

Proposal for the Exhibition

“Creating Sports/Playing Arts”



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About the exhibition, "Creating Sports/Playing Arts"

The exhibition, "Creating Sports/Playing Arts," is a museum event created in collaboration with artists Hiroshi Inukai (architect/game creator) and Ryoko Ando (spatial designer), where the organizers and local participants "create" new sports and "play" art. The exhibition was first held in the autumn of 2020 at the Kirishima Open-Air Museum in Kagoshima, Japan. The show is comprised of five participatory pieces, all of which intersect "creating" and "playing," and "sports" and "art." One of the two main exhibits is the "**Sports Time Machine**," a media art piece in which participants run a footrace against virtual competitors - recorded images of participants themselves, family members, friends, or even animals - projected on the wall. The other is the "**Carry-in-Project**," where project members design and make an "object that seems impossible to fit but does, just barely," and then actually brings the object inside a specific space. (both the project's execution and the object itself are part of the show.) During the length of the exhibition, there were lively exchanges between the artists and the local community, children from nearby elementary schools, and athletes. The exhibition was held after the emergence of the novel coronavirus, taking all possible measures to prevent an outbreak. The event became a testament to the creative enthusiasm shared by the artists and local residents despite the restrictions of a global pandemic.



Artists

Hiroshi Inukai Born in Aichi Prefecture in 1970.

Inukai studied under film director Masashi Yamamoto and later became a game director. Devoted to the idea that video games are communication tools that connect people, he worked exclusively on producing PvP (player vs. player) games. In 2002, he started branching into eSports, a genre combining sports and games. He organized the preliminaries in Japan for international competitions such as WCG and CPL and participated in the main rounds. He won awards at the Japan Media Arts Festival with eSports Ground and Song of ANAGURA-Missing Researchers & their remaining Devices, both physical works that are not confined within the small video screen. His recent efforts include the Future UNDOKAI Project, which facilitates the collaborative creation of sports and Sports Co-Creation.

<https://twitter.com/polygoninukai>



Ryoko Ando

Born in 1976.

Ando graduated from Tama Art University, Faculty of Fine Arts, Department of Architecture. She founded the space design studio design musica in 2009 and has been running the lithographic printing and D.I.Y. studio Hand Saw Press since 2018. She is a part-time lecturer at Tama Art University, Department of Information Design. Her major works include Sports Time Machine (Excellence Award, Entertainment Division of 17th Japan Media Arts Festival; Honorary Mention, Interactive Art category of Prix Ars Electronica 2014), and Backward from the Future (space design and art direction), which is part of the permanent exhibition at Miraikan (The National Museum of Emerging Science and Innovation). She is the co-author of TOKYO Interior Tour, published by LIXIL Publishing. Ando crosses the border of art and design and creates with collaborators in spaces that are open to everyone.

<http://designmusica.com/>



Past Showing

(reference)

October 4 – November 8, 2022,
at Kirishima Open-Air Museum,
Kagoshima Prefecture



1 Sports Time Machine

This media art piece allows participants to run a footrace with images projected on the wall. The runner competes against a virtual runner, which can be a recording of themselves, a family member, a friend, or even an animal. The 3D data of each race will be recorded so future contestants can compete against it. In 2014, this piece received Honorary Mention in the Interactive Art category of the global media arts competition, Prix Ars Electronica, and in 2015, it won the Excellence Award in the Entertainment Division of the 17th Japan Media Arts Festival.

<https://sportstimemachine.blogspot.com/>

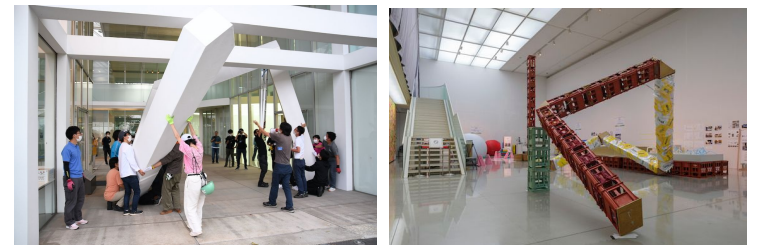


2. Carry-in-Project

#24 at Kirishima Open-Air Museum in Kagoshima Prefecture

The project team designs and makes an "object that seems impossible to fit but does, just barely," and then actually brings the object inside a specific space. The project was originally conceived in 2008 by Noriyuki Kiguchi (1975 -2017), the director of the performance group AKUMANOSHIRUSHI. So far, it has been executed in 24 locations in and outside Japan, including Tokyo, Kanagawa, Kagawa, Kyoto, Kagoshima, the Netherlands, Croatia, and Seoul. At Kagoshima, the project's originator AKUMANOSHIRUSHI collaborated with the CARRY-IN-PROJECT team, formed by the students at the Department of Architecture and Architectural Engineering, Faculty of Engineering, Kagoshima University, to design, construct and carry in the object.

<https://www.akumanoshirushi.com/cip/>



3. Pop-Up Riso Zine Studio

"Zines" are printed matter where you can freely express what you want to say. Anyone can become a creator by making them, and the exchanging of zines allows you to transmit your own creations and encounter a myriad of ideas by other creators. This project is a platform where different people, towns, and diverse cultures can meet one another. The artist in this exhibition, Ryoko Ando, has been running a DIY studio called Hand Saw Press since 2018. The studio, equipped with a digital printing press called Risograph and woodworking tools, has also traveled to various locations. At the exhibition in Kagoshima, she also hosted a workshop where many participants, both young and old, enjoyed making zines.



4. Artist in residence & co-creation project: Space-Time Ground

Artist Hiroshi Inukai awaited visitors at a sports ground where they could collaborate with him to "make sports, and play art." The exhibited artwork was the collaboration itself, the creative and spontaneous effort of the artist and the participants. During the exhibition, Naomi Okamura (Hide and Seek Association) made a guest appearance to host a workshop on creating sports.



5. Future UNDOKAI Project and Sports Co-Creation

Future UNDOKAI Project invites participants to reinvent the undokai (meaning "sports festival," an annual event in Japanese schools) by interpreting it as a medium or an artform. Instead of engaging in competitions made by someone else in the past, participants create their own games and organize their original undokai. Also presented at Kagoshima were videos and photographs of the "Sports Co-Creation" project, where more than 15 events have been organized by people all over Japan since 2014.

Sports Time Machine (main piece)

In this media art installation, participants run a footrace against real-sized virtual runners projected on a 24-meter wall. The runners make a turnaround at the end of the track to complete a 48-meter sprint.

Each race is recorded so it can be played back for future competitions. The archive holds recordings from everybody who has ever run in this piece, allowing for participants to choose from many virtual runners to compete against.

Participants write their name, date & time, and comment on a card with a QR code. These cards, which can be used to retrieve their race recordings, are posted on a wall near the race track. As more runners participate, more cards will decorate the wall.

Dimensions: 3,500 cm × 600cm × 270cm (length, width, height, respectively)

