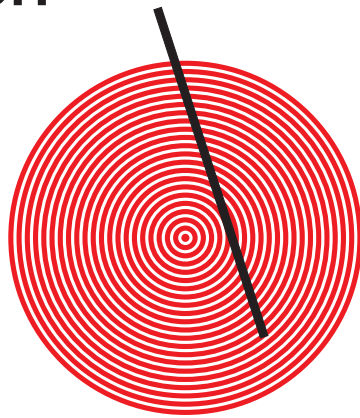


# Entries for 21st Japan Media Arts Festival Now Open



## 21st JAPAN MEDIA ARTS FESTIVAL

### 第21回 文化庁メディア芸術祭

#### TOKYO, August 1

The Japan Media Arts Festival Executive Committee is now accepting entries for the 21st Japan Media Arts Festival. All artists around the world, without distinction as to professional, amateur, independent, or commercial, are invited to submit their works to the four divisions — Art, Entertainment, Animation, and Manga. Eligible are works completed or exhibited within a year before the deadline (September 10, 2016 – October 5, 2017). From each division, the jury committee will select winners of the Grand Prizes, Excellence Awards, and New Face Awards. All awards including Special Achievement Awards and Jury Selections will be announced in March 2018. Each of the winners from the four divisions will receive a trophy and prize money up to 600,000 yen, and also win an opportunity to present their works at the Exhibition of Award-winning Works in Tokyo in June 2018.

Entries must be submitted online at <http://festival.j-mediaarts.jp/en/entry/entry-guidelines/>

All entries must be received by 18:00 on Thursday, October 5 (JST).

Submission of entries is free of charge.

For additional information, visit the website: <http://festival.j-mediaarts.jp/en/>

#### About the festival

The Japan Media Arts Festival is a comprehensive festival of "Media Arts" (Japanese: *Media Geijutsu*) that recognizes outstanding works in its four divisions: Art, Entertainment, Animation, and Manga. The festival has awarded prizes to significant, creative works of artistic value since its establishment in 1997, and through its annual Exhibition of Award-winning Works, it has offered the public an opportunity to directly appreciate these celebrated works, and also to participate in related events such as symposia and artists' lectures.

Last year, the 20th Festival received 4,034 entries from 88 countries and regions around the world. Over the years, the festival has garnered international recognition as one of the most prominent showcases in the field of "Media Arts" surveying the latest artistic expressions that continue to diversify in today's ever-changing world. For more information about the festival, visit the official website: <http://festival.j-mediaarts.jp/en/>

#### Contact:

Michiko Mizumaki

Japan Media Arts Festival Secretariat, c/o Computer Graphic Arts Society

Tel: +81-3-3535-3501 | Email: [jmaf-pr@cgarts.or.jp](mailto:jmaf-pr@cgarts.or.jp)

# 1. Entry Guidelines for the 21st Japan Media Arts Festival

Works can be submitted through our website <http://festival.j-mediaarts.jp/en/entry/entry-guidelines/>  
Entry requires two simple steps. First, fill out the registration form. Then upload or send your artwork and related materials. All entries must be received by 18:00 on Thursday, October 5 (JST). Submission of entries is free of charge. Please go to our website <http://festival.j-mediaarts.jp/en/> for further information.

## Accepting Entries in Four Divisions

### Art Division

E.g. Interactive art, media installations, video works, video installations, graphic art (illustrations, photographs, computer graphics), internet art, media performances, etc.

### Entertainment Division

E.g. Games (video games, online games), video/sound works (music videos, independent films, advertising video clips), gadgets, electronic devices, websites (promotional sites, open source projects), application software, etc.

### Animation Division

E.g. Animated feature films, animated short films, animated series, etc.

### Manga Division

E.g. Manga published as books, magazines (including ongoing works), online manga read with apps, self-published manga, etc.

## Eligibility

Works created or exhibited between September 10, 2016 and October 5, 2017 can be submitted.

