[Profile]

Ryuta Aoki | Artistic Director / Social Sculptor

Twitter | Instagram | Web

Founder & CEO of VOLOCITEE Inc. / Co-founder & Artistic Director of METACITY / Co-founder & Director of ALIFE Lab. / Co-founder of ALTERNATIVE MACHINE Inc. / Co-founder of Mucha-Kucha Inc. / Founder & Artistic Director of ArtHackDay.jp / Co-founder & Artistic Director of The TEA-ROOM

Ryuta Aoki is an artistic director and social sculptor based in Tokyo. With the theme of exploring "possible societies," he orchestrates research and development, art projects, conferences, and exhibitions, he creates works of art as artist collectives in the interdisciplinary field between art and science and technology. Grounded in Japanese culture and philosophy deeply connected to nature, he also embraces the new perspectives on life and humanity brought about by advances in science and technology. Beyond mere exhibitions, he creates works that directly interact with and instigate change in nature and society as systems.

In 2000, he co-founded a tech startup and spent the next decade working as a software engineer and technical director in the embedded OS and high-performance computing sectors. In 2011, he introduced Japan's first children's version of TEDx, "TEDxKids," and in 2014, he launched Japan's inaugural art hackathon, "Art Hack Day." 2016 witnessed him co-founding the artist collective "The TEA-ROOM," themed contemporary Japanese tea ceremony, and the artificial life research community "ALIFE Lab." By 2018, he had co-founded the world's sole deep-tech startup specializing in societal applications of artificial life research, "ALTERNATIVE MACHINE." The same year marked the commencement of activities for the research collective "METACITY," dedicated to exploring "possible cities." In 2019, he co-established the artist management company "Mucha Kucha," which houses artists related to the tea ceremony.

In 2018, he was the director for "ALIFE 2018," the first international conference on artificial life after the merger of American and European academic societies. In 2020, he was the curator and artistic director for the Japan Media Arts Distributed Museum" project backed by Japan's Agency for Cultural Affairs. He also spearheaded the "Jack-In to the Ecosystem" exhibition in 2021 as part of Chiba City's inaugural art festival. Noteworthy exhibitions of his works encompass the "ART for SDGs: Kitakyushu Art Festival Imagining Our Future" in 2020 and the "2121 Futures In-Sight" at 21_21 DESIGN SIGHT in 2021. As of October 2022, he has been tasked with the basic concept design for a 2026 international exhibition, a successor to the 2022 Japan Media Arts Festival by the Agency for Cultural Affairs, spotlighting Japan's "new values" in media art and pop culture.

His accolades include the Public Award at the "WIRED Creative Hack Award" in 2021. Moreover, in 2022, he was among the first Japanese group to clinch the Social Impact Award in the Art Division (Minister of Education, Culture, Sports, Science, and Technology Award) at the 25th Japan Media Arts Festival. He co-authored "ALife: An Introduction to Artificial Life Model Theory through Implementation" (O'Reilly Japan), published in Japanese in 2017 and Chinese the following year.

[Portrait]

Pattern A: [Source](#)   Pattern B: [Source](#)

[Portfolio]

[Google Slide Version](#) / [PDF Version](#) (*) Both versions contain the same content.

[Work History]

2023: Appointed as a Fellow for "MOTION GALLERY," a crowdfunding service specializing in supporting arts and culture.

2021: Appointed as a councilor for the social welfare organization "Tonakaima Research Association," which operates the Honmyoji Kindergarten (in Kumamoto City), a certified childcare center integrated with early childhood education, and Aiai Nursery School (in Koshi City).

2020: Co-founded METACITY Council.

2019: Co-founded an artist management company, "Mucha Kucha," where artists related to the tea ceremony belong.

2018: Started a research project, "METACITY," that explores forms of possible cities with Makuhari Messe, the largest convention center in Japan.

