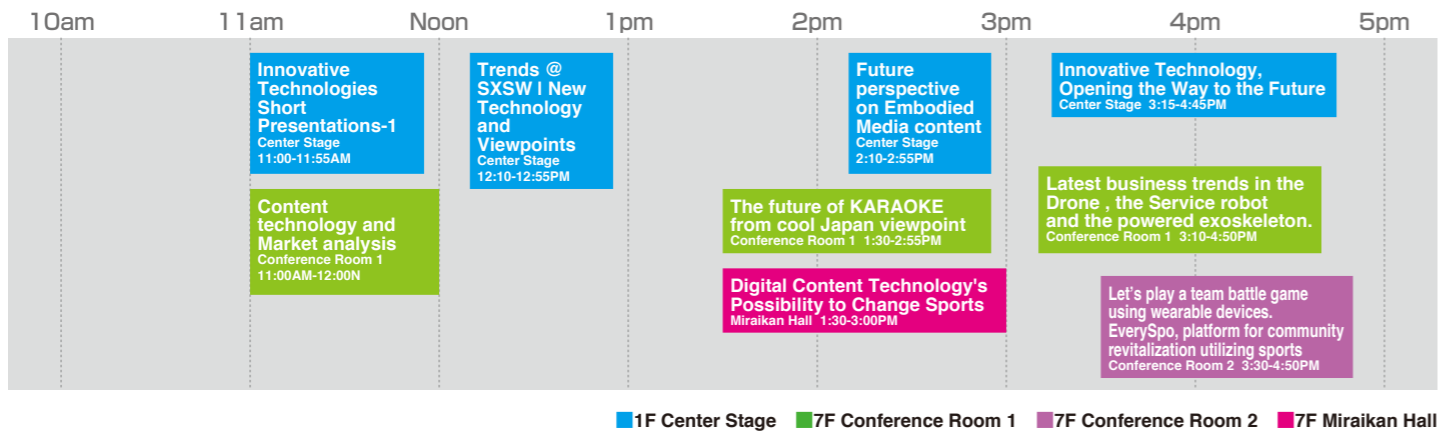


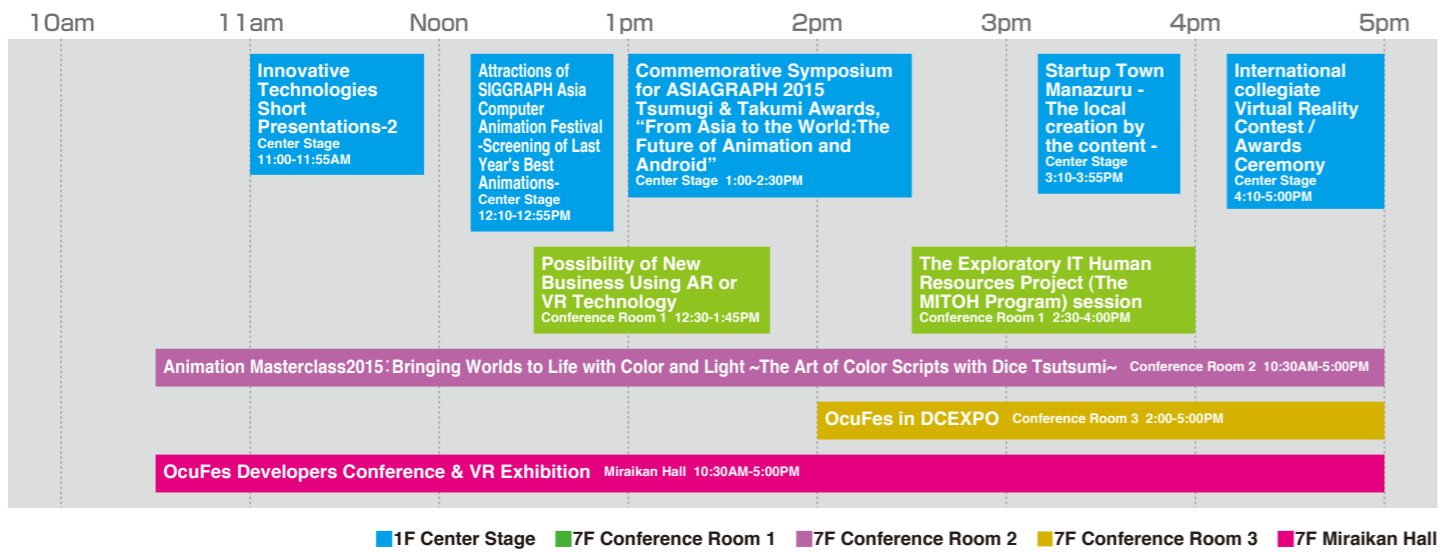
October 22, Thursday



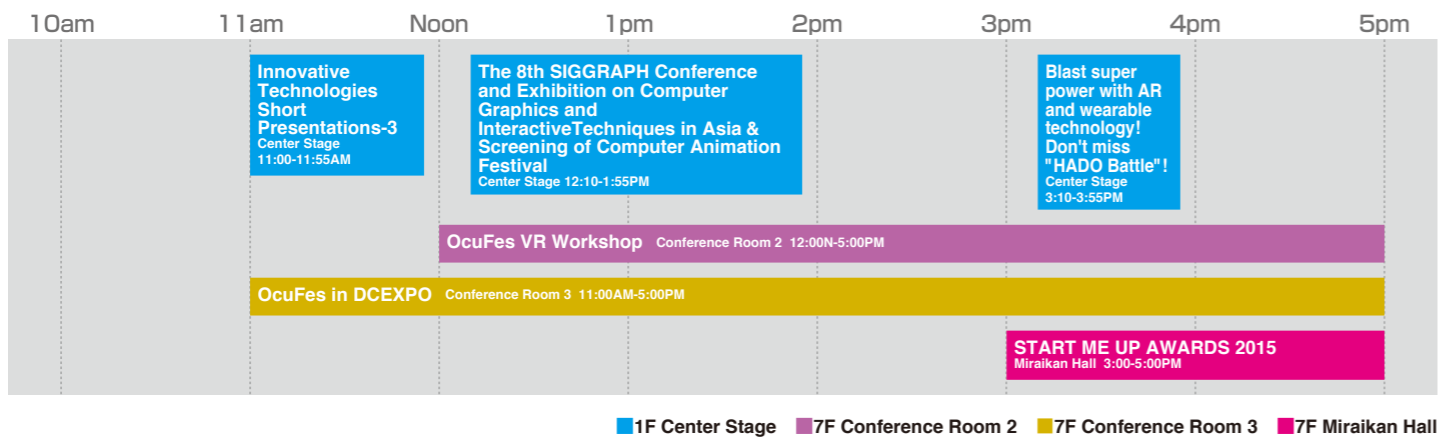
October 23, Friday



October 24, Saturday



October 25, Sunday



Digital Content Expo (DCXPO) 2015

October 22, Thu - 25, Sun, 2015 10 am - 5 pm, daily

At National Museum of Emerging Science and Innovation (Miraikan)

Admission Free: There are some seminars where a materials fee is required.

Admission fee required to enter Miraikan's own exhibition area.

October 22 is for invited or pre-registered guests only

Digital Content Expo (DCXPO) is an international event to show the present and future of the digital content technology to the general public and promote the exchange of the latest information between researchers, creators and business people in the field.

