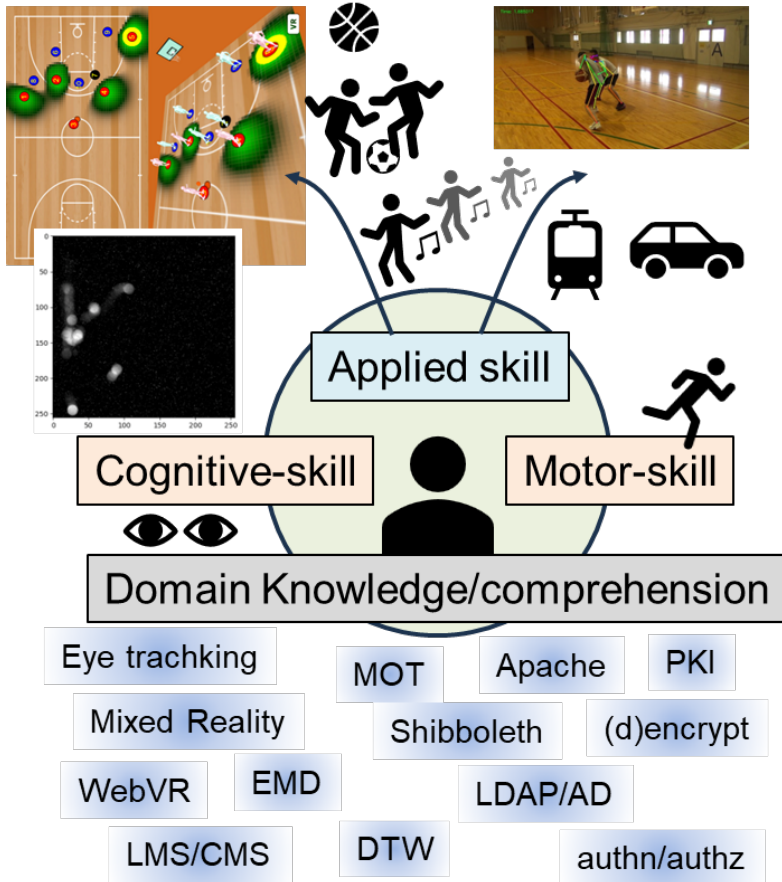


Design and development for learning experience

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Appropriate feedback or navigation is provided under a selective learning strategy based on human performance measurement and analysis for the characteristic values of each specific study target.

■ Major concerns

- How can human learning process be structured and modeled?
- What kind of support is effective for improving group performance?
- What kind of learning environment should be proposed for motor-skill development?
- How should we design and implement precise and appropriate environments for identification, recognition and authentication?
- How does improving logical thinking contribute to improve reading comprehension and designing ability?

■ Research framework

- Skill development support
 - Individual skill development in general framework
 - Learning support for team sports strategies and tactics
 - Support for team performance competition
 - Motor-skill development for team-sports
 - Driving skill improvement using gaze tracing
- System engineer training
 - Training engineer of administrator on Web server
 - Training security engineer and manager

■ Applicable or developing technology

- Multi-object tracking
- Gaze identification/tracing/evaluation
- MR/VR applications
- Application of Generative AI

keywords : learning support , skill development , authentication, security, IT infrastructure

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