

Curriculum Vitae (as of 11th March 2024)



NAME: Hironori Washizaki

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PHONE NUMBER: +81-3-5286-3272

Nationality: Japan

Birth year: 1976

Gender: Male

EDUCATIONAL BACKGROUND:

4/1/1995 - 3/15/1999, Waseda University, School of Science and Engineering

4/1/1999 - 3/15/2001, Waseda University, Master of Information and Computer Science

4/1/2001 - 3/24/2003, Waseda University, Doctor of Information and Computer Science

EMPLOYMENT RECORD:

4/1/2002 - 3/31/2004, Research Associate, Waseda University

4/1/2004 - 3/31/2008, Assistant Professor, National Institute of Informatics

4/1/2008 - 3/31/2016, Associate Professor, Waseda University

4/1/2008 - 3/31/2016, Visiting Associate Professor, National Institute of Informatics

12/22/2015 - 1/19/2024, Outside Director, SYSTEM INFORMATION CO., LTD.

4/1/2016 - to present, Professor, Waseda University

4/1/2016 - to present, Visiting Professor, National Institute of Informatics

2/21/2018 - to present, Outside Director, eXmotion Co., Ltd.

9/1/2023 - to present, Advisor, University of Human Environments

3/1/2024 - to present, Advisor, SYSTEM INFORMATION CO., LTD.

CURRENT EMPLOYER AND POSITION:

Professor, Faculty of Science and Engineering, Waseda University

Director, Global Software Engineering Laboratory, Waseda University

Visiting Professor, National Institute of Informatics

Outside Director, eXmotion Co., Ltd.

Advisor, SYSTEM INFORMATION CO., LTD.

Advisor, University of Human Environments

BIOGRAPHY:

Hironori Washizaki received his doctoral degree in information science from Waseda University in 2003. Since then, he has worked as Research Associate at Waseda University until 2004, Assistant Professor at the National Institute of Informatics from 2004 to 2008, and Associate Professor at Waseda University and Visiting Associate Professor at the National Institute of Informatics from 2008 to 2016. Since 2016, he has worked as a Professor at Waseda University and a Visiting Professor at the National Institute of Informatics. He has also worked in the industry as an Outside Director of eXmotion Co., Ltd. since 2018 and as an Advisor at SYSTEM INFORMATION CO., LTD. since 2024. Since 2017, he has been the lead on a large-scale grant at MEXT called enPiT-Pro SmartSE, which encompasses IoT, AI, software engineering and business.

IEEE activities: Hironori currently serves as IEEE Computer Society President-Elect 2024 (and President 2025), and IEEE CS Board of Governors (BoG) member since 2021. He serves Chair of the IEEE CS Professional and Educational Activities Board (PEAB) Engineering Discipline Committee since 2019. He is spearheading the Guide to the Software Engineering Body of Knowledge (SWEBOK) evolution project. He has been on PEAB since 2017. He also serves as Associate Editor of IEEE Transactions on Emerging Topics in Computing (TETC), Steering Committee Member of the IEEE Conference on Software Engineering Education and Training (CSEE&T), and Advisory Committee Member of the IEEE CS flagship conference COMPSAC. He is a Professional Member of IEEE-Eta Kappa Nu. He has served as the program chair of multiple IEEE conferences, including ICST, CSEE&T, and SIoT/SISA of COMPSAC. Additionally, he has served as the program chair of ICPC Programming Education Track and SCAM Engineering Track, workshop chair and publicity chair of ASE, local chair of COMPSAC, and Chair of IEEE CS Japan Chapter.

Research and Contribution: Hironori's research interests include systems and software engineering. He received his Ph.D. in information and computer science from Waseda University in 2003. He has published over 60 research papers in refereed international journals and over 300 papers at conferences and workshops, including TETC, IoT-J, EMSE, SCICO, ICSE and ASE. He has led many academia-industry joint research and large-funded projects in software design, traceability, and quality assurance. Since 2015, he has been the Convener of ISO/IEC/JTC1 SC7/WG20 to standardize bodies of knowledge and professional certifications. Since 2019, he has been Steering Committee Member of APSEC.

