

A STUDY ON DEVELOPMENT OF ORAL HISTORY VIDEO MAP FOR COMMUNITY DESIGN

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Introduction

Background

Oral history is not a history book written by experts but a living history based on the experience of residents and it is useful for community design.

Problem

In recent day Tokyo, big redevelopments and aging have taken place. Historical residential areas and their life culture are being lost, and those who know the oldlife culture decreases.

Proposal

I developed “Oral History Video” with the AR video display technology that can be used for community design.

Purpose

It is to confirm the effect of "Oral History Video Map" , a tool of community design created by community association, NPO, university and students. It will be tested in Tsukishima,Chuo-Ward, Tokyo, which is a historical lower town, but has been losing being being culture due to redevelopment.

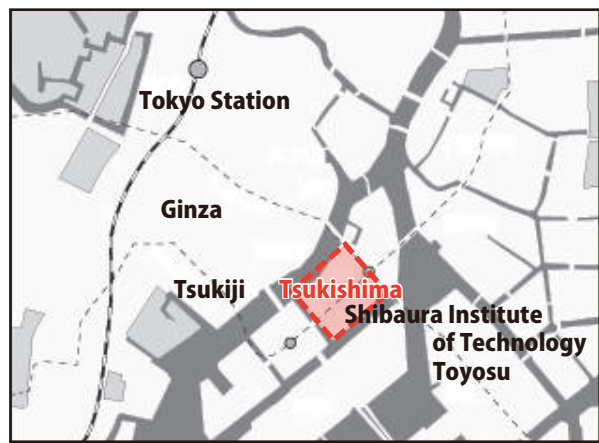


Fig.1 Tsukishima



Fig.2 Alley(roji)

Create Oral History Video

- Decide a theme and interviewees who have a residence and know the old Tsukishima’s life culture
- Performed by a storyteller, interviewer, videographer.
- A storyteller talks Tsukishima’s life experience.

- Cut each 1 hour video to 2 minutes.
- Classify by theme or place.
- Enable the video to put on media by editing.

- Create an oral history video map with an edited video and a map
- Enable the video to load through app by changing to AR.

Experiment of Oral History Video

- ① - Guide using Tukishima walking guide book and verbal explanation.
 - Do a survey about the town walking with a guide book.
- ② - Guide using Oral history video on the same route of ①.
 - Do a survey about if people felt differently with ①.

The interview date	Name	Interview subjects Residence	Residence career	Listener	Photographer	Filming location
May -26, 2018	T.K	Tsukishima 1-chome	81 years	H.S	Y.M	Nagaya school
June -8, 2018	M.M	Tsukishima 3-chome	80 years	K.M	K.M	K.M house
June -10, 2018	E.M	Tsukishima 3-chome	65 years	K.M	K.M	K.M house
June -14, 2018	H.I	Tsukishima 2-chome	52 years	K.M	K.M	「Ebisuya」
June -20, 2018	K.M	Tsukuda 3-chome	37 years	K.M	K.M	K.M house
June -30, 2018	K.K	Tsukishima 1-chome	53 years	H.S	Y.M	K.K house
July - 19, 2018	M.T	Tsukishima 1-chome	86 years	K.M	Y.M	「Kaneju」
	H.M	Tsukishima 3-chome	84 years	K.M	Y.M	「Surugaya」
Oct -8, 2018	H.T	Tsukishima 1-chome	53 years	H.S	Y.M	「Genkikissa」

Interview situation	
Implementation date and time	May- 26,2018 13:30~15:00
Place of implementation	Tsukishima Nagaya School

