

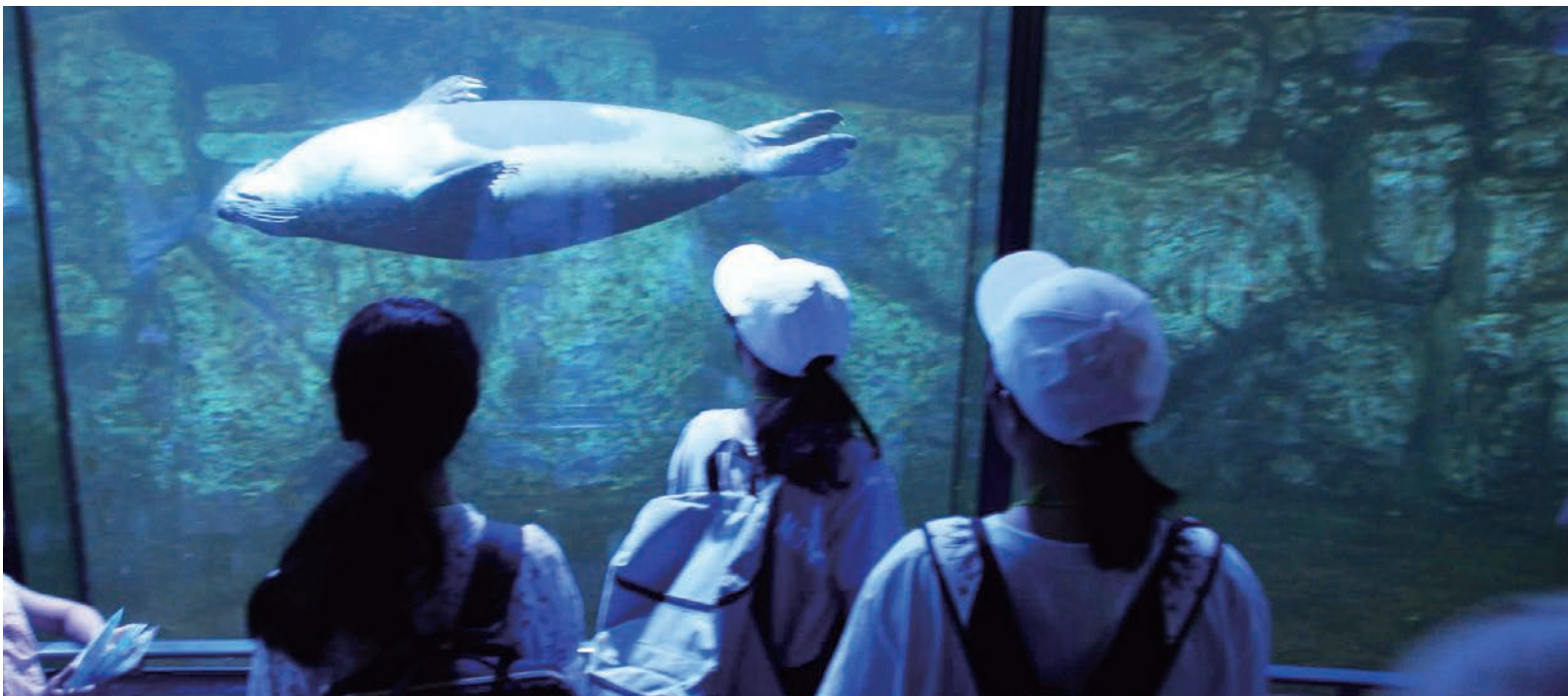


Academy Camp 2019 Report

"Automation for Girls

- Kawaii Can Be Automated!" (winter)

"REINVENT THE WORLD" (summer)



Introduction

Academy Camp started as a series of camps for children in Fukushima, the Japanese prefecture most affected by the year 2011 Great East Japan Earthquake/Tsunami and TEPCO Fukushima Daiichi Nuclear Disaster. The initial passion behind the creation of the camp still lives in our heart. But today, we are also worried about the situations surrounding children's learning in Japan, because technological and social situations are beginning to change drastically.

