

# **Building the legacy**

— Beyond 2020 —



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In 2021, Tokyo will host the Olympic and Paralympic Games for the second time. The pandemic has resulted in an unprecedented yearlong postponement of the Games, but the city is working hard to make the most of this invaluable "Plus One" opportunity to host an event that is safe and secure for all.

Tokyo has implemented an impressive array of initiatives both tangible and intangible in preparation for the Games, using them as a springboard to push the city's legacy forward and enrich the lives of its people for years to come.



## Towards 2020



# Promote multipronged initiatives that provide tangible and intangible focus on the Tokyo 2020 Games legacy

# **3 Perspectives**

**For Tokyo** 

Use the Tokyo 2020 Games as a catalyst to further cultivate Tokyo as a mature city and realize a truly fulfilling lifestyle for residents

For Japan

Involve the whole country to ensure that benefits reach all of Japan, revitalizing the economy and supporting the recovery of the areas affected by the 2011 earthquake and other disasters

To the world Tokyo will serve as a display window to promote all of Japan's attractions, including its initiatives aimed at realizing a city leading the world in environmental policies and cutting-edge technologies, and the strengths of Tokyo as a brand, as well as contribute to the sustainable development of the world. We will also promote city diplomacy, show the world the progress of recovery in the areas devastated by major disasters in recent years, and convey gratitude for the support Japan received, and use the Games to deepen international exchange

## **Tokyo 2020 initiatives** Safety and security Sports and health Environment and sustainability **Education and** Prosperity and technology Disaster recovery

# Provide a livable city for all by holding the Second **Paralympic Games**

Tokyo is poised to become the first-ever city to host the summer Paralympic Games for the second time. We're taking advantage of this great honor by not only showcasing the countless wonders of parasports, but also by working to eliminate barriers of all kinds to make Tokyo an even more wonderfully diverse and inclusive city.



# Use "Plus One" initiatives and experiences to drive Tokyo forward

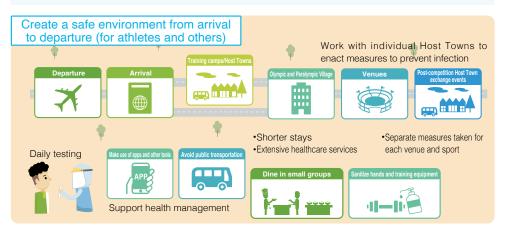
# Pandemic safety and

## security measures

# **Key initiatives**

Coordinated efforts with the National and Tokyo Organising Committee of the Olympic and Paralympic Games

- Prevent droplet transmission
  Avoid the 3Cs (crowds, close contact, confined spaces)
- Sanitize thoroughly
  Respond when people feel unwell
- Use apps and other tools to manage health and behavior
- Prevent infection among athletes, supporters, volunteers, and spectators
- Prevent infection during the torch relay, in Host Towns, and at training camps



# **Sustainable Recovery initiatives**

# Create a sustainable, eco-friendly model for the Olympic and Paralympic Games

- •Use Fukushima-sourced renewables in the Olympic
- and Paralympic Village during the Games
- •Introduce more high-efficiency and renewable energy solutions



initiative



use of resources a lasting practice

## Make the new ways of working born during the pandemic a permanent part of life

•Collectively encourage telework, staggered commuting hours, and transportation demand management (TDM) under the Smooth Biz



Tokyo Harumi Hydrogen Station

## Create an environment that continues to foster art, culture, and sports

•Offset all CO<sub>2</sub> emissions generated across Tokyo during the four days of opening and closing

•Promote efforts to keep culture alive during the pandemic

projects in disaster-

stricken areas to create

**Recovery Monuments** 



Recovery Monuments

·Hold sporting events powered by apps and other technologies

# **Basic ground rules (examples)** Widely publish measures to prevent infection through websites and other means

## **Prevent infection among spectators**

Prepare guidelines and widely distribute them Use venue announcements to keep people







# **Encourage digital transformation (DX)**

## Set up the technology to support smart venue management

- •Use facial recognition software to streamline venue admissions
- •Use digital signage to provide multilingual information
- •Set up free Wi-Fi hotspots using Tokyo Free Wi-Fi and other services

Come up with new ways

for people to enjoy sports

•Use 5G, augmented reality,

and other cutting-edge

technologies to create more

opportunities to enjoy sports







environments that enhance spectator comfort

## Find practical applications for 5G, robots, and other cutting-edge technologies

- •Use the Tokyo Robot Collection to showcase new, robotenabled social implementation models
- •Use demonstrations and momentum-building Use Al-powered multilingual projects to push for the communication robots social implementation of automated driving technologies







# Use the Games as a springboard to push Tokyo's legacy forward and enrich the lives of its people





# Make the passion and memories

# of the Games last forever

## **Musashino Forest Olympic and Paralympic Park** (tentative name)



Musashinonomori Park

Musashino Forest Sport Plaza

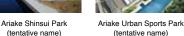




Tokyo Stadium

## Ariake Olympic and Paralympic Park (tentative name)





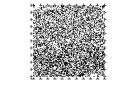






Ariake Arena





Ariake Gymnastics Centre

# Nine themes and the Sustainable Development Goals

We've come up with nine themes to better define our preparations and ongoing initiatives towards an enduring the Tokyo 2020 Games legacy

# 1. Safety and security

8

·Carry out preparations to keep the people of Tokyo safe and secure

# 2. Urban development

10

- ·Make the competition venues a beloved symbol of the excitement of the Games
- ·Make the Olympic and Paralympic Village a desirable place where everyone wants to live
- ·Make it easier to get to and around the Tokyo Bay area

# 3. Sports and health



- ·Make playing, watching, and supporting sports a part of everyday life
- ·Create engaging content to popularize parasports

# 4. Participation and cooperation



- ·Let memories of Tokyo 2020 Games excitement inspire Tokyo for generations
- •Promote volunteerism and the importance of human connections

# 5. Culture and tourism



Create cultural experiences that offer fresh fun and excitement Make Tokyo an international destination that people want to visit again and again

# 6. Education and diversity



- ·Create true social harmony
- •Promote urban development guided by universal design throughout Tokyo
- ·Keep the Olympic and Paralympic spirit alive for generations to come

# 7. Environment and sustainability



- ·Accelerate initiatives towards a zero-emission Tokyo
- ·Hold a sustainable Games to make Tokyo an environmentally-conscious and comfortable city

# 8. Prosperity and technology



- -Boost productivity and offer working opportunities for all by making Smooth Biz initiatives a permanent part of life
- ·Push Tokyo closer to becoming a smart city
- ·Use the economic impact of the Games to drive sustainable economic development in Tokyo and Japan

# 9. Disaster recovery



•Forge long-term alliances with disaster-stricken areas and show their recovery progress to the world

Each of our themes is tied to the Sustainable Development Goals, which guide our policy decisions.

# SUSTAINABLE GOALS





































The Sustainable Development Goals (SDGs) were adopted at United Nations Summit in September 2015 as a set of international targets for creating a better and more sustainable world by 2030.

