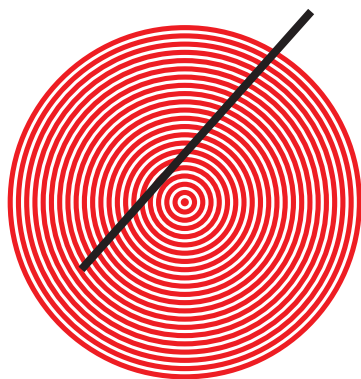


Entries for 22nd Japan Media Arts Festival Now Open



22nd JAPAN MEDIA ARTS FESTIVAL

第22回 文化庁メディア芸術祭

TOKYO, September 3, 2018

The Japan Media Arts Festival Executive Committee is now accepting entries for the 22nd Japan Media Arts Festival. All artists around the world, without distinction as to professional, amateur, independent, or commercial, are invited to submit their works to the four divisions Art, Entertainment, Animation, and Manga. Eligible works are completed or exhibited within a year before the deadline (October 6, 2017 – October 5, 2018). From each division, the jury committee will select winners of the Grand Prizes, Excellence Awards, and New Face Awards. All awards including Special Achievement Awards and Jury Selections will be announced in March 2019. Each of the winners from the four divisions will receive a trophy and prize money up to 1,000,000 Japanese yen, and also win an opportunity to present their works at the Exhibition of Award-winning Works in Tokyo in June 2019.

Entries must be submitted online at <http://festival.j-mediaarts.jp/en/entry/entry-guidelines/>

All entries must be received by 18:00 on Friday, October 5 (JST).

Submission of entries is free of charge.

For additional information, visit the website: <http://festival.j-mediaarts.jp/en/>

About the festival

The Japan Media Arts Festival is a comprehensive festival of “Media Arts” (*Media Geijutsu* in Japanese) that recognizes outstanding works in its four divisions: Art, Entertainment, Animation, and Manga. The festival has awarded prizes to significant, creative works of artistic value since its establishment in 1997, and through its annual Exhibition of Award-winning Works, it has offered the public an opportunity to directly appreciate these celebrated works, and also to participate in related events such as symposia and artists’ lectures.

Last year, the 21st Festival received 4,192 entries from 98 countries and regions around the world. Over the years, the festival has earned international recognition as one of the most prominent showcases in the field of “Media Arts” surveying the latest artistic expressions that continue to diversify in today's ever-changing world. For more information about the festival, visit the official website: <http://festival.j-mediaarts.jp/en/>

Contact

Japan Media Arts Festival Office, c/o Computer Graphic Arts Society

Email: jmaf-pr@carts.or.jp

1. Entry Guidelines for the 22nd Japan Media Arts Festival

Works can be submitted through our website <http://festival.j-mediaarts.jp/en/entry/entry-guidelines/>

Entry requires two simple steps. First, fill out the registration form. Then upload or send your artwork and related materials. All entries must be received by 18:00 on Friday, October 5 (JST). Submission of entries is free of charge. Please go to our website <http://festival.j-mediaarts.jp/en/> for further information.

Accepting Entries in Four Divisions

☐ Art Division

E.g. Interactive art, media installations, video works, video installations, graphic art (illustrations, photographs, computer graphics, etc.), internet art, media performances, etc.

☐ Entertainment Division

E.g. Games (video games, online games, etc.), video / sound works (music videos, independent and advertising videos, etc.), multimedia productions (including special effects videos, performances, projections), gadgets, electronic devices, websites (including web promotions, open source projects), application software, etc.

☐ Animation Division

E.g. Animated feature films, animated short films, animated series, etc.

☐ Manga Division

E.g. Comics published in book form, comics published in a magazine (including works still being serialized), comics published online (for computer or mobile devices), self-published comics, etc.

Eligibility

☐ Works created or exhibited between October 6, 2017 and October 5, 2018 can be submitted.

* Works that have been completed but changed/renewed, and presented/released during the above period are eligible for entry.

