Bangkok Creative City Dialogue February 10th, 2023







สวัสดี ฉันชื่อเอซากะ เอริโกะ (Eriko ESAKA)จากนาโกย่า

I will talk about...

- Short history of Nagoya city of design
- Latest project: Nagoya-Japan Cultural Expo "streaming heritage" and related projects
- Other activities of city of design Nagoya





Nagoya,

Nagoya City is home to over **2.3 million people**. It is **Japan's third most populous urban area**. Centrally located, it is one of the nation's most important transportation hubs, historical centers and industrial powerhouses.

And the city between the sea, mountains, rivers, and plains, the city of Nagoya was designed by Shogun(a general) Tokugawa Ieyasu with the construction of Nagoya Castle.

Nagoya declared itself a 'Design City' in 1989. The inspiring announcement by the Nagoya City Assembly touched our citizens and imprinted itself on their memory. It has been from now, a focus of our municipality ever since, included 3 areas: community building, product manufacturing and the cultivation of human resources.

Design is synonymous with humanism, a philosophy that aims to achieve lasting peace by combining activities directed towards a new way of life, human wisdom, and that have been evolving techniques / technologies since antiquity.





1989

Design declaration
ICSID'89 Nagoya / World Design Exposition
*ICSID, now called WDO

1995

IFI'95 NagoyaWorld Congress Nagoya







1996

International Design Center NAGOYA(IdcN*)
Open

*IdcN is 3rd sector of city of Nagoya

2003

Icograda 2003 Nagoya »Visualogue»
International Graphic Design Conference
*Icograda, now called Ico-D

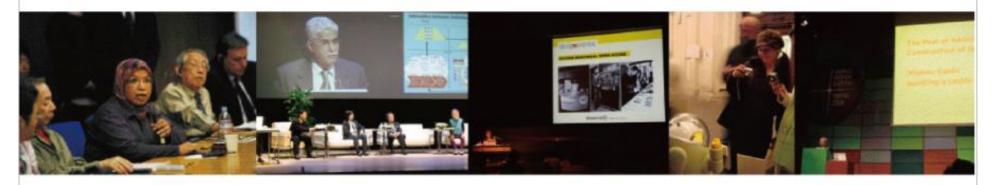




1. Fostering the next generation



2. Environmental efforts



3. Networking with diverse cultures (with UCCN)

2008

The City of Nagoya gained membership in UCCN

The City of Nagoya has raised the following three visions.







2009, 2010

International designers workshop



2011

Pecha Kucha Night



Research in Nagoya

Graz meets Nagoya

2012 "Granag" project Graz and Nagoya Research and Exhibition



Exhibition in Graz

Nagoya meets Graz

2013 Design Monat Graz





granag

2013 Design Monat Graz







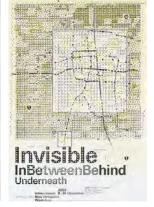
























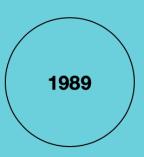
For human resource development and a sustainable society as a creative city focus on assets underfoot, inherit and develop them.



streaming heritage

ストリーミング・ヘリテージ 台地と海のあいだ This event was intended to show the world the charms of Nagoya's unique cultural arts, creating an interaction between history and the present through installations by talented artists and creators, symposiums featuring experts, and performances using cutting-edge technology, and so lead to a revitalization of social and economic activity.

History "Media-Conscious"

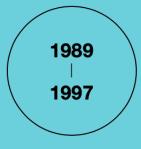


Nagoya Design City Declaration, The World Industrial Design Conference (ICSID), World Design Exposition

In 1989, Nagoya City declared itself a "Design City" with the aim of promoting development of a world-class community with design as its core and to develop into a metropolis brimming with creativity. That same year, the city took a major step forward as a City of Design by hosting the "ICSID'89 Nagoya" as well as the "World Design Exposition," a large-scale event held to commemorate the 100th anniversary of Nagoya's incorporation.

(Reference: International Design Center Nagoya (IdcN) Business Overview/20 Years of History | International Design Center Nagoya 20th Anniversary Project http://www.idcn.jp/20th/outline/index.html)

ICSID: International Council of Society of Industrial Design; now WDO (World Design Organization)

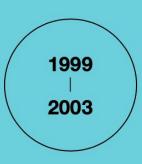


International Biennale in Nagoya (ARTEC)

Occasioned by the World Design Expo, International Biennale ARTEC has been held five times since 1989 at venues including the Nagoya City Art Museum and the Nagoya City Science Museum. Rooted in Nagoya and the Chukyo region at a time when media art was booming in Japan, the event showcased many superb artists.

