

Curriculum Vitae (as of 17th March 2026)



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 - 8/31/2024, Advisor, University of Human Environments

3/1/2024 - to present, Advisor, SI&C Co., Ltd.

CURRENT EMPLOYER AND POSITION:

Associate Dean, Research Promotion Division, Waseda University

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, SI&C Co., Ltd.

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 Immediate Past President of the IEEE Computer Society to lead its activities and future directions. He has been on CS BoG since 2021. He has 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 CS Professional and Educational Activities Board (PEAB). He was awarded Golden Core Member, Distinguished Contributor, and Spirit of the Computer Society Award from CS. He 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 Senior Member of IEEE and a Professional Member of IEEE-Eta Kappa Nu. He has been the general chair and program chair of multiple IEEE conferences, including ICST, CSEE&T, and SIoT/SISA of COMPSAC. Additionally, he has been the Chair of the 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 more than 200 research papers in refereed international journals and conferences, including IEEE Computer, IEEE IoT-J, IEEE TETC, ACM TACO, EMSE, SCICO, ICSE, and ASE. He has led many academia-industry joint research and large-funded projects in software design, reuse, traceability, and quality assurance. Recent achievements include IoT design patterns published in IoT-J 2020 and Machine Learning Design Patterns in Computer 2022. He is leading a professional IoT/AI/DX education project called SmartSE. Since 2015, he has been the Convenor of ISO/IEC/JTC1/SC7/WG20 to standardize bodies of knowledge and certifications, and leading adoptions of CS products SWEBOK and Software Engineering Competency Model (SWECOM) into standards.

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
- Local Organizing Committee Member, IEEE IST 2024
- Program Co-Chair of Symposium on Smart IoT Systems & Applications (SIoT), 49th IEEE International Conference on Computers, Software & Applications (COMPSAC), 2025
- Journal-First track Co-chair, IEEE ICST 2025
- Steering Committee Member, IEEE ISEMV, 2025-now
- Steering Committee Member, IEEE CAI, 2025-now
- Program Co-Chair of Symposium on Smart IoT Systems & Applications (SIoT), 50th IEEE International Conference on Computers, Software & Applications (COMPSAC), 2026

- Honorary General Co-Chair, IEEE COMPSAC 2027
- General Co-Chair, IEEE/ACM ICSE 2029
- 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 Mobile Cloud 2024, IEEE ICST 2025, IEEE EDUNINE 2025, IEEE IMC 2025, ACM/IEEE ICSE 2026 Research Track, IEEE ICST 2026, ACM/IEEE ICSE 2027 Research Track

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
- Past President, IEEE Computer Society, 2026

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 Past President 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-aids for Scientific Research (A), from: 2025, to: 2029
- 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, "Impact of IEEE Computer Society in Advancing Technologies, including LLM/AI and Software Engineering," Second International Conference on Intelligent Systems for Communication, IoT and Security (ICISCoIS 2026), Keynote, PSG College of Technology, Coimbatore, India, January 12, 2026.
2. Hironori Washizaki, "Impact of IEEE Computer Society in Advancing Technologies, including LLM/AI and Software Engineering," IEEE Tunisian SYP Congress, Keynote, Yasmine Hammamet, Dec 22nd -24th, 2025.
3. Hironori Washizaki, "Impact of IEEE Computer Society in Advancing Technologies, including LLM/AI and Software Engineering," IEEE International Conference on Computer & Applications (ICCA), Keynote, Bahrain and online, Dec 22nd-24th, 2025.
4. Hironori Washizaki, "Impact of IEEE Computer Society in Advancing Technologies, including LLM/AI and Software Engineering," 28th International