* While an unlimited number of entries may be made, the same work may not be entered in multiple divisions.

☐ The entrant must hold the copyright of the work or obtain permission from the copyright holder.

☐ The entrant must read, understand and accept the Rules and Regulations on our website:

<http://festival.j-mediaarts.jp/en/>

*By submitting works, the entrant is deemed to have accepted all Rules and Regulations as stated above.

The Awards

Based on artistic merit and creative depth, the jury committee of each division will choose winners of the Grand Prize, Excellence Awards, and New Face Awards. In addition, Special Achievement Awards will be awarded to individuals or groups who have made a valuable contribution to the field of "Media Arts." Award-winners will be announced in March 2019, and awards will be presented at the ceremony held before the Exhibition of Award-winning Works in June 2019.

Grand Prize: Certificate*, trophy, 1,000,000 Japanese yen

Excellence Award: Certificate*, trophy, 500,000 Japanese yen

New Face Award: Certificate*, trophy, 300,000 Japanese yen

Special Achievement Award: Certificate*, trophy

Other outstanding works will be chosen by the Jury as Jury Selections.

*Certificates will be presented by the Minister of Education, Culture, Sports, Science and Technology

Winning an award at the Japan Media Arts Festival leads to new activities through related projects such as exhibitions in Japan, appearances at festivals outside Japan, and support for creative activities.

Award-winning Works along with other works from the Jury Selections will be shown at the Exhibition of Award-winning Works in June 2019. Furthermore, significant works from the exhibition will be included in the “Japan Media Arts Festival Regional Exhibition” to be shown in various cities in Japan. Many of these works will also be shown at international art festivals overseas. Another opportunity for young artists whose works are awarded prizes at the festival is a residency program organized by the Agency for Cultural Affairs, Government of Japan (Bunka-cho in Japanese). Selected artists will be invited to visit Japan to create new work and to discuss their work with mentors in their field.



Japan Media Arts Festival in Xiamen, China 2018 “CHARACTER”
photo: Mao Yamamoto



Japan Media Arts Festival in Ishigaki-Jima Island
“HIKARI KIRAMEKU IMAGINATION”, 2017



Project to Support the Nurturing of Media Arts Creators, 2017

Important Dates

Deadline for entries

18:00, Friday, October 5, 2018 (Japan Standard Time)

Announcement of Award-winning Works

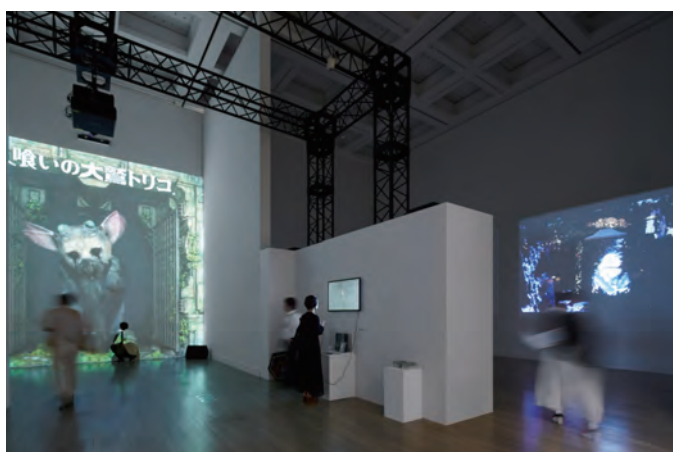
March 2019 (TBC)

Exhibition of Award-winning Works

Saturday, June 1 – Sunday, June 16, 2019 (TBC)

Venue : National Museum of Emerging Science and Innovation (Miraikan)

(2-3-6 Aomi, Koto-ku, Tokyo, Japan) etc.



