

Film Cycle Project

*Learning about Japan through
Digital Archive Technology*

Tokushima University

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Film Cycle is a design project that aims to make an effective cycle of personal media, using 'old' and personal footage that includes 8mm films and various photos taken in the 20th century.

Using digital technology to display these media in a cohesive sequence, personal and collective stories play important roles to establish new media which weaves next narratives to be shared within and beyond communities.

We examined how to preserve and reuse personal media for contributing to a world of empathy through learning about Japan.

7 Update the database with collected stories

6 Gathering another stories from the community through the event.

Interact/Unite/Produce/Exhibit within community contexts

5 Exhibition: Hold film return event.

High School or University Students

KEY TARGET GROUP for community development



4 Colorization as for activating memories
Story collection from the film owner

3 Digitalization
Making database



Personal Media
8mm film and photographs



1 Distribute flyers to the target communities for collecting personal media through the news paper company and posting work

Elder People

Knowledge of the community's history

Disappearing

2 Feedback

Collecting personal media and stories

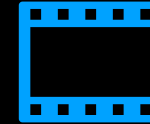
University Students

Desire to gain skills for becoming community mediators



Effective cycle system
of personal media

PERSONAL POV

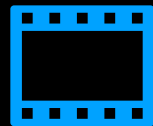


Elder People

Knowledge of the community's history

**High School
Or University
Students**

KEY TARGET GROUP
for community development



**Rise of
Civic Pride**

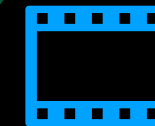


**Rise of Civic Pride/
Deeper Comprehension
about our community**

PUBLIC POV

**University
Students**

Desire to gain
skills for becoming
community mediators



Cultivate Mediator Skills

High Technology Skill
VR PROJECT

BACKGROUND THEME:

REALITY IS ONE OF THE IMPORTANT KEYS TO DEEPER COMPREHENSION

Television has become media which makes the audience consume even the cruelty of war.

Social reality has become a situation in which images are overflowing.

Kin Sakurai from NHK's media research center 2001

NHK=Japan Broadcasting Corporation



It is important to **perceive reality** from an image through students' **physical analogies** by manipulating the image.

Aichi university of
education
Mitsuru Fujie

Fujie 1993

Means:

“Scratching” the image over and over



EDIT



MAGNIFY



SLOMOTION



DRAW/PAINT



REPEAT/

will raise reality

Start receiving reality from
an digital image through
students' **physical analogies**



Does it work?

**Effectiveness of colorization
for the sake of deeper comprehension**

Colorized photographs might gives you a chance to activate the memory of personal stories more than black and white photographs.

According to our research.

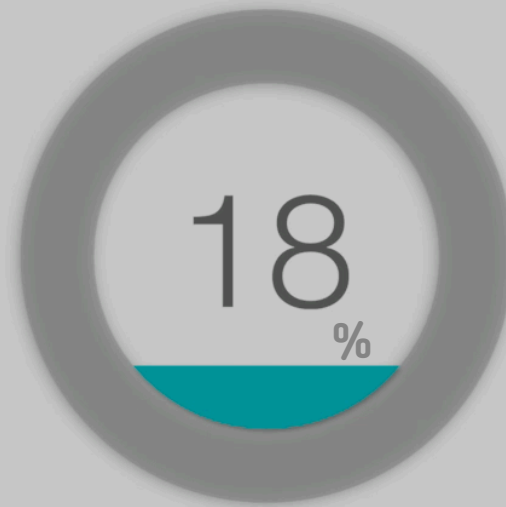
Osamu Sahara, Ii Hinako, Ikegawa Takayuki (2020)

Connecting an Art Class with Social Contexts through Image Media: Effectiveness of Photograph Colorization for Oral History Archiving,

