

Monica Perusquía Hernández

ASSISTANT PROFESSOR IN HUMAN INFORMATICS

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Education

Sep 2015 - Mar 2018 **Empowerment Informatics (PhD)**

Tsukuba, Japan **School of Integrative and Global Majors. University of Tsukuba.**

- Graduated with honors.
- Thesis: "Dynamics of Positive Affective Responses Identified through Behavioral and Electrophysiological Measures"

Sep 2012 - Aug 2014 **Professional Doctorate in Engineering in User-System Interaction (PDEng)**

Eindhoven, The Netherlands **Stan Ackermans Institute, Industrial Design. Eindhoven University of Technology.**

- Graduated with honors.
- Graduation project: "Smart-Garment Design for an Ambulatory Pregnancy Monitoring System"

Aug 2010 - Jul 2012 **Human-Technology Interaction (MSc)**

Eindhoven, The Netherlands **Faculty of Industrial Engineering and Innovation Sciences. Eindhoven University of Technology.**

- Graduated with great appreciation.
- Thesis: "A Brain-Computer Interface for Walking"

Sep 2011 - Jul 2012 **Artificial Intelligence (MSc, exchange student)**

Nijmegen, The Netherlands **Faculty of Social Sciences. Radboud University.**

Aug 2004 - Jul 2009 **Electronic Systems Engineering (BSc)**

Toluca, Mexico **School of Engineering and Architecture, Instituto Tecnológico y de Estudios Superiores de Monterrey.**

- Graduated with honors.

Feb 2008 - Feb 2009 **Computer Engineering (Exchange student)**

Furtwangen, Germany **Furtwangen University.**

Work Experience

Mar 2022 - Present **Fixed-term Assistant Professor**

Nara, Japan **Nara Institute of Science and Technology (NAIST)**

- Supervised Master and Doctoral students' research projects.
- Lecturing on Human Information Processing and Affective Computing.
- Conducting research on Affective Computing and Extended Realities.
- Building a diverse participant database for experiments.
- Part of the internationalization, gender equality, and publicity committees.
- Writing applications for competitive research funding.

Dec 2023 - Feb 2024 **Visiting researcher**

Chemnitz, Germany **Chemnitz University of Technology**

- Conducting research on Affective Computing.
- Writing applications for competitive research funding.

Apr 2021 - Mar 2023 **Visiting Researcher**

Atsugi, Japan **NTT Communication Science Laboratories**

- Conducted independent research on Affective Sciences with multiple sensors and novel experimental tasks. In particular, regarding emotion awareness and facial expression motor control.
- Coordinated team-research.

