

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

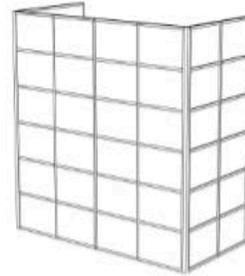
1830-

Welcome Dinner
with Japan team

VR Park, Shibuya

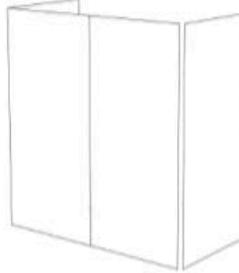
150-0042 Tokyo, Shibuya, Udagawacho, 13-11, KN Shibuya 1 Building

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):



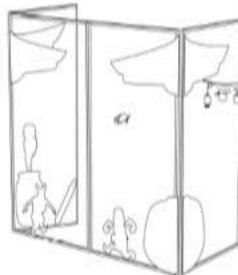
Wooden Frames

Pine wood
Japanese aesthetics



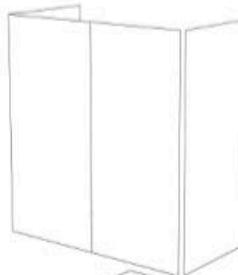
Paper

Casts a very sharp shadow
- not transparent



Metal Frames + Cut Outs

Cut outs are hanging in
between the metal frame

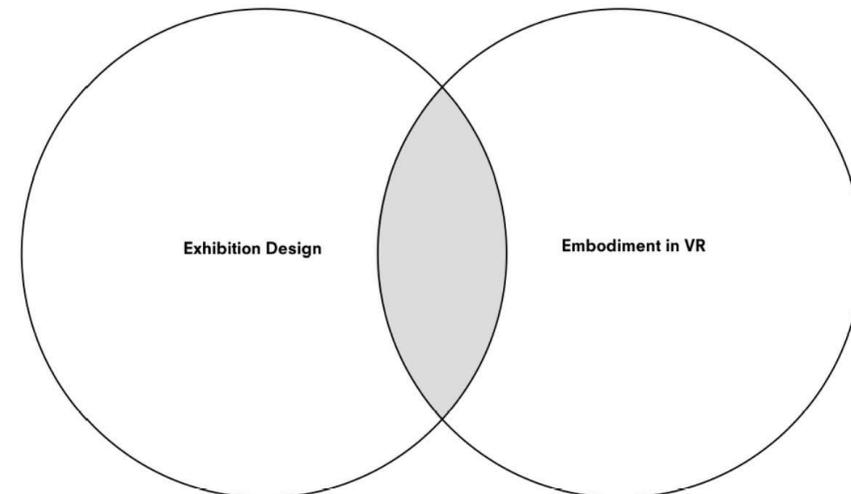
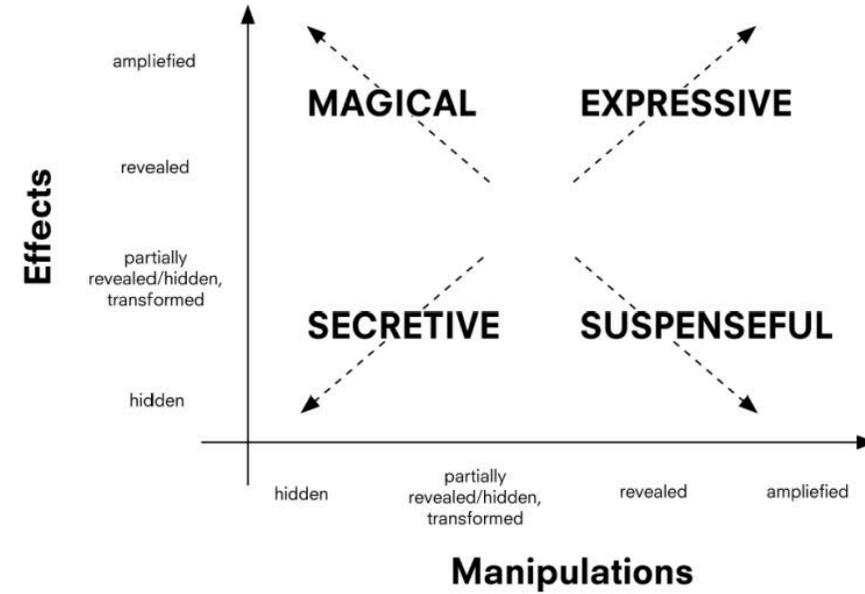


Fabric

Blurs the light which comes
through - semi transparent

Tatami

Haptic Feedback for the
player





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?

Pompompurin Cafe

Harujuku

pompom.creatorrestaurant.com

The cafe is based on a 0s 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

Shadow after Shadow Experience, Kota Isobe

IIS-RCA Tokyo Design Lab

Japan, 〒153-8505 Tokyo, Meguro-ku, Komaba, 4 Chome -6-1 S棟S-206 東京大学生産技術研究所

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

-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

16:30-1730
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 Borderless 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



Mori Art Gallery

Japan, 〒106-6108 Tokyo, Minato City, Roppongi, 6 Chome-10-1 六本木ヒルズ森タワー53階

It's on the 52nd floor so at night you can see how big Tokyo really is. Exhibition: The Science behind PI AR, Tokyo city view area.
www.tokyocityview.com/pixar-himitsu-ten OR *Shiota Chiharu: The Soul Trembles*: <https://www.mori.art.museum/en/exhibitions/shiotachiharu/index.html>



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.borderless.teamlab.art

teamLab Borderless 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 Game 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.

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: @dylanyamadarice
Insta: @komesanyamada

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.

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.

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.

Narumi Takuji

Narumi is situated in the Cyber Interface Lab at Tokyo University. Narumi, along with colleagues Prof. Inami and Dr Wakisaka from 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

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.

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

Akihiro Ando

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

Ando became representative director of Location-Based VR association Inc, Japanese VR insustrial organisation on Mey 2017 and representatiove director of Hashilus co., Ltd Japanese VR content company on December 2015.

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 Experince 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 Univeristy of Tokyo. The Design Lab brings together creatives, scientists and engineers, working together to develop meaningful and deployable innovations.