- 1 No poverty
- 2 Zero hunger
- 3 Good health and well-being
- 4 Quality education
- 5 Gender equality
- 6 Clean water and sanitation
- 7 Affordable and clean energy
- 8 Decent work and economic growth
- 9 Industry, innovation, and infrastructure
- 10 Reduced inequalities
- 11 Sustainable cities and communities
- 12 Responsible consumption and production

- 13 Climate action
- 14 Life below water
- 15 Life on land
- 16 Peace, justice, and strong institutions
- 17 Partnerships for the goals



National

business

operators











# Towards 2020



· Develop all-japan efforts based on a definite

Cybersecurity

Infection

Set guidelines for coping with incidents,

Continue to utilize crisis managemen

systems and knowhow that have

been built up for

the Tokyo 2020 Games

· Identify risks

division of roles

conduct training

Security

Disaster

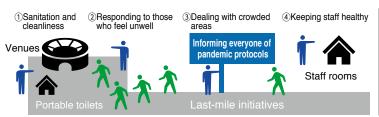
# Promote risk management initiatives for a safe Olympic and Paralympic Games

TMG

Committee of the Olym

d Paralymnic Game

- Identify risks from the perspectives of OBuilding crisis management systems to ensure safety and security security measures, cybersecurity, disaster response, and infection diseases control, formulate guidelines for handling various situations and conduct practical training
- Set up the City Operation Centre to support seamless management during the Games as well as minimize any negative impacts on daily life and economic activities
- Install last-mile camera systems to prevent crowd-related incidents and ensure rapid problem response
- Prevent infection among spectators
- Create last-mile rules and protocols (such as avoiding the 3Cs)
- · Use thorough sanitation and other protocols to create infection-resistant conditions
- Use City Cast and other resources to raise awareness
- · Create a response procedure for those who feel unwell



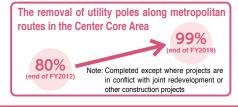


# Promoting the removal of utility poles, particularly around competition venues

- Promoting the removal of utility poles along metropolitan routes built to their planned width in the Center Core Area\* and around competition venues
- \*Primarily the area inside the Metropolitan Expressway Central Circular Route
- Support municipal initiatives to promote the removal of utility poles around competition venues and in other areas







# Beyond 2020

Protect Tokyo's residents and visitors, making it the "The Safest City in the World" for generations to come



## Improve safety throughout the city so that its people feel secure

Roll out the risk management systems and expertise developed in preparation for the Games to improve the city as a whole and support future large-scale international events



Cybersecurity measures

- Hold cybersecurity training for the public and private sectors
- · Create safe, secure cyberspaces
- Train personnel and put systems in place

## Anti-terrorism

- Public-private partnerships
- Analytics powered by Al and
- Drones and high-resolution cameras
- Security camera systems

- Infection control measures
- · Prevention measures lead by the Tokyo ¿CDC
- · Enhanced consultation, screening, and vaccination programs
- Stronger safety nets to support personal and commercial activities
- \*Use AI, ICT, and other cutting-edge technologies to prevent street crime, terrorism and violent crime, cyberattacks, and other threats, making Tokyo safe for residents and visitors alike
- •Do everything possible to make Tokyo highly resistant to infectious diseases, helping it overcome the COVID-19 pandemic and manage future health risks

# Continue promoting the removal of utility poles, making the city increasingly disaster-resistant

Aim to remove all utility poles from metropolitan routes\* in the 2040s

width with sidewalks at least 2.5 meters wide

- Expand the priority area for promoting the removal of utility poles on metropolitan routes from within the Center Core Crea to within Metropolitan Route 318 (complete by FY2035)
- Support an areawide rollout, strongly encouraging municipalities and private developers to promoting the removal of utility poles
- · Double the scope of annual utility pole removal projects, including along metropolitan routes
- Promotional initiatives in the Tokyo Islands
- · Offer more financial and technological support to island municipalities
- · Move towards making buried lines a requirement in private housing developments (permits)
- Expand a ban on the construction of new utility poles
- Encourage technological development and cost reductions













Make the competition venues part of a larger plan to create more nearby opportunities for the people of Tokyo to play sports

- Take steps to ensure that the new sports venues built for the Games are effectively utilized for
- Combine the Musashino Forest Sport Plaza and Tokyo Stadium to create a center for sports in the Tama area
- Upgrade existing athletic facilities with barrier-free design and support the construction of municipal athletic facilities

## Athletic facilities in Tokyo



Maximize the draw of competition venues and other athletic facilities to bring the people of Tokyo together to enjoy sports and a variety of other activities



# Make strategic use of athletic facilities after the Games to bring fresh inspiration to Tokyo

- Create a variety of aquatic, urban, and winter sporting opportunities
- Use 5G and other cutting-edge technologies to create new ways of watching and experiencing sports
- Actively invite and host major Japanese and international sporting events
- Tap the private sector for ideas on turning competition venues into new centers of sports and culture, such as unique venues for conferences and other events
- Use barrier-free design to make facilities accessible and easy to use for everyone
- Create better resident services by expanding the reach of reservation systems and cashless payments
- Boost profit by selling naming rights
- Consider use of indoor facilities at Tokyo Stadium as practice locations for parasports

# New attractive competition venues constructed in Tokyo

## 1 Tokyo Aquatics Centre

### World-class aguatics center designed to support Japanese swimming



- · Ability to host major Japanese and international sporting events Opens swimming to a broader population while training world-
- class athletes (Completed February 2020)

#### (3) Ariake Arena

### A new center for sports and culture in Tokyo



- · Managed and operated via concession agreement
- · Can also be used to host hightech 5G or augmented reality events (Completed December 2019)

# Oi Hockey Stadium at Oi Pier Ocean Park

### A multipurpose competition venue for hockey and much more



· Can be integrated with other park facilities to create a total sports and recreation experience (Completed June 2019)

## 7 Musashino Forest Sport Plaza

A key venue for athletics in the Tama area

(Completed March 2017)



## ② Sea Forest Waterway

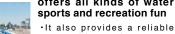
#### A hub for watersports in Asia



- · Increases the player base for watersports, providing more opportunities for people to experience watersports
- · Can also be used as a unique venue for other kinds of events

## (4) Kasai Canoe Slalom Centre

 Japan's first artificial slalom course offers all kinds of water



competition environment to strengthen and train athletes (Completed May 2019)

## 6 Yumenoshima Park Archery Field

Can be used for a variety of other activities in addition to archery



· Expansive lawn is designed to accommodate various activities while providing a relaxing space for locals as part of Yumenoshima Park

(Completed February 2019)

## 8 Tatsumi Water Polo Centre

Will be transformed into Tokyo's first cityrun, vear-round ice



The concentration of competition venues in the Ariake Legacy Area fosters wellness through sports

### Ariake Legacy Area















# **Steadily prepare the Olympic and Paralympic Village for the Games**

- Secure 18,000 beds to accommodate the Olympic athletes and 8,000 for the Paralympic athletes
- Set up gyms, dining halls, Tokyo 2020 official stores, and other temporary facilities on-site



West Harumi 5-Chome district prior to construction



(December 2014)



Residences





Village Plaza

©Tokyo 2020

# Beyond 2020

After the Games, Tokyo will tap into the expertise of private companies to take advantage of the urban waterfront environment and create a vibrant living space where families with children, seniors, the international community, and others can enjoy diverse interactions.







