

Animated Learning for High School Students and Learners of Japanese  
Communicating Ideas through Animation  
高校生と日本語学習者のアニメテッドラーニング2023 — アイデアをアニメで伝える

- Theme is “water” / “the water” – broadening horizons from your familiar water to global issues.
- Practical multicultural exchange – high school students with native Japanese & Japanese language learners living in Japan and abroad work together.
- Supported by experts in the fields of animation, film, manga and water issues.
- テーマは「水」 — 身近な水から地球規模の課題へ、視野を広げる
- 実践的な多文化交流 — 日本語ネイティブの高校生&在日・在外の日本語学習者が協働
- アニメ、映像、マンガ、水の各分野の専門家がサポート

This is an online workshop for high school students and Japanese language learners living in remote areas to learn and think about the current situation of “water”, and to express and transmit your ideas in visual language such as animation and onomatopoeia.

“Water” is essential for our living organisms and is a factor in local and global issues. You will consider “water” issues as your own matter, discuss ideas, proposals for solutions for water cycle and social issues, and transmit your ideas in a world-accepted expression, Anime!

Activities are conducted in ‘easy Japanese’, but tools such as translation and team communication, illustrations and videos are also utilized. At times, you will practice multicultural communication by talking and chatting in English (Survival English).

In addition, students from Musashino Art University will participate as group leaders, and together with you will invent and devise a variety of dialogues, including visual and artistic expressions.

In addition, richly experienced lecturers in the fields of animation production, visual education, manga research, water cycle and water-related issues, and multicultural exchange will assist the learning process, and advise on your message animation in the interim and final presentations.

This workshop was the third of its kind, following on from the 2021 and 22 workshops. The first session was attended by 13 young people living in Japan, China and Ireland and of Brazilian origin, while the second session was attended by 18 young people living in Japan, China and France and high school students of Brazilian and Bangladeshi origin.

Report of the 2022 workshop>> <http://all.jp.org/report-ws4youth2022>

Report of the 2021 workshop>> <http://all.jp.org/report-ws4youth2021>

#### Outline of workshop

Date and time:

Day 1 Saturday 25 November 2023	Make friends
Day 2 Sunday 26 November	Get to know your fellows
Day 3 Wednesday 27 December	Discuss what you want to communicate in message anime
Day 4 Thursday 28 December	Design a message animation
Day 5 Sunday 7 January 2024	Mid-term presentation
Day 6 Sunday 21 January	Final presentations

Time:

17:00–20:00 Japan time (JST)

Eligible applicants:

- High school students or people aged between 15 and 18 living in Japan (regardless of nationality or origin)

or

- Japanese language learners living outside Japan (aged around between 15 and 20 students)

If you are not sure whether you are eligible, please email ALLjp.

Japanese language ability:

Japanese language learners should be able to hold basic conversations in Japanese.

(JLPT N3 or above is recommended).

Participant capacity:

20 persons.

If there are too many applications, selection will be made on the basis of documents and interviews.

- Group participation is also possible (approx. 4 participants per group).
- Individual participation will be in mixed groups (Japanese native speakers and Japanese language learners).
- As a rule, you must attend all six days. If you want to be absent, let ALLjp know in advance, and ask your group members to cover the discussion and work.

Conditions of participation:

Participation is free of charge.

One mobile phone/tablet/computer with camera, internet connection and tools and materials for production are to be provided by yourself.

Goals:

Deliverables/works that fulfil the following three conditions must be completed and presented by the due date. Your accomplishment will be also made public online.

- (1) Express your idea, proposals and message in an animation.
- (2) The language used in your message animation is Japanese. We recommend you to use rich Japanese expressions such as onomatopoeia, manomatopoeia and pictogram.
- (3) Themes: "Water" (e.g. flood control, water use, environment, other social issues, etc.).
  - "the water" is familiar to participants, "water" is on a global scale.
  - Various issues and solutions derived from "water".

Outline of activities :

Activities are subject to be changed.

You will also do individual work between work days to complete your message animation.

