


【Grant-in-Aid for Transformative Research Areas (A)】

Face-body design: Deepening and Sublimating Face-Body Based on Practical, Empirical and Constructive Research

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Purpose and Background of the Research

● Outline of the Research

The earlier project, "Kaoshinati-gaku (Face-Body Studies)" (2017-2021), integrated philosophy, cultural anthropology, and psychology to elucidate how implicit schemas influence the manner in which faces and bodies are utilized and evaluated, compelling diverse cultures to reevaluate long-held assumptions.

In contemporary society, the social landscape surrounding faces and bodies is undergoing rapid transformation. The advent of social media and the metaverse has facilitated the exhibition of idealized facades, disassociated from our physical selves. Concurrently, the prevalence of video conferencing has led to a diminution of physical contact and a reconfiguration of interpersonal dynamics. Crises such as wars and pandemics have led to an escalation in discrimination against specific physical appearances and bodies. Individuals with disabilities continue to encounter challenges, including physical discomfort and social exclusion.

The present project endeavors to address these challenges by exploring the interplay between real and imagined face-bodies. The objectives of this project are threefold: first, to design future face-bodies—including human-artifact hybrids—that alleviate discrimination and suffering; second, to develop ethical and educational programs that dismantle face- and body-based prejudice; and third, to use performance, art, and other embodied practices to transform individual pain into shared relief. Integrating practice, empirical study, and design, our objective is to reimagine the concept of the face-body in a technology-rich era and to sketch a society in which diverse bodies can thrive free of stigma.

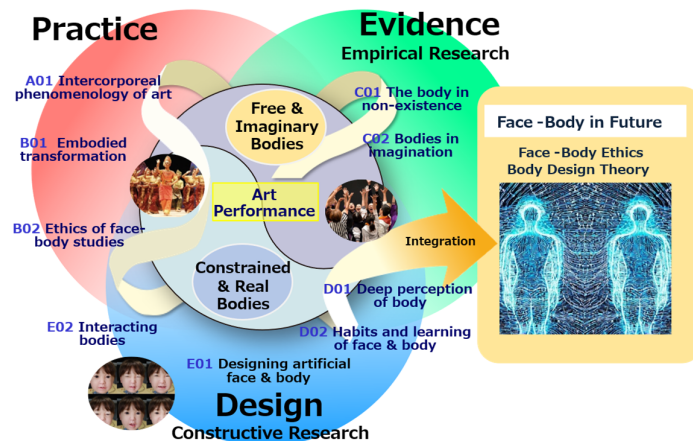


Figure 1. Outline of the Research

● Practice, Evidence and Design - Promotion of Research

Guided by a shared ethics and philosophy of face-body design, this project advances through a process of empirical and constructive research, thereby breaking down disciplinary boundaries and reconceptualizing both real and imaginary face-bodies.

These stages are characterized by the expansion, deepening, and eventual translation of new concepts into tangible realities.

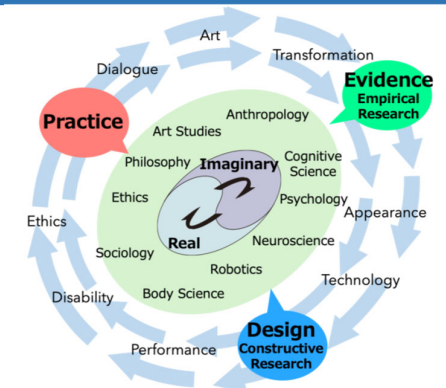


Figure 2. Promotion of Research

Expected Research Achievements

Each face-body exhibits its own set of "negatives," which include loss, deviation, concealment, and unease. In order to transcend a society that perpetuates these disparities, it is imperative to examine the manner that diverse face-bodies interact, to delineate designs for future face-bodies, to demonstrate that interoception — the profound sense that interconnects face and body — can be nurtured, and to put forth an ethics that genuinely embraces diversity. The strands under consideration coalesce to form the design principles for the face-bodies of tomorrow and a symbiotic society. These principles extend from prototypes to policy and education.

● Practice — Real meets Imaginary

We delineate the distinction between the actual face-body and its virtual counterpart, and through phenomenological studies (A01) and wide-ranging cases in art, ritual, and discrimination (B01/B02), we map the novel bodily awareness that emerges as individuals oscillate between the two realms.

● Evidence (Empirical Research) — Interoception under Constraint

A comparison of real and imaginary face-bodies demonstrates how individuals adapt and overcome limitations imposed by the physical world. The integration of fieldwork on acceptance, healing, and symbolization (C01/C02) with experiments on cognition and development (D01/D02) positions interoception as the pivotal link between face and body.

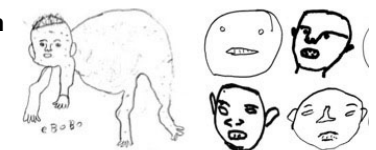


Figure 3. Diversity of face-body symbolization (C02)

● Design (Constructive Research) — Deep-Sensation Interaction

The objective of this research is to target the deep sensations that drive human-to-human and human-to-artifact contact. To this end, we are merging robotics and body science to build androids that share emotion (E01) and to model face-body dynamics (E02). The result of this research will be the prototyping of the face-body of the future.



Figure 4. Research Topics of the Project

Homepage
Address, etc.

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