

# Ryuta Aoki | Artist / Artistic Director

## Portrait



## Current Positions

Founder & CEO of VOLOCITEE Inc.  
Co-founder & Artistic Director of METACITY  
Co-founder & Executive Director of Mucha-Kucha Inc.  
Founder & Artistic Director of ArtHackDay.jp  
Co-founder & Artistic Director of The TEA-ROOM  
Fellow of the Salzburg Global Seminar  
Fellow of MOTION GALLERY

## Portfolio

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## Profile / Biography

Ryuta Aoki is a Japanese artist, artistic director, conceptual designer, system architect, software engineer, entrepreneur, and social sculptor based in Tokyo. He explores “societies as they could be” through an installation-centred practice at the intersection of art, science, and technology. From concept design to the process architecture for artistic research and development, he steers projects through to exhibitions and conferences where knowledge and aesthetics converge. Grounded in a Japanese view of nature embodied by *chanoyu*, the tea ceremony, his work absorbs emerging techno-scientific perspectives on life and humanity, seeking forms of practice that intervene directly in ecological and social realities beyond the gallery.

Aoki co-founded a tech start-up in 2000, then spent the next decade as a middleware and OS engineer and director in companies focused on embedded systems and high-performance computing. In 2011 he launched **TEDxKids**, Japan’s first TEDx programme for children, mobilising more than a hundred volunteers; the project earned global praise within TEDx’s 1,000-plus communities for its community management and spatial design. Three years later he initiated **Art Hack Day**, the country’s inaugural art hackathon. The platform has since generated more than sixty collectives; many have been invited to art festivals, with one winning an Excellence Award at the Japan Media Arts Festival and several incorporating as independent studios.

His commitment to collective creation led to the 2016 founding of **The TEA-ROOM**, an artist collective reinterpreting Japanese tea ceremony philosophy, and **ALIFE Lab**, a community linking artificial-life researchers and artists. In 2018 he co-founded the deep-tech start-up **ALTERNATIVE MACHINE**, dedicated to social applications of artificial-life research, and launched **METACITY**, a research collective investigating speculative urban futures. The ecosystem expanded in 2019 with **Mucha-Kucha**, a management company supporting artists working with Japanese tea culture.

Aoki has directed and curated numerous hybrid platforms: he served as director of **ALIFE 2018**, the first international artificial-life conference after the U.S. and EU academic societies merged; acted as creative producer for the Agency for Cultural Affairs’ Japan *Media Arts Distributed Museum* (airport edition, 2020); curated Chiba City’s inaugural art-festival programme *Jack-in to Noösphere* (2021); and authored the core concept for the international festival framework that succeeds the Japan Media Arts Festival, defining a new ecosystem where media art and pop culture converge.

Selected exhibitions include *Kitakyushu Art Festival Imagining Our Future – ART for SDGs, 2121 Futures In-Sight* at 21\_21 DESIGN SIGHT, and *Chiba City Festival of Arts*. In 2024 he became the first Japanese artist to receive

the Ethereum Foundation's inaugural Artist Scholarship and was selected for the National Asia Culture Center residency in Gwangju, South Korea. In 2025 he joined the founding cohort of *WAN: Art & Tech Creators Global Network*, a Cultural Affairs Agency initiative to amplify Japan's media-art presence internationally.

Honours include the **WIRED Creative Hack Award – Public Prize** (2021) and the **Social Impact Award (Minister of Education Prize)** at the **25th Japan Media Arts Festival** (2022), marking the first time a Japanese group received that distinction.

## Artist Statement

I take Joseph Beuys's concept of social sculpture—the idea that society is a malleable material that art can reshape—as my point of departure. My practice fuses that principle with a science-fiction gaze and contemporary technology, recasting social sculpture as a future-oriented experiment.

The materials I work with fall into three interdependent strata. Informational materials—data, algorithms, and distributed protocols—encode speculative blueprints. Environmental materials—soil, moss, light, and wind—manifest autonomous generative processes. Social materials—collective thought, action, and communal relationships—supply kinetic energy and feedback. Each project blends these strata in shifting ratios: information inscribes the space, environment mutates over time, and social participation drives the cycle outward. My aim is to establish a loop in which information shapes the environment, the environment rewrites information, and people are drawn so deeply into that exchange that it begins to work on the psyche itself.

