Location-based Virtual Reality experiences for children: Japan-UK knowledge exchange network:

Japan meeting

24/6 to 28/6
Day 1
Tue 25/6
Comparing how modes are used in different immersive experiences

10-12
VR Park Shibuya

12-13
Walk to harajuku
Totti Candy Factory

13-14
Lunch Pompompurin cafe

14-15
Travel

1500-1730
Visit to Hashilus

1830-
Welcome Dinner with Japan team
A list of available VR experiences can be found here: www.adores.jp The plan is to take detailed notes and later critique the experiences as a group. Ideas for how to do this have can be seen below and are taken from the work of Felix Scholder (IED Y2):
Totti Candy Factory

Walk from Shibuya to Harajuku

150-0001 Tokyo, Shibuya shi, Jingumae 1 chome-16-5 Ryu aparutoman 2F

Is this an immersive experience?

How does it differ/similar to previous experiences of eating candy floss?

Record the atmosphere of Harajuku. What makes it a playful space?
The cafe is based on a Sanrio character. While having lunch the aim is to pay attention to the different modes used to immerse us in the world of this dog. What gains and loses do we get from experiencing the character in this way?
Visit to Hashilus

114-0012 Kita Ku, Tabata Shinmachi, 1-20-5
www.hashilus.co.jp

15 min presentations of the core UK team’s work
Day 2
Wed 26/6
VR Research in Japanese Academia

10-12
Visit of Narumi Lab, University of Tokyo Hongo Campus

1230-1330
Lunch

1330-1430
Travel

1430-1730
Visit to Labs associated with IIS-RCA Tokyo Design Lab

1830-
Dinner @ Robot Restaurant
We will have a chance to experience Kota’s VR work which he gave a verbal presentation about at the UK networking event. Further details are on the blog here: https://ukjapanvr.wordpress.com/2019/05/19/shadow-after-shadow-kota-isobe/
Robot Restaurant

www.shinjuku-robot.com

Japan, 〒160-0021

Tokyo, Shinjuku City,
Kabukicho, 1 Chome-7

新宿ロボットビル

B2F
Day 3
Thurs 27/6

10-12
Tea Ceremony Experience

1215-1315
Lunch

1315-14
Travel

14-16
Visit to Sony Music Entertainment @Tokyo Midtown

16:30-17:30
share lit reviews Art Centre Cafe

1930
Mori Art Gallery 52F
Tea Ceremony
Kota will lead us to a traditional tea ceremony which can then be compared to the digital one at teamLab Boarderless on Friday.
Literature Review Structures

Shifting modes of play and their historical connection to narrative
Dylan Yamada-Rice
This looks at the relationship between narratives in digital games and their connection to modes and senses. The aim is show shifts in these connections across the history of interactive digital gaming.

The pervasive rhetoric of empathy in adult 360 VR and its apparent absence in children’s VR
Eleanor Dare
Does children’s VR invoke the same rhetoric of immersivity and empathy as so many adult VR works do? How is location framed in claims for the empathetic potential of VR? The review examines Chris Milk’s famous assertion that VR is a kind of ‘empathy machine’, it will ask if McLuhan’s theories about Hot and Cold media (1964) and the aesthetic form of children’s VR are significant factors in its relationship to constructs of empathy

Approaches to participatory research with children in the context of media and technology
John Potter

VR in Children’s Museum Education
Steve Love
Review of the literature from 2015 onwards concerning research methods used in projects related to VR for children’s museum and gallery experiences

National Art Centre: Chome-22-2 Roppongi, Minato City, Tokyo 106- 55 . Japan
It’s on the 52nd floor so at night you can see how big Tokyo really is. Exhibition: The Science behind PIXAR, Tokyo city view area.

