



Message from the Dean

At Ritsumeikan University, computer science education and research became popular in the 1980s when the Department of Computer Science was established in the College of Science and Engineering. This department was further developed under the Graduate School of Science and Engineering. In response to society's need to train researchers and engineers in the field of information and communication who can actively participate in the international arena, the Graduate School of Information Science and Engineering (GSISE), specializing in computer science, was established in April 2012. As one of the leading graduate schools in the field of IT in Japan, GSISE currently has over 90 researchers engaged in advanced and diverse research and education in the field of IT.

About 100 students from various countries and regions are studying at GSISE. There are many professors from around the world to help international students adjust to life in Japan. GSISE continues to create an environment in which Japanese and international students (in both English and Japanese language courses) work together across cultural differences and diverse values to produce a global workforce that can play a leading role in society.

By cooperating closely with industry, government and the local community, GSISE has made significant research developments in unique areas such as Mixed Reality Technology, which combines the real and virtual world; the Digital Humanities for Japanese Arts and Cultures project, which digitally archives Japanese culture like the Gion festival and Noh dance; the Frontier Research for Natural Disaster Mitigation project which involves collaboration among researchers in civil engineering, sensing technology, and information and communication technology; a project to improve the sound-scape of daily life through the application of acoustic technology; and artificial intelligence for knowledge acquisition and image recognition.

Our researchers and students have published their achievements in both national and international journals and conferences, and we are proud that many have received international recognition throughout our history.

Dean Graduate School of
Information Science and Engineering
Ritsumeikan University

TAKADA Hideyuki



Master's Program (English-medium)

Major in Advanced Information Science and Engineering

The Master's Program aims at fostering researchers and specialists who are ready to tackle and solve issues pertaining to today's information society at the local and global levels. Students will gain competencies in analyzing and solving problems, communicative proficiency in Japanese and in English, understanding of developments in theories and cutting-edge technologies in information processing, network construction and system architecture, media technology, technologies applied to human life and intelligence, and ethics in science and technology.

Doctoral Program (English-medium)

Major in Advanced Information Science and Engineering

The Doctoral Program fosters researchers and specialists who can function at the forefront of various domains in order to solve, with creative and innovative approaches, important and critical issues of society. Acquired in the program are understanding of theoretical and technological advances in information technology, knowledge and attitudes in research ethics, creativity in identifying, analyzing, and solve problems, and skills in pursuing research activities and those in effective communication.

Completion Regulation

Master's Program

Subject Field	Common Subjects	Special Major Subjects	Special Research Subjects	Total
Required Credits	4 credits or more	10 credits or more	16 credits	30 credits or more

Doctoral Program

Subject Field	Special Research Subjects	Seminar and Field Works Subjects	Total
Required Credits	8 credits or more	—	8 credits or more

Curriculum *The medium of instruction is Japanese

Master's Program

[Common Subjects]

- Presentation in Science and Engineering
- Advanced Topics in Data Analytics
- Field Work
- Study Abroad
- Special Topics (Common Subjects)
- e-Society
- ICT産業論(*)

[Special Major Subjects]

- Advanced Topics in Computational Intelligence in Games
- Advanced Topics in Image Processing
- Advanced Topics in Global Software Engineering
- Advanced Topics in Software Engineering
- Advanced Topics in Communication Science

[Special Research Subjects]

- Research for Master in Information Science and Engineering 1~4

Doctoral Program

[Special Research Subjects]

- Research for Doctor in Information Science and Engineering 1~6

[Seminar and Field Works Subjects]

- Engineering Practicum Internship 1~2

*In both Master's and Doctoral Program, there are also "Interdisciplinary Graduate Courses" besides the subjects above.

*The above is the curriculum for the 2025 Academic Year. It is subject to change in the future.

Appeals of GSISE

State-of-the-art Research Environment

Graduate School of Information Science and Engineering conduct significant research activities by funds from grants-in-aid for scientific research, joint research with private companies and other governmental funds. Therefore, we provide students the state-of-the-art facilities and equipment and education based on the latest research activities.

Professors Covering Various Fields

There are over 100 professors in our graduate school and our graduate school is one of the biggest graduate schools in IT field in Japan. Our professors cover a lot of research fields and have various research themes. Students can study under all of our professors in English. Our professors are also active in their research activities and obtain budgets from Japanese government for their unique research which its results boast to the world. That makes students study based on the latest research achievements.

