

TOKYO 2020 ACTION & LEGACY REPORT



Message from Hashimoto Seiko, President, The Tokyo Organising Committee of the Olympic and Paralympic Games

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.



The Olympic and Paralympic Games were the very first global-scale event held during the pandemic, bringing together the most elite athletes from around the world. I am overjoyed that we have been able to pass on the baton to Paris, a reminder of the resolute determination of the Tokyo Games that may be defined as the “Tokyo Model”.

The “Action & Legacy Plan” was formulated in 2016 following discussions by experts’ commissions in five different areas, engaging both the athletes participating in the Games and as many people as possible, to ensure that the various initiatives and positive benefits of hosting the Games could be passed on as a legacy to future generations.

In line with the Action & Legacy Plan’s key message of “Participating in the Tokyo 2020 Games, Connecting with Tomorrow”, a vast number of organisations and groups developed and implemented a variety of initiatives across Japan not only in sports, but to also create a broader legacy for the future in the five fields of “Sports & Health”, “Urban Planning & Sustainability”, “Culture & Education”, “Economy & Technology”, and “Recovery, Nationwide Benefits & Global Communication”.

The Organising Committee authorised a wide range of certifications under “The Tokyo 2020 Nationwide Participation Programme” in order to encourage the independent engagement of different organisations and groups. A broad range of key initiatives, including those aimed at sustainability, unity in diversity, and the realisation of a fully-inclusive society, were spearheaded by the Organising Committee, such as designing the Olympic and Paralympic medals from used mobile phones and other small household appliances collected from all over Japan, manufacturing podiums from recycled waste plastic, building the Plaza in the Athletes’ Village using domestic wood sourced from 63 municipalities across Japan, deploying people-friendly robots at competition venues, using aluminium from temporary housing for people impacted by the 2011 disaster in the design of the

Olympic torches for the Torch Relay, and selecting the mascots for the Games through a nationwide vote of elementary school students. I am pleased to announce that these initiatives and achievements have been compiled into this "Tokyo 2020 Action & Legacy Report".

In summary, while the Tokyo 2020 Games took place under challenging conditions, I believe that, through the Games, Japan has helped to reawaken the connections and bonds that bring all of the people around the world together. I am confident that the untold experiences of these Games will be passed on as our legacy to future generations, and it is my hope that the Tokyo 2020 Games will become an inspiration in stimulating positive changes in society in the future.

A stylized calligraphic signature in black ink, reading '橋本聖子' (Hashimoto Seiko).

Hashimoto Seiko, President

The Tokyo Organising Committee of the Olympic and Paralympic Games

Foreword

Tokyo was selected as the host city for the 2020 Olympic and Paralympic Games on 7 September 2013. Although this was to be a sporting event hosted by the Tokyo Metropolitan Government and a number of other municipalities, the Tokyo 2020 Olympic and Paralympic Games saw stakeholders from around the country, including the Tokyo Metropolitan Government, Japanese Government, local governments, and event partners, come together in an “All-Japan” structure with the shared aim of hosting an event that would expand over fields of endeavour, over geographical boundaries and over time.

The “Tokyo 2020 Action & Legacy Plan” was formulated in 2016 to systematically promote these initiatives, with the key message of “Participating in the Tokyo 2020 Games, Connecting with Tomorrow”. The “Tokyo 2020 Nationwide Participation Programme” was launched as a unique mechanism of the Tokyo 2020 Games to allow various organisations and groups throughout Japan to connect with the Olympic and Paralympic Games and implement actions to build momentum and create a legacy, engaging as many people as possible.

For the first time in the history of the Olympic and Paralympic Games, the Tokyo 2020 Games were postponed because of the global spread of COVID-19. Japan’s experience in hosting the Games during the COVID-19 pandemic will be passed on to future generations as a legacy and study in overcoming multiple challenges. Although various restrictions limited the implementation of actions to build momentum and create a legacy, ingenuity paved the way for imaginative actions to take place despite these restrictions.

This report contains a compilation of the outcomes of the numerous actions that were implemented based on the “Tokyo 2020 Action & Legacy Plan”, as well as the lessons that will be passed down as a legacy to future generations. Now that the curtain has fallen on the Tokyo 2020 Games, it is our hope that our legacy will continue to be passed down to future generations by the Tokyo Metropolitan Government, Japanese Government, Japan Olympic Committee, Japan Paralympic Committee, and all future legacy messengers and leaders.