# Urban development concepts

# 1) Diverse interaction within a community that is comfortable to live in

- Build multifamily residential units designed for families with children
- Have residential units for lease that target a variety of needs, and include standard apartments as well as serviced apartments (furnished homes), SOHOs, shared housing, and serviced senior living quarters
- Create childcare support facilities, community buildings, and other facilities that encourage multigenerational living
- Support easy, convenient living for everyone with barrier-free design and consistent signage for streets and commercial buildings



# 2 Close to water and greenery, a city where peace and calm can be felt

- Create a waterfront town with integrated greenspaces, roads, residences, and waterfront areas
- Create wide-open greenspaces and play areas where children can grow up healthy and free



# 3 A sustainable, eco-friendly city realized through the use of new technologies

- Set up hydrogen stations, hydrogen pipelines, and pure hydrogen fuel cells to supply hydrogen to fuel cell buses and other vehicles while also supplying hydrogen to the district via Japan's first utility-level hydrogen pipeline.
- Set up fuel cells and storage batteries to make multifamily residential buildings more energy self-sufficient and the area better able to continue operating on its own in the event of a disaster
- Set up "multi-mobility" stations, introducing bus routes, the BRT system, and bicyclesharing





Hydrogen station (concept)

Supply hydrogen to fuel cell buses and vehicles

















# Introduce the BRT system to flexibly respond to transportation demand







Find out the arrival times Easy for first-time riders

Easy to get on and off

**Eco-friendly** 

Consistent design

## Improve docking infrastructure to improve water transportation and create a lively waterfront area

- Social experiments to waterways linking central Tokyo to Rinkai and Haneda, encouraging ship operators to expand their regular routes
- Energize and popularize waterfront areas by improving Hinode Pier and other docking areas while integrating them with waterfront spaces
- Build a new passenger ship pier (Tokyo International Cruise Terminal) that can handle the world's largest cruise ships



Hi-NODE Pier

# Make the area more bicycle-friendly

- •Near venues and major attractions, create bicycle-friendly routes linking bike areas along national, metropolitan, city, and port roads
- Offer technical and financial support to city routes to encourage infrastructure improvements
- Help set up bicycle parking areas and offer financial support to cities to make the area more bicycle-friendly and support bikesharing





Bike lanes along the road

Bicycle parking area

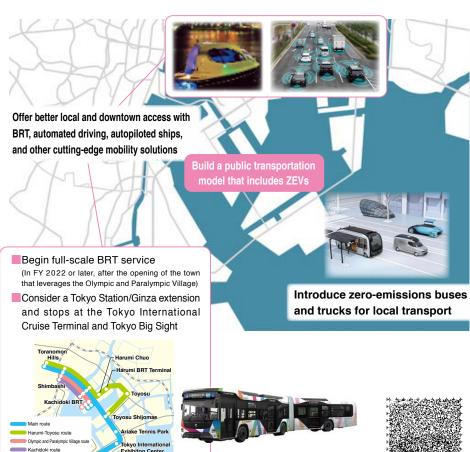
# Beyond 2020

Create a public transportation model using zero-emissions vehicles (ZEVs) and other eco-friendly solutions to make the Bay Area friendlier and more sustainable



# Enhance sustainability initiatives and transportation networks

Create a friendlier, more sustainable city by drastically improving rail service and other access to central Tokyo and Haneda Airport, building a public transportation mode that includes ZEVs



Full-scale operation routes











# Create spaces that encourage people to play, watch, and support sports

- Hold sporting events that encourage local participation, giving people more opportunities to engage in athletic activities
- In addition to making use of competition venues and existing sports facilities, have people use roads, sidewalks, and parks as walking, jogging, and cycling courses





- Offer wraparound support for local sports clubs so that everyone has a way to participate in sports in their own neighborhoods
- ▶ Number of local sports clubs established: 144 (at the end of FY2020)
- Establish tie-ups with Tokyo universities and companies so that people can make use of their athletic facilities as well
- Recognize companies that encourage athletics under the TMG's Sports Promotion Company Certification System and popularize the initiative
- ► Certified companies: 319 (at the end of FY2020)
- Create opportunities for people to compete in elite sporting events to drum up support for international competition
- Provide opportunities for people get involved in various sporting events as volunteers

# **Create an environment that supports athletes**

- Recruit/select outstanding junior high school performers and help them to become elite athletes through appropriate competition
- Certify Tokyo athletes who are expected to participate in the Olympic and Paralympic Games, etc. as "Athletes Certified as Tokyo Athletes", offer financial support for their training
- ► Certified athletes: 1,034 (at the end of FY2020)
- Help athletes find jobs (leading seminars for companies or athletes,
- Support athletic training specifically tailored to female athletes, promoting sports integrity in athletic leagues

# Promotion of the measures against second-hand smoke

- ■Enact the "Tokyo Metropolitan Ordinance to Prevent Exposure to Second-Hand Smoke" (Full enforced in April 2020)
  - ·Tokyo has established its own anti-smoking rules, banning indoor smoking at schools and preventing the establishment of outdoor smoking venues as well as banning smoking at most eateries that have employees
  - •The city also set up a hotline and online chat to answer questions and educate people about the new laws



to prevent second-hand smoke exposure

# Beyond 2020

The sight of athletes competing in the Tokyo 2020 Games will create a legacy for the capital, turning the entire city into an athletic playground where anyone can enjoy sports



# Make Tokyo a "sports field" where sports are integrated into daily life

Support promotion of sports in local communities



◆Make sports more familiar through interactive sporting events



**Play** 

implementation rate of Tokyo residents to 70%. making it one of the most active cities in the world (by 2030)

Use sports to facilitate

and the private sector

collaboration with universities

Bring the sports

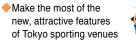
◆Use urban spaces in a way that is unique to Tokyo

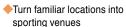


 Make the most of Tokyo's resources Actively promote digitization

Watch

Make Tokyo into a "sports field" where people can play, watch, and support sports everywhere throughout the city







Create new ways to enjoy watching sporting competitions



Use athletes to foster a trend towards athletic participation

Offer more far-reaching support for sporting activities



# Create fresh value and new draws that hinge on sports

**Encourage wellness through** sports in local communities

> Promote healthy. meaningful living

Forge bonds Revitalize local between people of communities

- Use digitization to devise ways for people to continue enjoying sports
- ·Bring in innovative ideas and cutting-edge technologies from startups and other tech players
- · Use augmented reality and other technologies to provide virtual sporting opportunities











# **Create a Paralympic Movement**

## "Team Beyond", a project to support parasports

- · Encourage companies and other organizations to support parasports by publicizing them and holding events that support widespread participation of registered members and others
- ▶ Members: More than 1.3 million individuals and companies (2020)

## The Tokyo Paralympic Experience Program "NO LIMITS CHALLENGE"

- · Provide opportunities for people to experience the magic of the Paralympics throughout the city, including Paralympic competition experiences, panel displays on the events, athlete talk shows, and more
- ▶ Implement in all Tokyo municipalities by the end of FY2019
- ▶ Nearly 46,000 people came out during the two-day No Limits Special 2020 event



Team Beyond members cheering on



No Limits Challenge Experience

### Widely publicize the magic of parasports

· Widely promote the magic of parasports and the importance of barrier-free design by hosting the Roundtable Meeting on the Success of the Tokyo 2020 Paralympic Games and the Promotion of Barrier-free Environment among para athletes, academic experts, and leaders in various fields, using them as ambassadors for parasports and barrier-free initiatives

## Energize and promote parasports by securing opportunities, developing supporters, and boosting competitive strength

- Renovate the Tokyo Metropolitan Sports Centers for People with Impairments, adding lanes to indoor pools, building family changing rooms, and otherwise improving functionality and convenience
- Promote the use of gymnasiums at municipal schools for students with special needs as local centers for parasports
- Create an official certification program for parasport coaches and encourage them to build their personal networks
- Educate people and spread the word about parasports with training sessions hosted by organizations capable of leading seminars and promoting athletics for people with impairments
- Hold competition experiences and follow up afterwards to identify and develop athletes who will lead the next generation of parasports
- Certify athletes who are expected to participate in the Paralympic Games, etc. as "Athletes Certified as Tokyo Athletes", and support their activities



