

# Power, Culture, and Sustainability in Creativity Support Tools: A Post-growth Perspective

JUN KATO, AIST, Japan and Université Paris-Saclay, France

HIROMU YAKURA, Max-Planck Institute for Human Development, Germany

## ACM Reference Format:

Jun Kato and Hiromu Yakura. 2025. Power, Culture, and Sustainability in Creativity Support Tools: A Post-growth Perspective. In *Hybrid Workshop: Advancing Post-growth HCI at CHI '25, April 26, 2025, Yokohama, Japan and online*. 2 pages.

In contemporary capitalism, particularly in computer science-related fields, capital-driven innovation tends to dominate discourse and decision-making. This model aligns with technosolutionism, the belief that technology alone can provide universal solutions. However, creative industries with deep cultural traditions, such as Japanese animation (anime) [5, 6], require a fundamentally different approach. These industries function as communities of practitioners united by a shared goal of producing high-quality creative work, yet they encompass a wide range of technical backgrounds. As a result, they require diverse socio-technical solutions, including tools that facilitate collaboration between different roles (e.g., artists and producers), user interfaces designed for expressivity rather than naive usability, and support for hybrid analog-digital workflows.

Despite their cultural significance, these communities remain small compared to the vast user base of globally distributed products. As a result, capital-driven efforts rarely prioritize dedicated solutions for them, reinforcing an asymmetrical power structure between toolmakers and users. While a small number of software engineers have supported practitioners, the community is still seeking a sustainable structure. Notably, since tools are a critical component in shaping our culture and its evolution [1], such a sustainable collaboration is also important to maintain cultural diversity in a form decoupled from economic growth. This is where the academic community of Human-Computer Interaction (HCI) can play a critical role. A notable precedent is the collaboration between the 3D computer graphics (CG) animation industry and SIGGRAPH, where academia and industry jointly tackled computational challenges in CG. However, unlike CG, which lends itself to formalization as a purely technical research problem, the socio-technical complexities of creative industries often resist such reduction. This makes HCI an ideal counterpart, jointly building and deploying creativity support tools with collaboration, professional use, and hybrid analog-digital workflows in mind. The resulting toolchain can be considered a new commons to be shared across the industry.

As researchers with experience in the animation industry [4] and a deep interest in cultural circulation [3, 8], we reflect on these challenges from both academic and industry perspectives. Creativity support tools must be designed with an awareness of the cultural and professional contexts in which they are used, going beyond the Western-centric, economic growth-driven interest [2, 7]. As a vision for post-growth HCI, we argue that fostering slow but steady collaborations between academia and creative industries has the potential to ensure that technological development supports sustainable, culturally embedded, and community-driven futures.

---

Permission to make digital or hard copies of part or all of this work for personal or classroom use is granted without fee provided that copies are not made or distributed for profit or commercial advantage and that copies bear this notice and the full citation on the first page. Copyrights for third-party components of this work must be honored. For all other uses, contact the owner/author(s).

© 2025 Copyright held by the owner/author(s).

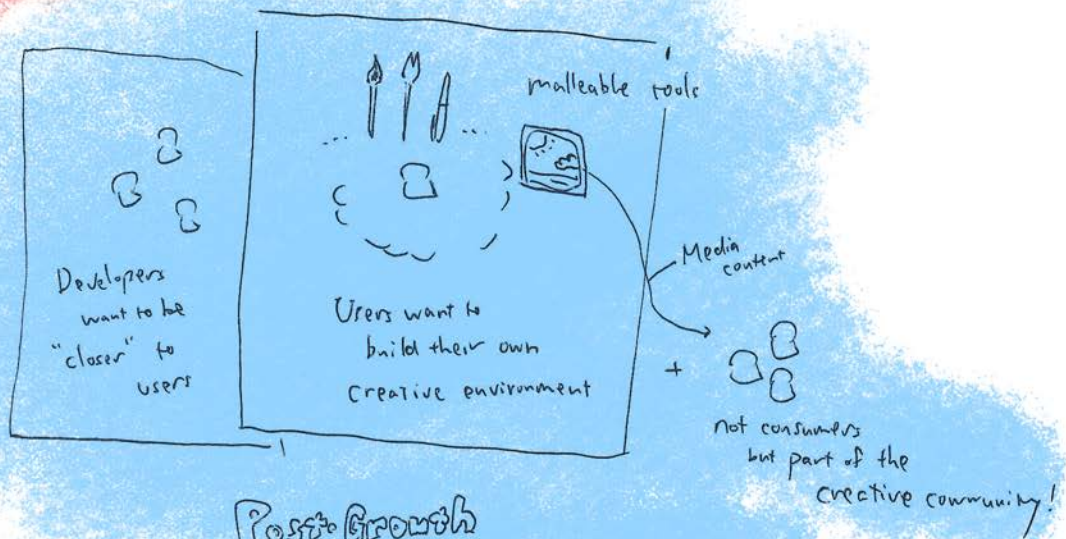
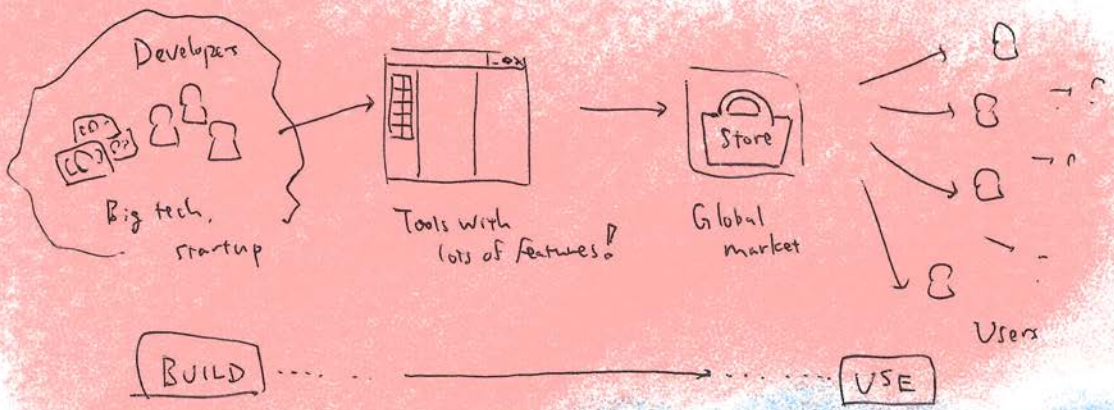
Manuscript submitted to workshop organizers.

