Leeds-Kyoto Symposium, September 17-19, 2018

Session Title: Data- & Human-Centric Design of Resilient Community and Aging Society Using Gaming and AI

Session Coordinators: Prof. Tetsuo Sawaragi (KU)

Presenters:

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Summary of the Discussion

- Discussed about a concept of **Resilience** from multiple disciplines (Sociology, Socio-Technical Systems, Safety-Engineering, Disaster Mitigation, ...): "avoiding downward trajectories"
- Personalities of the aged people (O/C/E/A/N), and social loneliness of aged people
- Community Resilience for Disaster Management and Aging Society
- Tools: Automated Reasoning (DSS), Multi-agent simulation, Al for NL, "Chatbot" enabling social communication contributing to connecting people and Gaming.

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Please elaborate future plans to promote A: Collaborative Research and B: Academic Exchange, if any.

A. Collaborative Research

- Means for the Four Phases of Resilience
 - Monitoring, Estimating, Responding, Learning
- ② Towards Building a Rich Aging Society Model using Data-Centric Design (Data Knowledge Experience cycle)
 - Measurement technology for field workers' ability (cognition, judgment, operation), contextual data for street workers and work support, the socio technical design of work systems
 - Systems used by designers (D-K-E cycle)
 - Systems within which designers & others work Job design for older adults, D-K-E cycle
 - > Systems for which designers design Aging societies, Society 5.0
- 3 Designing Community Resilience (i.e., Social Resilience)
 - Loss of Community and Recovery of Community (Monitoring, by Participatory Workshop)
 - Response -> Adaptability -> Transformation
 - Resources (Financial, Material, Cultural, Social, Symbolic)
- 4 Design Gaming for Disaster Management, then Observing and Modeling Realtime Organizational Decision Making under Resource Boundedness

B. Academic Exchange

- ① Prepare a proposal for the Resilience for Disaster and Aged Society to apply for the Kyoto University SPIRITS Program in 2019 as well for the RENKEI joint proposal from UL and KU (i.e., Grad Challenge)
- 2 Master Students Internship
- 3 Ph.D Students Exchange
- 4 Collaboration to Kyoto University Design School and its Extended Programme