Exhibition of Award-winning Works / 21st Japan Media Arts Festival

2. About the Japan Media Arts Festival

■ “Media Arts” as a microcosm of artistic expressions today

“Media Arts” (*Media Geijutsu* in Japanese) is a genre of art that has evolved alongside the development of new media. With the invention of new media technology, this field has expanded dramatically, resulting in a new cultural landscape filled with unprecedented artistic expressions. Works of “Media Arts” often include critical examination of both society and the technologies surrounding it, thereby providing common ground for discussion in a world where people’s values increasingly diversify. Reflecting the most recent artistic expressions of the world today, “Media Arts” is a vehicle that fosters cultural views that look further into the next generations.

■ A multi-disciplinary festival embracing the “here and now”

The Japan Media Arts Festival has continuously explored what characterizes the present era through the presentation of diverse artistic activities utilizing information technology and media. The expansion and permeation of information technology and media into our culture has influenced the way we think and communicate. As these changes are incorporated into the numerous works exhibited from all over the globe, the festival becomes an opportunity to directly experience artistic expressions that transcend traditional boundaries of art and capture a sense of the “here and now.” Appreciating the reality and creativity of today’s world manifested in the field of “Media Arts” can help us understand the art and culture of our time.

3. The festival awaits works that manifest the “here and now.”

Each year, the festival awards works that reflect on the present era. Following are explanations of the four divisions along with descriptions of the Grand Prize winners in each at last year’s 21st Japan Media Arts Festival.

The Award-winning Works from the 21st Japan Media Arts Festival

Art Division

This division seeks works incorporating technology to offer unique viewpoints with a critical perspective on the world today.

E.g. Interactive art, media installations, video works, video installations, graphic art (illustrations, photographs, computer graphics, etc.), internet art, media performances, etc.

Grand Prize in the Art Division

“Interstices / Opus I – Opus II”

Video installation

Haythem ZAKARIA [Tunisia]

While “Opus I” captures the static desert’s landscape, “Opus II” catches the dynamic marine expanse. As a result of the videos digital process, this installation project reveals a “meta-landscape” that goes beyond the original landscape. The horizontal black and white footage of the landscape is layered with monochromatic geometries (squares, rectangles, straight lines) and intermittent natural sounds (wind, waves, etc.).

The video, in which time and space are shown as abstractions while human activities remain absent, questions the essence of land and landscape.



© Haythem Zakaria

Entertainment Division

What does “fun” or “entertaining” actually mean? Works that challenge the definition of “fun” and offer exciting new experiences will be highly valued in this division.

E.g. Games (video games, online games, etc.), video / sound works (music videos, independent and advertising videos, etc.), multimedia productions (including special effects videos, performances, projections), gadgets, electronic devices, websites (including web promotions, open source projects), application software, etc.

Grand Prize in the Entertainment Division

“The Last Guardian”

Game

“The Last Guardian” Development Team
(UEDA Fumito, Representative) [Japan]

The player manipulates a boy who is the main character to solve various puzzles of forgotten massive relics while communicating with a giant bird-like creature called Trico. The player coaxes Trico out with food and pets him to calm the creature when an antagonist appears and agitates him. An approach to a presence beyond direct manipulation creates the distinctive game quality of this production.



© 2016 Sony Interactive Entertainment Inc.

Animation Division

Highly perfected original works with engaging storylines and unique visual styles will be recognized in this division.
E.g. Animated feature films, animated short films, animated series, etc.

Grand Prize in the Animation Division

“In This Corner of the World”

Animated feature film

KATABUCHI Sunao [Japan]

“In This Corner of the World” collected more than 3,000 supporters with a crowd funding campaign that began in 2015. Since its release in 2016, acclaim for the movie spread through word-of-mouth and social media, ensuring a long run that lasted into 2018. This film depicts Suzu, the main character, who strives to continue her daily tasks with a positive attitude in wartime. Exhaustive research based on documents, maps, field studies and interviews with those who lived there at the time have resulted in the recreation of a Hiroshima which can no longer be seen.



