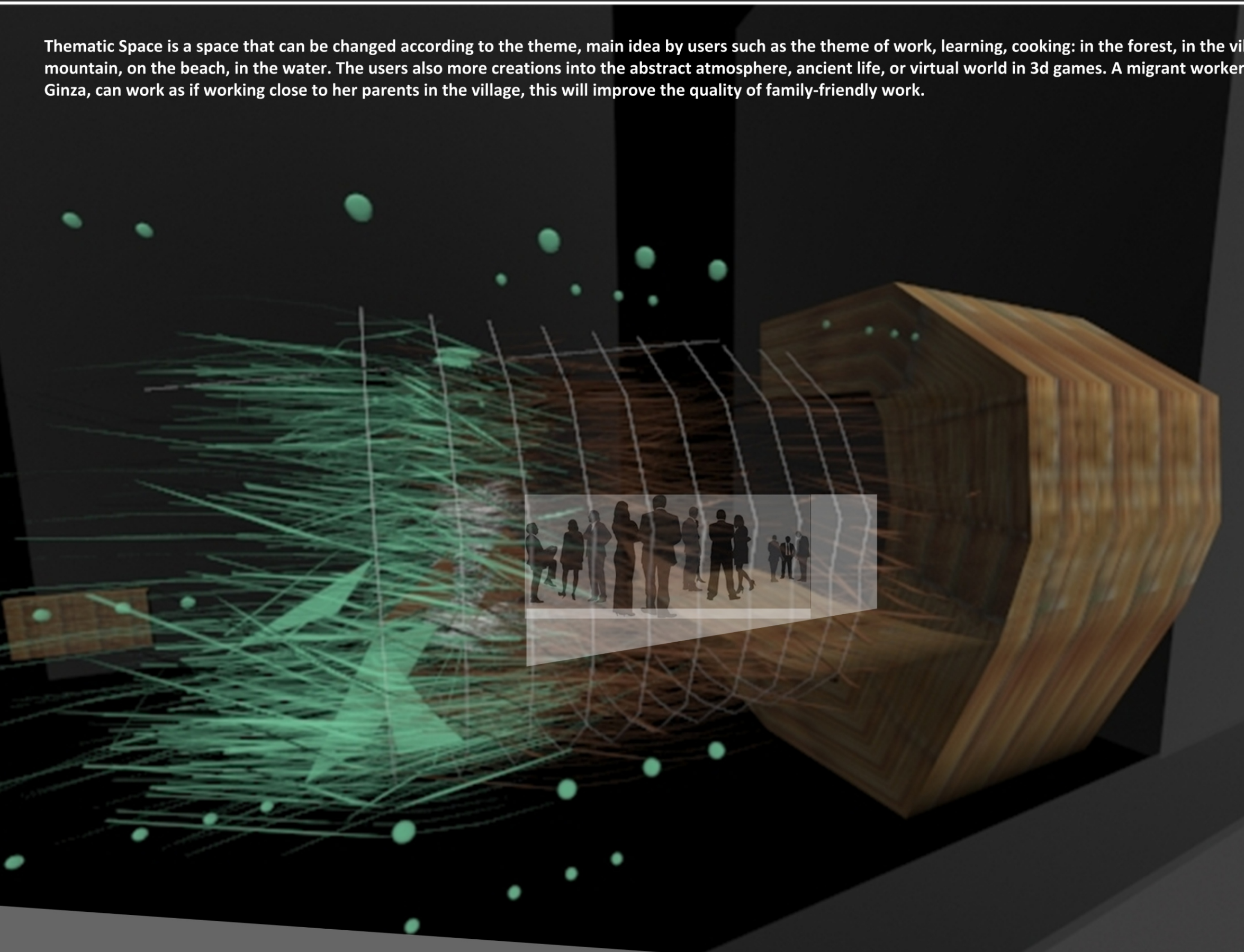




THEMATIC SPACE

Thematic Space is a space that can be changed according to the theme, main idea by users such as the theme of work, learning, cooking: in the forest, in the village, on the beach, in the water. The users also more creations into the abstract atmosphere, ancient life, or virtual world in 3d games. A migrant worker in Ginza, can work as if working close to her parents in the village, this will improve the quality of family-friendly work.



Outdoor:
Ginza Sony Park



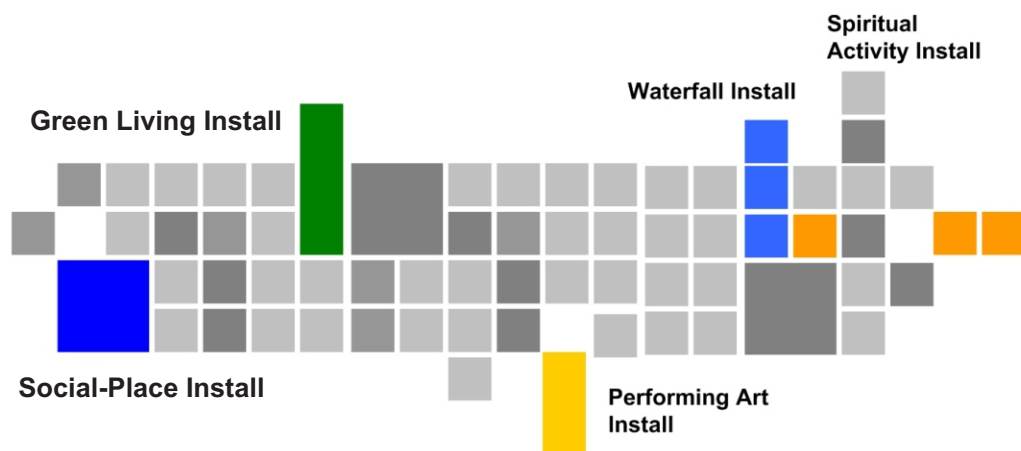


THEMATIC SPACE

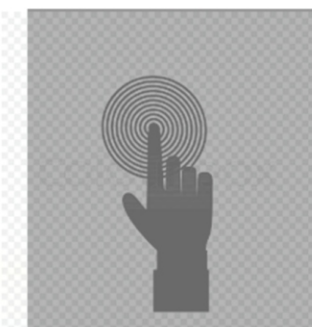
	scale		
	1	2	3
• The degree to which advanced technologies (including IT) are used <i>(Low-tech) 1 - 2 - 3 (High-tech)</i>			V
• Site-specificness: The degree to which the idea targets a specific locale <i>(Site-agnostic/universal) 1 - 2 - 3 (Site-specific)</i>	V		
• Degree of commercial potential <i>(Strictly for public good) 1 - 2 - 3 (May profit some parties involved)</i>			V
• Time scale of citizen-led changes to cities enabled by the idea <i>(Short-term change) 1 - 2 - 3 (Long-term change)</i>			V
• Geographic scale of citizen-led changes to cities enabled by the idea <i>(Small-scale change) 1 - 2 - 3 (Large-scale change)</i>			V
• Hurdles toward participation, from a citizen's perspective <i>(Anyone can participate) 1 - 2 - 3 (Requires expertise, time, money, etc.)</i>		V	



DIGITAL TECHNOLOGY SUPPORT



Indoor: Underground
Ginza Sony Park



ORGANIC MATERIALS SUPPORT