(Reference: Floating Archives Storage, The International Biennale in Nagoya-ARTEC 1989-1997)





artport

Compared to the western part of Garden pier in the port of Nagoya, which after the World Design Exposition saw a complete change, the warehouses in the eastern part retained their working port feel and character, but as a bonded area, this location was normally inaccessible.

In 1999, Warehouse No.20 was opened as an art space on an experimental basis. This "artport" hosted a variety of events and programs including "MEDIASELECT" an exhibition of media art, "Playground [Agit]," opened as a children's playground and "given," a program for experimental uses of the warehouse, along with many citizen-sponsored events, and for five years, the space was bustling with crowds.

(Reference: artport2000 flyer)

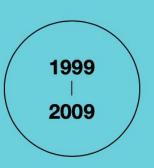


Garden pier in the port of Nagoya Warehouse No.20 (© Muto Isamu [N-mark])



Port People, and Candy Factory, "VOICES", 1999 (© Muto Isamu [N-mark])

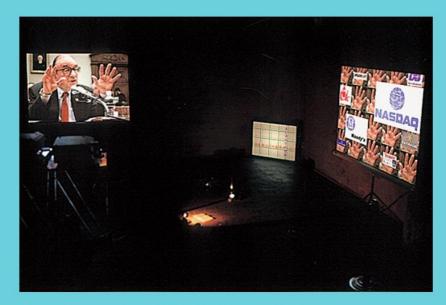




MEDIASELECT

In 1999, the group "MEDIASELECT" was formed at artport—which itself was formed in continuation of ARTEC—while artport opened with its first exhibition "MEDIASELECT '99," which was sponsored by them. Over the subsequent ten years, a series of these exhibitions provided a venue for media artists to present their works and contributed to the development of young writers and researchers.

(Reference: Floating Archives Storage, MEDIASELECT 1999-2009)

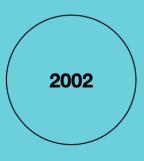


Tsuda Yoshinori, "anti spectacle", 1999



Kei Fushiki, Masashi Igaki, Rie Takagi, and Tamami Yamada, "RA RA", 2004





11th International Symposium on Electronic Art 2002 Nagoya (ISEA)

A fully international event opened with ISEA2002 NAGOYA (International Symposium on Electronic Art 2002 Nagoya), the first ISEA held in Asia and based on the history of "Nagoya Orai" (Nagoya Streets), a booklet of the area compiled about 200 years ago in 1821 and used by Terakoya school and other such places. Whereas "orai" originally meant the coming and going of people and goods, more recently the theme of "orai" has referred to aspects such as avenues, traffic, friendship, and communication. Bringing together more than 1,500 participants from over 30 countries, this event was a venue for "orai": for "mutual exchanges" featuring a variety of discussions on electronic art and media art; for "orai / avenues" to enable mutual stimulation and cooperation between adjacent sciences and other fields; for "orai / friendship" where the West and Asia meet and recognize each other's cultural diversity; for experimenting with "orai / traffic" in urban spaces, both in the real world and virtually; and for "orai / communication" to provide interaction and deepen understanding between people in the arts people and residents.

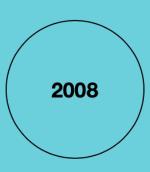
(Reference: Inter-Society for the Electronic Art (ISEA) 2002 Nagoya Application Procedure)



Icograda Congress Nagoya Japan "Visualogue"

In October 2003, the World Graphic Design Conference Nagoya was held in conjunction with the 20th General Assembly of Icograda. The first meeting of this scale on the history of Japanese design since the 1960 "World Design Conference", this congress on the theme of the "Beauty of Information" welcomed 3,800 participants from 49 countries around the world.

(Reference: Japan Graphic Design Association Inc. (JAGDA) (2021) Icograda Congress Nagoya Visualogue https://www.jagda.or.jp/news/2



Joining UNESCO Creative Cities Network

Since the Design City Declaration in 1989, Nagoya City has collaborated with local industries, design organizations, and educational institutions on various city-administered design-centered efforts, such as hosting the world's three major design conferences and expositions, establishing an international design center, and sponsoring initiatives to raise citizen's and businesses' awareness of design and programs to train young designers.

