

Civic Creative Base Tokyo [CCBT]:
Tokyo's first dedicated hub for digital creativity
Opens October

Announcing Three Artist Fellows
Prior to Opening of CCBT!



From left: Tomo Kihara + Playfool Deviation Game, Asami Kazuhiko+God Scorpion+yoshidayamar Artificial Reality Exhibition in the City, SIDE CORE rode work 2022-2023 ver.Tokyo

As the CCBT opens, a total of five groups including the three newly-announced artist fellows start working on-site

The Tokyo Metropolitan Government and Tokyo Metropolitan Foundation for History and Culture will open Civic Creative Base Tokyo [CCBT] in Shibuya on Sunday, October 23, 2022, as a creative hub for developing creativity through digital technology and new forms of artistic expression.

Ahead of its opening, CCBT held an open call for artist fellows to participate in yearlong creative activities as part of the Art Incubation Program. With the screening complete, we are pleased to announce the three fellows selected for the Program who will be joined by two other fellows who will present their works at CCBT's opening events and the 2023 Yebisu International Festival for Art & Alternative Visions. These five groups will create new art to inspire the world from Tokyo as well as present and develop the results of their research. As CCBT's partners, they will also lead workshops, give lectures, and undertake research and development at CCBT.

CCBT Art Incubation Program 2022 Artist Fellows

〈Open-Call Program〉

- Tomo Kihara + Playfool
- Asami Kazuhiko+God Scorpion+yoshidayamar
- SIDE CORE

〈Co-Creation Model〉

- Inukai Hiroshi and Developers
- Tokolo Asao, Hiramoto Tomoki, Iguchi Kota

Press release images downloadable here <https://tayori.com/f/civiccreative/>

Information is subject to change.

We welcome interviews and questions for media coverage.

Inquiry: Civic Creative Base Tokyo public relations team (Kyodo PR)

Email: civiccreative-pr@kyodo-pr.co.jp

1. CCBT Art Incubation Program

Artist fellow open call results

In addition to realizing the selected projects and presenting their work in Tokyo, the artist fellows will serve as instructors for workshops and lectures at CCBT as well as undertake research and development. In order to execute their projects, CCBT will offer them up to ¥10 million in the form of production costs (fees for research and materials, etc.), provide production facilities and equipment, and advice from a range of mentors and other specialists, with the aim of contributing to realizing a digitally creative society.

Mentor/Jury

- Isu Taeko (art director, graphic designer)
- Ito Takayuki (R&D Director, Yamaguchi Center for Arts and Media [YCAM])
- Iwaya Tamio (graphic designer)
- Seiichi Saito (Director, Panoramatik)
- Takekawa Junichi (Director, MUTEK Japan)
- Hosokawa Asami (General Manager, Sapporo International Art Festival Executive Committee Secretariat)

Art Incubation Program Overview

< Themes >

A total of three fellows were selected this year, one for each of the following themes.

- (1) New artworks using technology
- (2) Performing arts and interactive art staged in the city
- (3) Videos/films about Tokyo youth culture

< Available Support >

Production costs (max. ¥10 million), Production facilities and equipment
Expert mentoring and technical support . . . and more

< Application Conditions >

- Resident in Japan
- Age eighteen or over
- At least five years' experience of creative activities

Applications

Application period: July 20–August 10, 2022
Application numbers: 70

Open Call Results

Theme1 New artworks using technology

Tomo Kihara + Playfool *Deviation Game*

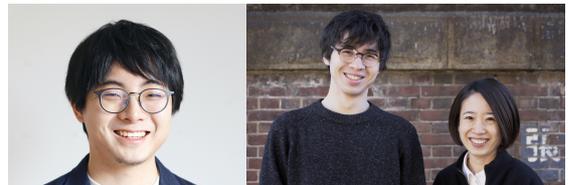
Through games in which participants draw what humans can recognize but artificial intelligence cannot, the project playfully explores the way AI perceives the world. As AI has advanced to the level of easily imitating human creations, *Deviation Game* takes reference from Alan Turing's Imitation Game of 1950 to develop a workshop and exhibition that uses AI in a way that does not imitate the past but deviates from it.



