



**PRESS RELEASE**

**NHK** international, inc.

**Project for Participation in Overseas Media Arts Festival [INDONESIA]**  
***CRYPTOBIOSIS: Seeds of the World* Exhibition**

The Agency for Cultural Affairs organizes participation in various overseas media arts festivals etc. through projects planned and managed by NHK international, Inc. The aim is to introduce outstanding works in such fields as media art, video, the websites, videogames, cartoons and comics. Exhibitions, screenings, presentations and so on are arranged at foreign festivals and other venues with their focus on award-winning works from the Japan Media Arts Festival.

*CRYPTOBIOSIS: Seeds of the World* is taking place at the Selasar Sunaryo Art Space in Bandung (Indonesia's third largest city and capital of West Java province) from 24 January to 15 February. It is featuring thirteen groups of artists under the theme of "cryptobiosis (hidden life activity)", inspired by the cave paintings in Sulawesi, which are believed to be the world's oldest.

**Project for Participation in Overseas Media Arts festivals [INDONESIA]**  
***CRYPTOBIOSIS: Seeds of the World***

**Period:** Saturday 24th January to Sunday 15<sup>th</sup> February, 2015

**\*Opening reception on Friday 23 January at 7:00p.m.**

**Venue:** Selasar Sunaryo Art Space <http://www.selasarsunaryo.com/>  
(Bukit Pakar Timur No. 100, Bandung- 40198, West Java, Indonesia)

**Admission: Free**

<http://jmaf-promote.jp/global/>

Organizer: Japan Media Arts Festival

Co-organizer: SELASAR SUNARYO art space

Co-operation: Fukuoka Asian Art Museum

Planning Director: NAKAO Tomomichi (Curator, Fukuoka Asian Art Museum)

Project advisor: YOSHIOKA Hiroshi

(Professor, Graduate School of Letters, Kyoto University / Aesthetics and Art Theory)

MOURI Yoshitaka

(Musical Creativity and the Environment, Tokyo University of the Arts / Sociology)

Administration: NHK international, Inc.

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Participation in Overseas Media Arts Festival

## ***CRYPTOBIOSIS: Seeds of the World***

Date: Saturday 24 January – Sunday 15 February

\*Opening reception on Friday 23 January at 7:00p.m.

Venue: Selasar Sunaryo Art Space <http://www.selasarsunaryo.com/>

Selasar Sunaryo Art Space is a non-profit gallery, established in 1998, exhibiting art works, films, and suchlike from artists in Indonesia and elsewhere around the globe. It is situated in hills outside Bandung, an area that is home to many artists, and close to the prestigious Bandung Institute of Technology.

The theme is the biological phenomenon known as “cryptobiosis (hidden life activity)”. The works on display will revive and provide a rediscovery of latent human talent and memories, and obscured existences and values. The director is NAKAO Tomomichi, curator at the Fukuoka Asian Art Museum.

### **Theme and Plan**

One of the greatest discoveries in art history to occur in 2014 was surely the world’s oldest cave painting found on the island of Sulawesi in Indonesia. Showing hand shapes and animal drawings, these ancient cave paintings encapsulate the impulses of the people who lived here amidst Sulawesi island’s natural wilderness that they needed to express and record just like a time capsule.

Even if they are not ancient cave paintings, artistic works are all essentially time capsules encapsulating the emotions experienced by the artist at a certain time and in a certain place in the sense that something hidden within each work is given new life and begins to more through the empathy of viewers.

In biology, the act of animals and plants temporarily shutting down life activity in order to survive in the harsh natural environment is called “cryptobiosis (hidden life activity)”. Lotus flowers germinating from seeds that are several thousands of years old and water bears that did not die after being released into cosmic space for several days can be said to be astonishing examples of cryptobiosis. That is to say, cryptobiosis is simultaneously the stopping of life activity premised on the expectation that the life activity will start up again and a method for survival.

Here, by amplifying the biological phenomenon of cryptobiosis to include human social activities and media art, we wish to consider nature and archives as latent human capabilities or memories, old and new styles or technologies, and the wellspring of art. To this end, from amongst past award-winning works of the Japan Media Arts Festival we wish to focus on works that attempt to resurrect through some method something that has been buried somewhere in our world, their existence and value long forgotten, and try to gather together in Bandung, Indonesia.

