



SCAN THE WORLD [STAGE: COLLECTIVE BEHAVIOR] 2018  
photo by TAMAE

Aperto 17  
**SCAN THE WORLD**  
**[NEW GAME]**

2022.10.1 (Sat) -  
2023.3.19 (Sun)

**SCAN THE WORLD will scan the city of Kanazawa with portable handy-scanners.  
Through a six-month residency, the artist duo will explore hands-on,  
feeling the textures of the city and inventing new practices of play on the street.  
You are invited to take part!**

Exhibition Title	APERTO 17 SCAN THE WORLD [NEW GAME]
Period	Saturday, October 1, 2022 – Sunday, March 19, 2023
Closed	Mondays (except October 10 & 31, and January 2 & 9), October 11, November 1, December 29 - January 1, January 4, and January 10
Hours	10:00-18:00(until 20:00 on Fridays and Saturdays)
Venue	21st Century Museum of Contemporary Art, Kanazawa, Long-term Project Room
Admission	Free
Organized by	21st Century Museum of Contemporary Art, Kanazawa [Kanazawa Art Promotion and Development Foundation]
In Cooperation with	Konel Inc., JSP Corporation, Slacktide Co., LTD.
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**About  
the Exhibition**

SCAN THE WORLD (STW) is a project to scan the city with portable handy-scanners, led by artists ISHIGE Kenta (born in Tokyo, 1994) and BIEN (born in Tokyo, 1993). STW is at once an ongoing street practice and a new form of play, in which anyone can participate.

In *[NEW GAME]*, the long-term project room at the museum will be transformed into a meeting place for people to participate in STW. An enormous stone tablet floats in the gallery inscribed with the rules for the project, like an artifact unearthed from an ancient site. Appearing as if providing an analysis and research on this tablet, the exhibition presents STW's activities up until now, as well as its plans for the future with prospective participants. STW will provide a unique website as an integral part of the exhibition, a platform to connect the different practice of play through past and future. Here, anyone can upload and view the visual data of textures collected in various cities. Places and people from all over the world will be connected through images and the act of playing. Throughout the six-month exhibition, ISHIGE Kenta and BIEN will stay in Kanazawa, inviting people to participate. STW will be open to the city with the museum as the starting point, and it will continue to evolve as an ongoing form of play on the street with expanding players.

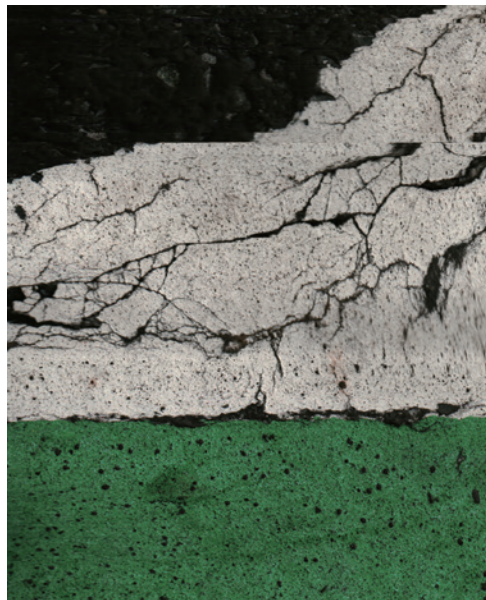


Image from STW 2018



Image from STW [STAGE: TELEPHONE GAME] 2021

**Artists'  
Statements**

SCAN THE WORLD initially began as a project for a zine we made for an event. We would always use copier scanners to make zines and graphics, so the idea was to take it outdoors. We grabbed a portable handy-scanner we could find and paraded through Shibuya all night long.

Going outside with a portable scanner you start to notice the striking images all around. Old outer walls, signboards, the ground, plants and trees, garbage, street signs, cars, vending machines, bronze statues; the city is an accumulation of diverse images. Collecting them using handy-scanners requires your body to be in physical contact with the objects you are scanning. If you find an interesting image, you need to get to where it is. Your physical traits manifest in the scanned image creating unique qualities. As we became more aware of this through our practice we began building rules for STW. The project has continued until now as an open project of play using the city, rather than a process of creation simply for us.

The city and the world are full of diverse materials. By recognizing and utilizing them, we may turn the world we see daily into a playground, without anyone even knowing.

This time STW is overtaking Kanazawa, the rules are wider than before. It's a place where people from all walks of life can interact with each other. We invite you to come play with us in the city.