Nagoya City worked together with the Nagoya Chamber of Commerce and Industry and the International Design Center Nagoya in preparing to gain membership in the UNESCO Creative Cities Network. In March 2007, the application was submitted to UNESCO for the membership in the design category. Following the review process, Nagoya City was appointed as an UNESCO City of Design in October 2008.

(Reference: Nagoya, UNESCO City of Design Organizing Committee, History of Design City of Nagoya http://www.creative-nagoya.jp/about/nagoya/)



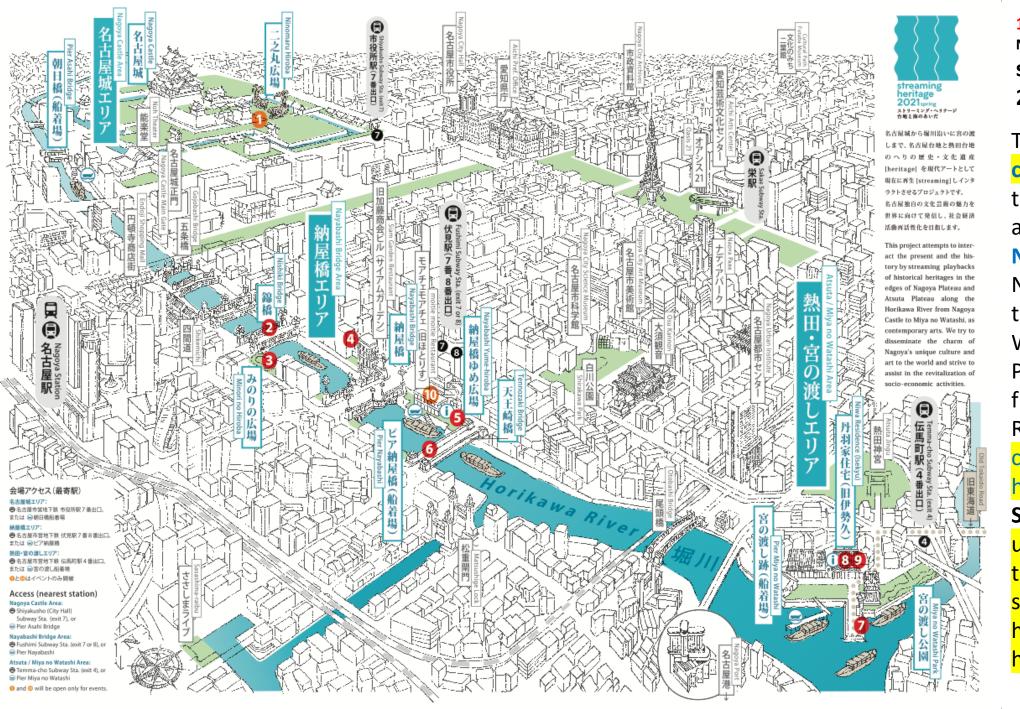
streaming heritage











1st

Nagoya, Japan Cultural Expo streaming heritage 2021 spring

There are numerous cultural heritages and tourism resources along the edges of the Nagoya Plateau. From Nagoya Castle, going through Miya-no-Watashi, and then to Port of Nagoya, the flow of the Horikawa River is a "stream" connecting these heritages in a line.

Streaming Heritage uses contemporary art to highlight this flow, streaming Nagoya's historical and cultural heritage in real-time.