International Students from all over the world

Graduate School of Information Science and Engineering accepts many international students from all over the world. Currently, we have over 150 regular students in our graduate school. Every year, we also accept approximately 100 short-term students from many different countries.

Our graduate school provides academic excellence scholarship for those who passed the entrance examination with outstanding results. Successful recipients receive 450,000 yen or 100,000 yen tuition reduction a year with the scholarship. Ritsumeikan University Tuition Reduction Scholarship for International Students is also provided to self-financed international students. Selected students can receive 100% tuition reduction for their minimum standard duration of degree program or 20% tuition reduction for one year excluding admission fee and membership fee.

Grants-in-Aid for Scientific Research (KAKENHI)2024

Accepted Amount

1.60billion (4th place at private university)

Accepted projects

669 (4th place at private university)

The number of accepted projects in Grants-in-Aid for Scientific Research

-Middle-sized section
'Human informatics and related fields'

1st place
(at private university)

-Middle-sized section
"Applied informatics and related fields"

1st place
(at private university)

Tuition and Fees

Spring semester: April 1 – September 25,
Fall semester: September 26 – March 31

		Admission Fee	Tuition for Spring Semester	Tuition for Fall Semester	Annual Sum
Master's	All other university graduates	200,000 JPY	615,300 JPY	615,300 JPY	1,430,600 JPY
	Ritsumeikan Graduates	—	615,300 JPY	615,300 JPY	1,230,600 JPY
Doctoral	All other university graduates	200,000 JPY	250,000 JPY	250,000 JPY	700,000 JPY
	Ritsumeikan Graduates	—	250,000 JPY	250,000 JPY	500,000 JPY

*The information above is the record of Academic Year 2025.

*Please refer to our website for changes in the following years.



Student Life at Ritsumeikan

For more details
about living in Japan:



Housing (OIC International House)

- All share-type rooms, with 6 people living in 1 unit (individual bedrooms)
- Resident Mentors (RMs) • Building manager available during the day
- Auto-lock entrance • Located approximately 18 minutes away from campus on foot (approximately 10 minutes by bicycle)

*RMs: Residents who work with the university and building managers to ensure that OIC I-House residents can have a safe and comfortable dormitory experience by providing support to residents and encouraging exchange.

Monthly Lodging Fees

*As of September 2024

Type of fee	OIC I-House
Security deposit (returned when moving out)	1 month's rent
Rent	JPY 55,000 / month
Utilities & Internet	JPY 7,200 / month
Bedding Rental	JPY 2,000 / month
Entrance fee (covers move-out inspection and cleaning)	JPY 10,000

*If I-House reaches capacity, some students may be placed in Global House.
(On the Premises of OIC Campus)



Scholarships for Graduate Students

Scholarship and Awarding Time	Eligible Students	Duration and Reduction Amount
SEISEKI-YUSHUSHA (Academic Excellence) Scholarship (For 1st Year of Enrollment) *At the time of enrollment	Master's students Students who passed the entrance examination with outstanding results	One year I: 450,000 JPY (Approximately 25% of admitted students) II: 100,000 JPY (Approximately 20% of admitted students)
SEISEKI-YUSHUSHA (Academic Excellence) Scholarship (For 2nd Year of Enrollment) *After enrollment	Master's students Students enrolled in the 3rd and 4th semester	One year I: 450,000 JPY (Approximately 25% of enrolled students) II: 100,000 JPY (Approximately 20% of enrolled students)
Tuition Reduction Scholarship for International Students (Graduate Students Category I) *At the time of enrollment	Students must be self-finance and be on a "Student" visa Those who passed the entrance examination with outstanding results	Minimum standard duration of degree program 100% of tuition fees
Tuition Reduction Scholarship for International Students (Graduate Students Category II) *At the time of enrollment	Students must be self-finance and be on a "Student" visa Those who did not receive "Graduate Students Category I"	One year 20% of tuition fees

*The information above is the record of Academic Year 2025.

*Please refer to our website for changes in the following years.

