

JAIST endeavors to foster leaders capable of contributing to the making of a future world by creation of science and technology, through its most advanced education and research in an ideal academic environment.



■ About JAIST

First Independent National Graduate University without Undergraduate Division

JAIST was founded in October 1990 as the first independent national graduate school, to carry out graduate education based on research at the highest level in advanced science and technology. JAIST aims at establishing an ideal model of graduate education for Japan. JAIST was incorporated as a National University Corporation in April 2004.

Admission Criteria for People with Diverse Backgrounds

In our admission decisions we place the most significant weight on the motivation of the student as demonstrated in the personal interview. JAIST admits highly motivated students, including advanced undergraduate students (who have completed at least three years of undergraduate study), professionals, and international students, regardless of undergraduate specialization.

Systematic Graduate Education

JAIST educates students through a carefully and systematically designed coursework-oriented curriculum, which gives students a solid foundation for their advanced research. This is different from the traditional Japanese style of graduate education, where students are trained mainly in their narrow research domains.

Development of Human Resources for Society

We train our students in a specialized field combined with interdisciplinary knowledge of related disciplines. Through our educational program students gain thorough understanding of fundamentals, and develop problem-solving skills.

Outstanding Faculty

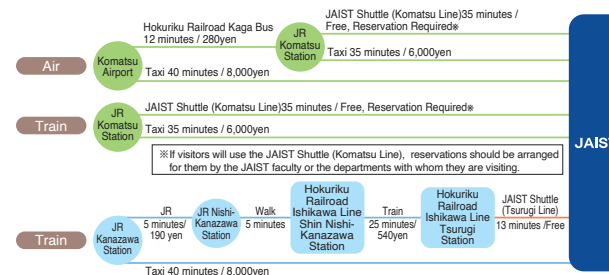
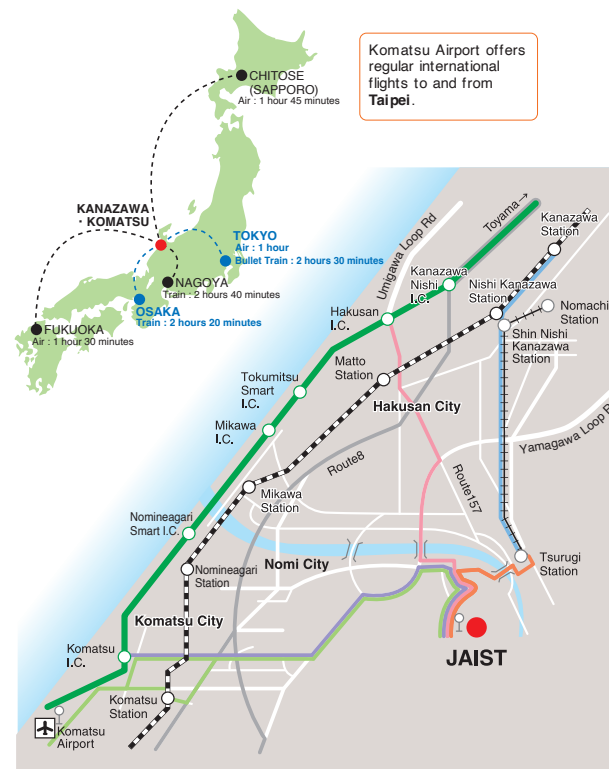
Our faculty members are world-class researchers. We recruit professionals with outstanding achievements at the leading edge of science and technology. They come from all over the world, from other universities, and from top industrial research and development institutions.

Collaboration with Society and Industry

JAIST works closely with the regional community, as well as industries worldwide, by promoting collaborative research and accepting commissioned research. We use various modes of cooperation including visiting faculty chairs, endowed chairs, and laboratories operated jointly with other institutions.

For enrollment information of JAIST, please contact us via phone or e-mail. Details provided below.
[Admissions Service Section]
 Phone : +81-(0)761-51-1966 E-mail : nyugaku@ml.jaist.ac.jp

■ Location



JAIST Gallery requires reservation.

Please make an appointment before you visit via phone or e-mail. Details provided below.

- Hours : 9:30-16:30 (Weekdays only)
- We accept groups of up to 20 visitors at once.
- No admission fee is required.

