



International Lectures from Japan

Sponsored by: Human Science International Course, Graduate School of Design, Kyushu University, Japan
Organized by: Industrial Engineering Department, Hasanuddin University

Antro-Fisiologi, Psikologi Perseptual, serta Matematika Terapan dan Ilmu Komputer

Physiological Anthropology, Perceptual Psychology, and Applied Mathematics and Computer Science

- 09:20 - 09:30 Opening,
Seminar objectives and introductions
(Prof. Hideyuki Takagi)
- 09:30 - 09:45 My Study & Research Experience in Japan *
(Dr. Ilham Bakri)
- 09:45 - 10:45 **Ergonomi Lingkungan**
(Environmental Ergonomics)*
(Dr. Ilham Bakri)
- 10:45 - 10:55 (break)
- 10:55 - 12:00 **Interactive Evolutionary Computation**
(Komputasi Interaktif Evolusioner)
(Prof. Hideyuki Takagi)
- 12:00 - 13:00 (lunch and pray)
- 13:00 - 14:00 **An Introduction to Brain Research and Human Perception**
(Pengantar Riset Otak dan Persepsi Manusia)
(Prof. Gerard B. Remijn)
- 14:00 - 14:15 Q&A for whole lectures and studying in Japan for those who have questions

(*)These talks will be given in Bahasa Indonesia.

Lecture 1: Ergonomi Lingkungan

Ergonomi sebagai sebuah ilmu mungkin telah banyak diketahui dan berkembang di Indonesia. Namun demikian khusus bidang Ergonomi Lingkungan, studi mendasar maupun aplikasinya di Industri masih sangat terbatas. Sesi kuliah ini akan memaparkan dasar-dasar dari ergonomi lingkungan serta aplikasinya dalam meningkatkan kenyamanan dan keamanan manusia di lingkungan tempatnya beraktivitas

Lecture 2: An Introduction to Brain Research and Human Perception

We will look at some research examples that show the workings of the brain in relation to human perception. We perceive the world around us through our sensory systems. Information that enters our eyes and ears, or other sense organs, needs to be interpreted by our brain. We will discuss some research techniques that give us insight into the workings of our brain and our behavioral responses to sensory information.

Lecture 3: Interactive Evolutionary Computation

Following basic introduction of fuzzy systems, neural networks, and evolutionary computation (EC), we learn one of EC applications, interactive EC (IEC) which optimizes a target system based on human subjective evaluations.



Ilham Bakei received his master degree on Product Design in HvU, the Netherlands, and doctoral degree on Environmental Engineering in Kyushu University, Japan. His research road map of Ergonomics and Work Analysis in Industrial Engineering Department, Hasanuddin University are including: comfort and safety in living and working



Gerard B. Remijn (the Netherlands) is an Associate professor of the Faculty of Design, Kyushu University. He is mainly interested in perceptual processes in the human brain, with research on a wide variety of topics related to auditory perception, visual perception, and time perception.



Hideyuki Takagi is a professor of Faculty of Design, Kyushu University and has worked on computational intelligence for a quarter century. He is especially interested in combining human factors and computational intelligence, so called Humanized Computational Intelligence. His lab is the center of interactive evolutionary computation research in the world.