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CGM

Consumer Generated Media

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CGP

Consumer Generated Product

Today's topics

- 1. Sketching in my Research
- 2. Arrange / Remodel in design education
- 3. Entertainment Computing
- 4. Sketching = Entertainment

Sketching in my Research

- 1. Research Beat perception *
- 2. Research Motion sickness *
- 3. Research EMG sensor (···) ★
- 4. Research Car sickness (···) *

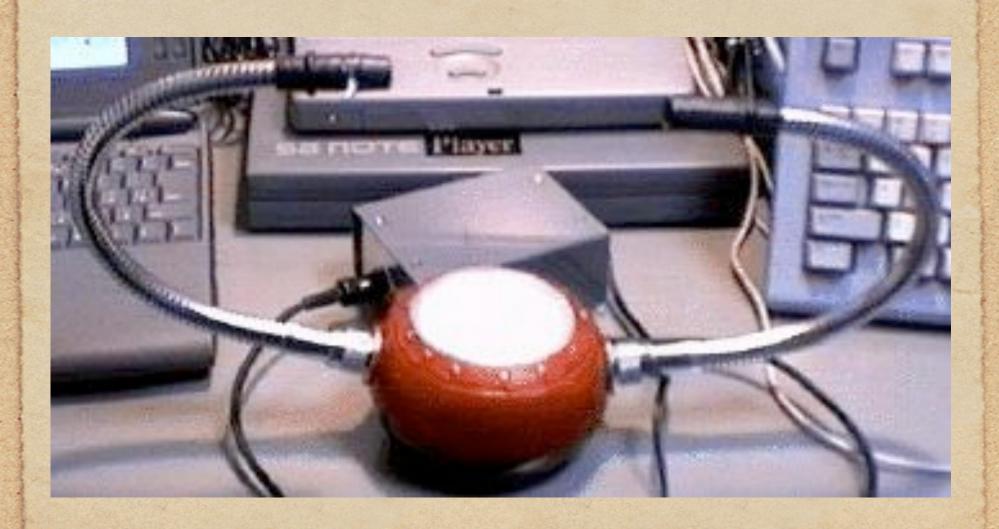
Arrange/Remodel in design education