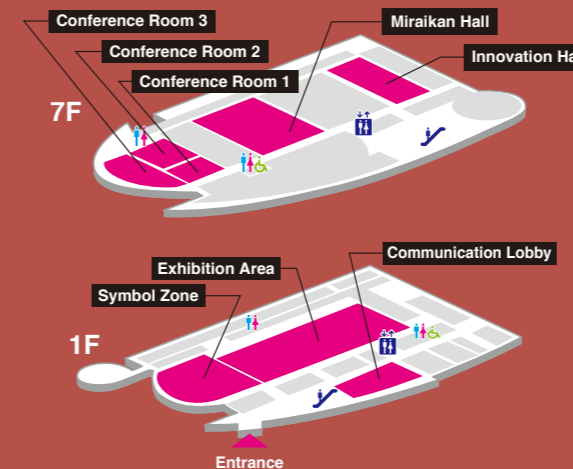
Main Programs

Innovative Technologies 2015

"Innovative Technologies" is a project to recognize those technologies which are expected to contribute a lot to the growth of content industry. It is organized by METI and gives a chance to be exhibited and demonstrated to the general public at DCXPO to those publicly selected innovative technologies which might be applied to other industries and also create new markets, according to the scenario of technological development stated in the "Technology Map 2015 (Content Field)," compiled by METI.

Floor Map

Miraikan (National Museum of Emerging Science and Innovation)



Features 2015

"Features 2015" is a program to pick up a new technological idea which is receiving much attention currently and introduce it by exhibition, symposiums, etc. The subject this year is "Digital Content Technology Which Changes Sports." Such current developments as "sports that handicapped people can enjoy in the same way as non-handicapped people do" and "watching sports off-site with highly realistic sensation" will be featured.

Content Technology Showcase (CTS)

"Content Technology Showcase (CTS)" is a program for participating companies and colleges to introduce their cutting-edge technologies. DC EXPO attendees can experience those technologies at the booths in the exhibition area listening to the explanation by the developers themselves. Also, symposiums, seminars, workshops, etc. on their technologies will be held, attended by researchers and creators who are active in the front lines.

International Programs

Introduction of overseas events focused on content by their organizers, exhibition of recent technologies and works of digital content by overseas companies and organizations, lectures by world-famous figures in the industry are planned through the partnership with overseas organizations related to content, hoping to give a brief look at the latest global trends for the industry to the attendees.

Organized by:
Ministry of Economy, Trade and Industry (METI)
Digital Content Association of Japan (DCAJ)

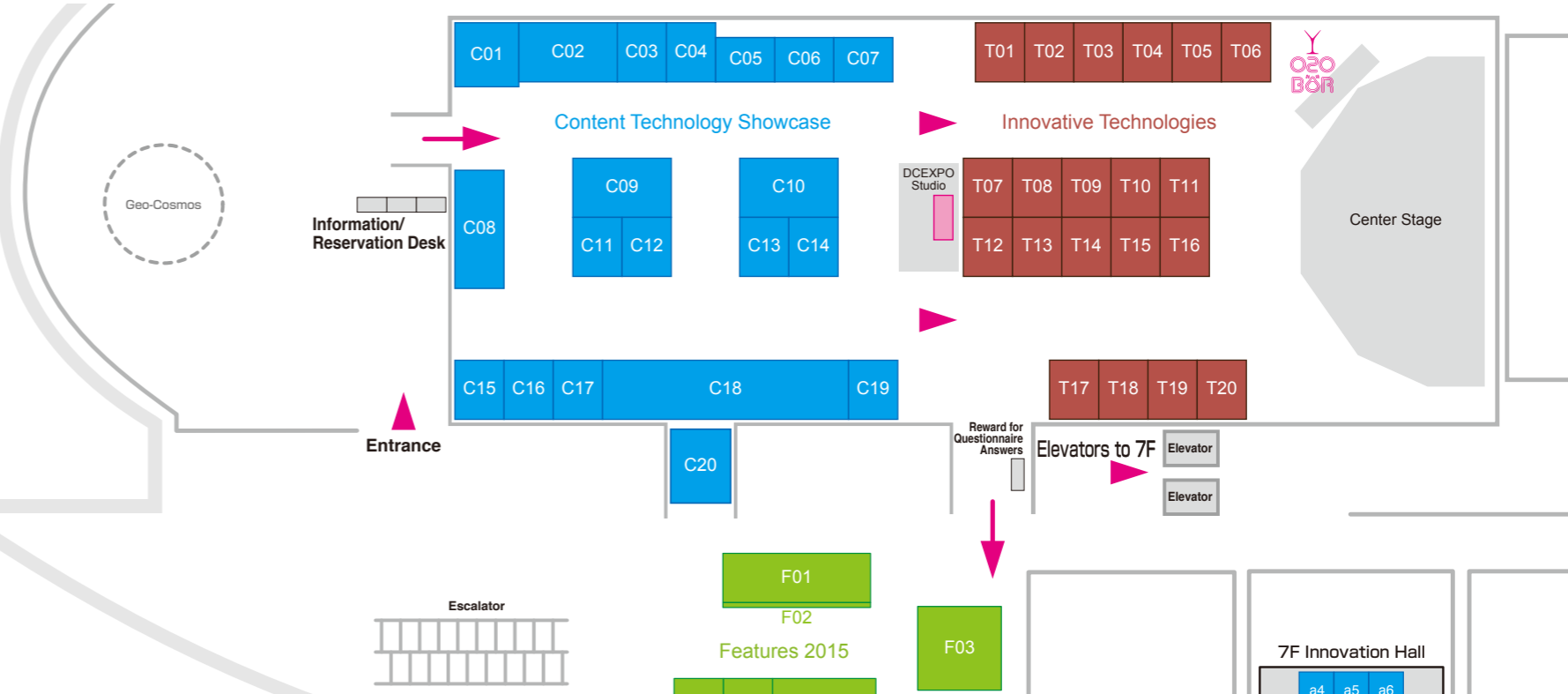
Co-organized by:
National Museum of Emerging Science and Innovation (Miraikan)