BIEN

SCAN THE WORLD was the name BIEN had given to a form of play we had invented. The famous pop song "We Are The World" written by Michael Jackson and Lionel Richie, which was made for African famine relief, inspired him. "Not sure but sounds interesting, let's go with it" was my response as we decided to pursue these ideas. I would like to take this opportunity to dig a little deeper into the word "scan".

As I looked into the word scan, I discovered it originates from the *Latin word* scandō, meaning to climb. During the Latin language's integration to European languages, the meaning seems to have shifted to *scannen*. *Scannen* means to check carefully, applied at the time to the verses and metrical structure of Latin poetry. Following the rise of electronics scan finally came to mean "taking in and processing information digitally" as we use it. The action that the word describes seems to have shifted from a basic human behavior to that of reading classical poetry with passion, and then to taking information in with a digital device.

After the arrival of the Information Age where information is transmitted in high speed and large quantities, all sorts of *scanned* information is flying around. Now there are infodemics, filter bubbles and information gaps, which are all extremely serious issues. However our view of the world seems to be becoming somehow more narrow and closed off.

My hope is SCAN THE WORLD will be a practice of play where people are reminded of the joys of exploring the world hands on, by climbing walls, carefully examining, and taking in digital information.

ISHIGE Kenta

Exhibition  
features

**SCAN THE WORLD will scan the city of Kanazawa with portable handy-scanners.**

**During a six-month residency, the artist duo will invent new practices of play on the street.**

STW has developed a practice of play that rediscovers the city while scanning it with portable handy-scanners, using unique rules such as *Scan something while making a three-person shoulder ride, or Scan something while doing a handstand*. At the height of the COVID-19 pandemic, STW collected images from participants all over the world as a way to connect individual, local cities globally. Throughout the six-month residency STW will invent new practices of play through updating their projects, which will manifest in the city of Kanazawa.

**The museum's long term project room to be transform into a starting point for the newly invented street games. SCAN THE WORLD members will explore the city according to a monthly theme throughout the exhibition. You are invited to take part!**

STW is a project open for anyone to participate. For the six-month duration of the exhibition, STW will explore the city of Kanazawa to create a new practices of play. Each exploration conceived with different members and a monthly theme in mind. STW will collect diverse images in Kanazawa, according to the levels which participants choose: beginner, intermediate, advanced and professional.

\*Information on how to participate in STW will be updated on the museum's website regularly.

**SCAN THE WORLD will create a new website as a commission work for the exhibition. Open for anyone to participate, it will transform the city of Kanazawa into a playground.**

An integral part is the new website, which will be created as a commission work for the exhibition. Data from Kanazawa collected by ISHIGE and BIEN will be uploaded to the website daily. Anyone can participate in STW by posting images and viewing other's activities on the website. The site will be run by a unique set of STW rules. Images of Kanagawa will be accumulated on the website, tracing textures of the city and becoming a platform of street play that connects people and places.

**Website: <https://scan-the-world.net/>**



スキャン・ザ・ワールドの方法  
How to scan the world

家の外に出ること  
Go outside

注意深く見ること  
Look carefully

触れること  
Touch and Feel

これまでとこれからを想像すること  
Picture what has been and what will be

昼と夜の違いを知ること  
Notice the difference between day and night

イメージを持ち帰ること  
Bring home images

歩いて  
Keep walking

気楽に  
Take it easy



SCAN THE WORLD [STAGE: COLLECTIVE BEHAVIOR] 2018  
photo by TAMAE

**Related programs****Kick-off Party****SCAN THE WORLD [BONUS STAGE: PPPP]**

The “city” is SCAN THE WORLD’s playground. The “city” only comes into being with the people that gather and lead their lives within it. If people are what makes the city, it’s their help that STW can’t exist without. The project will host a kick-off party where those who have supported the project leading up to the exhibition will meet those who will be part of it in coming months; a celebration of STW. Marked by performances from ISHIGE Kenta and BIEN of STW, along with Kanazawa-based bands and DJs, the party will be packed with colorful contents – music, tears, and laughs. The party will commence in two parts on the first day of the exhibition, October 1.