Feb 2021 - Feb 2022	Senior Research Officer
Colchester, United Kingdom	University of Essex
	<ul style="list-style-type: none"> Conducted research on the facial feedback hypothesis using Neuromuscular Electrical Stimulation (NMES) and facial mimicry paradigms. Developed NMES artifact rejection algorithms from other electrophysiological measurements.
Apr 2018 - Mar 2021	Research Associate
Atsugi, Japan	NTT Communication Science Laboratories
	<ul style="list-style-type: none"> Conducted independent research on computational models of empathetic communication among people using Computer Vision, Electrophysiological Measures, and Bayesian Cognitive Modelling techniques. Organized research exhibitions and demonstrations. Coordinated different research projects where two or more research institutions were involved with a budget of approximately 45.000 USD.
Apr 2015 – Oct 2016	Freelance Data Scientist
Hilversum, the Netherlands	AdviceGames
	<ul style="list-style-type: none"> Developed data models to predict consumer financial behavior for mortgage products. Wrote scientific reports about the developed models.
Oct 2014 – Mar 2015	Data Scientist
Hilversum, the Netherlands	AdviceGames
	<ul style="list-style-type: none"> Developed data models to predict consumer financial behavior, especially regarding mortgages. Designed and created data visualizations to describe financial behavior both at the group and individual levels. Conducted user research, both quantitative and qualitative, regarding games and gamified applications to change financial behavior.
Jan 2014 – Sep 2014	User-centered designer
Eindhoven, the Netherlands	Eindhoven University of Technology in the framework of the SEBAN Consortium: Philips, IMEC, TMSI, STW
	<ul style="list-style-type: none"> Smart-Energy Body Area Network (SEBAN) is a system for pregnancy monitoring at home, using (fetal) electrocardiography (fECG) and Electroyhysterography (EHG). Stakeholder's project requirements gathering. User research to gather design requirements based on the user's needs (mothers-to-be and caregivers). Iterative design of a comfortable and unobtrusive textile garment with integrated flexible electronics. User evaluation of the system and improvement according to user's feedback. Team and project management with different industrial partners.
Sep 2012 – Sep 2014	User-System Interaction consultant
Eindhoven, the Netherlands	Stan Ackermans Institute.
	<ul style="list-style-type: none"> User research (statistics, behavior modeling, perception, cognition, requirement gathering), Interaction Design (web and novel technologies), User-Centered Design, Rapid Prototyping (paper, wireframes, web, video, tangible and wearable prototypes), in fast-paced projects for different clients. Team management in a multicultural, multidisciplinary environment.
Jul 2009 – Jul 2010	Systems Analyst
Toluca, Mexico	HSBC Banking Corporation, Information Technologies
	<ul style="list-style-type: none"> Stakeholder's requirement gathering, database design, installation, development, support and administration of Business Intelligence applications. Information retrieval and data analysis of large amounts of data (more than one million entries) using SQL for DB2, Solaris and Web environments.

Educational Related Work Experience

Aug 2016 – Sep 2016	Research and Development Trainee in Virtual Reality Application Design
Tokyo, Japan	Fujitsu Laboratories
	<ul style="list-style-type: none"> Proposed and designed a Virtual Reality Application to support language learning. Prototyped the design using Unity, Oculus Rift, and Microsoft Kinect. Conducted user evaluations and improved the design iteratively. Analyzed the evaluation results and proposed improvements in three iterations.

- Sep 2011 – Jul 2012 **Research Trainee in Brain-Computer Interfaces**
Nijmegen, the Netherlands **Sint Maartenskliniek**
- Designed and run experiments using EEG, EMG and optical kinematic sensors.
 - Analyzed and processed the data in both time and frequency domain using Matlab.
 - Used machine learning algorithms to implement a Brain-Computer Interface (BCI) for walking.
 - Assessed the usability of the BCI using behavioral measures and analyzed the data using SPSS.

- Jan 2011 – Jan 2011 **Research Trainee in Psychophysics**
Eindhoven, the Netherlands **Philips Research Visual Experiences**
- Designed and executed experiments on the Psychophysics of Subtle Dynamic Lighting.
 - Analyzed the quantitative results using Matlab and the qualitative results using affinity diagrams.
 - Reported the results in a corporative presentation.
- Dec 2007 – Feb 2008 **Computer Science Trainee**
Toluca, Mexico **Consultoría Integral de Sistemas de Información (CISI) and HSBC Banking Corporation**
- Initialization and documentation of variables for cash dispensers using COBOL and an AS400 system.

Teaching and Mentoring Experience

- April 2022 - Present **Lecturer**
Nara, Japan **Nara Institute of Science and Technology**
- Master and PhD students learn about human perception and action, multi-modal design, signal processing, affective computing, and virtual and augmented reality.
- Aug 2019 - Oct 2020 **Internship mentor**
Atsugi, Japan **NTT Communication Science Laboratories**
- Master and PhD students experiences full multidisciplinary research cycles. Several scientific publications were achieved. One journal and four conference papers have been published. Seven unpublished poster presentations were also given at scientific venues. Other publications are in preparation.
- Sep 2019 - Oct 2019 **Workshop organizer and instructor**
Toluca, Mexico **Tecnológico de Monterrey, Campus Toluca**
- Highschool, Bachelor and Master students designed and prototyped a biofeedback haptic suit for stress reduction. Students learned how to collaborate to create prototypes in short periods of time.
- Apr 2016 - Aug 2016 **Teaching Assistant on Computational Neuromotor Control**
Tsukuba, Japan **University of Tsukuba**
- Master and PhD student support with their practical assignments.
- 2007 **Computer Science Teacher**
Toluca, Mexico **Centro de atención múltiple de la Ciudad de Toluca**
- Primary school students with diverse different abilities were instructed. The challenge was to keep them engaged for long periods of time.

