Department of Computer Science, Graduate School of SIE, University of Tsukuba

2016-2017

http://www.cs.tsukuba.ac.jp/

Information Mathematics and Modeling
Advanced Control Systems Research Group
Chaos and Computer Amusement Oriented Systems Laboratory
Computer and Visual Sciences Laboratory
Mathematical Modelling and Algorithm Laboratory
System Optimization Laboratory

Intelligent Software
Artificial Intelligence Laboratory (Mizutani lab.)
Intelligent Robot Laboratory
Interactive Programming Laboratory
Programming Logic Group
Visualization and Interactive Systems Laboratory

Software System & Computer Architecture
Computer Networks Laboratory
Data-Driven Networking Architecture Laboratory
Data System Engineering Laboratory
Electronic Circuit Laboratory
High Performance Computing System Laboratory
Integration System Laboratory
Interactive Architecture Laboratory
Kitagawa Data Engineering Laboratory
Life-Electronics Laboratory
Nakada-Tanimura Laboratory
Operating System and Distributed Processing Laboratory
Operating System and System Software Laboratory
Parallel and Distributed Computing Laboratory
Realtime and Embedded Architecture Laboratory
Software Laboratory

Media Engineering & Intelligent System
Adaptive Information Processing Group
Computational Vision Science Laboratory
Computer Vision Laboratory
Image Science Laboratory
Knowledge System Laboratory
Machine Intelligence & Biomedical Engineering Laboratory
Machine Learning / Data Mining Laboratory
Multimedia Laboratory
Non-numerical Processing Algorithms Laboratory
Quality of Life Technology Laboratory
Satoh Laboratory
Web Science Laboratory
Welcome to the Department of Computer Science

Computer Science is the field of research and technology that can turn our dreams into reality. When an artist makes a painting, this one page can deeply move the hearts of people. However, the influence of the painting ends there. The same goes for music and literature. On the other hand, the products of a computer scientist, the software, hardware, even the web services, they become "things" that actively work towards helping the activities of other people. Those who become Computer Scientists can not only transform the images in their heads into realities, but also make these realities a new part of our very world. Parts that can be used not only in your country, but everywhere around the globe.

Our Department of Computer Science is proud to be at the bleeding edge of Japan's technological frontier. Our faculty consists of 72 members (26 professors, 22 associate professors, 6 lecturers and 18 assistant professors, as of October 2015). They cover almost all fields within Computer Science, so I am sure you can find a professor working in your field of interest. Also, the student-to-professor rate is small within our laboratories, so you will have the pleasurable experience of a personalized education.

The University of Tsukuba has many qualities that set it apart from other universities in Japan. One of those is its huge campus, one of the largest in the country. Still, it is only 45 minutes by train from Akihabara, a fact that has surprised many visitors to our campus. In such a huge campus, we have a wide variety of research fields: from Engineering and Humanities to Sports Science, Arts and even Medicine, besides our own Computer Science, of course. The campus also houses the students, professors, and the secretarial staff necessary to support our daily activities. Also there are many international students coming from abroad to research and study with us.

Kazuhiko KATO (Department Chair)
The Department of Computer Science directs its research and educational activities with the idea of developing “Scientists and IT Professionals that can attend to the diverse needs of a society through the development and application of novel technologies in Information Science”.

With this idea in mind, the department aims to help its graduate students to develop excellent skills on theoretical and mathematical methods for information modeling, analysis and resolution methods on both hardware and software. Our graduates should become researchers capable of analyzing and solving a variety of problems in computer systems and related fields, as well as engineers capable of developing and utilizing actual systems based on these solutions.

The Department of Computer Science provides a curriculum that covers a wide area of CS fields, along with a faculty body whose expertise covers these many fields. In addition, with the support of the Ministry of Education, Culture, Sports, Science and Technology (MEXT), and industry leaders, we created specialized programs to pro-actively promote the internationalization, industry-academic cooperation, development of top-line research and professional development of our student body.