**Part 1 [BONUS STAGE: PPPP. free]**

Date: Saturday October 1, 2022 3-6pm

Venue: Project Room

Capacity: Approx. 50 people

Admission: Free

No Advance Registration Required

Entry Requirement: Willingness to participate in SCAN THE WORLD

**Part 2: [BONUS STAGE: PPPP. max]**

Date: Saturday October 1, 2022 6-9.30pm

Venue: Project Room

Capacity: Approx. 50 people

Admission: ¥1000

Advance Registration Required

Entry Requirement: Willingness to participate in SCAN THE WORLD

\*There will be sale of participating artists’ merchandises at both parties.

\*Please visit the museum website ([https://www.kanazawa21.jp/data\\_list.php?g=17&d=1808](https://www.kanazawa21.jp/data_list.php?g=17&d=1808)) for more information.

**About the “Aperto” Series**

The exhibition series “Aperto” introduces up-and-coming young artists in a solo exhibition format. As an art museum actively engaged with the contemporary world, 21st Century Museum of Contemporary Art, Kanazawa looks closely at new trends now in the process of forming. Artists and curators collaborate in creating occasions for exhibiting works and act as an intermediary between today’s creation and that of the future. This exhibition series looks at individual artists who, although having little experience with solo or important group exhibitions at art museums, possess sufficient creative motivation to command a solo exhibition and who are expected to make a significant impact in the future. Artists are selected without regard for their nationality or expressive media by the curator at 21st Century Museum of Contemporary Art, Kanazawa. Note: “Aperto” is Italian for “open.”

### About the artist

#### SCAN THE WORLD

SCAN THE WORLD (STW) is a project of inventing new practices of play using portable handy-scanners, led by artists ISHIGE Kenta and BIEN since 2018. They have initiated new ways of play on the street, including their two solo exhibitions *SCAN THE WORLD [STAGE: TELEPHONE GAME]*, TOH, Tokyo, 2021 and *SCAN THE WORLD [STAGE: COLLECTIVE BEHAVIOR]*, FLESH, Tokyo, 2018.



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#### ISHIGE Kenta

ISHIGE Kenta is an artist and exhibition maker born in 1994. ISHIGE earned an MFA from the Oil Painting Department at Tokyo University of the Arts. In addition to his solo practice, he has been engaged in project-based activities with SCAN THE WORLD, Urban Research Group, and Installments. Growing up in a suburban “new town” has become a foundation for his practice, which focuses on rethinking cities and suburbs and finding alternate readings of established narratives. Recent exhibitions include *Le Jardin Convivial*, Kyoto Botanical Gardens, 2021; *Ripple Across the Water 2021*, Watarium, Tokyo; and *Say Hello to Strangers*, ART GUMMI, Kanazawa, 2021.



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#### BIEN

BIEN was born in 1993. He creates abstract paintings and installations based on unique drawings influenced by a range of practices including street culture, animation, and toy figurines. In his work, BIEN retraces the forms of prevailing texts, symbols, and characters from manga and anime with his dynamic linework. He dismantles and reconfigures symbolic meanings through inheriting street culture and animation's modes of expression. Recent exhibitions include *Rebel Without a Cause*, Watarium, Tokyo, 2018; *PARALLEL ARCHEOLOGY*, OIL by Bijutsutecho Gallery, Tokyo, 2020; and *DUSKDAWNDUST*, *PARCEL*, HARUKAITO by island, Tokyo, 2021.



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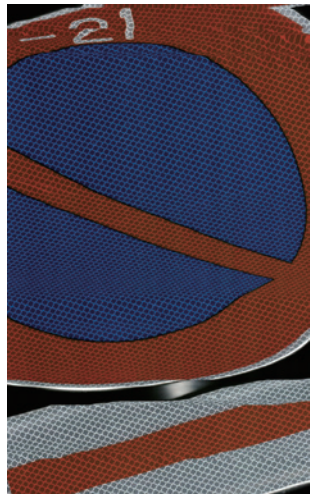


Image from STW  
[STAGE: COLLECTIVE BEHAVIOR]  
2018

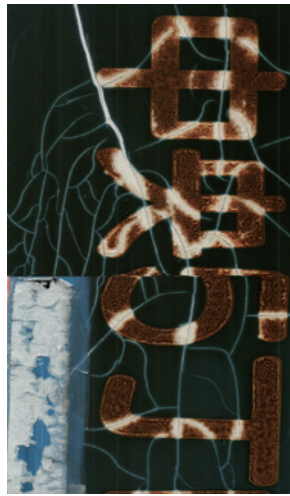


Image from STW  
[STAGE: TELEPHONE GAME]  
2021