



1 Jr.Summit and MIT Media Lab / Okawa Center

The Information Communication G7 in Brussels, Belgium in February 1995
 The first junior summit in Tokyo in November 1995
 The second junior summit at MIT Media Lab in Boston in November 1998
 100 representatives who were chosen out of 3000 participants from 139 nations

MIT Okawa center,
 Research institute focusing on children and ICT
 Scheduled to open in 2005.
 Creating the environment where children and developing countries
 could present their creativity with new technology.



2 CAMP (Children's Art Museum & Park)

Strong demand to the activity of children's learning,
 creativity and expression with ICT in Japan

The first center for children's workshop in Japan

Opened in the southern part of Kyoto in 2001
 Managed by a Japanese software company CSK
 Cooperating with MIT media lab
 Professors and researchers introduce their technology
 and know-how, and have workshops
 such as making robots, music, etc with Japanese children.



3 CANVAS

CANVAS, a government supported non-profit organization, was established in 2001 in order to expand activities like CAMP in Japan and in the world.



(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.

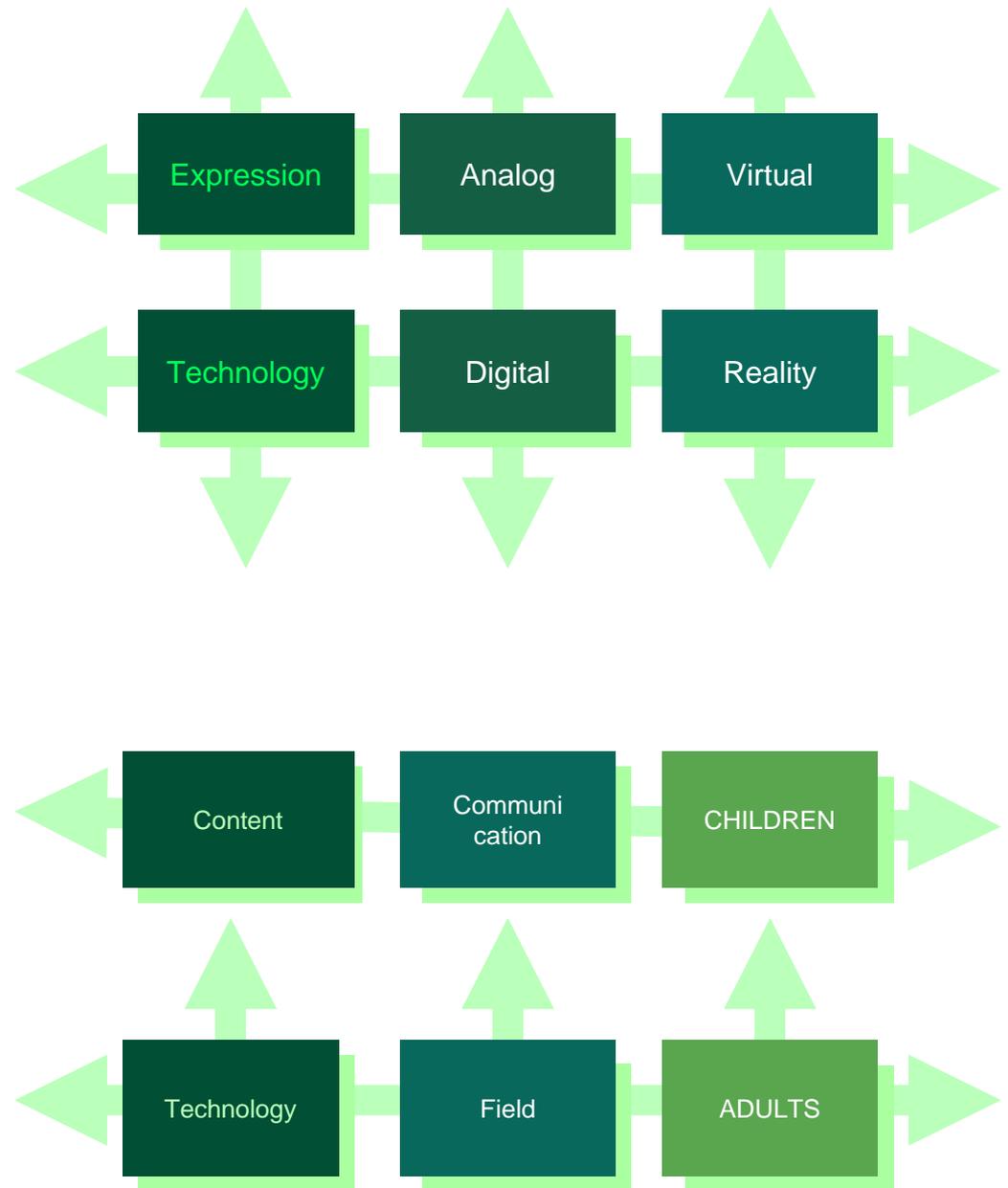
We will make the procedure of running a workshop into a package, with written materials so that the workshop can be easily integrated into school curricula, as well as the provision of training to run workshops and technical support for network broadcasting. We would like to spread the workshop method 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.



**CANVAS
as
Platform**



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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Yukihiko Kondo	(Teacher, Keio yochisya Elementary school)	Yoshiro Miyata (Professor, Chukyo University)
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Masayuki Shirai	(Designer)	Yumi Yamaguchi (Art Producer)
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		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.



Claymotion workshop

3 days workshop to make one animation of a few minutes.
4 children × 6 teams × 2 courses
9 year-old to 15 year-old

2 Facilitators for 1 course
1 Assistant for every 4 children

You can download their works at
http://www.canvas.ws/jp/project_workshop_summercamp.html

Collaborated by
Tokyo university
Stanford Japan Center
Future Institute Corp.

Sponsored by
FMMC
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Canon Corp.



3 Days course



Day 1

Learning how to make animation
Drawing characters & making stories
Making storyboards

Making a clay character

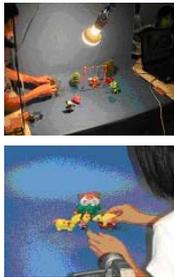
Learning shooting
with camcorder and PC



Day 2

Shooting

Editing with PC and Premier



Day 3

BGM, sound, subtitle

Showing (to friends, parents, etc.)

Congratulations!



Machinery & materials

PC (every 4 children)
Camcorder (every 4 children)
Editing software "Premier"
Clay, Light, Microphone, etc.

Problem & Challenge

Cost --- 200 US\$ per child

Measurement of impact

Expand-- Nationwide / International

Share clips / Edit & Create Workshop