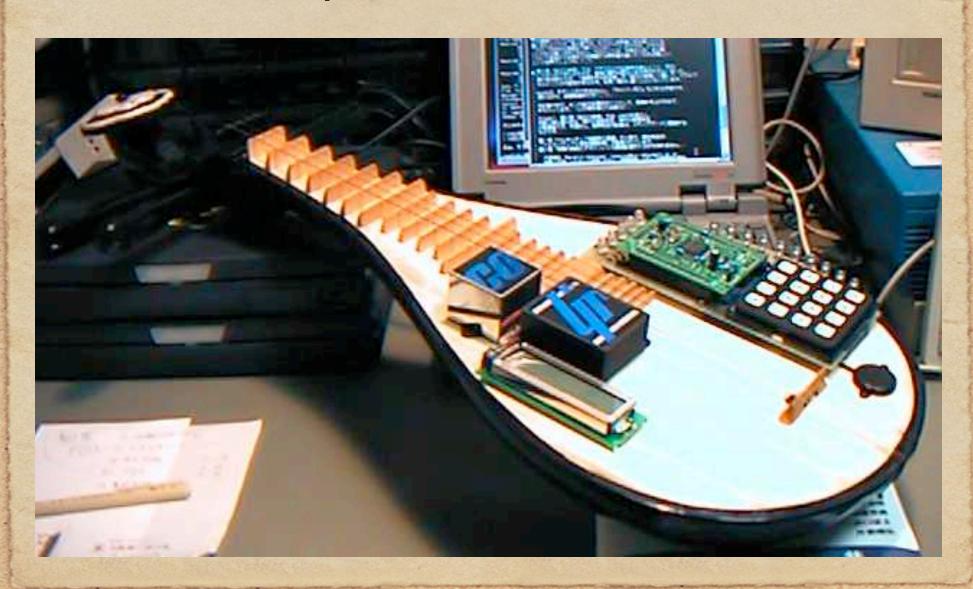
example: New Musical Instruments

- Nintendo PowerGlove
- Traditional Instruments
- Hand Roll Plano











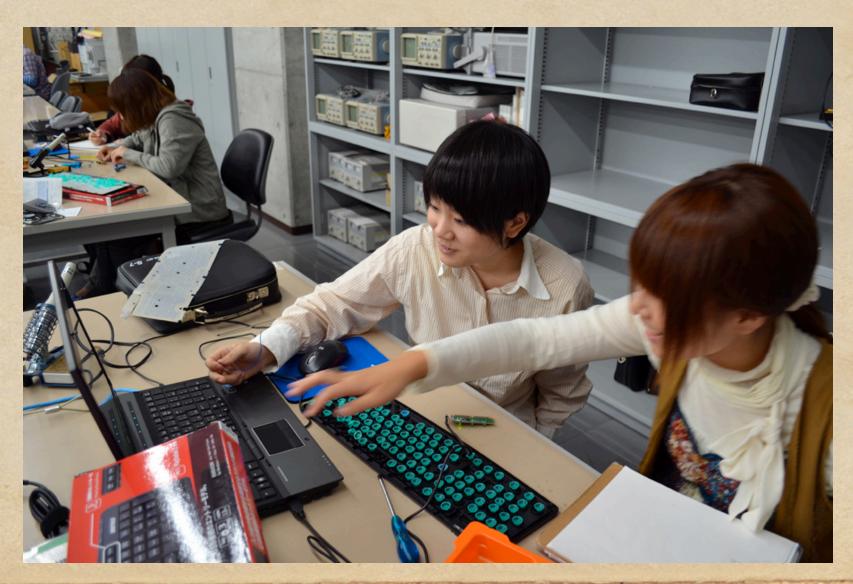


Arrange/Remodel in design education

example: my students

- Arrange/Remodel USB Keyboard
- Installation Work *
- Small Dolls with Magnet and Light *









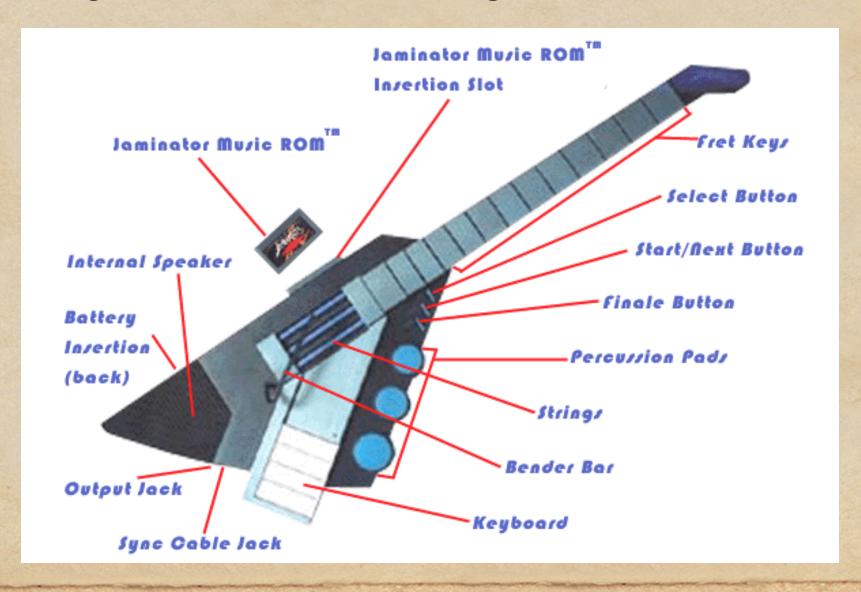




Arrange/Remodel in design education

example: Jaminator

- Arrange/Remodel Jaminator *
- Composition of Performance Work *
- Live Performance / YouTube *









