University of Tsukuba

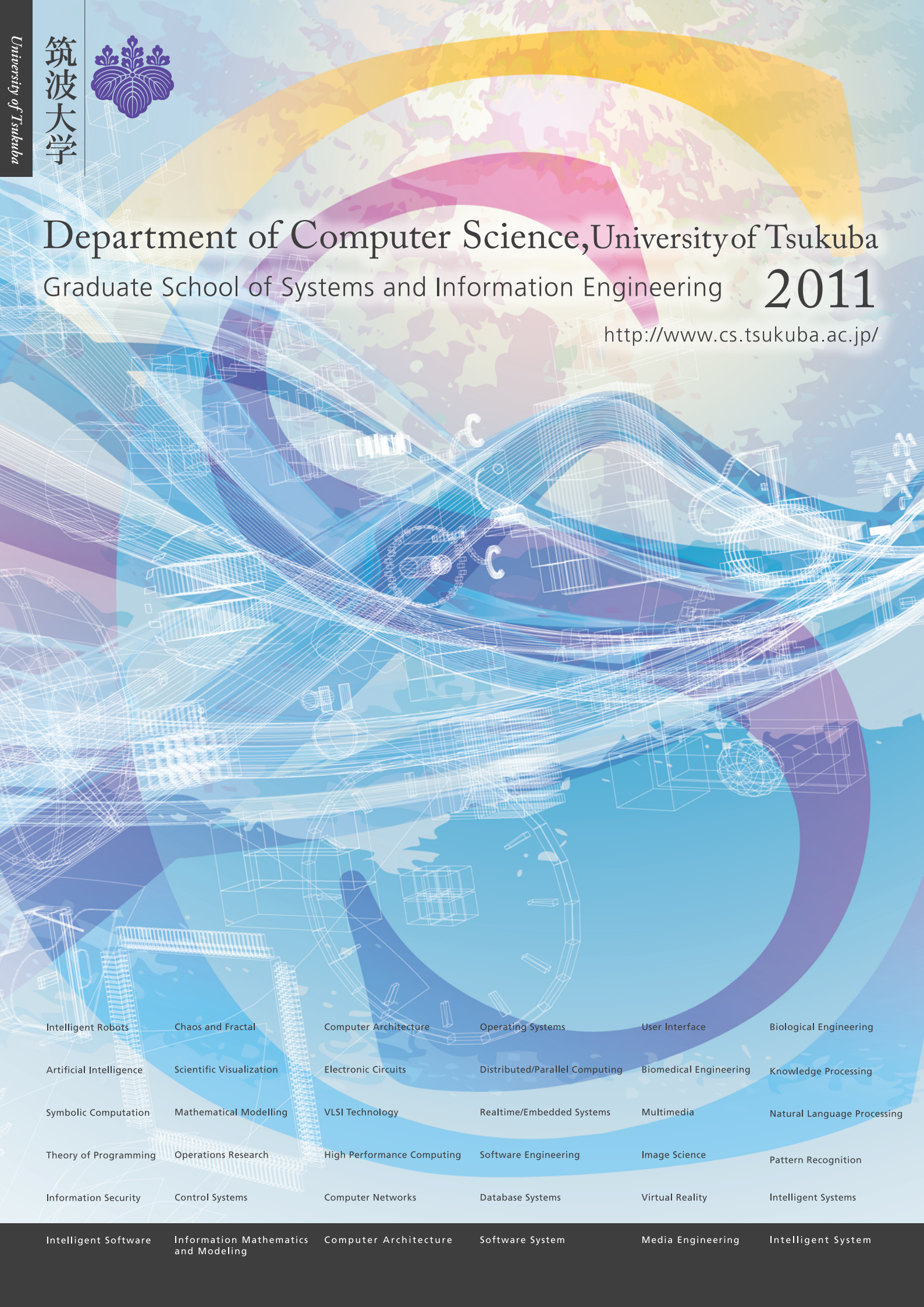
筑波大学

Department of Computer Science, University of Tsukuba

Graduate School of Systems and Information Engineering

2011

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



Intelligent Robots	Chaos and Fractal	Computer Architecture	Operating Systems	User Interface	Biological Engineering
Artificial Intelligence	Scientific Visualization	Electronic Circuits	Distributed/Parallel Computing	Biomedical Engineering	Knowledge Processing
Symbolic Computation	Mathematical Modelling	VLSI Technology	Realtime/Embedded Systems	Multimedia	Natural Language Processing
Theory of Programming	Operations Research	High Performance Computing	Software Engineering	Image Science	Pattern Recognition
Information Security	Control Systems	Computer Networks	Database Systems	Virtual Reality	Intelligent Systems
Intelligent Software	Information Mathematics and Modeling	Computer Architecture	Software System	Media Engineering	Intelligent System

Welcome to our Department of Computer Science

The 21st century is said to be the age of "an advanced information society" as well as of "IT." The conventional "manufacturing" based society is rapidly shifting to "an advanced information society," where computers and networks are used in every phase of social and corporate activities. In such a world, we are keenly aware of the growing expectations for the Computer Science as the kernel of support for social foundations and for promoting informatization.

The Department of Computer Science provides a place for the extensive study of computer science and application technology, which are the foundations of modern society. It also has the largest professor group and curricula in Japan. The course has 61 professors (23 professors, 26 associate professors, 12 lecturers, 6 assistant professors, and 2 professors affiliated with industry (as of November, 2010)) and 4 affiliate professors in partnership (3 professors and 1 associate professor) from the National Institute of Advanced Industrial Science and Technology (AIST).

The Department of Computer Science covers broad research fields of computer science, from the fundamental technology highly advanced technology. Professors of the course have been conducting varied world-leading research projects. The research fields include Information Mathematics and Modeling, Intelligent Software, Software System, Computer Architecture, Media Engineering and Intelligent Systems.

When our university was founded, it was important to carry out high-level research and to provide students with advanced education foundation. Today, our activities also include the re-education of society's members, the promotion of research in academic-industrial cooperation, support of venture industries, and regional contributions carried out at request. Beyond that, to cope with such social requests, we are making an effort to achieve a higher level of research and education in the Computer Science Course.

