

Constructing a Global Hub for the Study of Japanese Arts and Cultures through Digital Humanities

Mitsuyuki Inaba* Keiji Yano* Ryo Akama*
Kozaburo Hachimura* Keiko Suzuki*

This presentation gives an overview of research practices at the Digital Humanities Center for Japanese Arts and Cultures (DH-JAC), Ritsumeikan University. DH-JAC is the first and largest research institute in our nation which emphasizes on conducting synthetic research in digital humanities concerning Japanese arts and cultures.

DH-JAC is located in Kyoto, which is the birthplace of classical performing arts including Noh, Kyogen, and Kabuki. The 17 properties of UNESCO world cultural heritage sites are located in Kyoto. It is also well known as the home of contemporary video game industry. Therefore, the center is conducting various activities on constructing digital archives from tangible to intangible, and from traditional to contemporary cultural heritages of Kyoto as well as Japan.

The center has achieved some of the best results in our nation on constructing versatile digital archives by making full use of the advanced information technologies such as cooperative databases, motion capturing, Geographical Information Systems (GIS), Web 2.0, and metaverse environments. According to the concept of digital humanities, we utilize those technologies in order to expand possibilities of humanities research. GIS technology helps us understand various aspects of cultural phenomena using the visualization of archived data from the spatiotemporal perspective. The participatory platform based on Web 2.0 makes the archives more open, cooperative and extensible. 3D metaverse provides participants with interactive exhibition of digitized collection, as well as embodied experience of traditional performing arts through the Internet.

We see our center as one of the bases for promoting scholarship on Japanese arts and cultures around the world, and also as a global hub for education and research for digital humanities. The center has been recruiting Ph.D. students, post-doctoral fellows, and young scholars in the field of digital humanities from across the world. The center is also offering a

* Digital Humanities Center for Japanese Arts and Cultures, Ritsumeikan University, Kyoto, Japan.

bilingual educational program in digital humanities. In terms of research activities, we are conducting collaborative research and database construction projects with universities and museums in the country and overseas. We are actively engaging the exchange of scholars, resources, and expertise with our partnering institutions such as British museum, Museum of Fine Arts at Boston, and SOAS at University of London.

About 100 scholars from various fields are engaged in the center's activities. We are conducting our research based on dynamically emerged projects. Collaboration between scholars from humanities and other fields has greatly enhanced the methods and range of scholarly activities not only in traditional humanities but also in the state-of-the-art information technologies such as 3D visualization and semantic computing. Although we sometime encounter the conflicts of two paradigms between specialty-oriented humanities and generality-oriented science and engineering, we have been accumulating our knowhow on clarifying problems and finding new solutions. We consider that this kind of organizational and expansive learning in the community of scholars is crucial for implementing best practices in digital humanities research. We are aiming to bring new ways of thinking to scholarly activities not only in Japanese studies but also in the global trend of digital humanities through our research practices.

DADH2010

以數位人文打造研究日本藝術與文化的全球中心

Mitsuyuki Inaba* Keiji Yano* Ryo Akama*

Kozaburo Hachimura* Keiko Suzuki*

本報告將概述立命館大學日本藝術與文化數位人文研究中心 (DH-JAC)過去的研究成果。DH-JAC 是日本國內專注於日本藝術文化之綜合性數位人文研究的機構中，最早也最大的一個。

DH-JAC 位於京都，亦即日本古典表演藝術如能劇、狂言與歌舞伎等的文化搖籃。京都不僅擁有聯合國教科文組織(UNESCO)登錄的世界文化遺產 17 處，同時也是當代電玩業的發祥地。為此，DH-JAC 致力於為京都及日本的傳統與現代、物質性與非物質性文化遺產，建立數位典藏。

本數位人文研究中心充分利用尖端資訊科技，例如 Web 2.0、協力資料庫、動作捕捉、地理資訊系統(GIS)、metaverse 等等，目前已累積多種數位檔案，為國內一流的數位化成果。本中心依循數位人文的概念，運用前述的科技來拓展數位人文的可能發展方向，其中，GIS 技術幫助我們從不同角度瞭解各種文化現象，從時空的觀點將數位資料視覺化；以 Web 2.0 概念發展出的參與平台，使開放數位資源的使用更加開放，更利於合作，和更具擴充性；3D metaverse 提供藏品互動展示，將傳統表演藝術體現於網路世界。

本中心立旨為世界推廣研究日本藝術與文化的核心重鎮之一，也是這類數位人文教育與研究的全球中心，迄今已招募不少博士班學生、博士後研究員，以及世界各地相關領域的年輕學者。同時，本中心亦提供數位人文雙語教育課程。在研究發展上，與國內外博物館與大學合作，共同進行研究與資料庫的建置，積極籌辦學者、學術資源與專業知識的交流活動，交流合作機構有大英博物館、波士頓美術館、與倫敦大學亞非學院(SOAS)等。

本中心的學術活動，有 100 名左右來自各個不同領域的學者參與，為一波接著一波興起的研究計畫努力，靠著人文學者與他領域學者的合作，學術活動的方式與規模較以往更加強化，此進步不僅顯現於傳統人文領域，也於尖端的資訊科技如 3D 視覺化與語意運算上。雖然過程中，人文領域強調特殊性、與科學及工程領域偏向尋求普遍性，兩者不同的研究典範時有衝突，我們仍在發現問題與尋找解決方案上，累積了不少技能知識。我們確信學術社群在這種有組織、規模可觀的學習上，對引導出數位人文領域的最

* 日本京都立命館大學日本藝術與文化數位人文研究中心(DH-JAC)

佳研究途徑，十分重要。藉由我們實際的研究案例，希望不僅為日本研究，也能為國際數位人文研究取向帶來新思考模式。

DADH2010