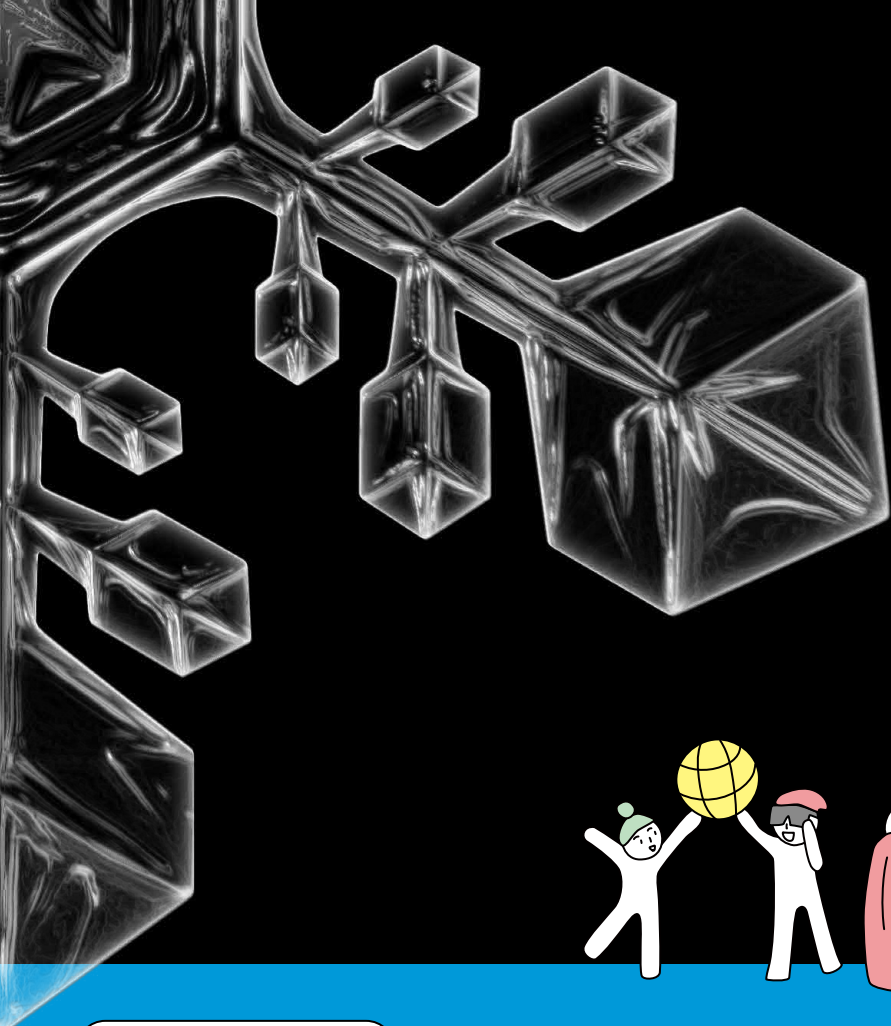


Snow Park of the Future



Venue Guidebook

Moerenuma Park

LAST SNOW

札幌国際芸術祭

SIAF2024

SAPPORO INTERNATIONAL  
ART FESTIVAL

Usa Mosir un Askay utar Sapporo otta Uekarpa

# Let's Play in the "Snow Park of the Future"

As one of the experimental zones for future winters at SIAF 2024, Moerenuma Park will be hosting the collaborative project, "Sapporo Future Undokai," which explore the creation of new winter sports with the theme "Snow×Art×Technology." Set in the snowfields, participants will brainstorm ideas and create new rules and tools, concluding with—real-life Undokai—a Japanese sports day or field day. In addition, a hackathon for creating new sports events will be held on February 23, followed by the "Future Undokai" the very next day, where 200 participants will engage in the newly created competitions.

Prior to the event, the park's Glass Pyramid will transform into a "Future Undokai Room." Here, visitors can try out sports events invented in past "Future Undokais" as well as take part in mini workshops, which will be available every weekend.

An 8K audio visual installation by WAKITA Akira portraying the dynamics of the Earth's evolution over billions of years will also be exhibited. Moreover, using the facility unique Snow Storage space, Finnish artist Jussi ÄNGESLEVÄ and Swiss artist unit AATB will showcase an ice and lighting performance that utilizes robotic arms.

Interacting and playing with snow, and imagining and discovering the world of the future, the wintery Moerenuma Park will transform into a future snowscape, inspiring new ideas.