2017: Co-founded the only company in the world that specializes in the social applications of artificial life research, "ALTERNATIVE MACHINE," with Mr. Takashi Ikegami, who is a professor in Tokyo University and also an ALife complex system researcher.

2016: Started a community called "ALIFE Lab," which connects artificial life researchers and other fields of researchers and artists. (became a General Incorporated Association in 2019) Started "The TEA-ROOM," the art collective that explores how a new tea ceremony should be with Mr.Souryou Matsumura, an associate professor of the Urasenke tea ceremony.

2014: Held a hackathon, "Art Hack Day," that specialized in arts for the first time in Japan.

2011: Held a kids' version of the TEDx program, "TEDxKids," for the first time in Japan. Founded a design firm, "VOLOCITEE," specializing in community design and management.

2010: Started volunteering for "TEDxTokyo", the first TEDx community in Japan. Joined "TEDxTokyoyz", which is TEDx for Y&Z generation, launching.

2006: Joined a venture company that deals with software acceleration on multi-core processors. Be responsible for developing a coprocessor execution status monitoring tool for a new type of multi-core processor, "Cell Broadband Engine," acceleration of image recognition system of visual inspection devices and surveillance camera system using embedded LSI, "SpursEngine" based on Cell Broadband Engine, and directing and developing biological laser microscope software.

2002: Joined a foreign software company that develops middleware stack for digital information home appliances. Took part in the development team for a Java-based browser and "i-Jade," which is an emulator for developing a Java runtime environment for mobiles. Then, be responsible for developing "Z-API," which was middleware for digital TVs and STBs. Mainly, in charge of designing and developing a unique low-footprint embedded GUI system, font system, and application execution environment.

2000: Co-founded start-up companies that offered a business card management cloud service in i-mode with part-time workers in PC classes.

[Selected Awards & Selections]

・"Bio Sculpture" Social Impact Award (Minister of Education, Culture, Sports, Science and Technology Award),
　Art Division, the 25th Japan Media Arts Festival (Japan, 2022)
・"Bio Sculpture" Public Award / Finalist, WIRED Creative Hack Award 2021 (Japan, 2021)
・"Artificial Moons" Finalist, WIRED Creative Hack Award 2021 (Japan, 2021)
・"TEDxKids@Chiyoda" Great TEDx Stage Design (USA, 2015)
・"TEDxKids@Chiyoda" The Best Practice of TEDx (USA, 2012)
・"TEDxKids@Chiyoda" Best of Stage Design of TEDx (USA, 2012)

[Selected Works]

Artworks (Installation):

・Bio Sculpture -Scene of a Future Boutique- (Hiroya Tanaka Lab. + METACITY、2022)
・New Rousseau Machine -Kyoto Mounting Edition- (METACITY、2021)
・Bio Sculpture -Scene of a Future Portable Lab- (Hiroya Tanaka Lab. + METACITY、2021)
・New Rousseau Machine (METACITY、2021)
・Hello, Error! #1 (The TEA-ROOM, 2021)
・SOTOROJI #1 (The TEA-ROOM, 2021)
・UCHIROJI #0 (The TEA-ROOM, 2021)
・ANH-01 (ALTERNATIVE MACHINE, 2021)
・Bio Sculpture (Hiroya Tanaka Lab. + METACITY, 2021)
・Artificial Moons (The TEA-ROOM + METACITY, 2020)
・VOID SYSTEM (The TEA-ROOM, 2020)
・SOTOROJI #0 (The TEA-ROOM, 2020)
・ANH-00 (ALTERNATIVE MACHINE, 2019)

Exhibition of my artworks:

