

Press Release

Miraikan
October 10, 2014

Laboratory for New Media, 14th Exhibition Touch the World, Feel the Future October 22 (Wed), 2014 – May 11 (Mon), 2015

From 2014 October 22 (Wed) to 2015 May 11 (Mon), National Museum of Emerging Science and Innovation (Miraikan) (Chief Executive Director: Mamoru Mohri) will hold the 14th exhibition of the Laboratory for New Media, “Touch the World, Feel the Future”. This exhibition aims for the creation of experience-based future information media that participants can immerse their entire body with enhanced audio-visual and delicate touch.

During our daily lives, we gather a variety of information by moving our body with interactions such as seeing, hearing, speaking, touching, smelling and tasting. However, existing televisions and computers are limited to only sight and sound, so it is not possible to experience haptic sensations such as the texture or weight of an object, or the warmth of another person.

The 14th exhibition will introduce research from the JST CREST Haptic Media project (Research Director: Susumu Tachi), with the goal of creating futuristic Haptic Media that can be touched and experience in its entirety instead of just seen and heard. Come experience the future of Haptic Media that people can interact as if it was part of your daily life.

[Outline]

Title: Laboratory for New Media, 14th Exhibition
“Touch the World, Feel the Future”

Period: October 22, 2014 (Wed.)–May 11, 2015 (Mon.)

Opening hours: 10 a.m.–5 p.m. (Last entry: 30 minutes before the closing time)

Venue: Permanent Exhibition Zone, 3F, Miraikan

Closed: Tuesday (except for December 23, January 6, March 31, April 28, and May 5) From December 28 (Sun.) to January 1 (Thu.) will be closed.

Admission fee: Adults ¥620; persons 18 years of age and under ¥210
(Groups of eight or more individuals) Adults ¥490; persons 18 years of age and under ¥160
*Free admission for those with Disability Books and an accompanying person

Organizers: Miraikan



[Profile of Supervisor]

Susumu Tachi, Ph.D.

Professor Emeritus, The University of Tokyo

Professor and Director, International Virtual Reality Center, KMD, Keio University

Research Director, JST CREST Project on Construction and Utilization of Human-harmonized "Tangible" Information Environment (Haptic Media)

He received his Ph.D. degree in mathematical engineering and information physics from the University of Tokyo in 1973. His previous position includes Visiting Scientist at Massachusetts Institute of Technology and Professor of the University of Tokyo. At present, he is Professor and Director of the International Virtual Reality Center, Graduate School of Media Design, Keio University, and Professor Emeritus of the University of Tokyo. His original inventions are such as the Guide Dog Robot (MELDOG), Telexistence (TELESAR), RPT, TWISTER, HaptoMIRAGE, and Haptic Primary Colors.

[What's Laboratory for New Media?]

This is a flexible space periodically introduces exhibits that link creativity and information technology. Visitors can learn how it is possible to make the world even more interesting with information technology.

| General inquiries | Inquiries concerning the exhibition |
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[Contents]

■Create a “sense of touch” | GravityGrabber

2007

Wear a small device on your finger, and attempt to grab the world shown in the screen. The “sense of touch” that we typically experience, such as the hardness and weight of an object, is a sense that is generated through a combination of physical motions and touch. By utilizing this cross-modality, the simple device is able to recreate a real “sense of touch.”

■See the “sense of touch” | HaptoMIRAGE

2014

Check to see if the 3D image that appears in the space before your eyes continues to look like a three-dimensional object without looking strange, even when you change your standing position or the position of your view. Next, pass your hand over the image. Can you see any changes? HaptoMIRAGE is a 3D display that allows the user to touch something that they see in exactly the same way that they see it. It brings out the natural behavior of human beings who reach out and touch an object that they see with their eyes.



HaptoMIRAGE

■Search for the “sense of touch” | Haptic Search

2014

In the near future, a time will come when the Internet is filled with countless “senses of touch.” When this time arrives, how do we search for the “sense of touch” that we wish to experience from amongst the vast amount of information available? Tracing an object with a special pen instead of touching it with your hand, you can search the similar “sense of touch” with that in a display.

■Convey the “sense of touch” | Haptic Broadcast

2014

If the television, which transmits events that happen far away to us, were able to convey a “sense of touch,” we would then be able to experience the event on the other end of the screen for ourselves, with our own physical bodies. Feel like the athlete in the screen. Swing the racquet, and experience the satisfaction of a smash hit.

■Connect through the “sense of touch” | “Jita, bata, don!”

2014

The round stand placed before the monitor is an incredible device that connects the world beyond the screen and the world around us through the “sense of touch.” Simply get onto the stand. Together with the person on the other end of the screen, try to jump, hop, or stamp on the floor. Are the “senses of touch” under your feet being transmitted mutually to one another?

■Express through the “sense of touch” | TECHTILE

2012

Using the TECHTILE toolkit, everyone, from children to adults, will be able to design their own “senses of touch”. When you roll a marble in a cup, for example, the “sense of touch” conveys to the other cup. It is possible to design a sense and convey it to others. Try your hand at creating a new expression that is generated through a “sense of touch.”



TECHTILE