"No one has ever changed the world by doing what the world has told them to do." This is a statement by a teen-age entrepreneur, Mr. Eddy Zhong. In many areas and fields, we see lots of emerging young talents like him. Plus, the world itself as we know today is in a rapid process of changing, through new technology such as artificial intelligence and robots. This is the beginning of the next generations. Children living today are part of such new generations, and they will be the ones in charge of the future of humanity.

What we can do, we think, is to support those children to go forward into the unknown future where they can lead us through the rapid changes, and make sure that the next generations will never repeat the tragedy we have regrettably allowed to happen to them. That is the reason why we continue to hold this series of camps with lots of fun and learning.

- Who's Academy Camp?

We are a group of university faculty members, camp directors, members of non-profits supporting children, and student and other volunteers who support our activities. We have been continuing to hold camps for children, especially for those in Fukushima to provide them with extreme playing and learning opportunities.

<https://academy-camp.org>

- Activities in FY2019 (Nov. 2018 - Oct. 2019)

In 2019, we held three camps in February and August. The February camp was called "**Automation for Girls - Kawaii Can Be automated!**" with the theme of "STEAM (Science, Technology, Engineering, Art, Mathematics)". The August camps were called "**REINVENT THE WORLD**" 1st and 2nd terms, under the themes of "becoming *makers* instead of *visitors*" and "sustainability of the sea". These camps were based at Keio University's Shonan Fujisawa Campus in Fujisawa City, Kanagawa Prefecture, and the Nojima Youth Training Center in Yokohama City, Kanagawa Prefecture. This report is a summary of those camps.

We hope you will enjoy this record of the wonderful days in which the children played a leading role, supported by the young power of the students and your support.



Academy Camp 2019 Winter

"Automation for Girls

- Kawaii Can Be Automated!"

In the 21st century, "kawaii" became the most popular Japanese word in the world.

But what is "kawaii" in the first place?

The late physicist Dr. Richard Feynman famously wrote, "What I cannot create, I do not understand".

Want to know more about "kawaii"? Then, let's create your own "kawaii" from scratch!

In this camp, through the challenge of making the most "kawaii" thing that works automatically using digital technology, we searched for the answer to the question "what do we really mean by kawaii?" and also the question "How can we automate what we want to do?", which will become commonplace in a society that coexists with AI (artificial intelligence) in the future. In short, we thought about human sensitivity and the future society.

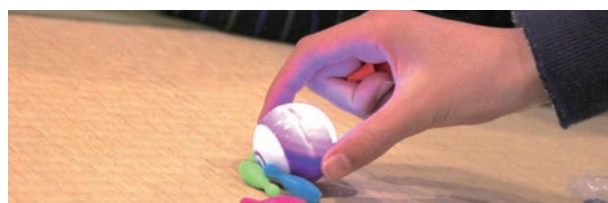
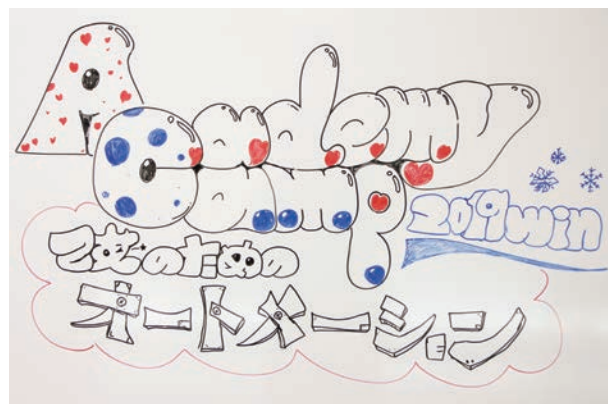
Camp Chairs

- Kenji Saito
 - Representative Director, Academy Camp
 - Senior Researcher, Keio Research Institute at SFC / Lecturer, Faculty of Environment and Information Studies, Keio University (at the time)
- Masaki Minami
 - Director, Academy Camp
 - Project Assistant Professor, Graduate School of Media and Governance, Keio University

Basic Information

Dates	Saturday, February 9 - Monday, February 11, 2019 (2 nights, 3 days)
Venue	Shonan Fujisawa Campus (SFC), Keio University (Fujisawa City, Kanagawa Prefecture) Lodging: SFC Mirai-sozoku Taizai-to 2
Targets/ Participants	Target: 4th grade elementary school to junior high and high school students in Fukushima prefecture. Participants: 29 (2nd to 12th graders)
Staff	14 volunteer staff (university students and working adults) 2 persons in charge (Academy Camp)
Hosts	Academy Camp Public Technology Design Consortium, Keio Research Institute at SFC, Keio University

