

A sunset over a body of water. The sun is low on the horizon, casting a golden glow across the sky and reflecting on the water. The sky is filled with scattered clouds, some catching the light. In the foreground, the dark silhouettes of trees are visible on the left. In the background, a line of trees marks the horizon.

20140916 GLOBAL DESIGN WORKSHOP

EXPERIENCE WORKSHOP IN FINLAND

-PROTOTYPING AS A METHOD-

RYO YOSHIKAWA

Graduate school of Interdisciplinary Information Studies, the University of Tokyo

OUTLINE

- What's Media Lab?
- Making an everyday object "PLAYFUL"
- Thinking about "GAME" by doing
- Things what I learned
- About studying abroad



ABOUT ME



吉川 遼 (よしかわ・りょう) yoshikawaryo.com

東京大学大学院学際情報学府 山内研究室 (学習環境デザイン論)

追体験演奏技術学習コンテンツの開発 (e.g. Google glass)

PC Conference

つぎの教育イノベーションを問う

CIEC研究大会 2013 PCカンファレンス

2013. 8.3(土) 4(日) 5(月)

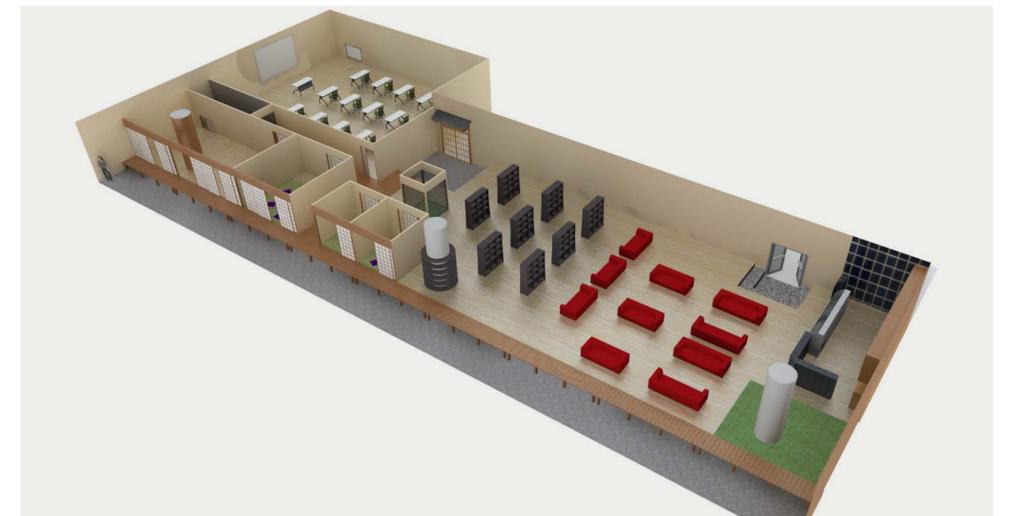
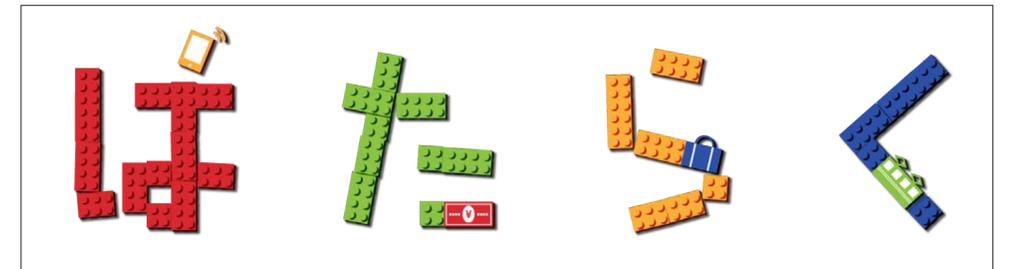
会場 東京大学 駒場キャンパス
〒153-8902 東京都目黒区駒場3-8-1

参加費 学生・院生 1,500円 (当日 2,500円)
CD収録文集付 一般 5,000円 (当日 6,000円)

講演会、シンポジウム、ITフェアは無料でご参加いただけます。
レセプション、イブニングセッションは別途費用がかかります。

■主催
CIEC(コンピュータ利用教育学会)
全国大学生生活協同組合連合会
■後援
東京大学大学院情報学環、文部科学省
東京都教育委員会、NHK
■お問い合わせ
PCカンファレンス実行委員会事務局
〒166-8532 東京都杉並区和田3-30-22 大学生協会館4F
TEL 03-6307-1195
E-MAIL pcinfo@ciec.or.jp

→ www.ciec.or.jp/event/2013/



ABOUT EXCHANGE

- 2014年1-6月（春学期）
- アールト大学芸術デザイン建築学部
メディア学科（交換留学）
- メディアデザインの勉強・実践



WHY I DECIDED TO STUDY ABROAD

- 大学視察に同行→興味を持つ
- 研究に行き詰まる（インプットがほしい）
- デザインについて学びたい
- 英語ネイティブの国以外で留学したい





TKK

ヘルシンキ工科大



ヘルシンキ経済大



ヘルシンキ芸術デザイン大



Aalto University

School of Engineering
 School of Chemical Technology
 School of Science
 School of Electrical Engineering