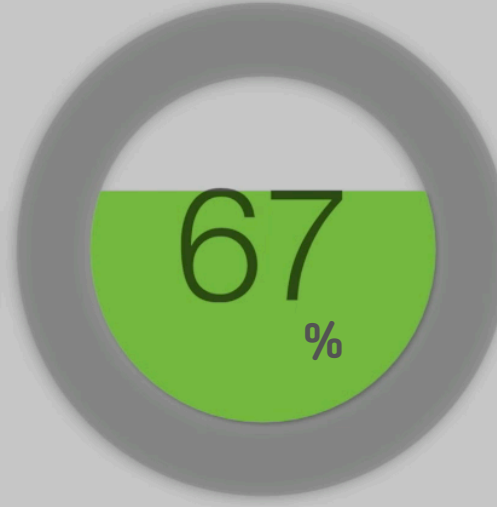
Interviewing with B/W photo

Interviewee (Sonoko Kinjo from Okinawa age 85 Female 2017)

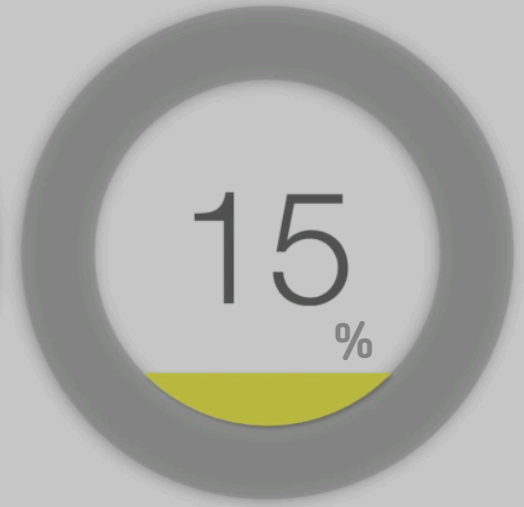
Interviewing with Colorized photo



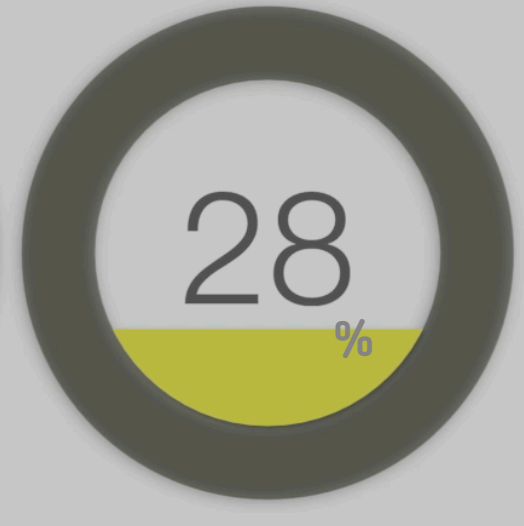
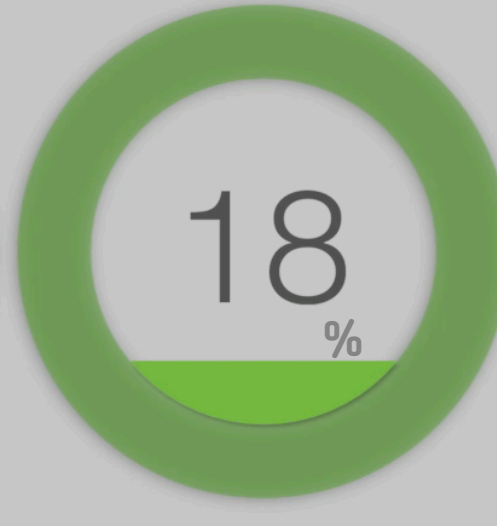
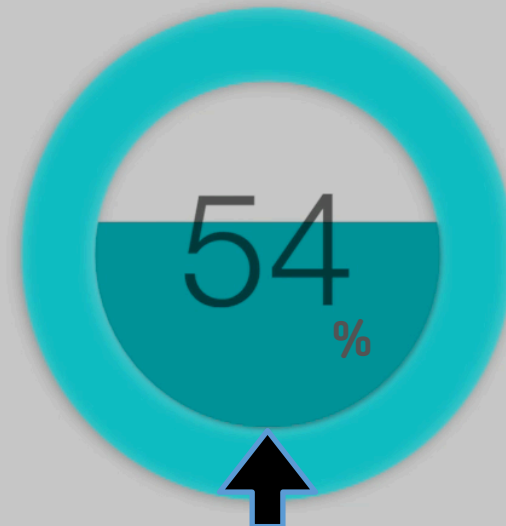
PERSONAL