Winter
Day 1
Feb.9

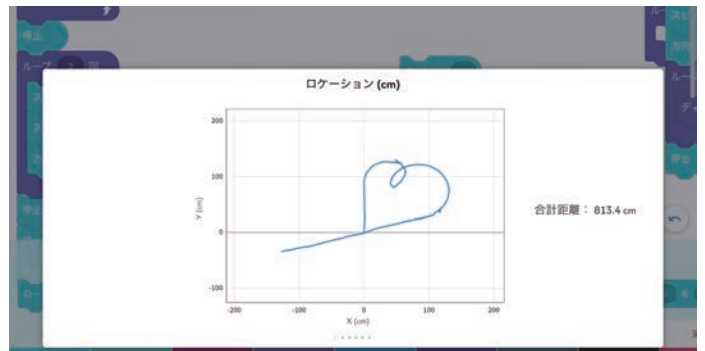
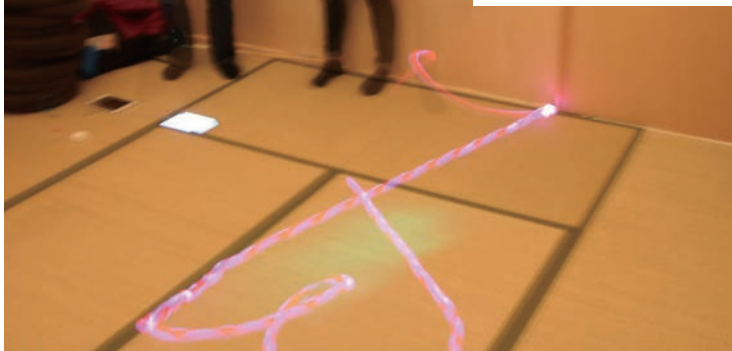
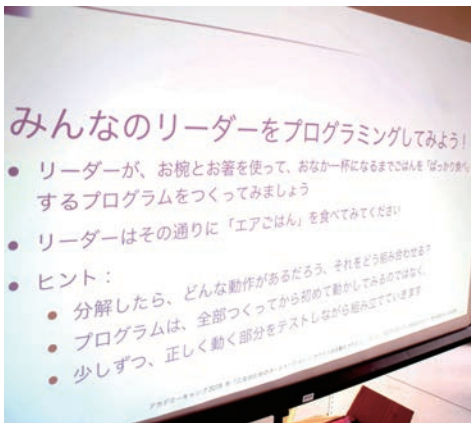


It's called "for girls" but of course **"boys are also welcome"**. Because our motto these days is to "bring all children to their dohyo, or arena (to create their own future)"!

Despite the snow the day before, everyone arrived at SFC (Shonan Fujisawa Campus) in one piece, and after a "kawaii ice break", they played with spherical robots called Sphero mini in the Japanese-style room in the residential building 2, trying to create new eSports with them. It was hard to believe that the children had never used them before, watching them playing the game of tag or sumo with the robotic balls. The rules have become more and more sophisticated to make it more interesting and fun.

Winter
Day 2
Feb.10

ごはんを食べさせない
何kcalまで食べていいか
決めて それにしたら
強制終了



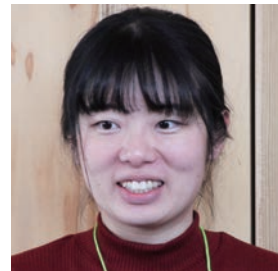
We did an unplugged programming exercise with university student leaders by seeing them as "robots that eat". After that, we challenged to program the Sphero mini and iELECTRIBE (rhythm machine) to produce "the most kawaii robotic movements and sound". This attempt took time in the evening and continued into the final day. Meanwhile, we tried again the eSports we tried to create so hard, with different rules. Adults were surprised that the children became even better at playing! At the moment, they are the top level players in the world in this sport. The afternoon activity was to go outside and take the "cutest picture" at SFC. The statue of Yukichi Fukuzawa, the founder of Keio University, was so popular. "I have serious respect for you!" One of the current Keio students said to the statue. Back in the residence building, everyone shared the "cutest picture" they had taken.