・The 25th Japan Media Arts Festival Award-winning Works Exhibition (Miraikan, Tokyo, Sep. 16th - 26th, 2022)
・The Year 2121: Futures In-Sight (21_21 DESIGN SIGHT, Tokyo, Dec. 16th, 2021 - May 26th, 2022)
・Ars Electronica Garden Tokyo (Online, Sep. 8th - 12th, 2021)
・The Exhibition of Jack into the Noösphere (Japanese Garden "Mihama-en," Chiba, Jul.24th - Aug. 8th, 2021)
・Kitakyushu Art Festival ART for SDGs (Kitakyushu Innovation Gallery, Fukuoka, Apr. 29th - May 9th, 2021)
・Next World ExhiVision (Large outdoor digital signage, 71 locations in 8 cities in Japan, Sep. 19th - 27th, 2020)
・Japan Media Arts Festival x Distributed Museum
　(Chubu Centrair International Airport, Aichi, Mar. 9th, 2020 - February 9th, 2021)
・BOOSTER STUDIO (PARCO, Tokyo, Jan. 2nd - 31st, 2020)
・MUTEK.JP 2019 (Shibuya Stream Hall, Tokyo, Dec. 11th - 13th, 2019)
・KEIO SFC OPEN RESEARCH FORUM 2019　(Tokyo Midtown, Tokyo, Nov. 22nd - 23rd, 2019)

Published in the catalog:

・Japan Media Arts Festival 1997-2022 25 Years of Progress (CG-ARTS)
・The 25th Japan Media Arts Festival Award-winning Works Exhibition (Agency for Cultural Affairs, Japan)
・Chiba City Festival of Arts (Chiba City, Japan)
・Kitakyushu Art Festival ART for SDGs (Kitakyushu City, Japan)

Research & Development:

・ANH (ALIFE Lab., 2019 - 2022)
・Richness of the Mind (ALTERNATIVE MACHINE, 2018 - 2021)
・Software development of android, "Alter 3" (ALTERNATIVE MACHINE, 2019 - 2020)
・Examination of "Living Architecture" prototype (ALTERNATIVE MACHINE, 2018) *Algorithm design only
・Citizen Cooperative-based Distributed Logistics System (ALTERNATIVE MACHINE, 2017 - 2018)
・Dynamics generation engine, "ALIFE Engine" (ALTERNATIVE MACHINE, 2017 - 2020)

Conferences Planning & Direction:

・The Foundation Festival of Multi-Layered City "Makuhari" (Dec. 20th - Jan. 31st, 2021)
・METACITY CONFERENCE 2019 (Jan. 18th - 19th, 2019)
・International Conference on Artificial Life, "ALIFE 2018" (Jul. 23rd, 2018)
・Generative Ethics and Society (May 13th, 2017)
・COI 2021 Conference (Jan. 29th - 30th, 2016)
・TEDxKids@Chiyoda 2014 (Nov. 30th, 2014)
・TEDxKids@Chiyoda 2013 (Nov. 4th, 2013)
・TEDxKids@Chiyoda 2012 (Oct. 28th, 2012)
・TEDxKids@Tokyo 2011 (Oct. 1st, 2011)
・TEDxTokyoyz 2011 Ver 2.0 (Oct 1st, 2011) ※Held at the same time as TEDxKids
・TEDxTokyoyz 2010 Theater (Nov. 17th, 2010)
・TEDxTokyoyz 2010 Ver 1.0 (Jun. 9th, 2010)

Art Hackathon Planning & Direction:

・Future+Design Vol.2（Tokyo, 2019) *Advisor (Program Design)
・Art Hack Day 2018 (Tokyo, 2018)
・Future+Design Vol.1（Tokyo, 2018) *Advisor (Program Design)
・Kogei (traditional handicrafts) Hackathon (Toyama, 2017) *Advisor (Program Design)
・3331α Art Hack Day 2016 (Tokyo, 2016)
・LED Bulb Speaker Ideathon (Tokyo, 2015)
・KENPOKU Art Hack Day (Tochigi, 2015)
・3331α Art Hack Day 2015 (Tokyo, 2015)
・3331α Art Hack Day 2014 (Tokyo, 2014)

Sci-Fi Prototyping Planning & Direction:

・Civic Vision SF Workshop (1days, Jan. 17th, 2021) ※Producer
・SF Manga Design Research (5days, Jun. 11th - 24th, 2019)
・School for ALIFE (5days, Feb. 18th - Mar. 11th, 2017)

Art Awards Planning & Direction:

・ALIFE Art Award 2018 (National Museum of Emerging Science and Innovation, Jul. 2018)

Art Exhibition Planning & Direction:

・The Exhibition of Jack into the Noösphere (Jan. - Aug., 2021)
・The Exhibition of Makuhari City (Dec. 2020 - Jan. 2021)
・Japan Media Arts Festival x Distributed Museum at Chubu Centrair International Airport
  (Mar. 2020 - Feb. 2021)
・Japan Media Arts Festival x Distributed Museum at Naha (Feb. - Mar. 2020)
・Japan Media Arts Festival x Distributed Museum at Fukuoka Airport (Feb. - Mar. 2020)
・ALIFE Art Award Exhibition 2018 "Being There"
  (National Museum of Emerging Science and   Innovation, Jul. 2018)
・Art Hack Day Exhibition 2018 "Emerging existence"
  (National Museum of Emerging Science and Innovation, Mar. 2018)
・3331α Art Hack Day Exhibition 2016 "Technology as a living matter"
  (An abandoned building in Kayaba-cho, Nov. 2016)
・3331α Art Hack Day Exhibition 2015 (3331 Arts Chiyoda, Sep. 2015)
・Art Hack Night 2014（Loftwork、Sep. 2014）
・Imagine Another Life Through The Products Exhibition@Trans Arts Tokyo
  (Former Tokyo Denki University, Oct. - Nov. 2012)

Tea Ceremony Planning & Direction:

・Shipboard Tea Ceremony @ T-LOTUS M (The TEA-ROOM, Tea Ceremony / Performance, 2018)
・Glowing Tea Ceremony @ Sanrio Puroland (The TEA-ROOM, Tea Ceremony, 2017)

・Sound Tea Ceremony @ TAICOCLUB (The TEA-ROOM, Tea Ceremony / Tea Room, 2016)

Working Space Planning & Management:

・"Nausicaa House" a shared office (Shibuya, Tokyo, May 2018 - Feb 2021)
・Life Space UX Showroom at Ginza Sony Building (Chuo, Tokyo, Oct. 2016 - Mar. 2017)
・"3331α Studio" a work and event space (Chiyoda, Tokyo, Dec. 2015 - Apr. 2017)

Creative Communities & Teams Building:

・EA Research Institute (Jun. 2022 -)
・Multi-Layered City "Makuhari" (Dec. 2020 -)
・WIRED Speculative Zone (Dec. 2019 -)
・Mucha Kucha Inc. (Dec. 2019 - Feb. 2021)
・METACITY Council (Jul. 2018 -) *Became a Company on Jun. 2020
・ALTERNATIVE MACHINE Inc. (Jun. 2017 - Sep. 2020)
・ALIFE Lab. (Jul. 2016 -) *Became a Company on Jul. 2019
・The TEA-ROOM (Aug. 2016 -)
・TAICOLAB.（TAICOCLUB, Jan. 2016 - Nov. 2018)
・Life Space UX Lab. (Sony, Dec. 2015 -May 2017)
・3331α (3331 Arts Chiyoda, Aug. 2014 - Apr. 2017)
・Art Hack Day (Aug. 2014 -)
・TEDxKids@Chiyoda (Oct. 2011 - Nov. 2014)
・VOLOCITEE Inc. (Sep. 2011 -)

[Selected Publications]

Books (Co-authored):

・『A-Life｜Implementing artificial life model using Python』(GOTOP, 2019)[1] *published by Taiwanese publisher
  ・『ALife - Build and Run: Introduction to Artificial Life Model Theory through Implementation』(O'Reilly Japan, Inc, 2017)[2]

Scientific Papers (Co-authored):