School of Business

School of Arts, Design and Architecture

2010-



ARABIA CAMPUS

LIBRARY



ARABIA CAMPUS





STUDIO



STUDIO



WOOD WORKSHOP



FABLAB

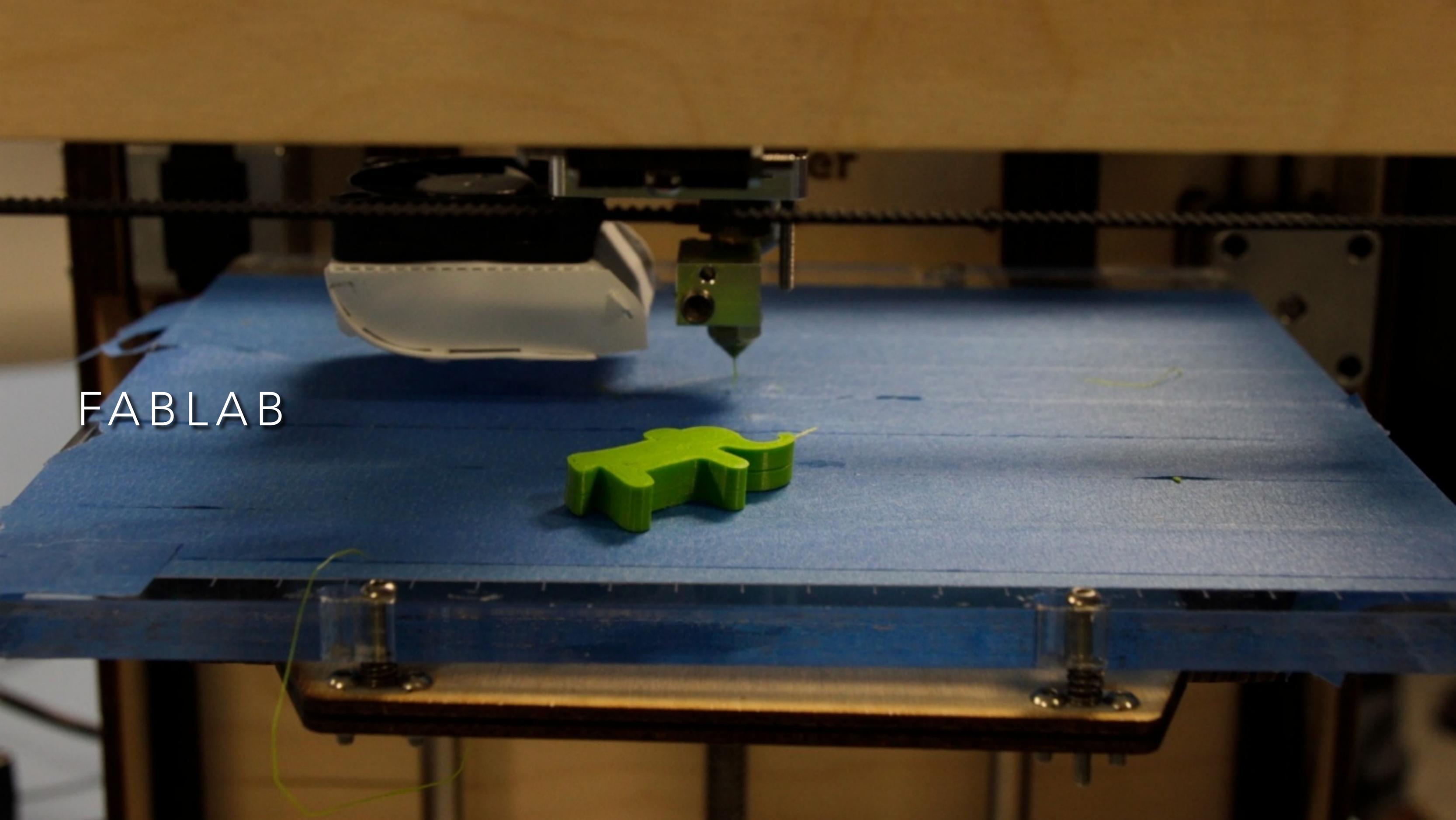
AALTO FABLAB

Visit us on
OPEN DAY
every Tuesday

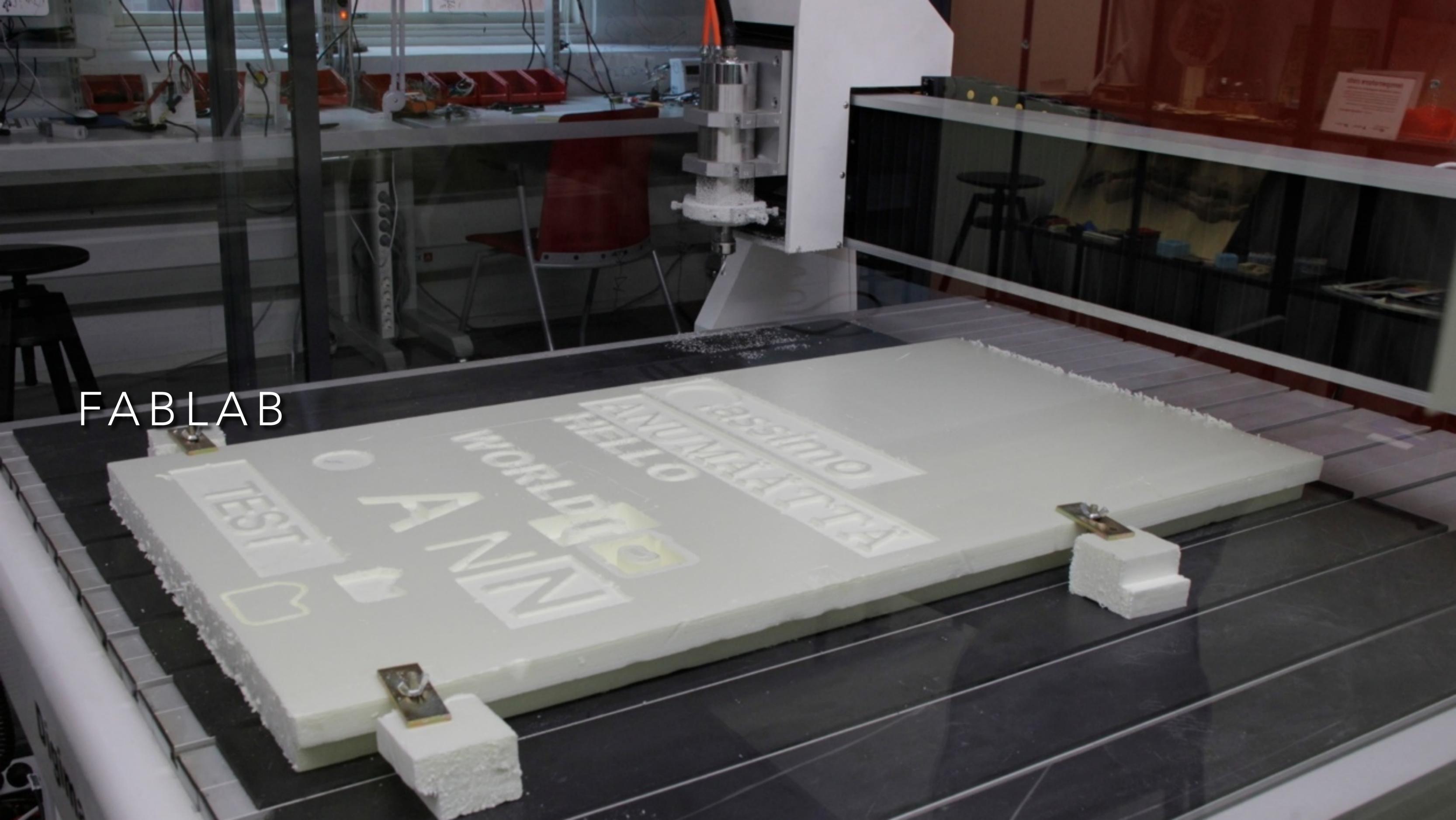


Our new website
is now open

FABLAB



FABLAB

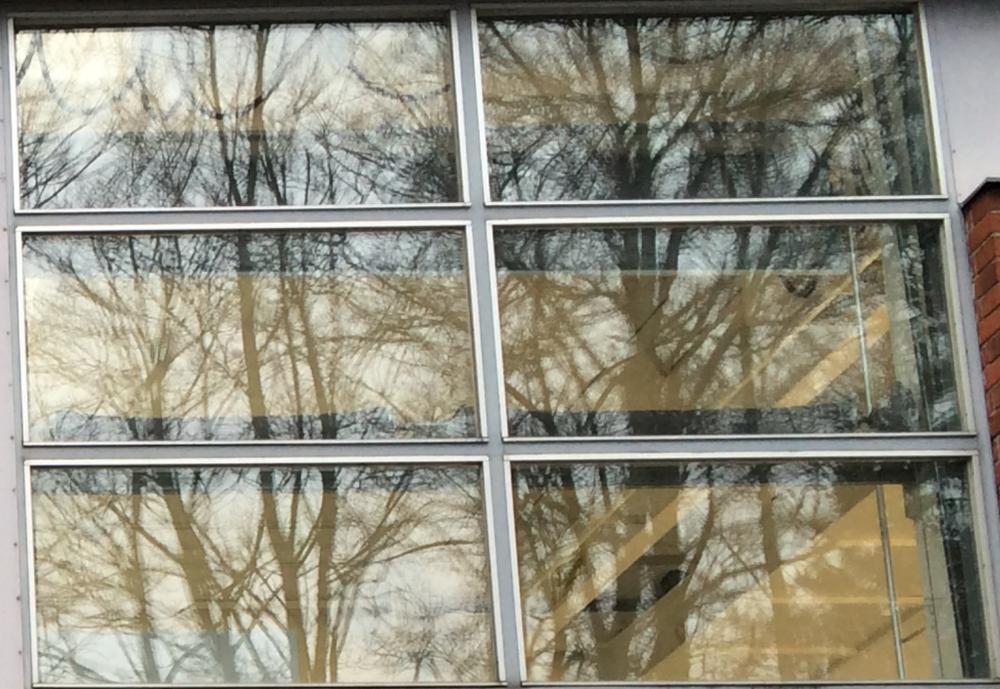


FABLAB





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TKK
ENERGIATEKNIKKÄ JA YMPÄRISTÖNSUOJELU
ENERGITEKNIK OCH MILJÖSKYDD

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ADD
Aalto University Digital Design Laboratory
Sähkömiehentie 4G
ADD CAFE
Open Mon-Fri 11-17

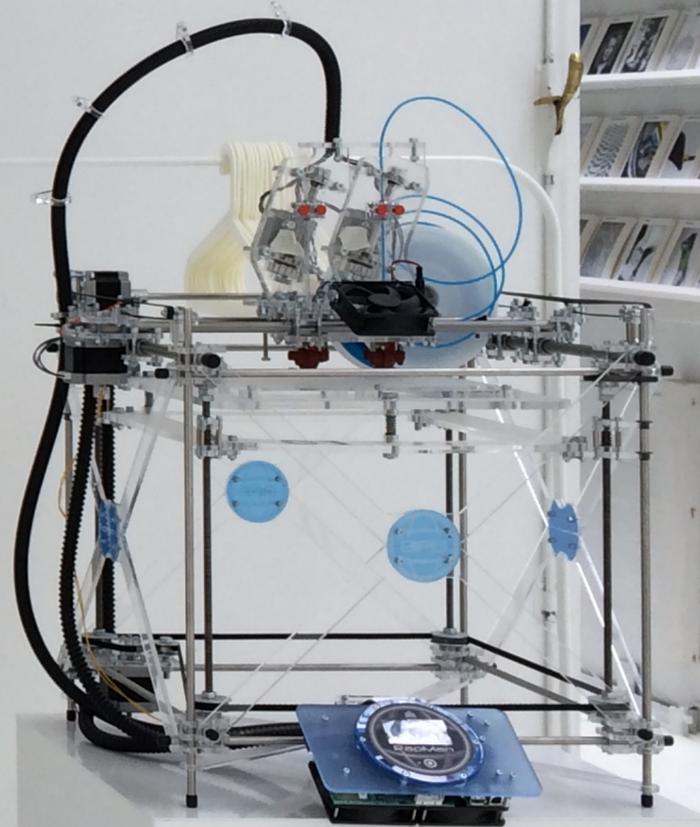
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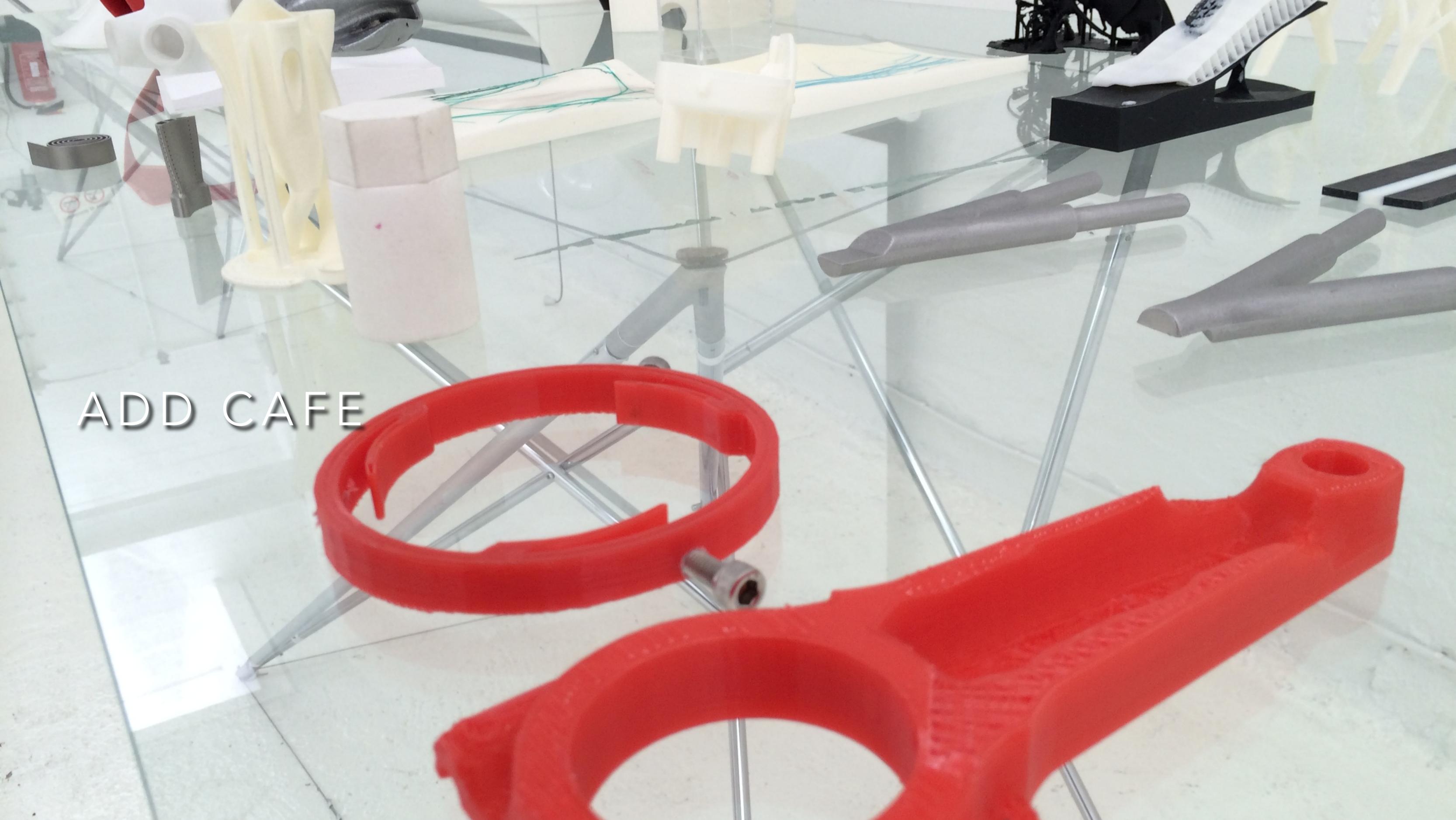
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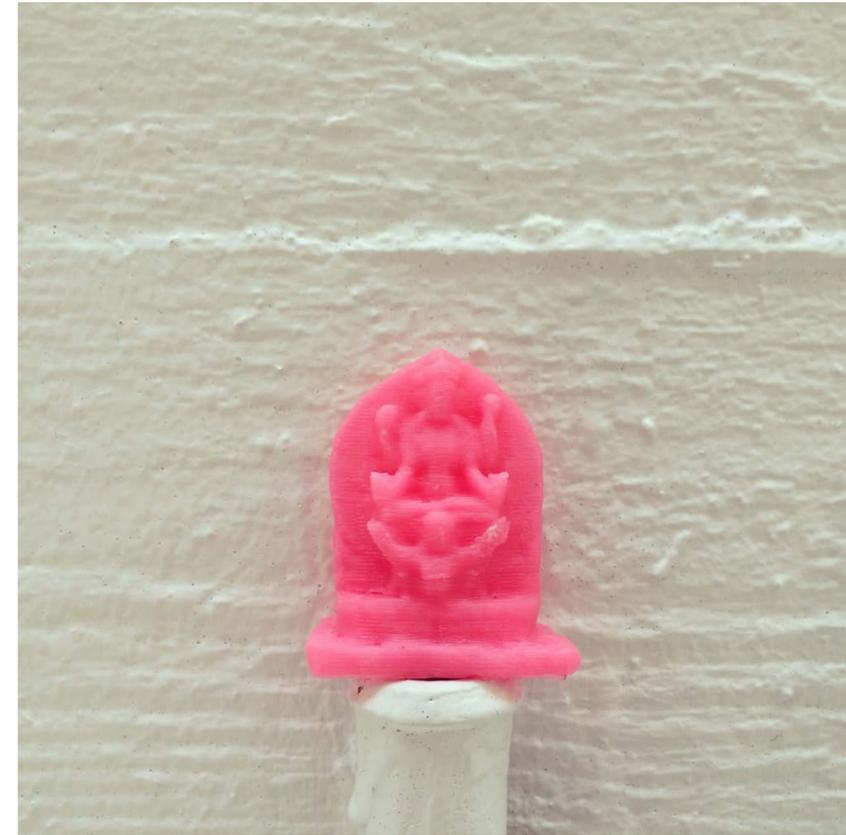
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FACTORY