*The Tokyo Organising Committee of the Olympic and Paralympic Games established the Tokyo 2020 Action and Legacy Report to integrate the Tokyo 2020 Legacy. In the future, The Tokyo Metropolitan Government plans to incorporate the benefits of the Games to host cities into the Legacy Reporting Framework.

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Chapter 1

Tokyo 2020 Games

Chapter 1: Tokyo 2020 Games

1. Tokyo, Japan and the Olympic and Paralympic Games

The first Tokyo Olympics and Paralympics were held in 1964. The 1964 Games provided the opportunity for Tokyo and Japan to demonstrate its postwar recovery and regeneration. The 1964 Games also served as a catalyst for Japan's period of rapid economic growth, leaving behind a legacy that symbolises Japan's post-war recovery, including the opening of the *shinkansen* bullet train and network of expressways. The Games also served as a major impetus in engaging persons with an impairment to participate in society.

Following a period of high economic growth after the 1964 Games, Japan developed into a fully matured economy. However, with the Great East Japan Earthquake that struck Japan's Tohoku region in 2011, the country was once again faced with the trial of having to recover and reconstruct.

In the lead up to the Olympic and Paralympic Games Tokyo 2020 (hereinafter referred to as the "Tokyo 2020 Games") some 50 years after the 1964 Games, Japan took another hard look at the questions of how Tokyo and Japan should embrace the Olympic and Paralympic Games; how the country should demonstrate its gratitude to the international community for the immense support and encouragement received from around the world in the aftermath of the 2011 disaster; and how to communicate the vital role that sport has played in recovery efforts and its valuable contribution to society.

Japan also aimed to create both tangible and intangible legacies in various fields of endeavour to provide children with a glimpse of the future of Japan.



2. Preparation for the Tokyo 2020 Games

Tokyo was chosen as the host city for the 2020 Games on 7 September 2013. The Tokyo 2020 Organising Committee of the Olympic and Paralympic Games (hereinafter referred to as the "Tokyo 2020 Organising Committee") was established in January 2014. The Committee formulated the basic



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plan for hosting the 2020 Games and managed preparations in the lead up to the Games.

The Tokyo 2020 Organising Committee included officials from the Japanese government, Tokyo Metropolitan Government, and local municipalities, as well as employees seconded from private companies and organisations, including sponsors, and staff hired directly by the Tokyo 2020 Organising Committee. The number of staff grew from 44 when the Committee was first established, to a maximum of 7,000 when the curtain finally rose on the Games. With the addition of 70,000 volunteers and contractors, the Committee became one large team.

The Tokyo 2020 Games were not only managed as a sporting event, but promoted actions that would lead to the creation of an All-Japan legacy, toward the event that would expand over fields of endeavour, over geographical boundaries, and over time. The Committee prepared for 2020 to build excitement and emotion in the thousands of athletes, officials, and spectators from all over the world visiting Tokyo and Japan and people throughout Japan and around the world, creating an amazing event that would etch its chronicles and memories in people's hearts and minds forever.

3. Postponement of the Tokyo 2020 Games and infection control measures for COVID-19

(1) Postponement of the Games

1) Fresh start

24 March 2020 marked a historic day for the Olympic and Paralympic Games when the decision was made to postpone the Tokyo 2020 Games due to the novel coronavirus infection (COVID-19) pandemic.

In response to the decision to postpone the Games, the Organising Committee started to consider how to prepare for hosting the Games in 2021, including quickly finalising venues and competition schedules, examining contracts to revise, touching up current plans, reviewing service levels, and implementing infection control measures for COVID-19.

On 30 March 2020, officials announced that the dates for the Tokyo 2020 Games would be shifted by about one year from the original dates, with the Olympic Games to be held from 23 July to 8 August 2021 and the Paralympic Games to be held from 24 August to 5 September 2021.

2) Positioning, principles, and roadmap of the Games associated with postponement

With the Games postponed, plans needed to be changed or reviewed in practical terms.

Following recurrent consultations with the International Olympic Committee (hereinafter referred to as the "IOC"), International Paralympic Committee (hereinafter referred to as the "IPC"), Tokyo Metropolitan Government, Japanese government, and other stakeholders, the Tokyo

2020 Organising Committee reached an agreement with the IOC and announced the positioning, principles, and roadmap for the Olympic Games on 10 June 2020.

In consultation with the IPC and other stakeholders, the Tokyo 2020 Organising Committee reviewed the positioning of the Games taking the inherent value of the Paralympic Games into account and reaffirmed the principles and roadmap of the Games on 8 July 2020.

