

TOKYO 2020 Cultural Olympiad Report



Message from the President

Tokyo 2020 Organising Committee

With the COVID-19 pandemic raging around the world, the Tokyo 2020 Games were postponed for the first time in history, moving into the spotlight after a year of changes that upended the lives of countless people around the world. The successful conclusion of the Games was made possible by the monumental understanding and cooperation of the Japanese Government, Tokyo Metropolitan Government, local municipalities, the International Olympic Committee, International Paralympic Committee, Olympic and Paralympic partners, and the immeasurable number of people who offered their support in ensuring a safe and secure Games. I would like to express my sincere gratitude to you all.



In 2016, for the Tokyo 2020 Games, we started certifying a wide range of activities under the Tokyo 2020 Nationwide Participation Programme in order to encourage the independent engagement of different organisations and groups. Diverse cultural programmes were thus rolled out across Japan as part of the Tokyo 2020 Cultural Olympiad.

To consummate the endeavour, we hosted the Tokyo 2020 NIPPON Festival as an official Tokyo 2020 cultural programme from April through September 2021. Our aim was to contribute not only to sports, but also to the achievement of a peaceful society by overcoming the disunity caused by COVID-19. The Tokyo Organising Committee of the Olympic and Paralympic Games implemented the festival under the themes of “Reconstruction of the Tohoku Region,” “Participation and Interaction,” and “Towards the Realisation of an Inclusive Society,” proudly presenting Japan’s fascinating art and culture along with our own message, all of which formed an integral part of the Tokyo 2020 Games. The events were live-streamed online, offering a new style of cultural enjoyment to more than three million viewers around the world.

We are delighted to present to you this Tokyo 2020 Cultural Olympiad Report, a compilation of these initiatives and the fruit they bore.

The Tokyo 2020 Games set the stage for a large number of athletes to demonstrate their prowess and provide courage, hope, and inspiration to people worldwide. I am convinced that the Games also offered a setting for diverse artists to express their abilities and aspirations in art and culture in ways that undoubtedly embodied the philosophy of Olympism. I have high hopes that the accomplishments and experience gained at the Tokyo 2020 Games will be passed on to future generations, contributing to the achievement of a better world.

橋本聖子

Hashimoto Seiko, President

The Tokyo Organising Committee of the Olympic and Paralympic Games

Message from the Chairman

Culture and Education Commission

Tokyo 2020 Organising Committee

In the “fundamental principles of Olympism,” which are stated in the beginning of the Olympic Charter that expresses the philosophy of the Olympic Games, there is a paragraph that says, “Olympism is a philosophy of life, exalting and combining in a balanced whole the qualities of body, will, and mind. Blending sport with culture and education, Olympism seeks to create a way of life based on the joy of effort, the educational value of good example, social responsibility, and respect for universal fundamental ethical principles.



In order to materialise those fundamental principles, the Tokyo 2020 Organising Committee began consideration of culture and education programmes in 2015, and also established the Culture and Education Commission, which has culture and education experts as its members. Committee members have considered and proposed ways of conducting culture programmes and various models for plans, etc. The lineup of members who are at the head of their respective fields was truly a collection of talented people, and each of the opinions that they expressed were rich in persuasiveness and appeal. All of the members narrowing down their wisdom in order to include those diverse and extensive proposals within the scope in which implementation was possible and within time restrictions was also a valuable experience. I think that the Action and Legacy Plan that the Commission set forth to “have as many people as possible to participate and connect the results of participation that arose because of the Games with the future” was probably transmitted throughout all of Japan.

However, COVID-19, which United Nations Secretary-General Antonio Guterres pointed out as the “greatest ordeal since World War II,” truly became a pandemic, and many countries are absorbed in handling it even now. Amid the pandemic crisis, the Culture and Education Commission took initiatives to materialise the very philosophy upheld by the Olympics, of seeking creation of a new way of living under the task that requires humans to overcome this ordeal, which is shared by international society. Accordingly, implementation of culture and education programmes while taking measures to prevent spread and diffusion of infection entails many difficulties, and there also were programmes that were forced to be cancelled, but the Culture and Education Commission believes that our initial purposes may have been accomplished as a result of the related parties’ enthusiasm and hard work, and the only thing we can do is entrust that evaluation to the judgment of as many people as possible and to historical judgment ten or twenty years from now.

Masanori Aoyagi

Chairperson of the Culture and Education Commission

Contents

I Olympic Games and Culture 2

- 1 History of the Cultural Olympiad (The transition from art competitions to contemporary cultural programmes)
 - (1) The Cultural Olympiad and Baron de Coubertin's passion
 - (2) From an "art competition" to an "art exhibition" The transition to the cultural programme of today
 - (3) Art trends and the Olympic Games

II Tokyo 2020 Cultural Olympiad 4

- 1 Basic Concept
- 2 Concept of the Tokyo 2020 Cultural Olympiad
- 3 Tokyo 2020 Nationwide Participation Programme
- 4 Initiatives of Each Organisation
 - (1) Initiatives taken by the Tokyo 2020 Organising Committee
 - (2) Initiatives taken by the Japanese government
 - (3) Initiatives taken by the Tokyo Metropolitan Government (TMG)
 - (4) Major initiatives taken by local governments
- 5 Achievements and Legacies

III Tokyo2020 NIPPON Festival 17

- 1 The Olympic and Paralympic Games are as a Cultural Festival
- 2 Postponement of the Tokyo 2020 Games and the holding of the Tokyo 2020 NIPPON Festival in 2021
- 3 Hosted Programme
 - < Rediscover Tohoku - Mocco's Journey from Tohoku to Tokyo Presented by ENEOS >
 - < Wassai >
 - < ONE - Our New Episode-Presented by Japan Airlines >
 - 【MAZEKOZE Island Tour】
 - 【Our Glorious Future~KANAGAWA 2021~】
- 4 Co-hosted Programme
 - (1) Selection process
 - (2) Introduction
 - (3) Achievements and Legacies of this project
- 5 Partners of the Festival
- 6 Tokyo 2020 Culture and Education Commission

I Olympic Games and Culture

1 History of the Cultural Olympiad (The transition from art competitions to contemporary cultural programmes)

< Sports and Art competition >

(1) The Cultural Olympiad and Baron de Coubertin's passion

At the end of the 19th century, French educator Baron Pierre de Coubertin visited the ancient Olympic site and became inspired by the idea of reviving the Olympic Games as an athletic competition that advocated world peace. Baron de Coubertin considered the ancient Greek festival of the Olympiad as an ideal form of physical education. His official proposal for the creation of a "modern Olympic Games" submitted to the 1894 Union des Sports Athletiques Congress held in Paris was approved, and the International Olympic Committee was founded later that year. Two years later, in 1896, the first modern Olympic Games took place in Athens, Greece. Furthermore, at the strong wish of Baron de Coubertin and in line with the spirit of the ancient Cultural Olympiad, cultural events were included in the programme of the Games of the V Olympiad held in 1912 in Stockholm, Sweden. Works were entered in five art categories, and the tradition of a Cultural Olympiad has since been carried on. Today the status of cultural programmes is mentioned in the fundamental principles of Olympism in the Olympic Charter: "Blending sport with culture and education, Olympism seeks to create a way of life based on the joy of effort, the educational value of good example, social responsibility and respect for universal fundamental ethical principles. (excerpt)" And Chapter 5 Article 39 states that: "The OCOG shall organise a programme of cultural events which must cover at least the entire period during which the Olympic Village is open. (excerpt)"

(2) From an "art competition" to an "art exhibition" The transition to the cultural programme of today

The art competition was held up until the Games of the XIV Olympiad in London 1948. Due to the complexity of the screening criteria and the costs involved, the format changed to an art exhibition from the Games of the XV Olympiad in Helsinki 1952 to the Games of the XXIV Olympiad in Seoul 1988. The cultural programme was extended from the previous years to cover a four-year period in the Games of the XXV Olympiad in Barcelona 1992. Since then, the multi-year programme has become a regular feature, cultural programme presented in today's Games.

■History of the Cultural Olympiad

Athens1896 (1st) —London1908 (4th)	Not enforced
Stockholm1912 (5th) —London1948 (14th)	Enforced as an "art competition"
Helsinki 1952 (15th) —Seoul1988 (24th)	Enforced as an "art exhibition"
Barcelona1992 (25th) —Tokyo2020 (32nd)	Cultural programme in its current form

(3) Art trends and the Olympic Games

Art nouveau was an art movement that flourished throughout Europe from the end of the 19th century to the beginning of the 20th century. In reaction to a society pursuing modern industrialisation, art nouveau was characterised by an organic style strongly advocating a return to nature and humanity. It was most widely used in architecture and ornaments as well as in sport facilities and printed material. The poster of the Olympic Games Stockholm 1912, the first

Games to include "art competition", was influenced by Alphonse Mucha and Gustav Klimt. The two world wars that followed resulted in major changes to society, and the art trend shifted from art nouveau to the Bauhaus Movement, then came the age of "modern design". The cultural programme transformed its style to an "art exhibition" from the Helsinki 1952 Games, and the Games poster also adopted a simple, symbolic and modern design. As the rapidly

changing world of art turns another new page, the cultural programme at each Olympic Games has become increasingly unique and original.

< Chronology of the Olympic Games and Art in Japan >

- 1894 Baron de Coubertin's proposal to revive the Olympic Games is approved at the Union des Sports Athletiques Congress held in Paris was approved, and the International Olympic
- 1896 The Games of the I Olympiad is held in Athens. Baron de Coubertin's idea of the "five rings" mark symbolising the Games is adopted..
- 1900 The Games of the II Olympiad takes place in Paris at the same time as the Paris Exposition Japan exhibited a pavilion in the fair.
- 1912 The Games of the V Olympiad is organised in Stockholm. Japan makes its Olympic debut (short-distance runner MISHIMA Yahiko and marathon runner KANAKURI Shizo). Art competitions were introduced for the first time in the Olympic programme.
- 1932 The Games of the X Olympiad is held in Los Angeles. Japan participates in the art competitions for the first time with 46 entries and one of the works ("Mushi-zumo" by NAGAE Jiro) was shortlisted.
- 1936 The Games of the XI Olympiad takes place in Berlin. Japan receives its first medal in the art competition. (Japan enters 79 works and wins 2 bronze medals.)
- 1952 The Games of the XV Olympiad is held Helsinki. Japan participates for the first time after World War II after a 16-year absence. Art exhibition officially executed for the first time at the Games.
- 1964 The Games of the XIII Olympiad is organised in Tokyo, the first Olympic Games in Asia and in Japan. Many cultural programmes take place. A first-class art exhibition is presented, featuring exhibitions of antique art, ukiyoe paintings, Japanese paintings and oil paintings as well as performances of *gagaku*, *noh*, *kabuki*, *ningyo-joruri* and classical ballet.
- 1972 Sapporo hosts the XI Olympic Winter Games. Cultural programmes include an ice festival, concerts, a block prints and *ukiyoe* paintings exhibition, and performances of *noh*, *kyogen* and *kabuki*
- 1998 Nagano hosts the XIII Olympic Winter Games. The "Nagano Olympic Games Culture and Art Festival" presented a variety of events including music, classical performing arts and festivals.

II Tokyo 2020 Cultural Olympiad

As mentioned in “Olympic Games and Culture”, The Olympic Charter states that “the OCOG shall organise a programme of cultural events which must cover.” This is why Olympic Games is a sporting event and at the same time a cultural event. After Rio 2016, Tokyo 2020 has promoted the Cultural Olympiad nationwide in collaboration with various stakeholders including the Japanese government, regional governments, cultural and art organisations, and partner companies, with the aim of spreading the Olympic and Paralympic movement to every corner of the country

1 Basic Concept

- Just like sports, culture moves people, cultivates rich human nature, and develops imagination and sensibility, as the food for people to lead a humanly life.
- This echoes with the spirit of the Olympic and Paralympic Games. The Olympic Charter mentions the importance of culture as follows: “Olympism is a philosophy of life, exalting and combining in a balanced whole the qualities of body, will and mind. Blending sport with culture and education, Olympism seeks to create a way of life based on the joy of effort, the educational value of good example, social responsibility and respect for universal fundamental ethical principles.”
- Cultural Olympiad enables everyone to participate in the Olympic and Paralympic Games, wherever they are in the country.
- Various initiatives of the Cultural Olympiad involve more people to the Olympic and Paralympic Games, and fulfill a big role in fostering momentum all corners of the country for the success of the Games.

2 Concept of the Tokyo 2020 Cultural Olympiad

Based on the four legacy concepts regarding the Cultural Olympiad described below, we developed the Tokyo 2020 Cultural Olympiad nationwide through various initiatives led by many entities.

- Concept ① Rediscover, develop and pass on Japanese culture
- Concept ② Nurturing the younger generation and create new arts and culture
- Concept ③ Communicate Japanese culture to the world and promote international exchanges
- Concept ④ Participation and exchanges for everyone, and revitalise local communities

3 Tokyo 2020 Nationwide Participation Programme

Cultural Olympiad was developed nationwide utilizing the Tokyo 2020 Nationwide Participation Programme Framework.

Various plans and initiatives were implemented to enhance people's interest toward sport and the Tokyo 2020 Games by joining forces throughout the country. These Participation Programmes featured events in which people can be a part of them and made a contribution that will benefit the future of the country.

< The Tokyo 2020 Nationwide Participation Programme Framework >

The Participation Programme was designed so that the national government, the Tokyo Metropolitan Government and the official sponsors as well as a wide range of non-profit organisations can participate. In order to leave a positive legacy after the Games in sport and other fields, the Tokyo 2020 Games targeted the following eight areas.

Framework of the programme <Two main programmes>



4 Initiatives of Each Organisation

Due to the spread of the novel coronavirus disease (COVID-19) infection on a global scale, many programmes that had been prepared by participating organisations for the year 2020 were suspended or canceled. Even under such circumstances, all people involved in culture and art explored new styles of creation to resume or continue artistic activities, aiming to overcome the challenges they faced.

(1) Initiatives taken by the Tokyo 2020 Organising Committee

The Tokyo 2020 Organising Committee developed projects to evoke the Cultural Olympiad movement on milestone opportunities such as kick-off events and 1000 days to go until the Tokyo 2020 Games.

