

THE
FUTURE
OF
MMEDIA



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1

PPP: Pop culture Policy Project



In this project, rising researchers and up-and-coming artists form up online community and discuss possibility of new genres of expression. 144 members as of 2004/2, some of which are SCTI students from Stanford University. Pop Culture Archive Project is derived from this project and will set off soon.

2

Project-P



Project-P is a project co-organized by RIETI and SJC-R since 2003/4. Now we are collecting and summarizing the outcome as Discussion Papers, Policy Papers, etc, and also planning to have the participation by SCTI students for international expanding.

3

Digi-con



This is a joint project with the Ministry of Telecommunications. We devised a policy recommendation as "The 10 Provisions for developed distribution of digital contents" in 2004/12.

4

Digital Copyright



This is a collaboration with Nikkei, which argues the copyright for creators, industry, and users in the digital stage where various new digital content, network service and communications are produced.

1

CCC: Children's Creativity and Communication



This project studies methodology and technology which explores children's creativity, expression and communication in the digital age. Workshops such as creating animation, creating music, creating robots, etc. and related technologies will be developed. With a tight relationship with an NPO "CANVAS" supported by the government of Japan, SJC-R will go strait ahead collaborating with Stanford University, Tokyo University and other such institutions, museums in US, Europe, Japan and Asia, teachers and artists, UNESCO, and so forth. We have some students from Stanford University as committee members.



2

KYOTO Digital Kids



the conference of experts in collaboration with Kyoto Prefecture, NPO CANVAS, Nishijin Machiya Studio to promote the Kyoto's active efforts in digital field and to support the children's creativity and communication with maximizing the total power of historical, cultural, academic, international, high-technological Kyoto. We hold the 1st meeting in 2004/2.



CANVAS, a government supported non-profit organization, was established in 2001.

(1) BACKGROUND

Creation of the multi-dimensional new societies, is up to our children and their generation next. The network was already a part of their lives, virtual expression is their common way, and digital life is simply their everyday life. Born and raised in such deeply digital involved world, today's children could open up and explore bland new forms of expression. They are the bearers of the future. Almost every child can create their own internet contents and broadcast it to the four corners of the world. It is CANVAS ' challenge to making this activity as vigorous as possible.

(2) ROLE

CANVAS is the field of creation for Children with their own hands, using conventional tools or may be cutting age digital technologies. Canvas would like to offer and prepare an environment in which they can achieve their potential; to give children the opportunities, know-how and technologies with which they can fully perform. We would like to support them so that they can express, share and establish their feelings and ideas. CANVAS makes this easier, by providing the space and events in which children can share and exchange their creation and expression on a worldwide scale.

(3) AFFAIR

The main interests of CANVAS is to research, to develop and to promote about various activities and programs for enhancing children's expression and creation. As a first step, we are planning to investigate and analyze leading children's workshops inside and outside of Japan. We will study information result of such investigation and develop our own original workshops making the best use of Japanese characteristics such as comics, animations, games and mobile media.

We will make the procedure of running a workshop into a package, with written materials so that the workshop can be easily integrated into school curricula, as well as the provision of training to run workshops and technical support for network broadcasting. We would like to spread the workshop method and techniques as wide as possible through out Japan with close partnership with local governments and companies. Preparing appropriate environment of the network for the next generation to create and express by themselves, developing the workshops, making hand-in-hand relationship with overseas to crate global network and investigation about the workshops inside and outside of Japan, shall be what CANVAS is doing at present and in future.

(4) GOAL

Our aim is no less than the improvement of creativity and ability of expression. We hope that this will lead to more active communication across the world. CANVAS activity embodies the improvement of information literacy and education of Internet content creators. By spreading the results of our activities through promotion in local communities and schools, we can encourage children's activities nationwide and raise the level of information literacy. CANVAS activities may not look so prominent, but its motivation is well-focused.



FELLOWSHIP

Canvas activities will be carried out through industry-university cooperation. We are establishing close partnership with people who will voluntarily run the workshops, the staff of local child activity centers, and science and natural history museums, teachers and other educational staff, academic researchers, and artists from a variety of genres. We will also invite support from industry, including IT-related hardware and software companies, companies in the field of educational materials, product designers, entertainment and toy companies. Further, we are making a great progress to gain the cooperation of the government, including, the Ministry of Public Management, Home Affairs, Posts and Telecommunications; the Ministry of Education, Culture, Sports, Science and Technology; and the Ministry of Economy, Trade and Industry, and local government. Our activities will be the integration of the wisdom of various people and organizations.

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Sakyou Komatsu	(SF novelist)	Noyuri Mima (Professor, Future University Hakodate)
Toshinori Kondo	(Trumpeter)	Shotarou Miyake (Professor, Oita Prefectural College of Arts)
Yukihiko Kondo	(Teacher, Keio yochisya Elementary school)	Yoshiro Miyata (Professor, Chukyo University)
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Akiko Sugaya	(Researcher, RIETI)	Makiko Yamada (Ministry of General Affairs)
		Shin Yoshioka (Institute of Cultural Environments)
		Toshiya Watanabe (Professor, University of Tokyo)

Workshops

Cricket

The Cricket is a matchbox-sized computer developed at MIT. Children program it by themselves, and put it together with sponge, wooden tips, etc to make their own robots. This is to create your own ubiquitous computing world.



Hyperscore

A software developed at MIT Media Lab which enables everyone to compose music without any special training. With this tool, you can compose music by drawing lines on a web site. Children all over the world connected by network can compose together.



Improvisation music

Children look for their favorite sound, make their own music instruments, and play. This was led by a Japanese famous trumpeter Mr. Toshinori Kondo and MIT professor, Chris C.



Robot racing

An international workshop using telecommunication technology. Children make robots using a computer kit named LEGO MINDSTORMS and let them race. Singapore Science Center was connected and they played with visual phone system.



Digi camp

A workshop to share something, and talk about difference. It's very simple enough, such as taking photos and showing them with each other on a web site. Children in the world release the shutter under the same subject. One day they took pictures what they saw every hour from getting up in the morning until going to bed at night. Children in Boston, SF, Mexico City, London, Dublin, Denmark, India, Cambodia and Singapore took part in, and showed their unique culture focusing on their familiar scene such as play, school, food, etc.