改造による新楽器の創造

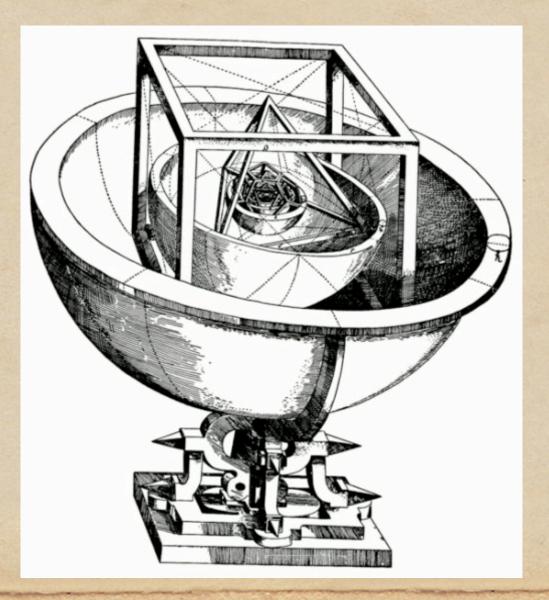


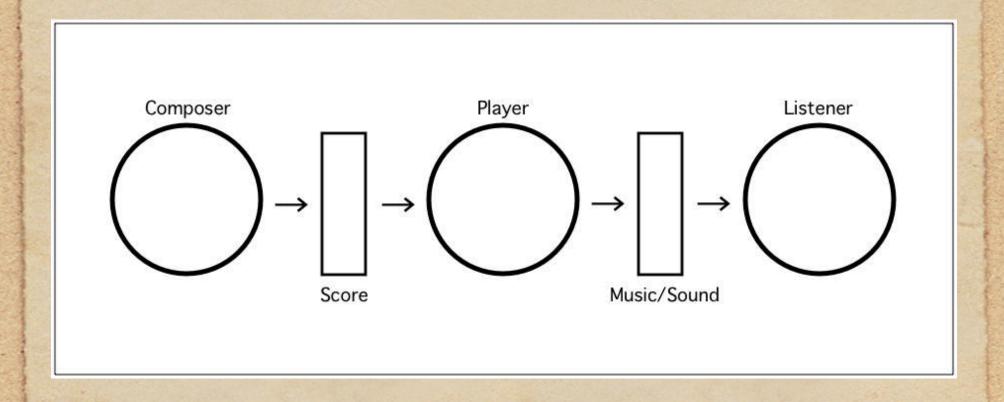


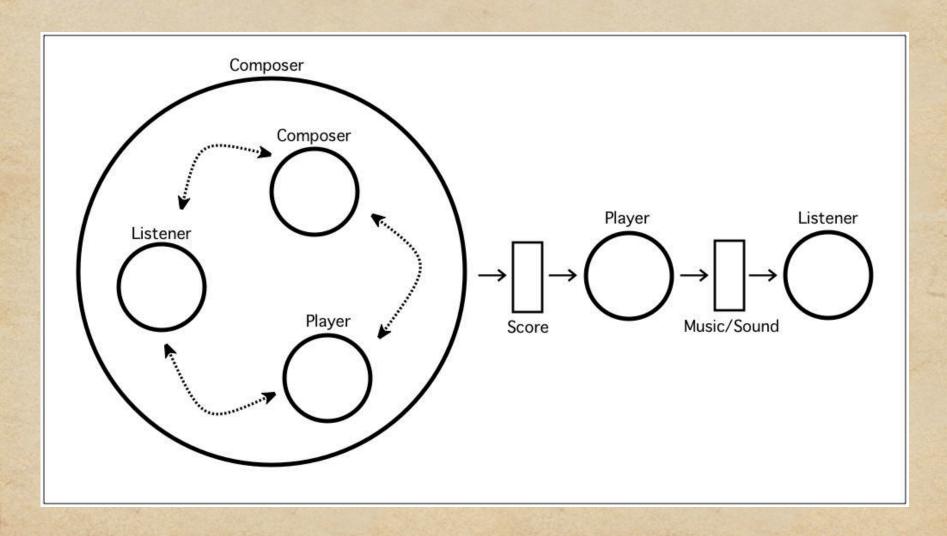
Entertainment Computing

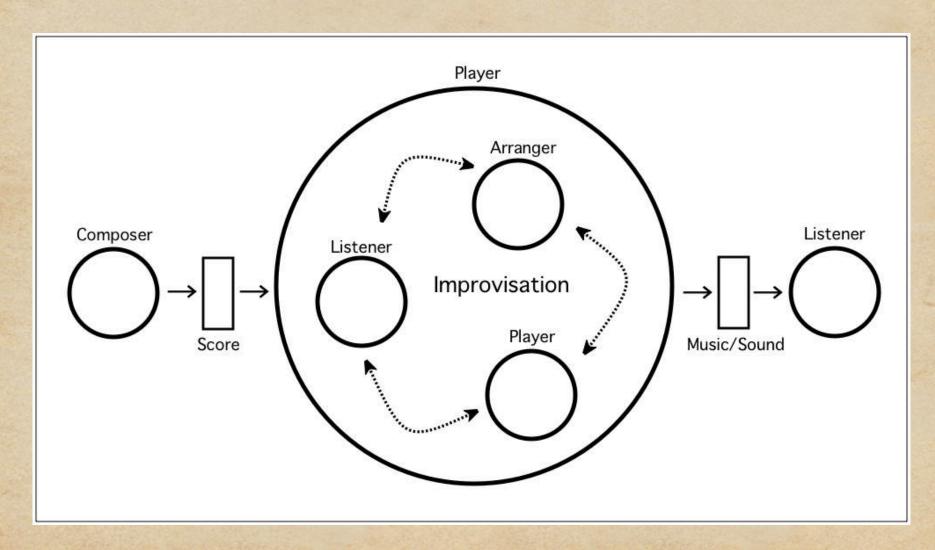
- Game / Amusement (←traditional)
- Medical / Welfare / Rehabilitation
- Art / Craft
- Mental Health