Day 4
Fri 28/6

10-12
Team Lab Experience

12-13
Lunch

13-14.30
Joyopolis Game Centre

1430-1530
Travel

1530-1630
IIS-RCA Tokyo Design Lab Completing the project & Follow-on work
teamLab Borderless

135-0064 Koto shi, Aomi 1 chome-3-8/ www.boarderless.teamlab.art

teamLab Boarderless is a world of artworks without boundaries, created by the art collective teamLab. Art works move out of rooms and communicate with other art works. Influence and sometimes inter mingle with one another.
Joyopolis ame Centre

Japan, 〒135-0091 Tokyo, Minato City, Osaiba, 1 Chome-6-1 3F～5F DECKS Tokyo Beach
**Eleanor Dare** is the acting Head of Programme for MA Digital Direction at the Royal College of Art, a course about storytelling and emergent technologies. Her research and practice address digital technology and the limits of symbolic representation, as well as VR, AR and mixed reality non-fiction. She is interested in the role of embodiment in knowledge production and storytelling. She has a PhD and MSc from the department of Computing, Goldsmiths.

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**Steve Love** leads research activities in the School of Simulation and Visualisation at The Glasgow School of Art. His primary research expertise is investigating the impact of digital applications and services on people’s behaviour and lives. He has been the PI, Academic Project Lead and Project Partner on research projects that have been sponsored by funders such as the AHRC, EPSRC, ESRC, InnovateUK, Scottish Funding Council, European Space Agency, the European Social Fund, BT, Orange, Sharp Laboratories Europe and “3”. He is a member of the AHRC peer Review College.

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**Angus Main** is a Tutor in Information Experience Design at the Royal College of Art. Angus Main is a designer, researcher and critical technologist who has over 12 years of experience working within interaction design and education. His career began in industry, leading design and programming teams for digital agencies and managing strategic research and development. At the RCA he focuses on the theme of post-digital behaviour. He runs workshops on a range of digital skills and critical approaches to technologies.

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**John Potter** is Associate Professor (Reader) of Media in Education at the University College London, Institute of Education. His research, teaching and publications are in the fields of media education, new literacies, creative activity with technology and learner agency. He has taken part in a number of participatory projects around media and technology with primary and secondary aged students and is interested in research methods which develop new knowledge about how meanings are made and shared in digital culture.

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**Dylan Yamada-Rice** is a Senior Tutor in Information Experience Design at the Royal College of Art. She is also a Senior Research Manager for Dubit, a company that specialises in strategy, research, and digital for kids entertainment brands. Her research is at the intersection of experimental design and social sciences, focusing on the design of digital storytelling, games and play on a range of platforms such as apps, augmented and virtual reality, as well as new content for television. She specialises in experimental visual and multimodal methods.

Twitter: @dylanayamadarice
Insta: @comesaryamada
**Narumi Takuji**
Narumi is situated in the Cyber Interface Lab at Tokyo University. Narumi, along with colleagues Prof. Inami and Dr. Wakisaka at Inami Lab, Tokyo University (collaborators in this network), are focused on the next generation of VR experiences. To this end, they have established a cross-disciplinary VR education Centre that is focused on industry-academic collaboration.

**Kei Miyoshi**
Kei is also a legal attorney and is Vice President of Miyoshi & Associates Law Firm.

Kei has been the Director and Chief Secretariat of the Japanese Location-based VR Association, Inc since May 2017 and director of Hashilus Co., Ltd from December 2015.

**Akihiro Ando**
Began his career of producing VR content in 2012, after his first career as a Japanese traditional style magician since 2001.


**Deborah Rodrigues**
aka Tartaruga Feliz) works with Art and technology, exploring the intersection of learning, interaction and play as a path to strengthen creativity. With her project Gluck Workshops, she works with children in very different parts of the planet, passing on her values and helping them to connect with their creative power.

She recently finished a research program on Virtual Reality and childhood with the University of Sheffield in England.

**Kota Isobe**
Is a VR Experience Design Engineer at RCA-ITS Tokyo Design Lab. He was a visiting research student at RCA IED and explored how we can build a new relationship between physical and virtual reality and created an installation called 'Shadow after Shadow'. He belongs to the RCA-ITS Tokyo Design Lab which is a research collaboration between the RCA and the University of Tokyo. The Design Lab brings together creatives, scientists and engineers, working together to develop meaningful and deployable innovations.