Before the workshop starts	<ul style="list-style-type: none"> <li>● Online (Zoom) interview: ALLjp will interview your strengths, interests and to the Japanese learners, Japanese language skills.</li> <li>● Preparation and homework shall be required.</li> </ul>
Day 1, 25 Nov. Make friends	<ul style="list-style-type: none"> <li>● Orientation.</li> <li>● You present a one-pager (a one-page document that summarizes your message about "water" using illustrations and other visual expressions).</li> <li>● Learn the basics of animation and visual expression through mini-work and other activities.</li> </ul>
Day 2, 26 Nov. Get to know your fellows	<ul style="list-style-type: none"> <li>● Expand your perspectives on "water".</li> <li>● Enhance your creative skills in animation and a variety of visual representations.</li> <li>● Discuss in groups based on what you want to convey in your animations.。</li> </ul>
Day 3, 27 Dec. Group-work	<p>Discuss on what you want to communicate in message anime:</p> <ul style="list-style-type: none"> <li>● Decide on what you want to convey in your animation.</li> <li>● Make your story: decide on 5W1H (「Who, When, Where, What, Why, How) and synopsis.</li> </ul>

	<ul style="list-style-type: none"> <li>● Make a simple storyboard called '4 画面物語(よんがめんものがたり)' that you spread your story in 3 or 4 scenes and decide the details of animation setting.</li> </ul>
Day 4, 28 Dec. Group-work	<ul style="list-style-type: none"> <li>● Finalize animation details and storyboard.</li> <li>● Make a production timetable, determine roles and persons in-charge.</li> <li>● Make a plan: what each member of your group should do before the mid-term presentation.</li> </ul>
Day 5, 7 Jan. Mid-term presentation Group-work	<ul style="list-style-type: none"> <li>● Show your group's storyboard, character design and animatics (test animation),</li> <li>● Expert advices: discuss in group how to improve your message animation.</li> <li>● Discuss how spread your message animation.</li> </ul>
In-between Remote work	<ul style="list-style-type: none"> <li>● You produce animation parts that you are in charge.</li> <li>● Post production: finish your message animation.</li> <li>● Set up presentation and make presentation slides.</li> </ul>
Day 6, 21 Jan. Final presentation ふりかえ-Reflections	<ul style="list-style-type: none"> <li>● Rehearsal for your final presentation.</li> <li>● Show your message animation and tell about your ideas and proposals.</li> <li>● Review by dialogue appreciation reflections.</li> </ul>

### Call for participation

Apply between mid-September to end-October 2023 online via the application form.

Official website >> <http://alljp.org/ws4youth2023>

Organizer: Animated Learning Lab in Japan (ALLjp)>> <http://alljp.org/>

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Cooperation: アニメेटドラーニングにわくわくしている日本語教師グループ ('AWN')  
WaterAid Japan  
旅するムサビプロジェクト (Musashino Art University)

### What is Animated Learning

Animated Learning Lab in Japan (ALLjp) is working to promote "Animated Learning" as a method. Animated Learning aims to position animation (Anime) not only as entertainment consumption content, but also as a 'learning and communication tool' that deepens learning and proactive thinking by creating and presenting animations in groups, and to develop 'children who can communicate and transmit ideas through animation'.

For more information, ALLjp website > <http://alljp.org/>

### Contacts

Animated Learning Lab in Japan

[info@alljp.org](mailto:info@alljp.org)

**Specialists – Instructors, Mentors, Facilitators**

Specialist in animation production and storytelling

**Chie ARAI (Nonki-san)**

Associate Professor, Bunka Gakuen University, Faculty of Art and Design

Hand-drawn animator and illustrator. After working for an animation production company, Arai has been independent since 2002.

Aside from her work, she continues to produce and present flip books, picture books and films at her own leisure.

Her love of flip books (ぱらぱらマンガ) led her to organise group exhibitions, which she has held irregularly since 2006, mainly in Tokyo.

Member of the Japan Animation Association (JAA).