Hiroyuki Kitagawa (Chair)
Department of Computer Science
Graduate School of SIE, University of Tsukuba

Features

The Department of Computer Science covers a wide range of research and education from fundamental information technologies to leading-edge technologies. Due to the development of the internet and mobile communications, the rapid expansion of digital data, and the explosive growth of multimedia, the society needs people who have knowledge of computer science, who can take a new point of view and develop a fundamental theory, and who can lead technology development. The department seeks to cultivate such people.

Specific research fields include :

(1) Information Mathematics and Modeling,
(2) Intelligent Software,
(3) Software System,
(4) Computer Architecture,
(5) Media Engineering,
(6) Intelligent System.

Graduate students develop keen skills on theoretical and mathematical methods for information modeling, analysis and resolution methods from the synthetic viewpoint of hardware and software. The department fosters researchers capable of analyzing and solving various problems in computer systems and related fields as well as engineers capable of developing and utilizing actual systems.

Degree

Master of Engineering, Doctor of Philosophy in Engineering

Technical Report

In the Department of Computer Science, "Technical Report of Department of Computer Science" is issued to publish the research result of our scientific activities.

Colloquium

To promote the research and the education related to the computer science major and to transmit information from the department, Colloquiums are held. Usullay, lectures by invited speakers are given in Colloquiums and students as well as faculty members are welcome.

Lectures

Masters Program

Common :

- Seminar in Computer Science
- Research in Computer Science I, II
- Internship
- Improving Your Presentation Skills
- Improving Your Reading and Writing Skills
- Topics in Computer Science I, II, III, IV, V

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
- System and Control

Intelligent Software :

- Logic in Computer Software
- Advanced Course in Programming
- Advanced Models for Deduction and Computation
- Advanced Course in Symbolic Computation
- Intelligent Sensory Information Processing
- Advanced Course on Information Security
- Information System Design
- Security Mechanism

Software System :

- Programming Environment
- Advanced Performance Evaluation for Computer and Communication Systems
- Concurrent Systems
- Data Engineering I, II