Graduate Student Career Path Support Centre,
Scholarship and Grants Website:



Researchers [2025]

Information Science and Engineering Course



AKIYAMA Soramichi
Associate Professor
[Advanced Systems Laboratory](#)
Memory Systems,
Approximate Computing,
Virtual Machine, Operating Systems,
Memory Security



IZUMI Tomoko
Professor
[Cognitive Engineering Laboratory](#)
Cognitive Engineering,
Human Computer Interaction,
Memories Engineering,
Kansei Engineering



Uwe SERDÜLT
Professor
[Digital Governance Systems Laboratory](#)
Digital Governance Systems,
Digital Democracy,
E-Government Applications,
E-Participation



UEHARA Tetsutaro
Professor
[Cyber Security Laboratory](#)
System Security,
System Administration,
Digital Forensics



OCHI Hiroyuki
Professor
[Integrated Systems Laboratory](#)
FPGA and Reconfigurable Architecture,
Ultra-low Power System,
Algorithms and Data Structures
for VLSI Design Automation



KAMIYAMA Noriaki
Professor
[Advanced Network Laboratory](#)
Network Cache, Network Security,
Quantum Network



KITAMURA Yoshinobu
Professor
[Knowledge Computing Laboratory](#)
Knowledge Engineering,
Knowledge Sharing, Ontology,
Artificial Intelligence



SHIMAKAWA Hiromitsu
Professor
[Data Engineering Laboratory](#)
Data Engineering, Data Science,
Usability Engineering,
Education Engineering



TAKADA Hideyuki
Professor
[Distributed and Collaborative Systems Laboratory](#)
Collaborative Learning+Work Support,
Distributed Systems,
Network Services, Databases



NISHIO Nobuhiko
Professor
[Ubiquitous Computing and Networking Laboratory](#)
IoT, Smart Computing Environment,
Embedded Systems,
Autonomous Driving System,
Location Information System



NISHIHARA Yoko
Professor
[Communication and Interaction Design Laboratory](#)
Human Computer Interaction,
Natural Language Processing,
Artificial Intelligence,
Comic Computing



NISHIMURA Toshikazu
Associate Professor
[Global Information Networks Laboratory](#)
Computer-mediated Communication,
Internetworking, Cellular Network,
Machine Learning



NOGUCHI Taku
Professor
[Network Systems Laboratory](#)
Ad Hoc Networks, IoT,
Wireless Sensor Networks,
Connected Car



NOJIMA Ryo
Professor
[Applied Cryptography Laboratory](#)
Cryptography,
Post Quantum Cryptography,
Machine Learning,
Secure Computation



HARADA Fumiko
Professor
[Activity Information Engineering Laboratory](#)
Information retrieval,
Information recommendation,
Sensor data analysis, Artificial intelligence



HATTORI Hiromitsu
Professor
[Collaboration Design Laboratory](#)
Multi-Agent Simulation,
Social System Design,
Artificial Intelligence,
Discussion/Dialogue Support



Victor KRYSSANOV
Professor
[e-Society Laboratory](#)
"ICT for Human Enhancement"
Data Science, IoT, e-Society,
Statistical Modeling and Simulation,
Smart City and Smart Farming



FUKUMOTO Junichi
Professor
[Natural Language Processing Laboratory](#)
Natural Language Processing, Information
Extraction, Question Answering,
Interaction



MAEDA Akira
Professor
[Digital Library Laboratory](#)
Digital Libraries,
Information Retrieval,
Multilingual Information Processing,
Digital Humanities



MARUYAMA Katsuhisa
Professor
[Software Science and Technology Laboratory](#)
Software Engineering,
Software Development Environments,
Programming Language



MURAO Kazuya
Professor
[Intelligent Interactive System Laboratory](#)
Wearable Computing,
Ubiquitous Computing, Sensing,
Activity Recognition,
Biological Information



MURAKAMI Yohei
Professor
[Social Intelligence Laboratory](#)
Services Computing,
Design Studies,
Artificial Intelligence



MOURI Koichi
Professor
[System Software Laboratory](#)
Operating System,
Virtualization Technology,
Computer Security,
Embedded System



YAMASHITA Shigeru
Professor
[New Generation Computing Laboratory](#)
Next-Generation Computing,
Quantum Computation,
Quantum Circuit Design, Biochip,
Stochastic Computing



YAMAMOTO Hiroshi
Professor
[Information Networking Laboratory](#)
IoT, Sensor Network, Blockchain,
Machine Learning, Embedded System



YOSHIDA Norihiro
Professor
[Automated Software Engineering Laboratory](#)
Software Engineering, IoT, Security