Adding pool lanes (Tokyo Metropolitan Tama Sports Center for People with Impairments (Tama))



Scouting program for nextgeneration para athletes

# Beyond 2020

Make parasports a popular activity that anyone can enjoy, making Tokyo a place where people can get involved in them all over the city



# Use parasports to promote social inclusion

Promote initiatives that people can enjoy anytime, anywhere regardless of disability status

## **Develop and pass on the Paralympic Movement**











- Create more local activity opportunities and venues
- Add and enhance barrier-free spaces

Create more for people with impairments to participate in

para sports

- Increase the quantity and quality of the people who support parasports
- Create more opportunities for volunteers to interact and learn
- opportunities for interaction regardless of lisability status

- Develop a broader base of fans and supporters Create more and better
- opportunities to watch competitions to build popular support
  - Create experiential opportunities to enjoy the universality of sports
    - Enjoy the universality of
- Create ongoing exposure for para athletes active in international competition to make them a familiar
- Encourage more people with impairments to get involved in parasports

Make parasports a popular activity and theme

# Use parasports to promote social inclusion



Increase the sports implementation rate of Tokyo residents with impairments to 50% (by 2030)

Increase the percentage of Tokyo residents interested in parasports to 80% (by 2030)











# Host a wide variety of programs open to Tokyo residents

## Tokyo 2020 Olympic and Paralympic Flag Tour

- Olympic and Paralympic flags were presented around the country
- The tour visited the 62 municipalities of Greater Tokyo plus every prefecture (including disaster-stricken areas) (2016-2018)



## Selection of Tokyo 2020 Mascots

- Mascots were selected by a vote among elementary school students across Japan
- All 1.330 public elementary schools in Tokyo participated



## **Tokyo 2020 Medal Project**

- Medals were created from household electronics and other items donated by the citizens of Tokyo and Japan
- The project was able to collect 100% of the metal needed to create some 5,000 medals



## **Countdown Events**

· Countdown Events were held at regular intervals leading up to the Games



## **TOKYO RUGBY MONTH 2020**

- Legacy event held in the wake of the Rugby World Cup 2019™, which inspired and galvanized all of Japan
- A variety of experiences were tied to the Tokyo 2020 Games
- Preparations for the torch relay and promotional support for training camps
- Offer venue tours, competition experiences, and other opportunities for Tokyo residents and others to use the city's new permanent facilities
- Use the Tokyo 2020 Participation Programme to encourage a wide variety of people to get involved in Tokyo 2020 Games-related
- Team up with local governments, companies, and other organizations on the Project to Promote Radio Calisthenics



Boating experience



# Creating the atmosphere of the host city through city decorations

- Dress up the town using consistent design themes for decorating last-mile areas, airports, and major train stations
- Light up the Tokyo Metropolitan Government building, competition venues, and other key locations that symbolize the city and the Games during countdown milestones



Last-mile (Olympic Stadium)

Tokyo Metropolitan Government Building lit up at night

# Beyond 2020

Pass on the once-in-a-lifetime excitement and memories of the Tokyo 2020 Games to the next generation as an emotional and mental legacy



# Leave reminders of the Games around the city, passing the legacy of the memories on to the next generation

《Two legacy parks named after the Olympic and Paralympic Games》

# Ariake Olympic and Paralympic

Ariake Gymnastics Park (tentative name) Centre

Center for sports in the Tama area Numerous sports, including road racing and the modern pentathlon, will be held at this competition venue-

Musashino Forest Olympic and

Paralympic Park (tentative name)

generating excitement for the area



Musashino Forest Sport Plaza



Tokyo Stadium







Concentration of

After the games, the area

Legacy Area to keep the

spirit of the Games alive

will be called the Ariake

competition venues

[This image is based on an early stage and may differ from the final design.] ©Tokyo 2020

## Utilize large displays and plagues to add even more vitality to the competition venues and the local community









Statues of the Tokyo 2020 mascots

Plagues showing images from the Games (example from past Games)

# Leave memorabilia and memories from the games as archival assets for future generations

Examples of archival assets



Paralymnic medals



Tokyo 2020 Olympic Podium



Volunteer uniforms









# **Train volunteers to support the Games**

- Create an environment that encourages as many Tokyo residents as possible to volunteer, regardless of age, gender, or disability status
- •Work with the Tokyo Organising Committee of the Olympic and Paralympic Games to train City Cast members and give them the information they need for their volunteer work—including an overview of the games and how to prepare, how to interact with people with impairments, pandemic safety measures, and more



City Cast

 Offer training sessions remotely so people can participate via their devices instead of gathering in person

	Scale of members	Applicants
Field Cast (Games volunteers)	80,000	205,000
City Cast (city volunteers)	30,000	37,000



Rugby World Cup volunteers

- Ouse the operational expertise and insights gained during the World Rugby Cup 2019™ to make the Tokyo 2020 Games a success
- ► Tokyo competition venue volunteers: About 2,400
- Team up with Greater Tokyo municipalities, companies, and other organizations to train volunteers to reach out to foreign visitors who may be having trouble and help them get around the city
- ▶ Hospitality language volunteers for foreigners: About 54,000 (2019)
- Recruit and register volunteers to tell international visitors about the great things in Tokyo and act as guides along popular tourist routes
- ► Tourism volunteers: 847 (2012) ⇒ 2,779 (2019)
- Hold welcome training workshops for junior high and high school students, training them to be future tourism volunteer candidates (Welcoming Goodwill Ambassadors)

# Take steps to encourage more people to participate in volunteer efforts

- Set up a portal site to centrally issue various volunteer information and support local volunteer activities
- Set up special sections of the portal site to allow people to help out with the Games from home if they are unable to participate in person due to the pandemic



Tokyo volunteer portal

- Present awards to organizations leading ongoing or cutting-edge volunteer initiatives
- Support companies that allow "volunteer leave" to their employees to foster a spirit of volunteerism and encourage more people to get involved

# Beyond 2020

Make Tokyo a more inclusive city by solidifying the spirit of volunteerism and helpfulness developed during the Games and making it a permanent part of our culture

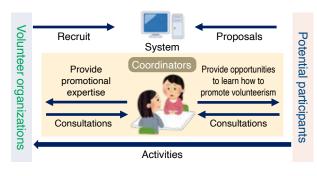


# Encourage volunteerism to take root by passing the Tokyo 2020 Games volunteer experiences on to future generations

Set up a Volunteer Legacy Network as a platform for people who were involved in the Tokyo 2020 Games volunteer activities, creating a stronger framework to support future volunteer efforts



Use the system to send out timely information and offer detailed consultation to encourage active volunteerism in parasports as well



Make the operational framework for the City Cast public so that it can serve as a reference for local volunteer organizations and others













# Promote efforts to keep culture alive during the pandemic

Support the creative activities of artists and others forced to limit themselves during the pandemic, creating a special website (Support Program for Arts and Culture) and other programs to promote their efforts





# Hold the Tokyo Tokyo FESTIVAL

Host the Tokyo Tokyo FESTIVAL Special 13 and a variety of other programs to generate excitement around the Games from a cultural perspective





