

BEPPU PROJECT

WE CREATE NEW ART SYSTEM IN THIS LOCAL SITE.

www.beppuproject.com

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About Beppu city

One of the world's greatest hot-spring areas, the city of Beppu is a medium-scale city located in Kyushu island in Japan. The landscape of Beppu city is well-known for its rising steam puffing here and there all over the city. The hot springs feature ten of the eleven varieties of hot-spring water known to mankind. Besides, spared from the damages of war, the city contains numerous vestiges of the history, culture and community that grew up around public hot spring.

Land area: 125.29km² / Population: 120,185 / Population denticy: 959/km²

Source of hot spring: 2,217(10% of Japan)

Yield of hot spring: 83,058L/min(the highest in the world as a hot spring that the person can use)

XYufuin city 44,486L/min

Composition of Job: Tertiary Industry: 81.8%

[History]

1871 May - Beppu Port Opened

1911 July - Beppu rail station opened

 $1924\quad \mbox{April}\,$ - Beppu city established by enforcement of municipal organization.

(Population:36,276)

1928 - Jigoku-meguri sight seeing bus started

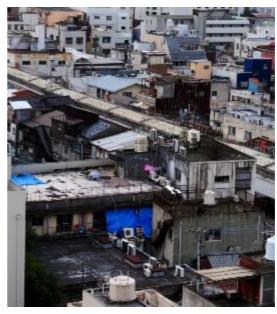
1945 - End of WW2 without war damage. US occupation army started to station.





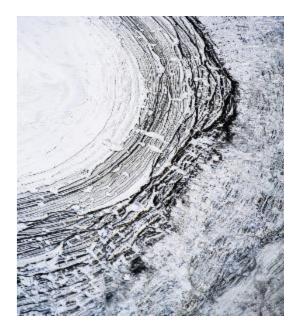




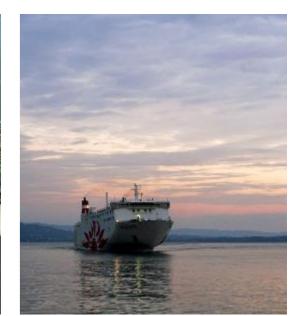












Our Mission

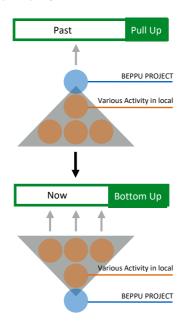
Bring the potential of art into society helping to realize a world full of diverse ideas.

BEPPU PROJECT is a non-profit art organization based in Beppu city (Oita Prefecture, South of Japan), known as one of the world's greatest hot spring areas.

Founded in April 2005, we have since implemented various activities such as the introduction and promotion of local and international art. Regarding the regional aspect, development of human resources, promotion of craft products and savoirfaire, we have achieved this through holding art projects. With these projects, we hope to develop local potential through art, and make more regional places attractive for the world.

As a medium to promote new ideas and new systems, the art is here to raise our attention, and to stimulate creativity. Thus, art can help to take the everyday life with a different perspective.

We at BEPPU PROJECT truly believe that creativity is a resource for the future.



In the past, we have made many kinds of events to get the sponsors by ourselves, occurring many type of groups and companies. We have changed the local activity by growing up as a leading organization.

From now, we will occur the local companies to clear the problem and make up new value as a "creative partner". Our purpose is to make new creative engine at this city by raising up the local organizations.

History

We have accomplished over 1000 projects for creative engine to make Beppu attractive

2005	BEPPU PROJECT founded as a voluntary organization.
2006	Incorporated as a non-profit organization. Hosted "Art NPO Forum in Beppu"
2007	Held International Symposium "The World Hot Spring Culture Creative City Beppu"
2008	Implemented the "platforms" renovation plan
2009	Held Beppu Contemporary Art Festival 2009 "Mixed Bathing World" as part of the
	Executive Committee
2010	Held public culture festival "Beppu Art Month 2010"
2011	Published magazine "Tabi Techo Beppu" (Guidebook of Beppu)
2012	Held Beppu Contemporary Art Festival 2012 "Mixed Bathing World" and Beppu Art Month as
	part of the Executive Committee
2014	Held "Kunisaki Art Festival 2014" as part of the Excutive Committee
	Developed "Oita Made" as a Oita Prefecture souvenir brand.
2015	Held Beppu Contemporary Art Festival 2015 "Mixed Bathing World" and Oita Toilenennale 2015
	as part of the Executive Committee.
2016	Held Beppu Contemporary Art Festival "in BEPPU"
	Started "Creative Platform" to develop new business type in Oita.

Run the project for reinvigorate local art festival and workshop



Art and culture: Contemporary art festivals and art workshop at the public space

Artist Residency program for foreigner and Japanese



Residency program :organizing the apartment for artists and AIR program

Able Art exhibition and workshop



Art for disables: Art exhibition of able art and making workshop at the facility for elderly and disables

the projects to reinvigorate local economies and industry by creative thoughts

PR project to find new demand for tourism



Activate the tourism: Promote the Beppu and Oita regional culture to find tourists.



Design, publication, Product development



Sixth industory: Using the design and art thought for branding the Oita souvenir.

Making new economic value: Support the company marketing and raise their value.