Image

Profile

This is a collaboration between Tomo Kihara and Playfool (Dan and Saki Coppen). With a focus on play, their practice in Japan and overseas centers around designing tools that foster creativity and making artistic interventions that engage with urban space and society. They have exhibited at the Victoria and Albert Museum (London, 2022), Ars Electronica (Linz, 2020), and more.



From left : Kihara Tomo, Playfool

Jury Comment

This project adheres to the theme of new artworks using technology while exploring the relationship between AI and humans. The users' experiences and their learning of AI are made visible in the form of a game, allowing this project to be both positive and technologically advanced. More than simply being a completed work to be exhibited, the project cleverly incorporates processes such as workshops for children that can be developed and created at CCBT. As such, the project impressed the jury with its highly participatory nature.

Theme2 Performing arts and interactive art staged in the city

Asami Kazuhiko+God Scorpion+yoshidayamar *Artificial Reality Exhibition in the City*

This project takes two forms: an exhibit using augmented and virtual reality technology that unfolds in Shibuya, Tokyo, and a physical exhibit that also functions as an information center. It will hold workshops at CCBT for members of the public and offer guided tours of virtually exhibited works by Japanese and international artists.



Image

Profile

The project team features the media artist God Scorpion, curator yoshidayamar, and extended reality producer Asami Kazuhiko. It utilized the AR/VR creative platform, STYLY.



From left : Asami Kazuhiko, God Scorpion, yoshidayamar

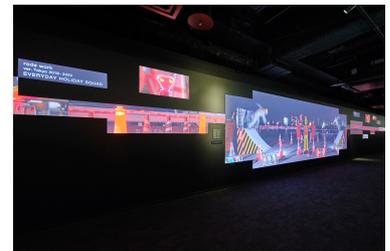
Jury Comment

Taking place in the streets of Shibuya, this project was praised by the jury for its attempt to engage with the potential for integrating AR artworks in an actual urban space, and for its future sustainability. It offers possibilities for development in terms of the use of digital signage and outdoor screens, and its variations and high quality will enable expansion, though the activities of the CCBT fellows, to involve members of the public and the real-world city.

Theme3 Videos/films about Tokyo youth culture

SIDE CORE *rode work 2022-2023 ver.Tokyo*

Seen from the viewpoint of a skateboarder, *rode work* is a series of video works that explore cityscapes that have undergone many transformations due to reconstructions after disasters or urban development. Ongoing since 2017, the project will present a new iteration focused on post-Olympic Tokyo and the cityscape during the pandemic. It envisions CCBT as an outdoor public space for exhibiting an artwork in a new format.



Image

Profile

Featuring Takasu Sakie, Matsushita Tohru, and Nishihiro Taishi, SIDE CORE launched in 2012. Harimoto Kazunori joins as the video director for this iteration. SIDE CORE develops projects that take place in public spaces through the lens of street culture, with the aim of uncovering new ways of seeing and being in a landscape through producing artworks and planning exhibitions.



Jury Comment

The jury was impressed not only by the deployability of this ongoing street culture project, but also by the potential it has to involve a wide range of people, from professionals to the public. As it is developed at CCBT, the project will surely harness skateboarding, which enjoyed the spotlight at the Tokyo 2020 Olympics as an official competition, to stimulate new discussion about culture and rules for creating the future of the city.

2. **CCBT Art Incubation Program** **Activities by Co-Creation Model Program artists**

Co-Creation Model Program

With two groups of fellows for achieving CCBT's aims of inspiring and co-creating, the program will hold an opening event for CCBT and present work at the Yebisu International Festival for Art & Alternative Visions.

CCBT Opening Event

Inukai Hiroshi and Developlayers *Future Tokyo Sports Day*

Sport-art co-creation is something that the game designer and esports producer Inukai Hiroshi launched in 2014. The “developlayers” fostered by the project to date will come together to hold a special opening event called the Future Tokyo Sports Day.