DESIGN FACTORY

Business and Engineering

A" Aalto University
Design Factory

5C

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A!

Aalto University
Design Factory

Main
Entrance



DESIGN FACTORY

A? Aalto University
Design Factory

KAAKUPULLOT
MACHINE shop

PUUHA maa

Time	Location	Destination	Time
13:00	1001	Kumpuli	13:45
13:05	100	Eteläpuolella	13:45
13:10	100	Kumpuli	13:45
13:15	100	Eteläpuolella	13:45
13:20	100	Kumpuli	13:45
13:25	100	Eteläpuolella	13:45
13:30	100	Kumpuli	13:45
13:35	100	Eteläpuolella	13:45
13:40	100	Kumpuli	13:45
13:45	100	Eteläpuolella	13:45



DESIGN FACTORY

What's going on in research?

What kind of leadership is required and when in development work?

How to create new value?



Inka Kojo
Senior Lecturer in Design
University of Applied Sciences
Hawthorn, Victoria, Australia

"The working as a project researcher at Politecnico di Milano, Italy, was an interesting experience. Learning environment, project and at the same time doing my doctoral research on user experience of co-working places. I collect data from a public Design Factory."

Co-working places, user experience

How to experiment with ideas?



How do designers think and work?

What skills are needed in design and development?

How to enhance university pedagogical development?

How to enhance university pedagogical development?

How to involve users in design?

How to design for diversity of things?



STARTUP SAUNA

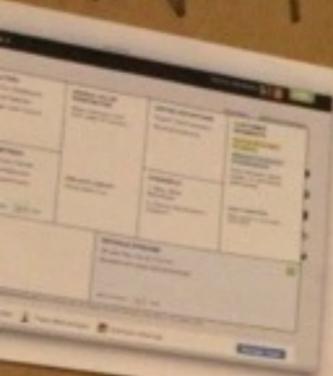


STARTUP SAUNA



DAN MILL? CITY WALLI

SINVOOS: TIMO NOUSIAINEN
PIIRI-SINVOOS
0500-420619



Learning Hub
a@l@h@

URBAN WINNERS
WHERE?

URBAN MILL = INTERFACE FOR
SCIENTIFIC RIGORITY
VS. PRACTICE

WHERE?

USA:
BCORP

WHY?

VARAUKSE

STARTUP SAUNA

URBAN MILL:
n. Lilla Sos Xaty.
work AMK @
ol of Applied Sciences!
-ER Ollie Pukko

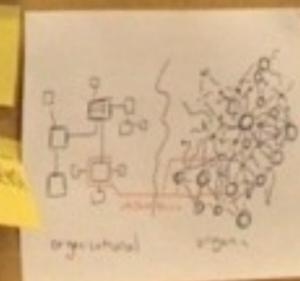
ACTIVE HERE VIME

ESKON KOK
TEUKSE VON
HANDEL
HEUER

INDUSTRIAL
KAPPUK...
YRISTE...
PÄÄ...
TUUKK...
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SORNEU
BT-AIWIN

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UA 12-11-53
EUE 42-112
EUE 82-112
SY 62-1004



Urban Mill & Design Factory & Start Up Sauna
as joint platform for Knowledge Triangle activities



Urban Mill



KK...
TAMPERE

Ilmakuva: Karttapaikka. Maanmittauslaitos 15.1.2013

Energizing Urban Ecosystems Research Program 2012-2015, WP Regional Innovation Ecosystem (RIE)
Task 7: T3 Ba & Flow, Aalto-yliopistokiinteistöt Oy & Järvelin Design Oy, Lars Miikki & Kari Mikkela 16.1.2013

STARTUP SAUNA

TÄSIÄ
TRYSU
EU. IN
OPEN
V...
TERBOU...
2013
M...
&...

✓ TEXEMUSEN 17/02

MEDIA LAB

- 留学生が多い（フィンランド人：留学生=30:30）
- Game Design and Production
- Sound in New Media
- **New Media Design and Production**

Jan.

Feb.

Mar.

Apr.

May

通年 (3h/w) ...長期的プロジェクト (修論・産学協同プロジェクト)

半期 (3h/w) ...中規模プロジェクト (グループワークなど)

短期 (3h×5d×3w) ...講義・個人プロジェクト

ワークショップ (6h×5d) ...集中講義

Demo Day

Jan.

Feb.

Mar.

Apr.

May

通年 (3h/w) ...長期的プロジェクト (修論・産学協同プロジェクト)

半期 (3h/w) ...中規模プロジェクト (グループワークなど)