To minimise the costs and strain associated with postponing the Games and to gain the understanding of the people of Japan and Tokyo, the Organising Committee worked under the principle of simplifying and optimizing the preparation and delivery of the Games, including a review of service levels, while focusing on the sports and athletes, as a reflection of the new global economic, societal, and public health contexts.

3) New competition schedule

Although the starting and ending times for some sports were changed for operational reasons, overall, it was decided that the schedule should remain the same in line with the policy confirmed with the IOC and IPC, adjusting the days of the week in 2021 to match those of the competition schedule for 2020.

Preparations moved forward to host the Olympic Games for 17 days from 23 July to 8 August 2021 with 339 events in 33 sports at 42 venues, and the Paralympic Games for 13 days from 24 August to 5 September 2021 with 539 events in 22 sports at 21 venues.

The venue for the Games consisted of two zones: the Heritage Zone, which sustained the legacy of the 1964 Games, and the Tokyo Bay Zone, which symbolised the bright future of the city. The two zones located around the Athletes' Village form the image of an infinity symbol, embodying the limitless expanse of the passion of the world's most elite athletes, the limitless possibilities of future generations, and the lasting legacy that will be passed on.

Popular with youth, new "urban" sports made their debut at the Tokyo Games. This trend is expected to continue on in the Olympic and Paralympic Games in the future.

4) Simplifying the Games

With the aim of hosting Games that would gain support from the people of Tokyo and Japan, after the decision to adhere to the policy of simplifying the Games in coordination with all concerned parties, the IOC Coordination Commission met from 24 to 25 September 2020 and agreed to simplify 52 items, including a reduction in the number of Games officials, and the elimination or downsizing of ceremonies, lounges, and food/beverage services. Costs and other details were carefully examined following this decision, and cost saving effects of about JPY 30 billion were reported and

clarified with the IOC Executive Board on 7 December.

Dialogue between the IOC/Games officials and the Organising Committee was conducted with as much transparency as possible using a roadmap and other information. This process and other actions are expected to serve as reference for global-scale events held in Japan in the future.

(2) Infection control measures for COVID-19

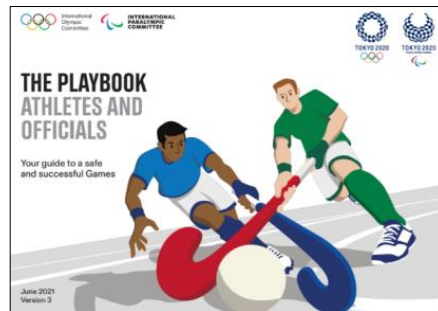
The Coordination Meeting for COVID-19 Countermeasures at the Olympic and Paralympic Games Tokyo 2020 (hereinafter referred to as the “Coordination Meeting”) was established in September 2020 to engage in comprehensive discussions and coordinate COVID-19 countermeasures during the Tokyo 2020 Games. The Coordination Meeting was held seven times since September 2020 with the participation of relevant government ministries and agencies, the Tokyo Metropolitan Government, Tokyo 2020 Organising Committee, Japanese Olympic Committee (hereinafter referred to as the “JOC”), Japan Paralympic Committee (hereinafter referred to as the “JPC”), and infectious disease experts.

The Organising Committee also established rules and procedures for participation in the Games in terms of COVID-19 countermeasures, compiling this information into playbooks for different groups involved in the Games. These playbooks were updated three times, in February, April and June. Briefings were held every time the playbooks were updated, and meticulous attention was paid to providing detailed information to people who would be visiting Japan from overseas.

In addition, the Organising Committee set up an “Expert Roundtable on COVID-19 countermeasures for the Tokyo 2020 Games” to obtain advice on specific infection control measures for COVID-19 that should be taken to ensure the safe and secure operation of the Games. Discussions were held with experts who provided their perspectives on measures to control the movement of people and evaluations of infection control measures implemented by the Organising Committee.

In addition to the comprehensive implementation of basic COVID-19 measures, such as masks, maintaining physical distances, and avoiding the 3Cs (closed spaces, crowded places, close-contact settings) to ensure people’s safety and security during the COVID-19 pandemic throughout the period of the Games, the number of people entering Japan from overseas was lowered (The number of non-athletes from overseas was reduced to one-third or less of the originally planned number (from approximately 141,000 to 33,000 during the Olympics and from approximately 36,000 to 10,000 for the Paralympics)). Two pre-departure tests for COVID-19 and periodic testing after entry in Japan, strict restrictions on travel and behaviour, health management, and prompt isolation of persons testing positive for the virus were measures that were implemented to control the introduction of the virus from overseas and prevent the infection from spreading in the Athletes’ Village and competition venues.