# Promote Tokyo's rich artistic culture overseas

Hold various cultural events (between the Tokyo Metropolitan Government and the City of Paris, for example) and promote them globally (Tandem Paris-Tokyo 2018)



FUROSHIKI PARIS Photo: Yujiro Ichioka (TAM.inc)

# Create spaces that allow everyone to engage with arts and culture

- Create a center in Shibuya for displaying, exchanging, and promoting Art Brut\* Art created outside existing artistic conventions by people without any exposure to art education
- Support NPOs and other organizations working to foster artistic and cultural activities among children. seniors, and people with impairments

# Beyond 2020

Return to former days when life was full of entertainment experiences and make the world be attracted to Tokyo



# Create a rich and enduring cultural legacy from the Games

- Maximize the artistic, musical, traditional, entertainment, and culinary powers of Tokyo to bring people back to enjoy a great city
- Make use of cutting-edge technologies to digitize collections at Tokyo's cultural facilities and make them available for online viewing experiences
- Make Japan a global leader in meeting social challenges (such as population aging and inclusivity) by proposing new approaches that transcend culture
- Use the stage to identify, develop, and showcase the artistic and cultural shining stars who make Tokyo great







Use the power of culture to address social issues



JRN FES 5 (2019)

Symphony Orchestra



Launch Tokyo as an international travel destination that everybody feels safe in and wants to visit again and again









for regular guestrooms (ordinance revised March 2019)

# Towards 2020



# Make Tokyo a welcoming and comfortable environment for international travelers

- Create general tourist information centers in areas that receive a large number of foreign tourists Tourist information centers: 151 locations in ten areas (at the end of March 2020)
- Use digital signage and tourist information signs to provide multilingual sightseeing information

Digital signage: 108 installations (at the end of March 2020) Tourist information signs: 554 installations (at the end of October 2020)





Tourist information Digital signage

Tokyo was the first city in Japan to promote universal accommodations by issuing barrier-free design standards

# Effectively roll out initiatives to promote Tokyo and Tokyo tourism

- Use icons to effectively communicate the great features of Tokyo to an international audience
- Use virtual reality and other new technologies to encourage people to put together sightseeing tours online



# Beyond 2020

# Make Tokyo a city of diverse attractions that once again draws people from all over the world post-pandemic



# Run tourism promotions with an eye to the post-pandemic world

- Globally distribute information on a variety of tourism categories to meet travelers' increasingly diverse needs Example Themes: Pressure/Ecotourism/Gastronomy Tourism/Accessible
- Focus on promoting Tokyo as a safe, attractive city as demand for inbound tourism recovers, advertising on travel-related media channels and running campaigns on social media
- Support efforts to make Tokyo more competitive in the meetings industry, supporting online conferencing, training industry specialists, and showcasing its unique venue options









# Create true social harmony with diverse efforts to support diversity and inclusivity













# **Towards 2020**



# Promote initiatives that capture the spirit of the Olympic Charter

- ●Enacted the "Ordinance Seeking Realization of the Principle of Respect for Human Rights Outlined in the Tokyo Olympic Charter" (Full enforced in April 2019), and disseminate and enlighten it
- •Set up displays and hands-on learning opportunities at the Tokyo Metropolitan Human Rights Plaza, a center for human rights education
- •Hold the Human Rights Festa to promote human rights awareness
- •Post messaging in trains and on various other media channels to help stop covid-related discrimination



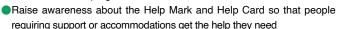
ヘルプカード

Hold training for City Cast members so they know the ways of supporting people with impairments and have a better understanding of Tokyo's Diversity initiatives

# Foster mutual respect regardless of disability status

- Ramp up efforts to build an inclusive society from the standpoint of creating universal designs that are easy for everyone to use, linking them to the concepts in the Tokyo 2020 Accessibility Guidelines \*Note: More information on barrier-free designs for train stations, roads, and other infrastructure can be found on pg. 28-29
- Enact the "Ordinance to Promote Understanding of and Prohibit Discrimination Against People With Impairments in Tokyo" (enforced in October 2018) and set up consultation and あなたの支援が必要です。

conflict resolution programs





- •Support education on cultivating a barrier-free mindset •Train Tokyo citizens to use sign language
- •Use digital technology to offer more remote sign language translation services
- Use awareness-raising and movement-building strategies to promote parasports, hold art exhibits from impaired artists, and support other artistic and cultural events featuring people with impairments

# Create a city that is safe, inclusive, and supportive of international residents

- Create enhanced communication platforms targeting non-Japanese citizens
- •Publish Life in Tokyo: Your Guide to provide useful information to non-Japanese living in to help them have a more comfortable, stress-free life
- •Provide better multilingual communication on the coronavirus
- Encourage foreign nationals to participate in their communities.
- ·Support cultural exchange events held by neighborhood and local government associations
- •Support Japanese language schools and other initiatives that allow foreign residents to participate more in their communities



# Promote female participation in sports

Support athletic training specifically tailored to female athletes while raising awareness about female participation in sports through league training and similar initiatives

# Beyond 2020

Tokyo aims to achieve true Diversity (Diverse City) by being a place where everyone can live happily and be who they are, regardless of gender, disability, nationality, or any other characteristic



Make Tokyo an Inclusive City where people of all kinds support one another

Promote mutual support and social harmony in all areas of life

Create a variety of learning opportunities to promote individually customized, inclusive education regardless of impairments

Learn

Create communities and workplaces where people with impairments, foreign residents, members of the LGBT community, and others can do things together

Work

House

who need it

Tokyo: An Inclusive City

Create social enterprises and support business activities that allow people who have difficulty with traditional employment

make a positive impact on society

Lay the groundwork for an inclusive society by offering a variety of opportunities to learn and build awareness

Promote parasports and other initiatives that allow people to enjoy themselves regardless of age or impairment

**Enjoy** 

Live

Promote initiatives aimed at securing housing for people

Create opportunities for people of all ages, nationalities, and abilities enjoy art and culture together

# Create a society where all women can shine and make their mark



Prioritize initiatives that encourage women to participate in decision-making

Transform people's thinking and behavior so that men and women take on an equal share of household and childcare duties

Strategically roll out initiatives that create a social push towards female achievement

Offer targeted, multilevel support to women at every stage of life













## **Ensure accessibility during the Games**

- Construct Tokyo Olympic Venues according to the Tokyo 2020 Accessibility Guidelines and have people with impairments and other experts give Accessibility Workshop so that their perspectives are heard from the design stage
- Create facilities that are easy for anyone to use, with the right allocation of wheelchair spaces and toilets with appropriate accessibility features

# Tatsumi Water Polo Centre

<Before renovations> 20 wheelchair spaces (0.55%)



36 wheelchair spaces (1.00%)

## Promote barrier-free train stations

- Install elevators and other features to create stairfree pathways between station entrances and train platforms
- Encourage the installation of platform screen doors at key stations around competition venues and at airport access stations
- Support railway operators in efforts to install Western toilets and other accessible features
- Have the Toei Subway gradually transition to new cars equipped with open spaces to make it easier for people with wheelchairs and strollers to get around
- Encourage the development and testing of navigation apps that people can use in terminal stations and other indoor spaces

## Barrier-free status of rail stations (JR, private railways, subways) in Greater Tokyo (March 2020)



Stairs eliminated (e.g.

