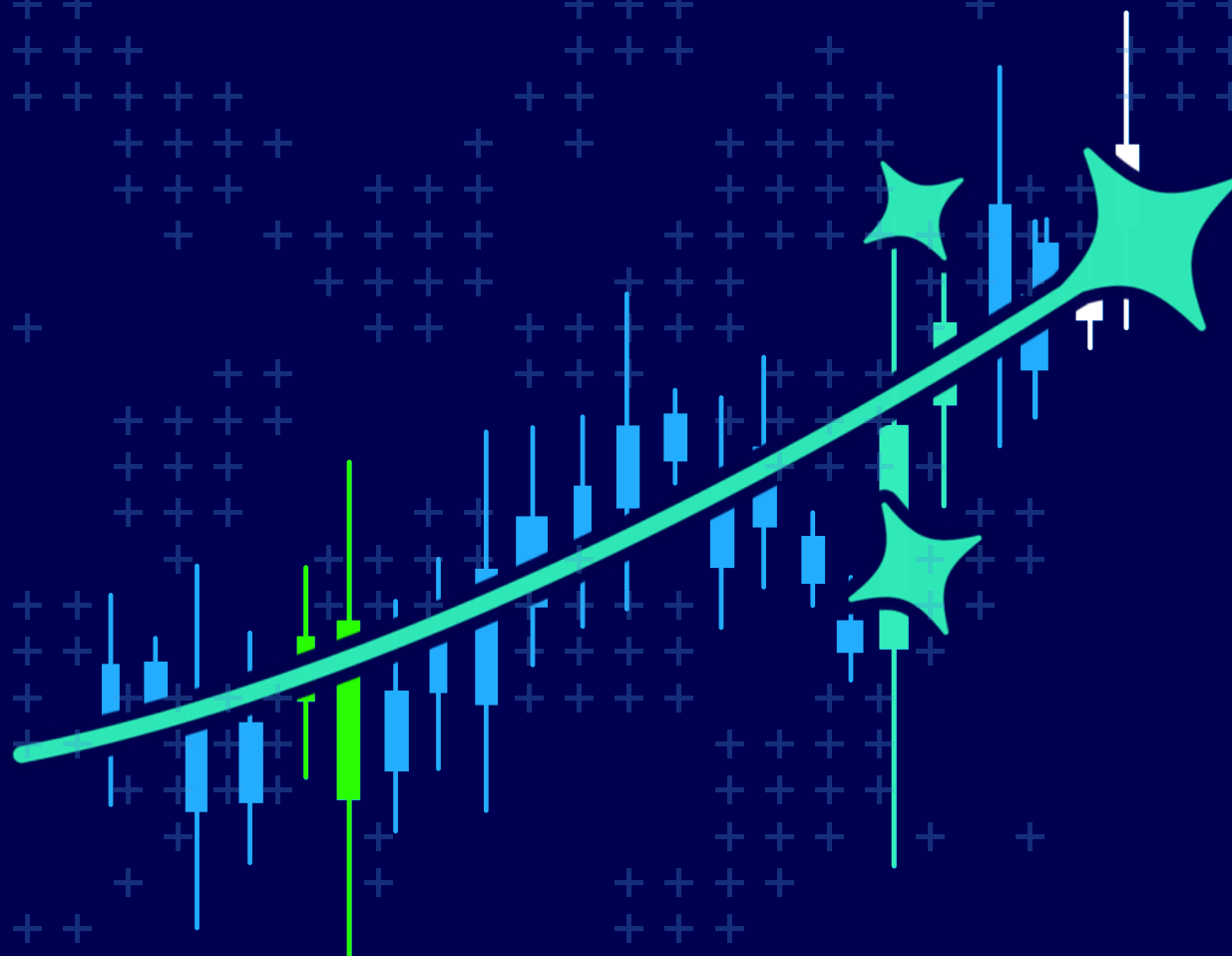




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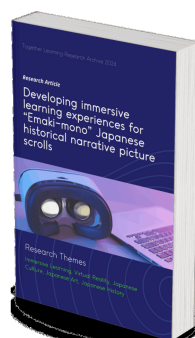
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ARTICLE · REVIEWED · JUL 2024 · VOLUME 1, ISSUE 1

Developing immersive learning experiences for “Emaki-mono” Japanese historical narrative picture scrolls

Yano, K., Yokoyama, E.



DOI 10.62883/FBSL6566

Registered with Crossref. Cite and link this work as <https://doi.org/10.62883/FBSL6566> – the address that outlives site redesigns.

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Abstract

In this study we developed VR Ban Dainagon Emaki, a virtual reality application for learning a traditional Japanese picture scroll. Students can view the whole scroll of an emaki in a virtual space and grasp the big picture of the story, enhanced by voiceovers, subtitles and highly expressive animations. Future work may include enabling social learning using metaverse platforms such as Mozilla Hubs.

KEYWORDS

Emaki · Virtual Reality · Japanese History · Virtual Learning Environments

About the Authors

Yano, K.

Yokoyama, E.

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ABOUT THE CURATOR

ERIC HAWKINSON

Eric is a learning futurist, tinkering with and designing technologies that may better inform the future of teaching and learning. Eric's projects have included augmented tourism rallies, AR community art exhibitions, mixed reality escape rooms, and other experiments in immersive technology.



Roles

Professor – Kyoto University of Foreign Studies
Research Coordinator – MAVR Research Group
Founder – Together Learning
Developer – Reality Labo
Community Leader – Team Teachers
Chair – World Learning Labs

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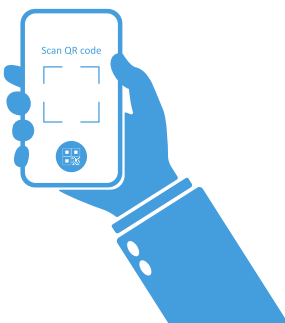
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