The rulebooks on COVID-19 measures are expected to be followed almost immediately at the Beijing Games and adopted at the future Games. In addition, the overall expertise gained through the implementation of COVID-19 infection control measures is expected to serve as a model for safe and secure events for athletes and Games officials in the future.



(3) Decision to hold events without spectators

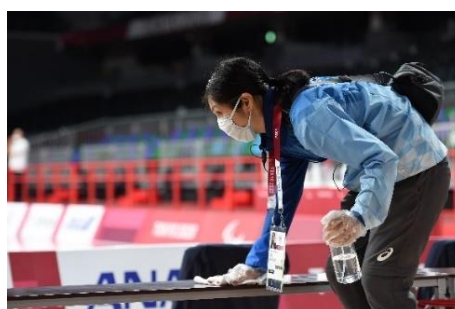
Following the announcement on postponing the Games, the IOC, IPC, Japanese government, Tokyo Metropolitan Government, and Tokyo 2020 Organising Committee met on 20 March 2021 to discuss the possibility of allowing spectators from overseas to attend the Games. The Japanese side reported their conclusions to the IOC and IPC that they would abandon the idea of allowing spectators from overseas due to the fluctuating state of COVID-19 conditions around the world. The IOC and IPC expressed their respect for and acceptance of the conclusions presented by the Japanese side in line with the policy of prioritising the organisation of a safe Games for all participants.

In response to the declaration of a state of emergency for the Tokyo metropolitan area on 8 July 2021, a meeting of the five parties was held the same day where the following statement was made: "In response to the state of emergency, stricter measures with regard to the Olympic Games Tokyo 2020 have also been decided by the three Japanese parties. No spectators will be allowed into any venues in Tokyo during the Olympic Games. Under this policy, in areas where emergency measures are not in force, local government authorities will meet and decide specific measures in consultation with the local governors based on the situation in each area." With the exception of some prefectures, the Olympic Games were held without spectators in many venues.

The IPC, Japanese government, Tokyo Metropolitan Government, and Tokyo 2020 Organising Committee met on 16 August 2021 to discuss the policy for spectators at the Paralympics. The Japanese made the following explanation: "In light of the current emergency declaration issued for Tokyo, Saitama and Chiba Prefectures, another declaration of the state of emergency being requested by Shizuoka prefecture and the current infection situation broadly, more stringent measures will be taken for competitions to be held in these prefectures, including having no spectators. With regard to the school programme, given that the Tokyo 2020 Games are

very important in helping us realise a more inclusive society, safety measures will be taken in order to facilitate spectating in cases where local authorities or school administrations request this in response to the wishes of parents and others". The IPC agreed to this policy.

The Tokyo 2020 Games were the first time in history that the Olympic and Paralympic Games were held without spectators, and is believed to have resulted in the development of new ways to enjoy sports, such as through remote viewing, offering new options for the Games in the future.



4. Hosting the Tokyo 2020 Games

The Olympic Games were held over a period of 17 days from 23 July to 8 August 2021, with the Paralympic Games lasting for 13 days, from 24 August to 5 September 2021. COVID-19 posed an enormous challenge, but with the cooperation of relevant municipalities, the IOC, IPC, Japanese government, and Tokyo Metropolitan Government, the Games were held with safety a top priority.

While many of the sports were held without spectators in seats at the venues, the Olympics and Paralympics offered people a great opportunity to connect digitally. In addition to high television ratings, a record number of 19 Paralympic sports were televised. The number of visitors to the Games' official website reached 190 million, the highest ever, and the number of followers on various social networking sites also hit record numbers.

With a state of emergency and quasi-emergency measures declared for several prefectures due to the spread of COVID-19, the torch relay could not be held on public roads in some areas. However, alternative measures were implemented in cooperation with relevant parties, such as lighting ceremonies where torchbearers joined their torches together inside venues, allowing the flame to pass through all 47 prefectures across Japan.

As mentioned above, many of the sports were held without spectators in seats at the venues following the Games' postponement due to the difficult conditions caused by COVID-19. However, the fact that the Games could be held safely and successfully even in the midst of a pandemic has shown how sports events could be held in the future.

This stands as one of the legacies of the Tokyo Games that can be passed on to sports events in Japan and overseas in the future.