NAKAO Tomomichi

#### **Planning director / NAKAO Tomomichi (Curator, Fukuoka Asian Art Museum)**

Curator, Fukuoka Asian Art Museum / Selection Members of Japan Media Arts Festival 2015

Selected exhibitions include *The 5th Fukuoka Asian Art Triennale 2014* and *Women In-Between: Asian Women Artists 1984-2012*.



**Exhibition**

**■Part One Memories and Latent Capabilities Evoked**

The first section considers the human memories and latent abilities of which we are usually unaware, introducing both works that seek to revive vague ancient memories and others which display the innate capabilities and future potential of mankind.

**YAMAMOTO Yoshihiro**

***Que voz feio (plain voices)*** Video Installation / 2011  
(Grand Prize in the Art Division of the 15<sup>th</sup> Japan Media Arts Festival)

A pair of twins recall an event in their childhood. Each woman is speaking in a different place. Although they are referring to the same event that took place on the very same day, they have somewhat different memories of it, and reveal altogether different outcomes from it. Memories of the distant past are vague. And they are made even less certain when they are superimposed by a parent and subsequent life. The world which we think is fixed and definite is surprisingly shaky.



©YAMAMOTO Yoshihiro

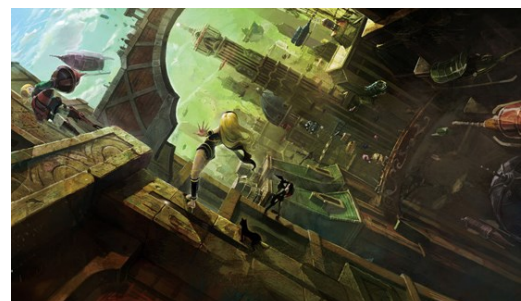
**YAMAMOTO Yoshihiro**

Born in Chiba. Graduated from the Department of Imaging Arts and Sciences at Musashino Art University and IMI Integration Visual College. Nominated in the Japan Tomorrow (open call category) at the Image Forum Festival 2011. Graduated from the department of Intermedia Art at Tokyo University of the Arts for his Master's degree in 2012. He perceives the action of "watching" a film as a multiplicity of different awarenesses, such as images, sound, written characters and presentation, and creates short movies and installations. <http://yoshihiroyamamoto.com/>

**TOYAMA Keiichiro**

***GRAVITY RUSH*** Video game / 2012  
(Excellence award in the Entertainment Division of the 16<sup>th</sup> Japan Media Arts Festival)

By freely altering the pull of gravity, you can "fall" in any direction in this action-adventure game that offers a new kind of sensation. A girl named Gravity Kitten, who lost her memory after waking up in the floating city of Hekseville, acquires the power to manipulate gravity from a mysterious black cat called Dusty, and gradually grows stronger after overcoming countless ordeals.



©2012 Sony Computer Entertainment Inc

**TOYAMA Keiichiro**

Born in 1970 in Miyazaki Prefecture. TOYAMA graduated from Tokyo Zokei University, and after producing series such as *SILENT HILL* and *SIREN*, he became recognized as one of Japan's preeminent creators of horror games. In this new work, *GRAVITY RUSH*, he makes a fresh start and boldly ventures into a completely new creative realm.



## Saigo No Shudan

(ARISAKA Ayumu / OITA Mai / KOHATA Ren)

### *Her Ghost Friend 'Ho-kago no Thesaurus'*

Music video / 2011

( Winner of the New Face Award in the Art Division of 17<sup>th</sup> Japan Media Arts Festival)

This music clip by the video trio Saigo no Shudan aims to reawake ancient memories. A colorful story unfolds to the music 'Ho-kago no Thesaurus' by Her Ghost Friend. An older woman happens to recall her first tentative love and embarks on a splendid daydream of love and life after being hit on the head by a croquet ball.