アニメーション制作、物語づくりの専門家

荒井 知恵氏 文化学園大学造形学部 准教授

手描きアニメーター、イラストレーター。アニメーションプロダクションに勤務後、2002年よりフリーランス。仕事の傍ら、フリップブック(ぱらぱらマンガ)、絵本、映像等を気ままに製作、発表を続ける。フリップブックへの愛がグループ展の企画に発展。2006年より現在まで、主に東京都内にて不定期に開催。日本アニメーション協会(JAA)会員。

Specialist in film education and production

**Hiroaki SATO (Satoh-san)**

Part-time lecturer, Nihon University College of Art, Department of Film Studies, etc.

Born 1962. Produces video art and documentaries. Sato's latest work is a documentary film about bluesman Kozy Ouchi, Blues Nendorii (2021, 111 mins), which is currently being shown at live houses nationwide. From 1995 to 2005, he trained local video reporters through the Agricultural Information Channel. With the belief that 'filmmaking is like mastering a musical instrument', he supports individual filmmakers in their video expression.

Since 2000, she has been a member of the jury of the Tokyo Video Festival and is currently a director of the NPO Citizens' TVF.

映像教育・制作の専門家

佐藤 博昭氏 日本大学芸術学部映画学科ほか、非常勤講師

1962年生まれ。ビデオアート、ドキュメンタリーの制作をおこなう。最新作はブルースマン・コージー大内のドキュメンタリー映画『ブルースんどれい』(2021年 111分)で、現在全国のライブハウスで公開中。また、講師として各地で教員・高校生向けの映像制作ワークショップなどを行う。1995年から2005年は農業情報チャンネルを通じて、地域ビデオリポーター養成を行う。「映像制作は、楽器をマスターするようなこと」を信条に、個人制作のビデオ表現を支援している。

2000年からは東京ビデオフェスティバルの審査委員を務め、現在はNPO法人「市民がつくるTVF」理事。

Manga researcher, specialist in production/expressionism

**Sookyung YOO (Soo-san)**

Specially Appointed Lecturer, Faculty of Manga, Kyoto Seika University

Born in South Korea in 1986. After graduating from a Korean animation high school, Yoo moved to Japan in 2004. Majored in story manga at Kyoto Seika University and its graduate school, and obtained a PhD in arts at the same university in 2014. Currently, she is a specially-appointed lecturer at the Faculty of Manga, Kyoto Seika University. She is a researcher at the International Manga Research Centre at Kyoto Seika University and a member of the Centre for the Study of Contemporary Cultures of Asia and Africa at the same university.

Ever since she can remember, she has been interested in writing and drawing, and decided to become a manga artist who can do two things at the same time. Later, she also turned her attention to manga studies and has been researching the visual expression of manga, making use of her perspective as a drawer and a foreigner.

She is involved in the planning and management of the African Manga Exhibition at the Kyoto International Manga Museum (26 Oct 2023 – 18 Feb 2024).

マンガ研究者、制作／表現論の専門家

ユー スギョン氏 京都精華大学マンガ学部 特任講師

1986年、韓国生まれ。韓国アニメーション高校を卒業した後、2004年渡日。京都精華大学・大学院でストーリーマンガを専攻し、2014年同大学院で芸術学博士号取得。現在は、京都精華大学マンガ学部特任講師。京都精華大学国際マンガ研究センター研究員、同大学アジア・アフリカ現代文化研究センター所属。

物心ついた頃から作文や絵を描くことに興味があり、二つのことが同時に出来るマンガ家を目指すことになった。その後、マンガ研究にも目を向け、描き手、そして外国人としての視点を生かしつつマンガの視覚表現について研究している。

京都国際マンガミュージアムの「アフリカマンガ展」(2023年10月26日～2024年2月18日)の企画運営に携わる。

Specialist in “water” and “stone”

**Reishi HASEGAWA (Hase-san)**

Professional and Geotechnical Engineer, Geology and Geotechnical Department, Domestic Business Division, Business Headquarters, Yachiyo Engineering Co.