Grants and scholarships

- 2025 **KAKENHI Grant-in-Aid for Early Career Researchers**, Project: Enhancing Sense of Embodiment through an Automated Rubber Hand Illusion and Its Assessment. 25 000 USD
Japan Society for the Promotion of Science (JSPS). Japan.
- 2025 **Academic Assistant and Outsourcing Expenses, Nara Institute of Science and Technology, Japan**, Project: Visual social facial expression understanding in the absence of vision 12 000 USD
- 2024 **Academic Assistant and Outsourcing Expenses, Nara Institute of Science and Technology, Japan**, Project: Visual social facial expression understanding in the absence of vision 12 000 USD

2023	RIEC Nation-Wide Cooperative Research Projects, Tohoku University , Project: Emotion processing in the real and cyber world: behavioral and neuroscience perspective. In collaboration with Miao Cheng. Japan.	4 000 USD
2023	Visiting Scholar Program, Chemnitz University of Technology, Germany , Project: Setting up of research program on electrical muscle stimulation as a socio-affective technology. In collaboration with Lewis Chuang. Germany.	8 500 USD
2023	JSPS-DAAD Bilateral Program , Project: Multisensory Cues to Evoke Emotional Responses and Awe in Virtual Reality. In collaboration with Alexander Marquardt, Ernst Kruijff, and Kiyoshi Kiyokawa. Japan, Germany.	30 000 USD
2022	KAKENHI Grant-in-Aid for Research Activity Start-up , Project: Electrical Muscle Stimulation as a socio-affective assistive technology for the visually impaired. Grant number: 22K21309. Japan Society for the Promotion of Science (JSPS). Japan.	21 000 USD
2022	Startup grant for international and female researchers , Project: Electrical Muscle Stimulation as a socio-affective assistive technology for the visually impaired. Nara Institute of Science and Technology. Nara, Japan.	60 000 USD
2017	Challenge grant , Project: 3D Navigation control. University of Tsukuba. Tsukuba, Japan.	5 000 USD
2016	Grant for original research project , Project: 3D Navigation control. University of Tsukuba. Tsukuba, Japan.	1 000 USD
2015 – 2018	Special Fellows Scholarship , University of Tsukuba. Tsukuba, Japan.	82 000 USD
2010 – 2012	Talent Scholarship Program , Eindhoven University of Technology. Eindhoven, the Netherlands.	41 000 USD
2004 – 2009	Excellency Scholarship , Instituto Tecnológico y de Estudios Superiores de Monterrey. Toluca, Mexico.	25 000 USD

Awards

Data analysis

- 2024 Alric, T., Liu, H., **Perusquía-Hernández, M.**, Hirao, Y., Uchiyama, H., and Kiyokawa, K. Winner in the 11th IPIN Competition Track 3: Smartphone (offsite-online) in the 14th International conference on Indoor Positioning and Indoor Navigation. [IPIN2024award]
- 2023 Dollack, F., Kiyokawa, K., Liu, H., **Perusquía-Hernández, M.**, Raman, C., Uchiyama, H., Wei, X. Ensemble Learning to Assess Dynamics of Affective Experience Ratings and Physiological Change, first place winner. *All authors contributed equally to the work.* [ACII2023award]

- 2022 Shinohara, R., Liu, H., **Perusquía-Hernández, M.**, Isoyama, N., Uchiyama, H., and Kiyokawa, K. A Classification Technique based on Exploratory Data Analysis for Activity Recognition. Fourth Nurse Care Activity Recognition Challenge: Excellent F1-score. [F1award]