©MVHo-kago no Thesaurus'(2012)/Her Ghost Friend

#### **Saigo No Shudan (ARISAKA Ayumu / OITA Mai / KOHATA Ren)**

○ARISAKA Ayumu

Born in 1985 in Chiba. A video artist, she graduated with a major in Intermedia Art from the Graduate School of Tokyo University of the Arts. She won the Epson Color Imaging Contest OHTAKE Shinro Prize in 2007 and the same contest's Sato Taku Prize in 2008. In 2012, she won the Salon de Plantain Prize and Mori no Kai Prize at Tokyo University of the Arts, as well as the Sato Naoki Prize at Art Award Tokyo Marunouchi 2012.

○OITA Mai

Born in 1986 in America. Graduating with a major in Intermedia Art from the Graduate School of Tokyo University of the Arts, she works with a focus on design work.

○KOHATA Ren

Born in 1981 in Tokyo. Graduating with a major in Intermedia Art from the Graduate School of Tokyo University of the Arts, he works as an artist.

## KANNO So / YAMAGUCHI Takahiro

***SENSELESS DRAWING BOT*** Interactive art / 2011

(New Face award in the Art Division of the 15<sup>th</sup> Japan Media Arts Festival)

An imperfect, exsanguinous drawing machine devoid of consciousness and making no claims for itself apart from displaying the elements of dynamism, spontaneity and symbolism found in graffiti. However, similar to humans, it does have a pair of arms. This machine suggests the wondrous latent talent in all people, which is inherent in the human frame itself. It tells us that everyone can create beautiful drawings, irrespective of what they might or might not be thinking.

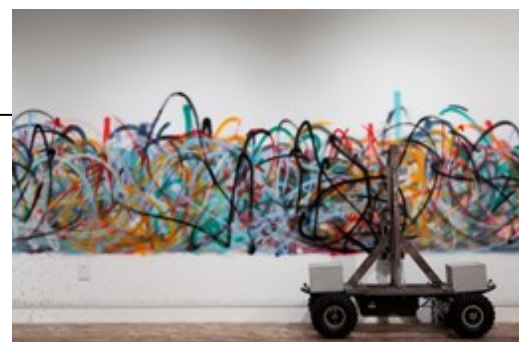


photo: Yohei YAMAKAMI © So KANNO, Takahiro YAMAGUCHI

#### **KANNO So**

Born in 1984. Completed the Media Creation Course at the Institute of Advanced Media Arts and Science (IAMAS). He uses electronic circuits and programming to create works that have a tool-like nature. <http://kanno.so/>

#### **YAMAGUCHI Takahiro**

Born in 1984. Completed the Graduate Program in Design at Tama Art University, specializing in Information Design. He carries out research and creation activities focused on character-based expressions with a corporeal nature and "public nature" as major keywords. <http://yang02.org/>



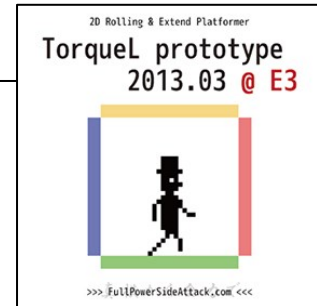
## Nanmo (YANAGIHARA Takayuki)

**Torquel prototype 2013.03@E3** Video game / 2013

(New Face award in the Entertainment Division of the 17<sup>th</sup> Japan Media Arts Festival)

Rather than the ways of moving like jumps and dashes as used in conventional action games, this 2D action game sees players become a box that rolls and changes shape to reach a goal. With a game design unique among the vast number of existing 2D action games, *Torquel prototype 2013.03 @ E3* feels fresh to play thanks to its simple controls, and succeeds in achieving a wide range of levels (the spaces in the game, environments, and level of difficulty).

\*PlayStation®4 and PlayStation®Vita versions are planned to be released at the PlayStation® for Asia in 2015



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### Nanmo (YANAGIHARA Takayuki)

Born in 1984 in Hokkaido. In 2012, following entries in Sense of Wonder Night two years in a row, he launched FullPowerSideAttack.com. In 2013, he won the 1<sup>st</sup> Nico Nico Jisaku Game Fes Unity Star Creator Award and the Intel Level Up 2013 Best Physics prize. <http://www.torquel.net/>

## IGARASHI Daisuke

**Children of the Sea** Story manga / 2006-2011 \*Color Reproductions Displayed

(Excellence award in the Manga Division of the 13<sup>th</sup> Japan Media Arts Festival)

The heroine, Ruka, who was banned from taking part in the activities of her club during the summer vacation, meets a strange boy named Umi. She is fascinated by Umi, who she sees swimming freely in an aquarium, and finds out that he, along with Sora, was raised by a dugong. At that time a meteorite fell into the sea and all the fish disappeared from the world. The mystery of the sea deepens and the story spreads to encompass the life of the earth.