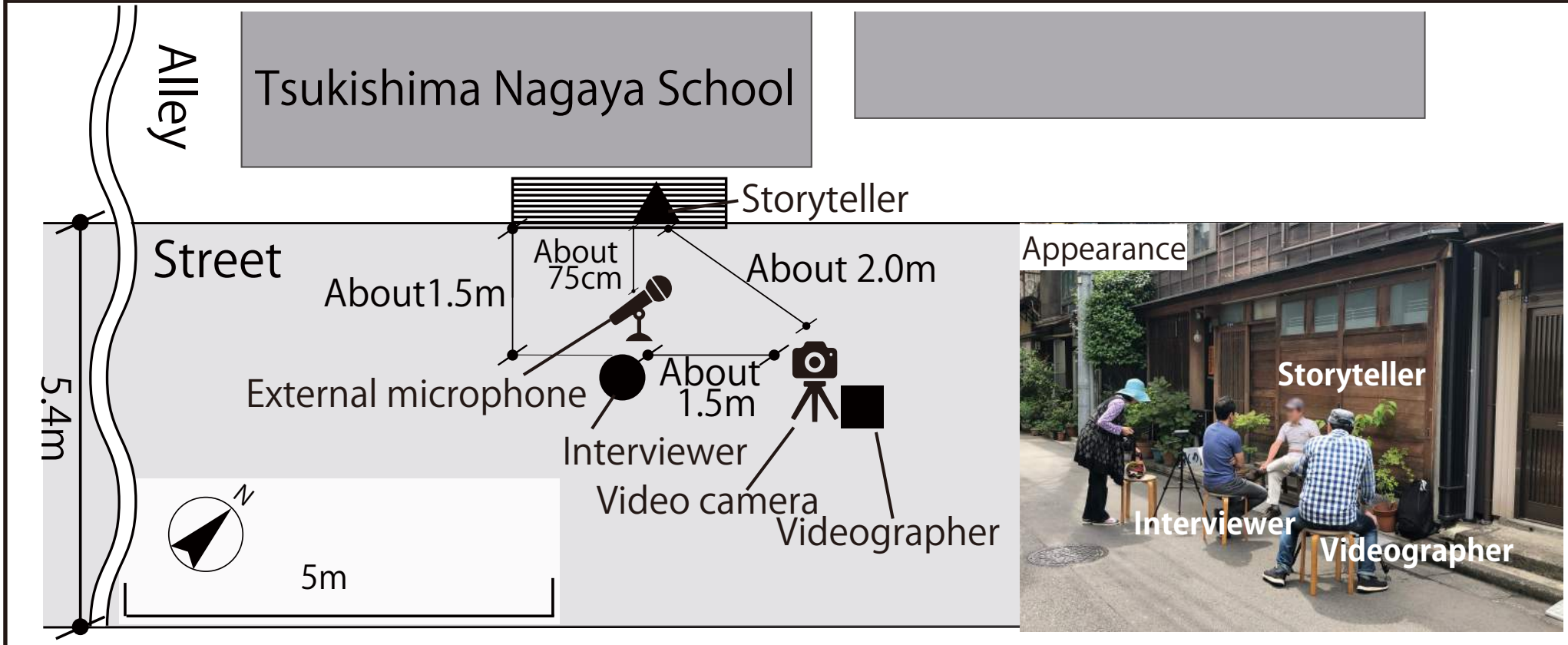


Fig.3 Summary of interview