PROTOTYPING EXPERIENCE

短期 (3h×5d×3w) ...講義・個人プロジェクト

ACTION GAMES

ワークショップ (6h×5d) ...集中講義

Demo Day



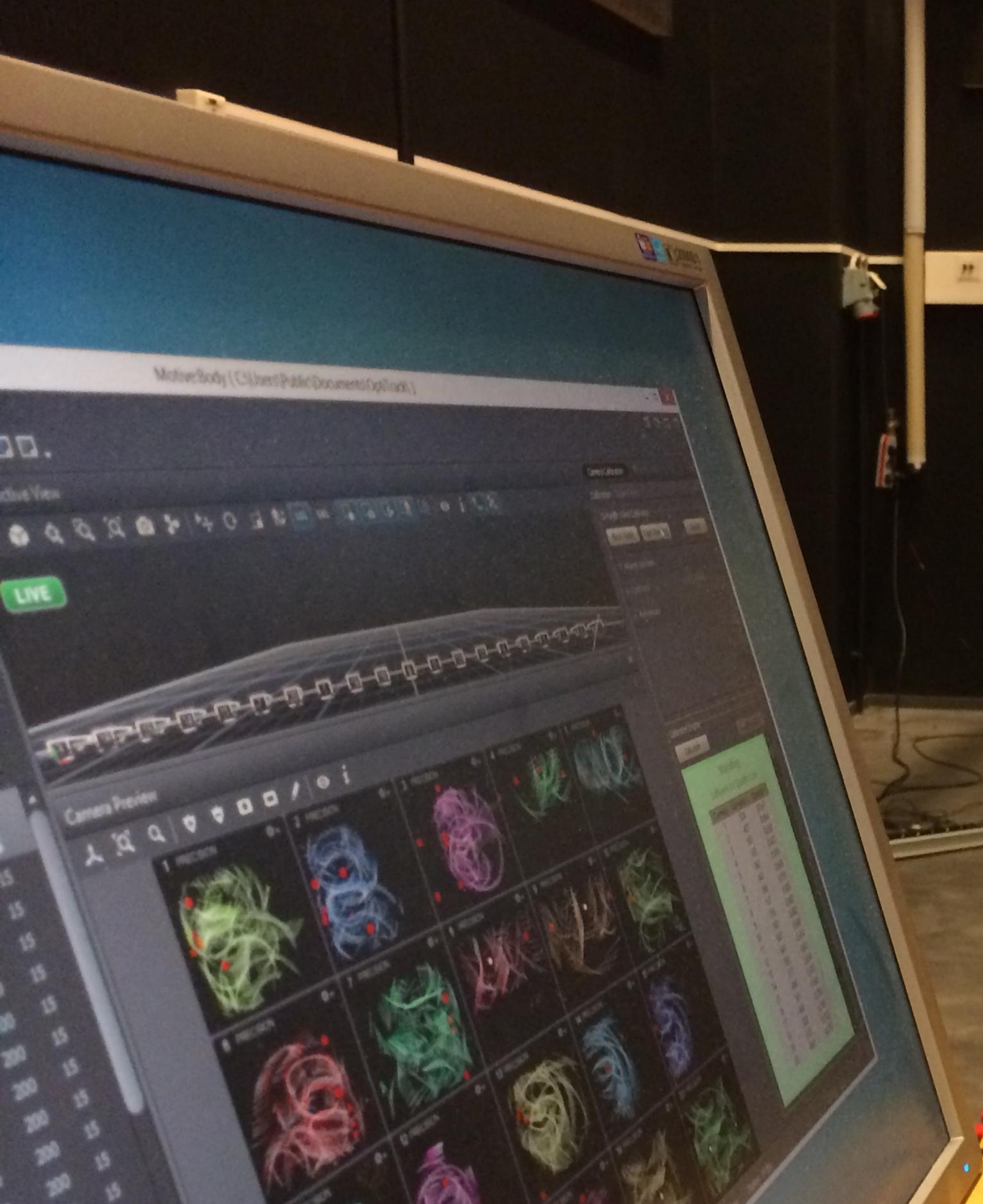
Action Games

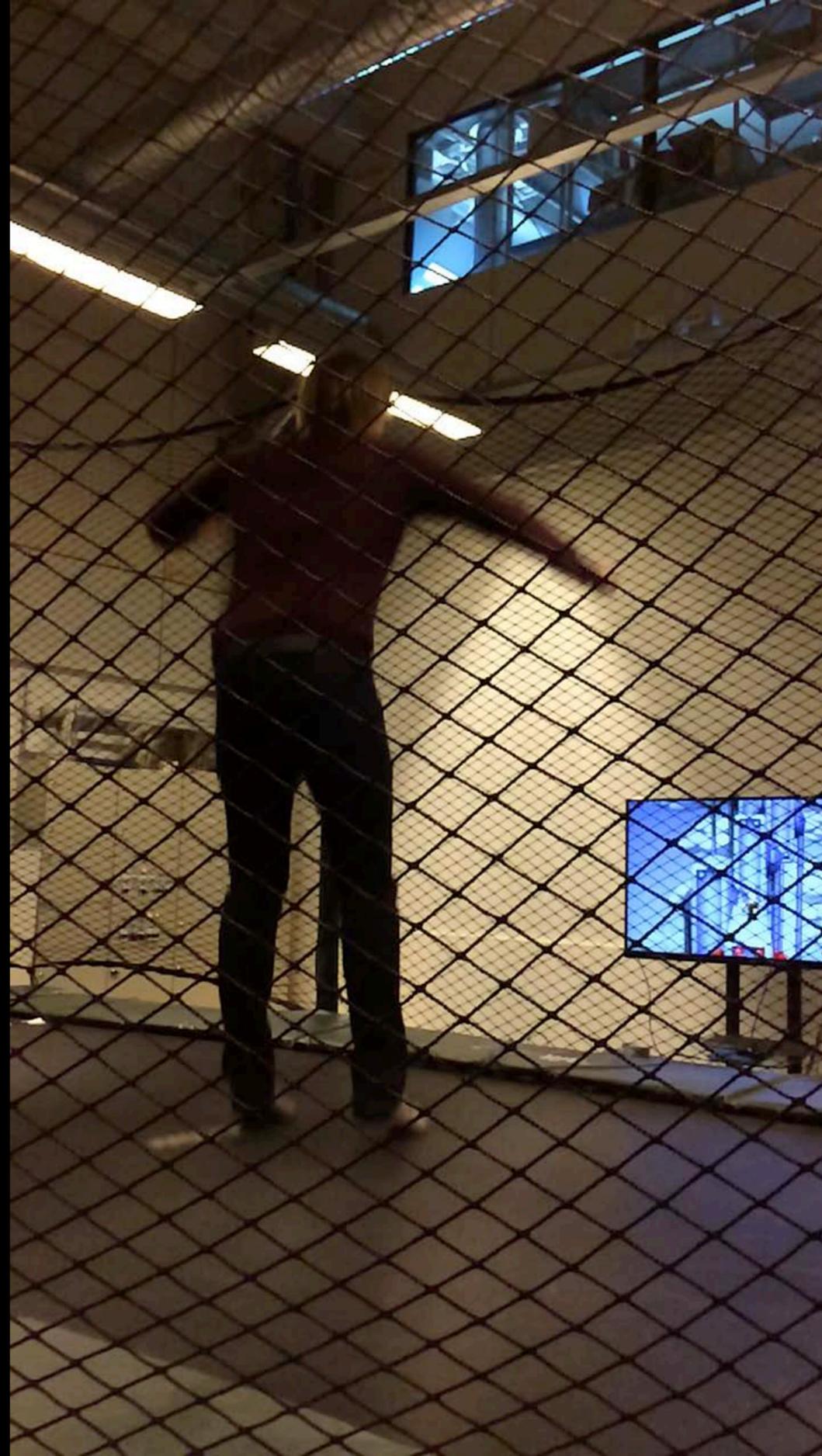
Thinking new games by doing

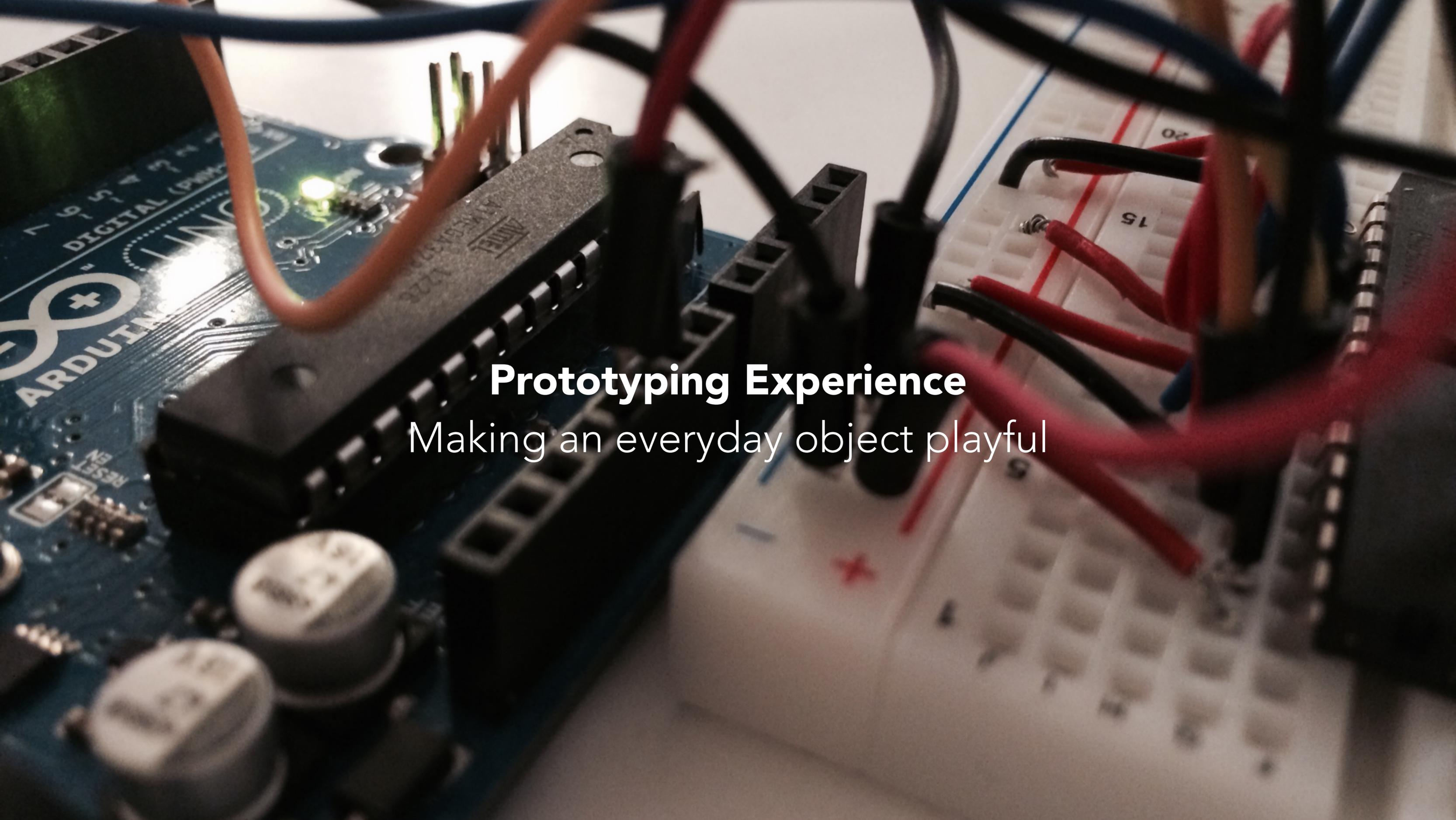












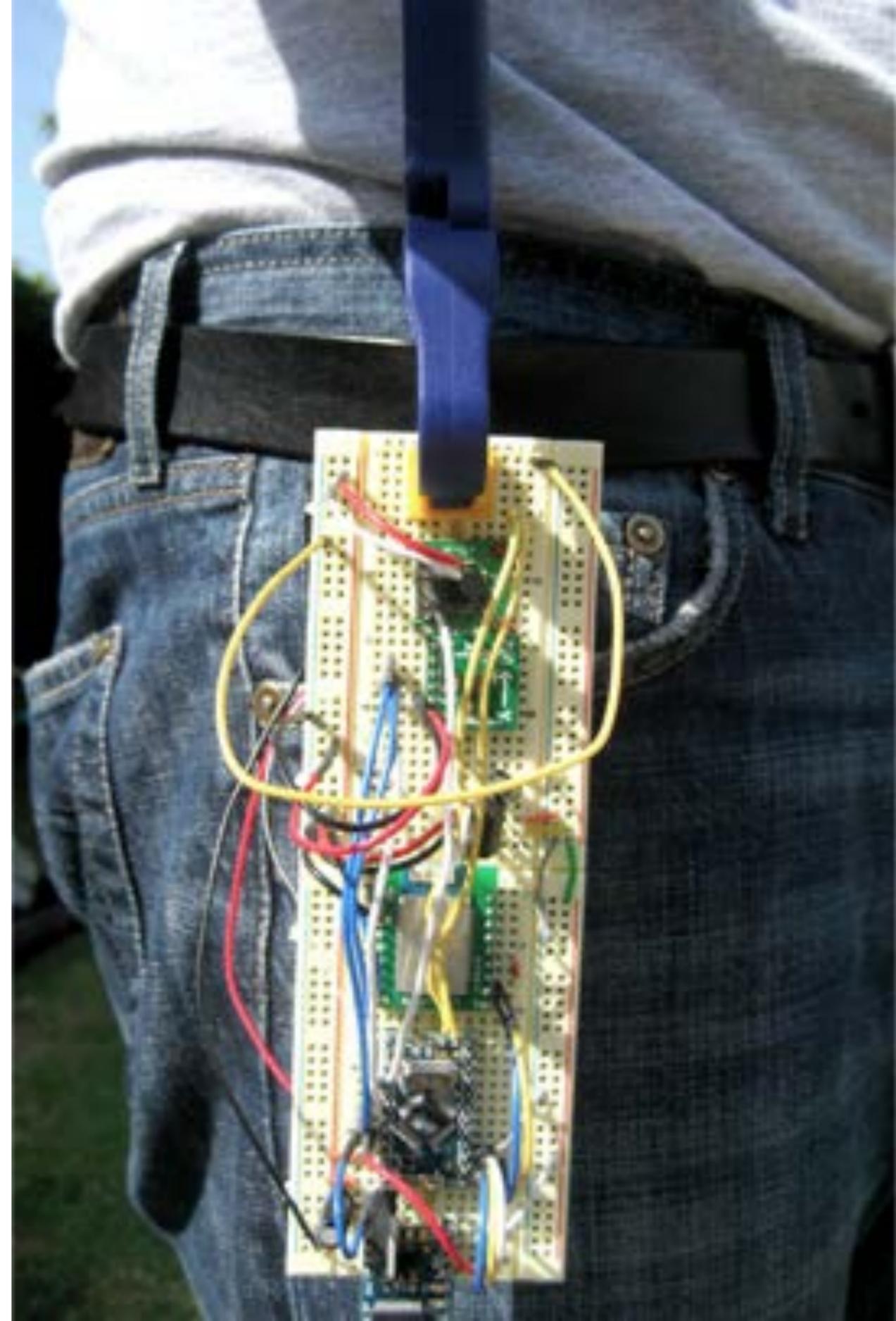
Prototyping Experience
Making an everyday object playful

