

# Creative Engineering Project for Undergraduate I

Undergraduate B3·B4 A1A2

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

# Creative Engineering Project II

Graduate A1A2(Master, Doctor)

A Semester Guidance &amp; S Semester Debriefing Session

## Oct. 4 Wed 18:45~

Guidance for each individual project will also be provided. Please check the syllabus for the guidance schedule.

**[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 2023, 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 II and Creative Engineering Project II, respectively.

CO3g59P2 3799-559

**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

CO3g48P2 3799-548

**NEW**
**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

CO3g49P2 3799-549

**NEW**
**Aesthetic Sense in Art and Business**

Masayuki Nakao·Keisuke Nagato·Yuki Sugieue

Through roundtable discussions with leading figures in art and business, and deep interactions among students, participants will experientially learn about art-thinking and intrinsic motivation for entrepreneurs.

Yuki Sugieue yuki.sugieue@ignite-your-ambition.com

CO3g43P2 3799-543

**NEW**
**Web Programming from Scratch**

Lui Yoshida

It's a web programming course suitable for complete beginners. Learn the knowledge and skills necessary to bring your own ideas to life.

Lui Yoshida luiyoshida@g.ecc.u-tokyo.ac.jp

CO3g50P2 3799-550

**NEW**
**Practical Web Programming**

Yoshihiro Kawahara·Yuuki Nishiyama·Koya Narumi

Learn several web programming techniques practically used in the IT industry through exercises.

Koya Narumi narumi@akg.t.u-tokyo.ac.jp

CO3g45P2 3799-545

**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

CO3g42P2 3799-542

**Artificial Intelligence Application Project**

Yutaka Matsuo·Yusuke Iwasawa

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

CO3g35P2 3799-535

**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

CO3g46P2 3799-546

**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

CO3g33P2 3799-533

**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

CO3g44P2 3799-544

**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

CO3g34P2 3799-534

**Global Aviation Business**

Taro Imamura·Jiro Koda

We learn and discuss the Aviation Industry with Airbus Japan.

Hiroko Nakamura h-nakamura@misonosogo-law.jp

CO3g36P2 3799-536

**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

CO3g32P2 3799-532

**Student Formula Project**

Masayuki Nakao·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

CO3g39P2 3799-539

**Startup Training (Hongo)**

Keisuke Nagato·Yuki Sugieue

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 Sugieue yuki.sugieue@ignite-your-ambition.com

CO3g31P2

**Robot Contest Project**

Yasuo Kuniyoshi·Yoshiyuki Ohmura·Kouhei 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. (In 2023A1A2, the project will be opened but no new recruitment will take place. The next new recruitment will take place in 2024S1S2.)

Yoshiyuki Ohmura creative\_robot@isi.imi.i.u-tokyo.ac.jp

