

Monica Perusquía Hernández

HUMAN INFORMATICS SCIENTIST

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Education

Apr 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 **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.
- Building a diverse participant database for experiments.
- Part of the internationalization, gender equality, and publicity committees.
- Writing applications for competitive research funding.

Apr 2021 - Present **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**

- 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**

- 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**

- 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**

- Developed data models to predict consumer financial behavior, especially regarding mortgages.
- Designed and created data visualizations to describe financial behavior both at 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**

- Smart-Energy Body Area Network (SEBAN) is a system for pregnancy monitoring at home, using (fetal) electrocardiography (fECG) and Electrohysterography (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.**

- 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**

- 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**

- 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 corporate 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, and affective computing.

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

2023	JSPS-DAAD Bilateral Program , Project: Multisensory Cues to Evoke Emotional Responses and Awe in Virtual Reality. In collaboration with Alexander Marquardt, Ernst Kruiff, 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

Invited talks

2023	Interactive Content Design Lab seminar , Perusquía-Hernández, M. “Continuous Experience Sampling and the Affect-Embodiment Coherence”	Tohoku University
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
2021	Cybersecurity, privacy, and human-centred computing seminar , Perusquía-Hernández, M. “Continuous Experience Sampling and the Affect-Embodiment Coherence”	Cardiff University
2021	DFG Collaborative Research Center , Perusquía-Hernández, M. “Continuous Experience Sampling and the Affect-Embodiment Coherence”	Humboldt-Universität zu Berlin
2017	Nichibokubashi Symposium , Perusquía-Hernández, M., Suzuki, K., “A wearable device for fast and subtle spontaneous smile recognition.”	Mexican Consulate in Japan

Service

Guest-editor

2021 MDPI Applied Sciences Special Issue “Research on Facial Expression Recognition”.

Journal reviewer

2023 Motivation and Emotion (MOEM).

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

2023 CHI, IEEE VR, AH.

2022 CHI, TEI, MobileHCI, ISMAR, NordCHI, ACII, ICMI.

2021 ACII, TEI, AH, UIST, CSCW, ICMI, IMMUT, SUI, CHI, SAS, NordCHI, ACII.

2020 ICMI, TEI, CHI, UIST, AutomotiveUI, ISWC.

2019 ACII, TEI, ICMI, CHI.

2018 TEI, ICMI, SUI, CSCW, CHI PLAY, AutomotiveUI.

Organization

2022 Third Workshop on Momentary Emotion Elicitation and Capture at ACII2022.

2021 ACII Virtual organization and social media co-chair.

2021 Second Workshop on Momentary Emotion Elicitation and Capture at CHI2021.

2020 First Workshop on Momentary Emotion Elicitation and Capture at CHI2020.

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).
- 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).

Publications and presentations list

Journals

- 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]
- 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 Desynchronisation Features in a BCI". *IEEE Transactions on Neural Systems and Rehabilitation Engineering*, vol. 23, issue 5, pp.877-886. [IEEETNSRE2014]

Conference proceedings

- 2023 Reynolds-Cuellar, P., Wong-Villacres, M., Badillo-Urquiola, K., Barrera Machuca, M.D., Cibrian, F.L., Ciolfi Felice, M., Fuentes, C., Gaytan-Lugo, L.S., Motti, V.G., **Perusquía-Hernández, M.**, Lemus, O.A. "Para Cima y Pa' Abajo: Building Bridges Between HCI Research in Latin America and in the Global North". In *CHI Conference on Human Factors in Computing Systems Proceedings (CHI 2023)*. [CHI2023]
- 2023 Otono, R., Genay, A., **Perusquía-Hernández, M.**, Isoyama, N., Uchiyama, H., Hachet, M., Lécuyer, A., Kiyokawa, K. "I'm Transforming! Effects of Visual Transitions to Change of Avatar on the Sense of Embodiment in AR". *30th IEEE Conference on Virtual Reality and 3D User Interfaces*. [IEEEVR2023]
- 2023 Yokoro, K., **Perusquía-Hernández, M.**, Isoyama, N., Uchiyama, H., Kiyokawa, K. "DecluttAR: An Interactive Visual Clutter Dimming System to Help Focus on Work". *Proceedings of the Augmented Humans International Conferences*. [AH2023a]
- 2023 Oshimi, H., **Perusquía-Hernández, M.**, Isoyama, N., Uchiyama, H., Kiyokawa, K. "LocatAR: An AR Object Search Assistance System for a Shared Space". *Proceedings of the Augmented Humans International Conference*. [AH2023b]
- 2022 Shaltout, N., Monteiro, D., **Perusquía-Hernández, M.**, Kiyokawa, K., Orlosky, J. "How Anxiety State and Acceptance of an Embodied Agent Affect User Gaze Patterns". [APMAR2022a]