COLLECTIVE



INSTITUTIONAL



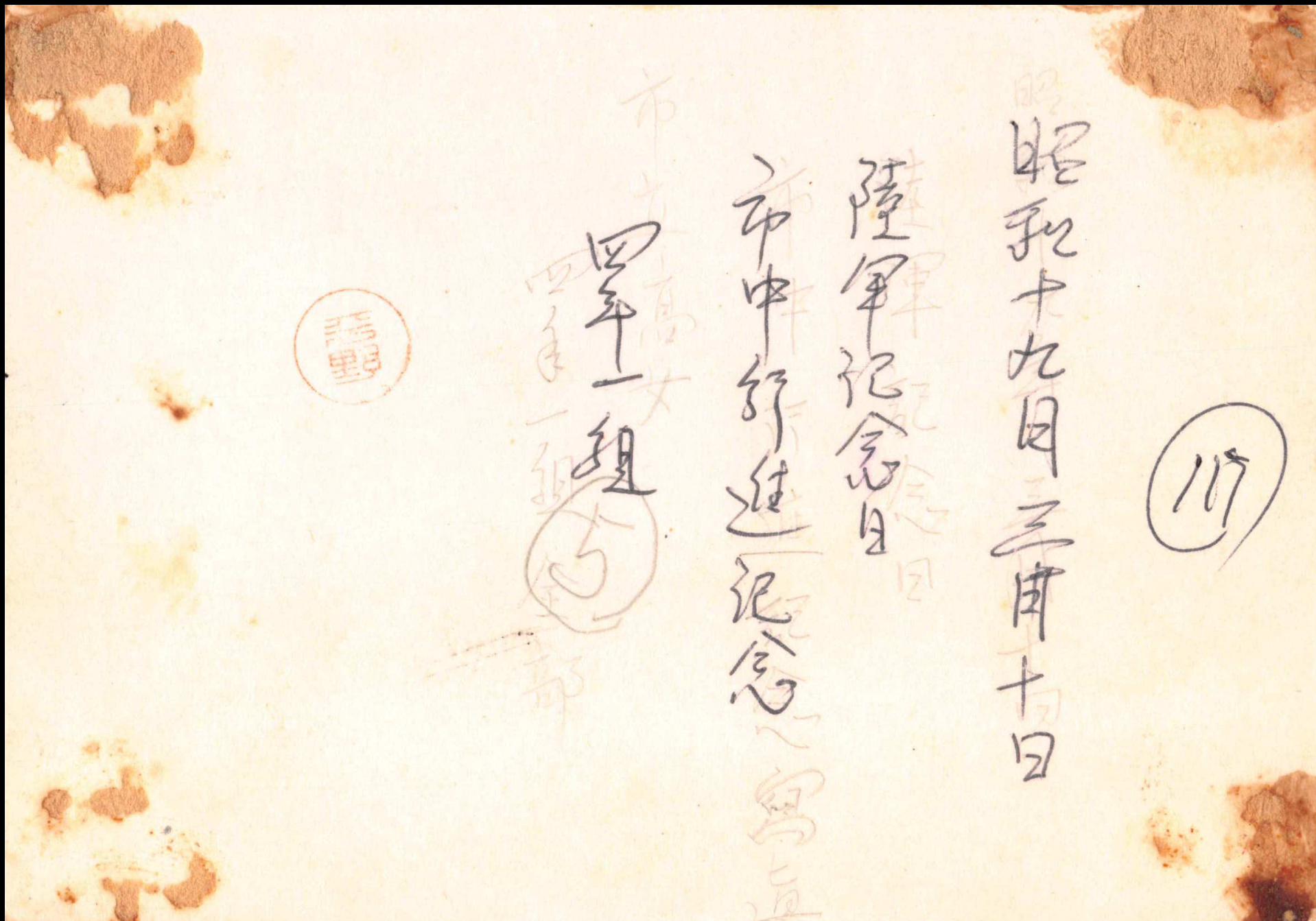
Interviewee talked more about personal stories with colorized photograph.