IEEE CS/IEEE ACTIVITIES:

IEEE/IEEE-CS CONFERENCES:

- Workshop Co-Chair, 21st IEEE/ACM International Conference on Automated Software Engineering (ASE), 2006
- Publicity Co-Chair, 27th IEEE/ACM International Conference on Automated Software Engineering (ASE), 2012
- Publicity Co-Chair, IEEE 28th Conference on Software Engineering Education and Training (CSEET), 2015
- Program Co-Chair, 10th IEEE International Conference on Software Testing, Verification and Validation (ICST), 2017

- Program Co-Chair, 30th IEEE Conference on Software Engineering Education and Training (CSEE&T), 2017
- Local Chair, 42nd IEEE International Conference on Computers, Software & Applications (COMPSAC), 2018
- Program Co-Chair of Symposium on Smart IoT Systems & Applications (SISA), 43rd IEEE International Conference on Computers, Software & Applications (COMPSAC), 2019
- Program Co-Chair of Symposium on Smart IoT Systems & Applications (SIoT), 44th IEEE International Conference on Computers, Software & Applications (COMPSAC), 2020
- Program Co-Chair of Symposium on Smart IoT Systems & Applications (SIoT), 45th IEEE International Conference on Computers, Software & Applications (COMPSAC), 2021
- Program Co-Chair of Symposium on Smart IoT Systems & Applications (SIoT), 46th IEEE International Conference on Computers, Software & Applications (COMPSAC), 2022
- Program Co-Chair of Symposium on Smart IoT Systems & Applications (SIoT), 47th IEEE International Conference on Computers, Software & Applications (COMPSAC), 2023
- Program Co-Chair of Symposium on Smart IoT Systems & Applications (SIoT), 48th IEEE International Conference on Computers, Software & Applications (COMPSAC), 2024
- Program Co-Chair of Programming Education Track, 28th IEEE/ACM International Conference on Program Comprehension (ICPC), 2020
- Program Co-Chair of Engineering Track, 20th IEEE International Working Conference on Source Code Analysis and Manipulation (SCAM), 2020
- Steering Committee Member, IEEE Conference on Software Engineering Education and Training (CSEE&T), 2018-now
- Advisory Committee Member, IEEE International Conference on Computers, Software & Applications (COMPSAC), 2019-now
- Advisory Co-Chair, IEEE ICET 2021-2022
- General Chair, IEEE CSEE&T 2023
- General Co-Chair, IEEE Cybermatics Congress 2024
- Advisory Member, IEEE ISSRE 2024
- Program Committee Member, ICST 2014, ICST 2015, ICST 2016, ICSE 2017 Poster Track, TALE 2018, ICSE 2018 Poster Track, Mobile Cloud 2019, ScalCom 2019, TALE 2019, SNPD 2020, Mobile Cloud 2020, CSEE&T 2020, ICSE 2020 Poster Track, ICSE 2020 SEIP Track, ICSE 2020 Artifact Evaluation Track, ScalCom 2020, ICSE JSEET 2021, ICPC 2021 Education Track, ScalCom 2021, ICSSP/ICGSE 2021, MobileCloud 2021, APCCAS 2021, IISA 2021, ASE 2021 Artifact Evaluation, ICTAI 2021, TALE 2021, MET 2022, EDUNINE 2022, SCAM 2022 Engineering Track, IISA 2022, TALE 2022, ICSE 2023 SEET, MET 2023, EDUNINE 2023, SERP4IoT 2023, ScalCom 2023, McSoC 2023, Mobile Cloud 2023, TALE 2023, SCAM 2023 Engineering Track, QRS 2023, ICSE 2024 SEET, CSEE&T 2024

IEEE/IEEE-CS PUBLICATIONS:

- Associate Editor of IEEE Transactions on Emerging Topics in Computing (TETC), 2019-now

IEEE/IEEE-CS STANDARDS:

- Leader and Editor, The Guide to the Software Engineering Body of Knowledge (SWEBOK Guide) (ISO/IEC TR 19759:2015) evolution, 2019-now

IEEE/IEEE-CS COMMITTEES or BOARDS:

- Member, IEEE CS Professional and Educational Activities Board (PEAB), 2017-now
- Chair, IEEE CS PEAB Ad Hoc Committee for Program Boards Integration, 2018
- Chair, IEEE CS PEAB Engineering Discipline Committee, 2019-now
- Vice President for Professional and Educational Activities, IEEE Computer Society, 2021-2022
- Board of Governors (BoG) member, IEEE Computer Society, 2021-now
- 1st Vice President, IEEE Computer Society, 2023
- President-Elect, IEEE Computer Society, 2024
- President, IEEE Computer Society, 2025

IEEE/IEEE-CS CHAPTERS, SECTION or REGIONS:

- Treasurer, IEEE CS Japan Chapter, 2011-2012
- Secretary, IEEE CS Japan Chapter, 2013-2014
- Vice-Chair, IEEE CS Japan Chapter, 2017-2018, 2020
- Chair, IEEE CS Japan Chapter, 2015-2016, 2019

QUALIFICATIONS:

In addition to outstanding research and education achievements, I have an excellent publication record in software engineering and related disciplines, including AI and IoT. Strong research is important to envision future directions of IEEE CS in the digital, software-defined era.

