



Various aspects of creative memory and information processing in the humanities, visual arts and natural sciences during the Western European Renaissance

Division of Arts Studies, Graduate School of Humanities

Professor Koji Kuwakino



<https://researchmap.jp/pisagarden?lang=en>



Abstract

Modern society is currently experiencing an unprecedented information explosion in human history. While everyone can easily access huge amounts of data, the various problems caused by the abundance of information have also become a social issue. If we look back at history, humanity This research focuses on the period when a huge amount of diverse information was explosively increasing and spreading, and analyses how people at the time dealt with the large amount of knowledge.

Background & Results

The Renaissance was a time when people still placed their faith in innate memory and imagination, and various methodologies and devices were tried out to make effective use of these limited resources. Some of these developed into the principles of later computers, library classification systems, and biological classification systems, but there must also be many other valuable ideas that could be a prescription for the flood of knowledge in the modern age, and hints for revitalising the urban spaces of our memory-poor modern age. I hope that we can enrich the modern age with such ancient wisdom.

Significance of the research and Future perspective

There was once a mysterious method called 'mnemonic device' in Western society. It is a memory enhancement method derived from ancient Greek and Roman rhetoric, and was originally a technique for reciting long speeches. This old-fashioned technique was revived during the Renaissance. However, it was no longer for memorising speeches.

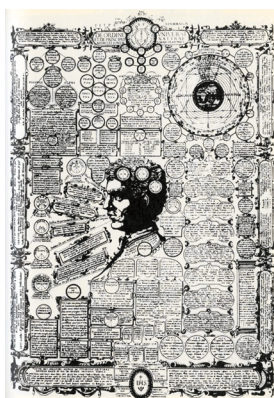
To practice memory techniques, you first need to engrave the architectural space that will be the container for the data you want to remember into your mind. You need to internalise the buildings and streets you are familiar with so that you can move around them freely in your mind. Next, you need to convert the things you

want to remember into a series of images that represent their main points. For example, a sword for war, or a white dove with an olive branch in its beak for peace. Then, you place these images in the mental architectural space you prepared at the beginning, one after the other. Now you are ready. When you want to retrieve the data, you can walk around in your mental virtual building and retrieve the information stored in each image as you encounter them.

Although it may seem complicated at first glance, modern medical research has shown that using this method based on location, image and order not only allows you to remember vast amounts of information efficiently, but also allows you to freely process the stored data in your mind and apply it to intellectual creative activities.

The reason this technique became popular during the Renaissance was largely due to the need to deal with the huge amount of information available at the time. For this reason, rather than simply reviving ancient mnemonic techniques, various applications were added. In this study, using mnemonic techniques as a keyword, we focus on 'originality' and 'creativity' as seen in new concepts and ideas for works in literature, philosophy and visual arts during the Renaissance, as well as in the arrangement of these works, and in the processing of data and the compilation of information in natural science research, and we explore the mechanisms of the production of new knowledge.

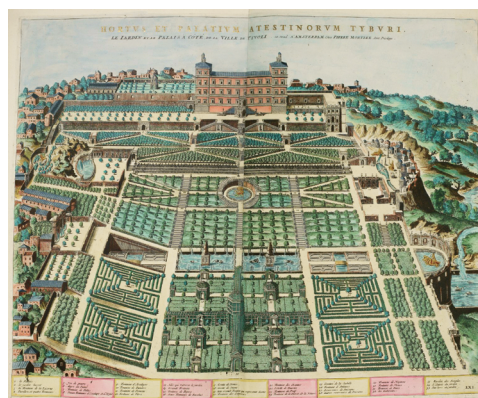
Through the analysis of literary works, paintings, architecture, gardens, etc., it has become clear that (1) in the Renaissance period, originality and memory were closely linked, (2) through mnemonic techniques, a dynamic intellect was cultivated that could move freely between text (writing), images (paintings), and space (space), and (3) the aim was to create an original information processing system that organically integrated the inner world of the mind with the external world., and (3) the aim was to create an original information processing system that organically integrated the inner world of the mind with the external world. It is nothing short of astonishing that, in an age before computers and large-capacity storage devices, there were attempts to create such a multimedia database.



1. Andrea Bacci, *De ordine universi*, 1581



2. Martin Meurisse, *Artificiosa totius logices descriptio*, 1614



3. Villa d'Este a Tivoli

Patent

Treatise

URL

Keyword

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