Information Science and Engineering Course



Igor GONCHARENKO
Professor
Advanced Computer Graphics and
Digital Human Laboratory
Digital Human Modeling,
Human Movement Analysis,
Scientific Visualization,
Sensory Data Analysis



Eric W. COOPER
Professor
Affective Engineering and
Computer Arts Laboratory
Interactive Intelligent Systems,
Kansei Engineering



KASHIHARA Koji
Professor
Biological Information Engineering
Laboratory
Human Medical Engineering,
Brain Neuroscience



KITANO Katsunori
Professor
Computational Neuroscience Laboratory
Computational Theory of the Brain,
Neural Network



KIMURA Asako
Professor
Reality Media Laboratory
Human Computer Interaction,
Virtual Reality,
Mixed Reality/Augmented Reality



SHINODA Hiroyuki
Professor
Human Vision & Color Science
Laboratory
Visual information Processing,
Color Science,
Psychophysics



SHIBATA Fumihisa
Professor
Mobile Computing Laboratory
Mobile Computing,
Mixed Reality,
Human Machine Interface



SHIMADA Nobutaka
Professor
Interaction Laboratory
Intelligent Robotics,
Computer Vision, Intelligent Space,
Machine Learning,
Human Computer Interaction



TAKASHIMA Ryoichi
Professor
Spoken Language Laboratory
Speech Recognition,
Speech Synthesis,
Speech Signal Processing



TANAKA Kenichiro
Associate Professor
Vision and Imaging Laboratory
Computational Imaging,
Computer Vision, Optical Sensing,
Machine Learning



Yen-Wei CHEN
Professor
Intelligent Image Processing Laboratory
Intelligent Image Processing,
Medical Image Analysis,
Computer Vision



TSUBO Yasuhiro
Professor
Neural Information Processing
Systems Laboratory
Computational Neuroscience,
Neural Activity Measurement,
Statistical Modeling, Complex Network



Damon CHANDLER
Professor
Visual Information Engineering Laboratory
Visual Information Engineering,
Computational Perception,
Image and Video Quality Assessment



TOHSATO Yukako
Professor
Computational Biology Laboratory
Computational Biology,
Machine Learning, Bioimage Informatics,
Time Series Analysis,
Data-driven Science



NAKATA Susumu
Professor
Computer Graphics Laboratory 2
Computer Graphics,
Numerical Simulation



NISHIURA Takanobu
Professor
Acoustics &
Signal Processing Laboratory
Acoustic Signal Processing,
Immersive audio, Pin-Spot Audio,
Noise Cancelling, Noise Detection



NISHIKAWA Ikuko
Professor
Computational Intelligence Laboratory
Computational Intelligence,
Machine Learning,
Optimization



NISHI Tatsushi
Professor
Intelligent Systems
Optimization Laboratory
Intelligent Robotics, Optimization
Scheduling, Supply Chain



NOMA Haruo
Professor
Media Experience Design
(MxD) Laboratory
Virtual Reality,
Haptic Interface,
Human Interface, Social Design



MATSUMURA Kohei
Associate Professor
Playful Laboratory
Human-Computer Interaction,
Embodied Cognitive Science,
Knowledge Medium



MITSUGAMI Ikuhisa
Professor
Computer Vision Laboratory
Computer Vision, Human Interface,
Image Processing, VR/AR,
Human Behavior Analysis



MITSUDA Takashi
Professor
Biorobotics Laboratory
Soft Robotics,
Cognitive Psychology



Ruck THAWONMAS
Professor
Intelligent Computer Entertainment
Laboratory
Game AI, Serious Games,
Audience Participation Games



Jooho LEE
Professor
Advanced Intelligent System Laboratory
Intelligent Robots, Intelligent Space,
Machine Learning, Human Interface



Liang LI
Professor
Computer Graphics Laboratory 1
Image Processing, Virtual Reality,
Computer Graphics, Visualization

※Some of the professors may not be able to accept new students. For more details, please check the website of Graduate School of Information Science and Engineering.



立命館大学

大学院情報理工学研究科 /

情報理工学部

Graduate School of Information Science and Engineering /
College of Information Science and Engineering

[大学院情報理工学研究科Webページ]

Graduate School of
Information Science and Engineering

JP: <http://www.ritsumei.ac.jp/gsise/>

EN: <http://en.ritsumei.ac.jp/gsise/>

JP



EN



[情報理工学部Webページ]

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EN: <http://en.ritsumei.ac.jp/ise/>

JP



EN