- Conference on Computer and Information Technology (ICCIT 2025), Keynote, Cox's Bazar, Bangladesh and online, December 19-21, 2025.
5. Hironori Washizaki, "Technology Predictions and Software Engineering with Blockchain-Network Synergy," BlockNetSys 2025: ACM CoNEXT Workshop on Blockchain-Network Synergy, Keynote, Hong Kong, December 1st, 2025.
 6. Hironori Washizaki, "Impact of IEEE Computer Society in Advancing Technologies, including LLM/AI and Software Engineering", 2025 IEEE 7th International Conference on Computing, Communication and Automation (ICCCA), Keynote, Nov 29th, 2025.
 7. Hironori Washizaki, "Impact of IEEE Computer Society in Advancing Technologies, including LLM/AI and Software Engineering", 35th International Conference on Computer Theory and Applications (ICCTA 2025), Keynote, Nov 26th, 2025.
 8. Hironori Washizaki, "Impact of IEEE Computer Society in Advancing Technologies, including AI SE based on Modeling with Patterns and MLOps," 2nd International Symposium on Software Fault Prevention, Verification, and Validation (SFPVV 2025), Keynote, Shanghai, Nov 8th-9th, 2025
 9. Hironori Washizaki, "Impact of IEEE Computer Society in Advancing Technologies, including LLM/AI and Software Engineering," IEEE International Conference on Electrical, Electronics, and Computer Science With Advanced Power Technologies – A Future Trend (ICE2CPT 2025), Keynote, NIT Jamshedpur, India and online, October 31st, 2025
 10. Hironori Washizaki, "SWEBoK Unbound: Redefining Software Engineering for Autonomous Era," 3rd International Conference on Software Engineering and Information Technology (ICoSEIT), Keynote, Bandung, Indonesia, Oct 8th, 2025
 11. Hironori Washizaki, "IEEE-CS Tech Predictions, SWEBoK and Quantum Software: Towards Q-SWEBoK," QSE Tokyo 2025, August 1st, 2025
 12. Hironori Washizaki, "AI Software Engineering based on Multi-view Modeling and Engineering Patterns," The 25th International Conference on Software Quality, Reliability, and Security (QRS 2025), Keynote, Hangzhou and online, Jul 17, 2025.
 13. Hironori Washizaki, "SWEBoK Guide and Software Services Engineering Education," 2025 IEEE Symposium on Services and Software Engineering Education (part of IEEE SERVICES 2025), Keynote, July 11th, Helsinki
 14. Hironori Washizaki, "Impact of IEEE Computer Society in Advancing Emerging Technologies including LLM/AI and Software Engineering," IEEE 49th Annual Computers, Software, and Applications Conference (COMPSAC 2025), Keynote, Toronto, July 8-11, 2025
 15. Hironori Washizaki, "Landscape of Requirements Engineering for/by AI through Literature Review," Invited talk, RAISE: Workshop on Requirements engineering for AI-powered SoftwarE, co-located with ICSE, May 3, 2025.
 16. Hironori Washizaki, "IEEE Computer Society's Strategic Activities and Products including SWEBoK Guide," IEEE ICCSAI, Apr 6, 2025.
 17. Hironori Washizaki, "IEEE Computer Society's Strategic Activities and Products," IEEE Young Professional Conference at Ignitia, Mar 29, 2025.
 18. Hironori Washizaki, "Impact of IEEE Computer Society in Advancing Software Engineering and Emerging Technologie," International Conference on Computer & Applications (ICCA2024), Cairo, Egypt and online, 2024

19. Hironori Washizaki, "Impact of IEEE Computer Society in Advancing Software Engineering and Emerging Technologie," International Conference on Computer and Information Technology (ICCIT2024), Bangladesh and online, 2024
20. Hironori Washizaki, "Impact of IEEE Computer Society in Advancing Software Engineering and Emerging Technologie," 4th International Conference on Mobile Networks and Wireless Communications (ICMNBC), Sri Siddhartha Institute of Technology and online, 2024
21. Hironori Washizaki, IEEE Computer Society Vision and Future, IEEE-CS AICSSYC 2024: All India CS Student and Young Professional Congress, Galgotias University, Greater Noida, 17 – 19 October 2024.
22. Hironori Washizaki, Overview of ISO/IEC/JTC1 SC7/WG20: Certification of software and systems engineering professionals and SWEBOK Guide, China Electronic Standardizations Institute (CESI), China Software and Systems Engineering Subcommittee, International Standard Promotion Event, 2024.
23. Hironori Washizaki, IEEE Computer Society 2025 Vision and Future, IEEE-CS SYP Fireside Fusion, September 19th 2024.
24. Hironori Washizaki, Machine Learning Software Engineering based on Multi-view Modeling with Patterns and MLOps, International Conference on AI-empowered Software Engineering (AIESE 2024), Keynote, 27 – 30 August 2024, Piraeus, Greece
25. Hironori Washizaki, SWEBOK Evolution and Machine Learning System Development Framework with Multi-View Modeling and Patterns, 2nd International Conference on Network, Multimedia and Information Technology (NMITCON), Nitte Meenaksh Institute of Technology, Bengaluru, Aug 9-10, 2024.
26. Hironori Washizaki, "Machine Learning Software Engineering Patterns and Their Engineering Approaches," Webiner by IEEE Computer Society, Madras, Computer Society of India, Chennai, and Association for Computing Machinery, Chennai, Invited talk, April 20th, 2024.
27. Hironori Washizaki, "Machine Learning Software Engineering Patterns and Their Engineering," 2nd International Workshop on Responsible AI Engineering (RAIE 2024), Keynote, Lisbon, April 16th, 2024.
28. Hironori Washizaki, "IEEE Computer Society 2024 Technology Predictions Update," FM+SE SUMMIT 2024, Tokyo Hilton Bay – March 28 and 29, 2024
29. Jyotika Athavale, Hironori Washizaki, "IEEE Computer Society's Strategic Activities and Products including SWEBOK Guide," IPSJ 86th National Convention, March 15th 2024.
30. 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.
31. 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.
32. 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