Computer Architecture :

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

Media Engineering :

- Advanced Course in Signal and Image Processing and Medical Imaging Engineering
- Advanced Course in Speech Media Engineering
- Advanced Course in Computer Graphics and Interfaces

Intelligent System :

- Statistical Pattern Recognition
- Advanced Knowledge Systems
- Advanced Course in Natural Language Processing
- Computational Aspects of Visual Perception and Recognition
- Image Recognition and Understanding

Courses for Fostering Advanced ICT Professionals :

- Quantitative analysis of large-scale business data
- R&D ICT Projects I, II
- R&D Internship I, II for ICT Experiences
- Topics in Advanced Information and Communication Technology I, II, III

Program for Development of ICT Solution Architects

- Research and Development Solution Projects I, II
- Research and Development Solution Planning
- Instructional Design A, B
- Topics in ICT solution I

Practical IT Ability Training Program

- Research and Development Solution Projects I, II
- Practical System Development Project I, II, III

Practical IT Skills in Advanced Information Science Program

- PBL System Development I, II, III
- Research and Development Projects I, II, III
- Software Development Engineering
- Advanced IT Project Management
- Corporate Information System
- Embedded Systems
- Architecture Design
- Ethics for Engineers
- Basic Ability for Living as Members of Modern Society
- Internship for Advanced IT Experiences I, II
- Web and Data Modeling
- Service Oriented Architecture Engineering
- System Programming
- Design and Internals of Embedded Operating Systems
- Distributed System Engineering
- Special Lecture on Recent IT Advances
- Java Programming
- Open Systems Engineering
- Advanced Computer Networks
- Programming Environment
- Security Mechanism
- System and Control
- Server Construction Techniques on Virtualization
- Embedded Operating System Device Driver Development
- Distributed System Engineering
- Advanced Study on Programming Languages
- Advanced Study on Information Networks
- Improving Your Reading and Writing Skills
- Improving Your Presentation Skill
- Project Management: Theory and Practice
- Services Science: Theory and Practice
- Enterprise Resource Planning Systems
- Marketing
- Quality Management
- Data Analysis
- Communication and Collaboration Support Systems
- Legal and Social System for the Info-Communication Network Society
- Information Copyright Law
- Topics in Advanced Information Technology I, II, III, IV
- Advanced Study of Artificial Intelligence

Doctoral Program

Common :

- Advanced Research in Computer Science
- Advanced Seminar in Computer Science A, B

Program for Development of ICT Solution Architects :

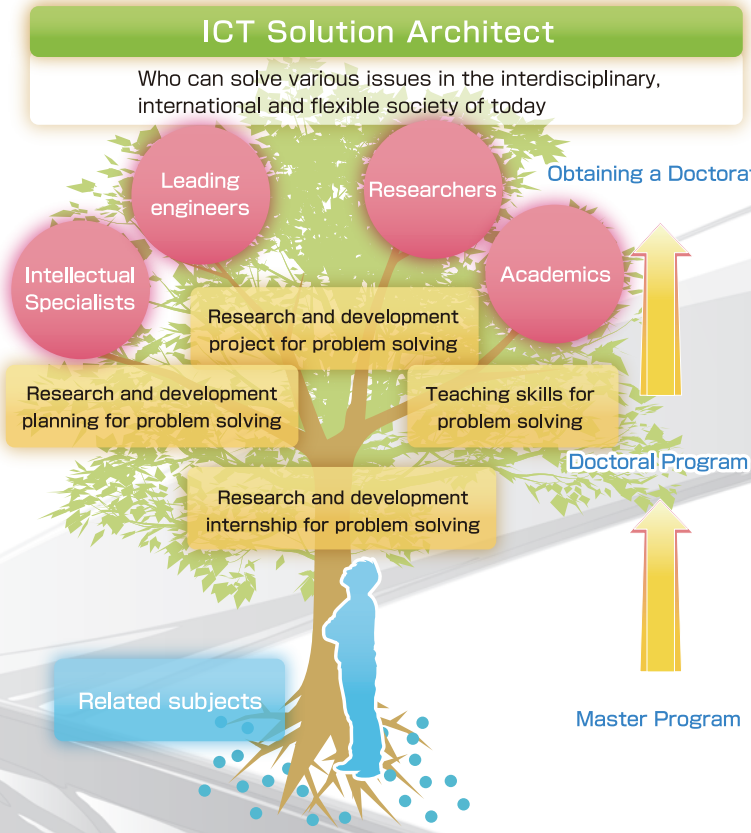
- Advanced Research and Development Solution Projects I, II, III
- Research and Development Solution Internship I, II
- Advanced Research and Development Solution Planning
- Solution-based Teaching Skill Development A, B