Good materials making film cycle effective

Examples of some interesting photos

1944 MARCHING THE CITY

MARCH 10, 1944: ARMY DAY
TOKUSHIMA MUNICIPAL
WOMAN'S HIGH SCHOOL
MARCHING THE CITY



昭和三十九年三月十日

陸軍記念日

市中行進記念

高女
第一組



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Mr. Hirano, the owner of the photo, had no choice but to do it because she would be scolded by the military. She thought it was no good at all.

Photo Colorization Of Mis' Hirano

We could have collected Mis' Hirano's story
the second from left.

She got joyful tears on her eyes
when she saw this colorized photo.





SPUTNIK OBSERVATION

Seems like they are observing the shadow of Sputnik crossing in front of the sun



Glass-plate photo negative from Kyoto Ooe town



Turned into positive



Colorized with Adobe Photoshop by handwork

Moreover

Scent
Color



Sounds
Tactile
Sensation

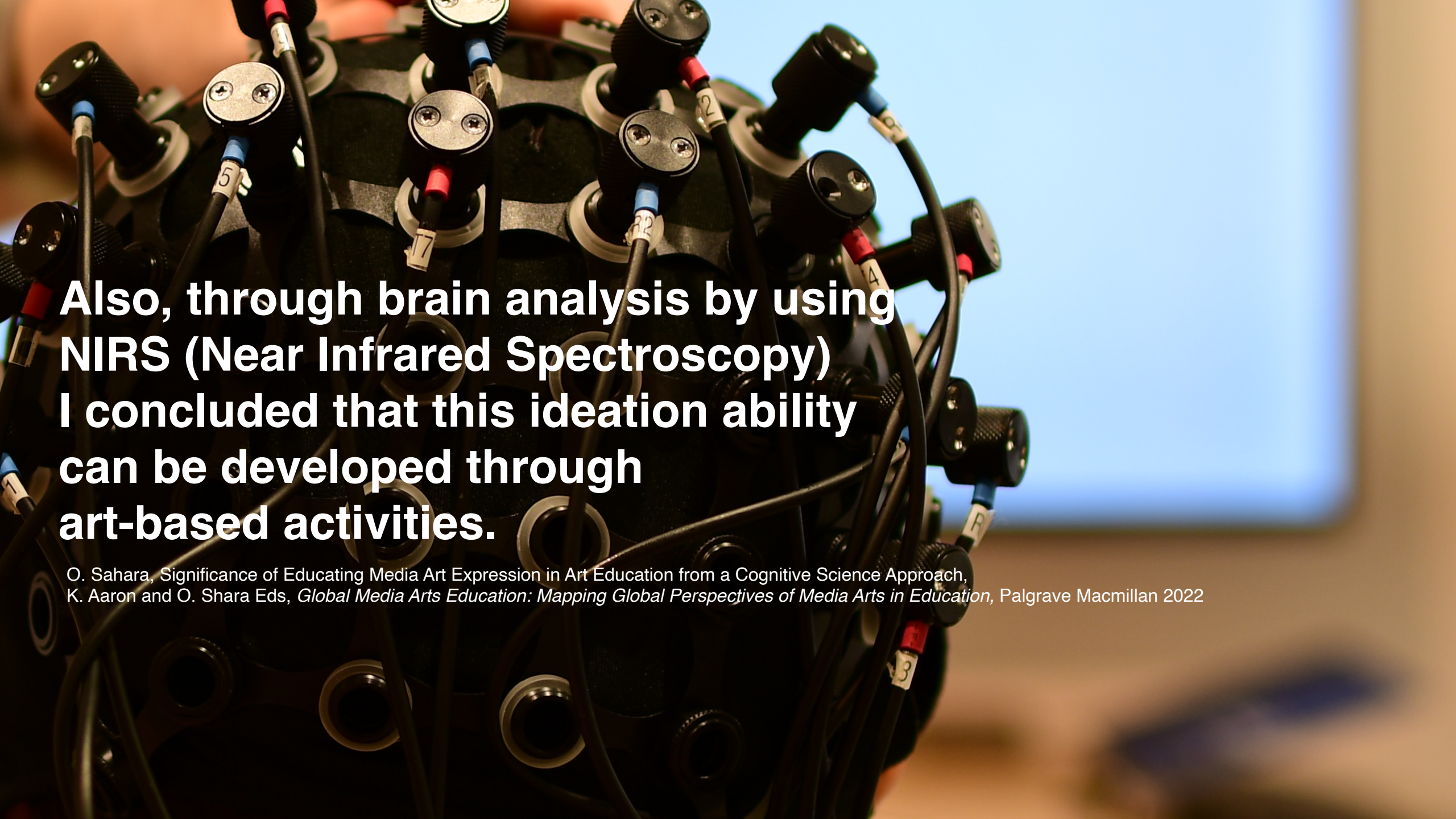
While we colorize the photo, some student started to feel some kind of synesthesias perception

