Our lab. explores socio-cultural ecoregion-based society through a reconsideration of modern architectural and urban history. In the pre-modern era, architecture and cities were strongly constrained by local conditions such as nature, culture, and history. In contrast, modern society has been liberate from such socio-cultural ecoregion by science and technology and has created new values. However, it has also been a rather homogenous and unsustainable society. Therefore, we are reconsidering the relationship between architecture and socio-cultural ecoregion through historical research and conservation activities and envisioning a new society that recognizes local conditions as resources, not as constraints, and creates values unique to the region by combining these resources with science and technology.

This project promotes the documentation and conservation of modern and contemporary architecture in nine Southeast Asian countries, collaborating with Docomomo Japan and the Japan Foundation. We have made an inventory of surviving architecture built mainly from the 1950s to the 70s.

Jakarta, the megacity in Indonesia, has spontaneous settlements called kampung. Many of them are historical settlements dating from the Dutch colonial period, although they have become densely populated due to post-war migration. We have named them “One Hundred Years’ Kampung” and are researching how they sustain.

This project aims to restore stone houses in Oman, which is located in the mid-latitude arid region. Oman has traditionally built stone or mud houses due to the lack of wood resources, although concrete houses are now the mainstream. While clarifying the historical method of construction, this project revives houses that were damaged by the cyclone.

An elderly client asked the architect, M. Rokkaku, to tear down his house that has become too large to live alone and design a new house for the rest of his life. Documenting this process, we are considering the questions, “How should a house be inherited in contemporary society?” and “How can architecture accompany us in the later years of our lives?”

This collaborative project with Dr. J. Taguchi at Meijo University aims to connect students who love games with the built environment in their cities. Recreating the buildings virtually by using the online game, Minecraft, the participants experience interactions that cross the various boundaries between virtual and real, game lovers and building lovers, and so on.

This student-led project renovates a traditional gate with row house, Nagayamon, in Kurihara City, Miyagi Prefecture, into a guest house. There are more than 500 Nagayamon in Kurihara City, and they have been essential for agricultural work through the 20th century. This project is an attempt to inherit and utilize the Nagayamon as the building type for the next generation.