・「Attempt of Sculpture for Social and Biological Environment by Japanese Style "Soil" 3D printing」(Oct 2021)
・「Evolving Acoustic Niche Differentiation and Soundscape Complexity Based on Intraspecific Sound Communication」 (Jul. 2020)[3]
・「ALife as a Tool for Cooperative Society Between People and Machines」 (Jul. 2018)[4]
・「Constructing the co-creation community ALife Lab. for the co-evolution of humans and information technology」(May 2017)[5]

Articles:

・『WIRED』Japan Vol.42（Condé Nast Japan, Sep. 16th, 2021）[6]
・AXIS Vol.205 (AXIS, Sep. 1st, 2021）[7]
・『WIRED』Japan Vol.36 (Condé Nast Japan, Mar. 13th, 2020)[8]
・「What is Artificial Life（ALife）」（（Biz/Zine, Nov. 8th, 2017)[9]
・MARKETING HORIZON Vol.8 (Japan Marketing Association, Aug. 2015)[10]

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[1] http://books.gotop.com.tw/v_A597
[2] https://www.oreilly.co.jp/books/9784873118475/
[3] https://www.mitpressjournals.org/doi/abs/10.1162/isal_a_00296
[4] https://www.mitpressjournals.org/doi/abs/10.1162/isal_a_00025
[5] https://www.ai-gakkai.or.jp/jsai2017/webprogram/2017/pdf/461.pdf
[6] https://wired.jp/magazine/vol_42/
[7] https://www.axismag.jp/posts/2021/08/396568.html
[8] https://www.amazon.co.jp/dp/B0848N9L51/ref=cm_sw_r_tw_dp_U_x_xqd8Eb8J5FRVW
[9] https://bizzine.jp/article/detail/2502
[10] https://jma2-jp.org/article/shop/magazine/product/149-2015%E5%B9%B408%E5%8F%B7

[Selected Media Appearances] *Except web media

TV Programs:

・Esprit Japon The Theme of Ryuta Aoki (BS Fuji, Feb. 12th, 2021)[11]
・Communicating Cultural Resources! Media Arts at the Gateway to the Sky (BS Fuji, Mar. 22nd, 2020)[12]
・ART×TRIP (MBC every1, Jan. 31st, 2020) *Korean Broadcaster
・SENSORS (Nippon TV、Sep. 27th, 2015)[13]

Internet TV Programs:

・The 25th Japan Media Arts Festival (Miraikan, Sep. 16th, 2022)[14]
・Makuhari City Foundation Festival (DOMMUNE、Dec. 30th, 2020)[15]
　　・Art Hack Day - A Future of Technology x Art- (DOMMUNE、Oct. 31st, 2017)[16]

Radio Programs:

・THE HANGOUT (J-WAVE, Feb. 10th, 2015)[17]
・blue ocean (Tokyofm, Oct. 31st, 2012)[18]

Magazines, Newspapers, Books (Interviews, Featured Works):

・Proof of X -Blockchain As A New Medium For Art- (NEORT.、Mar. 1st, 2024)[19]
・BRAIN Nov. 2023 (Sendenkaigi Co., Ltd.、Sep. 30th, 2023)[20]
・The Asahi Shimbun (The Asahi Shimbun, Sep. 22th, 2022)[21]
・The Tokyo Shimbun (The Chunichi Shimbun, July 16th, 2022)[22]
・"Hack the Goverment" (Gyosei, Oct. 30th, 2021)[23]
・The 40th-anniversary issue of "Garden" (No.225) (Kenchiku Shiryo Kenkyusha, Oct. 1, 2021)[24]
・Sustainable Japan by The Japan Times (The Japan Times, Sep. 25th, 2021)[25]
・AXIS Vol.213 40th Anniversary Special Edition (AXIS, Sep. 1st, 2021)[26]
・AXIS Vol.205 (AXIS, May 1st, 2020)[27]
・"How to make Hackthon" (BNN、Feb. 20th, 2015)[28]
・TRUNK Inaugural Issue (Neko Publishing, Feb. 7th, 2014)[29]
・Japan Daily News - The Mainichi (The Mainichi, Nov. 11th, 2013)[30]
・Weekly Toyo Keizai 2013年 4/27-5/4 double number (Toyo Keizai Inc., Apr. 22nd, 2013)[31]