The Tokyo Organising Committee of the Olympic and Paralympic Games run the Tokyo 2020 NIPPON Festival from April to September 2021, when Tokyo and Japan were in the global limelight. As an official cultural programme of the Tokyo 2020 Games, the festival hopes to serve as a symbol of solidarity across borders of all kinds.

1) Tokyo 2020 Cultural Olympiad Kick-off Event took place in Nihonbashi

Prior to the Tokyo 2020 Games, “Tokyo 2020 Cultural Olympiad Kick-off Event” took place in Nihonbashi in October 2016, as the kick-off event of the four-year Tokyo 2020 Cultural Olympiad. This was a co-hosted programme by the Tokyo Metropolitan Government, The Tokyo Organising Committee of the Olympic and Paralympic Games, Arts Council Tokyo (Tokyo Metropolitan Foundation for History and Culture), Mitsui Fudosan Co., Ltd., and was held in Nihonbashi, the center of Edo culture and the origin of the Edo Five Routes.

2020 Cultural Olympiad was declared. Festive performances under the theme of “tradition x innovation” were presented on a special stage.

Visitors at the venue had high expectations for the Cultural Olympiad for the Tokyo 2020 Games to start in four years.



2) Special Exhibition “Museum of Together” Diversity in the Arts organised by The Nippon Foundation (October 2017)

In October 2017, The Tokyo 2020 Organising Committee held an art exhibition with the Nippon Foundation to provide an opportunity to enjoy creating artworks with disabled people with the aim of raising awareness of the Tokyo 2020 Cultural Olympiad and promoting participation and interaction of a wide variety of people through art.

3) Tokyo 2020 Participation Programme “Cultural Olympiad Night” was held

In commemoration of 1000 days to go until the Tokyo 2020 Games, the Cultural Olympiad Night was held in November 2017 on the Gyoko-dori Avenue near the Tokyo Station.

The first half of the event was a talk session on the theme of “How to disseminate Japanese culture”. In the second half of the event, “Tokyo 2020 ALL JAPAN CONCERT” was held. Many artists performed songs and with the illuminated Tokyo Station as the backdrop.

Songs awaiting the festival of peace echoed under the night sky of Tokyo. It was a special one-night event to spread the charms of Japan by joining forces throughout the country to liven up the Cultural Olympiad, in preparation for the Tokyo 2020 NIPPON Festival to be implemented just before the Tokyo 2020 Games.



4) Tokyo 2020 Official Art Posters

Since the early 20th century, posters have been created by Organising Committees of the Olympic Games to promote and advertise this major sporting and cultural event. Olympic posters also play the role of showcasing each Games' special features to the world.

For Tokyo 2020, a total of 20 official posters have been newly created by artists in a range of fields, such as painting, graphic design and photography as well as calligraphy and manga culture that Japan boasts to the world.

○ Posters for the Olympics



浦沢 直樹 Naoki Urasawa
あなたの出番です。
Now it's your turn!



大竹 伸朗 Shinro Ohtake
スペース・キッカー
Space Kicker



大原 大次郎 Daijiro Ohara
動線
flow line



金澤 翔子 Shoko Kanazawa
翔
FLY HIGH!



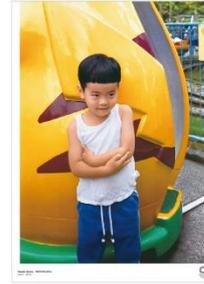
鴻池 朋子 Tomoko Konoike
Wild Things - Hachilympic



佐藤 卓 Taku Satoh
五輪の雲
OLYMPIC CLOUD



野老 朝雄 Asao Tokoto
HARMONIZED CHEQUERED EMBLEM STUDY FOR
TOKYO 2020 OLYMPIC GAMES [EVEN EDGED MATTERS
COULD FORM HARMONIZED CIRCLE WITH "RULE"]



ホンマタカシ Takashi Homma
東京の子供
TOKYO CHILDREN



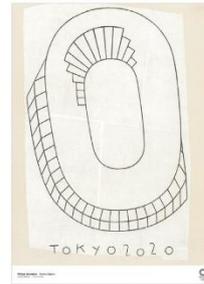
テセウス・チャン
Theseus Chan
EXTREME REVELATIONS



クリス・オフィリ
Chris Ofili
The Games People Play



ヴィヴィアン・サッセン
Viviane Sassen
Ludus



フィリップ・ワイズベッカー
Philippe Weisbecker
オリンピックスタジアム
Olympic Stadium

○ Posters for the Paralympics



荒木 飛呂彦 Hirohiko Araki
神奈川沖浪裏上空
The Sky above The Great Wave off the Coast of Kanagawa



柿沼 康二 Koji Kakinuma
開
Open



GOO CHOKI PAR
パラリンピアン
PARALYMPIAN



新木 友行 Tomoyuki Shinki
オフェンス No.7
Offense No.7



野老 朝雄 Asao Tokolo
HARMONIZED CHEQUERED EMBLEM STUDY FOR
TOKYO 2020 PARALYMPIC GAMES [EVEN EDGED MATTERS
COULD FORM HARMONIZED CIRCLE WITH "RULE"]



蛭川 実花 Mika Ninagawa
Higher than the Rainbow



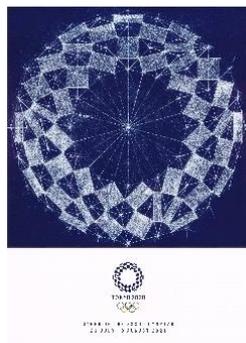
森 千裕 Chihiro Mori
カーブの向う (五千輪)
Beyond the Curve (Five Thousand Rings)



山口 晃 Akira Yamaguchi
馬からやろ射る
Horseback Archery

The iconic art posters that symbolise the Games were selected by the International Olympic Committee (IOC) Chairman and the International Paralympic Committee (IPC) Chairman from among the Tokyo 2020 official art posters. TOKOLO Asao's work was chosen for the Olympic Games while GOO CHOKI PAR's work was selected for the Paralympic Games.

○ The iconic art poster for the Olympic



○ The iconic art poster for the Paralympic



Iconic posters are one of the legacies of the Games, of which the IOC and IPC will retain the rights now and for the future and promote their use for exhibitions and licensed product development. Compared to the Olympics, the history of official Paralympic posters is still short. This was the first time that the iconic poster was selected for the Paralympic Games.

(2) Initiatives taken by the Japanese government

Looking ahead to 2020 and beyond, the Japanese government launched initiatives all over the country to certify cultural programmes that contribute to the creation of legacies that Japanese people can have pride in to the next generation and are suitable for a mature society, taking advantage of Japan's rich and diverse culture.

Taking the Olympic and Paralympic Games Tokyo 2020 as an opportunity, the Japanese government organised the Japan Cultural Expo under the overarching theme “Humanity and Nature in Japan” from 2020. The goal of the Expo is to transmit the “Beauty of Japan” that covers the period from the ancient Jomon period to the present time in and outside the country and hand it to the next generation, thereby creating a better future. The programmes of the Japan Cultural Expo have been developed in all parts of Japan throughout the year, including art exhibitions, stage performances, and art festivals, gathering all the strengths of the Agency for Cultural Affairs, Japan Arts Council, relevant ministries and agencies, cultural facilities nationwide, local governments, private companies and organisations, etc.

1) “beyond2020” Programme

In the “beyond2020 Programme,” 69 certification organisations nationwide certify projects and initiatives that convey the appeal of Japanese culture and consider “diversity (accessibility)” or “internationality (multilingualization, etc.)”. As of August 31, 2021, the number of certified projects totaled more than 19,000.



Roppongi art night 2019
Kurt Perschke RedBall Project
Photo by Brit Worgan



Discover KABUKI

2) “Japonismes 2018” and “Japan 2019”

“Japonismes 2018” and “Japan 2019” were held in accordance with the Japan Expo framework that originated at the “Beauty of Japan” Comprehensive Project Advisory Panel, and which promotes the appeal of Japanese culture and art.

“Japonismes 2018” was held from July 2018 to February 2019 in Paris, primarily, and other cities in France with the Japan Foundation acting as secretariat. The diverse appeal of Japanese art and culture were introduced by a wide range of more than 300 projects, which included Jomon culture, the origin of Japanese culture; Rinpa; Ito Jakuchu; Kabuki; media art; anime; manga; movies; contemporary theatrical works; food and festivals and attracted more than 3.5 million visitors in total.

“Japan 2019” was held from March to December 2019 in the US, in New York and Washington, D.C. primarily. Events such as an exhibition with the theme of *the Tale of Genji*, an exhibition of Japanese artworks representing animals, a contemporary Japanese play based on Greek tragedy, and a traditional puppet theater performance directed by a contemporary artist were held in collaboration with museums and theaters in the US. The quality of these events was highly appreciated both in the US and internationally. A total of 1.29 million people attended “Japan 2019”, contributing to the development of the understanding and interest in Japanese art and culture in the US.



Japonismes 2018 Official Programme
teamLab: Au-delà des limites ©teamLab



Japan 2019 Official Programme
The Tale of Genji: A Japanese Classic Illuminated
Tosa Mitsuo. *Portrait-Icon of Murasaki Shikibu* (detail).
17th century. Ishiyamadera Temple.
Courtesy of Ishiyamadera Temple, photo by Kanai Morio.

3) Japan Cultural Expo



○ Objectives of the Expo

Under the overarching theme "Humanity and Nature in Japan," Japan Cultural Expo is a nationwide festival of Japanese arts and culture. Timed to coincide with the 2020 Tokyo Summer Olympic and Paralympic Games, events held all over the country will display the "arts of Japan" for the appreciation and enjoyment of not only Japanese audiences but visitors from overseas. This celebration of Japanese arts and culture aims to enrich the future by inspiring and educating members of younger generations.

The event is held for a long duration, mainly in 2021. At the Japan Cultural Expo, various cultural tourism resources that each region is proud of will be developed in a systematic way throughout the year. In addition, strategic promotions will be conducted both in Japan and overseas, to strengthen national branding using culture and stimulate tourism demand both in Japan and from abroad.

Amid the COVID-19 pandemic, The Japan Cultural Expo VIRTUAL PLATFORM was established in August 2021 on the Expo's website, for those who are unable to visit the venue to enjoy digital contents (animation, VR, images, etc.) in a virtual space. We plan to increase the contents, organise online tours and distribute stage performances.

Through hands-on experiences at the venue and virtual experiences of digital contents, etc., the Japanese government aims to transmit the "beauty of Japan" in and outside the country and hand it to the next generation, thereby creating a better future.

○ Partial programme of Japan Cultural Expo

Japan Cultural Expo Special Performance at the Kokyo Gaien National Garden LIVE JAPAN-Representation of Prayer-

Date : March 12~14 2021

Venue : Kokyo Gaien National Garden

※ The performance on March 13 was cancelled due to bad weather



"Okina" ©Japan Arts Council

On the special stage set up in the Imperial Palace outer gardens with Nijubashi Bridge and Fushimi Turret in the backdrop, traditional performing arts were played for the first time.

Kuma Kengo; Five Purr-fect Points for a New Public Space

Date :

① November 3 2020~January 3 2021

② January 22 2021~March 28 2021

③ June 18 2021~September 26 2021

Venue :



Installation view ©Kioku Keizo

- ① The Museum of Art, Kochi
- ② Nagasaki Prefectural Art Museum
- ③ The National Museum of Modern Art, Tokyo

Buildings designed by KUMA Kengo, one of Japan's leading contemporary architects, was introduced. KUMA participated in the design of the National Stadium.

Art Brut-CREATION-Nippon

Date : February 2020~March 2022

Main Venue : Hokkaido, Iwate, Saitama, Niigata, Shiga, Tottori, Nagasaki

The overarching theme of the Expo, "Humanity and Nature in Japan" was transmitted from the perspective of disabled people.



Iwami Welfare Society Performing Arts Club

4) "WA Project": Toward Interactive Asia through "Fusion and Harmony"

The Japan Foundation Asia Center has been conducting a project that focuses on "Support for Japanese - Language Learning [NIHONGO Partners Program] " and "Arts and Cultural Exchange" and targets Asian countries and regions, primarily ASEAN countries, since Fiscal Year 2014.

As a result of dispatching "NIHONGO Partners", who support the local Japanese language teachers, to secondary schools in various countries and regions, the project has helped to improve students' Japanese language skills and their motivation to learn the Japanese language and has led to an increase in the number of students studying the Japanese language. Additionally, the program has created opportunities for exchanges between schools in Japan and local schools and has, thereby, created a favorable environment for providing a consistent form of Japanese language education.

As a result of the exchange activities with Asian people in various fields such as visual arts, film, performing arts, sports, and grassroots and intellectual exchanges, which all emphasize interactivity and collaboration, the network of experts in each field and the cooperation of citizen groups have been strengthened. This has contributed to building momentum and creating an environment in which Japan and other Asian countries and regions can deepen their understanding of each other's culture and collaborate on cultural exchange activities.



NIHONGO Partners supporting local Japanese-language classes and introducing Japanese culture at secondary schools in various places in Asia

Photograph provision: The Japan Foundation



International Friendly Football Match "JapaFunCup" Southeast Asian U-18 「ASIAN ELEVEN」 vs. the U-18 Tohoku Selection Team

©JFA

5) Japan x Nante Project

Japan x Nante Project, an international cultural and artistic exchange programme for disabled people hosted by the Agency for Cultural Affairs, was held as an official cultural programme of

the Tokyo 2020 Organising Committee in August 2017.

In the project, works of art brut and excellent performing arts evaluated by the Directors of le lieu unique, Scène Nationale de Nantes, and La Cité des Congrès de Nantes (traditional art [Wadaiko, Japanese traditional drums, and Kagura dance], dance, music, plays) were performed.

During the project duration, advanced efforts were made to disseminate a wide variety of cultural works overseas, including playing a documentary film that recorded the process of creating artworks and the daily life of disabled people. It was a great opportunity to show a new aspect of Japanese culture and to display its presence in the world as a country promoting art and culture.



