

**10.27(thu)**

1:10PM-2:30PM  
Center Stage

**Possibility of the technology of contents in Olympic and Paralympic Games~Tokyo2020 Official Programme (Economy and Technology)~**

**10.28(fri)**

11:00AM-11:55AM  
Center Stage

**Innovative Technologies Short Presentations-1**

12:10PM-12:55PM  
Center Stage

**Tips for First time SXSW Tips to make your SXSW experience awesome. How to prepare and also enjoy the randomness of SXSW.**

1:10PM-2:55PM  
Center Stage

**The Future of Digital Media in Public Space ~ JST CREST Symposium on Harmonized Inter-Personal Display Project ~**

1:00PM-2:45PM  
Miraikan Hall

**SIGGRAPH2016 Computer Animation Festival comes to DCEXPO (Video Screening)**

1:30PM-2:50PM  
Conference Room 2

**"Current status of content business market size and its segments" and "Latest Trends in Video Streaming Business"**

3:15PM-4:45PM  
Center Stage

**Interactive Technology: Its Present and Future**  
Invited Talk from SIGGRAPH, USA  
"Interactive Technology, Touching Virtual Worlds"

3:10PM-4:50PM  
Conference Room 2

**The markets trend of "communication and robots" and VR.**

3:15PM-4:45PM  
Miraikan Hall

**Creating Immersive VR content for B2B**

**10.29(sat)**

10:30AM-5:00PM  
Miraikan Hall

**Japan VR Fest(formerly OcuFes) Developers Conference**

11:00AM-11:55AM  
Center Stage

**Innovative Technologies Short Presentations-2**

12:10PM-12:55PM  
Center Stage

**Technology and the Human Body: JST ACCEL "Embodied Media Project" 2nd Symposium**

1:10PM-1:55PM  
Center Stage

**The Exploratory IT Human Resources Project (The MITOU Program) session**

1:10PM-2:10PM  
Conference Room 2

**SYMMETRY, next level VR tool**

2:15PM-3:50PM  
Center Stage

**Award Ceremony for ASIAGRAPH2016 Takumi and Tsumugi Awards**  
Commemorative Talk for Takumi Award  
"Art Creates Communication, Design Connects the World"

4:10PM-5:00PM  
Center Stage

**The 24th International collegiate Virtual Reality Contest**

**10.30(sun)**

10:30AM-4:30PM  
Conference Room 2

**Animation Masterclass2016: Practical Learning for VR Content Creation**

11:00AM-11:50AM  
Center Stage

**Innovative Technologies Short Presentations-3**

12:15PM-12:50PM  
Center Stage

**Experience the first Japanese content-based approach to overcoming language and hearing barriers!**

1:15PM-2:15PM  
Center Stage

**The possibility of animation by digital production workflow**

2:30PM-3:45PM  
Center Stage

**AI changes the future of content**

3:00PM-5:00PM  
Miraikan Hall

**START ME UP AWARDS 2016**

4:05PM-5:00PM  
Center Stage

**SIGGRAPH2016 Computer Animation Festival comes to DCEXPO (Video Screening)**

■ 1F Center Stage ■ 7F Conference Room 2 ■ 7F Miraikan Hall



# Digital Content Expo (DCEXPO) 2016

October 27, Thu - 30, Sun, 2016 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 27 is for invited or pre-registered guests only

Digital Content Expo (DCEXPO) 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

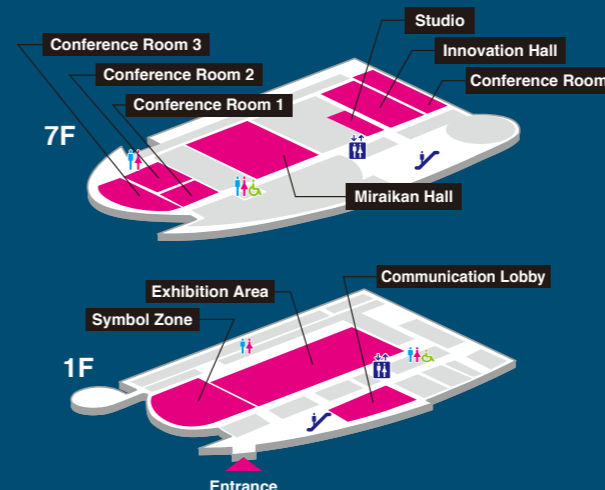
"Innovative Technologies" is a project to recognize those technologies which are expected to contribute a lot to the growth of content industry.