Progressive Approach:
The Department of Computer Science provides a curriculum that covers a wide area of CS fields, along with a faculty body whose expertise covers these many fields. In addition, with the support of the Ministry of Education, Culture, Sports, Science and Technology (MEXT), and industry leaders, we created specialized programs to pro-actively promote the internationalization, industry-academic cooperation, development of top-line research and professional development of our student body.

Technical Report:
The department occasionally publishes its recent research results as technical reports in its homepage. In this way we share the new technologies developed in our department with the society at large.

Colloquium:
The department holds a colloquium to disseminate new trends in computer science research to its members. Students as well as faculty member are welcome to attend these colloquia, which usually consist of lectures by invited speakers from other academic institutions and the industry.

Programs:
In addition to the regular Master’s degree program, our department also offers three specialized programs that a regular student can opt-in to: the Computer Science English program offers an option for students who prefer to do their studies completely in English, the Practical Software Development Master Program for Fostering Advanced IT Professionals program offers a curriculum focused on the development of industry skills, and the enPIT one year program offers an intensive, distributed course on IT skills with the collaboration of a network of universities through Japan.
Companies that collaborate with lecturers for this program

(by alphabetical order in Japanese)

Afreli
igrated
exion
NTT Data
東洋テクニカ
 HITACHI
Inspire the Next

RICOH

NS Solutions

STN

NISSAN

NEC

UNISYS

FUJI XEROX

FUJITSU

Microsoft

Features

PBL

PBL (Project Based Learning) is a practical training course whose purpose is to build a problem-solving system within a team. In the enterprise systems PBL course, students undertake system design, implementation, testing and project management. This program gives students the skills to plan and design information systems.

Recent Topics in the IT industry

In order to learn about trends in state-of-the-art technology in industry, we invite top-class developers from industry to give lectures on the technology they use. A wide range of themes is chosen for the lectures, including cloud computing, ubiquitous systems, cutting-edge technology in embedded systems, and cell processors.

Internship

Almost all students take up summer internships in supporting companies to gain actual working experience.

Practical Software Development Master Program for Fostering Advanced IT Professionals

This program provides practical education in the fields of embedded system software and enterprise systems. The program fosters developers with world-class skills, who are ready for work as specialists in the IT-related companies. This program is supported by Center for Innovation Leaders (CeFiL).

Computer Science English Program (CSE)

At our department, students may elect to take all of their required disciplines in English through the Computer Science English program. This program is aimed at both students whose native language is not Japanese, as well as those students who want to broaden their horizons through an education in English.

Currently the CSE program offers a core of subjects in the fields of Computational Science, such as parallel numerical algorithms, parallel programming, and large-scale computing. A growing number of general subjects is also offered. Students of the CSE program are also eligible to take some courses in Japanese from the regular curriculum if they desire.

The CSE program was founded from G30 Computational Science Program, with the goal of fostering qualified researchers in interdisciplinary computational science with research abilities in both computational and computer science. This program is supported by the Center for Computational Sciences at the University of Tsukuba.

Numerical Simulation

Numerical Algorithms

Big Data Analysis

High Performance Computing

Computer Science English Program

Supercomputer
“enPiT” is a network of universities for promoting education of practical information technology (IT) skills at the graduate level, initially started by 15 member universities. enPiT focuses on four essential fields of IT, namely Cloud Computing, Security, Embedded Systems and Business Application Software. Our department hosts the division of business applications jointly with Future University Hakodate and the Advanced Institute of Industrial Technology. In the Business Application division, we aim to help grow IT specialists who can produce practical solutions to the unexposed needs in business and society at large, with up-to-date expertise in the constantly evolving information technology and infrastructure.

The program is mainly aimed at students in the first year of the master’s course. However, it is open to students in other academic years. Students of other universities can also enroll through a formal application procedure. Central to the curriculum are a two-week long summer school and distributed project-based learning (PBL) courses given at each university following the summer school. In order to make these experiences as fruitful as possible, pre-summer school courses are offered for acquiring basic knowledge.