6) Cultural Programme Press Centre

Junior and senior high school students around the country visited the Tokyo 2020 Cultural Olympiad programme and various other festivals, events and cultural assets in Japan themed on local history and culture. The students acted as journalists and gained information and knowledge, which they summarised in their own newspapers, reports and video news to share the charm of the local culture in their communities.



Scene from a Tokyo 2020 NIPPON Festival press conference held on July 2, 2018 (Mon.)

(3) Initiatives taken by the Tokyo Metropolitan Government (TMG)

Since 2016, the TMG has developed a variety of cultural programmes to convey the charm of Tokyo, an art and culture city, to the world, taking the Olympic and Paralympic Games as an opportunity.

In 2017, to enliven Tokyo as the host city of the Olympic and Paralympic Games with cultural events, TMG launched programmes of “Cultural Festival” to broaden the possibilities of arts and culture under the title “Tokyo Tokyo FESTIVAL”. In the festival, exhibitions and performances held at museums and halls in Tokyo, art events set in the town were implemented. In addition, TMG supported cultural activities of organisations and companies in and outside Japan, and carried out a number of projects promoted in cooperation with municipalities in Tokyo.



1) Tokyo Tokyo FESTIVAL

○ Objectives of the Festival

As the host city of the Olympic and Paralympic Games, the Tokyo Metropolitan Government launched Tokyo Tokyo FESTIVAL for various cultural programmes to introduce the attractions of the city of art and culture. It was a great opportunity to enable people to see the attractions of Tokyo's art and culture scene, by holding various genres of programmes both offline and online, where Japan's traditions and modern culture and various cultures from all around world coexist.

Above all Tokyo Tokyo FESTIVAL Special 13 are 13 projects selected through a public call process from a total of 2,436 project proposals submitted from within Japan and overseas, designed to liven up host city Tokyo with culture. Some programmes started to be implemented in 2019, but the project was forced to be postponed in 2020 due to the COVID-19 pandemic. In 2021, the creative programmes that took on new challenges to pave the way for the future were implemented across various genres around Tokyo until September 5th while taking preventive measures against COVID-19.

○ Partial programme of Tokyo Tokyo FESTIVAL Special 13

① Pavilion Tokyo 2021

Nine pavilions appeared in Tokyo in the summer of 2021

It is the first project in the world that proposed a free, new urban landscape by placing pavilions designed by Japanese architects and artists who are active all over the world at multiple locations in Tokyo, mainly around Japan National Stadium. Like a treasure hunt with a map in hand or on a walk, viewers could go around the pavilions where the creators expressed their hopes for the future. This project provided visitors an opportunity to feel the attractions of Tokyo as a city and the beauty of Japanese architecture.



Global Bowl, Akihisa Hirata
photo: ToLoLo studio

② masayume

An astonishing scene with a gigantic face floating up in the sky

It is a work created in Tokyo by the contemporary art team 目[mé]. The project invited people around the world to submit photos of their faces and then they chose the face of a real person to float up into the sky of Tokyo in 2021. A gigantic face suddenly appeared in the sky of Tokyo. Such a mysterious, astonishing scene surprised many people and gathered attention.



masayume, 目 [mé], 2019-21
Photo: KANEDA Kozo

③ The Constant Gardeners

Integration of robotics, Japanese garden culture, and sports

An installation that combined robotics, Japanese garden culture, and sports to express a garden landscape on a large gravel canvas with ripple marks created by the "Gardeners", or industrial robotic arms that were programmed to trace the movements of athletes in various disciplines. During the period of the Games, the installation created approx. 150 patterns of creative works, and visitors enjoyed various landscapes created by this installation that combined traditions and the future.



Photographer: Jimmy Cohrssen Courtesy
of Jason Bruges Studio

○ Tokyo Caravan

In the Tokyo Caravan hosted by the TMG, the “mingling of cultures” of diverse artists beyond national, linguistic, cultural and other boundaries came into reality. This was supervised by NODA Hideki, a playwright, director and actor.

Starting in Komazawa, Tokyo in 2015, the Caravan developed performances beyond genres in Rio de Janeiro, Tohoku (Sendai and Soma), Roppongi, Kyoto (Nijo Castle, Kameoka), Hachioji, Kumamoto, Toyota, Kochi, Akita, Iwaki, Saitama, Toyama, Okayama, and Hokkaido. The Caravan continued creating performances adopting new ways of expression that can only be seen in the Tokyo Caravan, stirring a cultural movement all over the country.

Continuous interaction across countries and regions has created a cultural platform beyond the Tokyo 2020 Games.



Tokyo Caravan in Kyoto (2017)
Photo: Yoshikazu Inoue



Tokyo Caravan in Hokkaido (2019/2020)
Photo: Kishin Shinoyama

(4) Major initiatives taken by local governments

1) ONE –Our New Episode – Presented by Japan Airlines In KANAGAWA 2019

Kanagawa Prefecture, promoting the initiatives to achieve its goal “Society Living Together in Harmony,” participated in the program of Tokyo NIPPON Festival on the theme of contributing to an inclusive society. As the kick-off event, “ONE–Our New Episode–Presented by Japan Airlines in KANAGAWA 2019” took place.

The event had many participants in a variety of contents, including dance, live performances, panel discussions on the theme of “For an Inclusive Society,” and “Future Language Workshop,” where participants experienced the state “unable to see,” “unable to hear,” and “unable to speak,” and tried different ways of communication. The kick-off event provided participants with an opportunity to consider an inclusive society, and raised expectations for the Cultural Olympiad for the Tokyo 2020 Games.



2) Culture City of East Asia 2019 Toshima

In the Culture City of East Asia 2019 Toshima, various events of theatrical arts, manga and

anime, festivals, and performing arts were held with “With everyone in Toshima”. In addition, various exchange events on culture and art were held with Xi'an City in China and Incheon Metropolitan City, South Korea. These initiatives deepened mutual understanding and strengthened the bonds.

Toshima successfully appealed its charm as the “sacred place of manga and anime” and “international city of art and culture” both in Japan and abroad.



3) Saitama Triennale 2020

Saitama Triennale 2020 took place from October to November 2020 with the aim of introducing cutting-edge works of professional artists. It also aimed at providing opportunities for such works and cultures, developed for a long period of time in different parts of Saitama and artistic and cultural activities of citizens, to meet, and creating opportunities for them to fuse and stimulate each other.

The event interpreted bonsai, dolls, railway, and manga culture that Japan boasts to the world, from the perspective of contemporary art unique to this art festival and disseminating it both in Japan and abroad. It also contributed to international exchange through art by showcasing the works of foreign artists even amid the COVID-19 pandemic.



Franck BRAGIGAND, Restoration of the Daily Life
– OMIYA Ward Office Building
Photography: MARUO Ryuichi



Outreach Programme
DamaDamTal + Saitama Sakae High School Dance Club
Photography: shunya Asami

5 Achievements and Legacies

(1) Major achievements and results

Cultural Olympiad was developed in all prefectures of Japan utilizing the framework of the Tokyo 2020 Participation Program, and many people joined cultural festivals.

- During the Cultural Olympiad, there were 5,657 programmes, with 37,129,108 participants in total.
- Of the total, 93.8% of the hosts wish to carry out similar projects beyond 2020, and the legacy of the Tokyo Games will be passed on throughout the country.

- In addition, in 56.5% of the events, volunteers actively participated. It also contributed to the development of the volunteer culture.
- Of the total, 86.1% of the events were attended and played by diverse people, including disabled people and non-Japanese. This is the proof of Japan's globalization thanks to the improvement of accessibility both in terms of tangible and intangible forms, and the expansion of inbound tourism nationwide.

The COVID-19 pandemic forced performances and exhibitions to be canceled, having a serious impact on culture and art. However, new value was created, such as the development of new methods of expression and appreciation on the Internet.

- In 2020, the ratio of people who enjoyed culture and art performances directly significantly fell from the previous year's figure of 67.3% to 41.8%.
- In 2020, 27.7% of people watched culture or art programmes online, by using the paid Internet distribution service or other methods; for those aged 20-29, the ratio was 48.4%.

* "Opinion Poll Survey concerning Culture" conducted in March 2021 by Japan Agency for Cultural Affairs.

(2) Legacies

For the Tokyo 2020 Games, various cultural programmes were carried out overcoming the COVID-19 pandemic, taking the Cultural Olympiad as an opportunity. As a result, people from a wide range of fields participated, enhancing the momentum to liven up the country with cultural events.

Cultural events were held all over Japan, even outside the cities where the venues were located, creating new methods of expression and cultures through exchanges of people. At the same time, they led to the recognition of the Japanese culture and disseminating it to the world.

Concerted efforts of the Japanese government, TMG, and the Tokyo 2020 Organising Committee have resulted in the creation of new projects and also other programmes enhancing the existing ones in various locations. In addition, collaborations between cultural and art organisations and local governments were formed all over the country.

By developing cultural resources such as history, cultural assets, traditional performing arts, and festivals that each region is proud of in various frameworks and in a systematic way, opportunities were provided to recognize the importance of Japanese culture. In the future, Japanese culture is expected to be handed down to the next generation and be promoted further.

In addition, more than half of the programmes created at the Cultural Olympiad will continue beyond 2021, generating cultural resources in each region as legacies.

III Tokyo2020 NIPPON Festival

As the culmination of the Organising Committee's efforts described in II, the Tokyo 2020 NIPPON Festival, the official cultural programme of the Tokyo 2020 Games, was held.

1 The Olympic and Paralympic Games are as a Cultural Festival

(1) Objective

- ① To contribute to the creation of a peaceful society through cultural activities conducted based on borderless cooperation between people
- ② To showcase Japanese culture widely and profoundly to people across Japan and all over the world.
- ③ To encourage the participation and interaction of a diverse range of people for the creation of a truly inclusive society.
- ④ To create opportunities for further participation in the Tokyo 2020 Games by engaging people through cultural and artistic activities and programmes.

(2) How it was organised

① Hosted Programme

Tokyo 2020 hosted three cultural programmes; these embodied the Tokyo 2020 Games Vision and the festival concept "Blooming of Culture" and perform a leading role in the overall festival, aiming to boost expectations of the Games and promote the Olympic Movement as well as to leave a cultural legacy for the future.

② Co-hosted Programme

In addition to programmes organised by Tokyo 2020, Co-hosted Tokyo 2020 NIPPON Festival events were staged in collaboration with local governments and cultural or arts groups across Japan; these aim to encourage greater awareness of diversity in the build-up to the Tokyo 2020 Games. They also showcased Japanese culture and art across Japan and globally before and during the Games.

(3) Concept

TOKYO 2020 NIPPON Festival Concept

Tokyo 2020 NIPPON Festival is here to build energy
towards Olympic and Paralympic Games Tokyo 2020.

The festival will be a welcoming place where various people and
cultures from Japan and across the world interact in celebration of the Games.

Regional towns and big cities, Japan and the world—just
imagine what can happen when we reach beyond boundaries and unite together.

Extraordinary cultures will bloom and flourish.

The power and wonder of diversity will shine brightly.

New cultures and inspiration will lead us toward an amazing future.

And each one of us is the main player in this prelude.

We are the stars, gracing the stages in each and every town across Japan.

The excitement starts by uniting the passion and diversity of all corners of the country.

Tokyo 2020 NIPPON Festival.

Opening new gateways, introducing new possibilities for Japan.

(4) Logo



東京2020
NIPPON
フェスティバル

- The festival logo, was created by TOKOLO Asao, who also produced the Games emblem
- The logo symbolises how the festival spreads widely across Japan.
- The logo is based on the same harmonised chequered pattern of three differing sizes of square and rectangular shapes that adorn the Games emblems.
- The Tokyo 2020 NIPPON Festival will generate innovative and active new shine by harmonising diversity to open up new possibilities and hope.

(5) Catchphrase

Blooming of Culture

文化は、出会いから花開く。

A cheerful and festive expression of “new cultures and emotions” born from the meeting and interaction of people from all over the world. The catchphrase befits Japan, where people are blessed with the enjoyment of its distinctive four seasons and conveys the hope that cultures will bear fruit through the festival across the country.

2 Postponement of the Tokyo 2020 Games and the holding of the Tokyo 2020 NIPPON Festival in 2021

Subsequent to the decision announced on March 24, 2020 to postpone the Tokyo 2020 Games, it was decided to cancel The Tokyo 2020 NIPPON Festival on April 20, 2020. Since then, we have reconsidered the significance of implementing cultural programmes at the Tokyo Games and examined the possibility of carrying out the festival from various perspectives from the scratch (including abolition), based on the measures against the COVID-19 infection and the “Positioning, Principles, and Roadmap of the Games in response to the Postponement of the Games” (officially released on June 10, 2020).

Regarding the significance of implementing cultural programmes, we inquired with the Cultural and Educational Committee held on February 3, 2021 and confirmed the implementation policy. At the same time, the implementation process was reviewed in consideration of the COVID-19 countermeasures and simplifying the Games. It was decided to hold the cultural programmes for 2021, and announced it on March 9, 2021.

< The significance of the Tokyo 2020 NIPPON Festival in 2021 >

Based on the fundamental principles of the Olympic Charter, Olympism—a concept underpinning the NIPPON Festival—seeks to blend sport with culture and education in order to promote a peaceful way of life based on the educational value of good example, social responsibility and respect for universal fundamental ethical principles. For this reason, as well as being a sports festival, the Olympic and Paralympic Games are known as a “festival of peace”.

The cultural and artistic elements of the NIPPON Festival are designed to inspire people, and in the wake of the social fragmentation caused by the COVID-19 pandemic, the programme aims to be a symbol of human solidarity that will transcend boundaries and encourage global cooperation.

The Tokyo Organising Committee of the Olympic and Paralympic Games will run the Tokyo 2020 NIPPON Festival from April to September 2021, when Tokyo and Japan will be under the global limelight. As an official cultural programme of the Tokyo 2020 Games, the festival will hopefully serve as a symbol of solidarity across borders of all kinds

3 Hosted Programme

<Rediscover Tohoku - Mocco's Journey from Tohoku to Tokyo Presented by ENEOS>



(1) Objection of this project

- ① An official cultural programme of the Tokyo 2020 Games was developed with the local

people of Tohoku as an initiative that embodies the Games in support of the reconstruction of Tohoku.