This camp, in which we aimed to be STEAM Girls and Boys, ended with a lot of kawaii and automated stuff. On the last day, we had a presentation of "the most kawaii robotic movements and sound", a sudden parfait making, and a closing ceremony. The pictures below when they get dismissed represent kawaii "rock", "paper" and "scissors" (we think).



Winter
(student)
Staff



* Our alternative logo (right) is a monochrome design created by a high school student sub-leader (at the time) that was colored by AI using deep learning.

Academy Camp 2019 Summer

"REINVENT THE WORLD"

"After all, humans are better as children than as adults. But unfortunately, human children have too little knowledge and ability to make use of their superiority" - from Shinkansen Transformation Robot Shinkarion Episode 61

Put another way, if they can acquire knowledge and skills, human children are invincible!

Yes, children will be the stars of the world in the future. You can't leave it to adults. Let's create a new society with the intention of "inventing" the world again. To this end, we participated in the first camp as "makers (exhibitors)" at Maker Faire Tokyo 2019, where we interacted with visitors and other "makers" to figure out how to create a new world. In the second camp, we visited the Hakkeijima Sea Paradise with the theme of "SDGs (Sustainable Development Goals) 14: Life below water" to think about how to create a world that protects life and livelihoods.

The title of this camp, REINVENT THE WORLD, expresses the desire for a "new era" created by children (the new Japanese era "Reiwa" started this year).

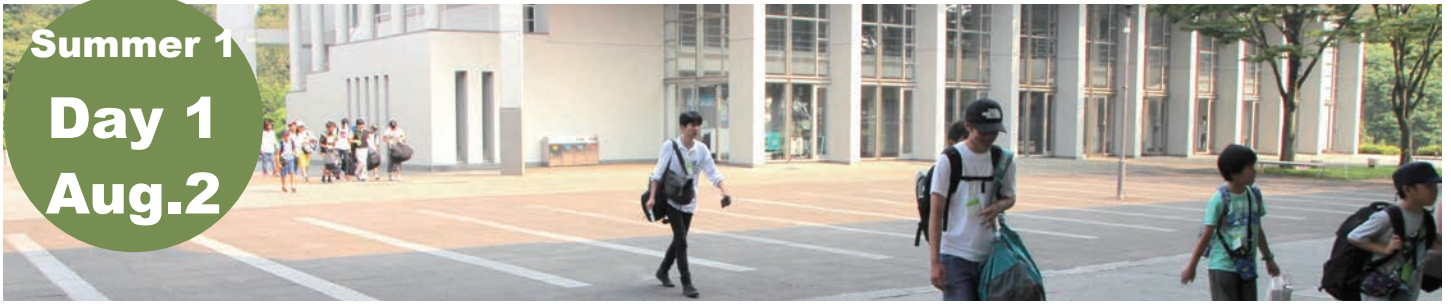
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Basic Information

Dates	Term 1 : Friday, August 2, 2019 - Tuesday, August 6, 2019, 4 nights, 5 days Term 2 : Monday, August 12 - Friday, August 16, 2018, 4 nights, 5 days
Venue	Term 1 : Shonan Fujisawa Campus (SFC), Keio University (Fujisawa City, Kanagawa Prefecture) (lodging : SFC Mirai-Sozoku Taizai-to 2) Destination : Maker Faire Tokyo 2019 (Tokyo Big Sight) Term 2 : Nojima Youth Training Center (including lodging) (Yokohama City, Kanagawa Prefecture) Destination : Hakkeijima Sea Paradise
Targets/ Participants	Target : 4th grade elementary school to junior high and high school students in Fukushima 21 children (4th to 10th graders) (term 1) and 33 children (3rd to 11th graders) (term 2) participated
Staff	Total of 39 volunteer staff members (vocational school students, university students, and working people), 2 persons in charge (Academy Camp)
Hosts	Academy Camp Public Technology Design Consortium, Keio Research Institute at SFC, Keio University