DCXPO Studio
<http://www.ustream.tv/channel/dcxpotv2015-ch1>
Center Stage
<http://www.ustream.tv/channel/dcxpotv2015-ch2>
Some of the symposiums and seminars of DCXPO 2015 will be broadcasted by Ustream.

Innovative Technologies

<p>T01 HaptoClone Shinoda & Makino Lab, Graduate School of Frontier Sciences, The University of Tokyo</p>	<p>T02 Sound UD System "OMOTENASHI GUIDE" YAMAHA Corporation</p>	<p>T03 Lumipen 2: Dynamic Projection Mapping System Ishikawa Watanabe Laboratory, the University of Tokyo / Oku Laboratory, Gunma University</p>	<p>T04 Avatar Phone Yahoo Japan Corporation</p>	<p>T05 Fairy Lights in Femtoseconds Digital Nature Group, University of Tsukuba / Hayasaki & Hasegawa Laboratory, Utsunomiya University / Hoshi Laboratory, Nagoya Institute of Technology</p>
<p>T06 Diminishable Projection Mapping Marker Pattern Measurement Group, Graduate School of Engineering Science, Osaka University</p>	<p>T07 FluxPaper - Movable Sticky Note Imai Laboratory, Graduate School of Science and Technology, Keio University / Microsoft Research</p>	<p>T08 EnchanTable Naemura Laboratory, The University of Tokyo</p>	<p>T09 Augmented TV Japan Broadcasting Corporation</p>	<p>T10 Sight Sight Project</p>
<p>T11 A textile electromyography (EMG) sensor using new elastic conductive ink The University of Tokyo, School of Engineering / JST ERATO Someya Bio-Harmonized Electronics Project</p>	<p>T12 Live2D Euclid Live2D Inc.</p>	<p>T13 LYRIC SPEAKER SIX INC.</p>	<p>T14 Hen-Gen-Tou Nippon Telegraph and Telephone Corporation</p>	<p>T15 FOVE - Eye Tracking Virtual Reality HMD FOVE, Inc</p>
<p>T16 Smart shoes system "Orphe" no new folk studio inc.</p>	<p>T17 MESH MESH project, Sony Corporation</p>	<p>T18 Paper Mechatronics: Creating a robot with printing Shuji Hashimoto Laboratory, School of Advanced Science and Engineering, Waseda University</p>	<p>T19 Digital Pacifier The University of Tokyo / Keio University</p>	<p>T20 THE DOODLE ZOO coconoe inc.</p>