Papers

- 2024 Runner-up for Research Teams with Inspirational Research Practices. Venkatraj, K.P., Meijer, W., **Perusquía-Hernández, M.**, Huisman, G., El Ali, A. "ShareYourReality: Investigating Haptic Feedback and Agency in Virtual Avatar Co-embodiment." In CHI Conference on Human Factors in Computing Systems Proceedings (CHI 2024). [CHI2024award]
- 2023 Early career best paper prize. Naoya, Z., **Perusquía-Hernández, M.**, Ayabe-Kanamura, S. "The effects of anxiety on taste perception: The role of awareness." i-Perception 14(6), 20416695231216370 [iPerc2023award]

Invited talks and presentations for the general public

2025	E-motion seminar , Perusquía-Hernández, M. "Eliciting and measuring embodied experiences in virtual reality"	Tohoku University, Japan
2023	Humans and technology seminar , Perusquía-Hernández, M. "Affective cues, embodiment, and wellbeing"	Chemnitz University of Technology, Germany
2023	Interactive Content Design Lab seminar , Perusquía-Hernández, M. "Continuous Experience Sampling and the Affect-Embodiment Coherence"	Tohoku University, Japan
2023	Consumer Electronics Show (CES) , Perusquía-Hernández, M. "The Embodiment Illusion with Electrical Stimulation"	CES, Las Vegas, USA
2023	Consumer Electronics Show (CES) , Otsuka, M., Perusquía-Hernández, M., Isoyama, N., Uchiyama, H., Kiyokawa, K. "Visualization and indoor air quality visualization: a 3D Representation of CO2 Concentration in AR"	CES, Las Vegas, USA
2022	Human-Technology Interaction Domain Lecture , Perusquía-Hernández, M. "Experience sampling and the affect-embodiment coherence"	Eindhoven University of Technology, the Netherlands
2022	Lab seminar , Perusquía-Hernández, M. "Sampleamiento de experiencia y su relación con la coherencia entre emociones y expresión corporal"	CETYS CINAP, Mexico
2021	KD2School seminar , Perusquía-Hernández, M. "The Affect-Embodiment Coherence and its applications to assess design success and improve well-being"	Karlsruhe Institute of Technology, Germany
2021	Cybersecurity, privacy, and human-centred computing seminar , Perusquía-Hernández, M. "Continuous Experience Sampling and the Affect-Embodiment Coherence"	Cardiff University, UK
2021	DFG Collaborative Research Center , Perusquía-Hernández, M. "Continuous Experience Sampling and the Affect-Embodiment Coherence"	Humboldt-Universität zu Berlin, Germany
2017	Nichibokubashi Symposium , Perusquía-Hernández, M., Suzuki, K., "A wearable device for fast and subtle spontaneous smile recognition."	Mexican Consulate in Japan

Patents

2025	Virtual space management device and program , Japan.	2025-004104
2025	Motion tracking device and program , Japan.	2025-004115
2023	Learning device, operation information conversion device, and learning method for gesture to avatar manipulation , Japan.	2023-178303
2023	Visual function monitoring and visual function monitoring methods , Japan.	2023-119500