©Daisuke Igarashi / shogakukan IKKI

### IGARASHI Daisuke

Born in 1976, he made his debut by winning the Shiki Grand Prize from Gekkan Afternoon (Kodansha) in 1993. In 2002, he gained attention with his publication of Little Freset, based on his own experience of self-sufficiency. He won the Excellence Prize in the Manga Division at Japan Media Arts Festival in 2004 with *Witches*.



## ■Part Two Backward-flowing Technology

The second section looks at the revival of modes of expression through formats and techniques old and new. All of these works are redolent of love for the analogue but approach the analogue, digital and supporting technologies from the standpoint of human history and endeavor to move freely between the old and new worlds.

### La Societe Anonyme (France)

*The SKOR Codex* Graphic art / 2013

(New Face Award in the Art Division of the 17<sup>th</sup> Japan Media Arts Festival)

*The SKOR Codex* is a printed book which was sent to different locations on Earth in 2012. It contains binary encoded image and sound files portraying the diversity of life and culture at the Foundation for Art and Public Domain (SKOR), and is intended for any intelligent terrestrial life form, or future humans, who may find it. The files are protected from bitrot, software decay and hardware failure via a transformation from magnetic transitions on a disk to ink on paper, safe for centuries.

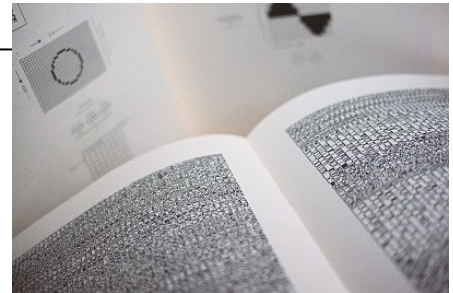


Photo: La Societe Anonyme Published under CC0 (Public Domain)  
Courtesy: Koninklijke Bibliotheek, Den Haag, 2229 R 20

#### La Societe Anonyme

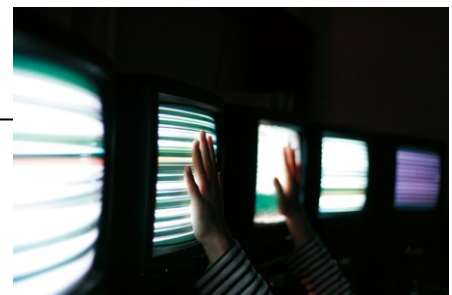
La Societe Anonyme is an avant-garde art collective with a corporate twist après la lettre, responding to the commodification of culture by searching for alternative ways to make, promote and sustain art. La Societe Anonyme is represented by Dusan Barok, Danny van der Kleij, Aymeric Mansoux, and Marloes de Valk.<http://societeanonyme.la/http://societeanonyme.la/>

### WADA Ei

*Braun Tube Jazz Band* Performance & Installation / 2009

(Excellence Award in the Art Division of the 13<sup>th</sup> Japan Media Arts Festival)

One day, a spectacular picture popped up in my brain. It was an image of abandoned electrical appliances being played as musical instruments on a street in a town. Using this image as a starting point, I set up the same number of tube televisions and PC-controlled video decks correspond to the number of notes in a musical scale to create a set of gamelan percussion instruments. Tapping TV tubes produces primitive and cosmic electrical music.



© 2009 WADA Ei. All rights reserve

#### WADA Ei

Born in 1987. Has been active as a musician since his time at university. Creates musical works and performance by combining computer-controlled old appliances such as old-style open-reel tape recorders or tube TV sets with live instruments and on-site tape recordings. He won the Excellence Award in the Art Division at the 13<sup>th</sup> Japan Media Arts Festival.



