Intelligent Material Exhibition, Elephantech, Inc., WeWorkGINZASIX. Tokyo, Japan. 2018–11–27.

Kirigami Structure for Stretchable and Foldable Electronics
Exhibition of Inkjet Circuit with Kirigami Structure, Elephantech, Inc., MTRL Kyoto, Japan. 2018–9

Kirigami Structure for Stretchable and Foldable Electronics
Exhibition of making new materials with electronics, Elephantech, Inc., SONY BRIDGE TERMINAL, Tokyo, Japan. 2018–7.

Syringe-Worked Mermaid & Transformed Human Presence for Puppetry
Yahoo! JAPAN Technology Art #01 "Japanese Technium", Organizer: Yahoo Japan Corporation, Support: Digital Nature Group, University of Tsukuba. & Yahoo Japan Corporation Kioicho Office, Tokyo, Japan. 2017–04–28 to 2017–05–27.

Syringe-worked Mermaid
Media Ambition Tokyo 2017, MAT Committee (ROPPONGI HILLS / CG-ARTS / JTQ Inc. / Rhizomatiks). TOKYO CITY VIEW, Tokyo, Japan. 2017–02–11 to 2017–03–22.

Transformed Human Presence for Puppetry

Image and Matter by Yoichi Ochiai Cyber Arts and Science towards Digital Nature, Kuala Lumpur, Malaysia, Yoichi Ochiai et al., ICJ DEPARTMENT STORE (M) SDN. BHD.／Dai Nippon Printing Co., Ltd., &TOKYO. ISETAN The Japan Store Kuala Lumpur, Kuala Lumpur, Malaysia. 2016–12–11 to 2017–01–14.

Yadori
Alchemists of our Time Exhibition / Artist Lab Yoichi Ochiai, Yoichi Ochiai et al., Ars Electronica Festival, Ars Electronica. POSTCITY, Linz, Austria. 2016–09–08 to 2016–09–12.

MAJOR PUBLICATIONS (for complete publication, please visit my Google Scholar page)

Amy Koike, Ge (Serena) Guo, Xinning He, Callie Y. Kim, Dakota Sullivan, and Bilge Mutlu. 2026. Elements of Robot Morphology: Supporting Designers in Robot Form Exploration. In Proceedings of the 21st ACM/IEEE International Conference on Human-Robot Interaction (HRI '26), March 16–19, 2026, Edinburgh, Scotland, UK. ACM, New York, NY, USA, 10 pages

Amy Koike, Yuki Okafuji, and Sichao Song. 2026. Practical Insights into Designing Context-Aware Robot Voice Parameters in the Wild. In Proceedings of the 21st ACM/IEEE International Conference on Human-Robot Interaction (HRI '26), March 16–19, 2026, Edinburgh, Scotland, UK. ACM, New York, NY, USA, 10 pages.

Amy Koike, Yuki Okafuji, Kenya Hoshimure, and Jun Baba. 2025. What drives you to interact?: The role of user motivation for a robot in the wild. In 2025 20th ACM/IEEE International Conference on Human-Robot Interaction (HRI), pp. 183–192. IEEE, 2025.

Pragathi Praveena, Arissa J. Sato, **Amy Koike**, Ran Zhou, Nathan Thomas White, and Ken Nakagaki. 2024. HRI and UIST: Designing Socially Engaging Robot Interfaces. In Adjunct Proceedings of the 37th Annual ACM Symposium on User Interface Software and Technology (UIST Adjunct '24). Association for Computing Machinery, New York, NY, USA, Article 115, 1–3.

Amy Koike, Keng-Yu Lin, Bilge Mutlu, and Michael Wehner. 2024. Sprout: Fiber Patterns in Soft Actuators Create Expressions in Social Robots. In 2024 10th IEEE RAS/EMBS International Conference for Biomedical Robotics and Biomechatronics (BioRob), 1313–1319. IEEE, 2024.

Amy Koike, Bengisu Cagiltay, and Bilge Mutlu. 2024. Tangible Scenography as a Holistic Design Method for Human-Robot Interaction. In Proceedings of the 2024 ACM Designing Interactive Systems Conference (DIS '24). Association for Computing Machinery, New York, NY, USA, 459–475.

Amy Koike, Michael Wehner, and Bilge Mutlu. 2024. Sprout: Designing Expressivity for Robots Using Fiber-Embedded Actuator. In Proceedings of the 2024 ACM/IEEE International Conference on Human-Robot Interaction (HRI '24), March 11–14, 2024, Boulder, CO, USA. ACM, New York, NY, USA, 10 pages. 🏆**Best Design Paper (Top 6 in 352)**

Amy Koike and Bilge Mutlu. 2023. Exploring the Design Space of Extra-Linguistic Expression for Robots. In Proceedings of the 2023 ACM Designing Interactive Systems Conference (DIS '23). Association for Computing Machinery, New York, NY, USA, 2689–2706.

Amy Koike, Kazuki Takazawa, Satoshi Hashizume, Mose Sakashita, Daitetsu Sato, Yoichi Ochiai. (2018) Redesign of Cartesian Diver for Underwater Expression Combining Dynamic Fabrication with Non-contact Manipulation. In: Stephanidis C. (eds) HCI International 2018 – Posters' Extended Abstracts. HCI 2018. Communications in Computer and Information Science, vol 850. Springer.

Amy Koike, Satoshi Hashizume, Kazuki Takazawa, Mose Sakashita, Daitetsu Sato, Keisuke Kawahara, and Yoichi Ochiai. 2017. Digital fabrication and manipulation method for underwater display and entertainment. In ACM SIGGRAPH 2017 Posters (SIGGRAPH '17). ACM, New York, NY, USA, Article 76, 2 pages.

Mose Sakashita, Tatsuya Minagawa, **Amy Koike**, Ippei Suzuki, Keisuke Kawahara, and Yoichi Ochiai. 2017. You as a Puppet: Evaluation of Telepresence User Interface for Puppetry. In Proceedings of the 30th Annual ACM Symposium on User Interface Software and Technology (UIST '17). Association for Computing Machinery, New York, NY, USA, 217–228.

Amy Koike, Satoshi Hashizume, Mose Sakashita, Yuki Kimura, Daitetsu Sato, Keita Kanai, and Yoichi Ochiai. 2016. Syringe-worked mermaid: computational fabrication and stabilization method for cartesian diver. In SIGGRAPH ASIA 2016 Posters (SA '16). ACM, New York, NY, USA, Article 35, 2 pages.