I have been serving as Outside Director of multiple companies since 2018. Additionally, I have collaborated with more than 20 industrial partners on academia-industry joint research projects. Since 2017, I have led a large-funded professional training project with 20+ industrial partners. These strong experiences in industrial collaborations make me well positioned to strengthen academia-industry collaborations in IEEE CS.

My strong contribution record in IEEE CS, ISO, and other societies demonstrates my passion for advancing professional activities in academia and industrial communities. These activities are vital for developing a human-centered engineerable and sustainable well-being world, where IEEE CS shall play key roles.

MAJOR ACCOMPLISHMENTS IN IEEE/IEEE-CS:

I currently serve as President-Elect of the IEEE CS, leading its activities and future directions. I have been on IEEE CS BoG since 2021. I have led professional and educational activities, including the evolution of the Guide to the Software

Engineering Body of Knowledge (SWEBOK) and organizing educational courses and certifications at the IEEE CS Professional and Educational Activities Board (PEAB).

In 2019, I became an Associate Editor of IEEE Transactions on Emerging Topics in Computing (TETC). In this role, I strive to promote scholarship in the specialized field associated with the journal while also promoting the journal itself. The journal publishes papers on emerging aspects of computer science, technology, and applications. The journal received an Impact Factor of 4.989 in 2019, indicating its high reputation.

I actively support to IEEE International Conference on Computers, Software & Applications (COMPSAC). I served as the Local Chair (2018), PC Co-Chair of Symposium on Smart IoT Systems & Applications (2019), and PC Co-Chair of Symposium on Smart IoT Systems & Applications (2020). Since 2019, I have been an Advisory Committee Member of COMPSAC.

I believe it is critical to enrich and expand research and practices in software engineering education and training. I have served in various roles in the IEEE Conference on Software Engineering Education and Training (CSEE&T). I served as Publicity Chair in 2015 and PC Co-Chair in 2017. Currently, I am on the Steering Committee.

Over the past decade, I have contributed to software engineering and the general computing professional community in Japan and the Asia-Pacific region. I have served as Chair, Vice-Chair, Secretary, and Treasurer of the IEEE CS Japan Chapter. I have served as Publicity Chair (2007), PC Co-Chair (2018), and am currently a Steering Committee Member for the Asia-Pacific Software Engineering Conference (APSEC), which publishes their proceedings by IEEE CPS. I am also active with the Information Processing Society of Japan (IPSJ), a sister society of IEEE, where I have served as the Editor of its journal and Secretary of Special Interest Group of Software Engineering.

LIST OF POSITIONS COVERED AT GRANT/FUNDING INSTITUTIONS IN THE PAST 10 CALENDAR YEARS:

- PI of JSPS Grant-in-Aid for Challenging Research (Exploratory), from: 2023, to: 2026
- PI of JSPS Fund for the Promotion of Joint International Research (Fostering Joint International Research (B)), from: 2021, to: 2025
- PI of MEXT enPiT-Pro Smart Systems and Services innovative professional Education program, from: 2017, to: 2022
- PI of JSPS Grant-in-Aid for Scientific Research (B), from: 2016, to: 2021
- PI of Information-technology Promotion Agency, Initiative on Advanced Software Engineering, from: 2015, to: 2017
- PI of International Information Science Foundation, SSR Forum, from: 2015, to: 2017
- PI of JSPS Grant-in-aids for Scientific Research (C), from: 2013, to: 2016
- PI of JSPS Grant-in-Aid for Young Scientists (B), from: 2010, to: 2013