## INABA Takuya

**Golden Time** Animated short film / 2013

(Excellence award in the Animation Division of the 17<sup>th</sup> Japan Media Arts Festival)

*Golden Time* is set during Japan's 1980s economic boom years. One day, a 1960s television used for many years is thrown away at a junkyard. But the TV set won't accept that it has been discarded for good and attempts to break out of the junkyard. This short film is a life-affirming tragicomedy depicting the fate of the TV as if it is a human being.



©ROBOT

### INABA Takuya

Born in 1976 in Mie Prefecture. He is an animation artist who has worked for Robot Communications Inc. since 2002, after graduating from Kyoto Seika University. He handled the character design and animation for *Nanamichan* for NHK-BS, as well as working on various other TV programs, TV commercials, music videos and picture books.

## Bagus Pandega (Indonesia)

**(expanding) Listening to The Silence** Installation / 2013

*(expanding) Listening to The Silence* is about introspection. People prefer solitude when they are seeking answers. There is communion with silence. The silence is required in order to listen to one's own mind. An unusual work for Pandega who tends to produce a lot of sound, arranged here in the form of an installation



©Bagus Pandega

### Bagus Pandega

Born in 1985 in Jakarta. He harnesses sound and light to achieve kinetic movement. Graduated from Faculty of Art and Design, Bandung Institute of Technology in 2008, majoring Sculpture Art. In 2012, he took part in the artist-residency program at Le Centre Intermondes, La Rochelle, France. He is currently pursuing his master's degree in Fine Art at Bandung Institute of Technology.

<http://baguspandega.blogspot.jp/>



## ■Part Three Nature, Archives, and Big Data as an Artistic Release

Past artists sought out ideal forms within nature and attempted to capture that beauty as immortal art. The artists introduced here use not only the things of nature but also enormous digital data banks collected by computers and via the Internet to generate new realities.

### James Bridle (United Kindom)

***Dronestagram*** Web-based work / 2012

(Excellence award in the Art Division of the 17<sup>th</sup> Japan Media Arts Festival)

Dronestagram reveals otherwise unseen information concerning drone strikes through investigative journalism, digital mapping and social media. The ongoing use of unmanned aerial vehicles (UAVS, or drones) in undeclared wars and assassination programmes has until recently drawn little public attention. In part, this is because of the invisibility not only of the battlefields on which this war takes place – surprising enough in the 21<sup>st</sup> century – but the invisibility of these technologies themselves and the political processes behind them.



©James Bridle.

#### James Bridle

James Bridle is a writer, artist and publisher based in London, UK. His work can be found at his website.

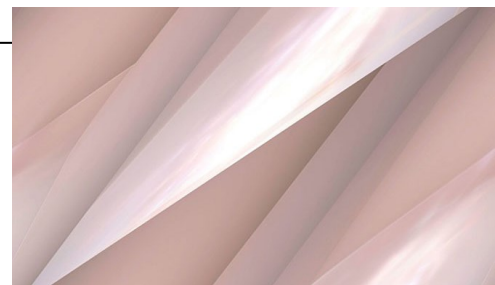
<http://instagram.com/dronestagram>

### SHINTSUBO Kenshu + IKEGAMI Takashi

***Rugged TimeScape*** Digital photograph / 2010

(Jury Selections in the Art Division of the 14<sup>th</sup> Japan Media Arts Festival)

A work jointly created by photographer Kenshu SHINTSUBO and complex systems scientist Takashi IKEGAMI, Huge fragments of images of light, clouds, forests and other objects are stretched and folded. Time and textures that cannot be sensed visually emerge from the spectacle of the photographs taken by IKEGAMI being deconstructed and reconstructed through the sophisticated computer application that IKEGAMI has created.



