

Tokyo Metropolitan Government's first dedicated hub for digital creativity

Civic Creative Base Tokyo [CCBT]

Opens in Shibuya

Tokyo Metropolitan Government and Tokyo Metropolitan Foundation for History and Culture opened Civic Creative Base Tokyo [CCBT] in Shibuya on Sunday, October 23, 2022, as a hub for developing creativity through digital technology for the benefit of society.

In the international art scene today, digital technology is expanding the possibilities of expression. CCBT utilizes art and technology to drive innovation and help evolve Tokyo into one of the world's premier cultural cities.

Featuring a lab and studio spaces, CCBT hosts a wide range of art, technology, and design projects and events with a focus on four core programs: CCBT Meetup, Art × Tech Lab, Art Incubation, and Future Ideations Camp. It creates opportunities for artists, creatives, and all kinds of people to demonstrate their civic creativity.



Facilities

**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]

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

Opening hours: 13:00 - 19:00 Phone: +81-3-5458-2700

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

Organizers: Tokyo Metropolitan Government,

Tokyo Metropolitan Foundation for History and Culture



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. Civic Creative Base Tokyo [CCBT]

CCBT is a hub where the public can explore their creative imaginations in society through the use of digital technology. Based on its four missions to inspire, co-create, incubate, and network, CCBT aims to be a driving force in generating innovation in Tokyo.

Background

Aspiring to be a renowned city of culture

Tokyo Metropolitan Government's Future Tokyo strategies include the Culture and Entertainment City Strategy for shaping Tokyo into a sustainable, affluent city fifty and even a hundred years from now. In the international art scene, digital technology has dramatically expanded expressive potential. By harnessing the power of digital technology in artistic and cultural fields, Tokyo will evolve into a globally renowned city that creates fun and innovation.

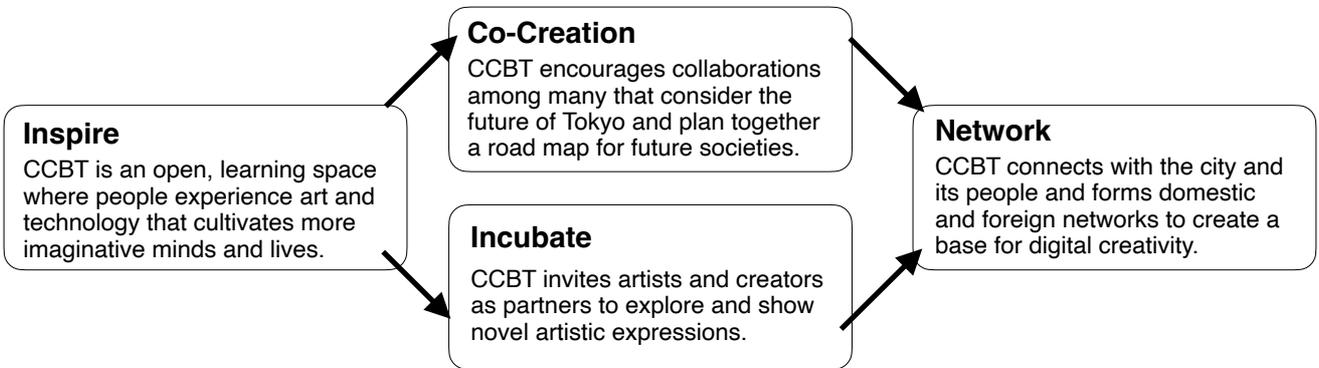


An intersections of arts, culture and digital technology

Tokyo is home to numerous corporations, universities, and research institutes, encompassing projects across a wide range of fields, and full of great potential. By intersecting the diverse kinds of people, things, and ideas that accumulate in Tokyo, CCBT aims to function as a platform for generating innovation in the city.