To trigger this loop, I dislocate existing technologies from their primary uses and place them in contexts they were never meant for. By redesigning human-centred tools into vessels open to multispecies agency, I introduce micro-distortions into social structures, institutions, and cognitive biases, thereby broadening the field of the possible.

The true body of the work is the ongoing process—the discussions, collaborations, ecological changes, and social transformations that unfold before and after each exhibition—while any displayed object is merely a crystallised snapshot. I value the fleeting appearance of a provisional, as-yet-unseen society and the sharing of its evolution; by foregrounding that moment I seek to affirm that creative agency is universally latent and that narrowing the creativity divide is itself a sculptural act upon society. That conviction is why I pursue social sculpture, and why I regard such moments as deserving the name art.

## Awards / Fellowships / Residencies

(**A** = Awards / **F**: Fellowship / **S**: Scholarship / **R**: Residency)

- 2025**    **F** *WAN: Art & Tech Creators Global Network* (Agency for Cultural Affairs, New York, USA)
- 2024**    **S** *Devcon 7 Scholars Program Artists and Writers Cohort* (Ethereum Foundation, Bangkok, Thailand)  
            **R** *ACC CREATORS Residency 2024* (Asia Culture Center, Gwangju, South Korea)  
            **F** *Curatorial Research Program* (Lithuanian Culture Institute, Vilnius / Kaunas, Lithuania)
- 2022**    **A** *25th Japan Media Arts Festival*, Art Division, Social Impact Prize —Bio Sculpture
- 2021**    **A** *WIRED Creative Hack Award 2021*, Public Prize & Finalist —Bio Sculpture  
            **A** *WIRED Creative Hack Award 2021*, Finalist —Artificial Moons
- 2015**    **A** *Great TEDx Stage Design* —TEDxKids@Chiyoda
- 2012**    **A** *Best Practice of TEDx* —TEDxKids@Chiyoda  
            **A** *Best Stage Design of TEDx* —TEDxKids@Chiyoda

## Selected Exhibitions

- 2024**    *AI · Human · Multiverse*, National Asia Culture Center, South Korea  
            *Trusting the Unseen*, Ethereum Foundation, Thailand  
            *Reframing Exhibition*, DESIGNART 2024, Japan
- 2022**    *25th Japan Media Arts Festival Award Winning Works Exhibition*, Agency for Cultural Affairs, Japan
- 2021**    *2121 Futures In-Sight, 21\_21 DESIGN SIGHT*, Japan  
            *Ars Electronica 2021 Garden Tokyo*, Online

- Chiba City Festival of Arts*, Japan
- ART for SDGs: Kitakyushu Art Festival Imagining Our Future*, Kitakyushu City, Japan
- 2020** *The Exhibition of Multi-Layered City Makuhari*, Chiba City, Japan
- Next World ExhiVision x 23rd Japan Media Arts Festival*, Agency for Cultural Affairs, Japan
- Japan Media Arts Distributed Museum*, Agency for Cultural Affairs, Japan
- 2019** *MUTEK.jp 2019*, Japan

## Installation Works

- 2025** *Phantom Realities*
- 2024** *Simulated Consensus*
- SOTOROJI #3 (The TEA-ROOM)*
- SOTOROJI #2 (The TEA-ROOM)*
- 2022** *Bio Sculpture —Scene of a Future Boutique—* (Hiroya Tanaka Laboratory + METACITY)
- 2021** *New Rousseau Machine —Kyoto Mounting Edition—* (METACITY)
- Bio Sculpture —Scene of a Future Portable Lab—* (Hiroya Tanaka Laboratory + METACITY)
- New Rousseau Machine* (METACITY)
- Hello, Error! #1 (The TEA-ROOM)*
- SOTOROJI #1 (The TEA-ROOM)*
- UCHIROJI #0 (The TEA-ROOM)*
- ANH-01 (ALTERNATIVE MACHINE)*
- Bio Sculpture* (Hiroya Tanaka Laboratory + METACITY)
- 2020** *Artificial Moons* (The TEA-ROOM + METACITY)
- VOID SYSTEM (The TEA-ROOM)*
- SOTOROJI #0 (The TEA-ROOM)*
- 2019** *ANH-00 (ALTERNATIVE MACHINE)*