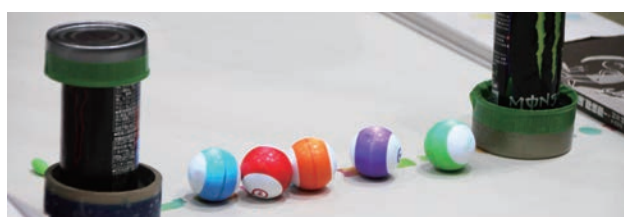
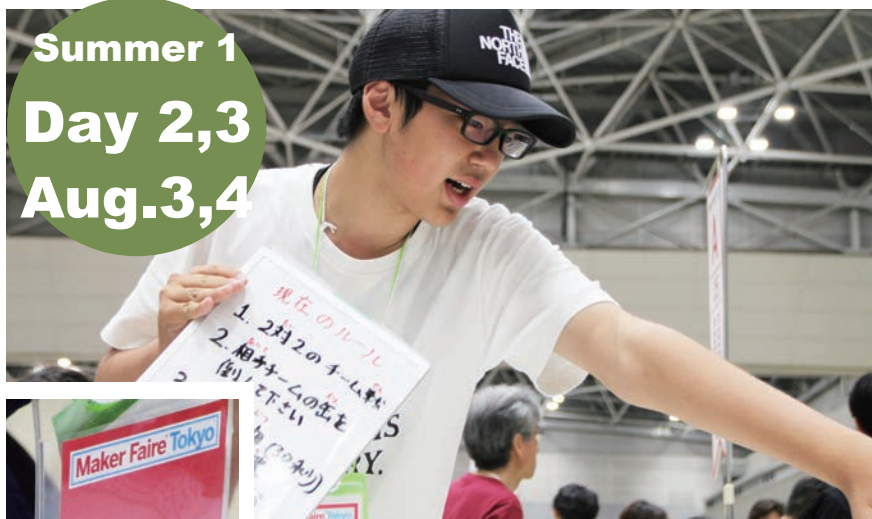
Summer 1
Day 1
Aug.2



One of the goals of this term's camp was to return as MAKERS (exhibitors) rather than VISITORS to Maker Faire, the "celebration of the DIY mind with arts, crafts, engineering and science projects", which we visited last year.

After learning that even "reinventing the wheel" could be a major invention, we built a new eSport to play with on the Sphero mini to warm up. We were amazed by the more diverse and powerful rules of play. Did the children who met each other for the first time get to know each other a little better? The next day and the day after that, we'll be "exhibiting" at Maker Faire Tokyo 2019 at Tokyo Big Sight!

Summer 1
Day 2,3
Aug.3,4



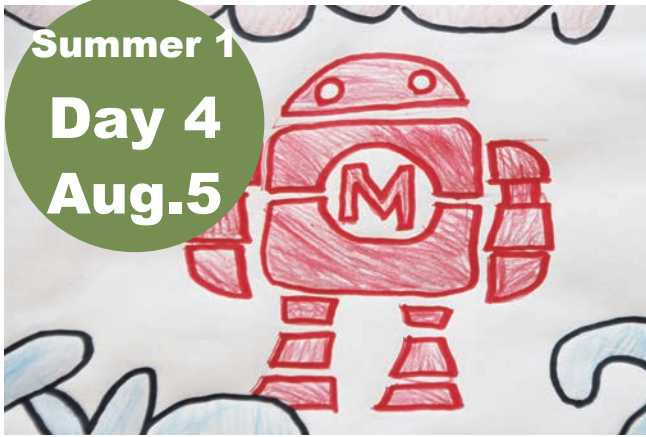
At Maker Faire Tokyo 2019, where we traveled from Fujisawa City to Tokyo for two consecutive days to exhibit, we improvised the rules for eSports using spherical robots and had visitors (mainly children) actually play with them in the workshop we named "Let's make a rolling eSports!"

When we first came up with this idea, even our staff was unsure if the children would be able to play a responsible role as exhibitors. But the results were really great. Our MAKERS children took care of the VISITORS children autonomously and continuously, and they enjoyed themselves as exhibitors so much that they lost track of time. We were so happy to find that they even invented a game to control something that was no longer a ball (actually, a paper cup over a ball).

The children were able to think about what it means to be an exhibitor for themselves, and they were able to work voluntarily and happily even without the adults saying anything, such as calling for visitors, handing out flyers, and demonstrating. We are sure they were able to feel the joy of pleasing their visitors. It was a nice fair with a great atmosphere around it!