This program is mainly supported by the Ministry of Education, Culture, Sports, Science and Technology, Japan. The program is jointly supported by CeFIL and other companies.

### Pre-summer school basic courses

These courses aim to prepare participants for the summer school by teaching the essentials of business application software. They include the following: software development engineering, open systems engineering, embedded systems, embedded program development, service-oriented architecture engineering, and a special lecture on recent IT advances.

### Summer school

The school aims to boost the students’ skills to the practical level in intensive workshop-style courses. In the project-based development workshop of practical applications, students work in a team to master the methods of software development in industry. The students’ knowledge will be further enhanced by omnibus-style lectures on building-block technologies used in business applications and project management.

### Distributed PBL

The students’ practical skills are lifted to the next level through the post-summer school distributed PBL course. A realistic development project is conducted in a distributed style, utilizing modern communication means such as teleconferencing. In this course, students experience the entire process of application software development, which involves professional documenting and reviewing for quality assurance, as well as project management.

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**Participating Universities**

- Future University Hakodate
- Tohoku University
- Nara Institute of Science and Technology
- Kyushu University
- Keio University
- Osaka University
- Kobe University
- Nagoya University
- The University of Tokyo
- Kyushu Institute of Technology
- Advanced Institute of Industrial Technology
- University of Tsukuba
- Institute of Information Security
- Japan Advanced Institute of Science and Technology
- Tohoku University

**Academic Societies**

- Academic Societies

**Governmental Institutions**

- Governmental Institutions

**Faculty members and students at participating university**

- Faculty members and students at participating university

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Department of Computer Science, Graduate School of SIE, University of Tsukuba
**Faculties**

**Information Mathematics and Modeling**

- **KAWABE Tohru**
  Control design: Theory and Applications in Robust control, Receding horizon control, hybrid system, Brain machine interface, etc.

- **KITAGAWA Takashi**
  Numerical analysis: Nonlinear problems, Computational methods for inverse and ill-posed problems, Mathematical model of meaning and multimedia information system.

- **KUNO Takahito**
  Mathematical programming: Numerical algorithms for globally solving nonconvex optimization problems.

- **SAKURAI Tetsuya**

- **TOKUNAGA Ryuji**
  Chaos, fractals and bifurcation theory. Computer amusement oriented elementary technologies.

- **CAI DongSheng**

- **SANO Yoshio**
  Discrete Mathematics and Mathematical Optimization: Mathematical structure and optimization for discrete systems such as graphs, networks, matrices, and matroids.

- **IMAKURA Akira**
  Numerical analysis: Numerical algorithms for solving linear systems and eigenvalue problems.

- **FUTAMURA Yasunori**
  Numerical analysis, High performance parallel algorithm, Parallel solver for large-scale linear systems and eigenvalue problems, Parallel numerical software.

- **MORIKUNI Keiichi**
  Numerical linear algebra, large sparse matrix computations, preconditioning algorithms for Krylov subspace methods, least squares problems, singular linear systems

**Intelligent Software**

- **OHYA Akihisa**
  Intelligent robots and sensing: Mobile robots working in humans’ daily life environment, real world sensory information processing, networked robotics, cooperative multiple mobile robots.

- **KAMEYAMA Yukiyoshi**
  Programming languages and logic: functional programming, type system, meta-programming, program verification.

- **TANAKA Jiro**
  Ubiquitous computing, interactive software, Web interface, computer-human interaction, visual languages, script languages and software.

- **MISUE Kazuo**
  Information visualization: visual interface, visual analytics, network visualization, graph drawing.

- **SAGA Satoshi**
  Virtual Reality, Human Interface, Augmented Reality, Tactile Sensor, Haptic Display, Haptic Teaching.

- **SHIZUKI Buntaro**
  Human-computer interaction: Visual programming and interaction techniques for end users.

- **Takahashi Shin**
  User interface software. Ubiquitous computing.

- **MIZUTANI Tetsuya**
  Program theory and musical informatics: Logical foundation of verification and analysis of real-time intellectual program systems and musical information.