33. 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.
34. 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
35. Hironori Washizaki, "Machine Learning Software Engineering and ML Design Patterns," International Conference on Computing Science, Communication and Security (COMS2), Keynote, February 6-7, 2023
36. 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
37. 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.
38. 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
39. 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.
40. 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
41. 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
42. 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.
43. 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
44. 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

45. 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
46. 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
47. 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
48. 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.
49. 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
50. 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.
51. 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
52. Hironori Washizaki, "Analyzing and refining project failure cases from wider viewpoints by using SEMAT Essence," Invited Talk, Essence Conference in Seoul, 16 May 2017
53. 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.
54. 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
55. 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
56. 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.
57. 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
58. 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.

59. Hironori Washizaki, "Software Maintenance Support by Extracting Links and Models", UQAM Latece seminar, Nov 11, 2015.
60. Hironori Washizaki, "Recovery of Traceability Links and Behavior Models for Software Maintenance", ETS seminar, Nov 26, 2015.
61. 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
62. Hironori Washizaki, "Introduction to Patterns", Keynote at miniPLOP@Taipei, Taipei, 29th May, 2014.
63. Hironori Washizaki, "PLOP, AsianPLOP, and Patterns Community in Japan", Invited talk at miniPLOP@Taipei, Taipei, 29th May, 2014.
64. Hironori Washizaki, "Future of SEKE, Software Engineering and Knowledge-Engineering", Invited short talk at panel session, SEKE 2014.

LIST OF AWARDS:

65. Best Poster Award, AI-Driven Software Engineering Summit for Fostering Next-Generation Researchers (for the poster titled "A Large Scale Comparison for Automating DL Bug Classification"), 2025.
66. IEEE Computer Society (President: Hironori Washizaki), IEEE EAB Society/Council Professional Development Award, 2025.
67. SES2025 Best International Poster Award, 2025 (for "Detecting Machine Learning Design Patterns from Code with Machine Learning Based Approach")
68. SES2025 Industrial Poster Award, 2025
69. SES2025 Research Encouragement Award, 2025
70. IPSJ SIG Activity Contribution Award, 2025
71. Distinguished Presentation Award, First International Workshop on Intertwining Research & Education on Software (WIRED2024), 2024
72. MCPC Human Excellent Human Resource Development Award, 2024
73. SQiP Best Paper Effective Award, 2024
74. Honorary Award, University of Piraeus Department of Informatics, 2024
75. IPSJ International Standards Development Award, 2024
76. AsianPLOP Luminary, AsianPLOP2024: 10th Asian Conference on Pattern Languages of Programs, People, and Practices, 2024
77. 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
78. IEEE Computer 2022 Best Paper Award ("Software-Engineering Design Patterns for Machine Learning Applications"), IEEE Computer Society, Dec 2023
79. 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
80. IPSJ SIGSE SES2023 Interactive Poster Award, 2023
81. IPSJ SIGSE SES2023 Best Paper Award, 2023
82. 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

83. 2022 Spirit of the Computer Society Award, IEEE Computer Society, 2022
84. IPSJ SIGSE SES2022 Industrial Poster Award, 2022
85. IEICE, Peer Review Award, 2022
86. IEICE, Best Education Award, 2022
87. IEEE Computer Society Distinguished Contributor, 2022
88. KDDI Foundation Award, 2022
89. IEEE Computer Society Golden Core Member, 2022
90. International Academy, Research, and Industry Association (IARIA) Fellow, 2022
91. IPSJ International Standards Development Award, 2021
92. The Prize for Science and Technology (Understanding Promotion Category), Minister of Education, Culture, Sports, Science and Technology, 2021
93. IPSJ-SIGSE Contribution Award 2021
94. 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")
95. IMS Japan Award Special Award
96. Japan e-Learning Award 2019 IT Training and Education
97. IPSJ-SIGSE Excellent Research Award
98. 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")
99. 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")
100. Waseda University Research Award 2018
101. 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")
102. JSEE Engineering Education Award 2017.
103. SES2017 Interactive Special Award
104. Waseda University Presidential Teaching Award 2017
105. Computer Research Contribution Award, Asia Pacific Society for Computing and Information Technology (APSCIT), 2016.
106. 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.
107. IWSESEP2014 Best Poster Award, 2014.
108. 17th Workshop on Requirements Engineering (WER 2014) Best Paper Award Nominee (for "Abstract security patterns for requirements and analysis of secure systems")
109. Zengo Award from ASTER, 2009.
110. SES2009 Student Encouraging Award from IPSJ/SIGSE, 2009.
111. FIT2009 Best Paper Award, 2009.
112. Yamashita Research Award from IPSJ, 2008.

