Nagoya YP meeting @ Online

1, Outline
 This event is Nagoya YP's member introduction to know how to hold an online event.

2, Time schedule
 Date : 21th Nov. 2020
 Participants: 5
 Time table:
    14:00 - 14;05 Orientation
    14:05 - 14:20 Introduction member 1, Takefumi Yamada
    14:20 - 14:40 Introduction member 2, Kenta Morita
    14:40 - 15:03 Introduction member 3, Komei Hasegawa
    15:03 - 15:25 Introduction member 4, Osamu Toda
    15:25 - 15:30 Refresh
    15:30 - 15:50 Introduction member 5, Naoki Kubota
    15:50 - 16:00 Summary

3, Contents
1) Introduction member 1, Takefumi Yamada
   He introduced how to handle standards for industrial vehicles and IEEE's career. It is very important not only to understand standards for selling machines in Euro, and also to confirm strategy by themselves. On the other hand, he has joined IEEE's volunteer community for 9 years.He is thinking about how to give experience to work in other countries to IEEE's members. It is a critical part for IEEE's members to earn good experiences to update membership. He plans to provide such opportunities for them from IEEE Nagoya YP.

2) Introduction member 2, Kenta Morita
   He introduced video recognition technology. He explained a neural network for action recognition in videos. He also introduced his university management against Covid-19.

3) Introduction member 3, Komei Hasegawa
   He introduced his academic and IEEE career. He talked about his recent research and showed some photos of a fieldwork in an elementary school.

4) Introduction member 4, Osamu Toda
   He introduced IEEE's career and data analysis work. His career in IEEE began while he was in college. He continues to join as a place for engineers to interact with members. Presenting an example of data-analysis provided a time for technology sharing and interaction with YP members.

5) Introduction member 5, Naoki Kubota
   He introduced his career and effects of covid19 on his training at his company. His Maker activities are interesting such as tailed-robots and VR games.

4, Summary
 Through this event, we got knowridges to hold the online event.

-PLACE
 Participants join from other places which are Aichi, Shizuoka and Sweden.
 But we don't have any disturbance to presentation.
 It is possible to have conversations with IEEE members of other countries to use online applications.

-TIME
 It was hard to control the time schedule in the online event. When we have next events, we need to prepare to handle the time schedule.

-REFRESH
 It is necessary to have refresh time, because participants have to concentrate on conversation.