Practical IT Ability Training Program :

- Advanced Research and Development Solution Projects I, II, III
- Research and Development Solution Internship I, II

ICT Solution Architect Development Program

This is a program with an emphasis on the doctoral course and it aims for development of researchers and advanced engineers who can provide practical solutions to the various issues in real society using state-of-the-art ICT. Its targets are students who have finished their master's degree with a high standard and IT engineers in the industry who are going to lead their company or research institutes, who, through this program, will become leaders with the caliber of a doctoral degree, to be known as "solution architects", who are ready to lead teams in practical situations with a good command of the newest ICT. The program started as, and was supported by, "Program for Supporting Postgraduate Education Reform (MEXT)", for which the Department of Computer Science applied and was granted in 2008. From 2009, it is supported by "Organizational Postgraduate Education Reform Promotion Program (MEXT)".



Practical Software Development Master Program for Fostering Advanced IT Professionals

Supported through the coordination and cooperation of thirteen IT-related companies, with the Japanese Business Federation (Nippon Keidanren) as the contact point, we provide practical education in the fields of "embedded system software" and "enterprise systems". We foster developers with world standard skills, who are ready for work as specialists in the IT-related companies. This program was supported by the Ministry of Education, Culture, Sports, Science and Technology "Leading IT Specialist Development Program" (FY2006-FY2009).

Features

(1) Overseas Study Trip

To be successful as an IT specialist, it is important to have an international way of thinking. In order to widen the international perspective, students in the program together with lecturers are going on a study tour visiting the world's leading IT companies.

(2) Internship

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

(3) Recent Topics in the IT industry

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

(4) PBL

PBL is a practical training course whose purpose is to build a system in a team for solving a problem. In the enterprise systems PBL course, starting from interviewing real customers, students undertake system design, implementation, testing and project management. This program gives you the working skills to plan and design information systems through activities such as interviewing the customers.

(5) Workshop for PBL Report

We hold a workshop for reporting the achievements of the PBL before many developers from the industry. It received much attention as advanced and realistic practical training that conducts interviews with actual customers.

(6) Lecture Planning Meetings

We hold regular Lecture Planning Meetings to keep improving the curriculum and the contents of the lectures. The opinions formed in the meetings will result in the improvement of the curriculum and the lecture contents in the coming academic year.

Faculties

Information Mathematics and Modeling

Takashi Kitagawa Numerical analysis : Numerical algorithms for inverse and illposed problems. Mathematical model of meaning and multimedia information system.

Takahito Kuno Mathematical programming : Numerical algorithms for globally solving nonconvex optimization problems.

Tetsuya Sakurai Numerical analysis : Numerical algorithms and their applications, validated computations, mathematical software.

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

James Cole Numerical solution of problems in applied physics and electrical engineering. Development of high accuracy numerical algorithms for parallel computers and data visualization.

DongSheng Cai Multimedia using artificial life theory. High performance computing and parallel computing for space simulation. Imaging using chaos and fractals.

Ryuji Tokunaga Chaos, fractals and bifurcation theory. Computer amusement oriented elementary technologies.

Intelligent Software

Tetsuo Ida Programming and symbolic computation : Computation models, term rewriting, constraint solving, compilers and programming methodology.

Yukiyoshi Kameyama Foundation of software science : Theoretical study on programming languages using type theory and logic, its application to software verification.

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

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

Shin Takahashi User interface software. Ubiquitous computing.