LIST OF EDITORIAL POSITIONS COVERED IN THE PAST 10 YEARS

- Associate Editor of IEEE Transactions on Emerging Topics in Computing (TETC), from 2019 until now
- Editorial Board Member of Education Sciences, from 2020 until now
- Associate Editor of International Journal of Software Engineering and Knowledge Engineering (IJSEKE), from 2016 until now
- Associate Editor of IEICE Transactions on Information and Systems, from 2016 until 2018
- Associate Editor of Heliyon, from 2017 until 2019
- Guest Editor of Journal of Software and Systems (JSS), Special Issue on Software Engineering Education and Training, from 2017 to 2018
- Guest Editor of Software Testing, Verification and Reliability (STVR), Special Issue on ICST 2017, from 2017 until 2019

LIST OF KEYNOTES AND INVITED TALKS:

1. Hironori Washizaki, "SWEBOK Guide Evolution and Its Emerging Areas including Integrated Platform for Multi-View Modeling and Machine Learning Pipelines," 2023 8th International Conference on Information Systems Engineering (ICISE2023), Keynote, December, 2023.
2. Hironori Washizaki, "SWEBOK Guide Evolution and Its Emerging Areas including Machine Learning Patterns," 30th Asia-Pacific Software Engineering Conference (APSEC 2023), Keynote, Seoul, Korea, Dec 4-7, 2023.
3. Hironori Washizaki, "Blended Learning of IoT, AI, DX, and Sustainability in "Smart SE" with Curricula Matching," 7th International Conference on Education and E-Learning (ICEEL 2023), Keynote, November 25-27, 2023
4. Hironori Washizaki, "Enhancing programming education by adopting gamification and attractive environments," Keynote at 2023 the 3rd International Conference on Educational Technology (ICET 2023), Xi'an, China, September 15-17, 2023.
5. Hironori Washizaki, "Continuing education curricula and competency matching in the area of Digital Transformation (DX): Cases of Smart SE, SFIA, and CC2020," Keynote, The Fifteenth International Conference on Mobile, Hybrid, and On-line Learning (eLmL 2023), April 24, 2023 to April 28, 2023 – Venice, Italy
6. Hironori Washizaki, "Machine Learning Software Engineering and ML Design Patterns," International Conference on Computing Science, Communication and Security (COMS2), Keynote, February 6-7, 2023
7. Hironori Washizaki, "Blended Learning of Digital Transformation and Curricula Matching: "Smart SE", SFIA and CC2020," Keynote, 14th International Conference on E-Education, E-Business, E-Management and E-Learning (IC4E 2023), Shenzhen and Online, February 01-04, 2023
8. Hironori Washizaki, "SQuaRE Matters: Reflection of Quality Evaluation, Benchmark, and Practitioners' Perception through SQuaRE," Keynote, 4th International Workshop on Experience with SQuaRE series and its Future Direction in conjunction with the 29th Asia-Pacific Software Engineering Conference (APSEC 2022), Tokyo (virtual), 6th December 2022.
9. Hironori Washizaki, "Enhancement of Online Judge Systems by Gamification and Providing Similar Problems in Programming Assignments," 5th International

