

Kansei Mediated Entertainment

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We present an extension of Kansei mediated communication in the field of entertainment. We propose to do so by implementing Cultural Computing concept and enriching it with Kansei Mediated Interaction. We present some inspiration for our approach in terms of culture and then discuss them. We relate our work to the Western and to the Eastern world. Thus we use cultural examples from England, France, Japan and China. Finally, we propose as a new direction for HCI, cultural computing with its related paradigm we call Kansei Mediated Interaction. Finally, we propose Kansei Mediated Entertainment as a direction merging of Kansei and entertainment.