## Research & Development

(**D** = In-house Development / **R** = Collaborative Research)

- 2020 – 2021 R** *New Rousseau Machine* R&D (MIT Media Lab City Science Group + METACITY)
- 2019 – 2022 R** *Bio Sculpture* R&D (Keio University SFC Hiroya Tanaka Lab + METACITY)
- 2019 – 2022 R** Acoustic Niche Hypothesis R&D (ISID + ALIFE Lab)
- 2019 – 2020 D** Software for android *Alter 3* (ALTERNATIVE MACHINE)
- 2018 – 2021 R** Research on Flourishing Mind (JT + ALTERNATIVE MACHINE)
- 2018** **R** Prototype House Becomes Family (LIFULL + VUILD + ALTERNATIVE MACHINE)
- 2017 – 2020 D** *ALIFE Engine* – generative dynamics engine (ALTERNATIVE MACHINE)
- 2017 – 2018 R** Citizen-cooperative distributed logistics (DENSO + ALTERNATIVE MACHINE)
- 2006 – 2011 D** Software for multi-core Cell BE / SpursEngine (Fixstars)
- 2002 – 2006 D** Digital TV / STB middleware (Zentek Technology Japan)
- 2000 – 2002 D** Business-card management cloud service (Hash System)

## Curatorial Projects

(E = Exhibition / P = Performance / C = Concept Design)

- 2024** E *Reframing* – Official Exhibition of DESIGNART 2024 (DESIGNART | 18–27 Oct)
- 2022** C Basic concept design for the international exhibition & ecosystem that will succeed the Japan Media Arts Festival (Agency for Cultural Affairs | Sep – Mar 2023)
- 2021** E *Exhibition: Jack into the Noösphere* — Chiba City Festival of Arts (Chiba City | Jul – Aug)
- 2020** E *The Exhibition of Multi-Layered City Makuhari* (Chiba City | Dec – Jan 2021)  
E *Japan Media Arts Distributed Museum* – airport editions: Centrair / Naha / Fukuoka (Agency for Cultural Affairs | Feb–Mar)
- 2018** E *ALIFE Art Award Exhibition “Being There”* (ALIFE 2018 | Jul)  
P *Shipboard Tea Ceremony* (Mar)  
E *Art Hack Day Exhibition 2018 “Being There”* (Miraikan | Mar)
- 2016** E *Art Hack Day Exhibition 2016 “Technology as Organism”* (Nov)  
P *Glowing Tea Ceremony* (Sanrio Puroland | Oct)  
P *Sound Tea Ceremony* (TAICOCUB | Jun)
- 2015** E *3331a Art Hack Day Exhibition 2015* (3331 Arts Chiyoda | Sep)
- 2014** E *Art Hack Night 2014* (Loftwork | Sep)  
E *3331a Art Hack Day Exhibition 2014* (3331 Arts Chiyoda | Sep)
- 2012** E *Exhibition: Design to Change the World* — Trans Arts Tokyo (3331 Arts Chiyoda | Sep – Oct)

## Conference / Event Direction

(C = Conference / S = Symposium / A = Award)

- 2024** S *Creative Futurists Initiative* (University of Tokyo | 22 Feb)
- 2020** S *The Exhibition of Multi-Layered City Makuhari* (DOMMUNE | 30 Dec)
- 2019** C *METACITY CONFERENCE 2019* (Makuhari Messe | 18 – 19 Jan)
- 2018** C *International Conference ALIFE 2018* (Miraikan | 23 Jul)  
A *ALIFE Art Award 2018* (Miraikan | 14 May – 25 Jul)
- 2017** S *Generative Ethics and Society* (University of Tokyo | 13 May)
- 2016** C *COI 2021 Conference* (Youth Education National Olympics Memorial Youth Center | 29 – 30 Jan)
- 2014** C *TEDxKids@Chiyoda 2014* (3331 Arts Chiyoda | 30 Nov)
- 2013** C *TEDxKids@Chiyoda 2013* (3331 Arts Chiyoda | 4 Nov)
- 2012** C *TEDxKids@Chiyoda 2012* (3331 Arts Chiyoda | 28 Oct)
- 2011** C *TEDxKids@Tokyo 2011* (CARATO71 | 1 Oct)
- 2010** C *TEDxTokyo yz 2010 Theater* (Timeout Cafe | 17 Nov)

