Cultural Content at Digital Point and Useful Media in Local Act

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Abstract

Using case studies, this research paper examines various computer-generated products based on cross-cultural interactions. At the time of its introduction, western painting created a dramatic impression on the Japanese populace. Computers, which are programmed and designed by professionals, have created a similar profound cultural impact since their original application as business tools. Also identity and emotion, such emotional issues arising in the fields of painting, digital art, and global communications were researched and documented as case studies. Local Act in Japan was recognized by informative content. Professional in Italy had considered Local Act important to promote cultural innovation. But he also had denied tourist guide book culture. At present, interdisciplinary researchers are experiencing global interaction, and all cultures will diversify and develop from such communications.

1. Introduction

Based on written questionnaires, this research uncovered an astounding diversity in responses concerning the cyberspace environment. Thirty three years ago, no one in Japan thought to observe communications between humans and computer terminals from the viewpoint of cognitive science. At that time, the only established knowledge was that system engineers produced software. "Work environments" have since been redefined as "Man/Machine Systems," and professionals are communicating well with computers. Actions with the potential to have cultural impact, as well as various telecommunications applications, should be guided by psychological recommendations offered by research such as discussed in this paper. Some system engineers have evaluated computer performance in the past; some feel uncertain about computers while some do not. This research started by accumulating various examples in order to clarify the gap between computer usage for professional and general purposes.
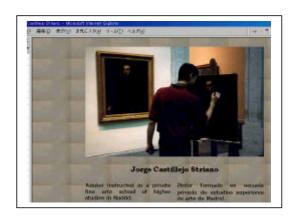
2. New Phenomena

2.1 Informative Content

Professionals had discovered two emotional

patterns during Internet use. First, deep impressions accompanied by rational thought processes. Second, strong feelings of dislike and discomfort and unappealing characters and colors were regarded during the use of a personal computer to do cultural work.. A researcher in industrial engineering (IE) compared an interesting movie to a boring form of digital art and proceeded to logically criticize the bad examples of user-friendly systems. The author found a good subject for defining the line between professionals and amateurs (the general public). This IE researcher had created a game on his personal computer for which he had won a prize. He described his emotions while typing words on a word processor, and he described his feelings for the rows of characters (in the printout) that was seemed like a solid mass. These emotions and feelings represent the highly abnormal emotions associated with becoming accustomed to word processors. He compared his favorite movie to digital art and expressed the opinion that movies are superior to digital art. The reason he devalued digital art is that digital art can be copied and can easily be considered as trash. He sees no value in creating Internet content. The author regards this as an important case, particularly when viewed in the context of the history of computerization: IE researchers first began using computers to solve problems in management systems some forty years ago.

Figure1: Informative content

http://www.ncf.ca/art/painters/Page2E-new.htm

The author saw a copy of picture at the Prado Museum in the Ribera Room. It was unique experience for him and he could know URL about their work. The author had considered by bumped encounter at the Prado Museum about informative content in the Internet. One Japanese who had visited the Prado Museum twice answered he was amused the content. It is reasonable to assume that emotion by mobile should be estimated.

2.2 A Step Toward Digital Art

Mariko Ohta is a contemporary Japanese artist. The author reproduced a photograph of her work entitled "Anniversary" (Figure 2) on his home page to celebrate the anniversary of an exhibition at which he met many people who made an impression on him, with the artist's permission. Influenced by Japanese comics, Ohta has created a personal commentary that

evokes an atmosphere of ancient Africa and distant drums. Her aim was to make new art imaging comic image but as result she could provide emotion of anniversary.

Figure2: Art captured by a digital camera

23. Local Act as Image Creation and Transmission

The painter Seison Maeda has a reputation and a loyal following throughout Japan. In part, his appeal stems from advice taken from his master Hanko Kajiwara, who impressed on him the need to study history. The author created digital New Year's greeting cards and categorized them into several patterns (ie. historical paintings, nostalgic city landscapes, and mental pictures) according to his impressions. The essence of these cards proved to be cultural individuality (ethnicity).

Communications has the power to promote new art creations. In this research, the author has asked 40 subjects to submit images are related to their private lives via e-mail and digital cameras. Though the subjects appreciated this method of communication, it is presently impractical, particularly in the business environment, since receiving images via e-mail is time-consuming and costly.

