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Abstract	Art education cultivates children not only practical and creative skills but also humanity. Art education enriches children's perception as well as imagination and creative thinking. Crafts and art serves children great roles as a way of expressing themselves, deliberate on many. As Japanese Ministry of Education, Culture, Sports Science and Technology hasset new education guidelines, an improvement of crafts and art classes needs to be reconsidered.The research aims to find potential uses of Digital technology in children's art education (creative activity and art appreciation) through workshops and crafts and art learning programs as well as demonstrating new and innovative ways to art and to express children's creativity. Also, the research aims to create manuals for Digital Technology incorporated art education programs to encourage and spread the use of the technology. After examining three workshops, Augmented Reality (AR) Technology was considered as new and innovative platform to children's creativity and art appreciation, and the AR incorporated workshop was examined with two children.AR Technology enables people to connect the virtual and real. The technology opens up a new platform in media contents which is used in various field such as entertainment, navigation, public relations and education. AR technology in education, provides visual interactive resources to children.It opens up another platform for children to play while having fun as well as allowing their creation to be shown in many locations from remote distances. Experiencing AR has the potential in art appreciation without children realising it.
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Master's Thesis

Transcending the Ordinary

Cultivating Children's Creativity Through The Use of Augmented Reality Technology

Academic year 2011

Graduate School of Media Design
Keio University

Takahiro Aoyagi

A Master's Thesis

submitted to the Graduate School of Media Design,

Keio University

In partial fulfilment of the requirement for the degree of

MASTER of Media Design

Takahiro Aoyagi

Thesis Committee:

Professor Ichiya Nakamura	(Supervisor)
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Abstract of Master's Thesis Academic Year 2011

Transcending the Ordinary

- Cultivating Children's Creativity Through the Use of Augmented Reality Technology -

Summary

Art education cultivates children not only practical and creative skills but also humanity. Art education enriches children's perception as well as imagination and creative thinking. Crafts and art serves children great roles as a way of expressing themselves, deliberate on many. As Japanese Ministry of Education, Culture, Sports Science and Technology has set new education guidelines, an improvement of crafts and art classes needs to be reconsidered.The research aims to find potential uses of Digital technology in children's art education (creative activity and art appreciation) through workshops and crafts and art learning programs as well as demonstrating new and innovative ways to appreciate art and to express children's creativity. Also, the research aims to create manuals for Digital Technology incorporated art education programs to encourage and spread the use of the technology. After examining three workshops, Augmented Reality (AR) Technology was considered as new and innovative platform to children's creativity and art appreciation, and the AR incorporated workshop was examined with two children.AR Technology enables people to connect the virtual and real. The technology opens up a new platform in media contents which is used in various field such as entertainment, navigation, public relations and education. AR technology in education, provides visual interactive resources to children.It opens up another platform for children to play while having fun as well as allowing their creation to be shown in many locations from remote distances. Experiencing AR has the potential in art appreciation without children realising it.

Keywords:
Augmented Reality Technology,Workshop, Children, Art, Education, Art Appreciation

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