Service

Associate-editor	2024 IEEE Transactions on Affective Computing.
Guest-editor	2023 Frontiers in Virtual Reality: Technologies for VR. Research topic "Affective Computing in Virtual Reality and its Measurements."
Journal reviewer	2021 MDPI Applied Sciences Special Issue "Research on Facial Expression Recognition." 2025 IEEE Transactions on Affective Computing. 2024 IEEE Transactions on Affective Computing, IEEE Access, Emotion. 2023 Motivation and Emotion (MOEM), Frontiers in Psychology, IEEE TCGV. 2022 IEEE Transactions on Affective Computing, MDPI Applied Sciences, Motivation and Emotion (MOEM), Frontiers in Psychology. 2021 IEEE Transactions on Affective Computing, MDPI Applied Sciences, Motivation and Emotion (MOEM), Brazilian Journal of Computers in Education (RBIE). 2020 Personal and Ubiquitous Computing (PAUC), Journal of the Royal Society Interface, Journal of General and Family Medicine, Cognitive Neurodynamics.
Conference reviewer and service	2025 CHI (Associate Chair), AH (Associate Chair), CHI Work (Publication Chair) , SUI (Program Chair) , SAS. 2024 CHI (Associate Chair), IEEE FG (Publication Chair) , ACII, AH (Associate Chair), IEEE VR, CLIHC, SAS, ISRE, ISMAR, ROMAN. 2023 CHI, IEEE VR, AH (Associate Chair), ISMAR, ACII (Senior Program Committee), ROMAN, ICMI, SUI. 2022 CHI, TEI, MobileHCI (Outstanding Reviewer) , ISMAR, NordCHI, ACII (Logo designer), ICMI (highly useful review) . 2021 ACII (Virtual Chair) , textbfCHI (Outstanding Reviewer), TEI, AH, UIST, CSCW, ICMI, IMWUT, SUI, SAS, NordCHI. 2020 ICMI, TEI, CHI, UIST, AutomotiveUI, ISWC. 2019 ACII, TEI, ICMI, CHI. 2018 TEI, ICMI, SUI, CSCW, CHI PLAY, AutomotiveUI.
Organization	2024 Affective Computing for Mobile Technologies at MobileHCI2024. 2024 PhysioCHI '24: Towards Best Practices for Integrating Physiological Signals in HCI at CHI2024. 2023 Workshop on Cyber-physical Technologies for Affective Wellbeing at NAIST. 2022 Third Workshop on Momentary Emotion Elicitation and Capture at ACII2022. 2022 2nd NAIST International Symposium On Data Science. October. 2021 ACII Virtual organization and social media chair. 2021 Second Workshop on Momentary Emotion Elicitation and Capture at CHI2021. 2020 First Workshop on Momentary Emotion Elicitation and Capture at CHI2020.
Academic Society Memberships	Institute of Electrical and Electronics Engineers (IEEE), Association for Computing Machinery (ACM), Association for the Advancement of Affective Computing (AAAC, Outreach committee 2022-2023), Society for Affective Science (SAS), International Society for Research on Emotion (ISRE), International Functional Electrical Stimulation Society (IFESS).

Skills

Technical **Very Experienced:** Matlab, R, C++, Microsoft Office. **Experienced:** Python, C, SQL, HTML, CSS, Arduino, Processing, Unix, Adobe Illustrator, Adobe Photoshop, Adobe Premiere, Axure, Circuit Design, Latex, Git. **Basics:** Java, JavaScript, jQuery, PHP, Unity. **Familiar:** Embedded Linux, Robot Operating System (ROS), Unity.

Research Machine learning, experimental design, qualitative research, quantitative research, statistical analysis, user experience research, user-centered design, usability testing, low, mid and hi-fidelity prototyping, multimodal sensing using EEG, EMG, GSR, PPG, motion tracking sensors, heart rate monitors, and IMUs.

Languages **Spanish** (native), **English** (advanced, 660 Institutional TOEFL, 7.0 IELTS), **French** (intermediate, DELF B1), **Dutch** (intermediate, NT2-II ¾ delen), **Japanese** (intermediate, JLPT N2, currently learning), **German** (basic, currently learning).

Extracurricular Activities

Jan 2013 – Dec 2013 **Board Member**

Eindhoven, the Netherlands

USI Alumni Organization (USINET)

- Organizing professional and social events, including the UXCamp Netherlands in November 2013.

Sep 2011 – Mar 2012 **Robocup @Home Volunteer**

Eindhoven, the Netherlands

Eindhoven University of Technology

- Implementation of pre-processing algorithms to increase the performance of speech recognition of the robot AMIGO, using an array of microphones, Pocket Sphinx and ROS (Robot Operating System).

