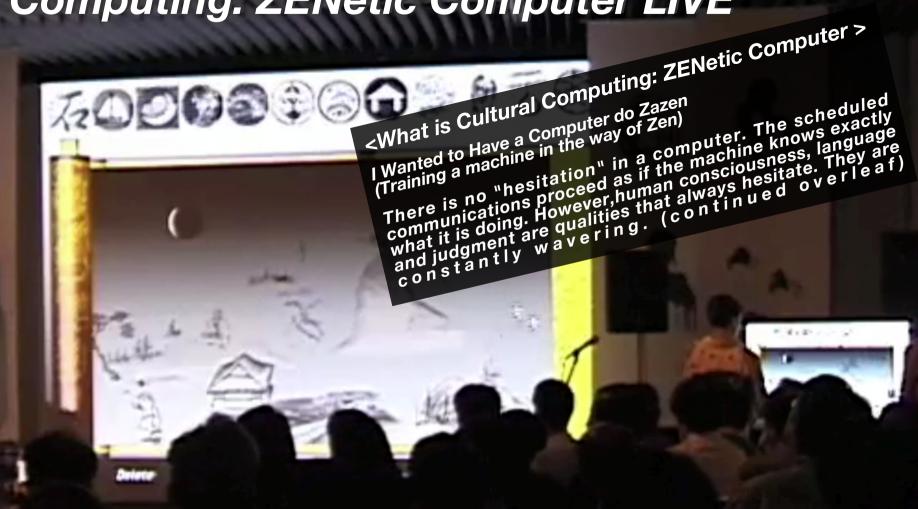**ICEC2010 Banquet produced Media Performance at PLATOON KUNSTHALLE**

Sept. 10 (FRI.) 2010 19:00 – 20:00

Toshinori Kondo x Naoko Tosa
Cultural Computing: ZENetic Computer LIVE

<What is Cultural Computing: ZENetic Computer >

I Wanted to Have a Computer do Zazen
(Training a machine in the way of Zen)

There is no "hesitation" in a computer. The scheduled communications proceed as if the machine knows exactly what it is doing. However, human consciousness, language and judgment are qualities that always hesitate. They are constantly wavering. (continued overleaf)

PLATOON KUNSTHALLE   STANLEY   KYOTO UNIVERSITY FOUNDED 1897   KAIST   NF Corporation   ifip TC14 Entertainment computing WG14.7 Art&Entertainment

<What is Cultural Computing: ZENetic Computer >

Buddhism and Daoism hover at the base of Eastern philosophy and Japanese culture, where the rhythm of a haiku and the design of a kimono flutter freely. Within that setting, ideas indeterminate or ambiguous are not destroyed, but preserved - they bide their time on the bench until a more resonant feeling emerges. When this resolution is finally reached, they rise from the bench and rush to the playing field.

With the ZENetic Computer, I focused on the "hesitation" lurking within human consciousness and unconsciousness, as the Zen ascetic explores the Zen Dialogues led by a Zen master. We projected this Eastern, Japanese sensibility onto a computer screen and built an interface so that the users could enter the world of a Japanese Sansui ink painting.

Regarding the development of this project, We provided scenographic images of Eastern philosophy, and having an exceptional artistic sense, transformed these images into interactive technology. We then reviewed the results together many times. We strived especially for the outflow of "subtractive" aesthetic sense and the formulation of a margin of judgment that skirts the threshold of consciousness. Also, in order to make this variable process more dynamic, we included in our system the successes of Dr. Peter Davis' chaos engine research.

Clouds of consciousness and rivers of a narrative never before experienced are flowing through the ZENetic Computer. This is an endeavor wherein we have tried to train a machine in the way of Zen. Please abandon all former ways of thinking and enjoy playing with this experiment.

Toshinori Kondo

Toshinori Kondo (December 15, 1948 in Ehime Prefecture) is an avant-garde jazz and jazz fusion trumpeter. He resides in Tokyo, New York City, and Amsterdam.

He attended Kyoto university in 1967, and became close friends with percussionist Tsuchitori Toshiyuki. In 1972 the pair left university, and Toshiyuki went on to work with Peter Brook, while Kondo joined Yosuke Yamashita. In 1978 he moved to New York, and began performing with Bill Laswell, John Zorn, Fred Frith, amongst others. A year later he released his first recording, and toured Europe with Eugene Chadbourne, and collaborated with European musicians such as Peter Brotzman. Returning to Japan, he worked with Ryuichi Sakamoto, Kazumi Watanabe, and Herbie Hancock. In the mid-1980s he began focussing on his own career, blending his avant-garde origins with electronic music, and has collaborated with numerous musicians around the world since then. In 2002 he worked on an international peace festival in Hiroshima after being approached by the Dalai Lama about organizing one. He is a former member of Praxis.

Naoko Tosa

Naoko Tosa is Japanese media artist and Professor. She received a Ph.D. in engineering for Art and Technology research from the University of Tokyo.

She is professor at Kyoto University from 2005.She was Fellow at the Massachusetts Institute of Technology Center for Advanced Visual Studies (CAVS) 2002-2004. She was a researcher at the ATR (Advanced Technology Research Labs) Media Integration & Communication Lab. 1995-2001.

Her work has been exhibited at the Museum of Modern Art New York, the New York Metropolitan Art Museum, ACM SIGGRAPH, ARS ELECTRONICA, the Long Beach Museum, International Berlin Film Festival New media Division and other locations worldwide.

Her works are also part of the collections at the Japan Foundation, the American Film Association, the Japan Film Culture Center, The National Museum of Art, Osaka and the Toyama Prefecture Museum of Modern Art. In 1996, she received the best paper award from the IEEE International Conference on Multimedia. In 1997, the L'Oreal Grand Prix for research combining art and science awarded her First prize. In 2000, she received prizes from the Interactive Art section in ARS Electronica, as well as a 2nd Prize for Nabi Digital Storytelling Competition of Intangible Heritage, Organized by UNESCO2004.

She received a research funding from the agency for cultural affairs in Japan 2000, from Japan Science and Technology Agency2001-2004, from France Telecom R & D 2003-2005, from one of the biggest game company, Taito Corp. (they built "Space Invaders")2005-2008, from the National Institute of Information and Communications Technology (NICT) 2005-2008.

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