Mission

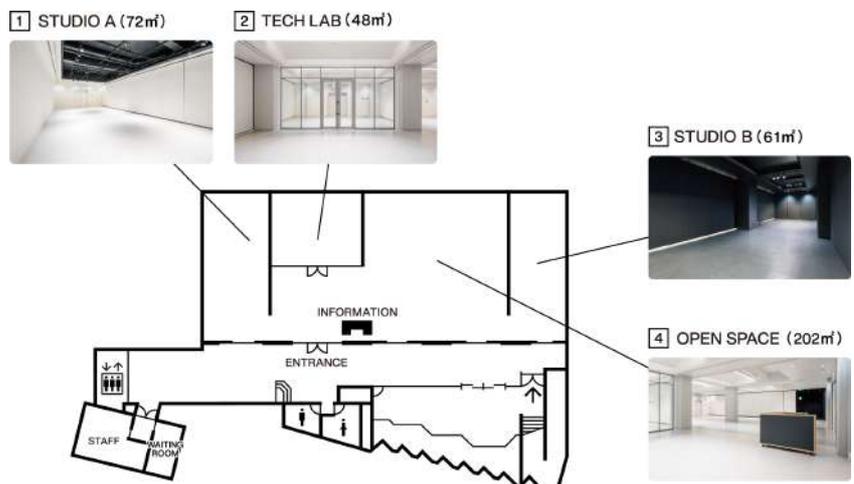


Floor Guide

With movable walls throughout, CCBT offers users the flexibility to customize the spaces for their needs. It's suitable for a wide range of events and activities, including exhibiting in the studios, collaborative workshops in the tech lab, and lectures in the open space.

Approx 380㎡

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



2. New Core Programs launching at CCBT

CCBT aspires to be an open and accessible platform where everyone can explore their creativity through art, technology, and design. Through its core programs, CCBT creates opportunities for artists, creatives, and all kinds of people to demonstrate their creativity.

Core Programs

CCBT Meetup

Building a community through holding talks and lectures about various topics related to art, technology, and design



Art x Tech Lab

Workshops that harness digital fabrication equipment for learning art and technology hands-on



Art Incubation

The largest artist fellowship in Japan, recruiting projects by artists to serve as CCBT partners



Future Ideations Camp

Camps where artists, engineers, researchers, and members of the public learn about art and technology, and engage with social issues



3. November Highlights and Programs

※Studio A opening hours correspond to the opening hours and closure days of CCBT



CCBT Showcase

October 23 (Sun) - November 20 (Sun), 2022 Venue : CCBT Studio A

An exhibition showcasing CCBT and the work of the artist fellows. Viewers can learn more about CCBT during their visit.



CCBT Opening Exhibition: Art x Tech Lab Vol. 1

Maywa Denki Shibuya Factory in CCBT

November 26 (Sat) - December 25 (Sun), 2022 Venue : CCBT Studio A, Tech Lab

- Work in progress exhibition: Nov. 26 (Sat) - Dec. 25 (Sun)
- Live Music and workshop: Nov. 26 (Sat) - Nov. 27 (Sun) / Dec. 24 (Sat) - Dec. 25 (Sun)

To commemorate the opening, CCBT welcomes the art group Maywa Denki for a special exhibition introducing the ingenuity and originality of its unique output that fuses artistic inspiration and technology. CCBT will transform into a Maywa Denki factory, hosting work-in-progress exhibits and workshops in the tech lab as well as sketches and prototypes from that creative process, and finished products.

Message from Tosa Novmichi, President of Maya Denki

What the heck is CCBT? This is a question that's still bouncing around inside my head. Reading the explanation, CCBT seems to be a kind of hub for media arts and digital creativity. But what's media arts? And digital creativity? That's hard to answer! I don't know! I guess it's a place for making something new by combining art and technology. OK, in which case, let's try throwing everything we do at it. We'll recreate the Maywa Denki factory in the venue and develop and make toys! That said, I don't know if we're allowed to set up a factory right in the middle of Shibuya! During the exhibition, we'll hold live music concerts! But it's gonna be pretty noisy! At any rate, we'll do some crazy stuff to seek out CCBT's potential. Please come along and see.