## About Moerenuma Park

Moerenuma Park is an art park designed by sculptor Isamu NOGUCHI, conceptualizing the entire park as one single sculpture. The park features artificial mountains and a fountain, an area for play equipment, and a Glass Pyramid that serves as a cultural hub. In winter, the park's snow-covered landscape becomes a hot spot for winter sports. It is a globally unparalleled facility where an artist has revitalized a former landfill site into "a sculpture to be seen from the sky," and can be considered a symbol of the Anthropocene era where human activities have greatly impacted the Earth.



Photo: TAKUMA Noriko

# Producing the Sapporo Future Undokai

## Creators



**INUKAI Hiroshi**  
Ungakuka (Dynamism in Arts Specialist)  
/ Director, UNDOKAI Association



**NISHI Tsubasa**  
Curator, YCAM: Yamaguchi  
Center for Arts and Media /  
Director, UNDOKAI Association



**MIYAI Kazumi**  
Curator, Moerenuma Park /  
Project leader

Moere Park is pleased to host the sports day of the future, Sapporo Future Undokai, during the Sapporo International Art Festival 2024 (SIAF2024) to celebrate the city's legacy as one of the country's first to hold a sports day. With the theme of "Snow×Art×Technology," this sports day event showcases ideas for new sports that incorporate a variety of unconventional elements such as technology, dance, and music, while taking advantage of the city's unique natural resource, snow.

## Starting from one-person sports day

**MIYAI:** You've organized the Future Undokai in numerous locations. How did it begin?

**INUKAI:** One day, the idea struck me. It was just me at first. I made up a game of catching a falling drone while shouting, "Danger!" Drones fall if you turn off the power in midair, right? I was doing that with my expensive drone, thinking, "A future sports day might look like this." That was the beginning.

I'm a video game creator by trade. I've worked on video game projects and produced e-sports games. In doing so, I found great potential in treating sports days as a medium for interpreting video games as something else, such as sports, art pieces, or stories. I've been focusing on developing and organizing the Future Undokai for the past ten years.

**MIYAI:** Wow, it was a one-person event at the beginning! Was the first large-scale Future Undokai held in Yamaguchi?

**INUKAI:** Yes, the first one was held at YCAM in December 2015. It was around the time Tokyo was selected to host the next Olympic games. Some keen people had started talking about contemporary sports and the idea of combining technology and sports then. The mood of the time brought leading figures from different fields together to organize the sports day. It was surreal to see university professors from Tokyo and local citizens play a mock calvary battle together. After that event, NISHI Tsubasa and I co-founded the UNDOKAI Association, which is now the primary organizer of Future Undokai events.

## Sports shaped by the community and participants

**NISHI:** The Future Undokai in Yamaguchi has become an annual event we host at YCAM. It's actually a two-day festival. On the first day, we host an event called Undokai Hackathon\*, where approximately 30 participants work on developing new games to play the next day: the actual sports day with about 200 participants. This is a general format followed in other locations, like Sapporo. In our hackathons, we first introduce available tools and structures to participants and then have a brainstorming session to discuss what kind of games we can create using them. Afterward, the participants actually test their ideas numerous times through computer programming and physical trials. We've been using the term "Developplay (Develop-play)" which reflects our attitude and core interest in holding the Future Undokai. It's an occasion to enjoy developing and playing at the same time.

**MIYAI:** Hackathons sound like events for programmers or engineers. Can other people participate in the hackathon?

**NISHI:** Of course. We have many staff members at YCAM who can handle information devices, so a lot of tech-based sports games come out every year during the Yamaguchi Future Undokai. But that's just reflecting the local Yamaguchi characteristics. The types of sports games that come out vary depending on the location and the people who participate. There have been a lot of games not involving technology. Some created an updated version of a cheering contest, which was like a rap battle. The more we hold the Undokai, the more variations we encounter.

Cheering Rap Contest  
Courtesy of Yamaguchi Center for Arts and Media (YCAM)  
Photo: TAN VASRITHO



\*"Hackathon" is a coined word conceived by combining the words "hack" and "marathon."

**INUKAI:** It's important that the games are created by participants and not prepared by us so every Undokai is different in different places. **NISHI:** Also important is the diversity of participants. We ask participants to fill out a questionnaire beforehand to learn things like age range, gender ratio, nationality, and disability status. This information becomes an essential resource to hackathon participants in creating inclusive games.