### Features 2016

"Features" is a program to pick up new technology which is receiving much attention in the year and introduce it by exhibition, symposiums, etc. This year, DCEXPO features the newest trend of digital content technology including multilingual translation and ultra-realistic images which is expected to be of practical use for the sports fields such as Olympic and Paralympic games.

## Floor Map

Miraikan (National Museum of Emerging Science and Innovation)



### CTS | Content Technology Showcase

"Content Technology Showcase (CTS)" is a program for participating companies and colleges to introduce their cutting-edge technologies.



スポーツコンテンツを  
100倍おもしろくする  
超臨場感映像技術展

"Spo-Con" is the exhibition for the ultra-realistic imaging technology which makes sports content fascinating 100 times



"Gadget Japan" is a place where unique devices and software created by cutting-edge content technology and original idea gathered together.



DCEXPO Studio  
<http://www.ustream.tv/channel/dcexpotv2016-ch1>

Center Stage  
<http://www.ustream.tv/channel/dcexpotv2016-ch2>

Some of the symposiums and seminars of DCEXPO 2016 will be broadcasted by Ustream.

### Organized by:

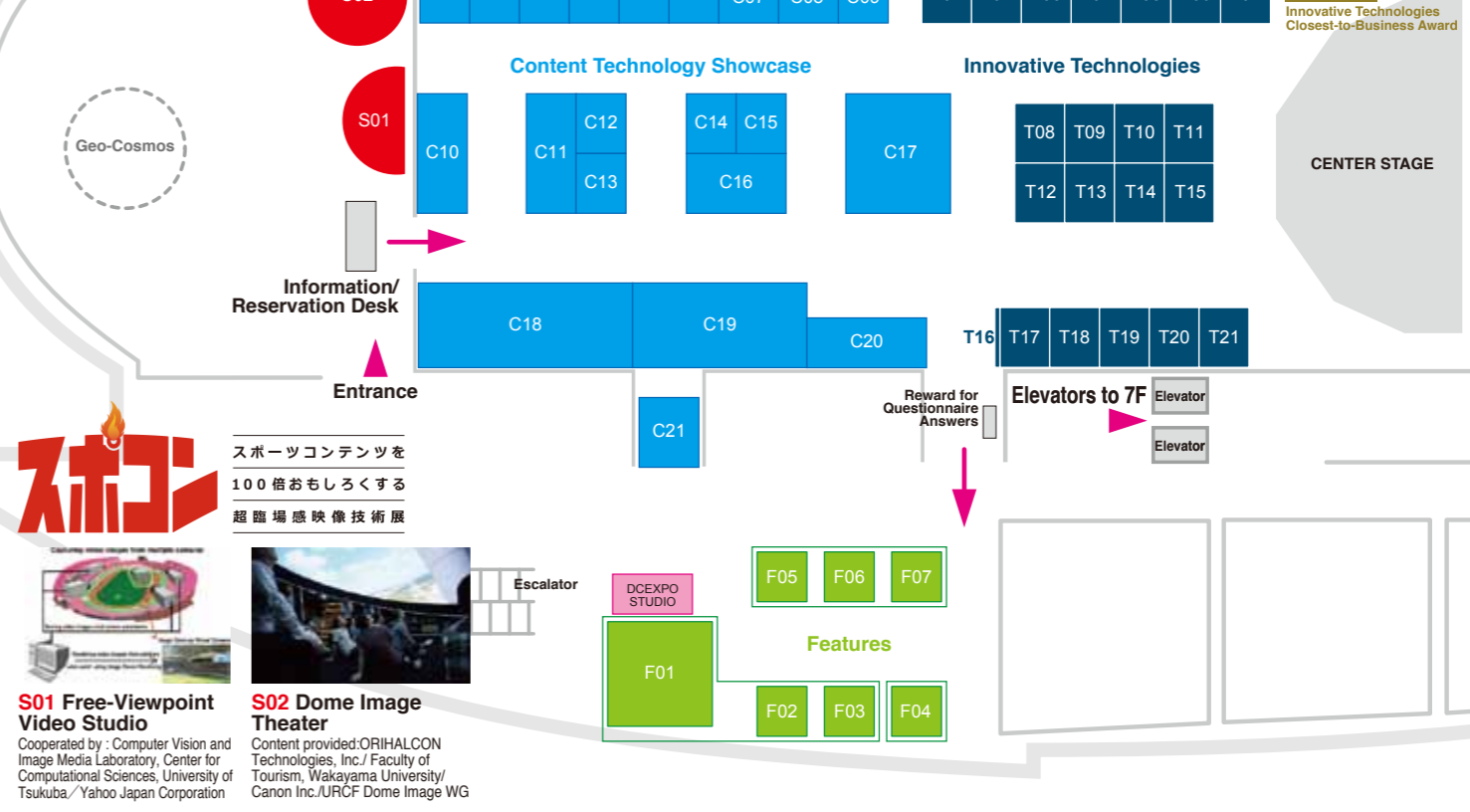
Ministry of Economy, Trade and Industry (METI)  
Digital Content Association of Japan (DCAJ)