The image features two hands, one palm up and one palm down, clasped together in a supportive grip. The hands are illuminated from the side, creating strong highlights and deep shadows against a solid black background. The text is overlaid on the hands.

I defined this type of knowledge / ability as

V-TISK

Visually Triggered Ideated Somatic Knowledge



Also, through brain analysis by using NIRS (Near Infrared Spectroscopy) I concluded that this ideation ability can be developed through art-based activities.

O. Sahara, Significance of Educating Media Art Expression in Art Education from a Cognitive Science Approach, K. Aaron and O. Shara Eds, *Global Media Arts Education: Mapping Global Perspectives of Media Arts in Education*, Palgrave Macmillan 2022

In conclusion

Using art based activities through the digital archiving activity of the personal media will give participants a deeper comprehension of the reality of the media.

In this case, it facilitated deeper comprehension about the local community in Japan for the student participants. Further, they have done a meaningful thing and have contributed to their local society.

Future Goal

In addition to the interview work. AI's contextualization ability is getting so powerful. By using those engine, we are planing to contextualize the 8mm film database.

So, our future goal is about to create a database that allows us to analyze past events via personal media. As it's like applying citizen journalism we do over social network services in this 21st century to the past.

An aerial photograph of a city skyline, likely Chicago, featuring numerous skyscrapers and a large body of water (Lake Michigan) on the left. The sky is blue with scattered white clouds. The text is overlaid in the center of the image.

フィルムサイクルプロジェクト

マッピング部門

Mapping work for the Film Cycle Project

マッピングの手順

How to create an 8mm film story map

1 フィルムの映像から手掛かりとなる地物を見つけ出し、デジタルマップ上で映像と位置をリンクさせていく。

Find a location related objects from the 8mm films, and link the objects with the location on a digital map.

2 その後、昭和初期と昭和後期に分けてマッピング。

Divide and map the 8mm films into the early Showa period and the late Showa period

3 興味深いフィルムについては詳細なストーリーマップを作成。

Create a detailed story map based on the important context of 8mm films for the community.





It is the collection of 8mm films taken during 1933-1937.

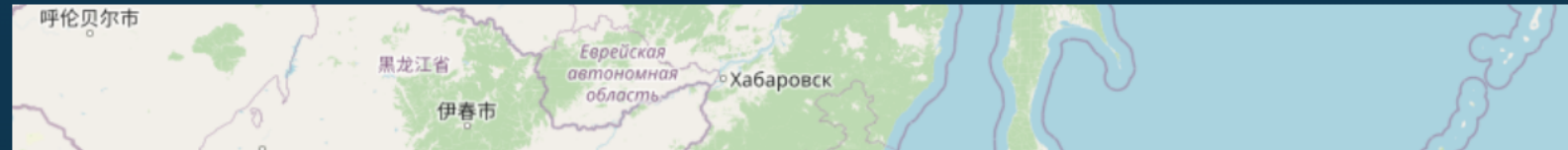
フィルムサイクルプロジェクト

昭和初期編

Film Cycle Projects

2022年9月30日

Latter half of the Showa Era (1926-1989)



This is the result of all the works in the
“Film Cycle Project Early Showa Period” project.