Accessible toilets: 96.8%



99.9%

# Tactile paving:



# Promote barrier-free road design

Ensure that everyone, including seniors and people with impairments, can get around easily by removing steps from pedestrian walkways, improving inclines, and installing tactile paving-particularly in areas around competition venues and popular tourist destinations



## Promote barrier-free accommodations

- Enact Japan's first ordinance issuing barrier-free design standards for regular questrooms (ordinance revised in March 2019)
- <Guestroom standards>
- · Widen entrances to at least 80 cm
- · Eliminate of steps or level changes in rooms
- · Widen entryways to toilets and bathrooms to at least 70 cm (best effort: at least 75 cm)



Logo used to raise awareness about harrier-free accommodations



Barrier-free questroom (Keio Plaza Hotel)

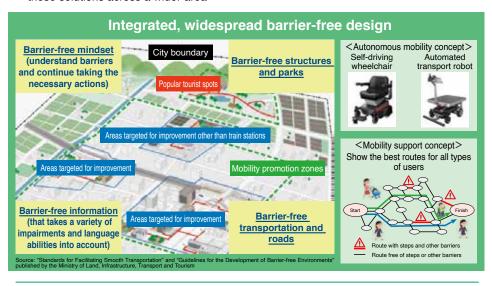
# Beyond 2020

Use universal design principles to guide urban development so that everyone, including people with disabilities, seniors, and foreign nationals, can enjoy a high-quality, barrier-free environment—in both physical spaces and attitudes



## Use universal design principles to guide urban development throughout Greater Tokyo

In addition to physical design elements, introduce mobility support measures that make use of digital technology (such as autonomous mobility and universal mobility-as-aservice solutions) to create leading-edge Barrier-free Promotional Zones-then roll out these solutions across a wider area



# Create environments that allow train users to get around safely, easily, and comfortably





Olympic and

Paralympic spirit

Sport

Culture

Environment









# **Towards 2020**



# Present Olympic and Paralympic educational content at all public schools in Tokyo

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### Use the 4 x 4 framework to roll out educational activities

Carry out a variety of initiatives using four actions under four themes

All public schools in Tokyo	Students	Timeframe
About 2,300	About 1 million	35 hours over six years (2016–2021)

- ▶ Distribute the Olympic and Paralympic Scholastic Reader and other educational materials
- ▶ Recognize schools and academies carrying out outstanding initiatives with the Olympic and Paralympic Educational Award
- ▶ Provide opportunities for schools to watch competitions, and volunteer opportunities for junior high and high school students

## Focus on developing 5 qualities in students











Global

awareness

Learn

Watch

Do

Support

C

0

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S

## Promote 4 projects for developing these qualities

## **Tokyo Youth Volunteer**

Volunteer activities for every stage of development

⇒Foster kindness and a spirit of public service



## **Smile Project**

Watch and experience parasports, foster interaction between special needs schools and other community schools through sports

⇒Develop kindness by giving kids a better understanding of individual differences



# **Dream and Future Project**

Give kids a chance to directly interact with Olympians

⇒Foster a greater interest in sports

⇒Develop kids' desire to work hard towards their dreams and overcome obstacles



### **Global Friendship Project**

Learn all about the countries and regions participating

in the Games in ways that lead to real-world international exchange





# Beyond 2020

Use Olympic and Paralympic educational content to develop kids' desire to live in harmony and help one another



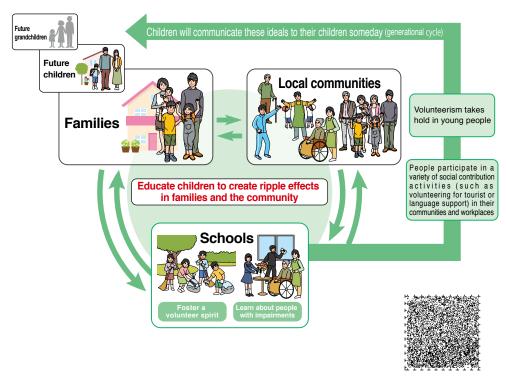
## For the future of our children, formation of three important legacies

## ■The irreplaceable mental and physical legacy that remains in each child

The memories that children have of the thrill of the Games will be a legacy that feeds into their futures

- Actions taken by schools will develop into ongoing educational activities after the Games Ongoing development after the Games for understanding diversity, international exchanges and volunteer activities
- Forming a harmonious and inclusive society through efforts to involve families and regions

The positive impacts will spread beyond children to adults, helping to build a more harmonious and inclusive society



# Use hydrogen and other renewables during the Ga- mes to push the realization of Zero Emission Tokyo









# Towards 2020

# Use hydrogen in the Olympic and Paralympic Village during the Games, promoting its use as a fuel source

- Hydrogen will be used as fuel for the Olympic cauldron and the torch for the Tokyo 2020 Torch Relay for the first time
- Link initiatives to future urban development by using Fukushima-sourced renewables in the Olympic and Paralympic Village, introducing fuel cells and other new technologies, and building hydrogen stations



Note: The existing Harumi Passenger Ship Termina structure is scheduled to be demolished after the Tokyo 2020 Games, but the replacement structure (details TBA) will continue to handle passenger ships. ©Designated Builders of the Type 1 Urban Redevelopment

Project in the West Harumi 5-Chome District

## Hydrogen station Total of 21

stations built (at the end of March 2021)





Use hydrogen mobility solutions



Fuel cell buses

▶ Total of 85 buses

(at the end of FY2020)

introduced



Fuel cell vehicles

▶Total of 1,097 cars (at the end of FY2019)

# Electricity Heat

Pure hydrogen

fuel cells

Buildings

management systems to predict demand in order to minimize and optimize energy usage

Use AI-powered energy

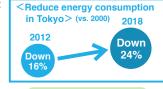
- ·Introduce household fuel cells (Enefarm)
- Installed in a total of 62.000 homes (at the end of FY2019)

# **Promote energy efficiency and renewables**

# Offset all CO2 emissions in Tokyo during the four days of the opening and closing ceremonies

- Minimize/optimize energy usage by putting in LED lighting at all competition venues, bus stops, and marine parks
- Encourage the use of more zero-emissions vehicles, including electric and fuel-cell cars and buses
- ▶ Percentage of gasoline-free new passenger vehicle sales  $14\% (FY2015) \Rightarrow 39.5\% (FY2019)$
- •EV: Electric vehicles •FCV: Fuel cell vehicles
- •ZEV: Zero-emissions vehicles (vehicles that do not produce CO2 or other exhaust gases while running)
- Actively incorporate the use of solar cells, geothermal heat pumps, and other renewable energy sources at competition venues
- Have Tokyo Zero Carbon 4 Days in 2020 by offsetting all CO<sub>2</sub> emissions in Tokyo during the four days of the opening and closing ceremonies of the Tokyo 2020 Games
- ▶ Offset with 720,000 tons of carbon credits provided by participating businesses

(Another 3.46 million credits supplied under the same system are handed over to OCOGs, in order to offset CO2 discharged with the hosting of the Games.)