Masahiro Mambo Theory and practice on information security and cryptography for securing information infrastructure of the society.

Kazuo Misue Human-computer interaction, information visualization, graph drawing, supporting creative work.

Yasuhiko Minamide Theory and implementation of programming languages : Compilers, type systems, functional programming.

Buntarou Shizuki Human-computer interaction : Visual programming and interaction techniques for end users.

Mircea Marin Automated deduction and symbolic computation : theorem proving, term rewriting, constraint solving, and programming methodology.

Tetsuya Mizutani Program theory and musical informatics : Logical foundation of verification and analysis of realtime intellectual program systems and musical information.

Software System

Kazuhiko Kato System software: Operating systems, distributed systems, virtual machines, information security.

Hiroyuki Kitagawa Database systems and data engineering : Information integration, WWW and DB, XML databases, multimedia databases, and DBMS architecture.

Jie Li Distributed / Parallel computer systems, mobile / multimedia computing, computing networks, modeling and performance evaluation, reliability.

Toshiyuki Amagasa Database Systems, Data Engineering: XML Data Engineering, Databases, Databases in e-Science Applications

Shuichi Oikawa Operating Systems, System Software for Real-Time and Embedded Systems, Parallel and Distributed Computing.

Yasushi Shinjo Operating systems, distributed systems, virtual systems, parallel processing, XML Web Services.

Atusi Maeda Implementation of programming languages, garbage collection, parallel / distributed systems, computer architecture.

Hideyuki Kawashima Database systems, DBMS architecture, sensor networks, data streams.

Takahiro Shinagawa Operating systems, OS kernels, internet security, federated autonomous systems, virtualization, and storages.

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

Tetsuji Hirayama Modeling and analysis of stochastic systems. Performance evaluation of computer and communication systems.

Kazutaka Furuse Database systems, information retrieval, and data engineering.

Akiyoshi Sugiki System software, Distributed systems, operating systems, and server management.

Computer Architecture

Kozo Itano Research on the design of language processors of various programming languages, language oriented computer architectures, hardware design methodology, operating systems and distributed processing systems.

Yoshihiko Ebihara Communication systems engineering : Intelligent distributed processing and computer networks architecture.

Mitsuhisa Sato High-performance parallel computing systems : Cluster computing, parallel programming systems such as OpenMP and HPF, benchmarking and performance evaluation of parallel computing systems, parallel and distributed computing on Grid.

Hiroaki Nishikawa Hyper-distributed system and specification environment : Hyper parallel distributed processing scheme based on data driven paradigm and its multilateral specification environment.

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

Moritoshi Yasunaga VLSI engineering : VLSI design and implementation of parallel and distributed systems and evolutionary systems.

Yoshinori Yamaguchi Interactive architecture : Research on parallel computer architecture, parallel execution model, distributed systems, high-speed packet processing, reconfigurable systems and real-time processing.

Koichi Wada Parallel / distributed processing and computer architecture : Parallel computer architecture. Parallel and distributed processing system including parallel programming language processors and applications.

Shigetomo Kimura Information communication engineering : Process algebra, network protocols and performance evaluation of communication systems.

Kazuhiro Shouno Analog integrated circuit and circuit theory : Highly linearized CMOS transconductors and complex filters.

Daisuke Takahashi High-performance computing : High-performance numerical algorithms on parallel computers and performance evaluation.

Osamu Tatebe High Performance Computing System: Grid computing, Cloud computing, Parallel and distributed system, distributed file system.

Akira Sato Database system, parallel / distributed systems, geographic information system, Kansei information retrieve system.

Hiroshi Tomiyasu Making better use of significantly progressing microprocessors for parallel computer architecture after Age of vector supercomputers and massively parallel computers.

Yoshiki Yamaguchi VLSI engineering : Reconfigurable LSI and its applications including parallel and distributed systems, complex adaptive systems and bio-informatics.

Hiroto Tadano Numerical analysis: Numerical algorithms for large scale linear systems. Parallel computing for eigenvalue problems.