©SHINTSUBOKenshu + IKEGAMI Takashi

#### SHINTSUBO Kenshu

Born in 1968 in Tokyo. He uses photography, video and field recording in his work. He has collaborated with architects, programmers, sound artists and researchers in diverse disciplines. <http://www.kenshu-shintsubo.com/>

#### IKEGAMI Takashi

Born in 1961 in Nagano. He is a professor in the Department of General Systems Sciences at the University of Tokyo. His works encompasses both the arts and sciences and deal with complex systems and artificial life. <http://sacral.c.u-tokyo.ac.jp>





## Syaiful Aulia Garibaldi (Indonesia)

### *lurmita fariea (leang leang project)* Video Installation / 2015

Displaying microscopic images of micro-organic samples taken inside a cave on the island of Sulawesi, Garibaldi examines how the cave's microorganisms can be used to produce whole images of the cave and its paintings and also serve as active agents in preserving the cave in its entirety. There are also video works which Garibaldi filmed inside the cave with a DIY macro-lens camera. *Lurmita fariea* means 'leang leang project' (leang leang is the cave area) in his own private language, called 'terhah'.



©Syaiful Aulia Garibaldi

#### **Syaiful Aulia Garibaldi**

Born in 1985 in Jakarta. Studied agriculture before majoring in printmaking at the Bandung Institute of Technology. Destroys existing materials and reconfigures them in order to create his own language and seek out his own relationship with existing ecosystems.

## ■ Special Exhibition: Presentation of New Works by Participating Artists

Participating artists Yoshihiro Yamamoto and Syaiful Aulia Garibaldi have been to study the cave painting thought to be the world's oldest in Sulawesi, Indonesia, and present new works based on their research.

### **READING ROOM**

(Furniture sponsored by UNKL347)

The Reading Room in the middle of the exhibition gives visitors the opportunity to pursue about 130 volumes of manga in English and Japanese, the majority of which are award-winning works in the Manga Division of Japan Media Arts Festival for the period 2011-2013. Visitors also can watch an animation *Golden Time* and play a game *TorqueL prototype 2013.03 @ E3*.



## RELATED EVENTS

### ■ OPENING EVENT

#### Live Performance “Braun Tube Jazz Band” by the artist Ei Wada

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※Reservations not required

Commences 8:00 p.m., Friday 23 January at SELASAR SUNARYO art space / Ruang B

Performance by Ei Wada and Bandu Darmawan

Ei Wada received an Excellence Prize in the Art Division of the 13<sup>th</sup> Japan Media Arts Festival. He will be providing a performance of his “Braun Tube Jazz Band”, with sound effects from the Indonesian artist Bandu Darmawan. Visitors will also have an opportunity to create their own music following this performance.

Bandu Darmawan: Born in 1989, Cilacap, educated at Intermedia art, Faculty of Art and Design, Bandung Institute of Technology.

### ■ LECTURE & TALK

#### Cave Paintings: Artistic Expression from Prehistoric Times

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※Reservations not required

Date & Time: 3:00 p.m. – 5:00 p.m., Saturday 24 January

Venue: SELASAR SUNARYO art space / Bale Handap

##### Participants:

Dr. Pindi Setiawan (Professor, faculty of Art & Design, Bandung Institute of Technology)

Yoshihiro Yamamoto (Artist, winner of Grand Prize, Art Division of the 15<sup>th</sup> Japan Media Arts Festival)

Syaiful Aulia Garibaldi (Artist)

##### Moderator:

Tomomichi Nakao (Planning director, *CRYPTOBIOSIS: Seeds of the World* exhibition)

Last year, a team of researchers announced that a hand stencil on a cave wall in Sulawesi is probably the world’s oldest. Prehistoric cave paintings of hands and animals exist in various parts of the globe, underscoring a commonality in human artistic expression. But they also raise various questions. What was their purpose? How did the community relate to them? And what does the discovery in Sulawesi mean for Asian art?

\*Indonesian Interpretation available (consecutive)

### ■ CLOSING EVENT WORKSHOP

#### Between Sense & Senseless: Drawing Workshop with Man and Machine

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Date & Time: 3:00 p.m. – 4:30 p.m., Sunday 15 February

Venue: SELASAR SUNARYO art space / Ruang Sayap

Target: Local graffiti writers, artists, and elementary school students.

Fixed number: 10 people

This workshop by the artist Takahiro Yamaguchi (winner of the New Face Award in the Art Division of the 15<sup>th</sup> Japan Media Arts Festival) will be open to artists, graffiti writers and elementary school students resident in Bandung. Please note that only a total of about ten places are available on a first-come basis.