## Workshop Facilitation / Programme Design

(H = Hackthon / I = Ideathon / S = Sci-Fi Prototyping / E = Education)

- 2024** S *Sci-Fi Manga Design Research* for Quantum Computing
- 2021** S *Civic Vision Sci-Fi Workshop*
- 2019** I *Future+Design* for ALIFE research Vol.2  
S *Sci-Fi Manga Design Research* for ALIFE research
- 2018** E *ALIFE for Kids* | Future Biology for kids  
H *Art Hack Day 2018*  
I *Future+Design* for ALIFE research Vol.1
- 2017** H *Kogei (Craft) Hackathon*

**S** *School for ALIFE*

**2016**    **H** *3331a Art Hack Day 2016*

**2015**    **H** *KENPOKU Art Hack Day* — a social program of *KENPOKU ART*

**I** *LED Bulb Speaker Ideathon*

**H** *3331a Art Hack Day 2015*

**2014**    **H** *3331a Art Hack Day 2014*

## **Spatial Producing & Operation**

**2018 – 2021**    *Nausicaä House* – Co-working hub (Shibuya, Tokyo)

**2016 – 2017**    Life Space UX Showroom, Sony Building Ginza (Chuo-ku, Tokyo)

**2015 – 2017**    3331a Studio – production & event space (Chiyoda, Tokyo)

## Selected Publications & Papers

(S = Scientific Paper / B = Book / A = Article)

- 2021** S *Attempt of Sculpture for Social and Biological Environment by Japanese Style "Soil" 3D printing*<sup>1</sup>  
A WIRED Japan Vol.42<sup>2</sup>
- 2020** S *Evolving Acoustic Niche Differentiation and Soundscape Complexity Based on Intraspecific Sound Communication*<sup>3</sup>  
A WIRED Japan Vol.36<sup>4</sup>
- 2019** B *A-Life — Implementing artificial life model using Python*<sup>5</sup>
- 2018** S *ALife as a Tool for Cooperative Society Between People and Machines*<sup>6</sup>
- 2017** B *ALife - Build and Run: Introduction to Artificial Life Model Theory through Implementation*<sup>7</sup>  
A *What is Artificial Life (ALife)*<sup>8</sup>  
S *Constructing the co-creation community ALife Lab. for the co-evolution of humans and information technology*<sup>9</sup>

## Selected Media Appearances

(T = TV / R = Radio / W = Web)

- 2022** W Youtube: *The 25th Japan Media Arts Festival*<sup>10</sup>
- 2021** T BS Fuji: *Esprit Japon: The Theme of Ryuta Aoki*<sup>11</sup> (Also broadcast in NZ / AU / FR)
- 2020** W DOMMUNE: *The Exhibition of Multi-Layered City Makuhari*<sup>12</sup>  
T BS Fuji: *Communicating Cultural Resources! Media Arts at the Gateway to the Sky*<sup>13</sup>  
T MBC every1: *ART×TRIP* (Korean Broadcaster)
- 2017** W DOMMUNE: *Art Hack Day — A Future of Technology x Art*<sup>14</sup>
- 2015** T Nippon TV: *SENSORS*<sup>15</sup>  
R J-WAVE: *THE HANGOUT*<sup>16</sup>
- 2012** R Tokyo FM: *blue ocean*<sup>17</sup>

## Selected Interviews & Work Features

(M = Magazine / P = Paper / B = Book / C = Catalog / V = Video)

- 2025** C ACC CREATORS Residency 2024  
V ACC CREATORS Residency 2024 Interview<sup>18</sup>

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<sup>1</sup> [https://fab.sfc.keio.ac.jp/paper/files/matsuki\\_4DFF\\_fin.pdf](https://fab.sfc.keio.ac.jp/paper/files/matsuki_4DFF_fin.pdf)

<sup>2</sup> [https://wired.jp/magazine/vol\\_42/](https://wired.jp/magazine/vol_42/)

<sup>3</sup> [https://www.mitpressjournals.org/doi/abs/10.1162/isal\\_a\\_00296](https://www.mitpressjournals.org/doi/abs/10.1162/isal_a_00296)