CTS Content Technology Showcase

<p>C01 flight experience SOLIDRAY Co.,Ltd</p>	<p>C02 I: The planet of HAKONIWA II: LazyArms daisy Inc.</p>	<p>C03 "Street Museum" that provides sightseers impressiveness typical of places they visit Toppan Printing Co., Ltd.</p>	<p>C04 LAVAL VIRTUAL 2016 Laval Virtual</p>	<p>C05 SXSW SXSW</p>	<p>C06 SIGGRAPH ASIA 2015 SIGGRAPH ASIA 2015</p>	<p>C07 An Auto-Multiscopic Projector Array for Interactive Digital Humans University of Southern California Institute for Creative Technologies</p>	<p>C08 OcuFes in DCEXPO OcuFes</p>	<p>C09 MultiTaction® [A Solution utilized Multi-Touch Display] Visual Solution Div., NGC Corporation</p>	<p>C10 Fusion of Illusion and virtual DVERSE Inc.</p>
<p>C11 SEOUL TRAVEL FRIEND 3MOVIE Co., Ltd.</p>	<p>C12 VOOR - Total solution for high-quality VR Re-Invention Co., Ltd. / POLYGON MAGIC, INC. / Takashi Kawai Lab., Waseda Univ.</p>	<p>C13 3D content-related technology experience with user participation CELSYS, Inc.</p>	<p>C14 Interactive Contents Faculty of Information and Communications, Bunkyo University</p>	<p>C15 Immersive Auditory Display System "Sound Cask" Faculty of Design, Kyushu University</p>	<p>C16 GRID VRICK, Awesome Door NEXT Co.,Ltd.</p>	<p>C17 KADEN Project 2015 Team of KADEN Project 2015, Graduate School of Design, Tokyo Metropolitan University</p>	<p>C18 ASIAGRAPH 2015 in Tokyo CG Art Gallery ASIAGRAPH CG Art Gallery</p>	<p>C19 Braille pad project IDEEA Lab., Tokyo Metropolitan University</p>	<p>C20 ASIAGRAPH CG Workshop ASIAGRAPH CG Art Gallery</p>
<p>C21 International collegiate Virtual Reality Contest The Virtual Reality Society of Japan</p>	<p>C22 OcuFes in DCEXPO OcuFes</p>								

Features 2015

SPORTS x TECHNOLOGY

<p>F01 Superhuman Sports Hackathon - Making Sports-creation community- Superhuman Sports Society</p>	<p>F02 Superhuman Sports Design Competition Exhibition Superhuman Sports Society</p>	<p>F03 HADO meleap inc./Superhuman Sports Society</p>	<p>F04 360°VR Kickboxing Exercise SPORTS IT SOLUTION</p>
<p>F05 Free Viewpoint Video Stadium Computer Vision and Image Media lab. Center for Computational Science, University of Tsukuba</p>	<p>F06 Superhuman Sports Showcase Superhuman Sports Society</p>		

IVRC 2015

a1 Take me to the ski jumping (Inoude flying team/Kansai University) / a2 Nyoki Nyoki Mamenoki (NULL/NULL's/Keio University) / a3 Burea-labyrinth (Incontinent collegium/ The University of Electro-Communications) / a4 I'll have wings... (xi / Tokyo Institute of Technology) / a5 Airship Bubble (Deadline/Japan Advanced Institute of Science and Technology) / a6 Crawl on the wall (AoiChan/Kansai University) / a7 Okunite (IdolMENT/Tsukuba University) / a8 Virtual Kite Flying (Team Let's Fly Kite/Keio University) / a9 Virtual eel (Catfish in the bo/Osaka University) / a10 chop no tatsujin (Aisees/Why chop?/Hokkaido University) / a11 (ARuma (ups and downs/Keio University) / b1 Stimulus (Stimulus/ESIEA Ouest, France) / b2 The Maze Game (Puzzle/SAS VR, Oman) / c1 SOARING BIKE (TEAM MATHEMATICAL RESEARCH LAB./Rikyoo Ritsukyo Junior & Senior High School) / c2 Golden Frying O-Me-Ru (UMRAVI/Matsuzono Technical High School) / c3 Game-hi-room (Mad Engineer/Tokyo Tech High School of Science and Technology)