- **VASILACHE Simona**
  Software engineering, formal methods, human-computer interaction.

- **UNNO Hiroshi**
  Program verification : model checking, type systems, program analysis, automated theorem proving.

**Software System**

- **KATO Kazuhiko**
  System software: Operating systems, distributed systems, virtual machines, information security.

- **KITAGAWA Hiroiyuki**
  Database systems and data engineering : Information integration, Data mining, Information retrieval, Stream processing, Bigdata.

- **LJ Jie**
  Distributed Networking and Computing, Cloud and Big Data, OS, System Reliability, Safety, and Evaluation.

- **ABE Hirotake**

- **AMAGASA Yoshiyuki**
  Database system, data engineering: XML/RDF Database, social media, and scientific database.

- **OIKAWSHiroshi**

- **SHINJO Yasushi**
  Operating systems, distributed systems, virtualization, concurrent processing, distributed social networking services.

- **HARAICAWA Tomohiro**
  Implementation of programming languages, garbage collection, runtime system, resource management.

- **KAWSHIMA Hideyuki**
  Database systems, DBMS architecture, sensor networks, data streams.

- **CHEN Hanxiong**
  Database system, knowledge-base system, e-education, information retrieval, knowledge discovery and data mining.

- **FURUSE Kazutaka**
  Database systems, information retrieval, and data engineering.

- **OKA Mizuki**
  Web Science, Complex Systems, Artificial Intelligence

- **TSUGAWA Sho**
  Network mining: Social network analysis, data mining in large-scale online communities, and design of network services utilizing social networks.

- **HASHIMOTO Yasuhiro**
  Exploration of a new kind of humanity through modern technologies based on social media analysis, network analysis, and information visualization.

- **HASEBE Koji**
  Applications of logic to computer science : Formal methods, distributed systems, multi-agent systems, game theory.

- **HAYASE Yasuhiro**
  Software Engineering : Program comprehension, software repository mining, software maintenance.

- **WATANABE Chieni**
  Database, Data Engineering, Privacy-Preserving DBMS, Anonymization, Privacy-Preserving Data Mining, Spatial-Temporal Database, WWW and Database.

- **SHIOKAWA Hiroki**
  Database system and Data engineering: Bigdata analysis, Data mining, Algorithm, and Graph database.

**Computer Architecture**

- **Takahashi Daisuke**

- **TATEBE Osamu**

- **NISHIKAWA Hiroki**
  Hyper-distributed system and specification environment: Hyper parallel distributed processing scheme based on data-drive paradigm and its multilateral specification environment.

- **BOKU Taisuke**
  Massively parallel and high performance computing systems : Massively parallel processing system architecture, cluster computing and its system software, performance evaluation in high performance computing.

- **YASUNAGA Moritoshi**
  VLSI engineering: VLSI design and implementation of parallel and distributed systems and evolutionary systems.

- **WADA Koichiro**
  Parallel / distributed processing and computer architecture: Parallel computer architecture. Parallel and distributed processing system including parallel programming language processors and applications.

- **KIMURA Shigetomo**
  Information communication engineering: Process algebra, network protocols and performance evaluation of communication systems.
SATŌ Akira  
* SHOUNO Kazuhiro  
* YAMAGIWA Shinichi  
* YAMAGUCHI Yoshiaki  
TOMIYASU Hiroshi  
* SATO Mitsuhisa (RIKEN)  
* NAKADA Hidemoto (AIST)  
* TANIMURA Yusuke (AIST)  

**Intelligent System**  
* KANOH Hitoshi  
* SAKAI Ko  
* FUKUI Kazuhiro  
* YAMAMOTO Mikio  
* INUI Takashi  
* SAKUMA Jun  
* ARANHA Claus  
* SATOH Yutaka (AIST)  

**Media Engineering**  
* KAMEYAMA Keisuke  
* KUDO Hiroyuki  
* MAKINO Shoji  
* MITANI Jun  
* TAKIZAWA Hotaka  
* YAMADA Takeshi  
* RUTKOWSKI Tomasz  
* KANAMORI Yoshihiro  
SUZUKI Taizō  
MIYABE Shigeki  
* INO Shuichi (AIST)  