<sup>4</sup> [https://www.amazon.co.jp/dp/B0848N9L51/ref=cm\\_sw\\_r\\_tw\\_dp\\_U\\_x\\_xqd8Eb8J5FRVW](https://www.amazon.co.jp/dp/B0848N9L51/ref=cm_sw_r_tw_dp_U_x_xqd8Eb8J5FRVW)

<sup>5</sup> <https://www.gotop.com.tw/books/bookdetails.aspx?types=a&bn=A597>

<sup>6</sup> [https://www.mitpressjournals.org/doi/abs/10.1162/isal\\_a\\_00025](https://www.mitpressjournals.org/doi/abs/10.1162/isal_a_00025)

<sup>7</sup> <https://www.oreilly.co.jp/books/9784873118475/>

<sup>8</sup> <https://bizzine.jp/article/detail/2502>

<sup>9</sup> <https://www.ai-gakkai.or.jp/jsai2017/webprogram/2017/pdf/461.pdf>

<sup>10</sup> <https://www.youtube.com/watch?v=abFUu12r5HY>

<sup>11</sup> <https://www.espritjapon.com/gens.php?2021021200>

<sup>12</sup> <https://www.dommune.com/streamings/2020/123001/>

<sup>13</sup> <https://flyteam.jp/news/article/122817>

<sup>14</sup> <https://www.dommune.com/reserve/2017/1031/>

<sup>15</sup> <https://datazoo.jp/tv/SENSORS/895081>

<sup>16</sup> <https://drive.google.com/file/d/15TNCEnuhCmwT4AKNvbl90lKeSFoXH9ae/view>

<sup>17</sup> <https://www.tfm.co.jp/bo/index.php?itemid=58264&catid=329>

<sup>18</sup> <https://www.youtube.com/watch?v=iGiA7aKlVX8>

- V** ACC CREATORS Residency 2024 After Movie<sup>19</sup>
- 2024** **B** *Proof of X — Blockchain As A New Medium For Art*<sup>20</sup>
- 2023** **M** *BRAIN* Nov. 2023<sup>21</sup>
- C** *Japan Media Arts Festival 1997–2022: 25 Years of Progress*<sup>22</sup>
- 2022** **P** *The Asahi Shimbun*<sup>23</sup>
- C** *25th Japan Media Arts Festival Award-Winning Works Collection*<sup>24</sup>
- P** *The Tokyo Shimbun*<sup>25</sup>
- C** *Catalog of Chiba City Festival of Arts*
- C** *Catalog of ART for SDGs: Kitakyushu Art Festival Imagining Our Future*
- 2021** **B** *Hack the Government*<sup>26</sup>
- M** *The 40th-anniversary issue of Garden*<sup>27</sup>
- P** *Sustainable Japan by The Japan Times*<sup>28</sup>
- M** *AXIS Vol.213 40th Anniversary Special Edition*<sup>29</sup>
- 2020** **M** *AXIS Vol.205*<sup>30</sup>
- 2015** **B** *How to make Hackathon*<sup>31</sup>
- 2014** **M** *TRUNK* Inaugural Issue<sup>32</sup>
- 2013** **P** *Japan Daily News - The Mainichi*<sup>33</sup>
- M** *Weekly Toyo Keizai*<sup>34</sup>

## Selected Invited Talks / Lectures / Workshops

(**T** = Talk / **L** = Lecture / **W** = Invited Workshop / **R** = Research)

- 2025** **T** *Quantum Art Festival: Talk Session 6*<sup>35</sup>
- T** *Quantum Art Festival: Talk Session 4 with ZKM*<sup>36</sup>
- T** *Quantum Art Festival: Opening*<sup>37</sup>
- 2024** **T** *University of Creativity*<sup>38</sup>
- T** *Embassy of the Republic of Lithuania to Japan*<sup>39</sup>
- T** *DESIGN ART & DESIGN TOUCH 2024*<sup>40</sup>
- T** *Today at Apple*<sup>41</sup>