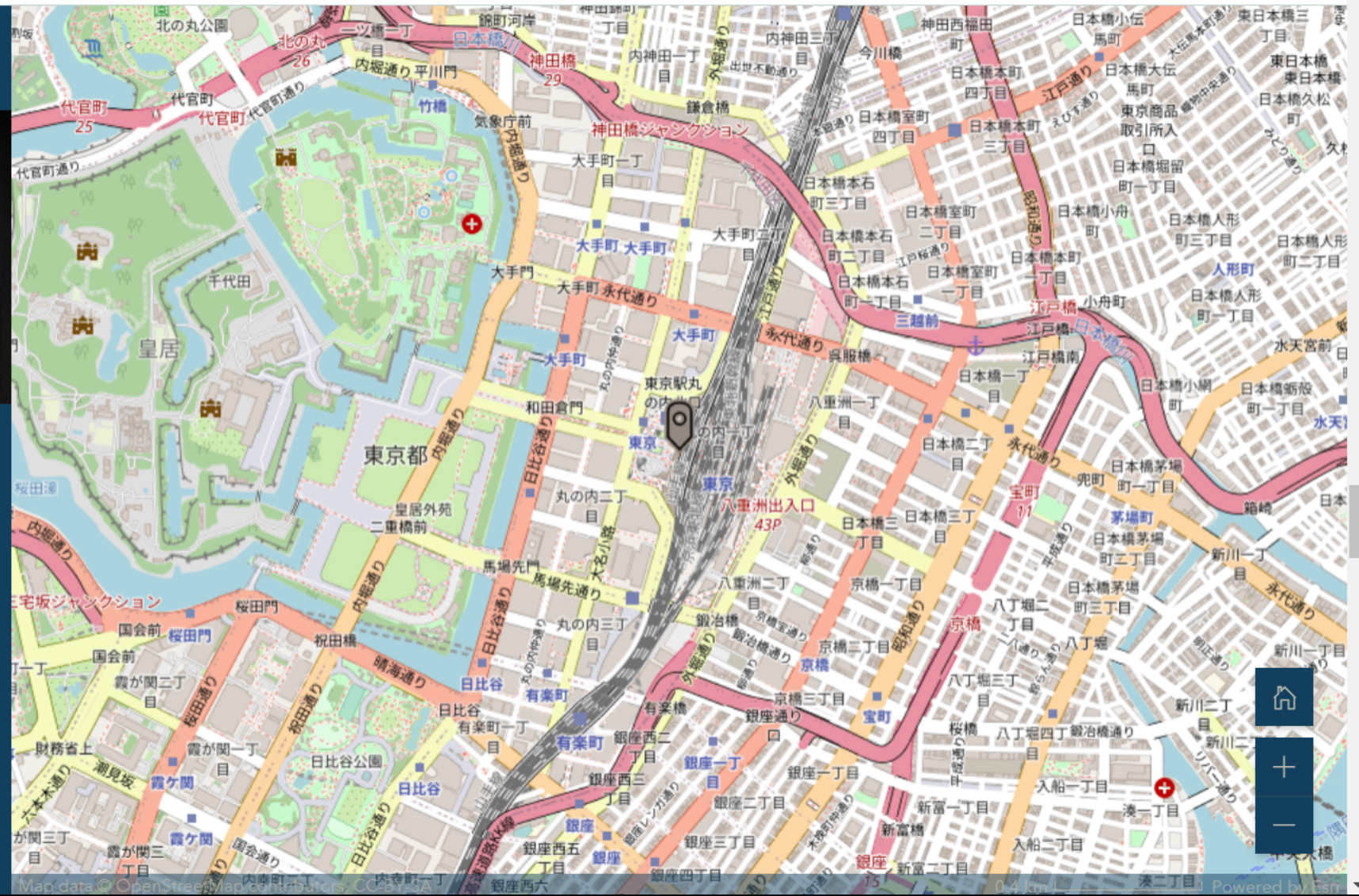


SPACEWARE MEDIA ARTS YAMK012 東京へ 昭和八年 九年の作品 :

東京へ 昭和八年 九年の作品

撮影年：1933～1934年

この映像のストーリーマップはこちら



We set up the green button for the detailed story map for some interesting 8mm film contents.

東京へ 昭和八年 九年の作品

撮影年：1933～1934年

tgis seminar

2022年11月26日



Then, we can see the detailed story map which focuses on the single 8mm film.