**MIYAI:** Fulfilling various requirements makes the creation of sports day more exciting, doesn't it? The Sapporo Future Undokai will be a part of an international art festival. We want to make it universal. By the way, can non-athletic people join, too?

**INUKAI:** They can. I'm not good at sports, either [laughs]. I was into video games more than playing real soccer. Well, that's how I got into e-sports.

### "PLAY" inspired by regional characteristics and shared memories

**MIYAI:** I participated in the one that took place in Tokyo in 2022. I thought one game was especially wonderful. The game was based on the Shibuya Crossing.

**NISHI:** Was it *Scramble Ball Crossing*?

**MIYAI:** Yes, that's it. In that game, players competed on a final number of balls successfully thrown into a team basket. The participants were divided into four teams, and they had to carry a ball on their heads to their team basket located on the opposite side of a scramble crossing. They had to cross the busy intersection fast but without dropping the ball. Shibuya's unique characteristics were condensed in that game.

**INUKAI:** It brought out Shibuya commuters' skills in navigating the city's chaotic traffic.

**NISHI:** There was another game inspired by a regional characteristic called *Is Everyone Sleeping?* It's a game created during the Future Undokai in Kyoto, and it's kind of a hybrid of the Red Light Green Light and *Tamaire* ball tossing game. As Kyoto is the most popular overnight school trip destination, the game was inspired by typical school trip memories. Players pretend to be asleep when a person acting as a teacher comes to check on them, saying, "Is everyone sleeping?" Then, the players try tossing as



many balls as possible into a basket when the teacher briefly turns its back on them. The ball throwing is like a pillow fight you would play with your peers in a hotel room. It was an excellent game that brought out shared memories from everyone's school days. Once in a while, games with rules or structures that accentuate popular stories and shared memories, like this and the *Scramble Ball Crossing*, emerge during the Future Undokai.

**INUKAI:** Such games are sports by nature, but also a performance art piece or a play. The term "Play" we use for sports also applies to acting.

### Midwinter sports day in Sapporo

**MIYAI:** There are two mountains in Moerenuma Park. One is the Mt. Moere and the other is Play Mountain. As what you've just said, the word "play" in Isamu Noguchi's dictionary also includes the meaning of "acting" along with performing music and sports. I look forward to seeing such multidimensional meaning of "play" expressed at the Undokai.

**INUKAI:** Moerenuma Park is one of Isamu Noguchi's greatest public sculptures. We think it's a perfect stage for a participant-driven event like the Future Undokai.

**NISHI:** We have held the Future Undokai in many different places, and it usually takes place in gymnasiums. But this will be an outdoor event. I wonder how much of what we learned from past experiences will be helpful. Why are we doing this outside in the middle of winter in the first place?

**INUKAI:** My first thought hearing the plan was, "Are you out of your mind [laughs]?"

**MIYAI:** I understood the difficulty of holding an outdoor event in the middle of winter, but after a long thought, I was convinced that the Future Undokai would be the perfect choice. I was also confident in the idea because we had succeeded in running an art project called "Snowscape Moere" every winter for seven years until 2012. Some might have been a little over the top, but we worked on various programs with local artists, including running horse sleighs and building a mountain cabin on the peak of Mt. Moere. When the SIAF2024 director, OGAWA-san, sent in a request for hosting "a midwinter outdoor event" in Moerenuma Park, I suddenly recalled those wonderful memories of creative sparks we experienced while battling with merciless snow. As I

contemplated the request, I thought of the Future Undokai that NISHI-san had told me about before. Media art and contemporary art feel inaccessible to many people, but the Future Undokai deals with that issue so well. Participants really enjoy it. Moerenuma Park is foremost a public park, not an art museum, and moving the body and playing are at the core of its existence. The focus on the "future" also goes hand in hand with the SIAF2024 theme.

**INUKAI:** It's an inevitable collaboration!

### There is no "should be" in the Future Undokai

**NISHI:** Although there isn't any precedent, there is no set rule on how a Future Undokai should be. Even during difficult times like the COVID-19 pandemic, we continued our activity online. Well, we may have to cancel if a blizzard hits us... Something will come out through conversations and experiments. I look forward to seeing how environmental factors essentially affect the creation.

**MIYAI:** Speaking of environmental factors as essences to the project, it could take three times longer than usual to commute depending on the weather conditions during winter.