Media Engineering

Hiroyuki Kudo Image processing and medical imaging : Image and video processing, medical imaging (CT,PET,MRI) and computer-aided-diagnosis, intelligent image sensing, music and sound processing, mathematics of inverse problems.

Shoji Makino Acoustic signal processing, Music signal processing, Computational auditory scene analysis: Blind source separation, Acoustic echo cancellation, Segregation, processing, synthesis, 3D reproduction, and retrieval of music, Technical realization of the cocktail party effect.

Yukio Fukui Human modeling and interface design technology: Extraction of anatomical landmarks with FFD method, 3D information extraction from endoscope images, non-grounded portable haptic device, etc.

Keisuke Kameyama Learning, adaptive information processing, signal / image encoding, and applications to retrieval and restoration.

Hotaka Takizawa Intelligent image processing: medical image recognition, computer-aided diagnosis, computer vision, 3-D object recognition.

Jun Mitani Geometric modeling, Computer graphics and CAD : Interface for modeling, non-photo realistic rendering and unfolding to 2D plane.

Yoshihiro Kanamori Computer graphics: real-time rendering, visual simulations and geometric modeling.

Takeshi Yamada Speech recognition, sound scene understanding, multi-channel signal processing, media quality assessment.

Intelligent System

Ko Sakai Computational vision : Early-to-intermediate-level vision, perception of 3D structure from various cues, nonlinear analysis of cortical network models, and psychophysical experiments.

Yuzo Hirai Neural networks : Visual information processing, pattern recognition, learning networks, modeling conceptual memories.

Mikio Yamamoto Natural Language Processing on the Web using statistical methods: Statistical machine translation and Web documents processing such as sentiment analysis.

Hitoshi Kanoh Genetic algorithm, artificial life, evolutionary computation, knowledge system and knowledge representation.

Jun Sakuma Machine learning and knowledge discovery: data mining, statistical learning, reinforcement learning, genetic algorithm, knowledge discovery from personal information, privacy-preserving data mining.

Kazuhiro Fukui Pattern recognition and computer vision : Face recognition, 3D object recognition, human sensing, robot vision.

Takashi Inui Natural language processing: Information extraction and knowledge acquisition from natural language data, web-based information processing.

Adjunctive Professors of Cooperative Graduate School

Motoyuki Akamatsu National Inst. of AIST Analysis and modeling of human behavior and cognition, measurement of human behavior, ergonomic evaluation of computer input device.

Katsuhiko Sakaue National Inst. of AIST Algorithms and systems for machine vision and its application to the real world environment.

Tetsuya Higuchi National Inst. of AIST Research on adaptive and evolvable hardware / system using evolutionary computation and neural network : Genetic algorithms, LSI, reconfigurable hardware device.

Yutaka Satoh National Inst. of AIST Ubiquitous vision, Robot vision, Stereo omni-directional system (SOS).

Professors of "The practical software development specialization program for advanced IT personnel training"

Kenya Nakazawa Practicing information processing education, IT engineer's career design, software engineering.

Shoso Yamato Quantitative project assessment model and its application, PMO actions for project maturity model.

Research groups

Information Mathematics and Modeling

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

Intelligent Software

Interactive Programming Laboratory
Symbolic Computation Research Group
Information Security Laboratory
Artificial Intelligence Laboratory (Mizutani lab.)
Intelligent Robot Laboratory
Programming Logic Laboratory

Software System & Computer Architecture

Interactive Architecture Laboratory
Operations Research Laboratory
Operating System Laboratory
Operating System and Distributed/Parallel Processing Laboratory
Computer Networks Laboratory
Integration System Laboratory
Realtime and Embedded Architecture Laboratory
Software Laboratory
Kitagawa Data Engineering Laboratory
Data System Engineering Laboratory
Electronic Circuit Laboratory
Data-Driven Networking Architecture Laboratory
High Performance Computing System Laboratory
Parallel and Distributed Computing Laboratory

Media Engineering & Intelligent System

Image Science Laboratory
Computational Vision Science Laboratory
Graphics Interface Laboratory
Computer Vision Laboratory
Visual Information Processing Laboratory
Knowledge System Laboratory
Machine Intelligence & Biomedical Engineering Laboratory
Adaptive Information Processing Laboratory
Non-numerical Processing Algorithms Laboratory
Multimedia Laboratory

Cooperative Graduate School

Akamatsu Laboratory
Higuchi Laboratory
Sakaue Laboratory

Admission Outline

The entrance examination for the Department of Computer Science is broadly divided into Master's Program and Doctoral Program.