YAMK012 東京へ 昭和八年 九年の作品

🕒 後で見る
➦ 共有



その他の動画

▶ 🔊 7:39 / 14:09

📄 ⚙️ HD YouTube 🗄️



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日本劇場

「マーカス・ショー」とは、吉本興業が昭和9年（1934年）3月に東京・有楽町の日本劇場で開催したショーである。

05
/
06

This detailed story map is synchronized with the context of the 8mm film. We can observe and track their travel plan and the route through the time sequence of the film. Also, the video timeline sequence and the location icon are totally synchronized. So, you can easily understand and track the location of the image.

フィルムサイクルプロジェクトのウェブサイトです。
ここでは、3つのカテゴリーに分けられ、そのカテゴリーのすべての動画を見ることができます。

<https://arcg.is/1KSD5v1>

This is the Film Cycle Project website.
Here, we divided everything into
3 categories and you can watch
all of the movie clips we have gathered.

Summary

- ・映像に出てくる地点をひとつひとつ手作業で特定しました。
- ・昭和初期と後期に分けました。これはインデックスマップになっており、動画を場所から検索することができます。
- ・そして興味深いフィルムについては、地図と映像の場所が連動するストーリーマップを作成しています。

We defined the locations in the films one by one.

We created detailed story maps which synchronized the video timeline and location for some important films.

We categorized some of our films into early Showa and late Showa eras and you can search the indexed films on the map.

2022.8.22
お返し上映会

メディアを提供してくれた人向けに上映会を実施。
ここでは提供者、つまり映像内の登場人物と
当時を語り合う。
そこで提供者が語ったエピソードをも映像や
地図とともにまとめている。

収集したすべての動画たち

KASU1	MADR1	ATK1	SATM1	TKGY2	AKTY1	KAWY1	NISN1	SHIH1	UEHT1	SHIH1	YOSM1
KASU2	MADR2	ATK2	SATM2	TKGY3	AKTY2	KAWY2	NISN2	SHIH2	UEHT2	SHIH1	YOSM2
KASU3	MADR3	ATK3	SATM3	TKGY5	AKTY3	KAWY3	NISN4	SHIH3	UEHT3	SHIH1	YOSM3
KASU4	MYGK1	ATK4	SATM4	TKGY6	AKTY4	KAWY4	NISN5	SHIH4	UEHT4	SHIH1	YOSM4
KASU5	MYGK2	ATK5	SATM5	TKGY7	AKTY5	KAWY5	NISN6	SHIH5	UEHT5	SHIH1	YOSM5
KASU6	MYGK3	ATK6	SATM6	TKGY8	AKTY6	KAWY6	NISN7	SHIH6	UEHT6	SHIH1	YOSM6
KASU7	MYGK4	ATK7	SATM7	TKGY9	AKTY7	KAWY7	NISN8	SHIH7	UEHT7	SHIH1	YOSM7
KASU8	MYGK5	ATK8	SATM8	TKGY10	AKTY8	KAWY8	NISN9	TOGH1	UEHT8	SHIH1	YOSM8
KASU9	MYGK6	ATK9	SATM9	TKGY11	AKTY9	KAWY9	NISN10	TOGH2	UEHT9	SHIH1	YOSM9
KASU10	MYGK7	ATK10	SATM10	TKGY12	AKTY10	KAWY10	NISN11	TOMK1	UEHT10	SHIH1	YOSM10
KASU11	MYGK8	ATK11	SATM11	TKGY13	AKTY11	KAWY11	NISN12	TOMK2	UEHT11	SHIH1	YOSM11
KASU12	MYGK9	ATK12	SATM12	TKGY14	AKTY12	KAWY12	NISN13	TOMK3	UEHT12	SHIH1	YOSM12
KASU13	MYGK10	ATK13	SATM13	TKGY15	AKTY13	KAWY13	SATK1	TOMK5	UEHT13	SHIH1	YOSM13
KASU14	MYGK11	ATK14	SATM14	TKGY16	AKTY14	KAWY14	SATK2	TOMK6	UEHT15	SHIH1	YOSM14
KASU15	MYGK12	ATK15	SATM15	TKGY17	AKTY16	KAWY15	SATK3	TOMK45108	UEHT16	SHIH1	YOSM15

Thank you.