<sup>19</sup> <https://www.youtube.com/watch?v=zOaUXKid5s4>

<sup>20</sup> <https://poxshop.official.ec/items/75632493>

<sup>21</sup> <https://amzn.asia/d/0DAqcnZ>

<sup>22</sup> <https://amzn.asia/d/e3GDNoi>

<sup>23</sup> <https://www.asahi.com/articles/DA3S15423662.html>

<sup>24</sup> <https://amzn.asia/d/0GE4ez4>

<sup>25</sup> <https://www.tokyo-np.co.jp/article/189967>

<sup>26</sup> <https://amzn.asia/d/9RseUHP>

<sup>27</sup> <https://www.amazon.co.jp/dp/B09GQGMNSD>

<sup>28</sup> [https://sustainable.japantimes.com/interest\\_cat/vol04](https://sustainable.japantimes.com/interest_cat/vol04)

<sup>29</sup> <https://www.axismag.jp/posts/2021/08/396568.html>

<sup>30</sup> [https://www.amazon.co.jp/dp/B087PZ1X91/ref=cm\\_sw\\_r\\_tw\\_dp\\_U\\_x\\_RXBUEbX1XBCWY](https://www.amazon.co.jp/dp/B087PZ1X91/ref=cm_sw_r_tw_dp_U_x_RXBUEbX1XBCWY)

<sup>31</sup> <https://bnn.co.jp/products/9784861009754>

<sup>32</sup> [https://www.amazon.co.jp/dp/4777015734/ref=cm\\_sw\\_r\\_tw\\_dp\\_U\\_x\\_sJc8Eb1YHDBCP](https://www.amazon.co.jp/dp/4777015734/ref=cm_sw_r_tw_dp_U_x_sJc8Eb1YHDBCP)

<sup>33</sup> [https://drive.google.com/file/d/1ppQLMa1WQwg1bEWXeh768rhUSxa0\\_Ir5/view](https://drive.google.com/file/d/1ppQLMa1WQwg1bEWXeh768rhUSxa0_Ir5/view)

<sup>34</sup> [https://www.amazon.co.jp/dp/B00CAZDH9E/ref=cm\\_sw\\_r\\_tw\\_dp\\_U\\_x\\_JKc8EbYX8PV3J](https://www.amazon.co.jp/dp/B00CAZDH9E/ref=cm_sw_r_tw_dp_U_x_JKc8EbYX8PV3J)

<sup>35</sup> <https://www.artfesq.com/qfes-3-4-archives-6-en>

<sup>36</sup> <https://www.artfesq.com/qfes-3-4-archives-4-en>

<sup>37</sup> <https://www.artfesq.com/qfes-3-4-archives-1-en>

<sup>38</sup> <https://uoc.world/mandala/details/?id=NlbQwVkvfyM>

<sup>39</sup> [https://www.instagram.com/p/DFG0eg3SE3d/?img\\_index=1](https://www.instagram.com/p/DFG0eg3SE3d/?img_index=1)

<sup>40</sup> <https://designtouchtalksalon2024-03.peatix.com/>

<sup>41</sup> <https://www.apple.com/jp/today/event/talk-designart-102224/>

- T ACT Festival 2024<sup>42</sup>  
 L Tokyo Zokei University
- 2023** T *The Exhibition: Proof of X*<sup>43</sup>  
 T Sonoaida<sup>44</sup>
- 2022** L International College of Technology  
 T Consulate of Switzerland, Swissnex in Japan<sup>45</sup>  
 T *The 25th Japan Media Arts Festival*<sup>46</sup>  
 T Consulate of Switzerland, Swissnex in Japan<sup>47</sup>
- 2021** L International College of Technology  
 T CIC Tokyo<sup>48</sup>  
 T WIRED Japan<sup>49</sup>  
 L Ikubunkan Global High School
- 2019** T The 22nd Japan Media Arts Festival<sup>50</sup>  
 R CECAN @USA<sup>51</sup>  
 R CECAN @UK<sup>52</sup>  
 T METACITY CONFERENCE 2019<sup>53</sup>  
 T News Picks<sup>54</sup>
- 2018** T AGC Studio Design Forum<sup>55</sup>  
 T CEATEC<sup>56</sup>  
 W Ars Electronica Future Innovation Summit<sup>57</sup>  
 T 078<sup>58</sup>
- 2017** T Lexus<sup>59</sup>  
 T DOMMUNE<sup>60</sup>  
 R *The 31st Annual Conference of the Japanese Society for Artificial Intelligence*<sup>61</sup>  
 W Salzburg Global Seminar<sup>62</sup>
- 2016** R *Web Science Society Vol.2*<sup>63</sup>