113. Funai Information Science Encouraging Award from Funai Foundation, 2008.
114. Nikkei Quality Management Bibliography Award from JUSE (as one of co-authors of "Software Quality Body Of Knowledge: SQuBOK"), 2008.
115. SES2006 Best Paper Award from IPSJ/SIGSE, 2006.
116. Takahashi Encouraging Award from JSSST, 2004.

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123. Ayana Uematsu, Minshun Yang, Hironori Washizaki, Naoyasu Ubayashi, Juichi Takahashi, Yohei Takagi, "Analysis of Agile Software Development Process Metrics and User Satisfaction in Open Source Software," *Journal of Information Processing*, Vol.33, pp. 314-324, 2025. (Scopus)

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133. 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)
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413. Hironori Washizaki, Sota Fukumoto, Misato Yamamoto, Masatoshi Yoshizawa, Yoshiaki Fukazawa, Shinpei Ogata, Eduardo B. Fernandez, Nobukazu Yoshioka, Takehisa Kato, Haruhiko Kaiya, Hideyuki Kanuka, Yuki Kondo, Takao Okubo, Atsuo Hazeyama, "A Metamodel for Security and Privacy Knowledge in Cloud Services," Proceedings of the 12th IEEE World Congress on Services (IEEE SERVICES 2016) (CORE Rank B), Poster Paper, pp. 142-143, June 27 - July 2, 2016, San Francisco, USA.
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417. Hironori Washizaki, Yann-Gael Gueheneuc, Foutse Khomh, "A Taxonomy for Program Metamodels in Program Reverse Engineering," 32nd IEEE International Conference on Software Maintenance and Evolution (ICSME), pp. 44-55, October 2-10, Raleigh, North Carolina, USA. (CORE Rank A) (Best Paper Award Nominee)
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423. Kiyoshi Honda, Nobuhiro Nakamura, Hironori Washizaki and Yoshiaki Fukazawa, "Case Study: Project Management Using Cross Project Software Reliability Growth Model Considering System Scale," 27th IEEE International Symposium on Software Reliability Engineering (ISSRE 2016), Industry Track, Ottawa, Canada 23-27 October 2016. (CORE Rank A)
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430. Ryosuke Ishizue, Kazunori Sakamoto, Hironori Washizaki, Yoshiaki Fukazawa, "An Interactive Web Application Visualizing Memory Space For Novice C Programmers," 48th ACM Technical Symposium on Computer Science Education (SIGCSE 2017), poster, March 8 - 11, 2017, Seattle, Washington, USA (CORE Rank A)(acceptance rate 34.5% = 48/139)
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441. 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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452. TIAN XIA, HIRONORI WASHIZAKI, YOSHIKI FUKAZAWA, JOSEPH YODER, REBECCA WIRFS-BROCK, "Two-level Checklists and Perspectives: Software Reading Techniques for Pattern Writer's Workshop," Proceedings of the 22nd Conference on Pattern Languages of Programs Conference 2015 (PLoP 2015), October 24-26, Pittsburgh, Pennsylvania, USA. (CORE Rank B)
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454. Yiyang Hao, Hironori Washizaki, Yoshiaki Fukazawa, "A third-party extension support framework using patterns," Proceedings of the 22nd Asia Pacific Software Engineering Conference (APSEC 2015), New Delhi, India, Dec 1-4, 2015. (CORE Rank B, acceptance rate 42/144=29%)
455. Yohei Aoki, Takanobu Kobori, Hironori Washizaki, Yoshiaki Fukazawa, "Identifying Misalignment of Goal and Strategies across Organizational Units by Interpretive Structural Modeling," Proceedings of the 49th Hawaii International Conference on System Sciences (HICSS-49), January 5-8, 2016 Grand Hyatt, Kauai (CORE Rank A)
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