### Co-organized by:

National Museum of Emerging Science and Innovation (Miraikan)

# Innovative Technologies

<b>T01 Luminescent Tentacles</b> Nakayasu Laboratory, Faculty of Art, Kanazawa College of Art	<b>T02 fVisiOn: 360-degree Viewable Glasses-free Tabletop 3D Display</b> Universal Communication Research Institute, National Institute of Information and Communications Technology	<b>T03 CODE HORIZON: Autonomous Robots RTS game system</b> MIRA, Inc.	<b>T04 Qoncept 4D Tracker</b> Qoncept, Inc. / DataStadium Inc.	<b>T05 Holographic Whisper</b> Pixie Dust Technologies, Inc.	<b>T06 TABO</b> touch.plus / Bascule Inc. / PROGRESS TECHNOLOGIES, Inc.	<b>T07 8K Time into Space</b> NHK / MIT Media Lab
<b>T08 PanoPlaza Movie/Live</b> Kadinche Corporation	<b>T09 Phygital Field</b> Naemura Laboratory, The University of Tokyo	<b>T10 HapTONE</b> The University of Electro-Communications, Kajimoto-Laboratory	<b>T11 Cross-Field Haptics:Haptics display in multiple field</b> University of Tsukuba, Digital Nature Group	<b>T12 8K:VR Theater</b> NHK Media Technology,inc. / NHK Enterprises,inc.	<b>T13 Incontinence experience device</b> The University of Electro-Communications Robomech Factory VRunit Incontinence Study Group	<b>T14 Chatbot "Rinna", Schoolgirl A.I.</b> Microsoft Japan Co.,Ltd.
<b>T15 Attempt at automatic composition of short-short stories</b> The capricious AI project -I am a writer-	<b>T16 Unlimited Corridor</b> The University of Tokyo Hirose Tankawa Narumi Lab. / Unity Technologies Japan	<b>T17 Automatic Colorization of Black and White Images with Artificial Intelligence</b> Waseda University, Department of Computer Science and Engineering, Ishikawa Lab.	<b>T18 Sky Magic - Audiovisual technology by swarming UAVs</b> MicroAd, Inc.	<b>T19 RoBoHoN</b> SHARP CORPORATION	<b>T20 MotionScore</b> DENTSU INC.	<b>T21 Ratchair: furniture learns to move itself with vibration</b> KAIST