[11] https://www.espritjapon.com/gens.php?2021021200
[12] https://flyteam.jp/news/article/122817
[13] https://datazoo.jp/tv/SENSORS/895081
[14] https://www.youtube.com/watch?v=abFUu12r5HY
[15] https://www.dommune.com/streamings/2020/123001/
[16] https://www.dommune.com/reserve/2017/1031/
[17] https://drive.google.com/file/d/15TNCEnuhCmwT4AKNvbI90lKeSFoXH9ae/view
[18] https://www.tfm.co.jp/bo/index.php?itemid=58264&catid=329
[19] https://poxshop.official.ec/items/75632493
[20] https://amzn.asia/d/0DAqcnZ
[21] https://www.asahi.com/articles/DA3S15423662.html
[22] https://www.tokyo-np.co.jp/article/189967
[23] https://amzn.asia/d/9RseUHP
[24] https://www.amazon.co.jp/dp/B09GQGMNSD
[25] https://sustainable.japantimes.com/interest_cat/vol04
[26] https://www.axismag.jp/posts/2021/08/396568.html
[27] https://www.amazon.co.jp/dp/B087PZ1X91/ref=cm_sw_r_tw_dp_U_x_RXBUEbX1XBCWY
[28] https://bnn.co.jp/products/9784861009754
[29] https://www.amazon.co.jp/dp/4777015734/ref=cm_sw_r_tw_dp_U_x_sJc8Eb1YHDBCP
[30] https://drive.google.com/file/d/1ppQLMa1WQwg1bEWXeh768rhUSxa0_Ir5/view
[31] https://www.amazon.co.jp/dp/B00CAZDH9E/ref=cm_sw_r_tw_dp_U_x_JKc8EbYX8PV3J

[Selected Events Appearances]

Talk:

・The Exhibition: Proof of X (Tokyo, Jun. 25th, 2023)[32]
・International College of Technology (Kanazawa, Dec. 23rd, 2022)
・Consulate of Switzerland, Swissnex in Japan (Osaka, Nov. 16th, 2022)[33]
・The 25th Japan Media Arts Festival (Tokyo, Sep. 16th, 2022)[34]
・Consulate of Switzerland, Swissnex in Japan (Tokyo, Sep. 8th, 2022)[35]
・International College of Technology (Kanazawa, Dec. 23rd, 2021)
・CIC Tokyo (Tokyo, Jun. 24th, 2021)[36]
・WIRED Japan, Editors Lounge (Online, Mar. 18th, 2021)[37]
・Ikubunkan Global High School (Online, Nov. 17th, 2021)
・The 22th Japan Media Arts Festival (Tokyo, Jun. 16th, 2019)[38]
・CEATEC (Chiba, Oct. 2018)[39]
・078 (Kobe, Apr. 27th, 2018)[40]
・Lexus Talk Event (Tokyo, Dec. 14th, 2017）[41]
・Web Science Society Vol.2 (Yokohama, Nov. 12th, 2016)[42]
・YouFab Global Creative Awards 2016 (Tokyo, Sep. 21st, 2016)[43]
・TEDxKobeSalon (Kobe, Aug. 17th, 2014)[44] [45]
・TEDxYouth@PortauPrince (Online participation, Nov. 20th, 2011)[46]
・Qi Global (Singapore, Oct. 2011)[47]
・TEDxEarthquake9.0 (Kitakyushu, Apr. 10th, 2011)[48] [49]

Invited Workshops:

・CECAN (Arizona, U.S.A, Apr. 23th - 26, 2019)[50]
・CECAN (Surrey, U.K., Feb. 12th - 14th, 2019)[51]
・Ars Electronica Future Innovation Summit (Tokyo, May 25th - 27th, 2018)[52]
・Salzburg Global Seminar (Salzburg, Austria, Mar. 18th - 22nd, 2017)[53]
・TEDSummit 2016 (Vancouver, Canada, Jun. 26th - 30th, 2016)
・TEDActive 2014 (Whistler, Canada, Mar. 17th - 21st, 2014)

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[32] https://pox.exhibit.website/events#effective-art
[33]
https://www.linkedin.com/posts/swissnex-in-japan_nexcafe-science-technology-activity-69952837004
14394368-xTT5
[34] https://www.youtube.com/watch?v=abFUu12r5HY
[35]
https://www.linkedin.com/posts/swissnex-in-japan_nexcafe-data-city-activity-6965880015712321536-y
PT8
[36] https://twitter.com/ryuta_aoki_/status/1408330634192293890
[37] https://www.facebook.com/events/466096794542626
[38] https://jmaf-ce01.peatix.com/
[39] https://www.facebook.com/permalink.php?story_fbid=2266014073621967&id=2265500297006678
[40] https://2018.078kobe.jp/events/4475/index.html
[41] https://lexus.jp/brand/intersect/tokyo/events/creators-experience-2017.html
[42] https://tmblr.co/ZD8Zyl2GKI-m0
[43] https://fabcafe.com/jp/events/tokyo/youfabyamaha01/
[44] https://www.ted.com/tedx/events/12756
[45] https://www.youtube.com/watch?v=c5cEmBG5bb0
[46] https://www.ted.com/tedx/events/4066
[47] https://www.facebook.com/VOLOCITEE/photos/?tab=album&album_id=347767295312434
[48] https://www.flickr.com/photos/tags/TEDxEarthquake90/page3
[49] https://www.youtube.com/watch?v=IKxUhhHXIa4&feature=youtu.be
[50] http://monass.org/sensing-synthesising-steering-a-visit-to-arizona/
[51]
https://www.cecan.ac.uk/events/cecan-workshop-new-approaches-to-participatory-steering-and-evalu
ation-of-complex-adaptive
[52] http://aeti.jp/
[53] https://www.salzburgglobal.org/multi-year-series/parks/pageId/session-574.html

・TEDxSummit (Doha, Qatar, Apr. 16th - 20th, 2012)
・TEDActive 2012 (California, U.S.A, Feb. 27th - Mar. 2nd, 2012)

Jury & Adviser:

・Jury for the U-15 Science Fiction Contest "Yoi Kono Anon Press Award 2023 (Jan. - April 2024) [54]
・Advisor for the exhibition "Does My Body Become My Mind?" sponsored by Tokyo (Aug. - Nov. 2023) [55]
・Jury for NHK Educational NED Emergent Cafe Start-up Venture Contest (Aug. 2018)[56]
・Jury for ALIFE Art Award 2018 sponsored by International Society for Artificial Life (Jul. 2018)[57]
・Jury for "Chackathon@Roppongi & Azabu" sponsored by Minato ward (Dec. 2016)[58]
・Jury for "Race for Resilience" by World Bank's Disaster Response and Prevention Hackathon (Feb. 2014)[59]
・Jury for TEDxSaku Speaker Audition (Feb. 2014)
・Jury for The Great East Japan Earthquake Restoration Support "WA WA Project" Start-up contest (Mar. 2013)[60]

[54] https://www.iii.u-tokyo.ac.jp/news/2023101019419
[55] https://sushitech-real.metro.tokyo.lg.jp/en/first/overview/
[56] https://biotope.co.jp/wp-content/uploads/2018/07/ND_DT_04_NED1.pdf
[57] http://artaward2018.alifelab.org/
[58] https://minatokuchackathon.peatix.com/?lang=ja
[59] http://raceforresilience.org/
[60] http://tokyo.wawa.or.jp/2013/01/wawaproject-2/