Having developed a love of stones since primary school, Hasegawa studied the geology at Niigata University and postgraduate school before taking up his current position in 2003.

As a geotechnical engineer for a construction consultancy, he provides technical support to the national government, local governments and contractors, and conducts surveys, planning and design as an advisor in the development of highly public infrastructure, the creation of comfortable towns and cities, and the preservation of a rich natural environment with a variety of habitats.

「水」と「石」にまつわる専門家

長谷川 怜思氏 八千代エンジニアリング株式会社 事業統括本部 国内事業部 地質・地盤部 プロフェッショナル・地質技術者

小学校からの石好きが高じて、新潟大学・大学院にて地質学を学び、2003年に現職に就く。

公共性の高いインフラ整備や暮らしやすく快適なまちづくり、多様な生物が生息できる自然ゆたかな環境を保全する際、建設コンサルタントの地質技術者として、国・地方自治体・施工業者に対する技術支援や、アドバイザーとして調査・計画・設計をおこなっている。

Expert on global water and sanitation issues

**Erino MATSUO**

WaterAid Japan (<https://www.wateraid.org/jp/>)

Matsuo became aware of the importance of water through volunteer work in Kenya when she was in high school, which sparked her interest in water issues. She studied water filtration at university and groundwater flow at graduate school, and then worked as a construction consultant for two years on groundwater surveys in Japan. She has applied for the Japan Overseas Cooperation Volunteers (JOCV), she is currently working for WaterAid Japan, which she has been involved in since she was a university student.

She is a big fan of Malawi, having been to Malawi twice during university and postgraduate studies.

世界の水・衛生問題の専門家

松尾 枝梨乃 (Erino MATSUO) 氏 特定非営利活動法人ウォーターエイドジャパン

高校時代に訪れたケニアでのボランティア活動がきっかけで、水の大切さに気付き、そこから水問題に興味を持つ。大学では水ろ過、大学院では地下水流動(ちかすいりゅうどう)の勉強をし、その後、建設コンサルタントとして2年間、国内の地下水調査の現場に携わる。現在は、海外協力隊に応募し、渡航が決まるまでの間、大学生の頃から活動に関わってきたウォーターエイドジャパンで働く。

大学・大学院で2回マラウイに行ったことから、大のマラウイ好き。

ウォーターエイドジャパン >> <https://www.wateraid.org/jp/>

Programme Advisor for Multicultural Communication

**Haruko NAGAE (Haru-chan)**

Senior Programme Officer, The Japan Forum (TFJ) (<https://www.tjf.or.jp/>)

Double Japanese-Chinese. After working as a Japanese language teacher in the Japan Overseas Cooperation Volunteers (JOCV), at TFJ Nagae has been involved in the promotion of Japanese language education in primary and secondary schools in neighbouring countries, and for many years diverse foreign language education in Japanese junior and senior high schools and in mutual exchange projects between the youth of Japan and neighbouring countries who are learning each others languages and cultures.

In recent years, she has planned and organised the 'Arts x Multicultural' online exchange project for high school students in Japan and abroad, and the 'Performance Camp', where high school students from diverse linguistic and cultural backgrounds in Japan can develop a multicultural mindset through artistic expression activities.

多文化コミュニケーションのプログラムアドバイザー

長江 春子氏 公益財団法人国際文化フォーラム シニア・プログラム・オフィサー

日本と中国のダブル。大学での専攻を生かし日本青年海外協力隊(JOCV)の日本語教師隊員を経験したあと、現在の勤務先において近隣諸国の初中等教育における日本語教育と日本の中高校における多様な外国語教育の推進、そして互いの言語と文化を学ぶ日本と近隣諸国の青少年の相互交流プロジェクトに長年携わる。

近年では、日本国内外の高校生を対象とする「芸術×多文化」オンライン交流プロジェクトや、日本国内の多様な言語的・文化的バックグラウンドを持つ高校生たちが芸術表現活動を通して多文化共生のマインドを育む「パフォーマンス合宿」の企画・運営をおこなっている。