

“Utilization of Digital Contents in Historic Site Management”

Report of the Research Symposium on Preservation and Utilization of Historic Sites in FY2015

Table of Contents

Preface

Outline of the Symposium

I Reports and Lectures

1. Different Methods of Representing the Past at Historic Sites up to the Present Day 2
UCHIDA Kazunobu (Nara National Research Institute for Cultural Properties)
2. Utilization of Digital Contents in Historic Site Management: Results of a Preliminary Survey 7
TAKAHASHI Chinatsu (Nara National Research Institute for Cultural Properties)
3. The Present State of VR/AR Technology Utilization at Historic Sites 27
SONE Toshinori (Xeen Inc.)
4. Development and Operation of the “AR Nagaokakyū” Application: Utilization and Issues 37
WATANABE Hiroshi (Board of Education Muko City)
5. Guided Tours Using Digital Contents: Managing the Virtual Walk of Kōrokan and Fukuoka Castle 58
NAKAMURA Keitarō (Fukuoka City)
6. Keynote Lecture: 3D e-Heritage and Cloud Museums 64
ŌISHI Takeshi (Institute of Industrial Science, The University of Tokyo)
7. Reconstructing Cultural Properties Using Mixed Reality: Asuka Capital, Edo Castle, Ichijōdani 72
KAKUTA Tetsuya (AsukaLab Inc.)
- Record of the Discussion 78

II Case Studies

1. Using Digital Contents at the Nagoya Castle Special Historic Site:
CG Reconstruction of the Hizen Nagoya Castle and Its Utilization 86
MATSUO Norihiro (Saga Prefectural Nagoya Castle Museum)
2. Guided Tours Using Digital Contents: Educational use and Regional Development 100
HOSAKA Taichi (Board of Education Minami-Alps City)
3. Virtual Guide of the Ichijōdani Asakura Clan Ruins:
Attracting Tourists with Digital Technology 112
UCHIDA Yoshikuni (Fukui City)
4. Development and Utilization of an Experiential Application
Using VR/AR Technology at the Marugame Castle : Touristic and Educational Uses 116
GOTŌ Yukinori (Department of Education Marugame City)
5. The IT Guide System at the Sannai-Maruyama Site 125
KAKIZAKI Takashi and IWATA Yasuyuki (Aomori Prefecture)
6. “A Mongolian Battle ship in the bottom of the sea!”—Exploring Utilization Strategies for an Underwater
Site: An Initiative for Reconstructing a Mongol Ship with a Smart Phone Application 131
UCHINO Tadashi (Board of Education Matsuura City Nagasaki Prefecture)
7. The “Revival of the Yashima Castle” Application 143
WATANABE Makoto (Takamatsu City)
8. On the “VR Takamatsu Castle” Application 149
TAKAUE Hiraku (Takamatsu City)
9. Development and Operation of an AR Application for Kanazawa Castle:
Broadcasting Information Anew in Conjunction with the Opening of the Hokuriku Shinkansen 157
KAKITA Yuji (Ishikawa Prefectural Research Institute for the survey of the Kanazawa Castle)
10. Nostalgic AR Application for Tsuruga Port:
VR Reconstruction of Modern Era Port Scenery and Its Utilization for Tourism 167
OKUMURA Kōko (Tsuruga City)

III Summary

- Utilization of Digital Contents in Historic Site Management 174
UCHIDA Kazunobu (Nara National Research Institute for Cultural Properties)