**INUKAI:** Three times longer!?

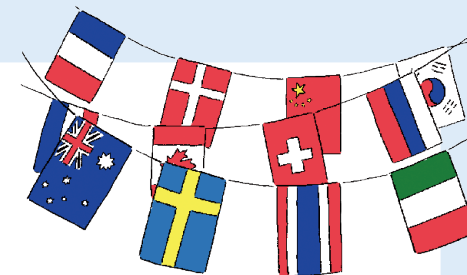
**NISHI:** Then, we might see the birth of a game incorporating the fact—something may take three times longer.

**MIYAI:** Maybe we'll have participants who won't make it to the park. **INUKAI:** It'll be the first time to operate with that supposition. We could say, coming to the venue itself is like a game in this case.

**MIYAI:** Google Maps won't reflect the minute-by-minute progress of snow removal work. Sometimes, it may tell you "cleared," but you end up getting stuck in a severe traffic jam. We must establish stringent safety measures throughout, including the actual play time.

**INUKAI:** Safety management is critical. Needing to think of it is itself a unique characteristic of Sapporo and the Future Undokai. It'd be great if we could involve participants in the discussion.

**MIYAI:** The same can be said of the art festival itself. The scope of measures to consider differs between summer and winter, and discussing such differences leads to the ideas for site-specific festivals. The Sapporo Future Undokai can become a symbolic program of SIAF2024.



**INUKAI:** I assure you, Undokai will still be Undokai, even if it is canceled!

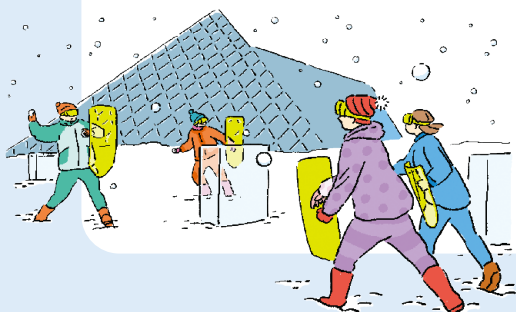
### Shaping the future of Sapporo together

**MIYAI:** Even if we get rough weather on February 23 and 24, we can still have fun. Throughout the duration of SIAF2024, we plan to open the "Undokai room" inside the glass pyramid "Hidamari" to provide interactive opportunity to learn about the Future Undokai, and to host various play events starting this September.

**NISHI:** Leading up to the Undokai, a series of related events will pump you up. From this September onward, we'll hold a trial session of Future Undokai's legendary sport called *Tsunahiki Tamaire* (tug-of-war & ball throwing) in September, a staff training workshop in October, and a tool-making workshop in December. The reason for doing these pre-events over a long stretch of time is that we'd feel sad if it ended up as a one-off experience. We hope to meet more like-minded people in Sapporo through the pre-events so that the Sapporo Future Undokai can happen for the second time, third time, and more in the future. That's our dream and why we are spending such a long time preparing for it.

**INUKAI:** Although the first person to suggest this project was MIYAI-san, and NISHI-san and I are the organizers, this special sports day won't take shape without the insights of participants gathered at Moerenuma Park. The idea of "co-creation" has always been at the heart of the Future Undokai.

Creating the Sapporo Future Undokai means shaping the future of Sapporo, Sapporo Sports Day, and the Future Undokai. We'd love people to interpret it in a variety of ways. All these hopes of ours are conveyed in the naming of this project. I hope this sports day becomes an opportunity to imagine the city's future and meet peers to pursue their vision together.



Multiscreen video installation,  
10 seconds thinking about the future,  
NINA FISCHER and MAROON EL SANI,  
Architecture by AKASAKA Shinichiro, 2009