## CTS Content Technology Showcase

<b>C01 Radio-controlled dolly for 360 production</b> Kid's Plates Inc.	<b>C02 Supplement to draw customers to the app, VR Sightseeing app</b> Forefront Technology	<b>C03 Artificial intelligence (AI) dialogue engine, next generation communication channel</b> Nextremer Co.,Ltd.	<b>C04 AI Communication</b> SHIFT PLUS Inc.	<b>C05 ZanzōDomino</b> Tokyo Metropolitan University	<b>C06 VR DOME</b> Toppan Printing Co., LTD.
<b>C07 LAVAL VIRTUAL 2017</b> LAVAL VIRTUAL	<b>C08 SIGGRAPH Asia 2016</b> SIGGRAPH Asia 2016	<b>C09 SXSW : South by Southwest</b> SXSW South by Southwest	<b>C10 Noitom Biomotion</b> Noitom Ltd.	<b>C11 Perception Neuron</b> Noitom Ltd.	<b>C12 VOOR - Total solution for 3DVR</b> Re-Invention co.,Ltd.
<b>C13 Kaden Project 2016</b> KADEN Project 2016 Team, Graduate School of System Design, Tokyo Metropolitan University	<b>C14 VR &amp; Interactive Contents</b> Faculty of Information and Communication	<b>C15 Lazy Arms</b> daisy Inc.	<b>C16 SYMMETRY, next level VR tool</b> DVERSE Inc.	<b>C17 The Future of Digital Media in Public Space ~ JST CREST Symposium on Harmonized Inter-Personal Display Project ~</b> Naemura Laboratory, The University of Tokyo	<b>C18 Project Alice</b> Noitom Ltd.
<b>C19 ASIAGRAPH 2016 in Tokyo CG ART GALLERY</b> ASIAGRAPH CG ART GALLERY	<b>C20 TapTalk</b> SOLIDRAY Co.,Ltd.	<b>C21 ASIAGRAPH CG workshop</b> ASIAGRAPH CG ART GALLERY	<b>Another Track ~</b>		
<b>C19 ASIAGRAPH 2016 in Tokyo CG ART GALLERY</b> ASIAGRAPH CG ART GALLERY			<b>C21 ASIAGRAPH CG workshop</b> ASIAGRAPH CG ART GALLERY		
<b>C20 TapTalk</b> SOLIDRAY Co.,Ltd.			<b>C22 The 24th International collegiate Virtual Reality Contest</b> The Virtual Reality Society of Japan		
<b>C21 ASIAGRAPH CG workshop</b> ASIAGRAPH CG ART GALLERY			<b>C23 Omni Jump</b> Hashilus Co., Ltd.		
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## Features 2016

<b>F01 3D Real-Time Object Tracking</b> Japan Broadcasting Corporation	<b>F02 JackIn Stadium</b> TOPPAN PRINTING Co., Ltd. / Rekimoto Lab., Interfaculty Initiative in Information Studies, The University of Tokyo
<b>F03 Smart-Sysitem for Sports Movement</b> NPO: Smart-Consortium	<b>F04 [idoga VR] 360°VR live streaming system and 8K-equivalent 360°HD streaming solution (super panoramic engine)</b> Crossdevice Co.Ltd.
<b>F05 Sound Universal Design System "OMOTENASHI GUIDE"</b> YAMAHA Corporation	<b>F06 Telepathy Walker, AR Platform</b> Telepathy Japan Inc.
<b>F07 「Another Track(TM)」 Device Control Solution Applying Acoustic Communication</b> EviXar Inc.	

## 7F Exhibition

**7F Exhibition**

Innovative Technologies 実用化技術大賞

Gadget Japan

Miraikan Hall

Elevator

C22

S03 8K:VR Theater

C23

Innovative Technologies 実用化技術大賞

CTS Content Technology Showcase

イニテック JAPAN

**G01** Eigoggle (yanosen\_ip) / **G02** Projection Ball (Crescent) / **G03** Projection Card "GHOST PICTURE" ( Projection Card Band) / **G04** Why not change your business process? "ShareTalk" for business chat and "ShareFlow" for digital workplace would make it. (SalesOne, Inc.) / **G05** VISTouch (CENOTE Inc.) / **G06** VR RHYTHM ACTION SEIYA (WANDY CO. LTD.) / **G07** Webmo: Motor for web developer (weartronica) / **G08** Actuated Wear (Cidre Interaction desing Inc.) / **G09** KorogaruBaton (Matsaura Laboratory, Tokyo Denki University) / **G10** shocking love (KAKUNI)  
Exhibition period October29th to 30th G01 & G03 Exhibition period October30th

**B01 Gold Prize: Project Morpheus (PlayStation®VR)**  
Sony Interactive Entertainment Inc.

**B02 Silver Prize: WHILL**  
WHILL Co., Ltd.

**B03 Bronze Prize: AgIC**  
Kawahara Lab. The university of Tokyo / AgIC Inc.

**B04 Bronze Prize: FOVE**  
FOVE Inc.

**C22 The 24th International collegiate Virtual Reality Contest**  
The Virtual Reality Society of Japan

**C23 Omni Jump**  
Hashilus Co., Ltd.

**S03 8K:VR Theater**  
Cooperated by: NHK Media Technology,inc. NHK Enterprises,inc.