- ② The images of today's Tohoku that is on a steady path of reconstruction and the diverse traditional Tohoku culture that is a source of power driving the reconstruction will be introduced across Japan and the world, leaving a new legacy for the Tohoku region, for the children and the future.
- ③ The objective was to deliver a message of courage and hope to those suffering from and fighting COVID-19.

(2) Overview of the programmes

Under the theme of “Reconstruction of the Tohoku region”, programmes were held in various parts set in Tohoku and Tokyo from May to July 2021, collaborating with local governments in Iwate, Miyagi, and Fukushima Prefectures.

Mocco is a giant puppet created for the project and stands approximately 10 meters tall and manipulated by about 20 persons. On its journey to Tokyo Mocco takes messages from people in various parts of Tohoku and links regional culture and people's feelings. Based on such a road story, cultural programmes of a new form were implemented.

(3) Planning and production

- Creative Director / Michihiko Yanai (Professor at the Department of Design, Tokyo University of the Arts)
 - Medical Director (COVID-19 Countermeasure) / Dr. Satoshi Kutsuna (Professor at the Graduate School of Medicine/Faculty of Medicine, Osaka University)
 - Puppet design, Puppet creation & Performance supervisor / Noriyuki Sawa (Puppet master, puppet creator)
 - Namer of Mocco / Kankuro Kudo (Scriptwriter, director, actor)
 - Base design worldview / Ryoji Arai (Picture book author, Illustrator)
 - Author of Mocco's story / Naoki Matayoshi (Comedian, novelist)
 - Reading of Mocco's story and singing Tohoku's Happiness / Sayuri Ishikawa (Singer)
 - Singing Tohoku's Happiness / Tokyo Tanaka (MAN WITH A MISSION) (Vocal)
 - Rap performance of Tohoku's Happiness / Mummy-D (RHYMESTER) (Rapper)
 - Arranger a producer of Tohoku's Happiness / Seiji Kameda (Music producer and bassist)
Cooperative organisation /Tokyo University of the Arts (performance and recording)
 - Puppet maker / Hitomi Oike(Artist, Sculptor), Yo Shimasaki(Artist)
- Titles in parentheses indicate the time of project implementation.

(4) Project Story

This project centers around Mocco, a giant puppet that will head from Tohoku to Tokyo in 2021, 10 years after the Great East Japan Earthquake.

Mocco is the brainchild of children from Tohoku and was created in workshops. The puppet stands approximately 10 metres tall.

At each point on the journey to Tokyo along the Pacific Coast via Rikuzen-Takata (Iwate), Iwanuma (Miyagi), and Minami-Soma (Fukushima), Mocco will experience the wonderful people and culture of Tohoku firsthand.

Mocco will connect Tokyo with Tohoku, once again bringing people together on an emotional

level.

The giant puppet ignites the spark necessary to increase interest and attract more people to know about and visit modern Tohoku.

With a basket full of memories, Mocco continues his journey to bring a smile to people's faces, happiness to many, and disparate thoughts and ideas together as one.

< Mocco's Story >

This story depicts a journey of Mocco, born in Tohoku and continues a journey encountering many people. *Part of the story was revised in 2021 considering the impact of COVID-19)

Design workshops for children in Tohoku started by story telling, and children worked on the design of Mocco imagining it appearing in the story. At the events held at three venues in Tohoku, Mocco appeared in the main show in tune with the sound source of ISHIKAWA Sayuri reading "The Story of Mocco". At the venue in Tokyo, ISHIKAWA Sayuri actually read the story aloud.

Mocco's Story Author / Naoki Matayoshi

- We can hear a large sound, like fireworks, thunder, or construction.
- Opening the window, Mocco's footsteps echo in a pure white world of snow.
- A very big Mocco is walking in this snowy town while letting out a white breath.
- Dancers dance mysteriously in time with Mocco's footsteps.
- Mocco tries to match their dance moves but moves strangely and so everyone is laughing.
- The band plays music cheerfully to Mocco's footsteps.
- Mocco sings to the music but he is so bad that it puts everyone off.
- When Mocco jumps over the river, a strong wind blows together with his big footstep.
- Under Mocco's feet, a "vacuum" is created. Many things can be seen through the black hole.
- A star, the moon, a flower, a rice cake, a camel, a rakugo storyteller, a stick to be used for wearing shoes, a rapper, an interpreter next to a famous person, and an old candy which has been in someone's pocket for years. What can you see?
- "Bengaron guizzina zoboizobo!" Mocco's tummy is rumbling.
- "Zudozudo nededededee-!" Mocco is yawning.
- Mocco keeps walking to bring happiness. Mocco loves humans.
- Mocco is peeking from behind a rock to check if the fisherman has caught a fish.
- Mocco plays goalie in a soccer game with children.
- Mocco donates his blood.
- Mocco hangs out with the loitering delinquents in front of a convenience store.
- Mocco tries to help a girl who is being harassed by a tout.
- An elderly lady is carrying a heavy load on her back.
- Mocco helps her by putting the lady on his hand.
- But the elderly lady still carries her load on her back. The heaviness does not change.
- Mocco is clumsy but the elderly lady is smiling.
- Mocco is helping with the rice harvest. But he eats more than he harvested.
- "Bebeben bebebebe zuguzugubero-n!" Mocco is yawning.
- "Myanga myanga" Mocco is talking in his sleep.
- A big tree is about to fall down. Everyone gives their opinion. "We should cut it down," "let's prop the tree up," "just leave it as it is," "let's sell it off." Their ideas are different but they all want to do something about it.
- Mocco pulls out the big tree and throw it into the sky. The big tree flies into space and becomes a shooting star. Everyone makes a wish on that shooting star.

- “I want to swim with dolphins.” “I want to read all the comic books in the world.” “I don’t want people to see me yawning.” “I want to see my family.” “I want to eliminate conflict.” “I want to see a world where everyone can smile.” “I want to get better at winking.” “I want to cook something delicious with leftovers in the fridge.” Their wishes are different but have common ground hoping for a better tomorrow.
- The children became friends with Mocco. Mocco doesn’t go easy on them and beats them all at sumo wrestling.
- While walking from town to town, Mocco listens to the children’s stories.
- Their stories about the universe, first love, mothers, or the eraser on the end of a pencil.
- Some children are sad about Mocco leaving. “Please stay and live with us in our town.”
- Mocco walks on and thinks: “I keep walking because I want to see different scenery and many smiles. I do what I can, and do what I like.”
- But sometimes Mocco stays still for around 100 years. He can be a bit vague about these things.
- The children cry. “Don’t leave us.”
- Mocco speaks in a gentle voice. “The memories between you and Mocco will belong to you and Mocco forever. Whenever you think of Mocco, even if we are far apart, Mocco belongs only to you.”
- One boy has a look on his face as if to say “what is he talking about?” Never mind that, one girl is so surprised and says, “I didn’t know Mocco can speak!” In any case, Mocco and the children are friends.
- Oh, yeah. Let’s shout out loud. “Ohhhhh!!!!” The giant Mocco shouts for everyone.
- Broken-up couples look at Mocco. People who were arguing with each other now look at Mocco. Mocco is looking at tomorrow with his giant eyes. Mocco walks to bring people together.
- At that time, someone starts liking someone else, someone starts to follow their dreams, someone is about to move onto the next life, a new life is born in someone’s home, and someone is laughing in a big voice.
- Mocco keeps walking in a town where the snow starts to melt and the flowers start to bloom. Mocco keeps walking.

END

(6) Giant puppet “Mocco”

Design of Mocco, named by KUDO Kankuro, was created through workshops attended by children in Iwate, Miyagi, and Fukushima Prefectures and creators under the direction of YANAI Michihiko.

First, children listened to “The Story of Mocco” written by MATAYOSHI Naoki and imagined its appearance. Next, they freely drew Mocco using various drawing materials such as crayons, watercolors, tapes, yarns, etc., on cardboards larger than children's bodies. From the various methods of expression taken by children, such as drawing, breaking, and connecting, Mocco's costumes design was created.

Based on the draft design created in the workshops, ARAI Ryoji made the base design. With the cooperation of more than 100 volunteers in Takamori-cho, Nagano Prefecture, SAWA Noriyuki and other creators made a huge puppet Mocco with a wish for the reconstruction of Tohoku.

Mocco transformed itself from a puppet to a doll to connect people’s wishes. It collected people’s feelings and messages on its journey in Tohoku, and transmitted them to the world across

many borders, including the national borders, generations, gender, etc.

■ Workshops

① Iwate Prefecture

Event date: December 18, 2018 (Tue)

Venue: Iwate University Supplementary Special Needs School

Facilitator: Masato Nakamura (Professor, Department of Painting, Faculty of Fine Arts, Tokyo University of the Arts)

Participants:

Students at Iwate Prefectural Morioka Honan Special Needs School (12 members)

Students at Iwate Prefectural Mitake Special Needs School (High School) (14 members)

Students at Iwate University Supplementary Special Needs School (24 members)

② Miyagi Prefecture

Event date: April 24, 2019 (Wed)

Venue: Miyagi Prefectural Iwanuma Municipal Children's Center

Facilitator: Shinji Ohmaki (Professor, Department of Sculpture, Faculty of Fine Arts, Tokyo University of the Arts)

Participants:

Regional elementary students from the Miyagi Prefectural Iwanuma Municipal Children's Center (31 members)

③ Fukushima Prefecture

Event date: April 23, 2019 (Tue)

Venue: Fukushima Prefecture Minamisoma Municipal Haramachi Daini Elementary School

Facilitator: Shinji Ohmaki (Professor, Department of Sculpture, Faculty of Fine Arts, Tokyo University of the Arts)

Participants:

Students at Fukushima Prefecture Minamisoma Municipal Haramachi Daini Elementary School (30 members)



(7) Details of the caravan at the sites

Cultural programme caravans were conducted in Iwate, Miyagi, and Fukushima Prefectures in May 2021, and in Tokyo in July.

At each site, all visitors offered a silent prayer to the victims of the Great East Japan Earthquake before the event. Then, the opening ceremony, Mocco's play, "Tohoku Creation Relay" in which traditional performing arts from each prefecture in Tohoku followed. Finally, ISHIKAWA Sayuri read

“Mocco’s Story” with feeling along with KAMEDA Seiji’s song “Tohoku no Sachi” and Mocco displayed a performance.

To hold the event taking thorough measures against COVID-19, Professor KUTSUNA Satoshi was assigned as a medical director (against COVID-19 infection) to thoroughly implement measures to prevent the spread of infection.

① Iwate Visit

Date: Sat.15 May 2021

Venue: Rikuzen-Takata, Iwate Prefecture Takata Matsubara Tsunami Recovery Memorial Park

Visitors: approximately 600 People

Details of the event:

The event had about 600 visitors and conveyed many surprises and excitement to them, along with the traditional culture and performing arts of Tohoku.



Puppet manipulators and local staff, who gathered regardless of gender or nationality, joined forces and pulled ropes attached to Mocco, one by one, to move huge Mocco puppet, expressing his emotion. The manipulation show was displayed in front of about 600 visitors. The viewers applauded every move of Mocco, and the venue was filled with smile and laughter.

Mocco on his journey to Tokyo, collecting messages of the people in Tohoku, overlapped with people working together to achieve one goal. The show expressed the progress toward reconstruction.

The events included a calligraphy performance by the Calligraphy Club of Iwate Prefectural Takada High School; powerful Japanese traditional drumming performance on the ice by Hikami Kyomeikai in Rikuzentakata City; and traditional performing arts of Nishikicho Tora-mai (tiger dance) from Kamaishi City. Finally, there were folk song and dance performances, “Tsugaru Aiya Bushi” by Chiba Katsuhiko Shachu and “Kuroishi Yosare” by children, both from Aomori Prefecture. The audience gave a big hand to the four groups. The performances expressed people’s thoughts on reconstruction.

At the event, a tour for media from overseas (four companies attended) to disseminate the culture of Tohoku and inform the progress of reconstruction to outside Japan.

② Miyagi Visit (*No audience)

Date: Sat. 22 May 2021

Venue: Iwanuma, Miyagi Prefecture Millennium Hope Hills Ainokama Park

Enbodiment: No audience / Open to the media

Details of the event:

The event was held without spectators considering the COVID-19 infection status in Miyagi Prefecture at that time and discussion with Miyagi Prefectural Government. However, the journey of the giant puppet Mocco to Tokyo, connecting different parts of Tohoku - Iwate, Miyagi, Fukushima Prefectures, collecting messages from people in Tohoku to convey the progress of reconstruction of



Tohoku both in and to outside Japan, was absolutely necessary for the programme. For this reason, Mocco's performance in this venue was made open to the media. Mayor of Iwanuma City, Mr. Kikuchi, gave a message from people in Iwanuma to Mocco. At the event, thoughts and messages of people in Iwanuma were delivered, thanking the support both within Japan and abroad, for their reconstruction efforts.

③ Fukushima Visit (*No audience)

Date: Sat. 29 May 2021

Venue: Minami Soma, Fukushima Prefecture Hibarigahara Festival Site (Soma Nomaoi Festival Site)

Embodiment : No audience / Open to the media

Details of the event:

The event was held without spectators considering the COVID-19 infection status in Fukushima Prefecture at that time and discussion with Fukushima Prefectural Government. However, the journey of the giant puppet Mocco to Tokyo, connecting different parts of Tohoku - Iwate, Miyagi, Fukushima Prefectures, collecting messages from people in Tohoku to convey the progress of reconstruction of Tohoku both in and to outside Japan, was absolutely necessary for the programme. For this reason, Mocco's performance and conch shell horn blowing performance by Soma Nomaoi Nakanogo Kibakai in this venue were made open to the media. Mocco received messages from people in Minamisoma City from Mayor of Minamisoma Mr. Monma. A message was sent out that "Mocco firmly stands on the ground of Fukushima and walks along powerfully and freely under the blue sky."



In addition, with Mocco's performance, there was a conch shell horn blowing performance by Soma Nomaoi Nakanogo Kibaki (Fukushima Prefecture).