\* Previously completed works updated or exhibited during this period are also accepted.

\* Multiple submissions are permitted, but each work can only be submitted once and to a single division.

The entrant must hold the copyright of the work or obtain consent from the copyright holder.

The entrant must read and accept the rules and regulations on our website:

<http://festival.j-mediaarts.jp/en/>

\*All submissions will be accepted on the premise that they are in compliance with the above requirements.

## The Awards

Based on artistic merit and creative depth, the jury committee of each division will choose winners of the Grand Prize, Excellence Awards, and New Face Awards. In addition, Special Achievement Awards will be awarded to individuals or groups who have made a valuable contribution to the field of "Media Arts." Award-winners will be announced in March 2018, and awards will be presented at the ceremony held before the Exhibition of Award-winning Works in June 2018.

**Grand Prize:** Certificate\*, trophy, 600,000 Japanese yen

**Excellence Award:** Certificate\*, trophy, 300,000 Japanese yen

**New Face Award:** Certificate\*, trophy, 200,000 Japanese yen

**Special Achievement Award:** Certificate\*, trophy

Other outstanding works will be included as Jury Selections.

\*Certificates will be presented by the Minister of Education, Culture, Sports, Science and Technology

## Exhibition of Works

Award-winning works along with other works from the Jury Selections will be shown at the Exhibition of Award-winning Works in June 2018. Furthermore, significant works from the exhibition will be included in the “Japan Media Arts Festival Regional Exhibition” to be shown in various cities in Japan. Many of these works will also be shown at international art festivals overseas. Another opportunity for young artists whose works are awarded prizes at the festival is a residency program organized by the Agency for Cultural Affairs, Government of Japan (Bunka-cho). Selected artists will be invited to visit Japan to create new work and to discuss their work with mentors in their field.



Japan Media Arts Festival in Hiroshima  
「\*Hiroshima \* Media Arts」, 2016



PARTICIPATION IN OVERSEAS MEDIA ARTS FESTIVAL, 2016  
「Landscapes: New vision through multiple windows」  
Japan Creative Centre in Singapore



Project to Support the Nurturing of Media Arts Creators, 2016

### Important Dates

#### **Deadline for entries**

18:00, Thursday, October 5, 2017 (Japan Standard Time)

#### **Announcement of Award-winning works**

March, 2018

#### **Awards Ceremony**

Tuesday, June 12, 2018

#### **Exhibition of Award-winning Works at the National Art Center in Tokyo**

June 13-24, 2018

\*Further details will be announced in due course.



Exhibition of Award-winning Works / 19th Japan Media Arts Festival, 2016

## 2. About the Japan Media Arts Festival

### ■“Media Arts” as a microcosm of artistic expression today

“Media Arts” (Japanese: *Media Geijutsu*) is a genre of art that has evolved alongside the development of new media. With the invention of new media technology, this field has expanded dramatically, resulting in a new cultural landscape filled with unprecedented levels of artistic expression. Works of “Media Arts” become starting points for critical examination of both society and the technologies surrounding it, thereby providing common ground for discussion in a world where people’s values increasingly diversify. Garnering the most recent artistic expressions of the world today, “Media Arts” is a vehicle that fosters new cultural views to inspire future generations.

### ■A multi-disciplinary festival embracing the “here and now”

The Japan Media Arts Festival has continuously explored what characterizes the present era through the presentation of diverse artistic activities utilizing information technology and media. The expansion and permeation of information technology into our culture has influenced the way we think and communicate. As these changes are incorporated into the numerous works exhibited from all over the globe, the festival becomes an opportunity to directly experience newly invented artistic expressions that transcend traditional boundaries of art and capture a sense of the “here and now.” Aspects of the reality of today’s world manifest in creative works found in the field of “Media Arts”; appreciating them can help us discover keys that lead us to a deeper understanding of the art and culture of our times.