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<sup>42</sup> [https://www.acc.go.kr/en/event.do?PID=0302&action=Read&bnkey=EM\\_0000007557](https://www.acc.go.kr/en/event.do?PID=0302&action=Read&bnkey=EM_0000007557)

<sup>43</sup> <https://pox.exhibit.website/events#effective-art>

<sup>44</sup> <https://sonoaida.jp/cross-talk>

<sup>45</sup> [https://www.linkedin.com/posts/swissnex-in-japan\\_nexcafe-science-technology-activity-6995283700414394368-xTT5](https://www.linkedin.com/posts/swissnex-in-japan_nexcafe-science-technology-activity-6995283700414394368-xTT5)

<sup>46</sup> <https://www.youtube.com/watch?v=abFUu12r5HY>

<sup>47</sup> [https://www.linkedin.com/posts/swissnex-in-japan\\_nexcafe-data-city-activity-6965880015712321536-yPT8](https://www.linkedin.com/posts/swissnex-in-japan_nexcafe-data-city-activity-6965880015712321536-yPT8)

<sup>48</sup> [https://twitter.com/ryuta\\_aoki/status/1408330634192293890](https://twitter.com/ryuta_aoki/status/1408330634192293890)

<sup>49</sup> <https://www.facebook.com/events/466096794542626>

<sup>50</sup> <https://jmaf-ce01.peatix.com/>

<sup>51</sup> <http://monass.org/sensing-synthesising-steering-a-visit-to-arizona/>

<sup>52</sup> <https://www.cecan.ac.uk/events/cecan-workshop-new-approaches-to-the-participatory-steering-and-evaluation-of-complex-adaptive-systems/>

<sup>53</sup> <https://2019.metacity.jp/en/>

<sup>54</sup> [https://drive.google.com/file/d/1gApbp\\_HawUAAzuQiaLTM3JYjNDKR3i2U/view](https://drive.google.com/file/d/1gApbp_HawUAAzuQiaLTM3JYjNDKR3i2U/view)

<sup>55</sup> <https://mtrl.com/event/agc-studio-design-forum-99/>

<sup>56</sup> [https://www.facebook.com/permalink.php?story\\_fbid=2266014073621967&id=2265500297006678](https://www.facebook.com/permalink.php?story_fbid=2266014073621967&id=2265500297006678)

<sup>57</sup> <https://ars.electronica.art/export/en/fistokyo2018/>

<sup>58</sup> <https://2018.078kobe.jp/events/4475/index.html>

<sup>59</sup> <https://lexus.jp/brand/intersect/tokyo/events/creators-experience-2017.html>

<sup>60</sup> <https://www.dommune.com/reserve/2017/1031/>

<sup>61</sup> <https://www.ai-gakkai.or.jp/jsai2017/webprogram/2017/paper-461.html>

<sup>62</sup> <https://www.salzburgglobal.org/multi-year-series/parks/pageId/session-574.html>

<sup>63</sup> <https://tumblr.co/ZD8Zyl2GKI-m0>



- T *YouFab Global Creative Awards 2016*<sup>64</sup>  
W *TEDSummit 2016*  
**2014** R *Co-Creation Platform Study Group*<sup>65</sup>  
T *TEDxKobeSalon*<sup>66 67</sup>  
T *Startup Weekend Education Tokyo*  
W *TEDActive 2014*  
**2013** L *Rikkyo University Graduate School*<sup>68</sup>  
**2012** L *Rikkyo University Graduate School*<sup>69</sup>  
L *Rikkyo University Graduate School*<sup>70</sup>  
W *TEDxSummit*  
W *TEDActive 2012*  
**2011** T *TEDxYouth@PortauPrince*<sup>71</sup>  
T *Qi Global*<sup>72</sup>  
T *TEDxEarthquake9.0*<sup>73 74</sup>

## Jury & Advisory Roles

(J = Jury / A = Advisor)