④ Tokyo visit

Date: Sat. 17 July 2021

Venue: Shinjuku Gyoen Landscape Garden

Embodiment: Online Live Streaming

Details of the event:

In order to ensure safe and secure environment for the programme in consideration of the state of emergency declared for Tokyo, the event was held without spectators and livestreamed online to the world. About 1.02 million people in Japan and overseas enjoyed the programme.

The "Tohoku Kizuna Festival Collaboration Programme" was canceled. Promotion video of the Tohoku Kizuna Festival was introduced.

In addition to the manipulation performance of Mocco, ISHIKAWA Sayuri, singer, and Mummy-D, rapper, powerfully sang "Tohoku's Happiness," written based on the messages Mocco received in Tohoku and sent a message from Tohoku to the world.

Many people from media (20 companies in Japan; 11 overseas) were present in the venue, and the events and people's thoughts for the reconstruction of Tohoku were conveyed both in and to outside Japan.

(8) Achievements and Legacies of this project

A questionnaire survey was conducted for the visitors at the venue in Iwate Prefecture.

According to the results, they evaluated the event that it was a significant contribution to the reconstruction of Tohoku, as in the responses to the following questions: “The event contributed to the dissemination of culture in different parts of Tohoku” (Agree: 35%; Agree to some extent: 46%); “The event contributed to the reconstruction of Tohoku” (Agree: 51%, Agree so some extent: 31%). We can say that the event was a significant contribution to the Recovery Olympic and Paralympic Games.

As a programme with the theme of “Reconstruction of Tohoku,” Mocco’s journey and the song “Tohoku no Sachi” conveyed Tohoku’s strong will for reconstruction. The performances were livestreamed globally and there were many media reports on the event outside Japan, through which we conveyed appreciation for the support. The event also encouraged people outside Japan on the way toward reconstruction from natural disasters, and sent them power and smiles.



『Tohoku's Happiness』

[verse#1]

Walking Walking Walking Mocco is Walking
strongly, gently and cheerfully Mocco walks heavily
Carrying the prayers and wishes of the people in Michi no oku (Tohoku)
step by step little by little step by step
Walking Walking Walking Mocco is Walking
light on the feet Mocco walks heavily
gathering the cheers and love from people all over the world
one step one step one step today another step

[verse#2 / Iwate]

The tenth spring will come to the town where the miraculous pine tree stands
A warm breeze blows into the reborn town
Behind our closed eyelids, we see scenery from the past each having its own story
But let's live in this place. We also live the word "reconstruction"
The resounding festival music echoes in the sea and the storm calms down
We will rise up for any difficulties. Children look at us.
This is Tohoku spirit
We're excited with upcoming future days
Our feelings left at that place on that day
Let the mixed feeling as it is
Let's weave the next story, Sanriku

[verse#3 / Miyagi]

Children who were four or five years old back then are now fourteen or fifteen in their third year of junior high school.
By tracing their vague memories, they learned how many people supported them.
Thank you. Thank you. Now it's our turn to offer helping hands.
We want to pass this kindness to someone else, someone else in need
The shape of it has progressed but the heart of it stays the same.
Don't forget that "rediscover Tohoku" has just begun. It has just begun.
Your smile always saves people. Let's picture Miyagi's tomorrow together.
The single-eyed dragon should be watching the development of the town from the Aoba castle.

[verse#4 / Fukushima]

And Hama-dori in Fukushima. We live here as we've always done.
The sky is blue and the green is shining. The blessings from the sea and gifts from the land.
Prayers for all those who couldn't make it to today.
Gambappe, Gambappe, Gambappe, Fukushima (Let's work hard)
You tried hard, tried hard, tried hard Tohoku.
Let everyone know what happened here, let everyone know the good things about here
Let everyone know what we overcame, let everyone that we are behind
Let everyone know many delicious foods, let everyone know the kind people
Let everyone know how Fukushima is now, let everyone know what is important for us
That's our hometown, our familiar hometown, the hometown we love more than before
The areas we can't go back to now will gradually change
On that day, let's gather flowers of various colors and make a vivid bouquet.
Be grateful for the ordinary days. This is the treasure of Tohoku

[hook reprise]

Walking Walking Walking Mocco is Walking
strongly, gently and cheerfully Mocco walks heavily
Carrying the prayers and wishes of the people in Michi no oku (Tohoku)
step by step little by little step by step
Walking Walking Walking Mocco is Walking
light on the feet Mocco walks heavily
gathering the cheers and love from people all over the world
one step one step one step today another step

<Wassai >



(1) Theme: Participation and interaction

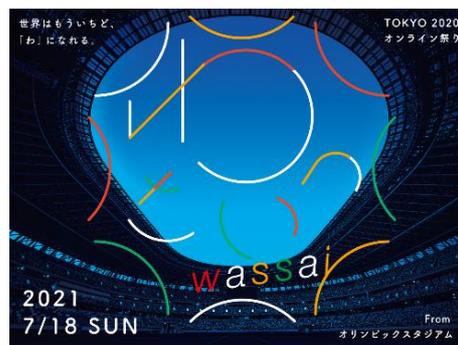
In light of the COVID-19 pandemic situation, a VR Olympic Stadium that symbolises the Tokyo 2020 Games was set up. In order to provide everyone, both in and outside Japan, opportunities to participate, a new method was adopted: The events were livestreamed to maximize momentum to create positive mood just before the Tokyo 2020 Games.

(2) Objective of the programme

COVID-19 has created not a little division, both inside and outside the country.

Families, friends, countries, and regions. In this age of division, the world needs to be connected. Wishing that the world will unite again, we become connected virtually and create “WA” of dancing. This festival is called “wassai”.

“wassai” is a story of journey of time from the age of the Kojiki (Records of Ancient Matters), when the country was born, to the present age, to the National Stadium. In the story, people from all over the world participate, dancing and singing songs, form “WA,” make a big circle, and harmony. Through this virtual festival, we aimed to welcome people from all over the world to the festival and achieve exchange of people.



(3) Execution structure

- General Director / SUGANO Komei
- Wassai Dance Choreographer / YAMADA Aoi and TAKAMURA Tuki
- Song provide by (Wagokoro) / WANIMA
- Stage Art Supervisor / HIBINO Katsuhiko
- Costume designer / HIBINO Kodue
- Performer / WANIMA
- Dancer / YAMADA Aoi and TAKAMURA Tuki YOSHIE, Riku, MATSUOKA Ayumu, CHISE NINJA, KUMI, MONDO, Chikako Takemoto, ASHIHARA My, TENMETSU, SHIMIZU MASH, IIDUKA Kangen, TAKAGISHI Itohi

(4) Concept

Let's make a big “WA” to unite the world again.

Including children across the world the opportunity to share their cultures with each other.

Immerse yourself in the experience at the online wassai festival - a special virtual event where participants can sing in a circle to create.

We Believe a big “WA” to unite the world again.

(5) Details of the event

① Promotion

○ Let’s Sing and Dance! Wassai Dance & Music

Next-generation Japanese artists YAMADA Aoi and TAKAMURA Tuki have choreographed a dance aimed at uniting the world online in “WA” (a circle). The popular Japanese rock band WANIMA provided their song “WAGOKORO” for the wassai programme.

To motivate the participants, a choreography video was distributed in advance to increase expectations for participation and viewing the event.



○ Participation by posting digital illustrations in advance

As a scheme to attract people from all over the world to “wassai,” we accepted posting of illustrations of fictional creatures from all over the world prior to the event. Avatars of those who posted the illustrations participated in “wassai” held at the virtual Olympic Stadium.

【Posts from Japan】



【Posts from overseas】

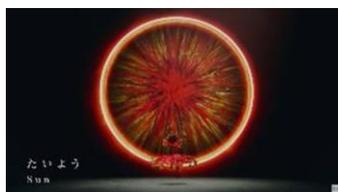


② Online Streaming

- Date: Sunday, 22 August 2021, from 16:00
- Number of live stream viewers: Approximately 1.16 million people

<Part 1: The story of the birth of “wassai”>

“wassai” describes a story that peace prevailed on the chaotic world constantly troubled



with wars and disasters by creating “WA”. Dancers depicted the story of the creation of “wassai” with performances on themes such as “Honoo” (fire,) “Mizu” (water) and “Kaze” (wind).

<Part 2: Let's dance and sing and make a lot of noise! Let's sing and dance “wassai” together remotely and become “wa”!>

Moving to the virtual Olympic Stadium, a rock band WANIMA appeared on the stage. The performance was livestreamed in Japan and other 12 countries and regions (Israel, India, Indonesia, Australia, Croatia, Taiwan, Nepal, Pakistan, France, Madagascar, Lebanon and China). The participants, together with more than 2,000 fictional creatures posted as illustrations from all over the world, enjoyed the virtual festival “wassai” to create one big “WA” with songs and dance.



(6) Results and legacies of the project

In light of the COVID-19 pandemic situation, the event was held virtually to provide everyone both in and outside Japan to participate. More than 850,000 people viewed the event. Thanks to the method adopted making use of the characteristics of virtual technology, we were able to share the experience and time of creating “WA” on a large scale, and realize the participation and exchange of people throughout the world.

Next-generation talents and dancers from Japan created high-quality performing arts. They are expected to achieve further success in the future.

- We appointed AOI Yamada and TAKAMURA Tuki as main performers, who are talents of the next generation.
- An image inspired by such elements as the sun, flame, wind, water, forest, and so on, was designed by HIBINO Katsuhiko a team of students from Tokyo University of the Arts. The image was then incorporated into a CG space, and integrated into video. The resulting performance was a powerful and attractive one.
- Dancers who are active both in and outside Japan displayed performances utilizing their well-trained bodies and mind.

< ONE - Our New Episode - Presented by Japan Airlines >

(1) Theme: Towards an Inclusive Society

During the transition period from the Olympic Games to the Paralympic Games, we sought to maximize public interest in diversity and harmonious coexistence through cultural programmes based on the concept “Towards an Inclusive Society” while handing the torch of excitement from the Olympic Games to the Paralympic Games.

ONE
- Our New Episode -

Presented by Japan Airlines

(2) Objectives of the project

In order to realise an inclusive society, we aimed to create an opportunity for people of different abilities, genders, nationalities, and other diverse personalities to meet and interact with each other, to feel and recognise the value of their differences, to develop a rapport and resonance for diversity and an inclusive society, and to bring about changes in awareness and action.

(3) Concept

From here, a new chapter begins

Everyone is unique and has a different story to tell.

The unique stories of people who gather, interact, connect and co-create will unite all people and present a new chapter that will leave a legacy for future generations

(4) Programme

【MAZEKOZE Island Tour】



① Concept

A story born from the interaction and connection of diverse personalities.

The supreme entertainment created by artists with unique personalities, such as people of different abilities, genders, nationalities, etc., is deeply moving and resonating, and it provides an opportunity to recognise others and learn about oneself. The interaction and connection of diverse personalities are the beginning of a new story towards an inclusive society.

② Production structure

- Planner, general director, executive producer / Chizuru Azuma
- Participating artists / Ayaka Hirahara (musician), Yoshio Kojima (comedian), Tetsuya Kajiwara (drummer), Yuji Mitsuya (voice actor/creative), Dump Matsumoto (female professional wrestler), Leslie Kee (photographer/director), Mame Yamada (Japan's smallest magician), Shigeki Kiyono (play-by-play announcer), Takashi Matsunaga (pianist/composer), Durian Lollobrigida (drag queen), GOMESS (rapper), Sascha (radio DJ/TV personality), Kohichi Omae (dancer with a prosthetic leg), Aozora Oendan (cheering squad), Hiroko Igeta (doll artist), Asodog (comedian), the marionette troupe Isshiza, Naoki Ebisawa (accordion player), Mikoe Okubo (theatre company member), Hiroe Ohashi (director/actor), Osaka Prefectural Tomioka High School Dance Club, Hideki Onoue (shamisen player), Fukuten Katsura (comic storyteller with a vision impairment), Shoko Kanazawa (calligrapher), Kenta Kanbara (wheelchair dancer), Hito no mori Ketchup (theatre company), Hitomi Goto (small-sized model/actor), Soushin Kouyoushi (dancer), Hirari Sato (singer-songwriter with a vision impairment), Sanika & Minori (dancers), Samurai Cafe (samurai performance group), Kiyotaka Suzuki (dancer/choreographer), Kazuto Sugita (hair and makeup artist), DAICHAN (dancer), chiku-chiku Kayo Noguchi (embroidery artist), Chibi Moeko (little person burlesque dancer), Dokkoisho Tai (dancers), Hiroaki Nakatsugawa (artist), Keita Nishigaki (fighting fiddler), Ken Nozawa (actor), BABI & Kaie (fashion artist), Funk-a-Baby (tap dancer), Mari Fujihira (dancer/choreographer), Pretty Oha (little person wrestler), Kazuyo Morita (dancer/actor), Kenta Morimoto (composer/guitarist), Mr. Buddhaman (little person wrestler), David Yano (musician/actor/model/MC), Michael Yano (singer-songwriter/rapper), Sanshiro Yano (singer-songwriter/dancer/pharmacist), Yui (female/male voices singer songwriter), Yosuke (taiko)

drummer/stage artist), Yoshinori Sakamaki a.k.a. sense (artist), Peter Frankl (mathematician/street performer)

③ Programme details

Travelling through nine unique islands, the audience will experience the fun and comfort of diversity - a unique way to express the appeal of diversity and a symbiotic society through the power of entertainment

- Art, music and performances by artists and entertainers of various genders, ages, nationalities, abilities and other characteristics. A tour of the islands, where these artists and entertainers are connected and intermingled, will give you a glimpse of what a Mazekoze society looks like.
- It is a journey to discover the comfort of an inclusive society. Through this MAZEKOZE Island Tour, the audience will realise that there is not a single person just like them, and this is a story that offers an "opportunity", "encounter" and "rapport" for us to move towards an inclusive society.
- By participating in the MAZEKOZE Island Tour and travelling to 9 unique islands, the audience (participants) will experience a virtual "symbiotic society" where they will be able to enjoy the art, music and performances by artists and entertainers of various genders, ages, nationalities and abilities, and will discover the comfort of an inclusive society where they are all connected and mingle.

