

Web Technology Group

Group Leader

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Research and Development on Advanced Web Technologies for Japanese Arts and Cultures

Web Technology Group
Digital Humanities Center for Japanese Arts and Culture
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Topic 1: KACHINA Library & UNCHIKU Project

- Collaborative annotation system for traditional Japanese literatures -

Original Contents from "Oku-no-hosonichi" by Matsuo Basho (1644-1694)

User "Murasaki" adds a new content which includes his/her question to the selected words.

User "Nagon" adds a new content to the original archive as a reply to the question.

Community Visualization

Community Analysis

Topics 2: KACHINA CUBE Project

- Collaborative archiving system for regional narratives -

Cultural Fragments

Narratives (= set of cultural fragments)

Cultural Fragment in 3D space

Showing Narratives

Topic 3: GANCHIKU Project

- Computer-supported collaborative learning environment based on multimedia contents -

Multimedia Synchronization with SMIL

Movies and slides (Browsing only)

Click → Display a slide

Window for annotation to slide data

GANCHIKU System

Topic 4: Game Archive Project

- Digital archiving of interactive games -

Archiving Video Game Software & Hardware

Publishing Video Game Database on the Web

Developing Official Emulator For Archiving

Digitizing Player's Behavior

Topic 5: DH-JAC SL Project

- Metaverse for Japanese Arts and Culture in SecondLife

Japanese Garden

Avatar in Kimono

Virtual Noh Theater

Digital Museum