Figure3: Birth of Kaguyahime

http://www.fumico.com/pages/caguya2.html

Visual data like Kaguyahime(Figure3)can be sent through the Internet for downloading by the receiving terminal.. Keeping in mind these factors, the author created digital Christmas cards to several acquaintances. The production of the cards was a step-by-step process, from capturing an image on a digital camera, retouching the image with software, and finally adding an appropriate message. The completed card was placed on the author's home page to enable point-to-point communication. While taking steps to protect the home page from unwanted access, and though it would not be possible to exchange addresses, the author intended it to enable "blind communications" with any interested person who happened to come across the home page. During this process, the author received a unique New Year's greeting card from a professor in Cairo,

which came by e-mail.. The card cleared away the various misconceptions the author had held in the past about the time-consuming nature of downloading visual data by e-mail, and provided a fresh perspective on communicating between different cultural zones and the importance of constantly producing new works to show people.

Analysis has led to the conclusion that there are some four steps involved in creating cards that embody a cultural statement. First is the conception of the message to be sent. Next is the gathering of materials for the visual collage. Third is the relation of a layout for the card. Last is the text or additional data to be attached to the card from the files.

Figure4: New Year's greeting card from Japan

http://www1.u-netsurf.ne.jp/~itoigawa/Happy2002.jpg

To express emotions directly, free of embellishment, it is necessary to gather and assemble all the materials by oneself. The resulting card was sent via e-mail to 100 people both within and outside of Japan. The project successfully met its objective

when 50 people responded.

3. Languages and Culture

3.1 Achieving Point-to-Point Communication

Despite the convenience and efficiency made possible by the Internet and by technological trends such as mobile computing, cyberspace has also raised important issues such as security and crimes. Perhaps more than any other mode of communication, the Internet has made possible true point-to-point communications, bringing into the household a new cultural revolution.

3.2 Collaboration.

The majority of corporate environments are equipped with Intranets, which enable communication among employees. Has their implementation enhanced the democratic process within the companies? Case studies of "Complexities and conflicts of cyberspace communications within companies" have concluded that face-to-face communication exerts a strong influence on employee actions. Such results establish the ties that exist between collaboration and face-to-face communications. Implied by these results is that companies may need to educate and train their employees to account for the gradual change in

human interaction. The man/machine relationship was changing its purpose based on more family-oriented human/computer interface (HCI).

The idea of "Collaboration" was further analyzed, based on last year's case study pertaining to junk e-mail. Receiving junk mail sent by an anonymous person or an entity out of the blue establishes a blind communication in which attitudes are influenced by words, style, diction, and sequence of mailing. Junk mail occurs as a result of misrouted mail due to entry errors in a mailing list, or more often as a result of the distribution of useless mails. Most people recognize junk mail as such by patterns in the body of the text or subject header.

People who use junk mail to send messages and become acquainted are rare but do exist. Such facts lead to the hypothesis that people may desire to communicate by junk mail. The author believes that scientific discoveries occur accidentally. When the concept of "Collaboration" leads to the somewhat faded concept of "face-to-face" communications and is combined with new leadership, a new type of group dynamics will arise within companies. "Collaboration" is a subject worth further future study.

Mailing list in Tohoku multi media association had provided good digital content, such as Kaguyahime and Aterui.(hero in Tohoku) They were promoted re-creation in old Japanese culture.

3.3 Mobile Computing.

It is still rare to see mobile computing used in daily life in Japan. Both in private and business situations, the use of mobile computing, PHS, notebook PCs, and digital cameras are limited. Values and ethics of professionals are fostered through college educations. Mobile computing will develop new concepts of driving, sailing and flying. Matsuo Basho, a Japanese poet of the Edo era, wrote haiku, a Japanese form of poetry, about his experiences while traveling. Thus, mobility can also be an artistic theme.

Figure5: Classic traveling

http://www1.u-netsurf.ne.jp/~yukio-i/

Although telecommunications has enabled global communications, cultures from region to region remain diverse. Specialists in mobile equipment who travel with such mobile devices as notebook PCs, PHS, and digital cameras generate a new culture by sending digital pictures. They can convey their impressions upon returning home after a long time or

while travelling to Paris, Rome, London, and Istanbul. Mobile computing will create a new culture.

Professionals working for mobile equipment manufacturers are making efforts to broaden the commercial network of these products.

4.The Objective for Using Digital Art

4.1 Impact of New Culture

Figure6: War at Sekigahara 1600 in VR

The introduction in 1875 of western painting created a dramatic impression among the Japanese. The Japanese quickly mastered the western painting techniques, while foreigners such as Antonio Fantanesi (Italy, 1818-1882) created an environment for western paintings. The government began to finance young Japanese people's study of western painting in Europe. Within the framework of this earlier revolution, the author attempted to make a case study of digital art. At presentation and amusing in private time abroad (Berlin, Leipzig and London)

the author had felt keenly the need to make new content under easy usability for quick use.