- Conference on Education Technology Management (ICETM 2022), Keynote, Online, December 17, 2022
10. Hironori Washizaki, Rubric-based Assessment and Augmented Reality in Introductory Programming, 2022 IEEE International Conference on Educational Technology (ICET 2022), Keynote, Online, June 25-27, 2022.
 11. Hironori Washizaki, Smart SE: Recurrent Education Program of IoT and AI for Business in the Era of Digital Transformation and 60-Year Curriculum, Keynote, The Fourteenth International Conference on Mobile, Hybrid, and On-line Learning (eLmL 2022), June 26, 2022 to June 30, 2022 – Porto, Portugal
 12. Hironori Washizaki, Metamodel and Patterns for Cloud Security and Privacy, Keynote, The Thirteenth International Conference on Cloud Computing, GRIDs, and Virtualization (CLOUD COMPUTING 2022), April 24, 2022 to April 28, 2022 – Barcelona, Spain and online
 13. Hironori Washizaki, Recurrent Education Program of IoT, AI and Digital Transformation: Smart SE, Keynote, 2021 4th International Conference on Education Technology Management (ICETM 2021), Online, Tokyo, Japan, December 17-19, 2021.
 14. Hironori Washizaki, Software Engineering Patterns for Machine Learning Applications: Research and Practice, Keynote, 3rd International Workshop on Machine Learning Systems Engineering (iMLSE 2021), December 6, 2021, Virtual – in Conjunction with APSEC 2021
 15. Hironori Washizaki, Patterns for New Software Engineering: Machine Learning, IoT and Security Patterns, The Seventh International Conference on Fundamentals and Advances in Software Systems Integration (FASSI 2021), Keynote, November 14, 2021 to November 18, 2021
 16. Hironori Washizaki, Machine Learning Software Engineering Patterns: Classification and Practitioners' Insights, The Sixteenth International Conference on Software Engineering Advances (ICSEA 2021), Keynote, Oct 3-7, 2021 – Barcelona, Spain and Online
 17. Hironori Washizaki, Software Engineering Patterns for Machine Learning Applications, Keynote, 2021 IEEE International Conference on Electronic Technology, Communication and Information (ICETCI 2021), August 27-29, 2021, Online and Changchun, China
 18. Hironori Washizaki, Blended Learning of IoT and AI for Business in Recurrent Education Program "Smart SE", Keynote, The Thirteenth International Conference on Mobile, Hybrid, and On-line Learning (eLmL 2021), July 18, 2021 to July 22, 2021 – Nice, France
 19. Hironori Washizaki, "Smart SE: Recurrent Education Program of IoT and AI for Business," 2021 IEEE International Conference on Educational Technology (ICET), Keynote, Online, June 20, 2021.
 20. Hironori Washizaki, Panel on Vision of IEEE CS in 2021, 75th year of CS & Involving YPs in CS Boards by IEEE CS Vice Presidents, IEEE CS YP Meetup in February 2021, Feb 7 2021
 21. Hironori Washizaki, "Patterns for New Software Engineering: Machine Learning and IoT Engineering Patterns", Keynote, AsianPLoP 2020: 9th Asian Conference on Pattern Languages of Programs, Sep 3rd, 2020.

22. Hironori Washizaki, "TraceANY: Software Maintenance and Evolution Support by Extracting Links and Models," Keynote, 2019 International Conference for Leading and Young Computer Scientists (IC-LYCS 2019), Okinawa, Feb 28 – Mar 03, 2019
23. Hironori Washizaki, "Analyzing and refining project failure cases from wider viewpoints by using SEMAT Essence," Invited Talk, Essence Conference in Seoul, 16 May 2017
24. Hironori Washizaki, "Security Patterns: Research Direction, Metamodel, Application and Verification", Keynote, The 2017 International Workshop on Big Data & Information Security (IWBIS), Jakarta, Indonesia , Sep 23-24, 2017.
25. Hironori Washizaki, "CSEE&T 2017 SWEBOK Evolution Panel – View from ISO/IEC/JTC1/SC7/WG20 and SEMAT", 30th IEEE Conference on Software Engineering Education and Training (CSEE&T), Savannah, Georgia, November 7-9, 2017
26. Hironori Washizaki, "Pitfalls and Countermeasures in Software Quality Measurements and Evaluations," Keynote, 5th International Workshop on Quantitative Approaches to Software Quality (QuASoQ2017), in conjunction with the 24th Asia-Pacific Software Engineering Conference (APSEC 2017), Nanjing, Jiangsu, China, 4th December 2017
27. Hironori Washizaki, "TESEM: A Tool for Verifying Security Design Pattern Applications," Invited Talk, 3rd International Workshop on Software Test Architecture (InSTA 2016, ICST 2016 Workshop), 10 April 2016, Chicago, U.S.A.
28. Hironori Washizaki, Juan Garbajosa, "Proposals for the SWEBOK evolution process from the viewpoint of ISO/IEC/JTC1/SC7 standardization activities," IEEE CS SWEBoK Evolution Virtual Town Hall Meeting, Aug 25, 2016
29. Hironori Washizaki, Recovery of Traceability Links and Behavior Models for Software Maintenance, Keynote, 2016 International Conference for Top and Emerging Computer Scientists (IC-TECS 2016), Taipei, Dec 24, 2016.
30. Hironori Washizaki, "Software Maintenance Support by Extracting Links and Models", UQAM Latece seminar, Nov 11, 2015.
31. Hironori Washizaki, "Recovery of Traceability Links and Behavior Models for Software Maintenance", ETS seminar, Nov 26, 2015.
32. Hironori Washizaki, "Waseda Super Global University Program and Collaboration in Software Patterns", Invited talk at AsianPloP 2016: 5th Asian Conference on Pattern Languages of Programs, February 24, 2016, Taipei, Taiwan
33. Hironori Washizaki, "Introduction to Patterns", Keynote at miniPloP@Taipei, Taipei, 29th May, 2014.
34. Hironori Washizaki, "PloP, AsianPloP, and Patterns Community in Japan", Invited talk at miniPloP@Taipei, Taipei, 29th May, 2014.
35. Hironori Washizaki, "Future of SEKE, Software Engineering and Knowledge-Engineering", Invited short talk at panel session, SEKE 2014.