**Observers**  
INAGAKI Toshiyuki  
ITOH Makoto  
FURUKAWA Hiroshi  
KATAGISHI Kazuki  
NISHIDE Takashi  
KANAYAMA Naoki  

**Department of Computer Science, Graduate School of SIE, University of Tsukuba**
Research groups

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Computer Vision Laboratory
Image Science Laboratory
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Machine Intelligence & Biomedical Engineering Laboratory
Machine Learning / Data Mining Laboratory
Multimedia Laboratory
Non-numerical Processing Algorithms Laboratory
Quality of Life Technology Laboratory
Satoh Laboratory
Web Science Laboratory

Courses

Master's Program

Common Subjects
Seminar in Computer Science
Research in Computer Science I, II
Advanced Technical English
Instructional Design
Data Analysis
Experiment Design in Computer Sciences
Quantitative Analysis of Large-Scale Business Data
Program Development on Embedded System
Services and Data Privacy
Special Lecture on Social Innovation by ICT
Identity & Vision Designing
Internship I, II

Information Mathematics and Modeling
Advanced Nonlinear Systems
Multimedia Information Theory
Advanced Course in Computational Algorithms
Advanced Course in Computational Media Information Science
Special Lecture on Numerical Simulation
Systems and Control
Systems and Optimization
Basic Computational Biology

Intelligent Software
Advanced Course in Programming Languages
Advanced Course in Program Theory
Advanced Course on Information Security
Intelligent Sensory Information Processing
Principles of Software Engineering
Special Topics in Computer Human Interaction I, II

Software System
Programming Environment
Advanced Performance Evaluation for Computer and Communication Systems
Concurrent Systems
Data Engineering I, II
Advanced Course in Distributed Systems
Advanced System Programming

Computer Architecture
Advanced Parallel Processing Architecture
Parallel and Distributed Systems
Integrated Systems Engineering
Advanced Course in High Performance Computing
Advanced Computer Networks
Advanced Circuit Engineering

Media Engineering
Advanced Course in Signal and Image Processing I,II,III
Advanced Course in Speech Media Engineering
Advanced Course in Computer Graphics and Interfaces
Adaptive Media Processing

Intelligent Systems
Advanced Course in Statistical Language Modeling
Image Recognition and Understanding
Computational Vision Science
Advanced Evolutionary Computation
Advanced Course in Computational Linguistics

Project Practice
Project Practice Workshop
Initiative Project I, II
Project Study I, II

Special Lectures on Selected Topics
Topics in Computer Science I–XI
Topics in Computational Science I–III
Practical Software Development Master Program for Fostering Advanced IT Professionals

Common Subjects:
Software Development Engineering
Corporate Information Systems
Embedded Systems
PBL System Development A,B
Service Software Development for Mobile Application
Program Development on Embedded System
Introduction to Information Security
Internship I for Advanced IT Experiences
Web and Data Modeling
Service Oriented Architecture Engineering
Ethics for Engineers in Business
Practical Development for Business Applications
Special Lecture on Recent IT Advances
Special Lecture on Social Innovation by ICT
Research and Development Projects A,B

Specialized Technical Subjects:
Open Systems Engineering
Advanced Computer Networks
Programming Environment
Systems and Control
Server Construction Techniques on Virtualization
Advanced Course in Distributed Systems
Systems and Optimization
Special Topics in Computer Human Interaction I, II
Advanced Nonlinear Systems
Advanced Models for Deduction and Computation
Intelligent Sensory Information Processing
Concurrent Systems
Advanced System Programming
Parallel and Distributed Systems
Advanced Circuit Engineering
Advanced Course in Signal and Image Processing I, II, III
Advanced Course in Speech Media Engineering
Advanced Course in Natural Language Processing
Image Recognition and Understanding
Adaptive Media Processing
Services and Data Privacy
Data Analysis

