The Japan Foundation Asia Center & IAMAS Joint Workshop

Summer Camp "Hack the World"

Hack the World with Creativity Utilizing Democratized Technologies

The Japan Foundation Asia Center and Institute of Advanced Media Arts and Sciences [IAMAS] will hold "Hack the World Summer Camp", a special one-week intensive workshop on the theme of technology and creativity with participants from Japan and overseas.

Following the spread of personal computers in the 1990s, the digital age has ushered in collective creativity through the Internet and social media as well as personal fabrication thanks to the proliferation of technology, resulting in new kinds of creative activities that are driven by individuals while also being accessible to all. The maker culture movement and Fab Labs and other workshop spaces have built global networks, and also encouraged the participation of different types of people in design, art and crafts, and technology. At universities and in corporate research and development we are also seeing an emphasis on open innovation, partnering with other organizations and specialists in order to facilitate new creativity and values. As these developments show, infrastructure and the ways we use technology are expanding and improving while the importance of creativity in art and design, communication and personal inspiration are being questioned anew. Moreover, debate has been taking place recently around the world as to how technology and creativity can be more than simply a means to make things, but can also help us assess urban environments, solve social problems and increase civil engagement. By referencing these activities deeply connected to the situations in each region and community with attention to residents' creativity and also digital technology that continues to develop globally and at the grass roots, we can see specific history, culture and social conditions specific as well as shared problems.

Themed around the rich experiments in technology and creativity currently happening around the world, this workshop brings together participants from various countries and regions to learn practical ways to design society, communities and local areas based on the guidance of specialists in interaction design, media design, media art, and social design. In addition to studying the foundations of digital fabrication and the Internet of Things, participants will work in groups and join hands-on tours in order to acquire the means to foster creativity via a three-fold process of making, telling and thinking. By learning not only about technology and production but also theory through practical experience, the know-how cultivated by this workshop will return organically to the participants' individual activities and their communities. The one-week intensive curriculum promotes wide-ranging exchange and dialogue between participants, allowing them to share problems and understanding about each other's communities and homes, and helping to build a network of the next generation of digital creative talent.

1. Outline

Workshop Duration: August 10 (Wed)- 16 (Tue), 2016 [7days]

Venue: Institute of Advanced Media Arts and Sciences [IAMAS]

(4-1-7 Kagano, Ogaki-shi, Gifu 503-0006 JAPAN)

http://www.iamas.ac.jp/en/

Admission free

Organizer: The Japan Foundation Asia Center

Co-organizer: Institute of Advanced Media Arts and Sciences [IAMAS]

* This project is part of "ref:now initiative – toward a new media culture in Asia," organized by the Japan Foundation Asia Center.

2. Participant Numbers

Capacity: 20

* As part of its goals to advance platforms for sustained exchange and build new networks in Asia, the Japan Foundation Asia Center supports the development of future cultural leaders in Asia. The organizers will provide the following special allowance for 10 participants as Asia Center Invitees. (see p.5 "Application Instructions")

<Participant Examples>

- Creators and designers involved with social activities using digital fabrication or new media
- Artists making or planning to make artwork using new media or technology
- Engineers or directors starting (or planning to start) their own makerspace
- Engineers involved with social activities using open-source software or hardware
- Educators planning to develop educational curricula not only for teaching technology but also cultivating creativity

3. Program

In the workshop, participants will make prototypes in groups based on practical study of ways to design society, communities and local areas on the theme of technology and creativity. Participating designers, artists, engineers, directors, programmers and educators hail from a wide range of countries and regions, and also possess different expertise and techniques. Through mutual dialogue, the workshop aims to share understanding of specific historical, cultural and social problems.

<3D Printing and Other New Tools>

- Digital fabrication; foundations of the Internet of Things

< On-Site Tours>

- Tours to surrounding areas to see how Japan's aging population is affecting communities, and observe on-site activities

< Group Work>

- Sharing community and regional problems with participants from other countries and areas

< Prototyping>

- Based on the above, prototyping ways to resolve community and regional issues through technology and creativity

4. Lecturer

Shigeru Kobayashi (Professor of the Research Center for Industrial Culture, IAMAS)

He worked for a digital musical instrument company as a sound designer and a software engineer. He designed Open Source Hardware such as Gainer and Arduino Fio (with SparkFun Electronics) and wrote books on physical computing and prototyping (published in Japanese, Korean and Formosan). He also won the red dot award: design concept in 2011 as an interaction designer. Recently, he has been facilitating cross-industry innovation projects to create innovation by multiplying people from local and information technology industries.

Tomoko Kanayama (Director and professor of the Research Center for Industrial Culture, IAMAS)

Born in Ofunato, Iwate Prefecture. Her main research themes are regional community, communication, the empowerment of citizens and media. Recently, she has been working on the design to insert the design, art and manufacturing of IAMAS into the regional society and thereby create new needs. Her main literary works include *Community Media* (Keio University Press), *Strategic Media Use of Nonprofit* (GAKUBUNSHA), *Social Capital and Citizen Consciousness in Net era* (Keio University Press) among others.

James Gibson (Associate Professor of the Media Creation department, IAMAS)

Before moving to Japan in 2005 he worked as a Service Designer at live|work and a Human Interface & Research Designer at Sony Design Centre Europe & Tokyo. Currently researching the relationships between design, craft & art, and their roles in our media-rich lifestyles, while exploring ways to tackle social, environmental, & sustainable design issues.