LIST OF AWARDS:

36. AsianPloP Luminary, AsianPloP2024: 10th Asian Conference on Pattern Languages of Programs, People, and Practices, 2024
37. International Journal of Software Engineering and Knowledge Engineering (IJSEKE), Most Read Articles in the last 3 years ("Data-Driven Persona

- Retrospective based on Persona Significance Index in B-to-B Software Development" 2021), 2023
38. IEEE Computer 2022 Best Paper Award ("Software-Engineering Design Patterns for Machine Learning Applications"), IEEE Computer Society, Dec 2023
 39. IEEE International Conference on E-Business Engineering (ICEBE) 2023, Best Paper Award ("Enterprise Architecture-based Metamodel for a Holistic Business – IT Alignment View on Machine Learning Projects"), 2023 November
 40. IPSJ SIGSE SES2023 Interactive Poster Award, 2023
 41. IPSJ SIGSE SES2023 Best Paper Award, 2023
 42. Award of Director-General of the Industrial Science and Technology Policy and Environment Bureau, Ministry of Economy, Trade and Industry, Japan Society for Engineering Education, 2023
 43. 2022 Spirit of the Computer Society Award, IEEE Computer Society, 2022
 44. IPSJ SIGSE SES2022 Industrial Poster Award, 2022
 45. IEICE, Peer Review Award, 2022
 46. IEICE, Best Education Award, 2022
 47. IEEE Computer Society Distinguished Contributor, 2022
 48. KDDI Foundation Award, 2022
 49. IEEE Computer Society Golen Core Member, 2022
 50. International Academy, Research, and Industry Association (IARIA) Fellow, 2022
 51. IPSJ International Standards Development Award, 2021
 52. The Prize for Science and Technology (Understanding Promotion Category), Minister of Education, Culture, Sports, Science and Technology, 2021
 53. IPSJ-SIGSE Contribution Award 2021
 54. Best Paper Award Nominee of 20th IEEE/ACIS International Conference on Software Engineering, Artificial Intelligence, Networking and Parallel/Distributed Computing (SNPD 2019) (for "Generating Linear Temporal Logics based on Property Specification Templates")
 55. IMS Japan Award Special Award
 56. Japan e-Learning Award 2019 IT Training and Education
 57. IPSJ-SIGSE Excellent Research Award
 58. Best Paper Award Nominee of 20th IEEE/ACIS International Conference on Software Engineering, Artificial Intelligence, Networking and Parallel/Distributed Computing (SNPD 2019) (for "Generating Linear Temporal Logics based on Property Specification Templates")
 59. International Journal of Software Engineering and Knowledge Engineering, Vol. 28, No. 01, 2018 Most Read Articles (for "Metrics Visualization Techniques Based on Historical Origins and Functional Layers for Developments by Multiple Organizations")
 60. Waseda University Research Award 2018
 61. International Journal of Software Engineering and Knowledge Engineering, Most Read Articles 2017 (for "Generalized Software Reliability Model Considering Uncertainty and Dynamics: Model and Applications, Kiyoshi Honda, Hironori Washizaki, Yoshiaki Fukazawa")
 62. JSEE Engineering Education Award 2017.
 63. SES2017 Interactive Special Award
 64. Waseda University Presidential Teaching Award 2017

65. Computer Research Contribution Award, Asia Pacific Society for Computing and Information Technology (APSCIT), 2016.
66. Best Paper Award Nominee of 32nd IEEE International Conference on Software Maintenance and Evolution (ICSME 2016) (for "A Taxonomy for Program Metamodels in Program Reverse Engineering") 2016.
67. IWESep2014 Best Poster Award, 2014.
68. 17th Workshop on Requirements Engineering (WER 2014) Best Paper Award Nominee (for "Abstract security patterns for requirements and analysis of secure systems")
69. Zengo Award from ASTER, 2009.
70. SES2009 Student Encouraging Award from IPSJ/SIGSE, 2009.
71. FIT2009 Best Paper Award, 2009.
72. Yamashita Research Award from IPSJ, 2008.
73. Funai Information Science Encouraging Award from Funai Foundation, 2008.
74. Nikkei Quality Management Bibliography Award from JUSE (as one of co-authors of "Software Quality Body Of Knowledge: SQuBOK"), 2008.
75. SES2006 Best Paper Award from IPSJ/SIGSE, 2006.
76. Takahashi Encouraging Award from JSSST, 2004.