Related Subjects:
Advanced Technical English
Supply Chain Management
Production and Quality Management
Topics in Advanced Information Technology I, II
Identity and Vision Designing
Internship II for Advanced IT Experiences

Computer Science English Program

Common Courses
Seminar in Computer Science
Research in Computer Science I,II

Elective Courses
Advanced Course in Computational Algorithms
Special Lecture on Numerical Simulation
Basic Computational Biology
Programming Environment
Data Engineering I
Advanced Course in High Performance Computing
Experiment Design in Computer Sciences
Statistical Analysis
Topics in Computational Science I, II, III

Campus-wide Courses for Graduate Students
Computational Science Literacy
High Performance Parallel Computing Technology for Computational Sciences

Doctoral Program

Common Subjects
Research in Computer Science
Computer Science Seminar A, B
Research Internship I, II

Project Practice
Research & Development Project Study I, II, III

Department of Computer Science, Graduate School of SIE, University of Tsukuba
Admission Outline

The Department of Computer Science holds separate entrance examinations for the Master’s Program and the Doctoral Program.

Entrance Examination for Master’s Program Applicants

The Master’s Program has three entrance examinations per year: regular admissions on August and February, and admission via recommendation on July. We also provide two special admission options for working students, simultaneously with the August and February examinations for regular applicants.

Entrance Examination for Doctoral Program Applicants

The Doctoral Program has two entrance examinations per year: August and February for regular applicants. We also provide two special admission options for working students on both occasions. The entrance examination for the Doctoral Program has a greater emphasis on the oral examination. TOEIC or TOEFL score is necessary for the English evaluation. The entrance examination for the Doctoral Program does not include a written examination.

Official documents and application form

You can access official documents, application forms and past exams from the following webpages.

http://eng.ap-graduate.tsukuba.ac.jp/course/sie/
http://www.sie.tsukuba.ac.jp/english/admission/
http://www.cs.tsukuba.ac.jp/english/admission.html

Examination for regular applicants

Written examination (Fundamentals of Computer Science and Mathematics), Oral examination and English evaluation.

Special selection of working students

Oral examination and English evaluation.

To encourage applicants from outside our university and working applicants, greater weight is given to the oral exam compared to paper tests. The English evaluation is based on the applicant’s TOEIC or TOEFL score.

For International Students

Applicants from abroad have two options to ingress into the Department of Computer Science: They can take the regular entrance examination directly, as described above, or they can also apply to enroll as a “research student” (Kenkyu-sei). During the research student period, the student may prepare for the entrance examinations with the assistance of a faculty member with similar research interests.

In both cases, applicants are advised to inform themselves regarding visa regulations at their Japanese Embassy or Consulate before coming to Japan.

Application for Research Students (Kenkyu-sei)

This program is for foreign students who seek to conduct their research under the guidance of academic advisors. Research students cannot earn credits or receive degrees. To attend any courses they need prior approval from each course’s instructor.

An applicant is required to obtain consent from a faculty member with similar academic interests in the Department of Computer Science to serve as an advisor during the research student period. Moreover, the applicant is required to contact the prospective advisor (a Professor or an Associate Professor) concerning their study plan and Japanese language proficiency, then obtain his/her approval in advance before applying for research student status at the university. The details can be found in a PDF guidebook (http://www.global.tsukuba.ac.jp/isc/academic-life/enrollment-guidebook) of the International Student Center of the University of Tsukuba.

Japanese Government (Monbukagakusho) Scholarship

If you are planning to apply for the Japanese Government Scholarship, please contact the Japanese Embassy in your country, where the preliminary selection is made. If you have already passed the preliminary selection at the Japanese embassy in your country and wish to enter our graduate program, please send the following material by FAX or e-mail (PDF file) to the Head of Department of Computer Science:

1. “Certificate of Preliminary Selection” issued by the Japanese Embassy with its due confirmation seal.
2. “Research Plan” with the confirmation seal by the Japanese Embassy.
3. Up to three names for potential academic advisors.