Photography: Sato Motoi

CCBT Meetup 001

A future sports day meetup for everyone Meet and talk with the creators at CCBT

November 5 (Sat) 15:00~18:00 Venue : CCBT Open Space

CCBT's opening event, Future Tokyo Sports Day, was a huge success. In this follow-up event, participants can meet Inukai Hiroshi and Developers, the team overseeing the project as part of the CCBT artist fellow program, to talk about the sports day and possibilities for holding similar "future sports day" events in their neighborhoods. Together, they will come up with ideas for the next future sports day.

4. Five Creative Teams Now Working under the Art Incubation Program

CCBT has launched an artist fellowship as part of the Art Incubation program. 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.

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.

From left: Tomo Kihara, Playfool



Tomo Kihara + Playfool

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.



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.

From left: Asami Kazuhiko, God Scorpion, yoshidayamar



Asami Kazuhiko+God Scorpion+yoshidayamar

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.



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.



SIDE CORE

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.



Inukai Hiroshi and Developlayers *Future Tokyo Sports Day*

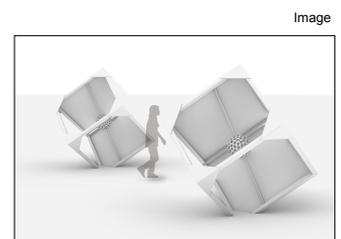
Sport-art co-creation is something that the game designer and esports producer Inukai Hiroshi launched in 2014. The "developlayers" fostered by the project gathered for the opening event 'Sports Day in Future Tokyo'. To date, the project has held one workshop for children to learn about rule making and create new kinds of sports day games, and three workshops for adults to make tools for sports competitions using digital devices, plus a sports day hackathon. On October 23, the project marked the opening of CCBT with the *Future Tokyo Sports Day* event featuring the participants.

Photography: Sato Motoi



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.



5. Events and Content for the Opening

On Sunday, October 23, an opening ceremony was held at CCBT as well as a special opening event, *Future Tokyo Sports Day*. The ceremony was “attended” by an avatar created in collaboration with Governor Koike Yuriko, and the venue included a live link to *Future Tokyo Sports Day*, which was happening nearby.

Governor Koike’s avatar attends opening ceremony

The CCBT opening ceremony was attended by an avatar of Governor Yuriko Koike, created through animated 3D computer graphics from the governor’s actual movements and voice recordings. The Governor Koike avatar greeted visitors at the opening ceremony and also posed for photos afterwards.



Around 100 people attended Future Tokyo Sports Day opening event

Inukai Hiroshi and Developlayers, who are one of CCBT’s artist fellows, and members of the public came together for five workshops and a hackathon, plus online interactions. Over the course of these efforts, in which around 100 people participated, they made rules and tools for sports competitions and games. This culminated in *Future Tokyo Sports Day*, held near CCBT at Jinnan Elementary School in Shibuya. At the event, participants tried playing new sports that use digital technology.

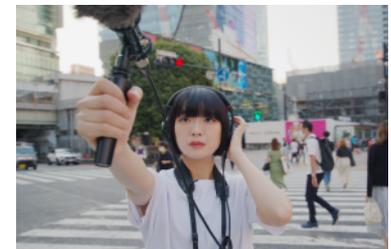


Photography: Sato Motoi

Concept video released

A concept video showcasing creatives working at CCBT was released on YouTube. It features the actual CCBT facilities while they were under construction. The main performer is Chaso (Sakurai Kasumi), a dancer and choreographer who has taken the dance scene by storm with her finger-tutting skills and a leading figure in youth culture.

<https://youtu.be/N6Tp26BWJ9I>



Access / Opening hours

Tokyo Metropolitan Government’s first dedicated hub for digital creativity

CIVIC CREATIVE BASE TOKYO

シビック・クリエイティブ・ベース東京

Shibuya Tobu Hotel B2F (3-1 Udagawacho, Shibuya-ku, Tokyo)

※Shibuya Station: 7 minutes' walk from B1 Exit, or 8 minutes' walk from Hachiko Exit

Closed: Monday and during New Year’s holidays (Open if Monday is a public holiday, in which case CCBT will be closed the following day)

※Closure day are subject to change.

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