THE UNIVERSITY OF TOKYO

2024 S1S2 Dept. of Engineering Common Courses

2 credits

Creative Engineering Project for Undergraduate I・III
I ▶ Undergraduate B3 S1S2
III ▶ Undergraduate B4 S1S2

Creative Engineering Project I
Graduate S1S2(Master, Doctor)

【Course registration】 Each project has a different course number. Please check the syllabus and handbook for course registration. The course number has been changed from 2023. When students who matriculated in 2022 earn credits for the courses offered in 2024, the credits will automatically be registered with the old course numbers.

【When enrolling in multiple projects in the same semester】
Please register for the following "Common Project" and participate in each project.

Note: The course numbers correspond to Creative Engineering Project for Undergraduate I, III and Creative Engineering Project I, respectively.

Course Guidance Apr.9 18:45~ Tue
Guidance for each individual project will also be provided. Please check the syllabus for the guidance schedule.

Online.
Please check the Zoom URL listed in the syllabus.

CO3g07P2 | CO4g67P2 | 3799–507
MAKAIZO Project NEW
Keisuke Nagato・Hideyoshi Yanagisawa
Learn the process of demonically remodelling toys or home appliances to "useless" monsters, based on the policy of "Night of the MAKAIZO SOCIETY". Experience actual remodelling of familiar toys.
Keisuke Nagato   nagato@hnl.t.u-tokyo.ac.jp

CO3g15P2 | CO4g75P2 | 3799–515
Mono–Lab Project
Naohiko Sugita・Reina Yoshizaki
Develop and implement "workshops for creative manufacturing of Rube Goldberg machine" for elementary school students with students participating in the project.
Reina Yoshizaki   yoshizaki-reina7845@g.ecc.u-tokyo.ac.jp

CO3g16P2 | CO4g76P2 | 3799–516
Solar Boat Challenge
Hideaki Murayama・Kazuhiro Aoyama・Daisuke Kitazawa・Kazuo Yonekura
Design and build a 1-passenger solar-powered boat using model-based approach (developing a digital twin and simulation environment).
Hideaki Murayama   murayama@edu.k.u-tokyo.ac.jp

CO3g18P2 | CO4g78P2 | 3799–518
Urban Digital Twin Application Project
Yoshihide Sekimoto・Yuya Uchiyama
Learn the basic technology of the MLIT's urban digital twin project "PLATEAU", The goal is to submit a product to the "PLATEAU AWARD," an application development competition that utilizes PLATEAU's data.
Yuya Uchiyama   uchiyama-y2vw@mlit.go.jp

CO3g14P2 | CO4g74P2 | 3799–514
AI wolf Project
Fujio Toriumi
Develop AI agents to play werewolf games to participate the International AIWolf Contest. Learn programming and AI techniques.
Fujio Toriumi   tori@sys.t.u-tokyo.ac.jp

CO3g08P2 | CO4g68P2 | 3799–508
UT Drone Project
Takeshi Tsuchiya・Yoshichika Sakamoto
Create new business plans and educational programs utilizing drone.
Takeshi Tsuchiya   tsuchiya@mail.ecc.u-tokyo.ac.jp

CO3g17P2 | CO4g77P2 | 3799–517
Chipason
Makoto Ikeda・Atsutake Kosuge
Learn practical VLSI design techniques including FPGA and edge AI system thourgh the contest. Encourage submitting design results to design contests hosted by IEEE and industrial companies
Atsutake Kosuge   kosuge@dlab.t.u-tokyo.ac.jp

CO3g05P2 | CO4g65P2 | 3799–505
UT innovators' Guild
Akira Hirose・Koji Nagatsuna
UT innovators' Guild is a group of people who wish to design, create, and develop something new. You will be able to work with professionals with various business/technical background. If you have any business ideas, please bring them over. Let's work together to materialize it.
Koji Nagatsuna   t-ngtna@g.ecc.u-tokyo.ac.jp

CO3g12P2 | CO4g72P2 | 3799–512
Artificial Intelligence Application Project
Yutaka Matsuo・Yusuke Iwasawa・Tatsuya Matsushima
Plan and develop a project to apply artificial intelligence technology to robot control. Participation in international robotics competitions (Robocup) is also encouraged.
Yusuke Iwasawa   creative_eng@weblab.t.u-tokyo.ac.jp

CO3g09P2 | CO4g69P2 | 3799–509
Startup Training (Hongo)
Keisuke Nagato・Yuki Sugiue
The training part of Sony's social collaboration course, where you can learn the start-up method of technology x design x business through social implementation.
Yuki Sugiue   yuki.sugiue@ignite-your-ambition.com

CO3g11P2 | CO4g71P2 | 3799–511
Global Co-creation Expedition
Kazuhiro Takanabe・Chie Sato
Here in this project, you plan & lead an expedition to global co-creation scenes both in Japan and abroad, in order to obtain new insights for your future career, through a series of dialogues with various governmental and third-party experts.
Chie Sato   sato@biztech-inc.co.jp

CO3g06P2 | CO4g66P2 | 3799–506
International Internship
Hironori Kato
This program provides you with an opportunity of technical experience through international internship. It enables you to enhance practical expertise. You are required to participate in the IAESTE program.
Hironori Kato   kato@civil.t.u-tokyo.ac.jp

CO3g04P2 | CO4g64P2 | 3799–504
International Aviation System
Taro Imamura・Miwa Kobayashi
International Project Based Learning about Aviation Business cooperating with Boeing.
Taro Imamura   imamura@g.ecc.u-tokyo.ac.jp

CO3g02P2 | CO4g62P2 | 3799–502
Student Formula Project
Yamasaki Yudai・Kohei Kusaka
You will plan, design, manufacture and test a formula racing car to enter "Student Formula SAE Competition of Japan". Not only manufacture a racing car, you will manage a virtual company. Technical Advisor: Yuta Yaguchi
Kohei Kusaka   kusaka.kohei@gmail.com

CO3g01P2 | CO4g61P2 | 3799–501
Robot Contest Project
Yasuo Kuniyoshi・Yoshiyuki Ohmura・Kohei Kusaka
Learn how to build a robot system designed for an optimal strategy. The goal of this project is to be a winner in the NHK(ABU) Robot Contest.
Yoshiyuki Ohmura   creative_robot@isi.imi.i.u-tokyo.ac.jp

CO3g03P2 | CO4g63P2 | 3799–503
Flying Robot Project
Takeshi Tsuchiya
Design, build and fly a Flying robot for the Student Indoor Flying Robot Contest.
Takeshi Tsuchiya   tsuchiya@mail.ecc.u-tokyo.ac.jp

CO3g29P2 | CO4g89P2 | 3799–529
Common Project
(If you enroll in multiple projects during the same semester, please register for this course number.)
You can enroll in multiple projects during the same semester. However, this course plan is only worth 2 credits, which is equivalent to registering for a single project. The final grade you receive will be the highest grade among all the projects you have completed.
Takaaki Kawanaka   kawanaka@cce.t.u-tokyo.ac.jp