LIST OF JOURNAL PUBLICATIONS:

77. Chimaki Shimura, Hironori Washizaki, Takanobu Kobori, Yohei Aoki, Kiyoshi Honda, Yoshiaki Fukazawa, Katsutoshi Shintani and Takuto Nonomura, "Identifying and Improving Problems and Risks of Management Strategies Based on GQM+Strategies Metamodel and Design Principles," *Journal of Information & Knowledge Management*, pp. 1-26, 2024. (ESCI, IF=1.2)
78. Tsubasa Nakada, Takako Kozawa, Satoshi Seino, Shinichi Murota, Miki Eto, Junko Shimasawa, Yumiko Shimizu, Shinobu Tsurugano, Fuminori Katsukawa, Kazunori Sakamoto, Hironori Washizaki, Yo Ishigaki, Maki Sakamoto, Keiki Takadama, Keiji Yanai, Osamu Matsuo, Chiyoko Kameue, Hitomi Suzuki, Kayo Kurotani, Kazunori Ohkawara, "A Community-Based Intervention to Enhance Subjective Well-Being in Older Adults: Study Design and Baseline Participant Profiles," *Healthcare*, pp. 1-13, 2024. (SCIE, IF=2.8)
79. Kensuke Sumoto, Kenta Kanakogi, Hironori Washizaki, Nobukazu Yoshioka, Naohiko Tsuda, Yoshiaki Fukazawa and Hideyuki Kanuka, "Automated labeling of entities in CVE vulnerability descriptions with natural language processing," *IEICE Transactions on Information and Systems*, Vol. E107D, pp. 1-8, 2024. (SCIE, IF=0.7)
80. Yui Ono, Daisuke Saito, Hironori Washizaki and Yoshiaki Fukazawa, "Measuring Complexity in Visual Programming for Elementary School Students," *Journal of Information Processing (JIP)* , Vol. 32, pp. 103-112, 2024. (Scopus)
81. Yuki Noyori, Hironori Washizaki, Yoshiaki Fukazawa, Keishi Ooshima, Hideyuki Kanuka, and Shuhei Nojiri, "Deep learning and gradient-based extraction of bug report features related to bug fixing time," *Frontiers in Computer Science*, Vol. 5, pp. 1-17, 2023. (ESCI, IF=2.6)
82. Rose Niousha, Daisuke Saito, Hironori Washizaki, Yoshiaki Fukazawa, "Investigating the Effect of Binary Gender Preferences on Computational Thinking Skills," *Education Sciences*, Vol. 13, No. 5, Special issue of STEM Education: Current Trends, Perspectives, and Narratives, pp. 1-14, 2023. (ESCI, IF=3.0)