PLAYFULNESS

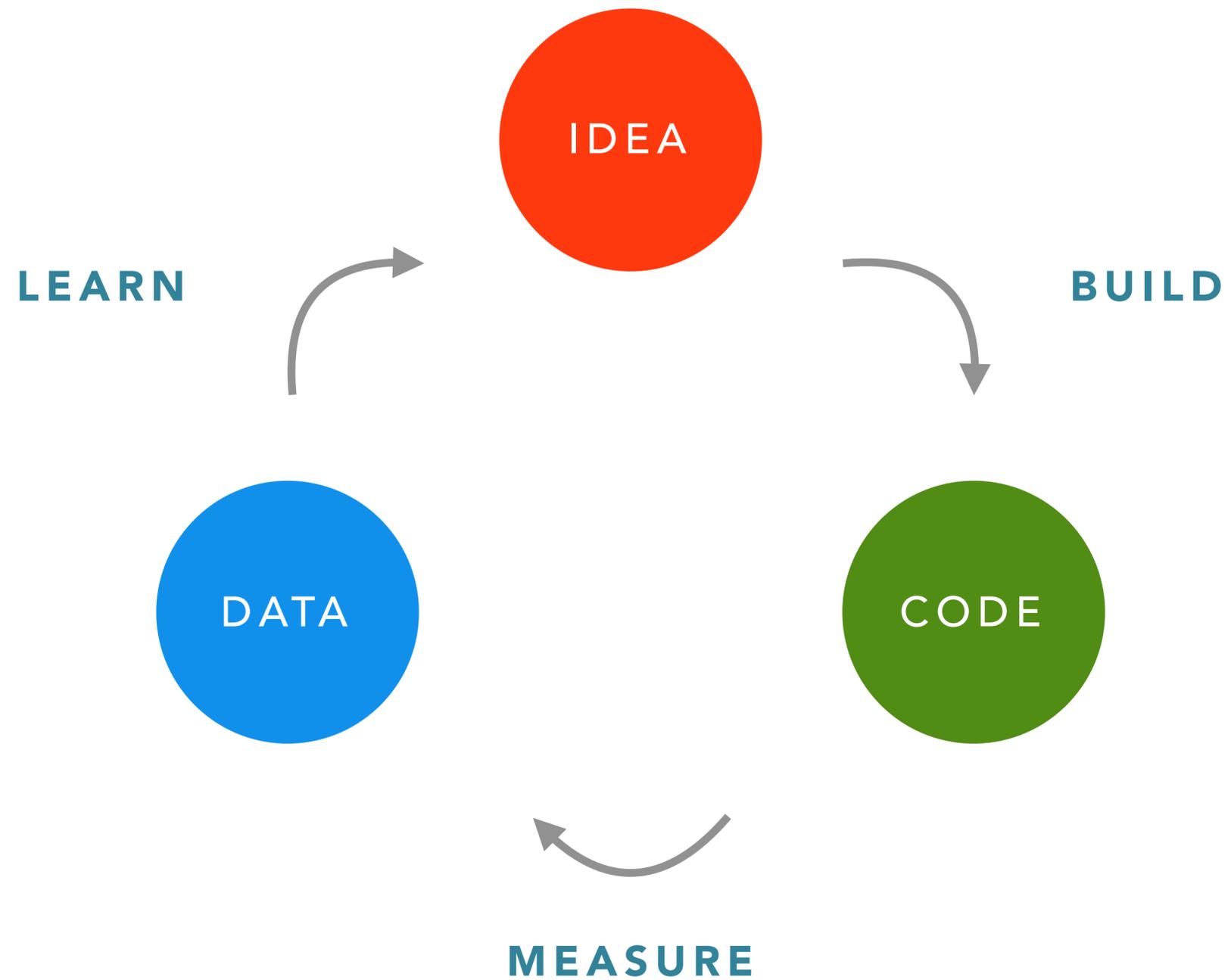


いかに早く、コンセプトが的確に伝わるプロトタイプを作れるか

PROTOTYPING



PROTOTYPING CYCLE





506

Pouyan Mohseninia, Ryo Yoshikawa

Media Lab DEMO DAY - Spring 2014

506 is an interactive installation which shows a possibility to tell information.

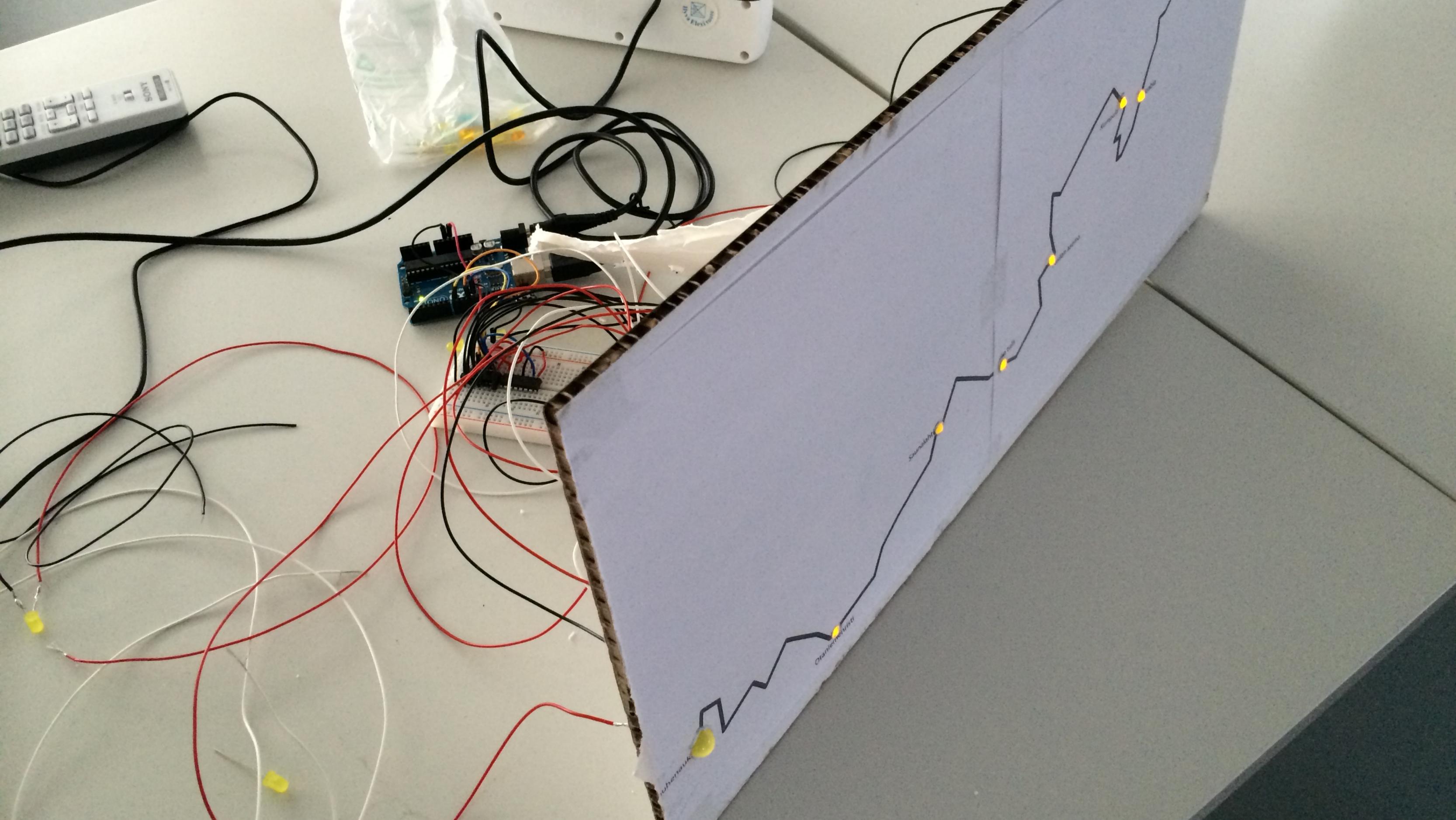
Finland's winter is famous for being dark and cold. It's quite difficult for commuter to use the public transportation during the winter time. That is because they are unable to see their stop, especially on some of the routes that run around Helsinki's suburbs which don't display stop names.

This interactive installation uses the concept of a constellation as a metaphor. It functions as a way to show the next bus stop as well as creates an atmosphere for the passengers of being under the night sky, full of stars.

The 506 is an one hour bus route that runs from Viiki to Pohjois-Tapiola through Arabia, Pasilia, and Otaniemi. It is an important connection between two Aalto campuses, and is a vital route for many commuting students.

The passengers represent the multitude of stars on the ceiling, which start to blink when you sit down.

There are many ways to communicate a journey, or display information, but our goal was to create an enjoyable experience of riding the bus.