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Chapter 2

Action & Legacy

Chapter 2: Action & Legacy

1. Action & Legacy Plan and Report

(1) Vision of the Games

The Vision of the Tokyo 2020 Games was finalised in February 2015.

Tokyo 2020 Games Vision

Achieving Personal Best

Unity in Diversity

Connecting to Tomorrow

Sport has the power to change the world and our future.
The Tokyo 1964 Games completely transformed Japan.
The Tokyo 2020 Games, as the most innovative in history, will bring
positive reform to the world by building on three core concepts.

The Olympic and Paralympic Games, the world's largest sporting event, brings together the most elite athletes from around the world, creating unlimited power. Leveraging the occasion of the Tokyo 2020 Games, Japan aims to improve Tokyo, the country, and the world, and as exemplified in the Olympic Torch Relay, pass this beacon of hope on to children, the leaders of future generations.



3 core concepts

○ Achieving Personal Best

Through flawless preparation and execution, the Tokyo 2020 Games aim to deliver a safe and secure Games where every athlete can perform and achieve their personal best. The world's most cutting-edge technologies will be adopted for maintaining competition venues and in operating the Games. All Japanese citizens, including Olympic and Paralympic volunteers, will employ their utmost resourcefulness as hosts to welcome visitors from around the world with the best Japanese *omotenashi*, or hospitality.

○ Unity in Diversity

Accepting and respecting differences in race, colour, gender, sexual orientation, language, religion, political or other opinion, national or social

origin, property, birth, level of ability or other status allows peace to be maintained and society to continue to develop and flourish.

The Tokyo 2020 Games will foster a welcoming environment and raise awareness of unity in diversity among citizens of the world.

○ Connecting to Tomorrow

The Tokyo 1964 Games completely transformed Japan, enhanced Japanese people's awareness of the outside world and helped bring about rapid growth of Japan's economy. The 2020 Games will enable Japan, now a mature economy, to promote future changes throughout the world, and leave a positive legacy for future generations.

(2) Action & Legacy Plan

The significance of the Olympic and Paralympic Games lies in participation. Although it is the athletes who physically take part in the Games themselves, there are many other ways to become involved in the Olympic and Paralympic Games.

The Games are the sporting events that will be held mainly in the Greater Tokyo area in the summer of 2021. The events are limited. However, we are using the concept of “spread” in three different ways.

The first of these is the “Spread of Fields.” The Olympic and Paralympic Games are sporting events. However, the Olympic Charter calls for the blending of sport with culture and education. We plan to leave legacies across a wide range of fields including technology, sustainability and so on.

The second concept is Spread of Time. It is not only the period of the Games that is important, but also the years leading up to the Games.

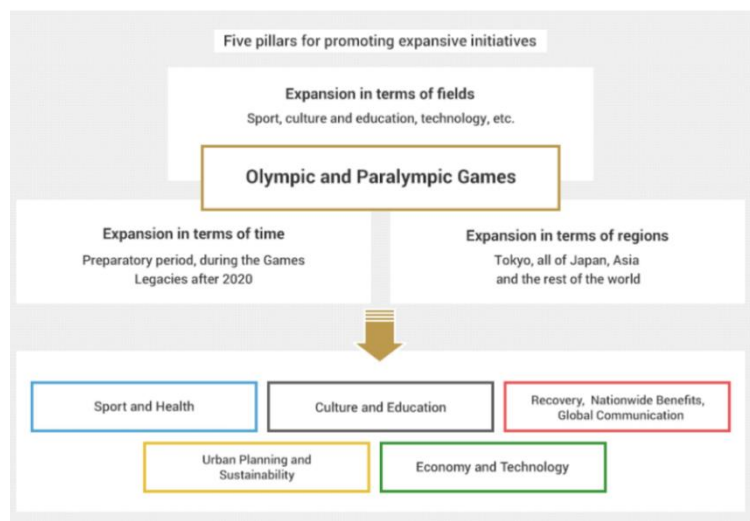
Finally, we have Regional Spread. We held several events related to the Games not only in Tokyo but in all parts of Japan in order to raise excitement for the Games.

To systematically promote these initiatives in the lead up to the Tokyo 2020 Games, the Tokyo Metropolitan Government, Japanese government, JOC, JPC, business community and other stakeholders collaborated in establishing five specialist commissions to examine specific actions along five pillars: Sports and Health; Urban Planning and Sustainability; Culture and Education; Economy and Technology; and Recovery, Nationwide Benefits and Global Communication with the aim of promoting actions in a cohesive All-Japan structure.