We also visited the National Museum of Emerging Science and Innovation (Miraikan), and enjoyed the mammoth exhibition and communication with the science communicators.

Summer 1
Day 4
Aug.5



On this day, we reflected on our experience of exhibiting at Maker Faire, played a SIG (Sociological Imagination Game) to illustrate our future life in 2050, learned that cooking is also a science, and had fun with fireworks. We made a lot of mistakes (as a camp, too), but failure is a privilege for those who challenge themselves.

Summer 1
Day 5
Aug.6



On the final day, each tried to reinvent their own future by drawing a roadmap to mark milestones for 2050. And by multiplying the goal tenfold and having each other be witnesses to the roadmap, what was written there turned into a promise to be fulfilled, not just a statement.

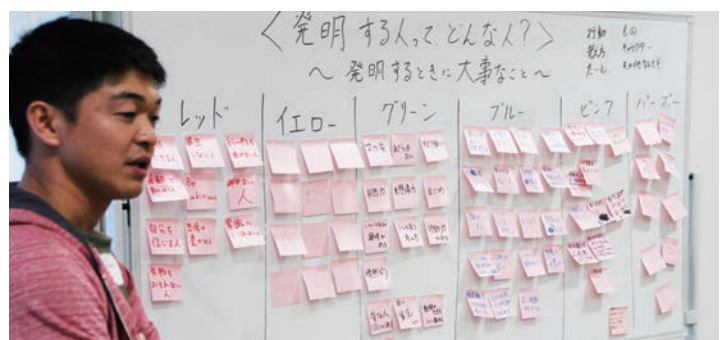
Have the kids made the successful transition from VISITORS to MAKERS creating their own future? Academy Camp will continue to grow along with the children.



Summer 1
(Student)
Staff



Academy
Camp

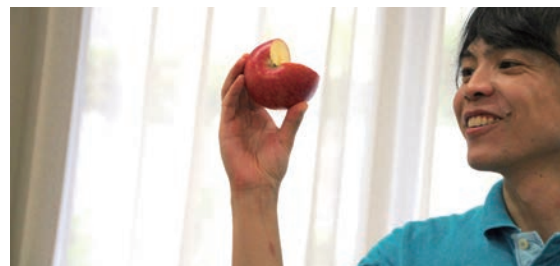


It's time for a new adventure to explore the future that children are creating!

After checking in at the Nojima Youth Training Center in Yokohama, the children had a chance to ask themselves what qualities they need to be "inventors" as a team building activity with their friends who will spend the next 4 nights and 5 days together.

The theme of this term's camp is "let's protect the abundance of the sea (SDGs 14 : LIFE BELOW WATER)". How does this theme intertwine with the reinvention of the world in the schedule that follows?

Summer 2
Day 2
Aug.13



The morning was spent thinking about the SDGs (Sustainable Development Goals). It all started with an apple. We drew a mind map with the apples at the center to loosen up our senses of perspectives. Then we thought about the story of Snow White (Reiwa's version) and finally thought about the SDGs and their current situation in Japan. Finally, at the end of the lunch, we likened the apple to the earth and tried to grasp the reality of the proportion of the land, what proportion of the land within it can be inhabited by human, and what proportion of the water can be drunk.

In the afternoon and evening, we had a workshop and live performance by 6-dim+ from the improvisational comedy theater! At first we were promised "50 laughs," but no way! Didn't we laugh at least 500 times? And in that laughter was the message that we don't move according to the rules, there is a pleasure in breaking the rules (except for the rules to save lives) and we move while creating new rules. That's the spirit of Academy Camp. And failure is fun! 6-dim+ also incorporated the theme of "reinvention" in the form of different versions of the improvisation, and we were able to experience the great performance and laugh through the moment together!

Summer 2
Day 3,4
Aug.14,15



On the third day, we visited Hakkeijima Sea Paradise. The theme of this term's camp was "reinventing the world" and "protecting the abundance of the sea (SDGs Goal 14)" ...if you want to protect it through the SDGs, naturally, it must be unprotected now. To find out how unprotected they are today, we toured the four aquariums in Hakkeijima. In order to think about the future in which children can play an active role, it is necessary to ask, for example, what kind of role future aquariums should play by reinventing their roles (or creatively destroying them) toward 2050 (even after SDGs). With these thoughts in the back of their minds, the children happily moved around Hakkeijima, overwhelmed by the world of creatures under the water.