Dec 2011, Oct 2009, Apr 2008 **Mexican Culture Exposition Organizer**

Eindhoven, the Netherlands

Furtwangen, Germany

Eindhoven University of Technology and Furtwangen University

- Participation in cultural events (International Days, Connect with my Culture) with a stand about Mexican food and culture.

Publications and presentations list

Journals

- 2025 Kurai, R., Hiraki, T., Hiroi, Y., Hirao, Y., **Perusquía-Hernández, M.**, Uchiyama, H., Kiyokawa, K. "MagicItem: Dynamic Behavior Design of Virtual Objects with Large Language Models in a Commercial Metaverse Platform." *IEEE Access*. [Acc2025]
- 2025 Ohashi, Y., **Perusquía-Hernández, M.**, Kiyokawa, K., Sakata, N. "Cross-Modal Interaction Between Perception and Vision of Grasping a Slanted Handrail to Reproduce the Sensation of Walking on a Slope in Virtual Reality." *Sensors* 2025, 25(3), 938. [Sensors2025]
- 2024 Hu, X., Zhang, Y., Plopski, A., Itoh, Y., **Perusquía-Hernández, M.**, Isoyama, N., Uchiyama, H., Kiyokawa, K. "Perception-Driven Soft-Edge Occlusion for Optical See-Through Head-Mounted Displays." *IEEE Transactions on Visualization and Computer Graphics*. [TVCG2024]
- 2024 Vaidis, D.C., Sleegers, W.W.A., van Leeuwen, F., DeMarree, K.G., Sætrevik, B., Ross, R.M., Schmidt, K., Protzko, J., Morvinski, C., Ghasemi, O., Roberts, A. J., Stone, J., Bran, A., Gourdon-Kanhukamwe, A., Gunsoy, C., Moussaoui, L.S., Smith, A.R., Nugier, A., Fayant, M.-P., Al-Hoorie, A.H., Appiah, O.K., Arbige, S., Aubert-Teillaud, B., Bialobrzeska, O., Bordel, S., Boudjemadi, V., Brohmer, H., Cabooter, Q., Chahir, M., Chassang, I., Chatard, A., Chou, Y.Y., Chung, S., Cristea, M., Daga, J., Depow, G.J., Desrichard, O., Dubrov, D., Evans, T.R., Falkowicz, S., Ferreira, S., Figureau, T., Fointiat, V., Friedrich, T., Gashkova, A., Girandola, F., Granjon, M., Grigoryev, D., Gunaydin, G., Güzel, S., Hazrati, M., Helmy, M., Ikeda, A., Inzlicht, M., Jaubert, S., Kasanov, D., Mohsen Khoddami, M.M., Kim, T., Kiyokawa, K., Kodapanakkal, R.I., Kosachenko, A., Maedge, K., Mahaney, J.H., Martinie, M.A., Mascheretti, V.N., Matsuda, Y., Mauduy, M., Mauny, N., Metzen, A., Moreno-Bella, E., Moya, M., Nadarajah, K., Nejat, P., Norman, E., Olcaysoy Okten, I.O., Özdogru, A.A., Ozer, C., Padial-Rojas, E., Pavlov, Y.G., **Perusquía-Hernández, M.