## ACKNOWLEDGMENTS

We thank Dr. Kohei Saito, a philosopher, for an inspiring discussion with us in Hamburg about his work on degrowth communism, how it relates to computer science, and what we can do for a better future. This work was supported in part by Japan Science and Technology Agency, ACT-X Grant Number JPMJAX22A3 and PRESTO Grant Number JPMJPR246B.

## REFERENCES

- [1] Robert Boyd, Peter J. Richerson, and Joseph Henrich. 2013. *The Cultural Evolution of Technology*. The MIT Press, 119–142. <https://doi.org/10.7551/mitpress/9780262019750.003.0007>
- [2] Joseph Henrich, Steven J. Heine, and Ara Norenzayan. 2010. The weirdest people in the world? *Behavioral and Brain Sciences* 33, 2–3 (2010), 61–83. <https://doi.org/10.1017/s0140525x0999152x>
- [3] Jun Kato and Masataka Goto. 2023. Lyric App Framework: A Web-based Framework for Developing Interactive Lyric-driven Musical Applications. In *Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems* (Hamburg, Germany) (*CHI '23*). ACM, New York, NY, USA, Article 124, 18 pages. <https://doi.org/10.1145/3544548.3580931>
- [4] Jun Kato, Kenta Hara, and Nao Hirasawa. 2024. Griffith: A Storyboarding Tool Designed with Japanese Animation Professionals. In *Proceedings of the CHI Conference on Human Factors in Computing Systems* (Honolulu, HI, USA) (*CHI '24*). ACM, New York, NY, USA, Article 233, 14 pages. <https://doi.org/10.1145/3613904.3642121>
- [5] Jun Kato, Yuki Koyama, Akinobu Maejima, Ryotaro Mihara, and Katie Seaborn. 2025. Anime SIG: Researching Japanese Animation From Technical, Cultural, and Industrial Perspectives. In *Extended Abstracts of the 2025 CHI Conference on Human Factors in Computing Systems* (Yokohama, Japan) (*CHI EA '25*). Association for Computing Machinery, New York, NY, USA. <https://doi.org/10.1145/3706599.3716296>
- [6] Jun Kato, Yuki Koyama, Akinobu Maejima, Ryotaro Mihara, and Katie Seaborn. 2025. Anime SIG: Researching Japanese Animation From Technical, Cultural, and Industrial Perspectives. Website. <http://chci.pages.dev/chi2025anime> (Retrieved February 21, 2025).
- [7] Sebastian Linxen, Christian Sturm, Florian Brühlmann, Vincent Cassau, Klaus Opwis, and Katharina Reinecke. 2021. How WEIRD is CHI?. In *Proceedings of the CHI Conference on Human Factors in Computing Systems* (Virtual Event) (*CHI '21*). ACM, New York, NY, USA, Article 143, 14 pages. <https://doi.org/10.1145/3411764.3445488>
- [8] Hiromu Yakura. 2021. No More Handshaking: How have COVID-19 pushed the expansion of computer-mediated communication in Japanese idol culture?. In *Proceedings of the CHI Conference on Human Factors in Computing Systems* (Virtual Event) (*CHI '21*). ACM, New York, NY, USA, Article 645, 10 pages. <https://doi.org/10.1145/3411764.3445252>



# Post-Growth Creativity Support Tools