Cultural Computing with Context-aware Application: ZENetic Computer

Naoko Tosa, Seigow Matsuoka, Brad Ellis, Hirotada Ueda, and Ryohei Nakatsu

Abstract: We offer Cultural Computing as a method for cultural translation that uses scientific methods to represent the essential aspects of culture. Including images that heretofore have not been the focus of computing, such as images of Eastern thought and Buddhism, and the Sansui painting, poetry and kimono that evoke these images, we projected the style of communication developed by Zen schools over hundreds of years into a world for the user to explore- an exotic Eastern Sansui world. Through encounters with Zen Koans and haiku poetry, the user is constantly and sharply forced to confirm the whereabouts of his or her self-consciousness. However, there is no "right answer" to be found any where.