



RENGA to Cambrian Game

- as a session for collective expression -

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連画

RENGA: Linked Image

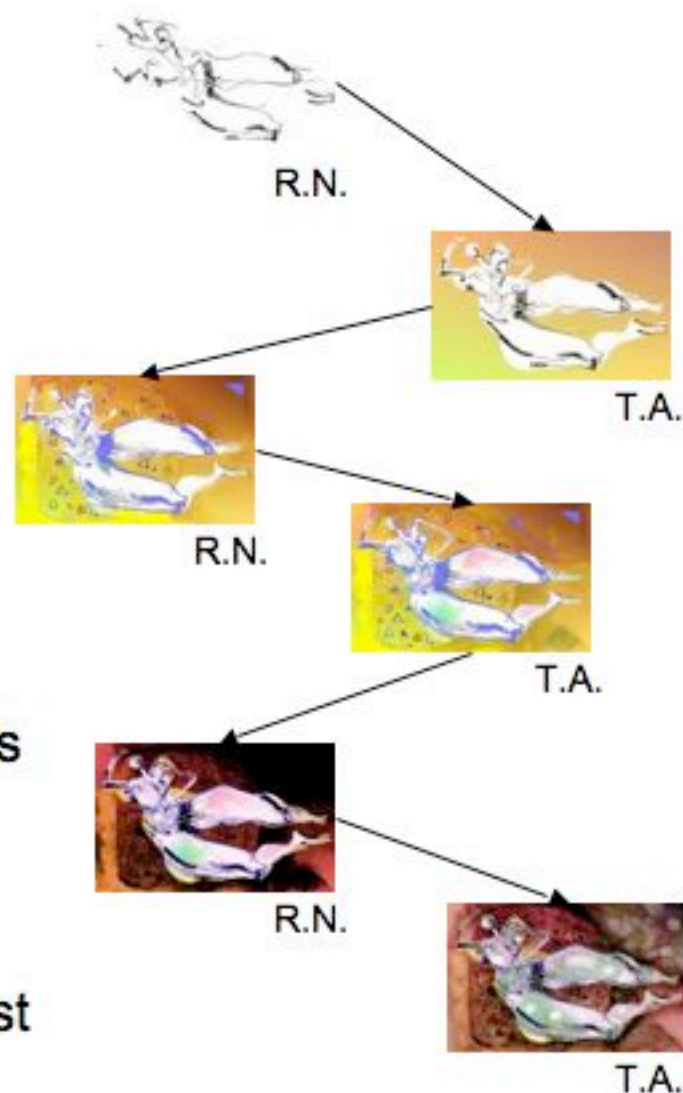
- 連画 (RENGA): <http://www.renga.com/>
 - Toshihiro ANZAI



- Rieko NAKAMURA



- Artists share and exchange CG art works on telecommunication networks
- An image will turn into a new piece by going through modification and transformation applied by a different artist



連画

RENGA: Linked Image

- RENGA:
 - New methodology of image creation in digital era
 - New form of collaboration art involving a number of people



“Ninohashi RENGA: Inspiration Network
ANZAI Toshihiro and 20 people” in 1994.
<http://www.ntticc.or.jp/Archive/1994/Renga/>

連画

RENGA: Linked Poetry

連歌

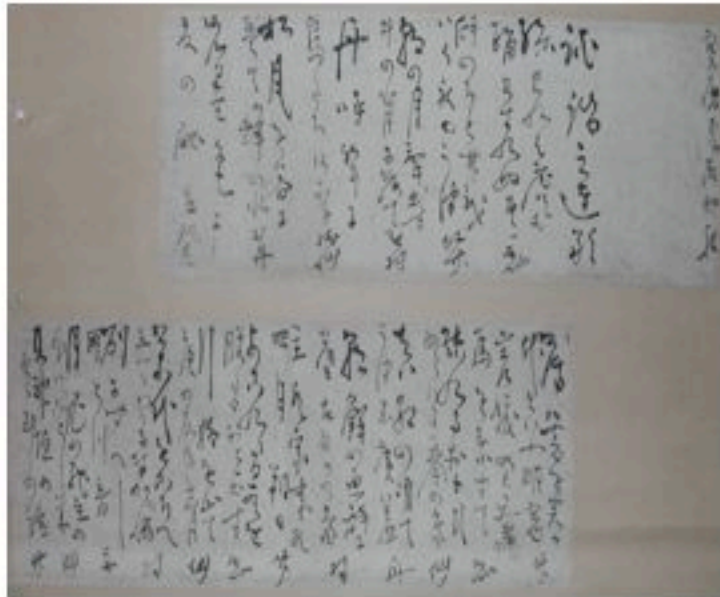
- 連歌 (RENGA):
 - A traditional form of Japanese collaborative poetry
 - For almost 1000 years
- 座 (za): Session
 - Enough people gather to make a session
 - 3 to 4 is the minimum number
- 宗匠 (soushou): Coordinator
 - under an experienced coordinator, 14 to 15 may be possible



連画

TWO RENGAS

連歌



- The essence is in the change:
 - New, different, and interesting verses/images of others
- The fun is newness:
 - To refrain from stepping back
 - Emergent evolution is the most desirable situation
(just like “the Cambrian Explosion of Life”)

Cambrian Game

leaf

seed





Cambrian Game

- Participants submit their own leaf to a tree in virtual space
- A leaf can trigger many leaves, so the tree may grow explosively
- The first Cambrian Game in 2002
 - At the symposium of the MELL(Media Expression, Learning and Literacy) Project
 - Without computer technology(IT)
 - With only a large paper and many sticky notes(POST-IT)



Cambrian Game

- Possibility in common with RENGA
 - Diversity
 - Community of expression
 - Sharing of insight into how people interact
(neither P2P communication nor mass communication)
- Possibility in itself (beyond “RENGA in miniature”)
 - Through our practical research on mobile media
 - Deeper potential as a tool for collective expression