<Tour of the 9 islands >

● Golden Island

The tour starts with an island which has a rich culture with festivals taking place every day. First off, the calligrapher, KANAZAWA Shoko, expresses the feeling of welcome through calligraphy. When she starts to dance, a couple of dancers in red and white costumes, Sanika and Minori, join to showcase their well-timed dance. The roaring sounds of taiko drum and shamisen, traditional instruments indispensable to Japanese festivals, add to the festivity



● Island of Beasts

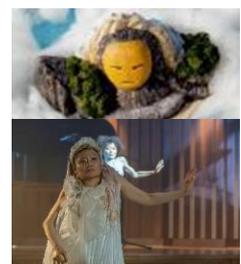
In the deep forest with colourful flowers in bloom, the dancer, Soushin Kouyoushi, performs the dance of foxes, which has been performed at festivals in Japan since olden days. The puppeteer crew, Isshiiza, with roots to the traditional entertainment from the Edo era appear and the puppets dance in fox masks. With the expert techniques, Isshiza give brilliant life to the different beasts.

Next, the stage group, Hito no Mori Ketchup, comprised of people with different abilities, appear. They perform a colourful and a bit eccentric Alice in Wonderland play.



● Island of the Different

An island where a miraculous beauty is created by a goddess with unique physicality. The dancer, MORITA Kazuyo, who is with a congenital impairment, maneuvers her body to dance to the music of "Air on a G String". The pianist, who plays a beautiful cacophony accompanying the dance, is the internationally acclaimed pianist/composer, MATSUNAGA Takashi.



- Muses' Island

Muses were goddesses of art in Greek mythology. As the name suggests, this is an island of art.

In addition to shooting portraits of celebrities such as Lady Gaga, Leslie Kee, who works for social activities for sexual minorities, for coming out projects and the like, appear with his partner Joshua. He introduces his work and talks of his passion for photography.

A group of artists with diverse physical abilities: a picture book artist, an illustrator, a painter, a designer etc., gather to freely perform live painting, exploring the possibility of communicating beyond words.



- Rainbow Island

An island that features the rainbow colours that represent diversity of sexuality and gender, and are the symbol of the LGBTQ community.

The male/female-voiced performer Yui, a transgender woman, appears in a rainbow-coloured dress. She sings a song, "Docchi?", with messages such as "man or woman, I don't care!" or "the important thing is to overcome challenges and enjoy your life".

Following the performance, the only bed-ridden comedian in the world, Asodog, introduces his brilliant photo book "Asodog's material". The audience feel conflicted as to whether they should laugh or not!



- Island of Superhumans

Unconventional and radical superhumans live on the island.

In a sleepless urban underground, 25 metres below ground, the rapper GOMESS performs his acclaimed song, No Longer Human, which encapsulates the shock he felt when he was diagnosed with autism. The dancer, KANBARA Kenta, maneuvers his wheelchair and dances acrobatically.



- Fight Island

Pretty Ota and Mr. Buddhaman are the only two remaining little people wrestlers in Japan who have been keeping this culture alive. But now, the two have become antagonistic for the stage. With his pride at stake, they fight a tough battle. Dump Matsumoto, a famous Japanese female professional wrestler, from the villainous-group "Goguaku Domei" also takes part, wielding a bamboo sword! The ring announcer is the veteran of the voice acting circle, MITSUYA Yuji. The popular comedian KOJIMA Yoshio appears as a guest commentator.



- Island of Kindness

Chimugukuru means a "kind heart or richness of character" in the Okinawan language, Uchinaguchi. The singer songwriter with a vision impairment, SATO Hirari, sings "This is me" from The Greatest Showman, which won the 75th Golden Globe Award for Best Original Song and became a global hit. With the YANO BROTHERS, a music group with their roots in both Japan and Africa that play a unique fusion of music they call 'Jafrican', the singer sings "I am who I'm meant to be, this is me" powerfully.



- Love Island

Surrounded by the families of different backgrounds connected with deep love, HIRAHARA Ayaka sings her famous song “Jupiter”. OMAE Koichi, a dancer with a prosthetic leg, dances powerfully and elegantly to express the magnificence of the song.



- Golden Island (Finale)

For the last stop of the tour, we're back to the Golden Island. Following the danceable music of DJ Sascha and the freestyle by the rapper GOMESS, we hear Hibari Misora's old time classic, Omatsuri Mambo. Ayaka Hirahara and Durian Lollobrigida sing the song to energise the crowd further. Moreover, all of the MAZEKOZE cast members in colourful costumes dance, perform magic tricks, busk, play Chanbara, perform folk dances and the like, one after the other in their own unique ways. In the final bit, Aozora Oendan appear to send a message to cheer the world shouting “Hurrah! Hurrah, to humankind! Hurrah!”.



- ④ Details of the live online broadcast

In view of the situation of the Covid pandemic, the event was carried out as an online event, in order to ensure the safety of the participating people.

Date: Sunday, 22 August 2021, from 16:00

Number of live stream viewers: Approximately 1.16 million people

- ⑤ Outcomes and legacy of the project

- The MAZEKOZE Island Tour provided viewers with an opportunity to recognise the beauty of diversity. The results of the viewer survey show that many of the viewers gained resonance and awareness of diversity and an inclusive society, and that this was a "trigger" for a change in their consciousness and behaviour (79% answered it triggered while 19% answered it slightly triggered). The encounters, connections and interactions born through this project will lead to each of the audience's new story (episode) and this organic expansion and sharing will be an important step towards an inclusive society.
- We hope that this project will lead to the formation of a community in which a diverse range of people can participate, and that the deepening and expansion of cooperation and collaboration between public and private organisations will lead to an increase in the number of high-quality activities related to diversity, and an increase in the number of opportunities for artists with different personalities.
- By holding the event, which was viewed by a large number of people, online, we were able to provide a safe and comfortable environment especially for people with impairments, who face difficulties going out, and for people from all over the world to participate.
- The online nature of the event allowed us to provide an experience in an extraordinary space, without limiting the stage to a specific region, and to offer a variety of programmes, thus demonstrating a new form of cultural programme.

【Our Glorious Future~KANAGAWA 2021~】

① Concept

Cutting-edge artists from various fields of culture and art, including theatre, dance, music and traditional performing art fused their respective fields under the concept of Towards an Inclusive Society, and through the power of culture and art, presented to the world from Kanagawa a "new future" in which "I" can shine regardless of ability, age, gender or nationality.



② Execution structure

- Organisers / Kanagawa Prefecture, Tokyo 2020 Organising Committee
- Partners / Kanagawa Arts Foundation
- Planning structure /
 - Dance department direction: Kaiji Moriyama
 - Theatre department direction: Junnosuke Tada
 - Art department curation: Haruka Fujikawa
 - Music: Kifu Mitsuhashi, Salsa Gumtape
 - Craftwork: Masahiro Maeda

③ Programme details

First class artists from each art and cultural field with a connection to Kanagawa Prefecture internationally showcased dance programmes, stage performances, media art, music and craftwork on the concept of Towards an Inclusive Society in locations including in the Momijigaoka Cultural Zone, a group of renowned Japanese modernism buildings including Kanagawa Prefectural Music Hall and Kanagawa Prefectural Youth Centre designed by Kunio Maekawa.

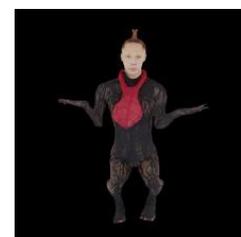
<Future of the Dance>

○ Direction / Kaiji Moriyama (dancer/choreographer)

As part of the LIVE BONE series, a collaborative work by Kaiji Moriyama, Kodue Hibino and Kohske Kawase on the theme of each one of us has a different body, we invited Koichi Omae, a dancer with a prosthetic leg, as a guest artist, and released a new film created at the Kanagawa Prefectural Music Hall, which is one of Kunio Maekawa's masterpieces, AR Kaiji Moriyama, a solo performance by Koichi Omae, and WONDER WATER, which is a performance depicting colourful lives in the sea in a series. We also created AR Kaiji Moriyama, with which you can enjoy the creepy and cute dance of Kaiji Moriyama before your eyes by accessing from a smartphone.

● AR content by Kaiji Moriyama, "the Heart" and "the Gallbladder"

Choreography, performance / Kaiji Moriyama
Costume / Kodue Hibino
Music / Kohske Kawase
AR content creation / Ichitaro Suzuki



● Film LIVE BONE x Kanagawa Prefectural Music Hall

"BODY difference | Organ Rendezvous"

"BODY resonance | Play the Air"

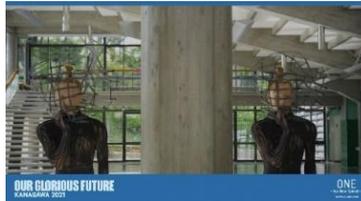
"BODY face | Look at You"

Choreography, performance / Kaiji Moriyama, Koichi Omae

Costume / Kodue Hibino



Music / Kohske Kawase
 Film director / Kohei Fujimura



- Film LIVE BONE × Koichi Omae
 Direction / Kaiji Moriyama
 Choreography, performance / Koichi Omae
 Costume / Kodue Hibino
 Music / Kohske Kawase
 Film director / Kohei Fujimura



- Film Kozue Hibino x White Asparagus x Kohske Kawase
 “WONDER WATER”
 Choreography, performance / White Asparagus (Kai Taniguchi, Hachiro)
 Costume, art / Kozue Hibino
 Music / Kohske Kawase
 Film director / Kohei Fujimura



<Future of the Theatre “Project of Knowing, Changing and Dancing”>

- General Direction / Junnosuke Tada (stage director)

This project, directed by Junnosuke Tada, aims to take a step towards an inclusive society by learning about oneself and others. The film includes interviews with people who are involved in activities that provide clues and triggers for symbiosis, documentary footage of workshops, and ceremonial footage of people who have died, things that have been lost, and the future of those of us who are still here, using Bon Odori as a motif.

- A document of symbiosis: knowing, doing and changing

Living with ageing

Naoki Sugawara: Ageing, Dementia and Theatre – Enjoy the here and now with people with dementia



Living with objects

Hiroko Ohtsuki: It's innovation! It's cutting, sewing and joining to make clothes!



Living with yourself

Vivienne Sato: Unnamed time, unnamed space, unnamed self



- A document of ceremony, being and dancing “Once Obon a Time”

Organising, choreography / Yuriko Nagano (Yousei Daizukan)

Cast / Unagi Iizuka, Yuriko Nagano, Ritsuko Mano, Megumi

Yamashita, Abe Megumi, Con Saitoh, Sumi Reina

Special guest / Vivienne Sato

Music performance / Yae Yamamichi (Futozao shamisen),

Satasuke Mochizuki (Hayashi), Toshi Yukimaru (Hayashi), Yuka Mukaeda (Flute), Hidehiko

Nishigaki (Singer)



<Future of the Art>

- Curation / Haruka Fujikawa (curator at Chigasaki City Museum of Art)

The works of the five artists are created in response to the site of Kunio Maekawa's architecture, with tangible and intangible things such as people, organisms, light, sound and wind. The aim of the project is to offer a time to muse on the absence of the people, who would have been there, through the empty space in the changing era with a sweeping trend and ponder over a symbiosis between modest existences and diverse things.



“You would come back there to see me again the following day” Michiko Tsuda



“Culturing <O/Paper>cut” Hideo Iwasaki



“Stellanova” MATHRAX (Shozo Kuze and Mariko Sakamoto)



“Study of Air” Soichiro Mihara



“Ether – liquid mirror – “ Kaito Sakuma

<Future of the Music>

- "Let's share the joy!"

Performances / Salsa Gumtape, Kizen Oyama

Salsa Gumtape's concert is not to appeal loudly for diversity and symbiosis, but Salsa Gumtape itself will embody diversity and symbiosis right in front of your eyes by performing live. In a very free live space, you can share the fun and experience the comfort of slowly breaking down the walls of your mind that were not needed to be there. This year's event also features a joint performance with shakuhachi player Kizen Oyama.

- "The rhyme that runs through time – A miracle of Shakuhachi by Kifu Mitsuhashi -"

Cast / Kifu Mitsuhashi, Eika Fukuda, Kumiko Shuto, Kaori Toyama, Toshiya Mizukawa, Yutoro Teshikai, Masahiro Itami, Madoka Miyake, Saori Sendo

There is a theory that the ancestors of the shakuhachi came from the ancient Orient. The first half of the performance is a crossroads of music, from the music of the ancient komuso to the jiuta of the Kamigata region, to the contemporary music of Toru Takemitsu and others, and the second half is a collaboration with the Greek instrument bouzouki, etc.



<Future of the Craft>

We introduced the heavy, yet subtle and colourful works by the ceramic artist Masahiro Maeda, who was awarded at the 68th Kanagawa Cultural Award in 2019, and who has been based in Yokohama, Kanagawa for over half a century and is a leader in the contemporary craft world. At the same time, we held an online exhibition of two of Kanagawa's leading ceramic artists, Kazuhiro Shiraishi and Sawako Kobayashi.

- "Masahiro Maeda's ceramics' 50th anniversary exhibition "Landscape in Colours: Blue, yellow, black, green and red"

A concurring exhibition "Artists of Kanagawa" featuring Kazuhiro Shiraishi and Sawako Kobayashi

Simultaneous exhibition / Kazuhiro Shiraishi and Sawako Kobayashi "Artists in Kanagawa"

Ceramic artists / Masahiro Maeda, Kazuhiro Shiraishi and Sawako Kobayashi



- Talk show "Future of Sake from the Craft Perspective"

Cast / Masahiro Maeda, Kosei Ueno, Kazuko Todate, Yuichi Hashiba



① Online streaming details

We had planned to hold this event with an audience, but in order to make it safer and more

secure, we decided to make it an online-only event.

Date : Monday, 16 August 2021

Number of videos released: 22 videos

Filming location: Momijigaoka Cultural Zone (Nishi-ku, Yokohama City, Kanagawa Prefecture), etc.