WAKITA Akira

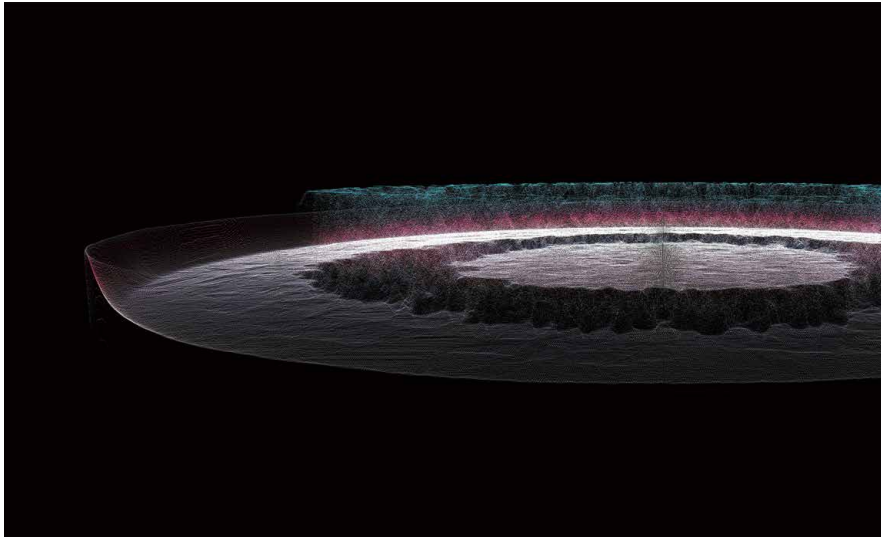


Photo: WAKITA Akira / Equipment Cooperation: ASTRODESIGN, Inc. / Production Cooperation: Wakita Laboratory Keio SFC

**Ever-changing Evolution of the Endless Terrain. Experiencing the Dynamics through 8K Visuals and Sound Field Synthesis Technology**

**Over Billions of Years 2024**

"If humans can live for a billion years, would we witness the Earth behaving like a fluid?" Listening to the pulsations and breath of the Earth unfolding over an eternity, and wanting to be present amidst the metabolism of the Earth. This artwork originates from such sentiments. Using one mathematical model, WAKITA Akira simulates the various stages of the ice ages, interglacial periods, desertification, afforestation, river formations, island formations, and artifact creations, which transition over thousands to millions of years, then visualizes with high-definition audio-visual installations. How does the Earth come to existence and evolve? How does civilization rise and fall? How does nature connect with the artificial? Fundamental questions emerge from this space created through 8K visuals and sound field synthesis technology.

**WAKITA Akira**

Artist and scientist. Having been diagnosed with cancer just before turning forty, WAKITA delves deep into the world of arts. Developing unique software based on fluid dynamics and thermodynamics, he transcends science and art through visual expressions. His works update the way we see the world by visualizing/auralizing/materializing forces that exist in front of us but cannot be perceived. The artist's works have been exhibited internationally in various festivals and art festivals such as the Ars Electronica Festival. He is professor at the Faculty of Environment and Information Studies, Keio University.

**Technical Cooperation: NHK Science & Technology Research Laboratories (STRL)**

NHK Science & Technology Research Laboratories (STRL) is Japan's only research institution dedicated to broadcast technology. Its role is to build a richer broadcasting culture from a research and development viewpoint. NHK STRL conducts a wide range of both basic and applied research in broadcasting technology, having led the creations of new broadcast media including satellite broadcasting, HDTV, and 8K, and has contributed to the advancement of program production technology. In recent years, they have been progressively exploring new sound expressions for future media. They will be showcasing one of their research projects, the sound field synthesis technology using Linear Loudspeaker Arrays.

Jussi ÄNGESLEVÄ + AATB



Photo: Gianni CAMPOROTA, ECAL – A Third Hand Supported by ProHelvetia / "A Third Hand – Creative Applications for Robotics" at ECAL, University of Art and Design, Lausanne, Switzerland / Geometric Computing Laboratory at EPFL, Swiss Federal Institute of Technology in Lausanne, Switzerland / Rayform SA, Lausanne, Switzerland

swiss arts council  
prohelvetia

**Which Is Faster— Ice Melting or Human Intervening?**

**Pinnannousu 2024**

Situated in the snow storage chamber for the cooling system at Moerenuma Park's Glass Pyramid, Pinnannousu consists of two parts—one in which the artist creates the work on site and the other in which the archive video of the work is screened—which are presented during different periods. The space contains three elements—a block of ice being carved by a robotic arm, a carved block melting, and a time-lapse capture of this slow process on a screen. The ice block carved by the robotic arm is gradually converted into a lens, which refracts the light from a flashlight attached to the arm and projects it onto the wall. Processing the slowly melting ice block into a computed lens shape is a performative attempt to give form to something that has no defined shape and reminds us of the human endeavor to respond to global challenges that know no bounds.

