

1st Brazil-Japan Lunch Talk



Date 18 April 2018, Wed

Time 12~13hs

Place Kyoto University, Inamori Foundation Memorial Building,
2F Seminar Room (213)

Access <https://en.kyoto.cseas.kyoto-u.ac.jp/access/>



Language Portuguese*

*those who would like to receive support with informal consecutive translation
please send an email to (andurush@cseas.kyoto-u.ac.jp)

Event explanation

This event aims at promoting the exchange of information useful to reinforce academic and non-academic collaborations between Brazil and Japan, or collaborations of international scope which include people and topics of interest to these countries. We invite former and actual members of universities - students, researchers, professors etc - to share their experiences, their research topics, their interests for developing future projects, and their hints for possible collaboration between universities, industries, NGOs, communities and others.

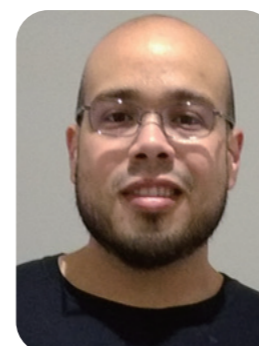
During the meeting, one or more participants will shortly make a self-introduction, followed by an introduction of research topics, or topics of interest for future collaboration. Other participants are welcome to comment and give suggestions based on their own experiences. Speakers are welcome to use PPT presentations, *pecha-kucha* style of presentations, or other formats of presentation.

Please bring your own lunch box, or any other foods and drinks!

Speakers

Marcio Makoto Nishida

Specially Appointed Researcher at the National Center for Geriatrics and Gerontology (2018)
Phd Candidate in Rehabilitation Science at Kyoto University Graduate School of Medicine/ Human Health Science (2015-2018)
Master Degree in Exercise Physiology at Kyoto University Graduate School of Human and Environmental Studies (2013-2015)
Physical Medicine and Rehabilitation Medical Specialist at UNIFESP- Federal University of Sao Paulo (2005-2008)
MD Degree at UNIFESP- Federal University of Sao Paulo (1999-2004)



Luciano Santos

Luciano received his bachelor degree in Computer Science and his master degree in Informatics both at University of Brasilia, Brazil. He is currently a PhD student at Kyoto University Department of Social Informatics, Graduate School of Informatics. His research focuses mainly on electronic games. During his master's, he developed a new tool to facilitate the adaptation of electronic games to be used in physio-therapeutic treatment. Now, as a PhD student, he is investigating how game design elements can affect elderly user's behavior and how these games can be effectively employed to promote an active lifestyle among this target population. He's currently planning to continue his research on game design either in academia or in the industry.