Entrance Examination for Applicants to Master's Program

We provide three entrance examinations for applicants to this program: Admission through recommendation (July), August Examination for regular applicants (August) and the February Examination. We also provide two special selection of working students simultaneously with the August Examination entrance for regular applicants and the February Examination.
To open our door to more applicants from outside and working students, weighting of the entrance examination has shifted from paper tests to oral examinations.

Examination for regular applicants

Fundamental subjects (Fundamentals of Computer Science and Mathematics), English and Oral examination.

Special selection of working students

English and Oral examination.

Examination for the applicants to the Doctoral Program

We provide two entrance examinations for applicants to this program: August and February examinations for regular applicants. We also provide special selection of working students simultaneously on both occasions.
The entrance examination for the Doctoral Program is also administered, with increased emphasis on the oral examination. TOEIC or TOEFL score for the English exam is necessary.

Official documents and application form are available upon request to:

Graduate School Section, School Affairs Division, University of Tsukuba
Tennodai 1-1-1, Tsukuba, 305-8577, JAPAN
TEL: +81-29-853-2230/2231

- Request to the address above notifying the department (Computer Science) and the graduate school (Systems, Information and Engineering). The request letter must include an A4 size envelope for return together with stamps of 390 Japanese yen with your name and corresponding address.
- The office section also has samples for completing the application forms.
- Please feel free to consult with an advisor of the section regarding completing forms.

For International Students

Application for International Students

International applicants usually spend a research student (Kenkyu-sei) period to prepare for the admission examinations with the assistance of a faculty member relevant to the applicant's academic interest. Alternatively, you can skip that period and directly take the examinations. Please also make sure about the visa regulations at the nearby Japanese Embassy, before coming to Japan.

General information for prospective and current international students is available on the web page (http://www.intersc.tsukuba.ac.jp/01prospective/classifications_kenkyusei) of the International Student Center (http://www.intersc.tsukuba.ac.jp/index.htm) in the University of Tsukuba. The information about the enrollment for international students is also available on the web page (http://www.intersc.tsukuba.ac.jp/01prospective/guidebook.htm).

Application for Research Student (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. They need prior approval from the instructor of the courses they wish to attend.

An applicant is required to obtain consent from a faculty member in the Department of Computer Science, pertinent to his/her academic interest, to serve as an advisor during the research student period. Moreover, the applicant is required to contact the prospective academic advisor (a Professor or an Associate Professor) concerning the study plan and the Japanese language proficiency, then obtain his/her advanced approval before applying for research student status in the university. Details are shown in the PDF guidebook (http://www.intersc.tsukuba.ac.jp/01prospective/guidebook. htm) from International Student Center of University of Tsukuba.

Submission of the Application Form for Research Student to the International Student Center	Notification of Acceptance	Month of Entrance
March	May	September
June	August	December
October	December	Next April

Destinations of Graduates

Our graduates enjoy high expectations to take leadership in this information society. Among those students who completed our Master's program and were awarded degrees, about 80% went into employment while about 10% continued on to doctoral programs. Students who completed our Doctoral program and obtained degrees 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 (FY2008-FY2009)

Industry 162, Further study 21, Others 17

Destinations of Doctoral program graduates (FY2008-FY2009)

Industry 11, Universities, research institutes 8, Post-doctoral researcher 2, Others 9

Master's program graduates are working for employers including (FY2008-FY2009)

Hitachi, NEC, Fujitsu, Mitsubishi Electric, NTT Data, Ricoh, Sony, IBM Japan, Canon, Toyota Motor, NTT East, Mixi, Renesas Technology, NS Solutions, Trend Micro, Fuji Xerox, NTT Docomo, Casio Computer, KDDI, Sharp, Toppan Printing, Nikon, Nomura Research Institute, Namco Bandai Games, Honda Motor, Mitsubishi Heavy Industries, Yahoo, Yamaha, Kawasaki Microelectronics, Toshiba Medical Systems.