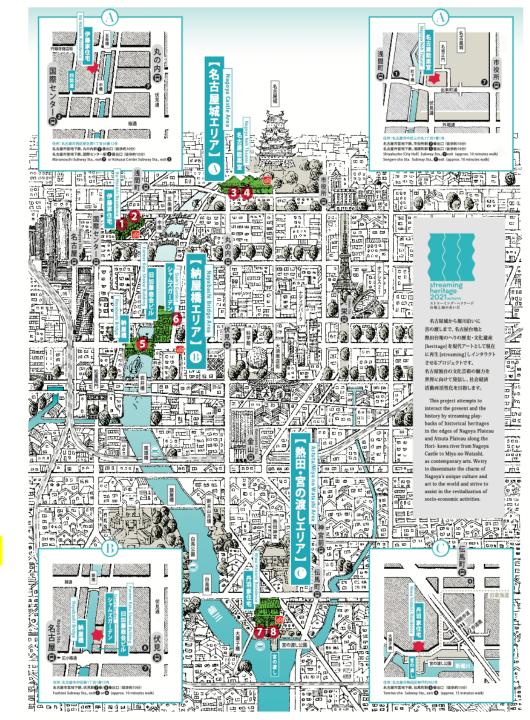


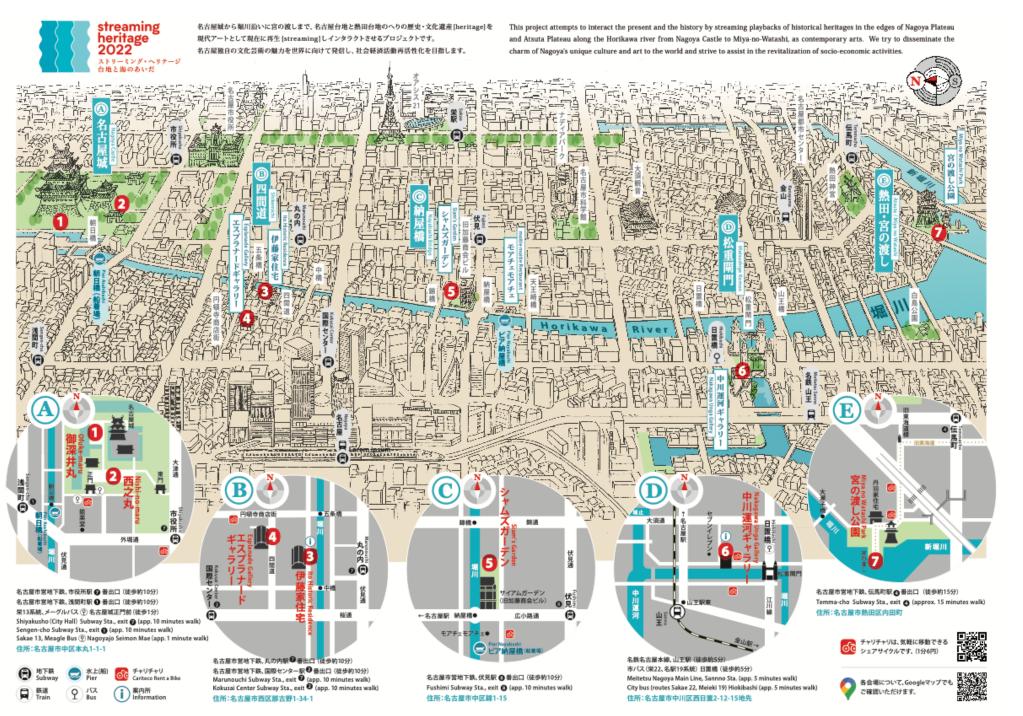
台地と海のあいだ

2nd Nagoya, Japan Cultural Expo streaming heritage 2021 autumn

There are numerous cultural heritages and tourism resources along the edges of the Nagoya Plateau. From Nagoya Castle, going through Miya-no-Watashi, and then to Port of Nagoya, the flow of the Horikawa River is a "stream" connecting these heritages in a line.

Streaming Heritage
uses contemporary art
to highlight this flow,
streaming Nagoya's
historical and cultural
heritage in real-time.





3rc

Nagoya, Japan Cultural Expo streaming heritage 2022

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In March 2021,
As a symbol to protect
against disaster, the Shachi,
a mythical tiger-fish was
lowered from the roof of the
castle tower to the ground
with the hope that the
COVID-19 crisis would be
cured sooner.

Re: No.3 三番叟

Kazumasa Hiei, Sound and media artist Manabu Takeichi, Nogaku Flute

Nagoya, City of Design

Yuki Tsuji, Ikebana artist







Surfaces of old Seto* porcelain *Seto is our neighbor city, one of the oldest kiln city in Japan

Photograph works: Daici ANO

Art Space & Cafe Bar Barrack
Niwa Residence "Isekyu"
Old Japanese style hotel (since 1808)



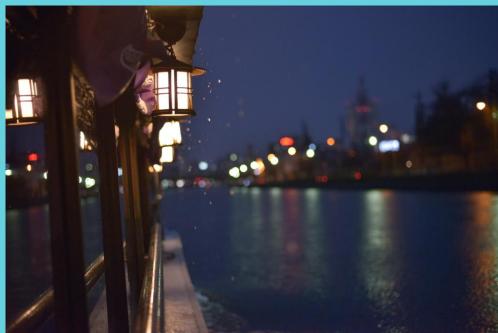


Youki HIRAKAWA 《TWENTY FIVE THOUSAND YEARS TO TRAP A SHADOW》 2021

This work trace the no longer visible horizon.