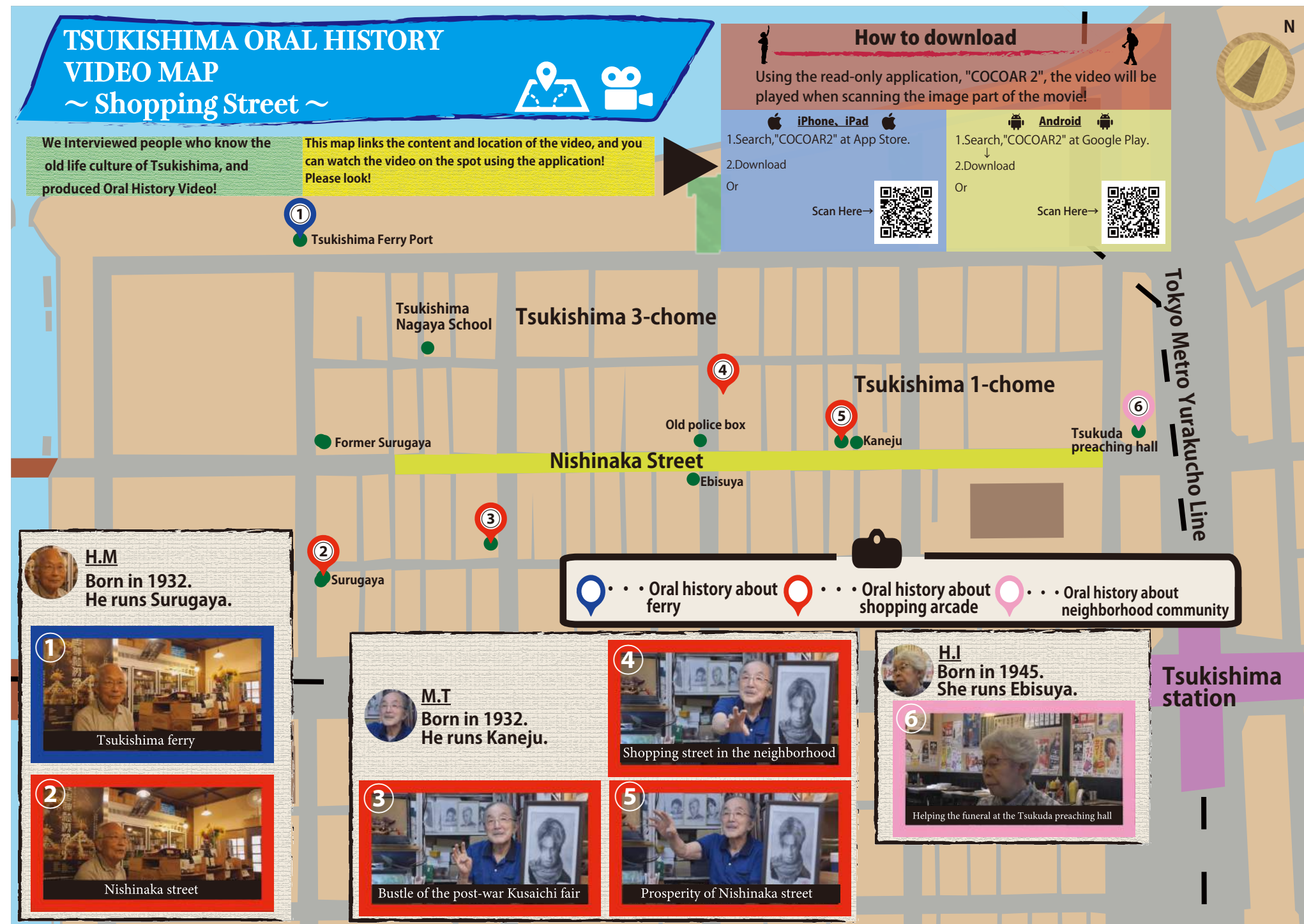


Fig.6 Oral History Video Map(view point of shopping street ver)