**, Proos, D., Rabinovitch, A., Rohmer, O., Selcuk, E., Sénémeaud, C., Shani, Y., Shmeleva, E.A., Simoens, E., Smith, K.A., Somat, A., Song, H., Sonmez, F., Souchet, L., Taylor, J.J., Van Beest, I., Van der Linden, N., Verheyen, S., Verschuere, B., Vezirian, K., Vieira, L., Wiechert, S., Willis, G.B., Wollast, R., Xia, J., Yamada, Y., Yoshimura, N., Priolo, D. "A Multi-Lab Replication of the Induced Compliance Paradigm of Cognitive Dissonance." *Advances in Methods and Practices in Psychological Science (AMPPS)*. 2024;7(1). [AMPPS2024]
- 2023 Naoya, Z., **Perusquía-Hernández, M.**, Ayabe-Kanamura, S. "The effects of anxiety on taste perception: The role of awareness." *i-Perception* 14(6), 20416695231216370. [iPerc2023]
- 2023 Efthimiou, T., **Perusquía-Hernández, M.**, Mehu, M., Elsenaar, A., Korb, S. "Application of facial Neuromuscular Electrical Stimulation (fNMES) in psychophysiological research—practical recommendations based on a systematic review of the literature." *Behavior Research Methods*. [BehRes2023]
- 2023 Liu, H., Wei, X., **Perusquía-Hernández, M.**, Isoyama, N., Uchiyama, H., Kiyokawa, K. "DUET: Improving Inertial-based Odometry via Deep IMU Online Calibration." *IEEE Transactions on Instrumentation and Measurement*. [IEEETIM2023]
- 2023 Schirm, J., Gómez-Vargas, A.R., **Perusquía-Hernández, M.**, Skarbez, R.T., Isoyama, N., Uchiyama, H., Kiyokawa, K. "Identification of Language-induced Mental Load from Eye Behaviors in Virtual Reality." *Sensors*, 23(15), 6667. [Sensors2023]
- 2021 **Perusquía-Hernández, M.** "Are people happy when they smile? Affective assessments based on automatic smile genuineness identification." *Emotion Studies* 6 (1), pp. 57-71. [EmotionStudies2021]
- 2019 **Perusquía-Hernández, M.**, Ayabe-Kanamura, S., Suzuki, K., "Human perception and biosignal-based identification of posed and spontaneous smiles." *PLoS ONE* Vol. 14(12): e0226328. [PLOSOne2019]
- 2019 Dollack, F., **Perusquía-Hernández, M.**, Kadone, H., Suzuki, K. "Gaze and head anticipation during locomotion with auditory instruction in the presence and absence of visual input." *Frontiers in Human Neuroscience* Vol. 13:293. [FHN2019]

