

About the exhibition “¿Will my body turn into mind?”

Organizer: Tokyo Metropolitan Government

Dates: Wednesday, August 30, 2023 -
Sunday, November 19, 2023

Hours: 11:00 – 21:00 (Tue – Fri)
10:00 - 19:00 (Sat, holidays)

Closed Mondays (except September 18 and October 9, venue will be closed September 19 and October 10 instead)

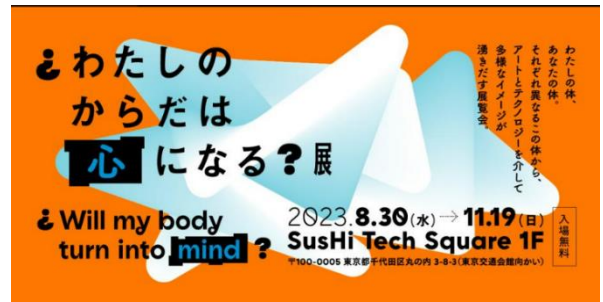
Entrance fee: Free

Reservations: Individuals with reservations will have priority (same-day reservations are available); groups must have reservations.

*Reservation procedures will be announced at a later date.

TAO Keiichiro, Creative Director

TSUKADA Arina, Curator



As technology marches on, how have our physical senses changed? The boundaries between machine and body are becoming increasingly blurred, be it the sense of touch of our fingertips born from the arrival of smartphones, the transfer of the self into games and VR, and the future spread of AI and automated driving.

At the same time, we each have our own, corporeal, bodies filled with cells, organs, and internal systems we can't control. . Our bodies exist in a state of limbo. If you change your point of view, what unknown images lie hidden within them? In this exhibition, we have brought together works that use art and technology to ask penetrating questions about the nature of the physical body in today's world. Here, we present an opportunity to experience what you have thought of as your own personal body, as it takes on totally different forms and senses; to consider the existence of the body in society. Why not come, and contemplate on and, together, experience the physical body that cutting-edge artists and researchers are questioning?

● Playground: The Playground of Thought

The heart of the venue is a free space called the Playground. Visitors are welcome to relax, discuss their impressions of the works, or even work or study. It serves as a “white space,” connecting the many questions that may come to mind upon viewing the works to thoughts about our lifestyles and their future. It is also scheduled to be the site of a wide variety of events.

● Art Communicator: Enjoy Interpretations

Art communicators will be permanently stationed at the venue to help viewers with their interpretations and

understanding. They will provide easily accessible explanations, helping to draw out thoughts and impressions, even for those who may find art difficult to understand. Feel free to ask an art communicator if there is anything you want to know. Some communicators may provide daily viewing tours (no reservations required).

● **Voice Wall: Turn the Future into Words**

The Playground, in the middle of the venue, has a Voice Wall where every visitor can write down and attach their own impressions of the future. After experiencing the exhibits, visitors are welcome to try answering the venue's questions. "What will happen to our future?" To ponder this and then to act becomes the first step.

Exhibition Phase 1 Participating artist profiles (alphabetical order)

◆ Alternative Machine



A group of researchers tackling the ethical implications and social applications of research into artificial life (ALife). Since 2017, their mission has been "installing life into everything", exploring new paths of life-like technology rather than pursuing optimization and efficiency. They are engaged in research and development, product development, and art production.

<https://alternativemachine.co.jp>

◆ Shin Hanagata



Born in Tokyo and currently living in Kyoto, Hanagata graduated from Keio University SFC and obtained a master's degree in Media Arts at Tama Art University. Based on his interest in the boundaries between the self and others, between human and non-human that are changing in capitalist societies, he looks at the physical body that is ceasing to be "I" or "human." He received the New Face Award in the Art Division of the 25th Japan Media Arts Festival.

<https://shinhanagata.com> (Photo by Kaori Nishida)

◆ Kumi Kaguraoka



Born in Tokyo, she received her Master's degree from Musashino Art University. Focusing on the "aesthetic power" (aesthetic value) that has continually influenced the human body throughout history, she creates works that examine new beauty through the use of contemporary technology. In 2022, she received a grant from the Yoshino Gypsum Foundation to study in New York. In 2019 she was awarded the Junya Yamamine Prize at the Public Art Innovation international symposium.

<http://kumi-kaguraoka.com> (Photo by Yume Takakura)

◆ Yasuaki Kakehi + Daisuke Akatsuka + Yoshimori Yoshikawa



A unit formed from interactive media researcher and artist Yasuaki Kakehi, Daisuke Akatsuka, a programmer who worked on developing Firefox, and Yoshimori Yoshikawa, who works on visual content design using programming. With the members of Yasuaki Kakehi's lab at the University of Tokyo, they started the Air on Air project in 2020 and have been showing it around Japan and the world.

