Keisuke Fujii, Ph.D.
Associate Professor, Graduate School of Informatics, Nagoya University
https://sites.google.com/view/keisuke1986en/

Current position
Associate Professor, Graduate School of Informatics, Nagoya University (May 2021 – present)
Visiting Scientist, RIKEN Center for Advanced Intelligence Project (Osaka) (May 2019 – present)

Education
Ph.D., Human and Environmental Studies, Kyoto University (Mar 2014)
M.S., Human and Environmental Studies, Kyoto University (Mar 2011)
B.S., Integrated Human Studies, Kyoto University (Mar 2009)

Research interests
Machine learning for multi-agent systems, sports analytics, dynamical systems, computational behavior analysis, signal processing.

Selected awards
• The Young Scientists' Award (Commendation for Science and Technology by the Minister of Education, Culture, Sports, Science and Technology, MEXT), April 2025.
• Akasaki Prize, Nagoya University, Mar 2023
• Best Poster Award, ACM SIGSPATIAL 2022, Nov 2022
(for details, see the above homepage)

Selected funded projects (PI / major grants)
• NEDO Intensive Support Program for Young Promising Researchers (Matching Support Phase), 2024–2026 (Project No. 24021654).
• PRESTO, Japan Science and Technology Agency, (Grant No. JPMJPR20CA)
• Multiple JSPS KAKENHI awards including Grant-in-Aid for Scientific Research (B) and Transformative Research Areas (A).
(for details, see the above homepage)

Selected book

Keisuke Fujii, Machine Learning in Sports: Open Approach for Next Play Analytics, (Open Access) Springer, 2025
(for other books and book chapters, see the above homepage)

Selected recent publications (representative)

• C. Yeung, K. Ide, T. Someya, K. Fujii, OpenSTARLab: Open Approach for Spatio-Temporal Agent Data Analysis in Soccer, Complex & Intelligent Systems, 11(342), 2025.6
• R. Kono, K. Fujii, Mathematical models for off-ball scoring prediction in basketball, 11th Workshop on Machine Learning and Data Mining for Sports Analytics 2024 (MLSA'24) co-located with the European Conference on Machine Learning and Principles and Practice of Knowledge Discovery (ECML-PKDD'24), 2024
• C. Yeung, K. Ide, K. Fujii, AutoSoccerPose: Automated 3D posture Analysis of Soccer Shot Movements, 10th International Workshop on Computer Vision in Sports (CVsports) at Conference on Computer Vision and Pattern Recognition (CVPR' 24), 2024
• K. Fujii, K. Takeuchi, A. Kuribayashi, N. Takeishi, Y. Kawahara, K. Takeda, Estimating counterfactual treatment outcomes over time in complex multiagent scenarios, IEEE Transactions on Neural Networks and Learning Systems, 36(2), 2103 - 2117, 2024.2.
• K. Fujii, N. Takeishi, Y. Kawahara, K. Takeda, Decentralized policy learning with partial observation and mechanical constraints for multiperson modeling, Neural Networks, 171, 40-52, 2024.1
• K. Fujii, K. Tsutsui, A. Scott, H.i Nakahara, N. Takeishi, Y. Kawahara, Adaptive action supervision in reinforcement learning from real-world multi-agent demonstrations, International Conference on Agents and Artificial Intelligence (ICAART 2024), 2, 27-39, 2024
• K. Fujii, N. Takeishi, K. Tsutsui, E. Fujioka, N. Nishiumi, R. Tanaka, M. Fukushiro, K. Ide, H. Kohno, K. Yoda, S. Takahashi, S. Hiryu, Y. Kawahara, Learning interaction rules from multi-animal trajectories via augmented behavioral models, NeurIPS'21, 34, 11108-11122, 2021.12.
(for details, see the above homepage)

Date: 2025/10/24

Signature:

Furo-cho 1, Chikusa-ku, Nagoya, Aichi 464-8603, Japan
Phone: +81 52-789-3626 Email: fujii@i.nagoya-u.ac.jp