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助教

フード 3D プリンターと人工知能を使用して食事体験を向上させる
計算フードテクスチャ

§1. 研究成果の概要

I have been worked on setting up the research environment and start the investigation on research phase 1 (collect food texture databased with food internal structure) and phase 2 (collect food texture database with target food). To prepare the research environment, I have been work on the pneumatic-based 3D printer in addition to the screw (step-motor) based 3D printer, adjusting and investigate the optimal parameters to print the specific food (i.e., meat and cereal-based dough). Then, I also start to prepare the experimental setup (e.g., experimental procedure review, etc.) to create the user studies. However, due to the effects of COVID-19, the process of obtaining the experimental permission has been delayed, only a preliminary study has been conducted in this fiscal year.

【代表的な原著論文情報】

1) Parinya Punpongsanon, and Hiroki Ishizuka. EdiSensor: Facilitating Food Electricity for Eating Habits Analysis. In *Proceedings of 2021 IEEE 3rd Global Conference on Life Sciences and Technologies (LifeTech)*, pp. 108-109. Nara, Japan, March 2021.