<https://xlab.iii.u-tokyo.ac.jp>

◆ **Katsuki Nogami**



Nogami was born in Niigata Prefecture and currently resides in Austria. While a student at Musashino Art University, he has exhibited his work at international art festivals abroad and in 17 countries. In recent years, he has been asking questions about identity as formed by external appearances, using the human face and skin as motifs. In 2017 he was awarded an Ars Electronica Honorary Mention. In 2018 he was selected as one of Forbes Japan's "30 Under 30."

<https://katsukinogami.co>

◆ **kenrikodakalab.asterisk**



Headed by Kenri Kodaka, Doctor of Engineering and Associate Professor at Nagoya City University School of Design and Architecture. He has organized numerous special exhibitions aimed at giving the experience of seriously interfering with the "minimal self" (the self made up of the minimum elements) through the "illusion of the body." Since 2019 he has won the Best Illusion of the Year Contest for four years running. He is also Winner of the 7th Hisao Nojima Prize.

<https://lab.kenrikodaka.com>

◆ **Young ah Seong + Takuji Narumi + Ryuma Niiyama + Ayaka Sei**



A joint research team consisting of interaction design researcher Young Ah Seong, virtual reality and cognitive science researcher Takushi Narumi, soft robotics researcher Ryuma Niiyama, and experience designer Ayaka Sei. The Seong Research Lab, the heart of the team, often has special exhibitions on practical design related to the creation of new values and emotional experiences that change through interaction.

<https://affectivedesignlab.com>

◆ **Synflux**



A speculative design laboratory that creates the next generation of sustainable fashion. Tackles cross-boundary issues through a diverse range of genre specializations. Using cutting-edge digital technology, they aim to achieve a recycling-oriented society that allows personal creativity to emerge. Winner of the Early Bird special prize in the 2020 Global Change Award (H&M Foundation).

<https://synflux.io>

Special Exhibition

◇ Tomoko Hashida Laboratory, Intermedia Art and Science, Fundamental Science and Engineering, Waseda University



A laboratory that works on the development and design of technologies that embody things that seem both familiar and unexpected, unfamiliar yet possible. In particular, the lab attempts to transfer and expand the potential effects and functions of familiar things and phenomena. In this exhibition, the core members participating are Daiki Ito, Toshiki Inagaki, Hokuto Ono, Haru Toyama, Nagi Masuda, Mari Morita, and Syunsuke Yasumura.

<https://tomokohashida.tumblr.com>

Related Exhibition

◇ Tokyo Metropolitan Institute for Geriatrics and Gerontology



A general hospital specializing in the treatment of the elderly with a research lab dedicated to geriatric medicine and welfare. With a team structure consisting of highly specialized physicians, nurses, and other staff, as an acute care hospital, it provides a wide range of advanced medical care that takes into consideration the characteristics of the elderly, from cutting-edge medical care to medical care tailored to each elderly patient. This hospital plays a role in the creation of an urban model for a super-aging society in the Tokyo megalopolis.

<https://www.tmgghig.jp>

Related Exhibition

◇ Tokyo Metropolitan Industrial Technology Research Institute



A public testing and research institution established by the TMG with the purpose of contributing to improving the lives of Tokyo residents and working to promote industry within Tokyo using technical support for Small & Medium-sized Enterprises (SMEs). It carries out research and development as well as technical support to solve the issues of SMEs may face. It also carries out experiments on request, provides equipment and facilities, and holds seminars. In recent years the institute has focused on promoting digital transformation (DX) by making use of its knowledge.

<https://www.iri-tokyo.jp>

Creative Director and Curator Profiles



Creative Director: Tao Keiichiro

Representative of Tao Planning Office, which works on planning, editing, and consulting for art. After working at Hakuodo, Keiichiro was involved in planning art projects with corporations and local governments, providing PR support for regional art festivals, editing magazines and books, and planning exhibitions at the Bijutsu Techo unit of Bijutsu Shuppan-sha Co., Ltd. His major projects include the Survey and Research Project on the Promotion of Cultural Capital Management (Ministry of Economy, Trade and Industry), the Machinaka Art Creation Project (Fukuoka City), the ZOOOOOM ART PROJECT, and the Bijutsu Techo X VOLVO ART PROJECT. Chief Editor, “prepar.art” web media.

Photo by Masaru Tatsuki



Curator: Tsukada Arina

Editor, curator. Representative Director of “Whole Universe”. Editor-in-chief of “Bound Baw” web media, and member of the editorial committee for “DISTANCE.media”. 2016-21 Arina was responsible for media strategy for the JST/RISTEX Human-Information Technology Ecosystem (HITE). From 2021, she has hosted the Tono Meguri Toroge tour that visits different areas of folk culture in Tono City, Iwate Prefecture. 2021-22 she hosted the END exhibit with the theme of various deaths in contemporary society. Her recent works include “RE-END Questioning Technology and Society from Death” (winner of the AI-ELSI Prize, The Japanese Society for Artificial Intelligence), and “ART SCIENCE is. Art Science Leads to Transformation of the World”.