Ryota Kuwakubo (Associate Professor of the Media Creation department, IAMAS)

After creating "BITMAN", a collaboration work with Maywa Denki, in 1998, he began creating works that utilized electronics. Since then, he has created an original style that is referred to as "device art". After the 2010 presentation of his installation "The Tenth Sentiment", he has been undertaking works that, through the use of light and shadow, spin together the experiences of the viewer. His other representative works include "Video Bulb", "PLX", and "Nikodama".

Kanta Horio (Artist / Engineer)

His performance and installation works are assembled with his self-made machines for generating spontaneous activities of objects or interactions between sound, light, and vibration.

He develops electronic devices for commissioned projects as well, now focusing on musical instruments combining user interface and physical vibration.

* Lecturer by additional specialists is also planned.

5. About IAMAS

IAMAS, a master's level graduate school launched by Gifu Prefecture in 2001. It enjoys an international reputation as a limited enrollment graduate program, with a full complement of highly qualified instructors.

IAMAS was founded on the principle of exploring the convergence of arts and sciences. It is a school that combines progressive technological development and cultural trends to propose advanced artistic expression, design innovation, and ideals for new community and manufacturing techniques.

The features of IAMAS's research education are its social implementations that use projects as their linchpins, team-teaching by faculty from various disciplines, and its enriched curriculum where students obtain specialized as well as comprehensive knowledge. Through their own individual research and projects, 19 instructors from 19 fields (e.g. media art, engineering, media communication and so on) conduct their activities with students while crossing over different disciplines. As a trailblazing school where people study advanced media expressions, many graduates are finding employment at new educational institutions and cultural facilities in addition to media art, advertisement and design.

There are various studios for metalworking, woodworking digital printing, visual and sound. Moreover, there is the Innovation Studio, a hub equipped with 3D printers, laser cutters, digital fabrication machines like CNC, and 3D modeling machines, for everyone to develop their ideas while creating prototypes that can be seen, touched, and felt.

Application Instructions   Summer Camp "Hack the World"

1. Participant Requirements
- Able to attend all days of the workshop program
- Possesses a past record in research, creative activities or direction related to digital fabrication or new media
- Adequate English language ability for working collaboratively

<Participant Examples>
- Creators and designers involved with social activities using digital fabrication or new media
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2. Application Process
Please send your application form, along with a CV and portfolio, to the following email address: summer-camp-apply@ml.iamas.ac.jp

Deadline: June 27 (Mon), 2016

<Items to Submit>
①Application form (use the designated format)
②CV (free format)
③Portfolio (free format; in case of video materials, include viewing link)

3. Accommodation during Workshop
Workshop participants receive the following allowance for accommodation and meals:
- Meals (lunch, dinner)
- Accommodation at facility adjoining workshop venue (¥700-1,700 per night; by request only)

*Asia Center Invitees

As part of its goals to advance platforms for sustained exchange and build new networks in Asia, the Japan Foundation Asia Center supports the development of future cultural leaders in Asia. The organizers will provide the following special allowance for 10 participants as Asia Center Invitees:

<Candidates>
- Nationality/citizenship/permanent residency of an ASEAN country
- Adequate past experience and record with research, creative activities and direction related to projects using digital fabrication and new media, and plans to continue working in this field

<Allowance>
- Return air fare (economy class) from a major city in the country of residence to Chubu Centrair International Airport
- Domestic transportation fees from Chubu Centrair International Airport to the venue
- Overseas Travel Insurance
- Accommodation during workshop period (August 9th–August 17th)
- Meals (lunch, dinner)
  * Accommodation is limited to the facility adjoining the workshop venue as specified by the organizers. Successful applicants will be contacted after their selection regarding the procedure for air ticket reservations and accommodation.

4. Criteria for Selection

Applicants will be assessed according to certain criteria as to whether their previous record and future planned activities make them a suitable candidate for participating in the workshop. The following aspects will be taken into consider
ation when selecting applicants:
- The research activities and experiences of the applicant in related fields
- The past activities and achievements of the applicant
- The achievements of the applicant in terms of academic papers and other publications

5. Notification of Application Results

Applicants will be informed of the result of their application by July 8 (Fri), 2016, via the email address included on their application.

6. Contact

Summer Camp "Hack the World" office
E-mail: summer-camp-apply@ml.iamas.ac.jp

7. Handling of personal information

(1) The Japan Foundation and IAMAS handles personal information appropriately in accordance with the Law Concerning Access to Personal Information Held by Independent Administrative Institutions (Law No. 59 of 2003) or Gifu Prefecture(Law No.21 of 1998). The Japan Foundation's privacy policy can be referred to on the following website:
http://www.jpf.go.jp/e/privacy/index.html

(2) The Japan Foundation and IAMAS uses personal information on the application materials for screening, implementation, and evaluation procedures of the project. They may also be used for the following purpose:

- Details of the participants, such as name, job and position, and affiliation, etc. are published in the *Kokusai Koryu Kikin Jigyo Jisseki* (Detailed Annual Reports of the Japan Foundation) and Annual Reports of the IAMAS. They are also used in compiling statistics and released to the press for publicity purposes.
- There may be cases in which these information are released to Ministry of Foreign Affairs of Japan, Embassies or Consulates-General of Japan, etc. at the place where participant lives in order to applies for a visa, etc.
- There may be cases in which these information are released to the insurance company or their representatives, etc. in order to cover your activity during the Fellowship period by an overseas traveler's personal accident insurance, etc.