- 2022 Otsuka, M., **Perusquía-Hernández, M.**, Isoyama, N., Uchiyama, H., Kiyokawa, K. "An AR Visualization System for Carbon Dioxide Concentration Measurement Using Fixed Sensors and Sensors Mounted on Mobile Robots". [APMAR2022b]
- 2022 Zhang, Y., **Perusquía-Hernández, M.**, Isoyama, N., Kawai, N., Uchiyama, H., Sakata, N., Kiyokawa, K. "3D-Aware Image Relighting with Object Removal from Single Image". [APMAR2022c]
- 2022 Miyawaki, R., **Perusquía-Hernández, M.**, Isoyama, N., Uchiyama, H., Kiyokawa, K. "A data collection protocol, tool and analysis for the mapping of speech volume to avatar facial animation". ICAT-EGVE 2022 - International Conference on Artificial Reality and Telexistence and Eurographics Symposium on Virtual Environments. [ICAT22a]
- 2022 Schirm, J., **Perusquía-Hernández, M.**, Isoyama, N., Uchiyama, H., Kiyokawa, K. "Identifying Language-induced Mental Load from Eye Behaviors in Virtual Reality". ICAT-EGVE 2022 - International Conference on Artificial Reality and Telexistence and Eurographics Symposium on Virtual Environments. [ICAT22b]
- 2022 Zhang, Y., **Perusquía-Hernández, M.**, Isoyama, N., Kawai, N., Uchiyama, H., Sakata, N., Kiyokawa, K. "3D-Aware Image Relighting with Object Removal from Single Image". ICAT-EGVE 2022 - International Conference on Artificial Reality and Telexistence and Eurographics Symposium on Virtual Environments. [ICAT22c]
- 2022 Otono, R., Genay, A., **Perusquía-Hernández, M.**, Isoyama, N., Uchiyama, H., Hachet, M., Lécuyer, A., Kiyokawa, K. "The Impact of Avatar Transition in Augmented Reality on Surface Electromyography and Sense of Embodiment". Proceedings of the 21st IEEE International Symposium on Mixed and Augmented Reality (ISMAR). [ISMAR2022]
- 2022 Masai, K., **Perusquía-Hernández, M.**, Sugimoto, M., Kumano, S., Kimura, T. "Consistent Smile Intensity Estimation from Wearable Optical Sensors". 2022 10th International Conference on Affective Computing and Intelligent Interaction (ACII), pp. 1-8. [ACII2022]
- 2022 Dollack, F., Ait Baali, H., Cuberos Balda, M., Gomanne, L., Paez-Granados, D., **Perusquía-Hernández, M.**, Salazar Luces, J.V., Gómez Jáuregui, D.A. "Augmenting interoceptive awareness with off-the-shelf sensors using visuo-haptic emotional stimulus". Avances en Interacción Humano-Computadora, Mexihc. [MEX-IHC2022]
- 2021 **Perusquía-Hernández, M.**, Dollack, F., Tan, C. K., Namba, S., Ayabe-Kanamura, S., Suzuki, K. "Smile Action Unit detection from distal wearable Electromyography and Computer Vision". 2021 16th IEEE International Conference on Automatic Face and Gesture Recognition (FG 2021), pp. 1-8. [FG2021]
- 2021 Gómez Jáuregui, D.A., Dollack, F., **Perusquía-Hernández, M.** "Robot mirroring: Improving well-being by fostering empathy with an artificial agent representing the self". Functions of emotions for socially interactive agents workshop adjunct to the 9th Affective Computing and Intelligent Interaction Conference. [ACII2021]
- 2021 Knierim, M. T., Schemmer, M., **Perusquía-Hernández, M.** "Exploring the recognition of facial activities through around-the-ear electrode arrays". NeuroIS, pp. 57-65. [NeuroIS2021]
- 2020 Zushi, N., **Perusquía-Hernández, M.**, Ayabe-Kanamura, S. "The effect of different affective arousal levels on taste perception". 4th Workshop of Multisensory Approaches to Human-Food Interaction, adjunct to the International Conference on Multimodal Interaction, pp. 328-331. [ICMI2020]
- 2020 **Perusquía-Hernández, M.**, Gómez Jáuregui, D. A., Cuberos-Balda, M., Paez-Granados, D. F., Dollack, F., Salazar, J. V. "Robot Mirroring: Promoting Empathy with an Artificial Agent by Reflecting the User's Physiological Affective States". International Symposium on Robot and Human Interactive Communication (ROMAN 2020), pp. 1328-1333. [ROMAN2020]
- 2019 Dollack, F., **Perusquía-Hernández, M.**, Kadone, H., Suzuki, K. "Auditory Locomotion Guidance System For Spatial Localization". 2019 International Symposium on Micro-NanoMechatronics and Human Science (MHS), pp. 1-5. [MHS2019]