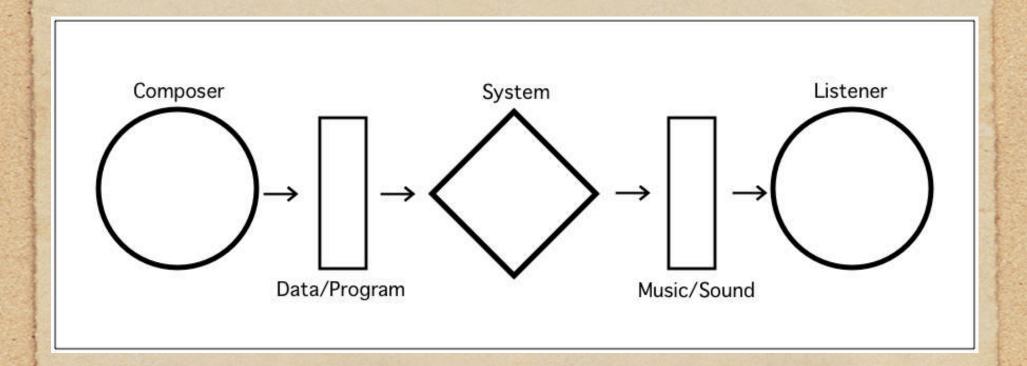
"Art" vs "Science" - Music Case

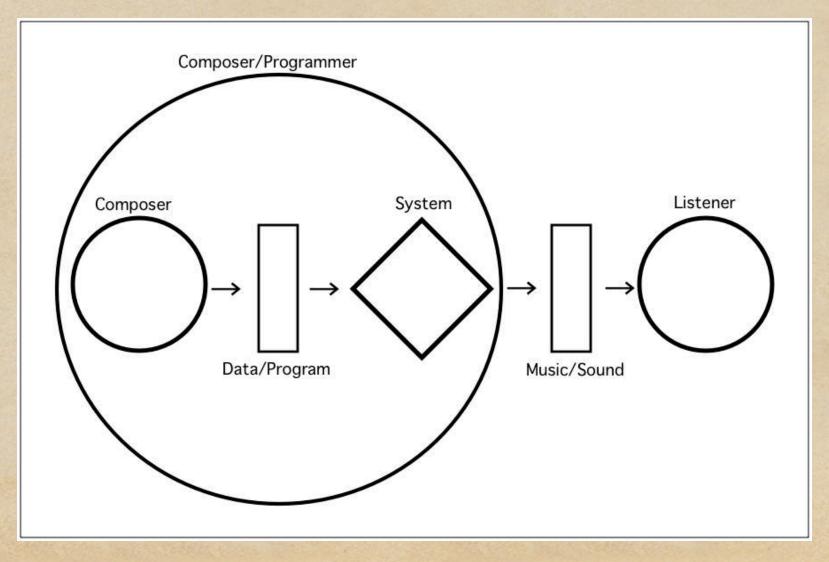


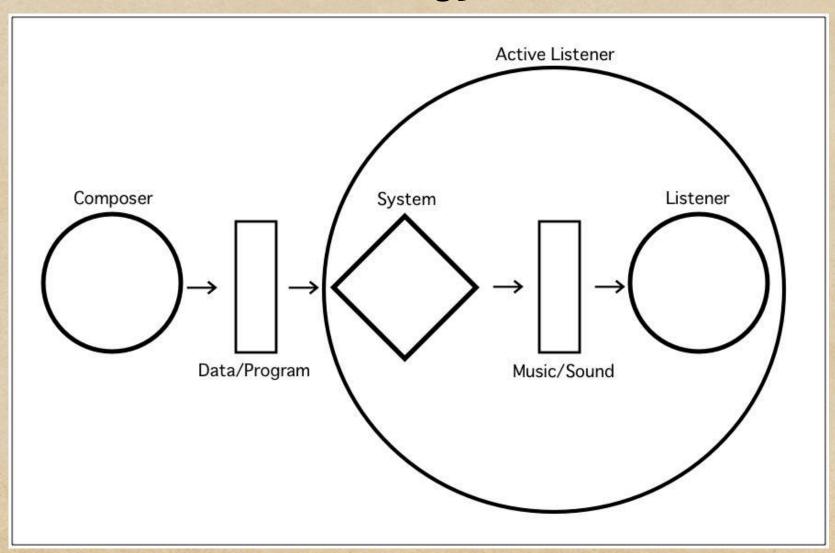












Entertainment Design

- Design for Entertainment
- Entertainment in Design Process
- Motivation in Education
- Students are encouraged by Works

That's all, thank you.