Formed here in neon lights, the phrase "Twenty Five Thousand Years to Trap a Shadow" at the dock in front of Niwa Residence refers to a lecture on the origins of cinematography by film historian Wilfred Day in1930.





Yakata-bune

A roofed pleasure boat has revived as a alternative mobility







Ito is a media artist who intentionally repurposes video and audio digital media in his works, focusing on the use of noises and "glitches" that indicate data errors. Taking the digital media that everyone around us was using and intentionally expressing it in a different form, he presented a different world that could exist.

"Recollecting Shortages" Yuichi Ito 2021

天王崎橋の橋桁へ映像を投影。 期間中、展示場所に流れる都市のノイズを 音源としたライブを開催。



"Alone" by Miyo SATO (animation) + Bonzie (music) 2020

名古屋出身のアニメーション作家とアメリカ人シンガーソングライターによるコラボレーション作品。コロナ禍で出会い、一度も会わないまま、zoomミーティングで曲のコンセプトと絵のイメージを擦り合わせて制作された作品を歴史ある橋の横にある古びたビルの壁面で上映した。



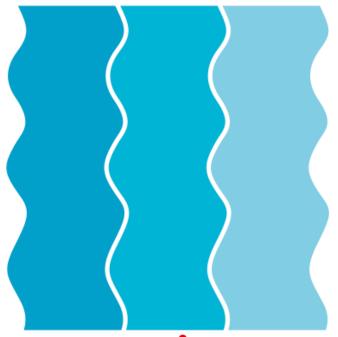
Hiraki Sawa "Flying along a dry river bed" 2021

Film woks projected under Nishiki Bridge and films are also shown against a building wall. In front stands a sound system of multiple gramophone speakers with beautiful cherry blossoms.





From the top left of the screen, Chiharu Shinoda, Akiko Nakayama, softpad From bottom left, Formant Brothers, Etsuko Ichihara, Trio A by Nanako Nakajima



streaming heritage 2022

ストリーミング・ヘリテージ 台地と海のあいだ

名古屋城から堀川沿いに熱田・宮の渡しまで、名古屋台地と熱田台地の へりにある文化資源や観光資源をひとつづきに結ぶ[stream]を舞台に、 現代アートによって名古屋の歴史・文化遺産 [heritage] にハイライトを当てます。 歴史と現在をインタラクトさせ、名古屋独自の文化芸術の魅力を 世界に向けて発信します。それにより、社会経済活動再活性化へのきっかけに つながることを目指しています。









会場と時間: ※会場によって観覧時間が 異なりますのでご注意ください。

名古屋城 9:00-16:30

四間道 11:00-19:00

伊藤家住宅 エスプラナードギャラリー *エスプラナードギャラリーは11/11-13の3日間のみ最示

納屋橋 日没-20:00

松重閘門 11:00-19:00 中川運河ギャラリー

熱田・宮の渡し 11/20のみ開催

Nagoya Castle 9:00-16:30

Shikemichi 11:00-19:00 Ito Historic Residence

Nayabashi Bridge Sunset-20:00

Matsushige Koumon (Lock Gate) 11:00-19:00

Atsuta / Miya no Watashi

観覧無料 ※名古思城の入場料は別途の英

なごや日本博事業実行委員会 ユネスコ・デザイン都市なごや推進事業実行委員会 公益財団法人名古屋まちづくり公社 名古蘭商工会議所 会和4年度日本博を製機とする

サイアムガーデン 大蟹木工株式会社 情報科学芸術大学院大学 [IAMAS]



Member of the Creative Cities Network













24 students from Deakin University (Geelong, Australia) are staying here.
They supported as a staff.