We will then contact you about the further procedure for admission.

General information

International Student Center
http://www.global.tsukuba.ac.jp/isc/
Information for Prospective International Students
http://www.global.tsukuba.ac.jp/isc/academic-life
Enrollment Guidebook
http://www.global.tsukuba.ac.jp/isc/academic-life/enrollment-guidebook

Submission of the Application Form for Research Student to the International Student Center

<table>
<thead>
<tr>
<th>Month of Entrance</th>
<th>April</th>
<th>June</th>
<th>October</th>
</tr>
</thead>
<tbody>
<tr>
<td>Notification of Acceptance</td>
<td>June</td>
<td>August</td>
<td>December</td>
</tr>
<tr>
<td></td>
<td>October</td>
<td>December</td>
<td>Next April</td>
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Prospects after graduation

Among those students who completed our Master’s Program, about 80% went into employment while about 10% continued on to Doctoral Programs. Students who completed our Doctoral Program are working in universities, national research institutes and R&D sections in industry. Some of those continue research as post-doctoral researchers at universities.

Destinations of Master’s Program graduates (FY2013-FY2014)
Industry 96, Further Education 13, Others 14

Destinations of Doctoral Program graduates (FY2013-FY2014)
Industry 7, Universities and Research Institutes 4, Post-doctoral Researchers 2, Other 2
Tsukuba Express
It will take 45 minutes by the rapid service from Akihabara Station to Tsukuba Station. Take a local bus bound for “Tsukuba Daigaku Chuo” or “Tsukuba Daigaku Loop-line Migi Mawari” from Tsukuba Station to Daisan Area Mae. It will take about 10 minutes.

JR Joban Line
It will take around 60 minutes from Tokyo or Ueno Station to Hitachino Ushiku, Arakawaoki or Tsuchiura Station. Take a local bus bound for “Tsukuba Daigaku Chuo” from these stations to Daisan Area Mae. In case of the bus for “Tsukuba Center”, please transfer at “Tsukuba Center” bus terminal to a bus bound for “Tsukuba Daigaku Chuo” or “Tsukuba Daigaku Loop-line Migi Mawari”.

Highway Bus
It will take around 75 minutes from Tokyo Station Yaesu South Exit to “Daigaku Kaikan Mae” by bus bound for “Tsukuba Daigaku” and 10 minutes walking. In case of the bus for “Tsukuba Center”, please transfer at “Tsukuba Center” bus terminal to a bus bound for “Tsukuba Daigaku Chuo” or “Tsukuba Daigaku Loop-line Migi Mawari”.

By Car
Driving directions from Ibaraki Expressway → Exit “Sakura-Tsuchiura” IC → Proceed to Tsukuba (Turn left) → Turn right at Sasagi Intersection → Follow “Higashi Odori” Avenue → Turn left at the signal “Tsukuba Daigaku Chuo Iriguchi” (About 8km)

By Air
From Narita Airport
By Bus: Take a bus bound for “Tsukuba Center”. It will take around 100 minutes. See above from Tsukuba Center bus terminal.
By Train: Take Keisei Line for Ueno Station. It will take around 45 minutes by Skyliner Airport Express. See above from Ueno Station.

From Haneda Airport
By Bus: Take a bus bound for “Tsukuba Center”. It will take around 120 minutes. See above from “Tsukuba Center” bus terminal.
By Train: Take monorail to JR Hamamatsucho Station, or Keikyu Line to JR Shinagawa Station. It will take 20-23 minutes. Use JR Yamanote Line to Tokyo, Akihabara or Ueno Station. See above from these stations.

From Ibaraki Airport
Take a bus bound for “Tsukuba Center”. It will take around 60 minutes. See above from “Tsukuba Center” bus terminal.

Contact
address Room 3F900, Building F, Third area, University of Tsukuba, Tennodai 1-1-1, Tsukuba, Ibaraki 305-8573, Japan
tel +81-(29)-853-5530
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e-mail inquiry@cs.tsukuba.ac.jp