CO2 reductions obtained by implementing reduction initiatives through the program

# Beyond 2020

# Use the eco-friendly sustainability legacy of the Games to get to a zero-emission Tokyo



## Greenhouse gas emissions (vs. 2000): Down 50% (2030)

# Accelerate efforts to create a hydrogen-powered society

# ■Generate hydrogen demand and increase supply in the capital

- •Promote private-sector tie-ups that generate hydrogen demand in Tokyo
- ·Carry out initiatives in the Rinkai area to promote social implementation of commercial fuel cell mobility
- ■Use hydrogen for zero-emissions urban development
- Make renewables and hydrogen the cornerstones of urban development in the Bay Area



Large fuel cell truck (vehicle concept)



Tokyo Hydrogen Initiative online conference



·Use hydrogen derived from renewables

Use CO<sub>2</sub>-free hydrogen

## **Promote zero-emissions homes**

Use subsidies and other incentives to encourage the installation of renewable energy equipment





•Push hard to make homes more efficient through the addition of solar panels and fuel cells

# Overview of Tokyo Zero Emission Housing Insulation Equipment @

Renewable power usage: around 50% (2030)

Create a future where ZEVs dominate the roads

# Make 100% of new passenger vehicles sold gasoline-free (2030)



Build hydrogen stations, battery-charging stations, and other social infrastructure to support the spread of ZEVs

Create opportunities for people to encounter and experience ZEVs firsthand to generate enthusiasm for the day when nearly all vehicles are ZEVs









# Aim to eliminate wastefulness at the Games (Zero Wasting) to promote sustainable resource use

## Tokyo 2020 Medal Project

· This was the world's first project to collect metal from recycled consumer electronics sent in Tokyo and nationwide residents to create the medals given in the Tokyo 2020 Games





- ▶ The project collected 100% of the metal needed to make some 5,000 gold, silver, and bronze medals
- Switch to paper food containers to cut back on single-use plastics while offering advanced plastic recvclina
- Upcycle the Olympic decorations used during the Games into handbags and other goods to promote upcycling
- Ouse ICT to carefully estimate food and beverage consumption during the Games and minimize food waste
- Work with companies and NGOs to create a movement towards reforming consumption behavior through Team Mottainai activities

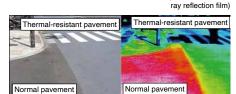


Creation of cool areas

(Dry mist cooling system and heat

# Mitigate heat to help create a more comfortable environment during the Games

- Create cool areas and cool spots around the competition venues to mitigate the summer heat
- Regularly prune trees lining the streets to maximize canopies and shade
- Take steps to mitigate heat by distributing neck coolers and other cooling goods to spectators and setting up rest areas with sunshades and fans
- Keep road surface temperatures from rising along metropolitan roads and station-front transportation areas by developing solar heatblocking and water-retaining pavements
- ► Total installation 157km (at the end of FY2020)
- By doing water sprinkling with various events, foster the momentum for implementing countermeasures against heat



Solar heat-blocking pavements

At the "Sea Forest Park", hold tree-planting events with participation of Tokyo residents in order to promote collaborative forest creation

# Beyond 2020

Create a comfortable, eco-friendly city that uses resources sustainably and allows people to live surrounded by soothing greenery and water



## Set up a sustainable circular economy that contributes to carbon neutrality



restrictions

## Promote sustainable resource use

Ramp up 3R (reduce waste, reuse, recycle) promotions

Raise recycling rate of general waste to 37% (FY2030)

# Reduce single-use plastics and make cyclic use the norm

Take steps to increase the use of sustainable, carbon-neutral plastics

Reduce the incineration of waste plastics from large offices by 40% (2030)

# **Future**

 Eliminate disposables and promote cyclic use everywhere to create a city that uses plastic with care

Food waste

restrictions



# Cut back on food waste

Encourage consumers, businesses, governments, and NPOs to each take the lead and work together to achieve the goals outlined in the Food Waste Reduction Promotion Plan

Reduce food waste by half (2030)

# ©TerraCycle

# Enrich water and green spaces to make Tokyo a soothing city to live in

Add more greenery with parks and greenspaces and make good use of waterfront areas to make Tokyo a beautiful city that exists in harmony with nature









# Firmly establish Smooth Biz practices so that people are more energized and engaged with their work











# Towards 2020



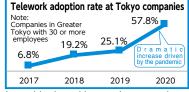


Promote across-the-board transportation demand management (TDM) initiatives to encourage telework, Flex-Biz (flexible hours, staggered commuting times), and other work-style reforms while reducing traffic congestion during the games

- Integrated promotional effort
- ▶ Smooth Biz Initiative Promotion Period: July 22-September 6. 2019(Full-scale pilot implemented as a dry run for the Games)
- ▶ Example Smooth Biz Implementation Period: December 1, 2020 through February 28, 2021(Provided opportunities for people to test out various working styles)
- Award companies with outstanding initiatives (Smooth Biz Promotion)

#### **Teleworking** ▶ More flexibility by working anytime, anywhere

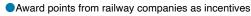
- The Telework Promotion Center is a centralized source telework support for companies, providing information, consultations, and encouragement
- Support companies who receive consultation on introducing teleworking with the funding they need to implement the trial



- Provide financial support to smaller companies who need to add teleworking equipment to keep their businesses running during the pandemic or other emergencies
- Use the Tokyo Telework App to provide useful information on local satellite offices, seminars, and best practices

#### Flex Biz ▶ Stagger commuting times to avoid rush-hour congestion

- Use posters and videos in train cars and stations
- Visually track congestion on the Flex Biz website by collecting up-to-date information from the rail companies





1,752 participating companies and organizations (March 31, 2021)

# 2020 TDM (Transportation Demand Management) Promotion Project ▶ Mitigate congestion during the Games while supporting corporate activity

- Give companies the information they need to prepare for the Games through orientation sessions, websites, and email newsletters
- Provide free consultation to registered companies and groups, offering suggestions tailored to their individual needs
- Support companies that are adjusting their distribution practices to comply with TDM goals

51.504 participating offices and groups (March 19, 2021)



2020 TDM (Transportation Demand Management) Promotion Project logo

# Beyond 2020

Allow everyone to select their preferred working style from a variety of options, making Tokyo a place where residents remain energized through all stages of life



Firmly establish teleworking and use it as a springboard for the transition to new working styles suited to the modern world

## Firmly establish teleworking

Bring the teleworking adoption rate for Tokyo companies to 80% (FY2030)

## Introduction support

- Offer equipment experiences and seminars at the Telework **Promotion Center**
- Provide financial support for those adding new devices



## Support for firm establishment

Have the public and private sectors work together to popularize and firmly establish teleworking practices

- Set up the program of the Corporate Declaration on Tokyo Telework Rules
- Create a centralized online consultation platform to help companies overcome the challenges of introducing and maintaining telework options
- Support matching programs between female job-seekers and companies offering telework
- Support the adoption of telework for people with impairments

## **Enhance satellite offices**

## **Installation support**

Help Tokyo's municipalities and private companies set up and run satellite offices

## Set up of a model office in the Tama area

Rent out existing metropolitan facilities in the Tama area, which has few private satellite offices, to give people more opportunities to use them



Tokyo Telework Model Office (Fuchu)



Promote senior Improve company



productivity

Support work-life balance

Support new ways



of doing side businesses

employment for people with impairments

# Optimize the flow of people and things for a more comfortable, convenient city

(nursing and childcare)



Make initiatives like telework, staggered work hours, and streamlined distribution a permanent part of life after the Games



# Use 5G, robots, and other cutting-edge technologies to push Tokyo closer to becoming a smart city

Train stations





# Towards 2020



# Use the Games as an opportunity to create seamless connectivity

Set up 5G and Wi-Fi in municipally-owned competition venues

Set up free Wi-Fi hotspots around the city using Tokyo Free Wi-Fi and other services





