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Ramblings Naoki Yamamoto

In 2018, my non-research related duties such as drafting reports and admin work increased drastically. In a seemingly counterintuitive move prompted by my feeling that this situation was somewhat amiss and sense of the need to secure more time for research, I bought a computer game to give myself a breather.

I really wanted to play tennis but the people who I usually played with were similarly harried for time and our schedules clashed. At this point it occurred to me that my son has a handheld game console called the PS Vita, and they had FFX*, a game which I had long wanted to play when I went to Tsutaya so I ended up buying it. It's a classic, meaning it is really old, and was actually released

around 20 years ago. To come clean, I was once a hardcore devotee of the series from FFI through FFIIX, but the release of the tenth installment coincided with my doctoral studies so I held myself back. While I run the risk of reproach that this restraint would have been better retained, in the end I finished FFX in around four months and had a whale of a time.

As this took around 60 hours in total, it is a comparatively costly investment of time when we look at the amount of time spent with films or comics, but the more time you devote yourself to it the more exciting it gets, and in the end I was very satisfied. I love the song which plays at the place in the game referred to as the Calm Lands which you visit after a particular event, and recently my work has been soundtracked by this song on repeat. In fact, there is a YouTube video which repeats this song for 30 minutes, so I take some solace from knowing that I am not the only person with this habit. Most likely

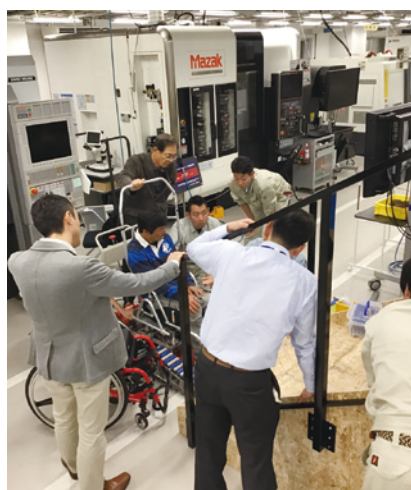
this is used by old guys like myself.

Much as I am always cheered walking the expansive plains of FFX, I was once in the bait of walking from Hongo to Kudanshita at least once a week. It would take me around 40 minutes to complete this particular journey, all the while thinking about my research, but this inevitably felt great as good ideas would often occur to me on my walk. Now that I mention it, I had heard that there was a delicious curry restaurant called Bondy in Jinbocho from a student in my lab. With this in mind I dropped by on my walk and confirmed the veracity of this claim. Whether or not having to sit opposite an old guy like me is a strike against it is up to you.

And with this I conclude my ramblings. Having only taken me ten minutes to write it was time well spent. My sincere apologies to anybody who spent their precious time reading it.

*Final Fantasy X

Science and Technology Information



The Cybathlon Powered Wheelchair Project is now underway

Keio University's Faculty of Science and Technology will participate in the Cybathlon, an international sporting event to unite persons with disabilities with technology to be held in 2020, with the aim of applying its latest technologies to real life situations.

The Cybathlon is an international competition at which people with physical disabilities meld with technology to compete against each other. This is achieved by applying state-of-the-art technologies including robotics to the hardware used by the competitors. Six disciplines will be competed at the Cybathlon, and Keio University Faculty of Science and Technology will be rising to the challenge of the Powered Wheelchair Race. At Powered Wheelchair Races, competitors battle it out against obstacle courses and the clock, with the six obstacles typifying those encountered in everyday life by wheelchair users: low tables, slalom, hills/narrow doorways/downslopes, uneven pavements, slanting pavements, and stair lifts.

In preparation, we have embarked on R&D for powered wheelchairs towards the initial Japan leg of the Cybathlon wheelchair series to be held in 2019. This project will apply the latest technologies with the aim of helping to realize a world that is truly barrier free.



KEIO FORTISSIMO
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CYBATHLON PROJECT

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Editor's postscript

As Associate Professor Yamamoto's research is not concerned with the creation of tangible objects such as robots and does not involve lab equipment, we worried about what we could use for the cover during the photo shoot. On the day, we took pictures of the various patterns which resembled models, but unfortunately we only have space to use one of these for the cover. The motif for the cover is a "Q" for quantum, and we feel that it captures the atmosphere that is cultivated by the ever-jovial Yamamoto-sensei.
(Izumi Hagiwara)