Project Director: Inukai Hiroshi (Esports producer, game director, play expert)



Sports Games Co-Creation Workshop

For children (elementary school fourth grade to junior high school third grade)

A workshop for creating game rules and inventing new sports day games

September 19 (Monday) 1:00 p.m.-4:00 p.m.

Venue: Shibuya Cultural Center Owada Multipurpose

Arena Capacity: 30

Applications closed (full)

Sports Tech Co-Creation Workshop

For adults (high school students and older)

Bring your own tech (from digital devices to smartphone apps) and develop tools for competing in the games at the sports day.

September 11 (Sunday), 18 (Sunday)

Venue: FabCafe MTRL

September 24 (Saturday)

Venue: Shibuya Cultural Center Owada Multipurpose Arena

Applications closed (full)

CCBT Opening Event: Future Tokyo Sports Day (Sports Day Hackathon and Competitions)

Technology. Games. Dance. Music. And more! Create rules for the sports day games, develop the games, and get the venue ready. Then take part in the actual sports day with everyone!

Sports Day Hackathon

October 22 (Saturday)

Venue: Shibuya Cultural Center Owada Multipurpose Arena

October 23 (Sunday)

Venue: Shibuya Jinnan Elementary School Gymnasium

Applications closed (full)

Competitions

October 23 (Sunday) 12:00 p.m.-5:00 p.m.

Venue: Shibuya Jinnan Elementary School Gymnasium

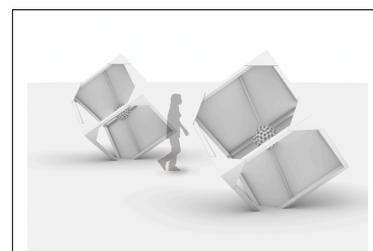


Photo courtesy of: UNDOKAI ASSOCIATION

Tokolo Asao, Hiramoto Tomoki, Iguchi Kota *FORMING SPHERES*

At the opening ceremony for the Tokyo 2020 Olympic Games, drones formed a globe in the sky in the kumi-ichimatsu-mon pattern—one of the traditional Japanese checkered patterns. That globe, which was created by fitting a rectangle into each face of a disdyakis triacontahedron generated from a rhombic triacontahedron, will be reconfigured for this project as a new installation.

The project is a collaboration by Tokolo Asao, the designer of the official Tokyo 2020 Olympics emblem, and who was involved in the opening ceremony's drone display, Hiramoto Tomoki, who used digital fabrication technology to create the podium out of scrap plastic, and Iguchi Kota, who designed the “kinetic sport pictograms” also featured at the Games. It will take the form of a richly varied video installation, to be presented at the 15th Yebisu International Festival for Art & Alternative Visions in February 2023.



Image

Opening Information

10.23
OPEN

CIVIC CREATIVE BASE TOKYO

シビック・クリエイティブ・ベース東京

Civic Creative Base Tokyo [CCBT]: Tokyo's first dedicated hub for digital creativity Opening October

CCBT is currently preparing a program for inspiring creativity and collaborating through digital technology, and for undertaking research and development with various creatives. More information coming soon.

Projects and Programs (TBC)

- ▷ **Inspire** Providing opportunities for children to encounter art and technology, and learn about living creatively in the information society.
- ▷ **Co-create** Offering opportunities and means for Tokyo residents, artists, corporations, universities, and others to collaborate through making things, and to think independently about social challenges.
- ▷ **Incubate** Welcoming various creative partners to present and develop research results as well as artistic creativity that can inspire the world, along with fostering new values in Tokyo.



Opening Date: Sunday, October 23, 2022

**Location: B2 Shibuya Tobu Hotel
(3-1 Udagawacho, Shibuya-ku, Tokyo)**

Organizers :

Tokyo Metropolitan Foundation
for History and Culture
Tokyo Metropolitan Government

Facilities (TBC):

approx. 380 square meters

- Studio A • Studio B
- Open Space • Tech Lab



Official Website

<https://ccbt.rekibun.or.jp/>

- More information on the opening will be available in early October.
- An opening ceremony and press preview of the facilities are also scheduled.