- 2019 Palumbo, C., Kriening, H., Wajda, B., **Perusquía-Hernández, M.**, "Understanding User Needs: Requirements for an Augmented Reality Lamp Customization Tool". Proceedings of the Design and Semantics of Form and Movement Conference, XI Edition (DeSForM19), pp. 252-255, 4 pages. [DESFORM2019]
- 2019 **Perusquía-Hernández, M.**, Ayabe-Kanamura, S., Suzuki, K., "Posed and spontaneous smile assessment with wearable skin conductance measured from the neck and head movement". 2019 8th International Conference on Affective Computing and Intelligent Interaction (ACII), 2019, pp. 199-205. [ACII2019a]
- 2019 Nunez, E., Hirokawa, M., **Perusquía-Hernández, M.**, Suzuki, K., "Effect on Social Connectedness and Stress Levels by Using a Huggable Interface in Remote Communication". 2019 8th International Conference on Affective Computing and Intelligent Interaction (ACII), 2019, pp. 1-7. [ACII2019b]
- 2019 **Perusquía-Hernández, M.**, Ayabe-Kanamura, S., Suzuki, K., and Kumano, S. "The Invisible Potential of Facial Electromyography: A Comparison of EMG and Computer Vision when Distinguishing Posed from Spontaneous Smiles". In CHI Conference on Human Factors in Computing Systems Proceedings (CHI 2019), 9 pages. [CHI2019]
- 2017 **Perusquía-Hernández, M.**, Hirokawa, M., Suzuki, K., "Spontaneous and Posed Smile Recognition Based on Spatial and Temporal Patterns of Facial EMG". Proceedings of the 7th Affective Computing and Intelligent Interaction Conference, pp. 537-541, 4 pages. 2017. [ACII2017]
- 2017 **Perusquía-Hernández, M.**, Martins, T., Enomoto, T., Otsuki, M., Iwata, H., Suzuki, K., "Embodied Interface for Levitation and Navigation in a 3D Large Space". Proceedings of the 8th Augmented Human International Conference. Article 4, 8 pages. [AH2017]
- 2016 **Perusquía-Hernández, M.**, Martins, T., Enomoto, T., Otsuki, M., Iwata, H., Suzuki, K., "Multimodal Embodied Interface for Levitation and Navigation in 3D Space". Proceedings of the 2016 Symposium on Spatial User Interaction, pp. 215, 1 page. [SUI2016]
- 2014 **Perusquía-Hernández, M.**, Chen, W., Feijs, L., "Garment Design for an Ambulatory Pregnancy Monitoring System. Ambient Assisted Living and Daily Activities". Proceedings of the 6th International Work-Conference, IWAAL 2014, pp. 219-227, 8 pages. [IWAAL2014]
- 2014 **Perusquía-Hernández, M.**, Kriening, H., Palumbo, C., Wajda, B., "User-Centered Design of a Lamp Customization Tool". Proceedings of the 5th Augmented Human International Conference, Article 36, 2 pages. [AH2014]