② Outcomes and legacy of the project

As part of Kanagawa Prefecture's efforts to move towards a society where people can live together, the Tokyo 2020 Organising Committee and Kanagawa Prefecture co-organised the 2021 Our Glorious Future - KANAGAWA 2021 event. The event was originally planned to be held in the Momijigaoka Cultural Zone, one of Japan's most iconic modernist building groups, but due to the impact of the spread of the novel coronavirus, the decision was made to broadcast the event online.

The concept of Towards an Inclusive Society was richly expressed and communicated to the world through the power of diverse and attractive culture and art from a single region, Kanagawa Prefecture.

In addition, by launching the programme during the period of the Tokyo 2020 Paralympic Games, which generated a great deal of excitement and interest, we have contributed to the penetration of the idea of an inclusive society among viewers.

In terms of the promotion of culture and the art in Kanagawa Prefecture, the participation of many artists from a variety of genres, including dance, theatre, art and music, in the wake of the Tokyo 2020 Games has helped to build a new people's network. As a legacy of the Tokyo 2020 Games, Kanagawa Prefecture will continue to build on its efforts to create a more harmonious society through the promotion of culture and the art.

4 Co-hosted Programme

(1) Selection process

Applications were received from all over Japan, on the requirement that the program is a special cultural program that represents Japan, taking the Tokyo 2020 Games as an opportunity. Through deliberations by experts from the Culture and Education Commission, the Organising Committee chose 32 programmes.

<Council members of Co-hosted Programme>

Chairman

AOYAGI Masanori: Emeritus Professor, the University of Tokyo / Tama Art University Chairman of Board of Directors / Director General, Archaeological Institute of Kashihara, Nara Prefecture

Committee

AKIMOTO Yuji: Professor, Director of The University Arts Museum, Tokyo University of the Arts / Director of Nerima Art Museum

IMANAKA Hiroshi: President, Social Welfare Foundation SOOHKAI /Creative Director, atelier incurve

OYAMA Kumi: Professor, Showa College of Music

MIYATA Keiko: Director of Drama Studio, Young Artists Training Programme, New National Theatre, Tokyo

YOSHIMOTO Mitsuhiro: Director, Center for Arts and Culture, NLI Research Institute

*Title is at the time of deliberations

(2) Introduction

<Title>

"Experience Gunma's Amazing Kofun and Haniwa!" Project

○Hosts : Gunma Prefecture

○Date : April 1 2021~September 5 2021

○Venue : Main Venues:Gunma Prefectural Museum of History,Watanuki Kannonyama ancient tomb

【Summary】

The Gunma Prefectural Museum of History held a special exhibition, workshop, lecture and other events based on Haniwa clay figures. In addition to this, virtual tours of the Watanuki Kannonyama ancient tomb and other tumuli in Gunma Prefecture was offered, while cards showing depictions of the tombs was distributed. Gunma is the prefecture with the most amount of unburied clay figures in Japan, and it also has the largest number of tumuli in East Japan. Information about Japan's tumuli culture was shared with people all over the world.



<Title>

The starry-skied Jomon world of the Central Highlands ~A journey to experience the lives of the Jomon peoples and Obsidian miners~ Yamanashi Chapter

○Hosts : Koushin Jomon Culture Promotion Council

○Date : April 1 2021~August 7 2021

○Venue : Yamanashi Prefectural Museum of Archeology, etc (Yamanashi)

【Summary】

This event focused on 15 Dogu clay figures that was exhibited across eight facilities, including museums located in six Yamanashi cities that constitute the "Jomon world" in the area named "Shooting-Star Central Highlands." Participants visit the facilities to see the clay figures and receive a red "Dogu seal" in special stamp books created specifically for the events.



<Title>

Tamabi DNA
A Genealogy of Contemporary Nihonga
Japanese Paintings Since 1965

○Hosts : Tama Art University

○Date : April 1 2021~June 20 2021

○Venue : Tama Art University Museum, Tama Art University
Art-Theque

【Summary】

This distinctive style of Japanese painting is over 1,000 years-old. It offered a glimpse into Japanese history, culture and aesthetics, while continuing to evolve and adapt to the changing times. An exhibition of this style of visual art – recognised the world over – communicated the over-arching appeal of Japanese painting.



<Title>

SHINSHU ART RINGS: Connected by Culture, Creating Culture, and Building a Brighter

○Hosts :

Nagano Prefecture, Nagano Prefectural Agency for Cultural Promotion, Nagano Prefectural Art Cultural Association, Nagano Prefecture Board of Education, Shinshu Zawameki Art 2021 Executive Committee

○Date : June 5 2021~September 12 2021

○Venue : Nagano Prefectural Cultural Hall, etc.

【Summary】

Elements of Shinshu's rich local culture was on display at a musical concert directed by KOBAYASHI Kenichiro of the Nagano Prefectural Artistic Supervisory Team, and an artist-in-residence programme rooted in the prefecture's natural beauty (Shinshu is the traditional name for the Nagano Prefecture). There also were an exhibit of modern works by artists with connections to Shinshu/Nagano as well as art made by people with impairments and a local performing arts that best exemplify the spirit of the area.



<Title>

Tochigi's Treasure Festival
～ The Culmination of Tochigi Culture ～

○Hosts : Tochigi Prefecture

○Date : April 24 2021～September 12 2021

○Venue : Prefectural Cultural Facility

【Summary】

The Tochigi cultural programme was established in 2017 to build momentum for Tokyo 2020 and showcase Tochigi's attractive culture to people within and outside of the prefecture. The programme culminated with the prefecture hosting a series of cultural events that make use of local cultural resources, such as traditional performing arts and crafts. The charm of Tochigi's culture was transmitted both within and outside the Prefecture.



<Title>

Mt.Fuji World Theatre Festival Shizuoka, featuring SPAC/MIYAGI Satoshi
ANTIGONE

○Hosts : The Committee of the Open-air Performing Arts
Festival under Mt. Fuji

○Date : May 2 2021～May 5 2021

○Venue : Sumpu Castle Park

【Summary】

At an outdoor stage set up in Sunpu Castle Park, located in the heart of Shizuoka City, the world-renowned Shizuoka Performing Arts Center (SPAC), put on a performance of the ancient Greek tragedy ANTIGONE directed by SPAC general artistic director MIYAGI Satoshi. SPAC performed ANTIGONE in France in 2017 and in New York City in 2019. Both performances were well attended and met with acclaim.



Photo by Hirao Masashi



Photo by Inokuma Yasuo

<Title>

Reborn Art Ball 2020

○Hosts : Ibaraki Prefecture Associate: University of Tsukuba
Faculty of art & Design

○Date :

Workshop: May 8, June 13, July 4, 10, 18 2021

Exhibition: June 22~July 4, July 7~24 2021

○Venue:

KAMISU BOUSAI ARENA, Takahagi city Central Community
Centre, Tsuchiura citizens gallery, Ogawa Cultural Centre
APIOS, Kitaibaraki City Lifelong Learning Centre

【Summary】

In the “Reborn Art Ball” initiative, old balls that were used in sport competitions will be given new life through painting and craftwork.

Workshops were held at five locations in the Prefecture.

The Reborn Art Ball Festival was scheduled to be held to finalize the event, but it was canceled due to the COVID-19 pandemic.



<Title>

Legendary Tamatebako (Treasure Box) Tama Traditional Culture Festival 2021

○Hosts :

Arts Council Tokyo (Tokyo Metropolitan Foundation for History
and Culture), Hachioji City, Hachioji College Community &
Cultural Fureai Foundation

○Date : May 29, 30 2021

○Venue : Online Streaming (Archive except for some)

【Summary】

The traditional culture in the Tama region, such as Kuruma Ningyo, Ohayashi, Rural Kabuki, and Shadow Play, will come together. Furthermore, the new style of the play, the Gakugeki Takao-san, featuring Nohgaku players and the monks of the Takao-san Yakuo-in Temple and a dance performance staged with dyed fabric were presented. The symbol mark of Legendary Tamatebako (Treasure Box) 2021 expresses the intersection of various traditional cultures and innovations that have been carefully nurtured in the Tama region for a long time.



<Title>

International Ogura Hyakunin-issu Karuta Festival 2020

○Hosts: All-Japan Karuta Association, Bunkyo City, Awara City, Otsu City

○Date: June 6 2021 (Awara City Venue), June 13 2021 (Otsu City Venue)

○Venue: Seifuso (Fukui Prefecture), Omi Kangakukan (Shiga Prefecture)

【Summary】

The All-Japan Karuta Association (Bunkyo City, Awara City and Otsu City) jointly hosted the Karuta Festival to help increase general enthusiasm ahead of the Tokyo 2020 Olympics. Beside Kyogi Karuta Games, experience sessions for the Kyogi Karuta and barrier-free Karuta were also open to the public. A general exhibition and other events also were held at the festival in hopes of providing people of all ages with an opportunity to discover the appeal of Ogura Hyakunin-issu and competitive karuta. The festival scheduled in Bunkyo-ku was canceled due to the spread of the COVID-19 infection. The event planned in the venue in Awara City was held online without spectators. The one scheduled at the venue in Otsu city venue was carried out with a limited number of spectators and distributed online.



<Title>

Akita Minyo Festival 2021

○Hosts: Akita Minyo Festival Executive Committee

○Date: June 13 2021

○Venue: Akita Furusatomura Dome Theater

【Summary】

This event aimed to pass on the tradition of Minyo folk songs, one of the Akita prefecture's local performing arts. Young Akita Minyo singers performed and did their part to help revitalize the region through its local folk songs and to help increase public recognition of the Akita Minyo tradition both inside and outside the prefecture.



<Title>

Chiba Citizen's Music Festival "Resonate Around the World! Harmony Created by Everyone"
A Journey to the World of Music Vol.3

○Hosts: Chiba Prefecture

○Date: June 20 2021

○Venue: Chiba Prefectural Cultural Hall

【Summary】

A range of amateur musicians with and without impairments were joined on-stage by local music groups, professional artists from the Chiba Symphony Orchestra and others. The programme included a variety of musical performances, such as orchestral concerts, singing, dancing and performances by people with impairments.



<Title>

Kaga Hyakumangoku Culture Tour1

○Hosts: Kenrokuen Area Cultural Zone Activation Executive Committee, Ishikawa Traditional Culture Activation Executive Committee

○Date: July 3 2021~August 28 2021

○Venue: Ishikawa Prefectural Museum of Art, Ishikawa Prefectural Museum of History, Ishikawa Prefectural Noh Theater, Ishikawa Prefectural Museum of Traditional Industry and Crafts

【Summary】

This event introduced people to the attractive traditional culture of Ishikawa through a collaboration between Nogaku performance and craftwork, both of which have been passed down since the Edo period. The cultural project featured (1) Noh performance on the theme of swords at the Ishikawa Prefectural Noh Theater, (2) a large exhibition of swords at the Ishikawa Prefectural Museum of History and (3) a display of Noh costumes at the Ishikawa Prefectural Museum of Art.



<Title>

Premium Yosakoi in Tokyo

○Hosts: Executive Committee of the 2020 'Supporting with Yosakoi' Project

○Date: July 4 2021

○Venue: Shinagawa Intercity Hall(Online LIVE Streaming)

【Summary】

Yosakoi is one of Japan's most famous festivals and is currently held in 33 countries and regions around the world. The most charming aspects of Yosakoi, which has become part of each region's local culture, was live streamed to the world.

Dance groups from different regions performed at the festival and the programme included a dance session in which the audience can participate. Tune in for the live stream where you had the opportunity to cheer on the dancers.



<Title>

TOKYO 2020 "Saitama de Sports" and The Classic Music Concert of SHIMOOSA Kanichi Music Award winners in 2021 ~Sending the power of music from Saitama~

○Hosts: Saitama Prefecture、 Saitama Arts Foundation

○Date: July 17 2021~September 11 2021

○Venue: Saitama Museum of Literature/Saitama Hall

【Summary】

An exhibition and concert were held in Saitama Prefecture - the host of various Tokyo 2020 Games events. The events took advantage of local cultural resources, and participants had the opportunity to feel the festive atmosphere of the Games. People across the world experienced the local charms of Saitama culture and art, with the aim of regional revitalisation. Special consideration was given to making the events more accessible to people with impairments and to visitors from overseas.

Exhibition "Saitama de Sports": 7.17 SAT - 8. 29 SUN
The Classic Music Concert of SHIMOOSA Kanichi Music Award winners in 2021: 9.11 SAT



<Title>

Yabusame Ceremony to Wish for the Safe Holding and Success of the Tokyo 2020 Olympic and Paralympic Games

○Hosts: The Japan Equestrian Archery Association

○Date: July 17 2021

○Venue: Yabusame Riding Course at Nishisando of Meiji

Jingu Shrine (Online LIVE Streaming)

【Summary】

Yabusame (a traditional form of horseback archery) is performed to pray for peace and happiness of people all over the world, in this Yabusame event, held in hopes of building enthusiasm for the Tokyo 2020 Olympic Games, the history of the Yabusame was explained in both Japanese and English along with helpful play-by-play commentary. The event was held without spectators to prevent the spread of COVID-19 infection. Instead, we set up a livestreaming environment for the viewers to watch Yabusame at home and understand the charm of it.



<Title>

Performing Arts of Edo-Tokyo

○Hosts: GEIDANKYO

○Date: July 23 2021~August 7 2021 (Held on Saturday and Sundays)

○Venue: EDO-TOKYO MUSEUM

【Summary】

Taking the Tokyo 2020 as an opportunity, we provided Japanese traditional performance art programmes for beginners with explanations and hands-on experience programmes by professional performers (Japanese dancing, shamisen, koto and rakugo) during the summer vacation period to help people of a wide range of generations enjoy traditional arts of Japan and convey their appeal. The event took place at the Edo-Tokyo Museum, located right next to Ryogoku Kokugikan (which hosted the boxing competition), and collaborated with a special exhibition of the museum.



