

## Yasushi Sakai



Yasushi Sakai is a researcher, artist, and architect who operates from the realm of computer terminals. He currently serves as a research assistant and Ph.D. candidate at the MIT Media Lab CityScience group. His work encompasses a wide range of projects, from designing microcontroller schematics to creating large-scale mega structures, and from converting tangible artifacts into intangible experiences.

Sakai's research interests center around the fluid boundaries between machines and humans, particularly from the perspective of intelligence and methods of creation. He is particularly interested in large-scale city planning that incorporates the social implications of our collective machine society.

Sakai's work has been recognized by several prestigious organizations, including selection for the Siggraph Art Exhibition (2018), the Chile Biennial Art Exhibition (2017), and the Japan Media Art Festival (2015). Additionally, he has won several hackathons, including the Art Hack Day (2015) and the World Bank's global innovation challenge (2015).

## 1 Employments

- 2011 - 2015 Architect, **Nikken Sekkei**, Architectural Design Department, Digital Design Lab
- 2011 (internship) **MEME**, Boston, MA assistant for scripting
- 2010 (internship) **Ryoji Ikeda**, remote assistant in CG modelling, rendering, architectural drawings for exhibitions

## 2 Education

- 2017- Media Arts and Science, Massachusetts Institute of Technology, PhD
- 2015-2017 Media Arts and Science, Massachusetts Institute of Technology, M.S
- 2010-2012 Environmental Design and Governance, Keio University (Japan), M.A
- 2008-2010 Environmental Information, Keio University, B.A

### 3 Awards / Exhibits

- (2022) Awarded: WIRED Common Ground Challenge, PwC Award \* / namaph (nature map graph)
- (2022) Accepted: Support Emerging Media Arts Creators \* /namaph (nature map graph)
- (2021) Selected: Jack into the Noösphere
- (2018) Cooper Hewitt, Smithsonian Design Museum
- (2018) SIGGRAPH Art Gallery \*
- (2017) Chile Biennale \*
- (2014) 18th Japan Media Arts Festival, Jury Selection \*\*
- (2014) 100 Innovators of the Next Era, Elected
- (2014) Code for Resilience Global Innovation Challenge, Grand Prize, World Bank, London
- (2014) ALGODEeQ -international programming competition for architecture, cities, and general design-, Grand Prize\*\*
- (2014) Art Hack Day 2014, Golden Art Hack Award, Tokyo
- (2010) Excellent Undergraduate Architectural Design Exhibition, Elected, Lemon Gasui
- (2010) Shigeru Ito prize, Grand Prize, Keio University

\*☒: collaboration with Nicole L'Huillier and Thomas Sanchez

\*\*☒: collaboration with Daisuke Tsunoda

\*☒\*\*: collaboration with Kosuke Katano and Sei Takeda

### 4 Publication

- *Jett-sen: A Mobile Sensor Fusion Platform for City Knowledge Abstraction* Andres Rico, Yasushi Sakai
- *Diastrofismos* Thresholds vol47: Repeat, Nicole L'Huillier, Thomas Sanchez, Yasushi Sakai
- Alonso, L., et al. CityScope: A Data-Driven Interactive Simulation Tool for Urban Design. Use Case Volpe, ICC 2018, cite

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- Noyman, Ariel, Yasushi Sakai, and K. Larson. “Cityscopear: urban design and crowd-sourced engagement platform.” CHI 2018 CHI Conference on Human Factors in Computing Systems 2018. cite
- *Implementation of Decentralized Version Control in Collective Design Modelling*, Design Modelling Symposium 2015, Yasushi Sakai, Tsunoda Daisuke
- *Potentials in Applying Collective Intelligence in Architecture*, 35th Informatics, Systems, Technology Symposium, AIJ (Architectural Institute of Japan), Tokyo, Yasushi Sakai
- *Analyzing Spatial Complexity within the Neighborhood of Visual Cognition*,

## 5 Media

- 2022 **Media Lab “namaph”**
- 2021 **WIRED** vol.42
- 2021 **Mononome(モノノメ)**
- 2021 **a+u magazine** 21:09
- 2014 100 Innovators of the Next Era **Nikkei Architecture**
- 2010 House in Hanegi Park - Cherry **Jyutaku-Tokushu (住宅特集)** design assistant
- 2010 Temporary Shelter for Haiti Earthquake refugees, participated as project manager **Shinkenchiku (新建築)**
- 2008 Hualin Temporary elementary school (Chengdu, China) **Shinkenchiku (新建築)** construction assistant
- 2008 Case study House-13 -Atelier of Stained Glass Artist- design assistant

## 6 Skills

- CAD/BIM and visual programming software (Revit, ArchiCAD, Rhinoceros, Grasshopper)
- Circuitry Design, microcontrollers(ATMEGA)
- Programming, in the order love (Rust, swift, JavaScript(TypeScript), python, JAVA(processing/Android), C++, C#, PHP)
- and most importantly GIT