

“Talks, Installations + Meet Up” - SCHEDULE

DIG SHIBUYA 2024 OPENING SESSION supported by JONNIE WALKER BLUE LABEL

TIME	LANG UAGE	PROGRAM	GUEST	TITLE / POSITION
14:00-14:15	Opening / DIG SHIBUYA Program Introduction			
14:15-14:40	EN	Meet FriendsWithYou, the Main Artist of Dig Shibuya 2024	FriendsWithYou Shinji Nanzuka	2024 Main Artist NANZUKA
(Break(5min))				
14:45-15:30	EN	Redifining Self-expression: Will AI change our self-expression?	Leni Andronics Raven Gao Sara Giusto Yoshiro Tasaka	CEO, Oshi CEO, Mewtant Inc. Producer, Aww Inc Director, Shibuya Startup Support
(Break(5min))				
15:35-16:20	JP	Technology-driven music production and experience	Yasuyuki Tomita Yuki Kawamura Takayuki Suzuki	CEO, magical completer Inc. Shibuya OIRAN OIRAN MUSIC Concept Producer/Writer/DJ CEO, ParadeALL / Managing director, MusicTech Japan
(Break(5min))				
16:25-17:10	JP	To be a tech centered Artist - why and how	Baku Hashimoto Toshiaki Takase Keisuke Toyoda	Visual Artist / Tool Developer TART CEO / Crypto Village Co-founder / paramita Co-founder / Japan Generative Art Foundation director Architect / Project Professor (NOIZ / IIS, The University of Tokyo)
(Break(5min))				
17:15-18:00	JP	City As a Canvas: Talking about SCRAMBLE NIGHT ART	Asako Fujikura Jackson Kaki Kyoko Kunoh	Artist Artist / VJ / DJ Artist, Ambassador of Ars Electronica
(Break(10min))				
18:10-18:25	Performance (Cyber Namunamu)			
18:25-19:30	Meetup			

SPEAKER PROFILE



FriendsWithYou
2024 Main Artist

FriendsWithYou is the collaborative art project of Los Angeles based artists Samuel Borkson and Arturo Sandoval III, working collectively since 2002 to create modern modes of spirituality with the mission of having a positive impact on our world.



Shinji Nanzuka
NANZUKA

Director and owner of the Contemporary art gallery Nanzuka in Tokyo and AishoNanzuka Tokyo. Experienced Director with a demonstrated history of working in the arts and crafts industry. Skilled in Japanese, Photography, Contemporary Art, Painting, and Art Exhibitions. Strong professional graduated from Waseda University.

SPEAKER PROFILE



Leni Andronicos is the founder & CEO of Oshi — the first social network for virtual characters including VTubers, anime figures and game characters.

Leni Andronicos
CEO, Oshi



Raven Gao is the CEO of Mewtant, a company working on anime-styled generative AI. Raven led the launch of Pixai, an anime character generation website that attracts more than 2 million monthly visitors globally. Raven received his B.A. in Computer Science with a focus on AI, Magna Cum Laude from Columbia University.

Raven Gao
CEO, Mewtant Inc.



As a producer of Aww Inc., Asia's first virtual human company, Sara Giusto is a female leader at the intersection of technology and creativity, and has been featured in Forbes Japan's '30 Under 30' in 2023. Having grown up in Japan, the United States, and Canada, her multicultural background equips her to serve as a global bridge connecting diverse cultures. Through Aww inc, Sara helps produce multiple intellectual properties, including the notable pink-bob virtual human imma. She has also been the sole Japanese participant and the only female panelist at prestigious events such as MIT conferences. She also introduced imma at ComplexCon, the largest street fashion convention in the U.S., among other significant platforms.

Sara Giusto
Producer, Aww inc



Yoshiro joined Shibuya City Office in January 2020 to take charge of internationalizing Shibuya City by building a startup ecosystem. He worked for the Consulate-General of Japan in San Francisco for eight and a half years, involving himself in numerous activities in the Bay Area, such as setting up non-profit organizations. Upon returning to Japan in 2016, he worked as a board member of a startup in Tohoku and then joined Komatsu Ltd. He also served as Vice President of Landlog, a venture company established by Komatsu. Yoshiro is committed to developing Shibuya into a startup ecosystem to rival Silicon Valley, using the skills he acquired overseas and his work experience at both major corporations and startups.

Yoshiro Tasaka
Director, Shibuya Startup Support



After working as a record label production director and A&R, he established the music production company Magical Completer Inc. in 2010. While continuing to support numerous artists in their productions, he also started his own music unit, am8, and has been involved in the production of music videos for Saxcription and NFT. In addition, he started his own music unit, am8, and is promoting the development of new music contents through Saxcription and NFT.