The workshop will be a collaboration between the *Senseless Drawing Bot* and local artists, revealing the differences in mechanical and human drawing. The participants will be able to add their own spray-paint drawings to the graphics created by the *Senseless Drawing Bot* in the course of the exhibition.



**Program Screening**

**■ Screenings of Award-Winning Works of the Japan Media Arts Festival**

Venue: SELASAR SUNARYO art space / Bale Handap

※Reservations not required

**Date: Sunday 1 February**

**13:00 -Animated short program 2014**

This program of 10 highly distinctive short animations has been compiled from prize-winners and jury recommendations of the Animation Division at the 2013 17<sup>th</sup> Japan Media Arts Festival.

**14:15 - The Q of moving-image**

This program introduces six works strongly displaying the narrative and documentary qualities unique to video expression that ceaselessly question history and reality.

**Date: Saturday 7 February**

**13:00 -Beyond the Technology**

New modes of expression made possible by the continuing evolution of digital technology have produced today's sense of great diversity. This program features the sensibilities of the creators and imaginative powers they share with regard to our contemporary world through the introduction of 13 works.

**14:00 - Portrait of Japanese Animation**

This Program features a total of 9 works reflecting the everyday in contemporary Japan through very Japanese perceptions and depictions of emotion.

**Date: Sunday 8 February**

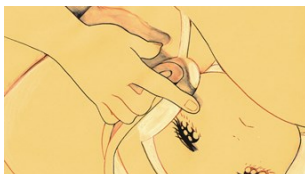
**13:00 -JAPAN POP ENERGY**

A selection of award-winning works in the Japan Media Arts Festival to give viewers an idea of contemporary Japanese pop culture. They appear to provide pop, but they are also very much stating their own ideas.

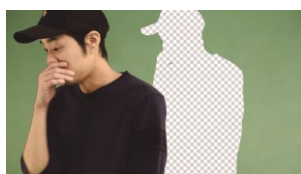
**Date: Sunday 15 February**

**13:00 -Beautiful drawing —Drawing's Endless Allure**

This program introduces 10 past winners and jury selections from past Japan Media Arts Festivals which exemplify beautiful drawing. Among past Japan Media Arts Festival winners, one group is especially striking – that of works featuring stunningly beautiful drawing.



*Airy me*, KUNO Yoko  
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*Roy Tamaki "Wonderful"*,  
Roy Tamaki + Kurando Furuya  
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*YOKOSOBOKUDESU Selection*,  
HIMEDA Manabu  
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*se of Small Cubes* KATO Kunio  
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Reference

## THE JAPAN MEDIA ARTS FESTIVAL

The Japan Media Arts Festival, established in 1997, is a comprehensive festival of the media arts (*media geijutsu*). It recognizes and provides an opportunity to appreciate works of outstanding artistic and creative merit in a diverse range of media, including animation, manga, and games. Prizes are awarded in four divisions: Art, Entertainment, Animation, and Manga. It holds an annual exhibition of prize-winning works, as well as symposiums, screenings, and various other events. The Japan Media Arts Festival is evolving into a major international event. The 18<sup>th</sup> Japan Media Arts Festival received a very large response - a total of 3,853 entries from 71 countries and regions.

### ■ Project for Participation in Overseas Media Arts Festivals

This project draws attention the Japanese media arts through exhibitions, screenings, presentations, and suchlike at media festivals and other venues outside Japan. The focus is on award-winning works from the Japan Media Arts Festival.



The 17<sup>th</sup> Japan Media Arts Festival Exhibition of Award-winning Works



Exhibition View of FILE2014

### 18<sup>th</sup> Japan Media Arts Festival

Award Ceremony: Tuesday 3 February, 2015

Exhibition of Award-winning Works: Wednesday 4 February  
- Sunday 15 February 2015  
(Closed on Tuesday 10 February)

Venue: The National Art Center, Tokyo (and other locations)

Website: <http://j-mediaarts.jp>

Facebook: <http://www.facebook.com/JapanMediaArtsFestival>

Twitter @JMediaArtsFes

