Report of the creative lecture and workshop at Coimbra University (Portugal)

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Abstract

This report describes Prof. Kondo's lecture and workshop held from February 23rd to March 1st 2020 at Coimbra University's department of Engineering and Technologies. The first lectures of the series were held by Prof. Yamanaka and Prof. Suyama from November 30th to December 7th 2019. All the activities were held in academic year of 2019 and presented in its 2020.

1. Purpose and Method

Since the Edo period, Portugal has had a long history and cultural relationship with Japan, which translates into the present day having many young students much interested in Japanese culture both historic and modern. During the first lecture and workshop by Prof. Yamanaka, the "colors of the Tokyo Olympics" were mentioned as being influenced by this well-established relationship.

The second lecture and workshop by Prof. Kondo were to describe his own activities and art works on the subject of "Color" in Japan, and the relationship with the Tokyo Olympics in particular.

The instructional purpose of this research trip was to convey the traditional concept of "Color" in Japan, and then apply modern mediums of media, such as programming, to provide students from different cultures, a mechanism to display their imaginative interpretations of this concept as a work of design and art.

2. Lecture and talks

Kondo began by introducing his own art, design works, activities, and creative background. Most importantly, he explained the creative methodologies of artists and designers actively working in industry as related to the concept of "color" in Japan.

A significant focus was the use of programming as a creative medium, providing a baseline knowledge of techniques and examples which would be used in the associated follow-on workshop.

(Fig. 1 lecture image1)

(Fig. 2 lecture image2)

3. Creative workshop

3.1 Icebreaking sessions

Icebreaking began with collaborating with a cloud document, where students would introduce themselves and provide information on their interests. This icebreaking session created a mutual understanding of the backgrounds of students and their peers, which promoted the ability of those students to work and collaborate together in teams.

(Fig. 3 Google documents)

3.2 Creative Coding Workshop

Programming workshops were held for local undergraduate and graduate students. After the icebreaking session, the participants were separated into 6 groups to work on their own productions. Programming was to be the medium used in the students' workshop assignment. Mr. Kondo explained how to use the "colors of the Olympic Games" effectively within their programming efforts.

(Fig. 4 workshop image)

3.4 Concept building workshop

Designing concept building and information is the most important factor in creating art media. Participants learned how to utilize modern, cloud based systems to better collaborate and develop their ability to design.
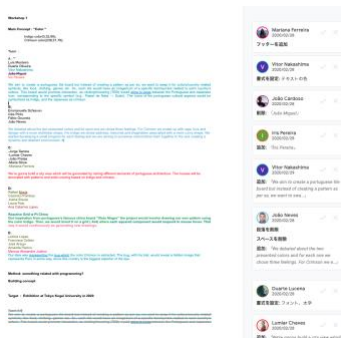
(Fig. 5 concept building session)

(Fig. 6 production work)

4. Results of Implementations

Mr. Kondo was able to communicate the theme of "color" smoothly with participants at the workshop. He was able to establish a method of working on the production as a group under one common theme. Additional knowledge gained by the groups were the available systems for efficient collaboration via cloud-based systems.

5. Goal and Plans

Moving forward, we would like to deepen the creative exchange programs by providing a greater breadth of instruction to include animation, video expression, and programming as a common language, and build an environment where students of both universities can participate and create their works with teams. Prof. Nuno Coelho of the Faculty of Sciences and Technology at the University of Coimbra, and João Cardoso, a doctoral student at the University of Coimbra, began research in Japan in 2021, this is further serving to promote academic relations between universities. Our goal is to build upon these relationships and expand our shared wealth of knowledge.

6. References

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