

OSDC/PIRE research proposals

The Media Interaction Group of Information Technology Research Institute at the National Institute of Advanced Industrial Science and Technology targets real-world media information (music, speech, user activities, etc.) and researches media interaction technologies that aim to facilitate the creation, collaboration, release, distribution, utilization, sharing, retrieval, and recommendation of that information in a flexible and enriching way. To make real-world media more convenient for people, our group focuses on (a) real-world media understanding technology and (b) interaction technology.

More information will be found at

- <http://staff.aist.go.jp/m.goto/>

- <http://staff.aist.go.jp/masahiro.hamasaki/index-e.html>

Entertainment Computing: Big Data Analysis for Books and Lyrics

The goal of this research is to analyze word frequency and co-occurrence on books and song lyrics. Although both of books and lyrics are represented as text data generated by human creators, they have different styles of expressions because of their intrinsic nature and structure. Under the assumption that word occurrence patterns could indicate differences of expression styles we analyze book data (such as Google Books Ngrams) and song data in order to find what are common and what are different. This research is a challenge of analyzing cultural content using Open Science Data Cloud.

We would like to not only analyze data but also visualize data, and are interested in dealing with web data as well as some prepared datasets. To achieve the above the students will need to familiarize with web mining, statistics, and machine learning.