

Virtual Reality 2.0 and Digital Public Art

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As a result of the advancement of the Virtual Reality technology, the quality of the VR world has been rapidly improved. In addition to that, various novel technologies such as brain-computer interfaces, ubiquitous computing, wearable computers will broaden the field of VR technology framework which movement can be called as "Virtual Reality 2.0". In my talk, I will introduce the current activities of Virtual Reality research and how we can create new generation of VR technologies by integrating these novel technologies with conventional VR technologies.

In Japan, many novel VR related projects are now under way. Some projects are related with media arts, robotics, digital-archives. Among them, I want to introduce Digital Public Art project. The term "Digital Public Art" refers to the new media art genre that uses advanced media technologies in creating public art, which broadens the possibility and brings in new ways of artistic expressions. This project includes new direction of recent multi-media technology, that is, fusion of advanced technology and media art.