Japan Advanced Institute of Science and Technology
 Public Relations Section, Office of Public Relations

Address: 1-1 Asahidai, Nomi, Ishikawa. 923-1292 Japan
 Phone: +81-(0)761-51-1031 E-mail: kouhou@ml.jaist.ac.jp
<https://www.jaist.ac.jp>



JAIST Gallery

National University Corporation
 Japan Advanced Institute of Science and Technology



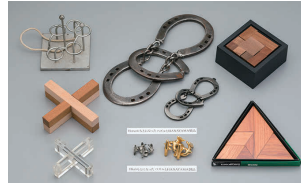
JAIST Gallery

JAIST Gallery opened in September, 2012 for the purpose of exemplifying the results of pursuing one's curiosity through research, education and social contribution. The exhibition showcases research outcomes with a stimulating collection of donated articles.

The gallery replaces some research exhibits periodically. It houses approximately 10,000 donations of the "NOB puzzle collection," – one of the largest and best puzzle collections in the world assembled by the late Nobuyuki Yoshigahara, a world-famous puzzle inventor and collector. Some 200 pieces selected from the collection are displayed in the gallery. The Gallery itself evokes the image of a cubic puzzle, inside of which are exhibited these rare and valuable puzzles. It has a playroom where children can touch and play with actual puzzles, not just look at them.



"NOB COLLECTION" – one of the greatest puzzle collections in the world –



NOB'S PUZZLES

The collection's original purpose was to accumulate reference materials for Yoshigahara's creative activities and that collection was not an end in itself. In addition to his works, the collection includes many reference materials to show his creation processes. The miniature playground equipment in Nob's puzzle collection is one example of his wide range of puzzle creation activities.



PUZZLES PRODUCED BY SUPURB PUZZLISTS

The Nob Yoshigahara Award has been presented to excellent puzzlists for "Lifetime Achievements in Design, Craftsmanship, and Popularizing Mechanical Puzzles." So far, it has been awarded to two puzzlists: Stewart Coffin, an American designer of wooden puzzles, and Akio Kamei, a creator of "Karakuri box" (trick opening box), who is active in the Hakone area of Japan. Also in Hakone is Yoshiyuki Ninomiya, master craftsman of traditional woodwork and creator of superlative interlocking wooden blocks, secret boxes, and beautiful yosegi/ trick woodworks. The five-storied pagoda in the picture is considered one of his masterpieces.



BERROCAL'S PUZZLES

There is a collection of works by Miguel Berrocal, a Spanish puzzle artist. Berrocal learned mathematics and architecture at the University in Madrid, Spain, and learned art in Paris and Rome. Although most of his pieces are hard-to-solve 3D jigsaw puzzles, they are regarded as "puzzle sculptures," not just toys for children. Mr. Berrocal incorporated a finger ring in some of his works, and he made a number of copies of the originals in his workshop.



MYSTERIOUS OBJECTS

'Puzzle vessels' including a jug without any apparent drinking orifice, a teapot which confounds the pourer, and 'mysterious impossible objects' that seem to be impossible to exist, are parts of this category. They are created to make people think hard to find the answer to those mysteries. The Japanese bottle objects are also a family of this type of puzzles.



SLIDING PIECE PUZZLES & MATCHING PUZZLES

From olden times, various puzzles have been used. Sliding piece puzzles slide pieces around a board to achieve a determined shape or position and matching puzzles arrange the matching pieces, edge colors, or patterns. The black circular article in the picture is the oldest resin-made puzzle (patented in 1895). The VESS puzzle is an historic 3 by 3 matching puzzle of earlier origin.



WIRE PUZZLE & DISSECTION PUZZLES

Both the wire puzzles (to remove one of multiple pieces tangled up with one another, then return the puzzle to its original position) and the dissection puzzles (to form a given shape by assembling a set of pieces) have been made in various types and materials from the ancient times. The horseshoe puzzles are made of real horseshoes. The tangram is a dissection puzzle which was invented in China and then brought to Europe.



KEY CHAIN PUZZLES

A key chain puzzle denotes a small puzzle with a key ring, or one made attachable to a key ring. There are many sub-types of key chain puzzles made of different shapes and materials. The plastic assembly type of key chain puzzle was born in the United States in the late 1930's. Then it was introduced to Japan and some Japanese variations were developed.



DEXTERITY PUZZLES

Dexterity puzzles require the use of manual dexterity. The most typical is the Cup & Ball. Some other types of dexterity puzzles are braitheasers. There are a huge number of puzzles to play by moving a ball on a board. Some puzzles hold historic significance with important historical events like wars incorporated into them.