83. Md Saidur Rahman, Foutse Khomh, Alaleh Hamidi, Jinghui Cheng, Giuliano Antoniol, Hironori Washizaki, "Machine Learning Application Development: Practitioners' Insights," *Software Quality Journal*, Springer, pp. 1-55, 2023. (SCIE, IF=1.813)
84. Haruna Isotani, Hironori Washizaki, Yoshiaki Fukazawa, Tsutomu Nomoto, Saori Ouji and Shinobu Saito, "Sentence Embedding and Fine-tuning to Automatically Identify Duplicate Bugs," *Frontiers in Computer Science*, Vol. 4, pp. 1-23, 2022. (ESCI, IF=2.6)
85. Pankaj Kamthan and Hironori Washizaki, "SWEBOK Matters: Report and Reflection of a SEKE Panel on the Educational and Professional Implications of SWEBOK," *International Journal of Software Engineering and Knowledge Engineering (IJSEKE)*, pp. 1-11, 2022. (SCIE, IF=1.007)
86. Daisuke Saito, Shumon Masuda, Hironori Washizaki, Yoshiaki Fukazawa, Toshiharu Nshizawa, "Proposal of Rubric for Information Security Education Materials," *Journal of Digital Life*, Vol. 2, pp. 1-10, 2022.
87. Ryoya Yoshimura, Kazunori Sakamoto, Hironori Washizaki, Yoshiaki Fukazawa, "Recommendation System Providing Similar Problems Instead of Model Answers to Programming Assignments," *Applied System Innovation*, Vol. 5, pp. 1-18, 2022. (ESCI, IF=3.8)
88. Toshinori Takai, Katsutoshi Shintani, Hideki Andoh, Hironori Washizaki, "Continuous modeling supports from business analysis to systems engineering in IoT development," *International Journal of Service and Knowledge Management (IJSKM)*, Vol. 6, No. 2, pp. 1-15, 2022.
89. Kenta Kanakogi, Hironori Washizaki, Yoshiaki Fukazawa, Shinpei Ogata, Takao Okubo, Takehisa Kato, Hideyuki Kanuka, Atsuo Hazeyama, Nobukazu Yoshioka, "Comparative Evaluation of NLP-Based Approaches for Linking CAPEC Attack Patterns from CVE Vulnerability Information," *Applied Sciences, Special Issue on Software Engineering: Computer Science and System*, Vol. 12, No. 7, pp. 1-15, 2022. (SCIE, IF=2.679)
90. Ryo Ishizuka, Hironori Washizaki, Naohiko Tsuda, Yoshiaki Fukazawa, Saori Ouji, Shinobu Saito, Yukako Iimura, "Categorization and Visualization of Issue Tickets to Support Understanding of Implemented Features in Software Development Projects," *Applied Sciences, Special Issue on Software Engineering: Computer Science and System*, Vol. 12, No. 7, pp. 1-23, 2022. (SCIE, IF=2.679)
91. Eduardo Buglioni Fernandez, Nobukazu Yoshioka, Hironori Washizaki, Joseph William Yoder, "Abstract security patterns and the design of secure systems," *Cybersecurity*, Vol. 5, No. 7, pp. 1-17, Springer, 2022. (ESCI, IF=3.1)
92. Hironori Washizaki, Foutse Khomh, Yann-Gael Gueheneuc, Hironori Takeuchi, Naotake Natori, Takuo Doi, Satoshi Okuda, "Software Engineering Design Patterns for Machine Learning Applications," *IEEE Computer*, Vol. 55, No. 3, pp. 30-39, 2022. (SCIE, IF=2.683) (2022 Best Paper Award)
93. Kyawt Kyawt San, Hironori Washizaki, Yoshiaki Fukazawa, Kiyoshi Honda, Masahiro Taga, Akira Matsuzaki, "Deep Cross-Project Software Reliability Growth Model using Project Similarity Based Clustering," *Mathematics*, Vol. 9, No. 22, Special Issue on Mathematics in Software Reliability and Quality Assurance, pp. 1-22, 2021. (SCIE, IF=2.258)

94. Daisuke Saito, Risei Yajima, Hironori Washizaki, Yoshiaki Fukazawa, "Validation of Rubric Evaluation for Programming Education," *Education Sciences, Special Issue on The Digitalized K-12 Classroom in the Age of AI, Analytics and IoT*, pp. 1-18, 2021. (ESCI, IF=3.0)
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302. Shinpei Ogata, Yukiya Yazawa, Kozo Okano, Haruhiko Kaiya, Hironori Washizaki, "Traceability Link Mining - Focusing on Usability -," 41st IEEE Computer Society Signature Conference on Computers, Software, and Applications (COMPSAC 2017), Fast Abstract, Torino, Turin, Italy, July 4-8, 2017.

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350. Tadahiro Noguchi, Hironori Washizaki, Yoshiaki Fukazawa, Atsutoshi Sato, Kenichiro Ota, "History-Based Test Case Prioritization for Black Box Testing on a New Product using Ant Colony Optimization," Proceedings of the 8th IEEE International Conference on Software Testing, Verification, and Validation (ICST 2015), Testing in Practice track, 13 - 17 April 2015, Graz, Austria (CORE Rank C, Acceptance rate $12/27=44\%$)

351. Frederik Nakstad, Hironori Washizaki, Yoshiaki Fukazawa, "Finding and Emulating Keyboard, Mouse, and Touch Interactions and Gestures while Crawling RIA's," Proceedings of the 27th International Conference on Software Engineering and Knowledge Engineering (SEKE 2015), Wyndham Pittsburgh University Center, Pittsburgh, USA, July 6-8 2015. (CORE Rank B)
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