Doctoral program graduates are working for employers including (FY2008-FY2009)

NTT, Aisin AW, Hitachi, NEC, Fujitsu Laboratories, Toyota Motor, Hokuyo Automatic, Kyoto Univ., Seikei Univ.

Department of Computer Science, University of Tsukuba

Graduate School of Systems and Information Engineering 2011

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

Contact

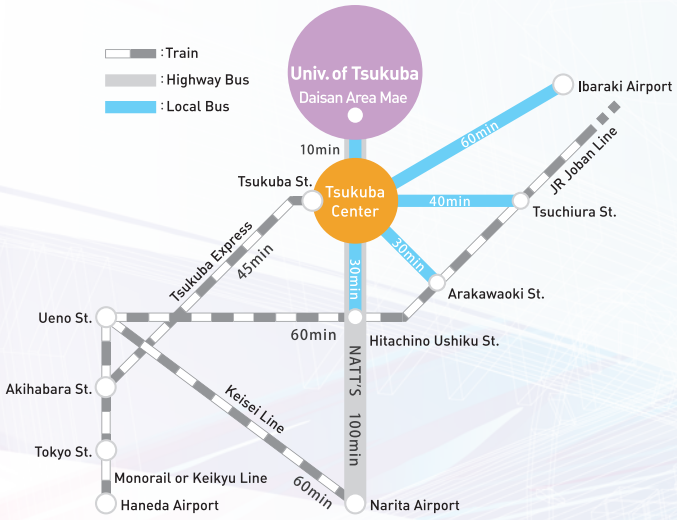
Hiroyuki KITAGAWA (Chair of Department of CS)
[e-mail] kitagawa@cs.tsukuba.ac.jp

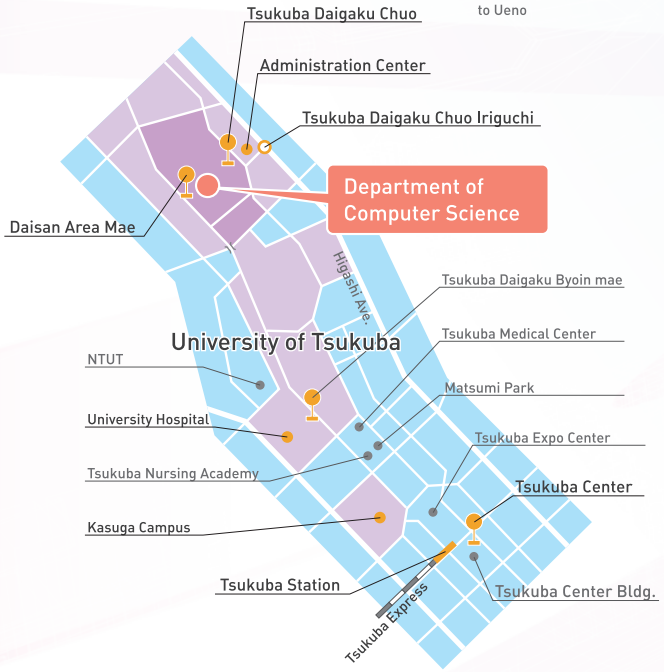
Office of department
[address] Room 3F900, Building F, Third area,
University of Tsukuba, Tennodai 1-1-1, Tsukuba science city,
Ibaraki 305-8573, Japan
[tel] +81-(29)-853-5530
[fax] +81-(29)-853-5206
[e-mail] inquiry@cs.tsukuba.ac.jp

Design : info-architects

筑波大学

University of Tsukuba





Access

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 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 Joban Highway → 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.

Office of department

address Room 3F900, Building F, Third area,
University of Tsukuba, Tennodai 1-1-1, Tsukuba science city,
Ibaraki 305-8573, Japan

tel +81-(29)-853-5530

fax +81-(29)-853-5206

e-mail inquiry@cs.tsukuba.ac.jp