### 3. The Artworks

#### The festival awaits works that manifest the “here and now.”

Each year, the festival awards works that reflect on contemporary themes. Following are explanations of the four divisions along with descriptions of the Grand Prize winners in each at last year’s 20th Japan Media Arts Festival.

#### Art Division :

This division seeks works incorporating technology to offer unique viewpoints with a critical perspective on the contemporary world. E.g. Interactive art, media installations, video works, graphic art (including photographs), internet art, media performances, etc.

##### Grand Prize in the Art Division of the 20th Japan Media Arts Festival

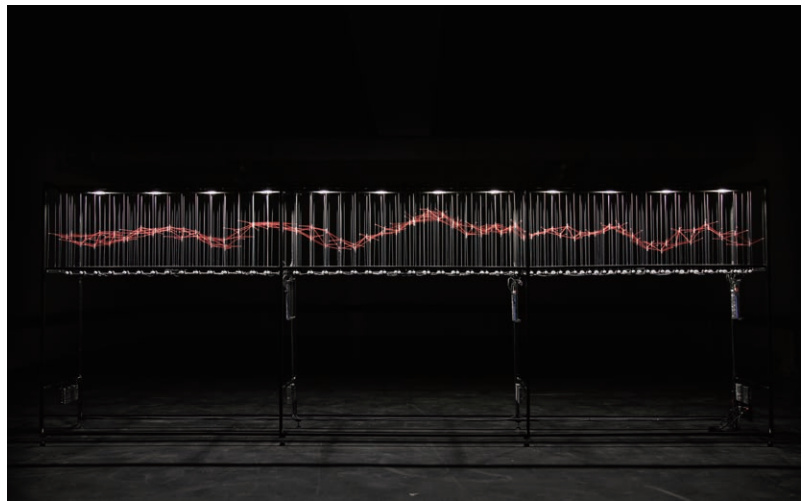
A kinetic installation that visualizes the interaction of two different systems using 192 randomly activated motors. The visual output of this work is the result of the complicated interplay of the numerous elements, but this result also restricts the movement of the very elements which created it.

A thought-provoking work that could be seen as a metaphor of how our world operates, it invites the audience to re-examine the dichotomy between the elements of a system and the system as a whole.

##### 『 Interface I 』

Media installation

Ralf BAECKER [Germany]



© 2016 Ralf Baecker | Photo: Bresadola+Freese, Drama Berlin

#### Entertainment Division :

What does “fun” or “entertaining” actually mean? Works that challenge the definition of “fun” and offer exciting new experiences will be highly valued in this division.

E.g. Games, music videos, independent films, advertising video clips, gadgets, web promotions, open source projects, application software, etc.

##### Grand Prize in the Entertainment Division of the 20th Japan Media Arts Festival

This movie is the latest from the Tokusatsu franchise series “Godzilla,” the first in twelve years. How would the Japanese fight against Godzilla if they witnessed the monster’s first attack on the country today? Based on this question, the creators of this movie closely examined each step the country would have to take.

The result is a pseudo-documentary that is a realistic simulation of a horrific disaster, nothing like the previous “Godzilla” movies, and therefore attracting new audiences that would have been otherwise indifferent to Tokusatsu or monster movies.

##### 『 SHIN GODZILLA 』

Video work

ANNO Hideaki /  
HIGUCHI Shinji [Japan]



© 2016 TOHO CO.,LTD.

## Animation Division :

Highly perfected original works with engaging storylines and unique visual styles will be recognized in this division.  
E.g. Animated feature films, animated short films, animated series, hand-drawn animations, full-3DCG animations, animations combining different techniques, etc.

### Grand Prize in the Animation Division of the 20th Japan Media Arts Festival

An animated feature film about two protagonists from different worlds, simultaneously connected with and distant from each other. The emotional “distance” the two feel creates drama, shown through astonishingly beautiful spectacular images. The creators of this film specifically chose an actual location in Japan for the setting and recreated the landscapes in the film meticulously. As these scenes are embellished with music that perfectly depicts the mood of the characters, this fantastic epic has the power to convince audiences that they are watching something “real.”