<Title>

TURN

○Hosts: Tokyo Metropolitan Government, Arts Council Tokyo / Tokyo Metropolitan Art Museum (Tokyo Metropolitan Foundation for History and Culture), Nonprofit Organisation Art's Embrace, Tokyo University of the Arts, The National Art Center, Tokyo

○Date: July 19 2021~September 5 2021

○Venue: Tokyo Metropolitan Art Museum, The National Art Center, Tokyo

【Summary】

This art project is focused on interactions between people with and without disability, with different ages, genders, nationalities, living environments and customs, with the goal of transforming their interactions into art works. At the *TURN chakai* held at the National Art Center, Tokyo, a place where participants exchange their feelings while using their hands was created, under the theme of “questioning the Earth and Humanity with Art”. In addition, at the *TURN Fes 6* held at Tokyo Metropolitan Art Museum and on a special website, TURN's initiatives and ideas by providing opportunities to experience accessibility through exhibitions, workshops, movie shows, and online programmes under the theme of “Emerging Encounters” was introduced.



“TURN FES”
Photo by Ryohei Tomita



“TURN chakai”

<Title>

THE NOHGAKU FESTIVAL in Tokyo 2020 Olympic and Paralympic games

○Hosts: THE NOHGAKU PERFORMERS' ASSOCIATION,
Japan Nohgaku Organisation

○Date: July 27 2021~September 3 2021

○Venue: National Noh Theatre

【Summary】

The Japanese performing art Nogaku has a long, rich history, incorporating peaceful, diverse aspects of Japan's culture and people. The festival showed the world the attractiveness of Japan through Nogaku.



<Title>

Fukuoka Japanese cultural promenade World Japanese Drum Festival

○Hosts: Fukuoka Japanese Culture Promenade Executive Committee

○Date: July 29 2021

○Venue: ACROS Fukuoka Symphony Hall

【Summary】

The World Japanese Drum Festival took place in Fukuoka and introduced the world to Japanese drum music, as played by musicians of different nationalities who were living with or without impairments.

At the same time, local cultural organisations in Fukuoka provided participants with an opportunity to gain hands-on experience of traditional dancing, tea ceremonies, flower arrangement and other elements of Japanese culture.



<Title>

INCLUSIVE NIPPON 2020 Noh and Kyogen special performance from Shinagawa City

○Hosts: Shinagawa City, Totto Foundation Japanese Theater of the Deaf, Roppeita XIV Commemorative Foundation

○Date: August 1 2021 ~ August 28 2021

○Venue: National Noh Theatre, Kita Noh Theatre

【Summary】

This event is a special Noh and Kyogen performance from two organisations that have been working on unique activities in the field of Nogaku. The organisations showed the ways in which Nogaku can contribute to an inclusive society, where people with and without impairments can meet, enjoy each other's company and found new value together. The event took place in Shinagawa - the host of various competitions at the Tokyo 2020 Games.



<Title>

Culture art sharing project: merging Japanese traditional performing arts "Noh" and traditional western culture "Opera"

○Hosts: Kanagawa Prefecture

Co-hosts: Kanagawa Kenmin Hall, Kanagawa Art Hall
Support: Kamakura City

○Date: August 7 2021

○Venue: Kanagawa Kenmin Hall (Online LIVE Streaming)

【Summary】

This event, which was held in the Kanagawa Kenmin Hall, helped participants gain a deeper understanding of local culture and history, and cultural and artistic diversity, while fostering mutual understanding on an international level.

It featured performances that combine Japanese traditional performing arts and traditional western culture. An archive video of the event was available, presenting Kanagawa and Japanese culture to the world.



<Title>

The Mahabharata~ Chapter of Desire/Chapter of Tempest

○Hosts: Mahabharata Executive Committee/ Agency for Cultural Affairs/

Co-Hosted: The Saison Foundation

○Fate: August 20 2021~August 23 2021

○Venue: Nakano ZERO Main hall

【Summary】

The Mahabharata is an epic of ancient India. The entire epic – originally written in Sanskrit – was dramatized into a theatrical work and was performed onstage. The story of the Mahabharata revolves around conflicts between two tribes, and it has much to tell us about our own contemporary society. In keeping with the themes of the epic, the performers presented a message about the importance of peace and inclusivity.



<Title>

The concert played by the kocarina made of the National Stadium tree

○Hosts: Japan Kocarina Society

○Date: August 22 2021

○Venue: SHINJUKU BUNKA CENTER

【Summary】

The kocarina is a traditional wooden Okarina. Developed by Japanese musicians and craftsmen, the kocarina was evolved as an instrument for its rich and wide-ranging sound. Children, including local elementary school students, performed a concert and play kocarinas made from trees that were cut down during the rebuilding of the national stadium, the venue for the Summer Olympic Games. In the face of the Covid-19 crisis, children around the world play the kocarina in order to regain peace in the world as soon as possible.



<Title>

CANAL ART MOMENT SHINAGAWA 2021~Art Empowerment~

○Hosts: Shinagawa City, Tennoz Canalside Vitalization Association

○Date: August 28 2021

○Venue: Tennoz Canal East/West (Online LIVE Streaming)

【Summary】

This event took place in the area of the Tennoz Canal, as barges moored in the canal was used as the stage and seating area. The audience enjoyed livestreamed the opportunity to watch traditional Japanese performing arts and listen to music, while images are projected on the walls of surrounding buildings.



<Title>

Wara Art Festival 2021

○Hosts: Niigata City

○Date: August 29 2021~September 12 2021

○Venue: Uwasekigata Park

【Summary】

Rice farming supports the Japanese food culture and is a leading industry in Niigata. Art students in Tokyo and citizens of Niigata collaborated to create artistic works using rice straws, a by-product of rice farming.

An exhibition of the works communicated the charms of Niigata to the world.



<Title>

Sanriku International Arts Festival 2021 Kaminagahime (Princess of Long Tresses): An Asian tale for the bamboo flute

○Hosts: Sanriku International Arts Committee The Japan Foundation Asia Center

○Date: September 12 2021

○Venue: Online Streaming (Recoding)

【Summary】

Based on the folk tale “Kaminagahime” of the Sanriku area, a stage performance, which was created through the collaboration of three folk art performing organisations in Indonesia, Cambodia, and Sanriku, was played. In this situation where people have difficulties in moving across national borders, a totally new challenge started in May 2021 to connect countries online and create a new work exchanging melodies and ideas. We will continue exploring exchanges between Asian countries and Sanriku.



○ Cancel Programme (6 Programme)

№	Title	Hosts
1	Furusato Festival 2021	Fukushima Prefecture, Furusato Festival Executive Committee
2	YOUSOROU (keep her Steady) with a thousand Project ~A loud clap of sound from CHIBA "Beating a WADAIKO together with a thousand"	Executive Committee of the YOUSOROU with a thousand
3	TOKUSHIMA MUSIC FESTIVAL2021	Tokushima Prefecture
4	Kumiodori Appreciation Class for Parents & Children"MANZAI TEKIUCHI"	Agency for Cultural Affairs The Japan Arts Council The National Theatre Okinawa Management Foundation
5	TSUNAGARU Art Festival FUKUOKA	Citizens of Fukuoka Prefecture Cultural Festival Executive committee
6	Tokyo Caravan	Tokyo Metropolitan Government, Arts Council Tokyo (Tokyo Metropolitan Foundation for History and Culture)

(3) Achievements and Legacies of this project

- A total of about 110,000 people participated in the programmes implemented nationwide (including viewers of livestreaming).
- Many of the host organisations sought various ways to achieve cultural programmes in the society with COVID-19 as a measure to prevent the spread of infection. They distributed video of the event and information, including livestreaming.
- In addition, these special Co-hosted Programmes are expected to build new partnerships between various entities in the region, promote the development of next-generation artists, in particular, to enliven each region.

5 Partners of the Festival

Official Partners



Supporting Partners



Associating Partners



6 Tokyo 2020 Culture and Education Commission

(1) Committee

Chairperson	
AOYAGI Masanori	Emeritus Professor, the University of Tokyo Tama Art University Chairman of Board of Directors Director General, Archaeological Institute of Kashihara, Nara Prefecture
Committee	
AKIMOTO Yuji	Professor / Director of The University Arts Museum, Tokyo University of the Arts / Director of Nerima Art Museum
ASABA Katsumi	Art Director Chairman, Tokyo Type Directors club
IKENOBO Senko	IKENOBO Headmaster Designate
ICHIKAWA Ebizo	Kabuki Actor
IMANAKA Hiroshi	President, Social Welfare Foundation SOOHKAI Creative Director, atelier incurve
IMAMURA Kumi	Chief Executive Officer and Founder, Approved Specified Nonprofit Corporation Katariba
EXILE HIRO	Artist Producer
OYAMA Kumi	Professor, Showa College of Music
ORISAKU Mineko	Professor, Osaka University of Arts
KATSURA Bunshi	Rakugo Storyteller
KINA Tomohiro	Chairman, Japan Federation of Primary School Principals' Association
KINUTANI Koji	Emeritus Professor, Tokyo University of the Arts Person of Cultural Merit
KOSHINO Junko	Designer
SANADA Hisashi	Professor, Chair of TIAS at University of Tsukuba
SHELLY	TV Personality
SHINODA Nobuko	Furano Mecenat Association Furano baseball team GM
SUGINO Manabu	Advisor to the All Japan Special Needs Education Schools Principals' Association Professor, Tokyo Kasei Gakuin University

ZENIYA Masami	Executive Director, Tokyo National Museum
Sarah Marie Cummings	Kikisake-shi
SEN Soshitsu	Grand Tea Master, Urasenke
TANAKA Toshizo	Executive Vice President & CFO, Canon Inc.
NOMURA Mansai	Kyogen Actor Artistic Director, Setagaya Public Theatre
FUKAZAWA Akihisa	Professor, Department of Japanese Literature Olympic and Paralympics Collaboration Project Promotion Office, Jissen Women's University
MITAMURA Hiroshi	Chairman, All Japan Junior high school Principal's Association
MIYATA Keiko	Director of Drama Studio, Young Artists Training Programme, New National Theatre, Tokyo
MURATA Yoshihiro	Japanese Culinary Academy chairman KIKUNOI CO.LTD PRESIDENT / Person of Cultural Merit
YAMAZAKI Takashi	Film Director
YOSHIMOTO Mitsuhiro	Director, Center for Arts and Culture, NLI Research Institute

* The title is as of March 2021.

(2) Results

① Tokyo 2020 Culture and Education Commission

Round	Date	Agenda
1	May 13 2015	<p>【Agenda】</p> <p>Tokyo 2020 Organising Committee's Initiatives and the proceedings with the Culture and Education Commission</p>
2	December 13 2015	<p>【Agenda】</p> <p>1 Interim Report of the Action & Legacy Plan</p> <p>(1) Interim Report on Culture and Education (draft)</p> <p>(2) Initiatives taken after the interim reporting</p> <p>2 Promotion of the Tokyo 2020 after the Rio 2016</p>
3	July 14 2016	<p>【Agenda】</p> <p>1 Action & Legacy Plan (Culture and Education)</p> <p>(1) For the establishment of the Action & Legacy Plan 2016</p> <p>(2) Tokyo 2020 Participation Program (tentative name)</p> <p>2 Management of the Culture and Education Commission in the future</p> <p>3 Direction of The Tokyo 2020 Games volunteer programme</p> <p>4 Seeking applications of posters from elementary school and junior high school students</p>
4	February 24 2017	<p>【Report】</p> <p>Preparation status of the Tokyo 2020 Games</p> <p>【Agenda】</p> <p>1 Current status and future development of the Action & Legacy Plan 2017 and the Tokyo 2020 Participation Programme</p> <p>2 Direction of the Tokyo 2020 Festival (tentative name)</p> <p>3 Current status and future development of the Tokyo 2020 Education Programme</p> <p>4 Basic policy of opening and closing ceremonies</p>
5	July 3 2017	<p>【Agenda】</p> <p>1 Direction of the Tokyo 2020 Festival (tentative name)</p> <p>2 Enlivening the Tokyo 2020 Participation Programme and Action & Legacy Plan</p>
6	July 2 2018	<p>【Agenda】</p> <p>1 Report on the discussion on the Tokyo 2020 NIPPON Festival</p> <p>2 Report on the current status of the Tokyo 2020 Education Programme "Yo-i Don!"</p>
7	March 19 2019	<p>【Agenda】</p> <p>1 Progress report of the Hosted Programmes by Tokyo 2020 NIPPON Festival</p>

		<p>2 Progress report of the Co-hosted Programmes by Tokyo 2020 NIPPON Festival</p> <p>3 Progress report of the moving marks of the Tokyo 2020 NIPPON Festival</p> <p>4 Deliberations on the catch phrase of the Tokyo 2020 NIPPON Festival</p> <p>5 System to consider the Tokyo 2020 NIPPON Festival</p> <p>6 Report on the current status and future developments of the Tokyo 2020 Education Programme “Yo-i Don!”</p> <p>7 Activity report of the Tokyo 2020 Organising Committee (FY2018)</p>
8	December 16 2019	<p>【Agenda】</p> <p>1 Tokyo 2020 NIPPON Festival</p> <p>(1) Activity report of the Tokyo 2020 NIPPON Festival</p> <p>(2) Status of discussions on the Hosted Programmes by the Tokyo 2020 NIPPON Festival</p> <p>(3) Status of consideration of the Co-hosted Programmes by the Tokyo 2020 NIPPON Festival</p> <p>2 Progress report of the Tokyo 2020 Education Programme “Yo-i Don!”</p> <p>3 Action & Legacy Report</p>
9	February 3 2021	<p>【Agenda】</p> <p>Tokyo 2020 NIPPON Festival</p>

② Tokyo 2020 NIPPON Festival Working Group

Round	Date	Agenda
1	October 30 2017	<p>【Agenda】</p> <p>1 Direction of the Tokyo2020 Festival (tentative name)</p> <p>2 Application status of the Hosted Programmes by the Organising Committee</p> <p>3 Suggestions by each member</p>
2	March 15 2018	<p>【Agenda】</p> <p>1 Status of consideration of the programmes implemented by the Organising Committee</p> <p>2. Logo and the concept of the Festival</p> <p>3. Expansion of the festival throughout the country</p>
3	September 18 2018	<p>【Agenda】</p> <p>1 Status of consideration of programmes implemented by the Organising Committee</p> <p>2 Scheme of the Co-hosted Programmes</p>

