

Comparison of local contents characteristics of cultural and art spaces utilizing idle space in Asia

Background

- > Changes in industrial paradigm, changes in spatial consumption patterns
- \triangleright Space for cultural regeneration projects
- A place with contents that can pique a person's curiosity
- A space where you can use cultural resources to create new contents Revitalize local space with differentiated local contents
- > Local contents: Idle Space + Local Cultural Resources + Individuals, reflecting the values and tastes of the times

Methods

> A Comparative Analysis of Local contents Cases in Culture and Arts Spaces Using Idled Space in Korea and Japan > Interview with the program manager of the Korean culture and arts space used below framework

	Summery	A Theoretical consideration of cultural assets
	Paul K. Rooney (2017)	Made by the positive result by human experience that to be shared by space like belief values for live
	Myoung-gyu Lee (2015)	An asset that is processed from cultural resources and can generate continuous profits values
	Byung-min Lee (2016)	Non-physical assets/physical assets+non-physical elements+cultural value storytelling

Analysis of local contents between Korea and Japan

division	content	division	contents			
geographical	Kimpo-si, Gyeonggi-do, Culture and Arts Center		location	Kanazawa Civic Arts Village		
Location	Creating a public art creation center from an agricultural warehouse			Creating a civil arts village (local community) from a textile factory		
Characteristics	Public (local government) initiatives, experience programs centered on local resid	Characteristics	Local government: Renting space Local residents (based on art): Production and operation of programs			
Infrastructure	Local cultural artist ('ttan-jit' the Cultural Research Institute)	Local resident	Infrastructure	Workshop space, Performance Square, Kanazawa Artisan University, Restaurant, etc		
	A creative space	Open Studio				
	 'Peace' related resident experience program Peace and arts education program: The stone carving experience Public Creation Project: Fits the village concept to Mural Village making program Creating local contents through public art creation activities Open studio Exhibition and docent Public Art tour with a local artists 		Program	Workshop	Festival&Concet	Summer school
Program				Interaction activities between citizen directors and local residents	Showing the result of used local cultural asset to make citizen directors and local artists	Program for grow youth local artists to craft experience
			Operation of the online platform 'ACTION PLAN' for drama, music, and art workshops : magazine publication, event update according to each workshop			



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ts through cultural



ware

2. Analysis of Current Status of Kanazawa, Japan



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Key result

Comparasion							
		Korea	Japan				
comn	non point	 Conducting programs utilizing different cultural and artistic assets in the region Establishment of a region's unique identity Increasing the cultural and artistic enjoyment of local residents 					
	Hard-ware	 Demilitarized zone(DMZ) 	Traditional craft townPlace of memory				
	Soft-ware	 An experience program for residents Planning and producing programs related to 'peace' 	 Residents centered cultural and artistic activities 				
ifference	Human ware	 Public initiative (Top-Down) Program Moderator: Local Artists Participant: Local residents 	 Local resident initiative(Bottom-up) Program Moderator&participant : Local Artist & residents 				
	contents ware	 Peace, The pain of division 	 Traditional craft culture (Cultural heritage) The memory of citizen's place 				

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Conclusions

> Effects of Local contents Using Local Cultural Assets • Strengthen local identity by promoting local attachment • Establishing the identity of the place of memory • A medium that connects the past and the present

• hardware + contents ware = discover regional differences Difficulty in preparing sustainable contents with a Top-Down structure

• human ware + contents were

= demonstrate creativity, establish local governance

• Difficulty in operation and management sequential process with a