Book chapter

- 2016 **Perusquía-Hernández, M.**, Chen, W., Feijs, L., "Textile-Integrated Electronics for Ambulatory Pregnancy Monitoring". Book chapter in Advances in smart medical textiles - Woodhead Publishing. Pages 239-268.

Publications without peer-review

- 2022 Efthimiou, T., **Perusquía-Hernández, M.**, Mehu, M., Elsenaar, A., Korb, S. "Application of facial Neuromuscular Electrical Stimulation (fNMES) in psychophysiological research—systematic review and practical recommendations". Psyarxiv. DOI: 10.31234/osf.io/fd8ce. [Psyarxiv2022]
- 2022 Kubota, T., **Perusquía-Hernández, M.**, Isoyama, N., Uchiyama, H., Kiyokawa, K. "Optimal Nodding Exaggeration Factor in a Real-Time Conversation Entrainment System". IEICE Technical report. Vol. 122-200, MVE2022(18-33), pp. 30-35. [MVE2022e]
- 2022 Sasaki, T., **Perusquía-Hernández, M.**, Isoyama, N., Uchiyama, H., Kiyokawa, K. "Proposal and Evaluation of a Two-layer Tactile Force Sensation Presentation Device Using a Pneumatic Balloon and a Mechanical Piston". IEICE Technical report. Vol. 122-200, MVE2022, pp. 40-45. [MVE2022d]
- 2022 Aoki, D., **Perusquía-Hernández, M.**, Isoyama, N., Uchiyama, H., Kiyokawa, K. "Design of a Telepresence System with Wind Sensation Transfer". IEICE Technical report. Vol. 122-200, MVE2022(18-33), pp. 46-51. [MVE2022c]
- 2022 Yokoro, K., **Perusquía-Hernández, M.**, Isoyama, N., Uchiyama, H., Kiyokawa, K. "A Visual Clutter Dimming Mixed Reality System to Maintain Focus on Work". IEICE Technical report. Vol. 122-200, MVE2022(18-33), pp. 24-29. [MVE2022b]