# **Utilize automated driving technologies**

- Hold demonstrations and awareness-building projects to get closer to social implementation of automated driving
- <Demonstration example>
- •Run operational tests aimed at making 5G selfdriving taxis commercially available
- ·Work with local public transportation companies and services to make self-driving solutions a reality





# Use robots and other technologies

- Use the Tokyo Robot Collection to showcase a new robot-powered social implementation model
- <Showcasing example>
- ·Conduct testing of pandemic safety measures at specialized accommodation facilities
- ·Test pandemic-era practices at urban multipurpose facilities

Robot transporting items to questrooms







•Use cutting-edge technologies to give children who can't attend competition venues (due to impairments or illness) a chance to enjoy the Games in a lifelike way

# Beyond 2020

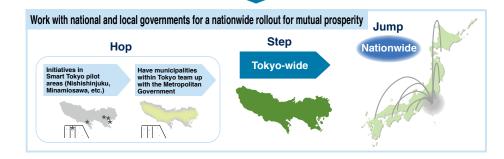
Achieve "Connected Tokyo" for always, for everyone, for everywhere, for no matter what is, for no matter what happens, and powerfully advance data sharing and application organization to improve quality of life for all metropolitan residents



# Set up the Tokyo Data Highway

## Get 5G coverage in 100% of the city by 2030

- Promote the construction of 5G towers
- Work more closely with Tokyo municipalities and share expertise to expand the 5G network
- Through the demonstration projects carried out in Smart Tokyo pilot areas including Nishishinjuku, put cross-cutting services to work in the city by leveraging 5G and other cutting-edge technologies



# Push test projects to create cross-cutting services that bring together a variety of data sources



# Leverage the economic impact of the Games to drive sustainable economic development for Tokyo and Japan



















# Towards 2020



# Exude the charm of locally produced food and wood in Japan including products of Tokyo

- Serve Tokyo GAP-certified foods in the Olympic and Paralympic Village to promote Tokyo cuisine
- Offer samples of Tokyo-sourced food in restaurants and eateries to encourage the use of Tokyo ingredients
- Use domestic lumber from Tama and other parts of Japan for structures and fixtures in competition venues to promote the advantages of Japanese lumber on a global scale





Disseminate the appeal of Tokyo's agricultural, forestry, and fishery products both domestically and internationally through various events such as "Tokyo Taste Festa" and "WOOD Collection (Mokukore)", free information magazines, etc.

# Create economic ripple effects on Tokyo and Japan

Use the Business Chance Navi 2020, which provides information on various procurement opportunities linked to the Games, to help smaller businesses in Tokyo and around Japan do more business

> Business Chance Navi 2020 36,502 registered companies (as of the end of March 2021)

During the Games, promote Tokyo's craftsmanship and its agricultural and marine products while hosting specialty product demonstrations and other events to showcase what other parts of Japan have to offer as well

# Realize the world's best business city

- Use the attention Tokyo will receive as the host city for the Olympic and Paralympic Games to create an international business environment ready to take on the world to make Tokyo one of the most open, economically vibrant, and financially strong cities in the world
- · Bring in financial institutions and talent from all over the world
- •Use the Sustainable Energy Fund (tentative name) to support the construction of clean energy centers and renewable energy power plants
- Use special zones to implement regulatory reforms
- ·Create an environment that is welcoming to foreign residents

# Beyond 2020

Bring together people, resources, money, and information from all over the world to make Tokyo a high-productivity driver of the global economy



## Make Tokyo one of the most open, economically vibrant, and financially strong cities in the world

Roll out strategic initiatives that make the most of Tokyo's strengths, establishing its position as the international finance capital of Asia



Draws financial institutions and talent from all over the world

Leads the world in green finance

Collaborates with overseas financial centers

Turns out sophisticated financial experts

Promotes Tokyo's outstanding financial services

# More business opportunities for small and midsized companies

Continue using the Business Chance Navi 2020 after the Games to promote ongoing growth and development among small and midsized companies across Japan

Make Tokyo a center of gourmet cuisine, bringing together diverse ingredients and talent from all over the world

# Tokyo Gourmet Festival (tentative name)





Continue cultivating the culinary legacy of the Games to boost Tokyo's presence as a culinary city through events that showcase its many gastronomic delights

# Expand the use of lumber sourced from the Tama region and other parts of Japan

- Encourage the entire country to use Japan-sourced lumber
- ·Work with various parts of Japan to host the Wood Collection lumber
  - ·Hold concept exhibitions and seminars at MOCTION, a promotional center for Japan-sourced lumber, to encourage the more widespread use of wood in cities and offices









# ◆Use the Tokyo 2020 Games as a chance to form ties with various parts of Japan

# Use sports as a way to promote exchange with disaster-stricken areas

- Implement the Tohoku-Tokyo 1000-km Relay for the Future, a relay event where runners and cyclists passed on the sashes on a course stretching from disaster-affected areas to Tokyo
- Send top athletes to disaster-stricken areas and host sports programs tailored to the needs of each prefecture and circumstances of each prefecture or region
- Invite children from disaster-stricken prefectures to participate in Tokyo sporting events
- Invite athletes from disaster-stricken areas to participate in the Tokyo International Youth Football Tournament to play against athletes from abroad in friendly matches
- Invite high school students from disaster affected prefectures to the Tokyo Marathon for a 10km race



Grand goal for the Tohoku-Tokyo 1000-km Relay for the Future



Tokyo U-14 International Youth Football Tournament

# Exchanges with hard-hit areas through education and culture

- Collaborate with disaster zones to provide parasports experiences and other Olympic and Paralympic educational exchange opportunities
- Work with NPOs to host art programs and other hands-on exchange events for people affected by disasters



ART SUPPORT TOHOKU-TOKYO, an arts-and-culture-themed disasterstricken area support project

# Support recovery while showing the world the progress hard-hit areas have made

Create and put out recovery support videos that show the world how disaster zones are taking the challenge of recovery head-on



See you in Tokyo and Tohoku in 2020



See you in Tokyo and Kumamoto in 2020



2020 and Beyond: Thank you to the World

Sell Fukushima products around Tokyo and continue supporting tourism promotional efforts (Fukushima-Tokyo Campaign)

# Beyond 2020

Use the Games as an opportunity to join disaster zones in expressing our tremendous excitement and create emotional bonds that last long into the future





# Continue building on the legacy of connections forged through the Games

- Continue using sports as a way to forge even stronger ties with disaster-stricken areas
- Make the competition venues regional symbols that capture the legacy of the Games





- Move the Recovery Monuments made from aluminum scrap from temporary housing projects in disaster-stricken areas to those
- areas after the Games as an enduring link
- Post messages for junior and high school athletes living in hard-hit areas
- Display them in Tokyo 2020 Games-related venues during the Games and have them signed by athletes from around the world
- •Pass them on to the hard-hit prefectures as a legacy after the Games



Fresented by Tokyo 2020

■ Plant trees representing each of the hard-hit prefectures in the Ariake Olympic and Paralympic Park (tentative name), where the Ariake Arena is located, as an enduring symbol of their recovery









# Print No.3(45)

# Building the legacy

- Beyond 2020 -

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Edited and Published by:

Coordination Section, Planning and Promotion Division,

Bureau of Olympic and Paralympic Games Tokyo 2020 Preparation,

Tokyo Metropolitan Government

2-8-1 Nishi-Shinjuku, Shinjuku-ku, Tokyo 163-8001 Japan

Tel: +81-3-5320-7809