『 your name. 』

Animated feature film  
SHINKAI Makoto [Japan]



© 2016 TOHO CO., LTD. / CoMix Wave Films Inc. / KADOKAWA CORPORATION  
East Japan Marketing & Communications, Inc. / AMUSE INC. / voque ting co., Ltd.  
/ Lawson HMV Entertainment, Inc.

## Manga Division :

As methods of publication diversify thanks to the internet and other digital media, this division is seeing more and more works that challenge the traditional notion of manga. Works with powerful storylines that transcend cultural boundaries and reach out to the readers worldwide will be awarded in this division.

E.g. Comic books, manga published in magazines, manga published online, self-published comic books, etc.

### Grand Prize in the Manga Division of the 20th Japan Media Arts Festival

Fascinated by jazz, a young boy named MIYAMOTO Dai dreams of becoming a professional jazz musician. This manga is a coming-of-age chronicle of the boy. Although he cannot read musical scores or recognize any jazz standards, he continues to practice playing his saxophone everyday by the river, gradually captivating the people around him with his music.

The author’s pen strokes are so dynamic that they create the illusion that we are actually hearing music coming from the pages of this manga.

『 BLUE GIANT 』

ISHIZUKA Shinichi [Japan]



© ISHIZUKA Shinichi / SHOGAKUKAN

## 4. The 21st Japan Media Arts Festival Executive Committee (TBC)

**Chair** MIYATA Ryohei [Commissioner for the Agency for Cultural Affairs, Government of Japan]

**Operating Committee** AOKI Tamotsu [Director General, The National Art Center, Tokyo]  
FURUKAWA Taku [Animation Artist]  
TATEHATA Akira [President, Tama Art University]

### Jury Members

**Art Division** FUJIMOTO Yukio [Artist]  
ISHIDA Takashi [Painter, Film Artist and Associate Professor, Tama Art University]  
NAKAZAWA Hideki [Artist]  
TBA

**Entertainment Division** ENDO Masanobu [Game Creator and Professor, Tokyo Polytechnic University]  
KUDO Takeshi [Curator, Aomori Museum of Art]  
SATO Naoki [Art Director and Professor, Tama Art University]  
TBA

**Animation Division** MORINO Kazuma [Director and CG Artist]  
NISHIKUBO Mizuho [Visual Director]  
YOKOTA Masao [MD and Ph.D., Professor, Nihon University]  
TBA

**Manga Division** FURUNAGA Shinichi [Man of Letters and Associate Professor, Tokyo Metropolitan University]  
KADOKURA Shima [Manga Journalist]  
MATSUDA Hiroko [Manga Artist]  
MINAMOTO Taro [Manga Artist and Manga Researcher]  
TBA

\* Additional Jury Members will be posted on our website in the coming weeks

\* The updated information will be posted on our website.

## 5. The Exhibition of Award-winning Works of the 20th Japan Media Arts Festival

The Exhibition of Award-winning Works of the 20th Japan Media Arts Festival will be held in Japan in September. Various events will take place both in Hatsudai, Shinjuku, the area of the main venue, and other satellite locations. The thirteen days of the festival will be a chance to directly experience significant works in the world of “Media Arts.”

### **The 20th Japan Media Arts Festival Exhibition of Award-winning Works**

When: September 16 - 28, 2017

Where: NTT InterCommunication Center [ICC], Tokyo Opera City Art Gallery, etc.

Entry: Free of charge

Organized by the Japan Media Arts Festival Executive Committee

The Japan Media Arts Festival Website <http://festival.j-mediaarts.jp/en/entry/entry-guidelines/>

The Exhibition of Award-winning Works Website <http://festival.j-mediaarts.jp/en/>

Facebook <http://www.facebook.com/JapanMediaArtsFestival>

Twitter @JMediaArtsFes

### **Press Inquiries:**

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Open hours 10:00-18:00 on weekdays

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