Conference
proceedings

- 2017 **Perusquía-Hernández, M.**, Hirokawa, M., Suzuki, K., "A wearable device for fast and subtle spontaneous smile recognition." IEEE Transactions on Affective Computing Vol. 8, no. 4, pp. 522-533. [IEEETAC2017]
- 2014 Severens, M., **Perusquía-Hernández, M.**, Nienhuis, B., Farquhar, J., Duysens, J., "Using Actual and Imagined Walking Related Desynchronization Features in a BCI." IEEE Transactions on Neural Systems and Rehabilitation Engineering, vol. 23, issue 5, pp.877-886. [IEEETNSRE2014]
- 2025 Marquardt, A., Lehnort, M., Steininger, M., Kruijff, E., Kiyokawa, K., **Perusquia-Hernandez, M.**. Temperature Matters: Thermal Feedback for Awe Experiences in VR. The 32nd IEEE Conference on Virtual Reality and 3D User Interfaces. [IEEEVR2025e]
- 2025 Ohashi, Y., Matsumoto, K., Hirao, Y., **Perusquia-Hernandez, M.**, Nobunichi, S., Uchiyama, H., Kiyokawa, K. Friction Sensation in Redirected Walking Using a Rotating Handrail. The 32nd IEEE Conference on Virtual Reality and 3D User Interfaces. [IEEEVR2025d]
- 2025 Ota, H., Hirao, Y., **Perusquia-Hernandez, M.**, Uchiyama, H., Kiyokawa, K., Marchal, M. Enhancing Visuo-Haptic Coherency by Manipulating Fingertip Contact Tilt. The 32nd IEEE Conference on Virtual Reality and 3D User Interfaces. [IEEEVR2025c]
- 2025 Paniagua, C., Ota, H., Hirao, Y., **Perusquia-Hernandez, M.**, Nobunichi, S., Uchiyama, H., Kiyokawa, K. A Flexible Vibrotactile Feedback System for Rapid Prototyping. The 32nd IEEE Conference on Virtual Reality and 3D User Interfaces. [IEEEVR2025b]
- 2025 Kurai, R., Hiraki, T., Hiroi, Y., Hirao, Y., **Perusquia-Hernandez, M.**, Uchiyama, H., Kiyokawa, K. An implementation of MagicCraft: Generating Interactive 3D Objects and Their Behaviors from Text for Commercial Metaverse Platforms. The 32nd IEEE Conference on Virtual Reality and 3D User Interfaces. [IEEEVR2025a]
- 2025 Paniagua, C., Ota, H., Hirao, Y., **Perusquia-Hernandez, M.**, Nobunichi, S., Uchiyama, H., Kiyokawa, K. Tape-Tics: A Flexible and Modular Vibrotactile Feedback System for Rapid Prototyping of Haptic Applications in Education. AHs2025 Augmented Humans International Conference 2025. [AH2025b]
- 2025 Ohashi, Y., Matsumoto, K., Hirao, Y., **Perusquia-Hernandez, M.**, Nobunichi, S., Uchiyama, H., Kiyokawa, K. Slide Redirection: A Walker-Type Device for Enhancing Redirected Walking through Friction Sensation of a Rotating Handrail. AHs2025 Augmented Humans International Conference 2025. [AH2025a]
- 2024 Matsuda, Y., Hirao, Y., **Perusquia-Hernandez, M.**, Uchiyama, H., Kiyokawa, K. Drama Therapy in Virtual Reality: A Study on Session Design and Empathy Improvement. The 16th Asia-Pacific Workshop on Mixed and Augmented Reality (APMAR2024). [APMAR2024a]
- 2024 Nakata, M., Hirao, Y., **Perusquia-Hernandez, M.**, Isoyama, N., Uchiyama, H., Kiyokawa, K. A Vibrotactile Device for Enabling Sound Localization and Identification for Deaf and Hard of Hearing Individuals. The 16th Asia-Pacific Workshop on Mixed and Augmented Reality (APMAR2024). [APMAR2024a]
- 2024 Kimura, E., Genay, A., Nakano, K., Hirao, Y., **Perusquia-Hernandez, M.**, Narumi, T., Uchiyama, H., Kiyokawa, K. Reducing the Proteus Effect in Virtual Reality: A Mental and Acting Approach. The 16th Asia-Pacific Workshop on Mixed and Augmented Reality (APMAR2024). [APMAR2024a]
- 2024 Kimura, E., Genay, A., Nakano, K., Hirao, Y., **Perusquia-Hernandez, M.**, Narumi, T., Uchiyama, H., Kiyokawa, K. Reducing the Proteus Effect in Virtual Reality: A Mental and Acting Approach. International Conference on Artificial Reality and Telexistence, Eurographics Symposium on Virtual Environments (2024). [ICAT2024c]
- 2024 Wolff, T., Dollack, T., **Perusquia-Hernandez, M.**, Uchiyama, H., Kiyokawa, K. Mapping of Facial Action Units to Virtual Avatar Blend Shape Movement. International Conference on Artificial Reality and Telexistence, Eurographics Symposium on Virtual Environments (2024). [ICAT2024b]

- 2024 Fujisawa, T., Hagimori, D., **Perusquia-Hernandez, M.**, Isoyama, N., Uchiyama, H., Kiyokawa, K. Seamless Multi-Modal Transitions between Real and Virtual Environments Using a Physical Door Enhances Presence and User Engagement. International Conference on Artificial Reality and Telexistence, Eurographics Symposium on Virtual Environments (2024). [ICAT2024a]
- 2024 Venkatraj, K.P., Meijer, W., **Perusquia-Hernández, M.**, Huisman, G., El Ali, A. "ShareYourReality: Investigating Haptic Feedback and Agency in Virtual Avatar Co-embodiment." In CHI Conference on Human Factors in Computing Systems Proceedings (CHI 2024). [CHI2024a]
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Conference
Workshop
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