TAISETSU MOKKO (HIGASHIKAWA/ ASAHIKAWA)

+

MAKOTO KOIZUMI (DESIGNER)

MEIJO UNIVERSITY (NAGOYA)



Aarya Hotkhambkar - AJ Madabawita - Anthony Cutri-Ban Loughnana - Baris Hou - Dimity Agapan - Emily Bakhar - Ethan Fox - Holly Young - Juke Ders - Jessica Smithies - Karl Jehann Te - Lachie Prestipino - Lea Lorig - Meagan Pires - Porge Spurrell - Rachel Sutjeminiqua - Rui Han Tae - Sean Beettger - Sheldan Wagner - Sophie Williams - Tash - Anderson - Lifrka Ortega - Yu Tong Kua

OPENING

Friday 18th Nov ナーブニング 11月18日 (金) 17:00-19:00

LOSING

Sunday 20th Nov クロージング 11月20日 (日) 16:00-18:00

OPEN SATURDAY: 土曜日も営業しています。 II.00-15.00

OPEN SUNDAY 日曜日も営業しています。 13.00-18.00

受者町コットンビル The Cotton Building 2-chóme-11-24 Nishiki, Naka Ward, Nagoya, Aichi 460-0003, Japan

















Research project and exhibition In Nagoya



SDGs Film Festival 2021 in Nagoya



"Reviving Recipes" 2011

In collaboration with Japanese UNESCO Creative Cities Network

Yamagata, City of Film
Tsuruoka, City of Gastronomy
Nagoya, City of Design













The event were hosted by a local cable TV company. In collaboration with "Nagoya, UNESCO City of design" and other organizations, companies. All programs to think about SDGs while enjoying movies in the area.

2020 / 2021 SDGs WEEKS Michiniwa Marche















The film festival was also linked to the marché held in the area. In collaboration with Nagoya-Japan Expo "Streaming Heritage", Nagoya UNESCO City of Design and Nagoya Open University of the Environment and so on.

UPCYCLE DESIGN WORKSHOP



Baton stool

UPCYCLE DESIGN EXHIBITION

会期

11/6 (土) -11/14 (日) 12:00 - 19:00 休館日 11/8 (月)

会場

長者町コットンビル 1F 名古屋市中区錦2丁目 11-24





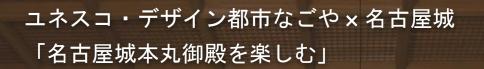


Baton chairs









2018年10月27日(土) 18:80~20:30

@ 本丸御殿内 表書院

ゲスト:

廣村正彰(グラフィックデザイナー) 五十嵐太郎(建築批評、建築史家) 橋本麻里(ライター、編集者) クリス・グレン(ラジオDJ)

定員人数:30名







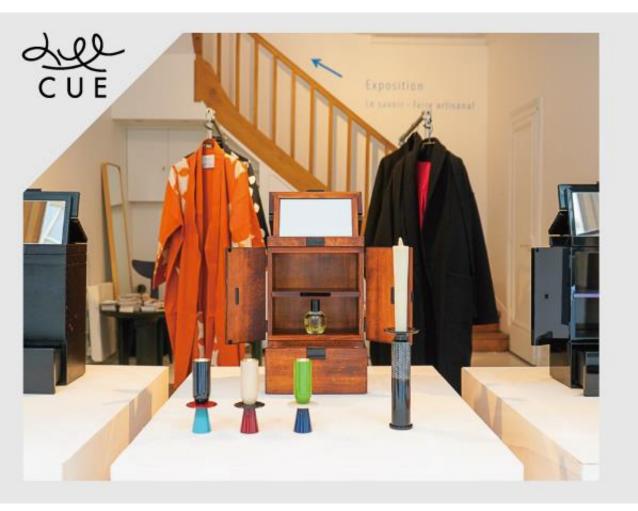


The *industrial* development



Creation as DIALOGUE

The "Creation as DIALOGUE" project, sponsored by the City of Nagoya to support the overseas marketing of traditional industries, is designed to help bearers of traditional industries rooted in Nagoya to communicate their value to the world while utilizing their skills and identity.





「手の文化」の都市、名古屋。 伝統の技とアイデンティティを世界へ。

The goal is not to create new value and only introduce it to overseas markets, but to build sales channels for local craftsmanship that connect the dots and integrate it into the local culture and lifestyles of the target markets, eventually creating a rich and proud culture and industry in Nagoya through the brand and through dialogue between people and production centers around the world. We aim to create a rich and proud culture and industry in Nagoya through dialogue between people from around the world and local producers.





ขอบคุณสำหรับความสนใจของคุณ

Thank you for your attention

Cities of Design Network