SONY

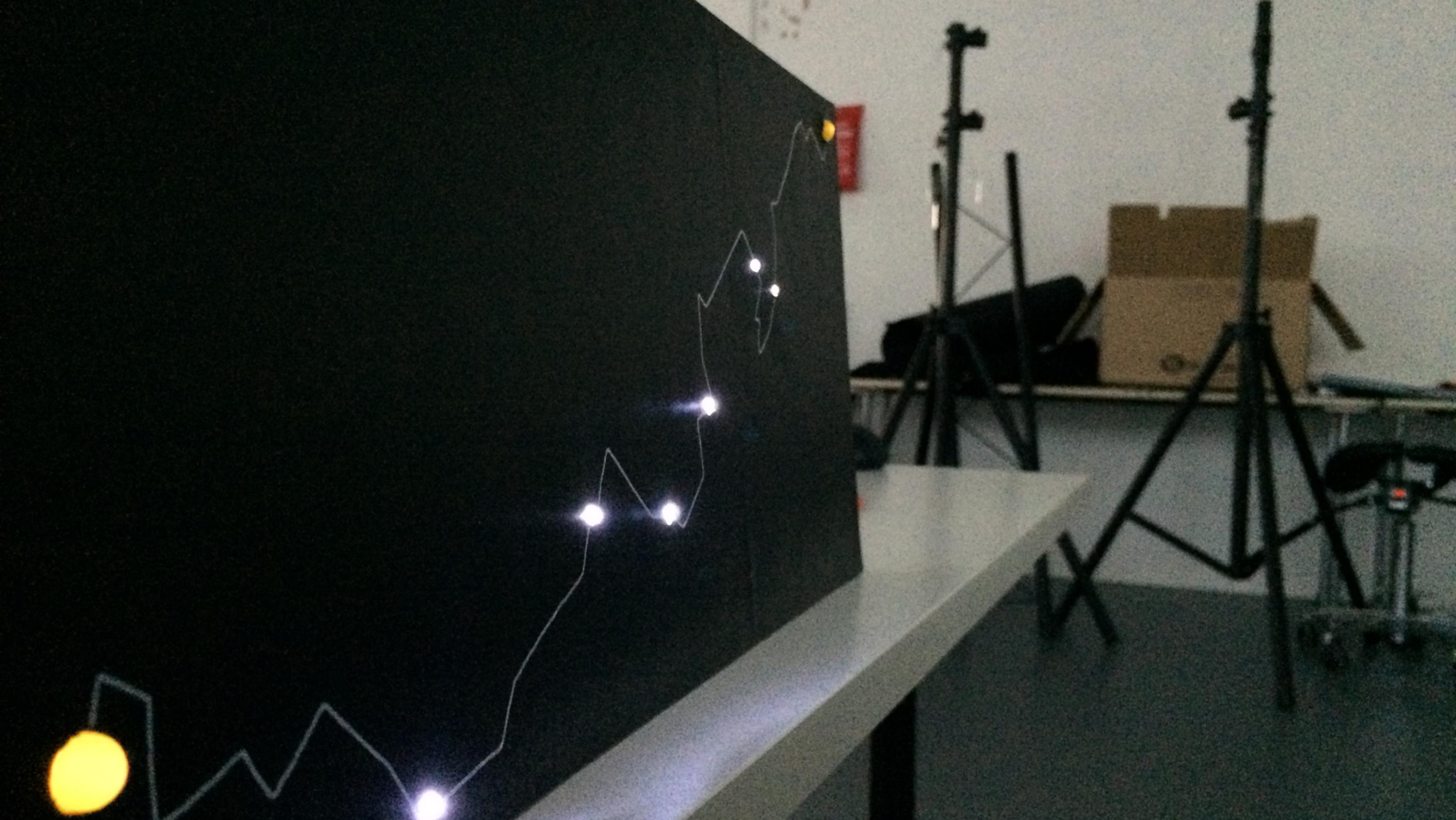
ARDUINO

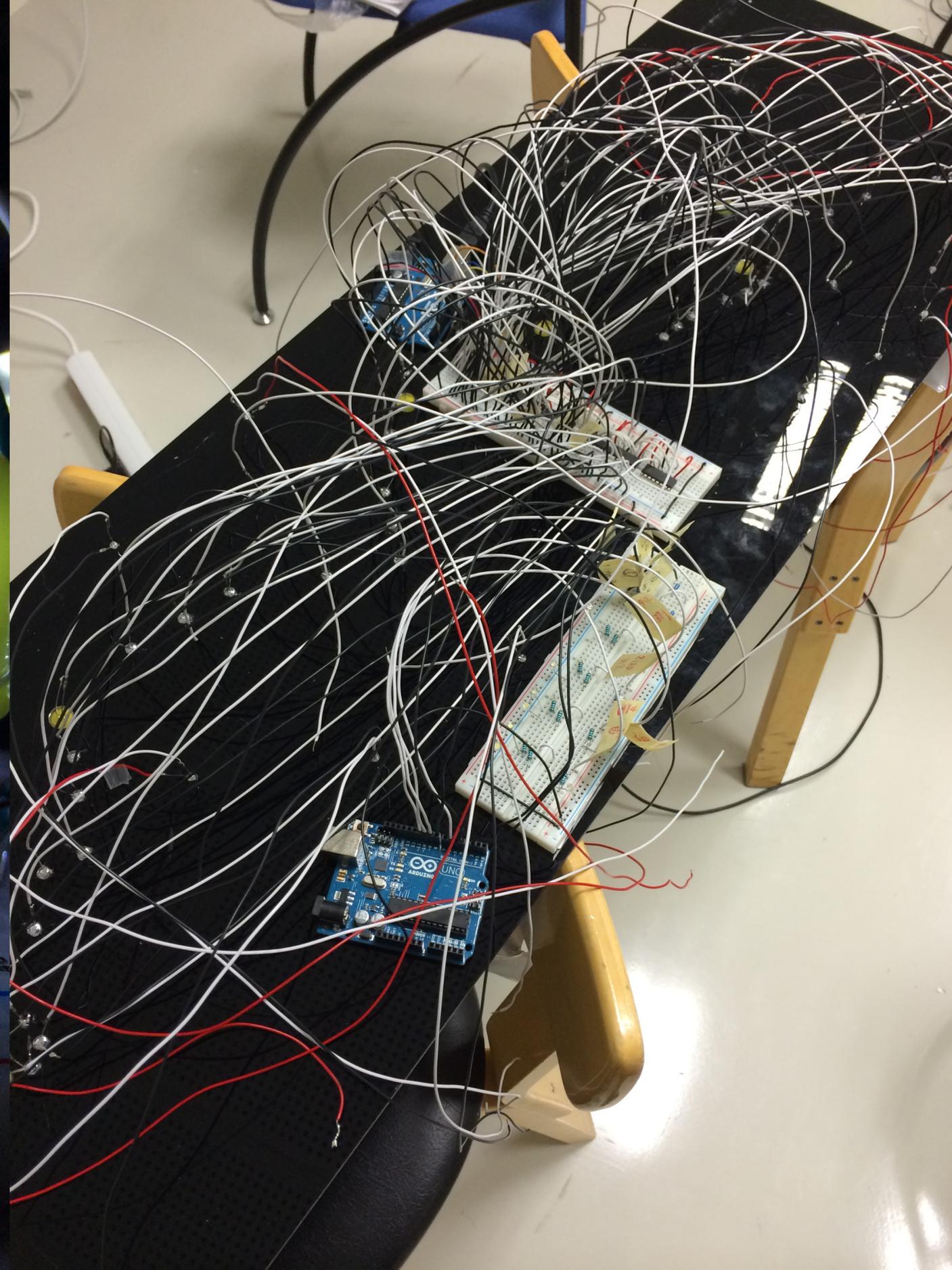
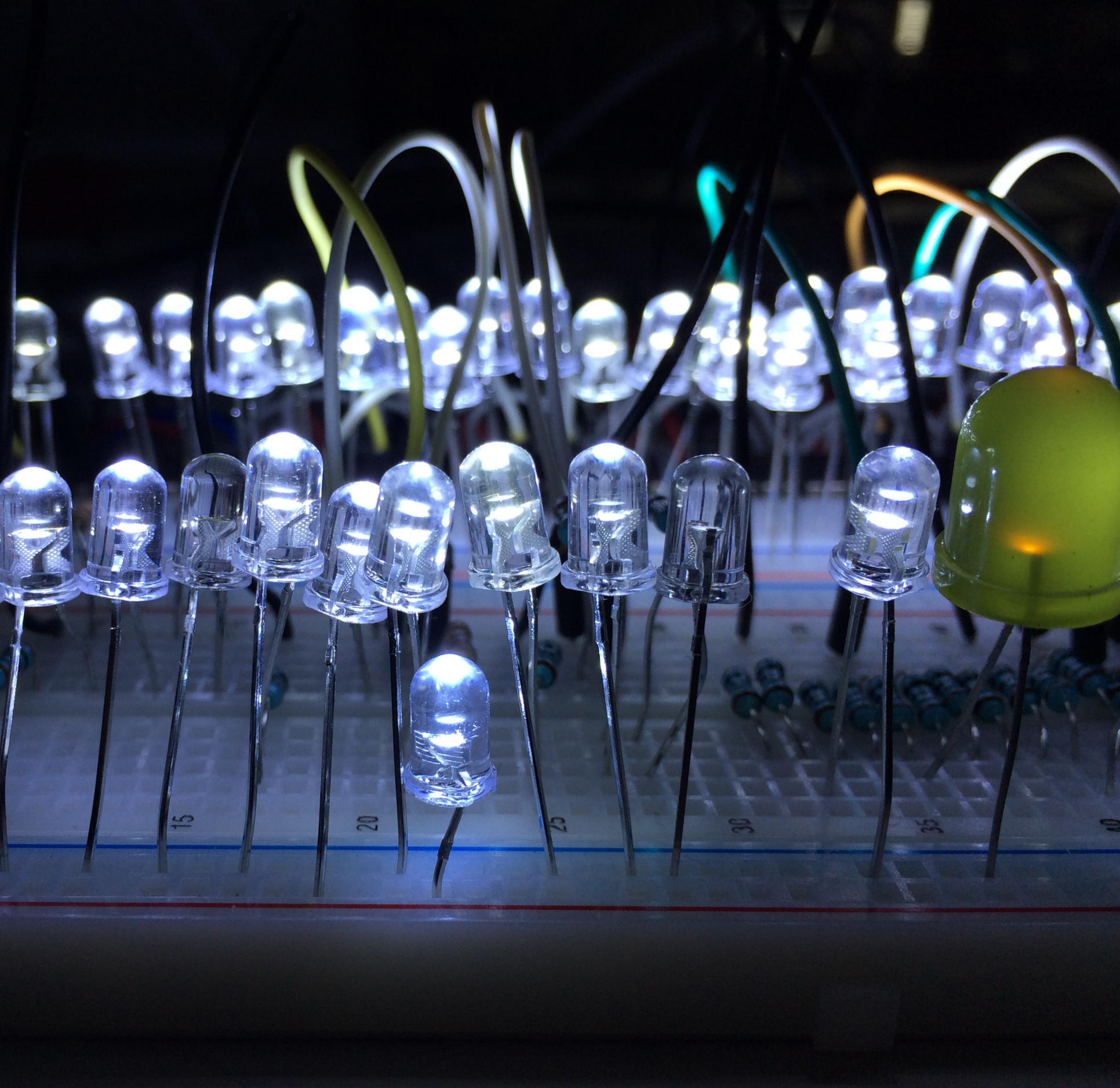
Subhanak