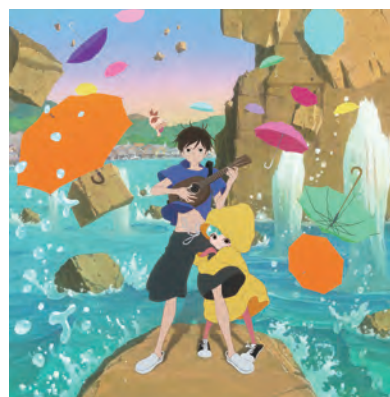
© Fumiyo Kouno/Futabasha/Konosekai no katasumini Project

“Lu over the wall”

Animated feature film

YUASA Masaaki [Japan]

It is an original animated film fully produced in the Adobe Flash platform. The songs and dances spread throughout the film are depicted with a unique perspective, feel for color, freely moving forms and well-balanced smooth movements. This gives the film a vibrant dynamism.



© 2017 Lu Film partners

Manga Division

As methods of publication diversify thanks to the internet and other digital media, this division is seeing more and more works that challenge the traditional notion of manga. Works with powerful storylines that transcend cultural boundaries and reach out to the readers worldwide will be awarded in this division.

E.g. Comics published in book form, comics published in a magazine (including works still being serialized), comics published online (for computer or mobile devices), self-published comics, etc.

Grand Prize in the Manga Division

“Nee, Mama (My dear, mom)”

IKEBE Aoi [Japan]

This is a collection of stories by a manga artist who has portrayed various female lifestyles. “Nee, Mama (My dear, mom)” comprises seven stories with “mother” themes. The characters that appear in these stories are not only mothers in the actually family sense, but also people who play mother-like roles to somebody. Each story is loosely connected, and the motherly love that connects person to person is propagated outwardly to others. Landscapes that are sometimes depicted using large panels envelop the characters, and large blank areas with sparse dialogue coupled with images possessing velvety light and shade leave a deep impression on readers.



© Aoi Ikebe (AKITASHOTEN) 2017

4. The 22nd Japan Media Arts Festival Executive Committee (TBC)

Chair MIYATA Ryohei [Commissioner for the Agency for Cultural Affairs, Government of Japan]

Operating Committee FURUKAWA Taku [Animation Artist]
TATEHATA Akira [President, Tama Art University] et al.

Jury Members

Art Division ABE Kazunao [Curator, Art Producer] et al.

Entertainment Division ENDO Masanobu [Game Creator and Professor, Tokyo Polytechnic University]
KAWADA Tom [AR3Bros.(Three Brothers of Augmented Reality)]
NAKAGAWA Daichi [Critic, Editor]
SAITO Seiichi [Creative Director and CEO, Rhizomatiks Co., Ltd.]
SATO Naoki [Art Director and Professor, Tama Art University]

Animation Division MORINO Kazuma [Director and CG Artist]
NISHIKUBO Mizuho [Director]
UDA Konosuke [Animation Director]
YOKOTA Masao [MD and Ph.D., Professor, Nihon University]
et al.

Manga Division KAWAHARA Kazuko [Manga Essayist]
MINAMOTO Taro [Manga Artist and Manga Researcher]
NISHI Keiko [Manga Artist]
OMOTE Tomoyuki [Researcher, Kitakyushu Manga Museum]
SHIRAI Yumiko [Manga Artist]

Selection Members

Art Division IMURA Yasuko [Lecturer, Institute of Advanced Media Arts and Sciences]
KANAZAWA Kodama [Independent Curator and Senior Deputy Director of Curatorial Affairs, Towada Art Center]
TADOKORO Atsushi [Creative Coder]
WATANABE Tomoya [Artist and Talent]
et al.

Manga Division KURAMOCHI Kayoko [Researcher, Kyoto International Manga Museum]
MATSUDA Naomasa [Manga Artist and Lecturer, Kyoto University of Art and Design]
MIURA Kazushi [Associate Professor, Shokei University]
NISHIHARA Mari [Lecturer, Aichi Gakusen University]
ODAGIRI Hiroshi [Freelance Writer]
OGINO Hitoshi [Manga Artist and Assistant Professor, Tokyo Polytechnic University]

* The updated information will be posted on our website.