On this day, three children suffered heatstroke at Sea Paradise and had to rest at the first aid center. Fortunately, all three recovered quickly and were able to return to the lodging safely in the evening. We thought we were taking good care of the children's health, including hydration, but we learned an important lesson. In the future (although we don't think we'll be doing physical camps in 2020), we'll be conducting summer camps with even more care and attention.

On the fourth day, we were challenged with design thinking to preserve the richness of the ocean, SIG (Sociological Imagination Game) to gather fragments of life in 2050 and improvise a story of the future, and dumpling making.

Summer 2
Day 5
Aug.16



On the last day, we left the Nojima Youth Training Center, and held a summary and closing ceremony at the nearby Kanto Gakuin University's Kanazawa Hakkei Campus. In the summary workshop, assuming that the world has succeeded in protecting the abundance of the oceans by 2050, the children were asked to think about what words they would give to their descendants when they become adults, in the form of an essay by acronym. Here's an example.

S : Sekai (world) is so big!

D : Datte (because)...

G : Gomi (garbage) flowing down the river?

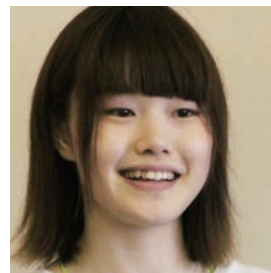
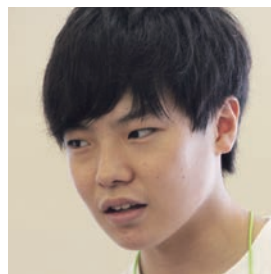
s : sonna (such a) world we didn't want our children to see.

Academy Camp's version of "After (Modern) Man". We hope that the children will be able to really say that to them and their children. After satisfying 4 nights and 5 days, the children returned to their respective places.



S せかいは大人になに広い!
D だって。
G ごみが流れてくるような
S そんなせかいを見てほしく
なかったからね。

Summer 2
(Student)
Staff



Afterword

Looking back Academy Camp 2019

Kenji Saito

Representative Director, Academy Camp



With all your support and hard work by our volunteer friends including students of colleges and universities, we could safely conduct three camps during this year, and the camps have been positively recognized as always.

However, with three children suffering from heatstroke during the summer camp, it has not been always possible to say that the year has been a peaceful one, and we deeply regret our lack of strength and will continue to make improvements.

On the other hand, natural threats seem to be gaining another strength, and we would like to express our deepest sympathies and condolences to all those affected by Typhoon No. 19, which struck eastern Japan on October 12 and 13, 2019, and to all those affected by the new coronavirus infection COVID-19 and their families, which occurred in the same year. We probably have to change the way we live and the way civilization is, even

more than we have been aiming for in previous camps.

Once again, thank you to everyone who has supported us for Academy Camp in 2019. We look forward to your continued support for the children of Fukushima and the Academy Camp as we continue to take on challenges for the future.

A handwritten signature in black ink that reads "Kenji Saito". The signature is written in a cursive, flowing style.

Kenji Saito



After camps, we receive a lot of messages from parents. Here's one of them.

"I want my introverted son to have a broader perspective! I want him to build up his confidence! I let him join the camp because of such thoughts. In the beginning, he sent me a series of texts saying "I want to go home". I was getting worried if he was going to be okay, but from the second day, the content of the messages gradually changed, and when he came out of the station today, he was chatting with his new friends. I believe that a lot of experiences have given my son an invisible confidence. I would like to thank the Academy Camp staff for their involvement with my son. Thank you very much for your help."

Thank you so much for joining us!



"Our happiness is here."

- On Donation -

Academy Camp is funded and supported by participation fees from participants and staff, contributions from lecturers, grants, and your precious donations.

We really appreciate your support.

To donate :

GlobalGiving (US and UK) - <https://www.globalgiving.org/projects/academy-camp/>



EXPERIENCE THAT MAKES YOU LEAP.

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