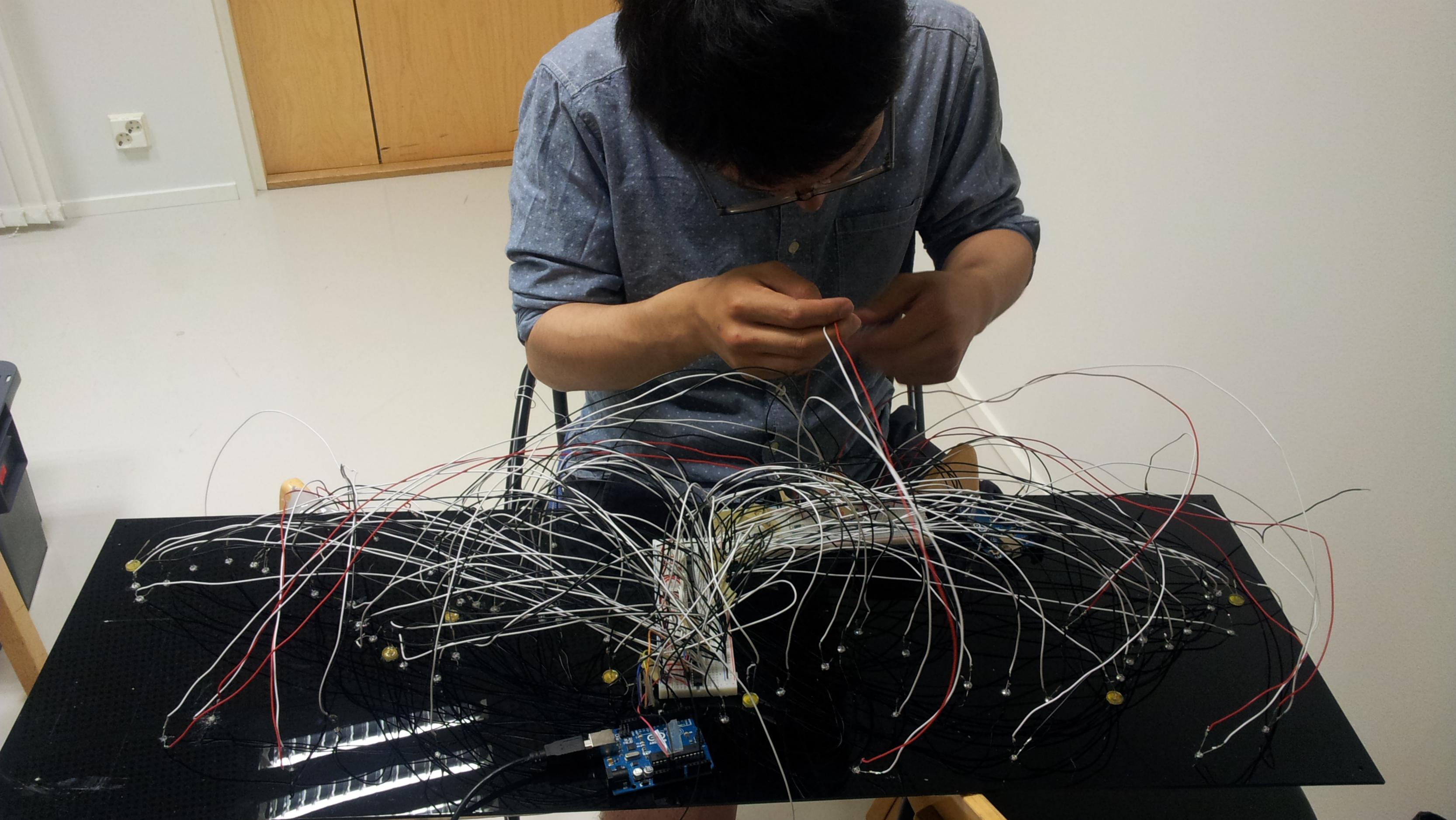
Orankemahati

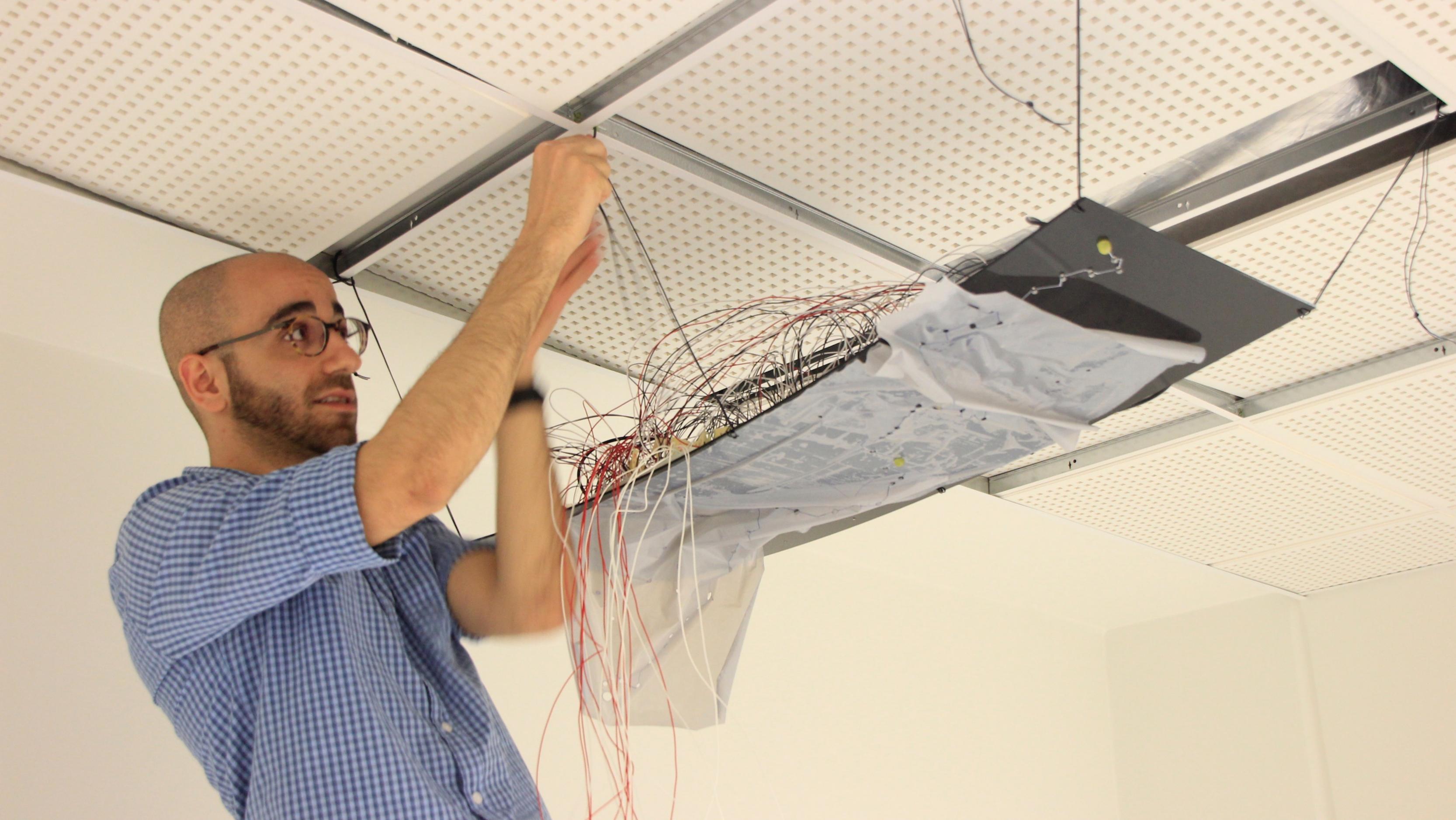
Saukalah

Orankemahati









Media Lab Demo Day

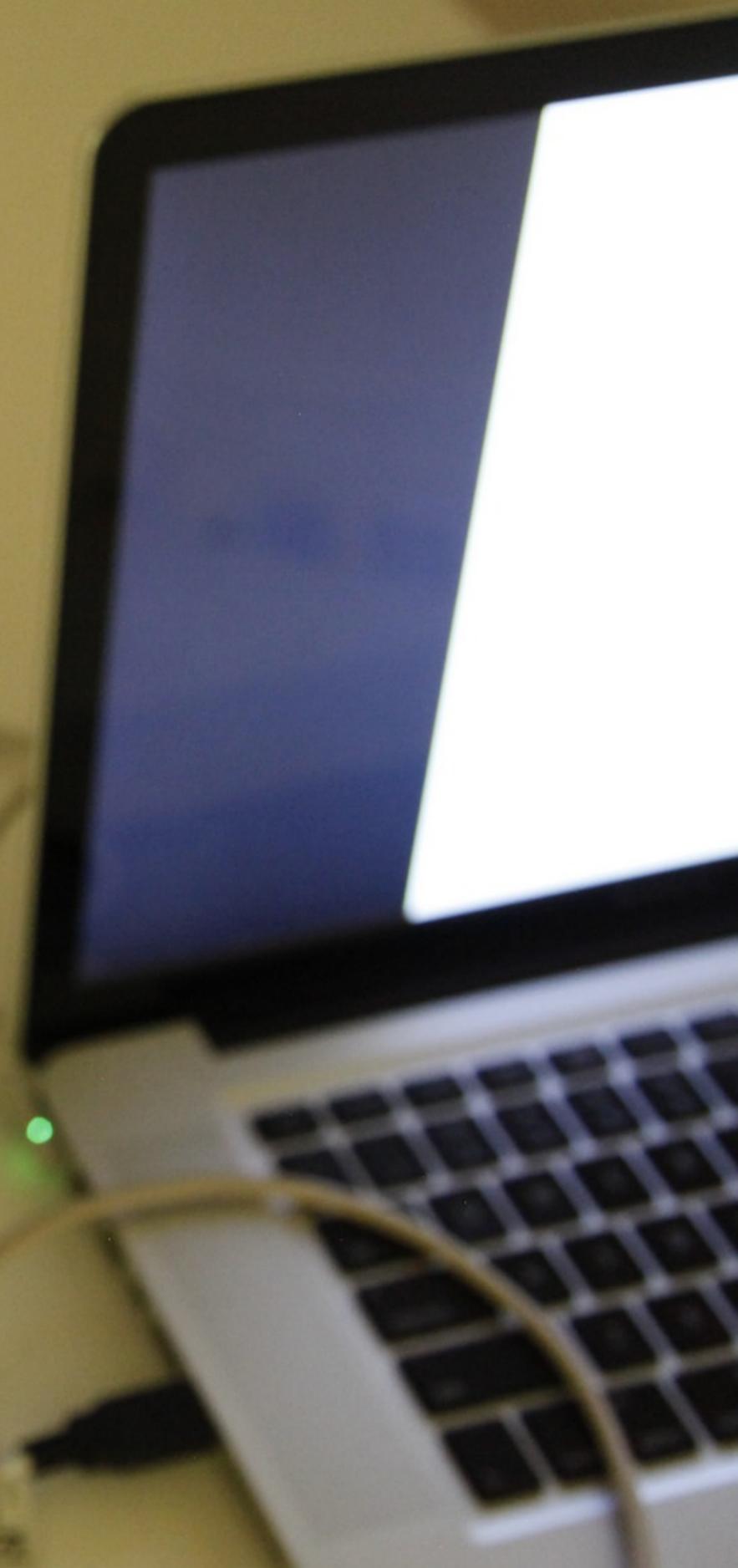
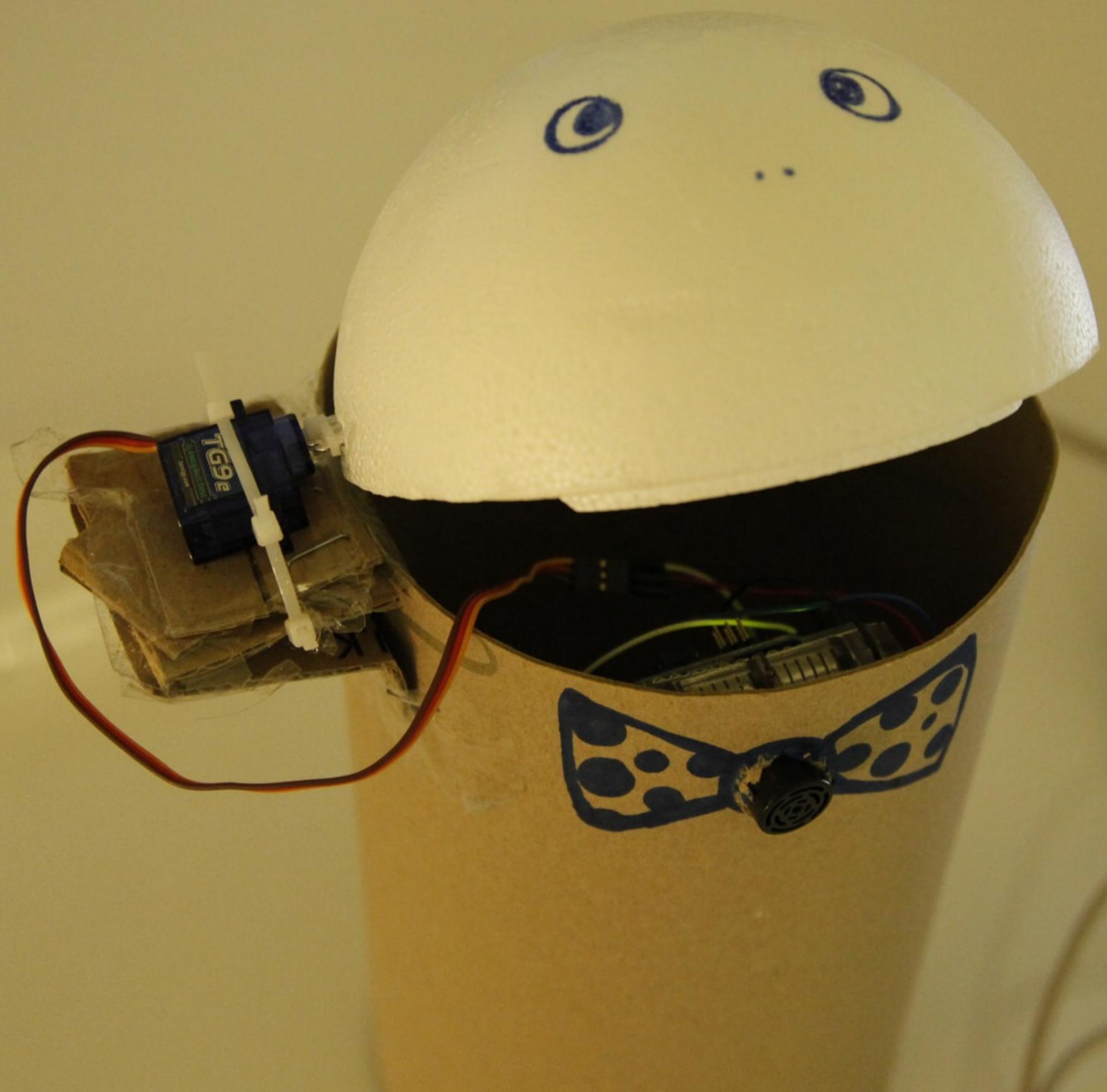
27.05.2014





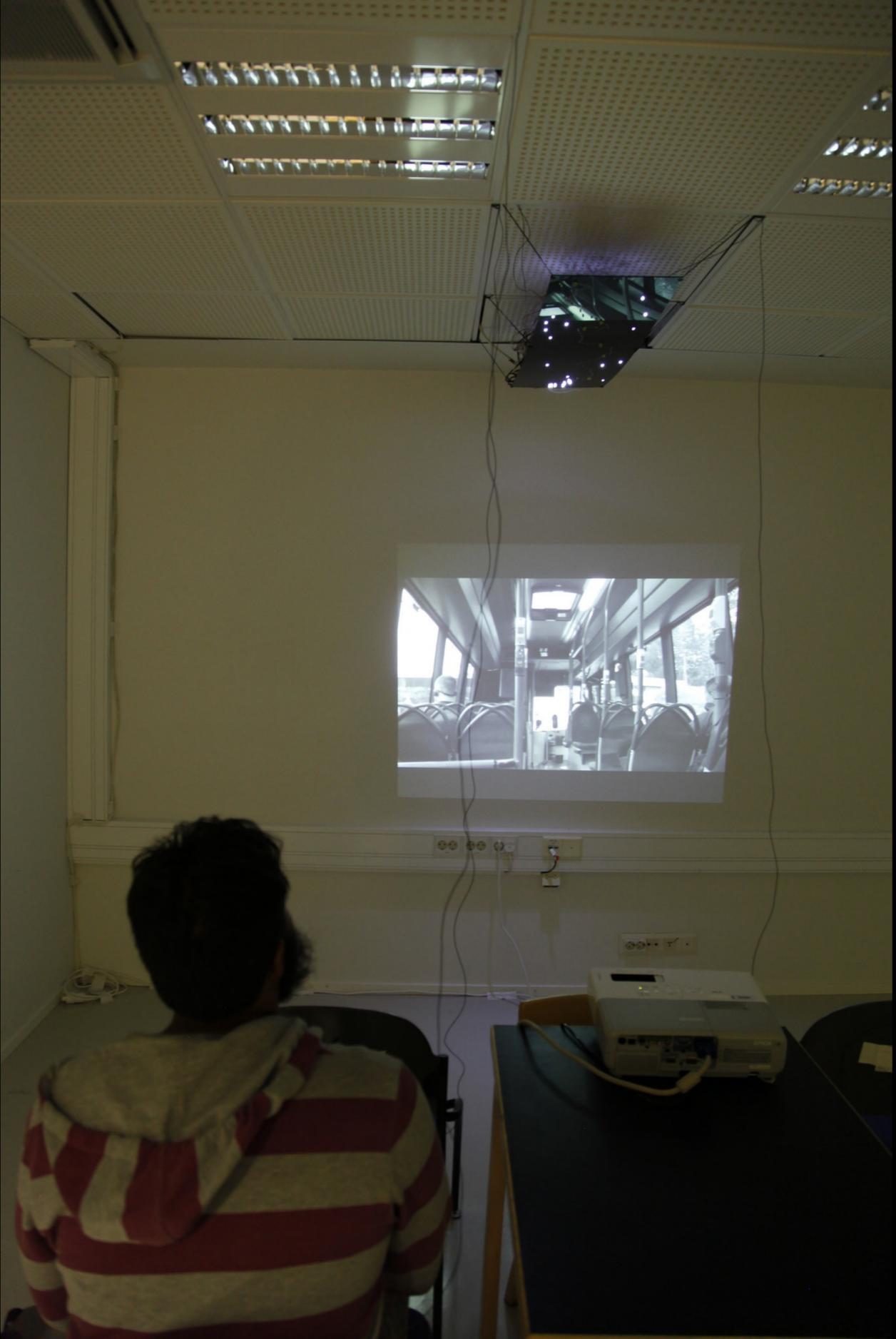
















MEDIA LAB

メリット

- 多様な専攻×専門性×国際性
- やりたいことを全力でサポートする専門性の高いスタッフ

大変だった点

- グループワークにおけるコンセンサス獲得の難しさ
- タイムスパンの異なる授業スケジュール→各授業の課題を圧迫

ABOUT STUDYING ABROAD

- 多様な価値観に触れる, 自分を客観的に捉えてみることで, 自分の常識を一度壊し, 作り直していく
- フィンランドの英語は (比較的) 聞き取りやすい

私にとっての留学とは...

- 学際的かつ多国籍な環境で表現・デザインの方法に触れて考える時間
- 視野狭窄に陥っていた研究の方法論を俯瞰的に捉え、見つめ直す時間
- 北欧社会における生活に触れ、自分の生き方について考え直す時間

Kiitos!