- 2022 Fujisawa, T., **Perusquía-Hernández, M.**, Nakano, K., Isoyama N., Uchiyama H., Kiyokawa, K. "Evaluation of a Transition Method between Real and Virtual Environments using Video See-Through AR and a Physical Door to Improve the VR Experience". IEICE Technical report. Vol. 122-175, MVE2022(9-7), pp. 1-2. [MVE2022a]
- 2021 Wong-Villacres, M., Garcia Alvarado, A., Badillo-Urquiola, K., Machuca Barrera, M.D., Ciolfi, M.F., Gaytán-Lugo, L.S., Lemus, O.A., Reynolds-Cuéllar, P., **Perusquía-Hernández, M.** "Lessons from Latin America: Embracing Horizontality to Reconstruct HCI as a Pluriverse". Interactions. Vol. 28, no. 2, pp. 56-63. [Interactions2021]
- 2020 **Perusquía-Hernández, M.**, Dollack, F., Tan, C. K., Namba, S., Ayabe-Kanamura, S., Suzuki, K. "Facial movement synergies and Action Unit detection from distal wearable Electromyography and Computer Vision". arXiv:2008.08791. [arXiv2008]
- 2019 **Perusquía-Hernández, M.**, Gómez Jáuregui, D. A., Cuberos-Balda, M., Paez-Granados, D. F. "Robot mirroring: A Framework for Self-Tracking Feedback through Empathy with an Artificial Agent Representing the Self". arXiv:1903.08524. [arXiv2019]
- 2018 Watanabe, J., Ooishi, Y., Kumano, S., **Perusquía-Hernández, M.**, Sato, T., Murata, A., Mugitani, R. "Measuring, Understanding, and Cultivating Wellbeing in the Age of Technology". NTT Technical Review, vol.30, no. 9, pp. 29-32. [NTT2018]
- 2022 Schirm, J., **Perusquía-Hernández, M.**, Isoyama N., Uchiyama H., Kiyokawa, K. "Linguistic Load Estimation in VR Using Depth Difference between Gazed Point and Gaze Depth". Proceedings of the Japanese Virtual Reality Society. Vol. 27. [JVR2022c]
- 2022 Nakano, K., **Perusquía-Hernández, M.**, Isoyama N., Uchiyama H., Kiyokawa, K. "The Impact of a Head-Mounted Display with an Increased Downward Field of View on Ease of Eating and Cross-Modal Effects". Proceedings of the Japanese Virtual Reality Society. Vol. 27. [JVR2022b]
- 2022 Miyazaki, K., Hagimori, D., **Perusquía-Hernández, M.**, Isoyama N., Uchiyama H., Kiyokawa, K. "The Effect of the Friction Stimulation Velocity at the Nasal Apex on Direction Perception". Proceedings of the Japanese Virtual Reality Society. Vol. 27. [JVR2022a]
- 2022 Liu, H., **Perusquía-Hernández, M.**, Isoyama N., Uchiyama H., Kiyokawa, K. "What Can Data-driven Calibration Do for 6DOF Inertial Odometry?". IPSJ Technical Report. Vol. 2022-MBL-104-8-10. [IPSJ2022]
- 2022 Zushi, N., **Perusquía-Hernández, M.**, Ayabe-Kanamura, S. "Perceived anxiety enhances bitter taste perception". Japanese Journal of Psychonomic Science. Vol. 40-2, pp. 274. [JPSYSCI]
- 2022 Kubota, T., **Perusquía-Hernández, M.**, Isoyama N., Uchiyama H., Kiyokawa, K. "Proposal for an Online Conversation Support System to Match "Pauses" in Conversation by Nodding Exaggeration". Multimedia, Distributed, Cooperative, and Mobile Symposium. [DICO2022c]
- 2022 Otsuka, M., **Perusquía-Hernández, M.**, Isoyama N., Uchiyama H., Kiyokawa, K. "An AR visualization system for indoor carbon dioxide concentration measured using a mobile robot". Multimedia, Distributed, Cooperative, and Mobile Symposium. [DICO2022b]
- 2022 Oshimi, H., **Perusquía-Hernández, M.**, Isoyama N., Uchiyama H., Kiyokawa, K. "Privacy-conserving AR-based support system for finding objects in a shared space". Multimedia, Distributed, Cooperative, and Mobile Symposium. [DICO2022a]
- 2022 **Perusquía-Hernández, M.**, Naoya, Z., Ayabe-Kanamura, S. "Dynamics of voluntary smiles during positive and negative moods". International Society for Research on Emotion Annual Meeting. [ISRE2022]
- 2022 **Perusquía-Hernández, M.**, Kumano, S., Ayabe-Kanamura, S., Hirokawa, M., and Suzuki, K. "Facial muscle synchrony and smile genuineness perception". 8th CERE conference. 2022. Accepted oral presentation. [CERE2022]
- 2022 **Perusquía-Hernández, M.** "The affect-embodiment coherence". Embodied Intelligence International Conference 2022. Oral presentation. [EI2022]

- 2021 **Perusquía-Hernández, M.**, Dollack, F., Tan, C.K., Namba, S., Ayabe-Kanamura, S., Suzuki, K. "Facial distal electromyography synergy analysis uncovers the relevance of the Duchenne marker in spontaneous smile production". Society of Affective Science conference. 2021. Oral presentation. [SAS2021a]
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Conference
Workshop
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