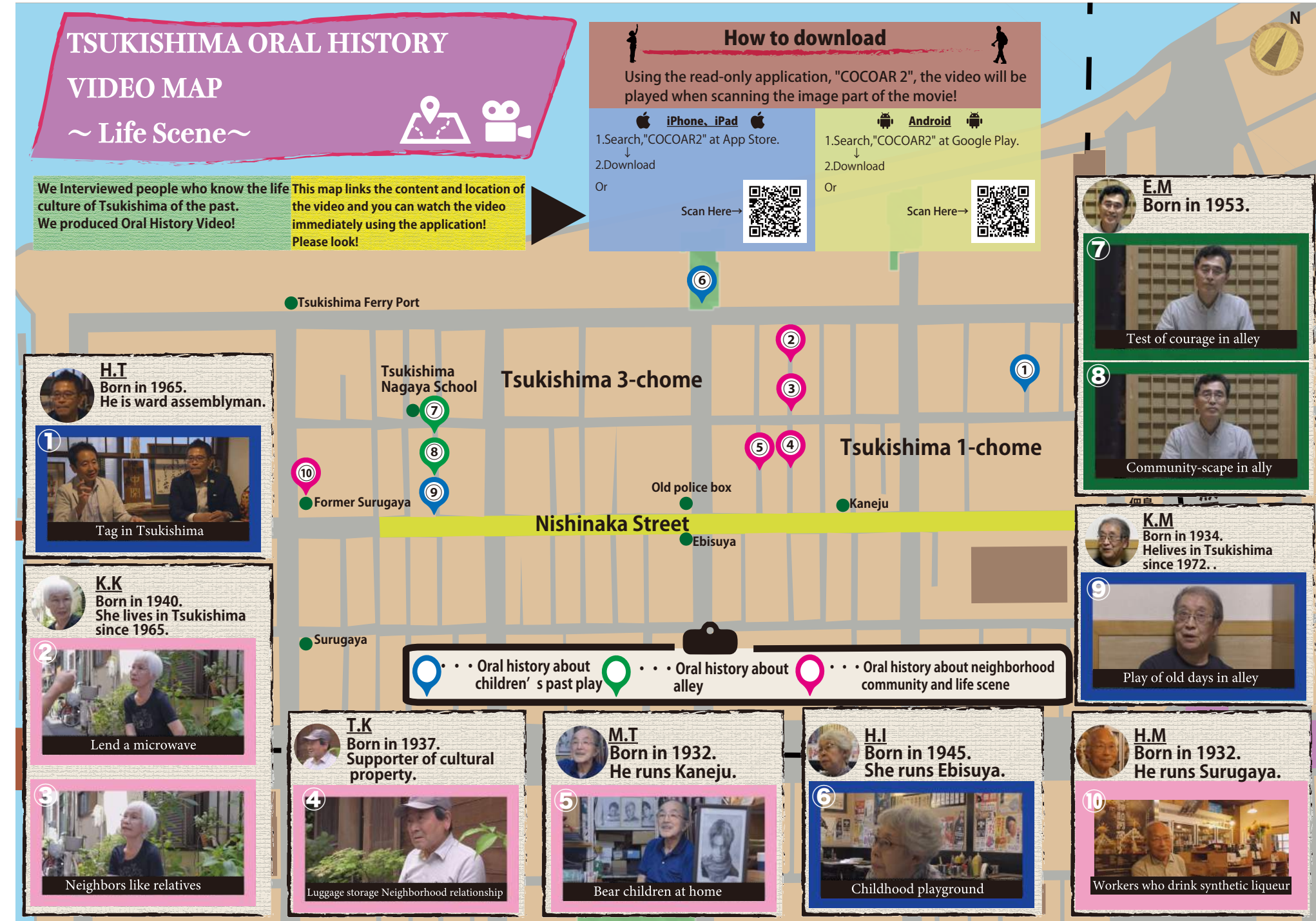


Fig.7 Oral History Video Map(view point of life scene ver)

Experiment of Oral History Video Map

- ① - Town walking with Oral history video.
 - Town walking by using both view points of shopping street ver and the life scene ver.
- ② - Do a survey about whether oral history video reminded people of the old life in the town and how it changed people’s impression about the town.

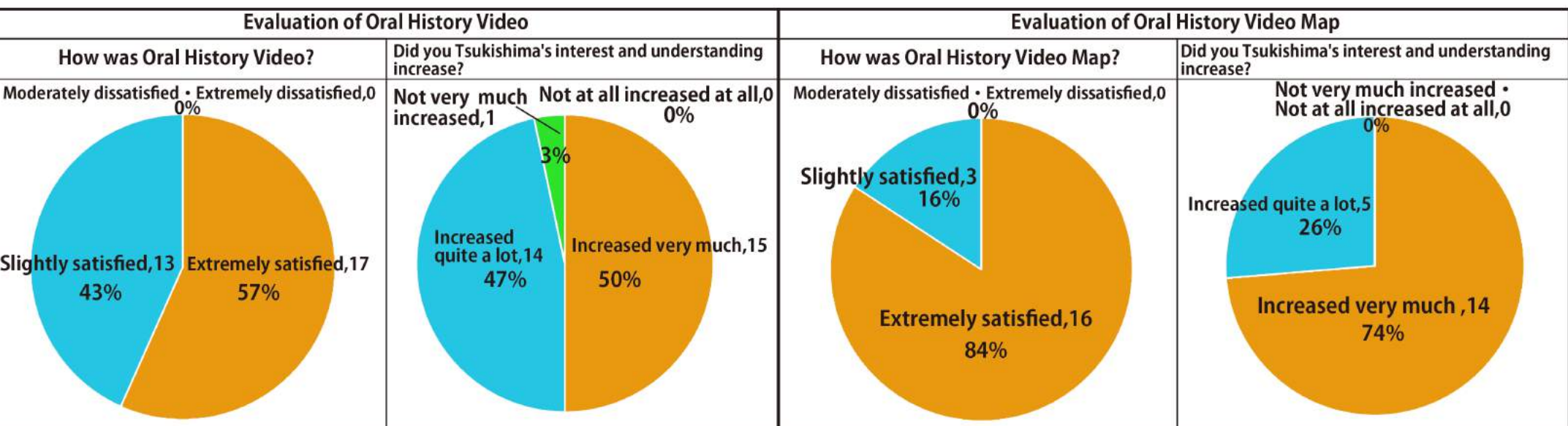


Fig.5 Evaluation

Conclusion

- ① “Oral history video” with visual information enable audience to imagine the old life culture and it enhances people’s understanding.
- ② “Oral history video map” enhances people’s interests about community design by linking the place and the detail of the video.
- ③ It is expected that developing a tool such as Oral history video map can not only register the living history, but also enhance people’s interests through the community design in the future.