4.2 Interaction of Digital Art and Novels (Interact)

K. Takamori is a professional digital artist, who teaches digital art in private classes. Her father created the illustrations for newspaper-circulated novels written by the renowned Japanese novelist Kikuchi Kan. In the author's opinion, imagination is essential to artists, and family tradition, along with an inner drive, appear to be the driving forces behind imagination and creation. K. Takamori's works (Figure:7) have received high praise from a particular cinema expert who has been an enthusiastic fan of movies from childhood. Takamori champions two movie directors: Orson Wells and Luis Bunuel. K. Takamori's work succeeds due to allegorical aspects and illustrations for from novels.

Figure7: ONNA by K. Takamori (Japan)

5. Emotions and Usability

5.1. Emotions involved in the Interface.

Emotional problems occurring in Man/Machine Systems were first discovered in responses supplied by system engineers (SE) with over 20 years of experience in the field. The questions were posed to 50 system engineers, and responses pertaining to a range of experiences, from college to work in the computer industry, demonstrated various patterns. First the author was surprised to receive responses such as: "I don't like interfaces," "I never look at the console," and "I'm going to ignore your question." As a psychologist, the author had never heard such responses in an experiment conducted in an controlled environment. However unexpected and bracing these answers seemed, they may lead the author to new discoveries. The author recognized the following emotional pattern during the research.

Emotional Patterns	Feelings	Stimuli
friendly (a)	familiarity	for Fonts
(b)	comfort	communication
anxiety (a)	uncertainty	for printers
(b)	Unskilled(frustration)	another machine
dislike	real-time response	console
amusing	real-time response	stream of words

Chart1: The above shows various emotional patterns evoked in the Man-Machine Interface

In view of the above, it may be said that specific attitudes vary, depending on particular experiences and specialization. For example, a system engineer who develops Japanese characters and/or "Kanji" has established a sense of familiarity with the fonts used. It was also observed that an experienced professional in the field of telecommunications established

comforting emotional patterns, with various telecommunications devices, from the Telex to personal computers.

5.2 Professionals and Future Communication

As communication via e-mail becomes popular, the opportunity to communicate with strangers has been increasing Does this mean that we are in the process of building a global network society? Professionals play a significant role in the areas of communications and the arts. They can establish meaningful relationships by the skilled harnessing of computers for the sake of communications, even at the level of creating sophisticated art works. The author would love to hear your views on the current state of telecommunication for the home, as well as on art. The author could know Bach Digital in Leipzig.

Figure8: Bach Digital

http://bachdigital.uni-leipzig.de/

The Japanese musician in Paris answered about usability that home page of his information was only

advertising. The author had agreed his opinion present. Consideration about usability of home page presented similarity with orchestra conductor. Which would you feel passion or demon at glance?

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6. Conclusion.

As the Human/Computer Interface approaches a transitional stage, computer professionals will provide many directions drawing from their experiences. Research into their emotional experiences and attitudes may be the most important product of their efforts. In the era of HCI, user friendly systems must be improved to accommodate cultural activities within a domestic environment, such as electronic art and renderings.

Cyberspace is a world that permits many phenomena, desirable things as well as crimes. Communications through e-mail is increasing, and through these cross-cultural communications are giving birth to new works of art.

Changes in communications bring changes in culture, and promotion of new movements for communications have destiny to be reinforced by the advent of cyberspace. Professionals are taking advantage of the interaction between technology and mankind, in business and in private, in the form of mobile computing.

While scrutinizing the market, professionals are beginning to exercise their leadership role in the public arena known as the consumer culture. As a result, a college education is effective in fostering professionals, who are a minority within the populace. We have entered an age in which the culture and values possessed by cultural leaders are particularly significant. When considering electronic techniques in drawing and painting, we need to reconsider the instruction of such techniques as early as in grade schools. The author has examined serious issues concerning the question and possibility of applying older systems of education and traditional human relationships to the new computer environment.

We should research more about cultural zone like Valencia and Graz, also interact between Kenji Miyazawa and Einstein. On concerning about technical problem, the author should point out important factors in movie and pick up new trend toward innovation using motion and animation. This possibility was explored in recent several studies, such as Information Visualization2002 in London.

7. Acknowledgement.