- 2024** J *The U-15 Science Fiction Contest Yoi Kono Anon Press Award 2023*<sup>75</sup>  
**2023** A *The exhibition Invisibles in the Neo City* hosted by Tokyo Metropolitan Government<sup>76</sup>  
A *The exhibition Does My Body Become My Mind?* hosted by Tokyo Metropolitan Government<sup>77</sup>  
**2018** J *NHK Educational Emergent Cafe Start-up Venture Contest*  
J *ALIFE Art Award 2018* sponsored by International Society for Artificial Life<sup>78</sup>  
**2016** J *Chackathon@Roppongi & Azabu* sponsored by Minato ward in Tokyo<sup>79</sup>  
**2014** J *Disaster Response and Prevention Hackathon Race for Resilience* hosted by World Bank<sup>80</sup>  
J *TEDxSaku Speaker Audition*  
**2013** J *The Great East Japan Earthquake Restoration Support WA WA Project Start-up contest*<sup>81</sup>

<sup>64</sup> <https://fabcafe.com/jp/events/tokyo/youfabyamaha01/>

<sup>65</sup> <https://www.facebook.com/events/531146070348633/>

<sup>66</sup> <https://www.ted.com/tedx/events/12756>

<sup>67</sup> <https://www.youtube.com/watch?v=c5cEmBG5bb0>

<sup>68</sup> <https://www.facebook.com/VOLOCITEE/posts/470959966326499>

<sup>69</sup> <https://hiroki.st/activity/page/9/>

<sup>70</sup> <https://hiroki.st/activity/page/10/>

<sup>71</sup> <https://www.ted.com/tedx/events/4066>

<sup>72</sup> [https://www.facebook.com/VOLOCITEE/photos/?tab=album&album\\_id=347767295312434](https://www.facebook.com/VOLOCITEE/photos/?tab=album&album_id=347767295312434)

<sup>73</sup> <https://www.flickr.com/photos/tags/TEDxEarthquake90/page3>

<sup>74</sup> <https://www.youtube.com/watch?v=IKxUhhHXla4&feature=youtu.be>

<sup>75</sup> <https://www.iii.u-tokyo.ac.jp/news/2023101019419>

<sup>76</sup> [https://www.instagram.com/p/C1gQBcjy-ze/?img\\_index=1](https://www.instagram.com/p/C1gQBcjy-ze/?img_index=1)

<sup>77</sup> [https://www.instagram.com/p/Cw5EXJ3S\\_BF/?img\\_index=1](https://www.instagram.com/p/Cw5EXJ3S_BF/?img_index=1)

<sup>78</sup> <http://artaward2018.alifelab.org/>

<sup>79</sup> <https://minatokuchackathon.peatix.com/?lang=ja>

<sup>80</sup> <http://raceforresilience.org/>

<sup>81</sup> <http://tokyo.wawa.or.jp/2013/01/wawaproject-2/>

## Professional History

- 2025 –** Reappointed Exective Director, *Muchakucha Inc.*
- 2023** Fellow, *MOTION GALLERY*
- 2021 – 2024** Councilor, *Tonakaima Research Society* (social-welfare corporation)
- 2020 –** Co-founder & Representative Director, *METACITY Council* (General Incorporated Association)
- 2019 – 2021** Co-founder & Executive Director, *Muchakucha Inc.*
- 2019 – 2023** Co-founder & Representative Director, *ALIFE Lab.* (General Incorporated Association)
- 2018 – 2020** Co-founder & Artistic Director, *METACITY* (collective incorporated 2020)
- 2017 – 2020** Co-founder & President / CEO, *ALTERNATIVE MACHINE Inc.*
- 2017** Fellow, *Salzburg Global Seminar*
- 2016 – 2019** Co-founder & Director, *ALIFE Lab.* (collective incorporated 2019)
- 2016 –** Co-founder & Artistic Director, *The TEA-ROOM*
- 2014** Organised Japan's first art hackathon *Art Hack Day*
- 2011** Organised Japan's first TEDxKids programme /
- 2011 –** Founder & President / CEO, *VOLOCITEE Inc.*
- 2006 – 2011** Software Engineer / Director, Fixstars Corporation
- 2002 – 2006** Software Engineer, Zentek Technology Japan
- 1999 – 2002** Co-founder & Executive Director, Hash System Inc.