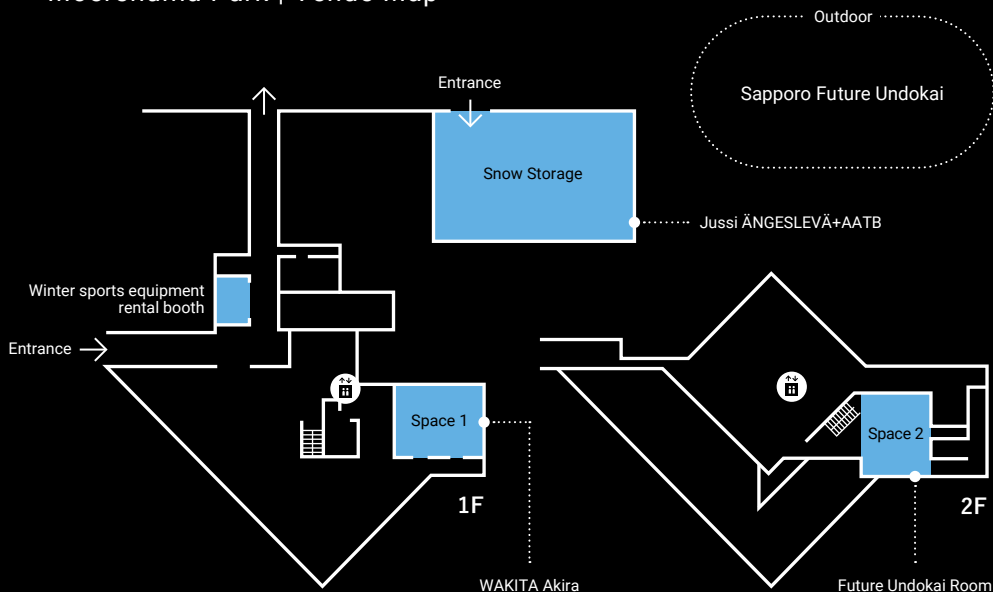
**Jussi ÄNGESLEVÄ**

Media artist and a seeker of elegance, Professor Ängeslevä has been the driving force behind the iconic kinetic artworks, computational design and innovation in spatial interaction at ART+COM Studios in Berlin as a creative director. In parallel, he has steered the New Media Class at Berlin University of the Arts and served as a visiting professor at Royal College of Art. In academia, industry or as an independent artist, Ängeslevä strives for works that combine deep technological understanding, reflection on societal impact and embodied aesthetic elegance. He is currently based in the Bay Area.

**AATB**

A unit consisting of Andrea Anner from Switzerland and Thibault Brevet from France. Graduates of the École cantonale d'art de Lausanne (ECAL), the two had worked on interactive objects and installations but encountered an industrial robotic arm three years ago. Since then, they have been working to investigate the potential robotics and industrial automation in everyday life, closely linking programming, electronics, and mechanical technologies, as well as precision machining.

# Moerenuma Park | Venue Map



Schedule	Venue	January 2024	February
<b>WAKITA Akira</b>	Space 1	Exhibition	Jan 20 (Sat) – Feb 25 (Sun)
<b>Jussi ÄNGESLEVÄ +AATB</b>	Snow Storage	Work in Progress (public display of art-making process)	Jan 20 (Sat) and Jan 21 (Sun)
		Exhibition	Jan 27 (Sat) and Jan 28 (Sun)
		Documented Exhibition	Feb 3 (Sat) and Feb 4 (Sun)   Feb 10 (Sat) – Feb 12 (Mon, National Holiday)
<b>Future Undokai Room</b>	Space 2	Exhibition	Jan 20 (Sat) – Feb 25 (Sun)
<b>Sapporo Future Undokai</b> (Booking required)	Outdoor / Indoor	Hackathon*	Feb 23 (Fri, National Holiday) and Feb 24 (Sat)
		Sports Day*	Feb 24 (Sat)

\*Postponed to the next day in case of bad weather

## Snow Park of the Future

Venue: Moerenuma Park (Moerenuma Koen 1-1, Higashi-ku, Sapporo) | Dates: Jan 20 (Sat) – Feb 25 (Sun), 2024

Opening Hours: 10:00 – 17:00 | Dates Closed: Mondays (Open on Feb 12, closed on Feb 13)

Organizers: Sapporo International Art Festival Executive Committee and City of Sapporo  
Joint Sponsorship: Sapporo Parks and Greenery Association



Moerenuma Park website

## Sapporo International Art Festival Executive Committee Office

Sapporo Tokeidai Bldg, 10F, Kita 1-jo, Nishi 2-chome, Chuo-ku, Sapporo, 060-0001, JAPAN

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SIAF2024 official website