Yasuyuki Tomita
CEO, magical completer inc.



Japan Tokyo-based DJ/Producer with a focus on Balearic Dance Music and Chillout. After debuting with "Shakunetsu" in 2001, she played to 100,000 people at the Love Parade Mexico 2003 held at the Independence Monument in Mexico City. Since then, she has been roaming around the world DJing at venues such as Batofar in Paris and amnesia on the island of Ibiza. In recent years, she has DJ'd and directed music for the TOKYO 2020 Olympic Games and Paralympics, produced music for the open world RPG "CYBERPUNK 2077," and remixed music for "Nier Re[in]carnation Chill Out Arrangement Tracks." by Square Enix. She has also made many radio appearances, including a DJ mix for The Lot Radio in New York last year and a weekly program "shibuya OIRAN Chillout Radio" on blockfm, a dance music radio station in Tokyo, for about 10 years. In August of this year, She started a monthly program called "Balearic Japan" on Black Rhino Radio in Romania. Her latest release as an artist is "R.I.P Sunset", dedicated to her DJ mentor Jose Padilla, on her own label "OIRAN MUSIC" with remixers from various genres.

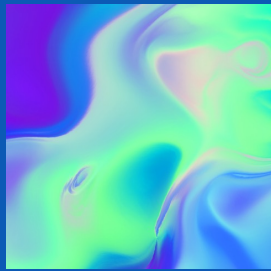
Yuki Kawamura
Shibuya OIRAN OIRAN MUSIC Concept Producer/Writer/DJ



CEO, ParadeALL Managing Director, MusicTech Japan Takayuki is CEO of ParadeALL, strategic consultant based in Tokyo, Japan, working with label, management, DSP and other music technology companies in Japan, US, EU and China. He leads several Web3 projects such as MetaTokyo, metaverse developer as CEO and co-founded FRIENDSHIP. DAO where global music artists and curator collaborates through blockchain. His career has included roles as Head of Mobile at MTV Japan and most recently Head of Digital Business Development for Universal Music Japan. He is also angel investor, guitarist and ramen lover.

Takayuki Suzuki
CEO, ParadeALL / Managing director, MusicTech Japan

SPEAKER PROFILE



Baku Hashimoto is a Tokyo-based video director, visual artist, and tool developer. With a background in both digital arts and filmmaking, he explores a broad spectrum of creative mediums, ranging from CGI and stop-motion to web-based projects and generative art. Through continuous experimentation with various techniques and forms of expression, he delves into diverse styles of visual arts.

Baku Hashimoto
Visual Artist / Tool Developer



Started business development using blockchain in 2016. Founded TART in 2019 to support Social Token issuance and NFT utilization in the content industry. Currently, he provides NFT and other technical support to artists and local governments. Representative initiatives include Generativemasks, KUMALEON, Nishikigoi NFT, and SINRA.

Toshiaki Takase
TART CEO / Crypto Village Co-founder / paramita Co-founder / Japan Generative Art Foundation director



Focusing on architectural design, Keisuke Toyoda conducts design and research using the latest computational technology in a variety of fields, from art installations to social platform and urban planning.

Keisuke Toyoda
Architect / Project Professor (NOIZ / IIS, The University of Tokyo)



Born in Saitama, Japan in 1992. Asako Fujikura is an artist who holds an M.A. from the Department of New Media, Graduate School of Film and New Media, Tokyo University of the Arts. Her artistic focus lies in the exploration of infrastructures that span urban and suburban areas, as well as the depth of landscapes associated with them. She primarily creates works using 3DCG animation techniques. In recent years, Fujikura has been delving into the dynamics of logistics in landfill areas and the emergence of gardens within the city, with the aim of developing innovative spatial expressions.

Asako Fujikura
Artist



JACKSON kaki creates works through multiple media, mainly 3DCG, but also VR/AR/MR, video, games, installations, and sound art, and finds the relevance of the post-Internet society and world through the theme of virtual world and real world.

Jackson Kaki
Artist / VJ / DJ



She has created extensively on art works in the interactive art field, and has been active in a wide range of fields such as directing in the public and commercial space, design of exhibit products, and joint project with companies and universities. She has involved research projects of Ars Electronica Futurelab since 2017. Her projects have been featured in many different locations both domestically and internationally including Ars Electronica (Austria), SIGGRAPH (USA), Centre Pompidou (France) and Japan Media Arts Festival (Japan).

Kyoko Kunoh
Artist, Ambassador of Ars Electronica