In addition, the “Action & Legacy Plan” was formulated in 2016 with professional advice from the expert committee in line with the key message of “Participating in the Tokyo 2020 Games, Connecting with Tomorrow”.



This plan is a compilation of the actions, namely events and initiatives, that will be held throughout Japan from autumn 2016 through to the Games that are aimed at promoting widespread engagement. The legacies will be the end products of these actions, and will be left to Tokyo, Japan, and the world to mark the occasion of the Tokyo 2020 Games.



(3) Preparing the Action & Legacy Report

The various actions taken based on the Action & Legacy Plan resulted in the participation of a vast number of individuals, local governments, and organisations at the Tokyo 2020 Games, raising the level of excitement of people from all over Japan. The first Games to be postponed due to COVID-19, the experience of hosting the Tokyo 2020 Games during a pandemic will be passed on as a legacy to future generations. Even under these conditions, a great number of creative and ingenious initiatives were developed to build momentum and create a legacy.

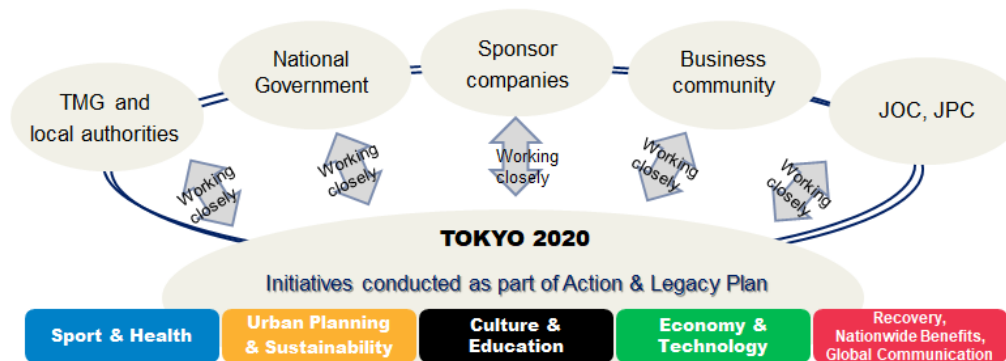
This Action & Legacy Report spotlights the achievements of various initiatives (Actions) implemented based on the Action & Legacy plan, as well as what will be passed down to future generations (Legacies). This report is a compilation of the actions and results that have transpired as a result of these Games. These legacies are expected to continue to be implemented, passed down, and developed by the Tokyo Metropolitan Government, Japanese government, JOC and JPC.

2. Initiatives by the Tokyo 2020 Organising Committee and other related organisations

The Tokyo 2020 Games served as the catalyst for collaboration with the organisations listed in this report on various initiatives meant to encourage the engagement of as many people as possible in a variety of activities and to expand that circle throughout Japan.

(1) Initiatives of the Tokyo 2020 Organising Committee

- The Tokyo 2020 Organising Committee collaborated with related organisations and other entities in line with the Action & Legacy Plan and played a role in (1) planning and implementing actions, (2) linking the actions of various actors to the Tokyo 2020 Games, (3) connecting entities that are planning and implementing actions using ideas from various people, and promoting this movement nationwide, and (4) promoting collaboration among actors implementing actions, in order to promote actions in an All-Japan structure that will leave a lasting legacy.
- Discussions were held by Five experts' commissions that examine specific actions and legacies for each pillar to promote the Action & Legacy Plan.
- Experts and specialists from various industries were members of these commissions, which also included the participation of officials from the Tokyo Metropolitan Government and Japanese national government as ad hoc members and observers.
- The Committee discussed the current state of affairs and issues in each field at meetings, as well as what legacies should be left and what actions should be taken as a result of the Tokyo 2020 Games. The pillar of "Sports and Health" encouraged the creation of an environment where people can enjoy athletic recreation and improve their health, while "Urban Planning and Sustainability" was included from the perspective of building safe and comfortable cities, and communicating the importance of sustainability. "Culture and Education" was included to promote Japan's diverse culture to the world and create an emotional and mental legacy of self-confidence and courage, understanding of diversity, and proactive and positive participation in society through education on the Olympics and Paralympics. "Economy and Technology" was designed to contribute to the revitalisation of Japan's economy as the host of the Games and to promote innovation with the use of cutting-edge technology. The pillar of "Recovery, Nationwide Benefits and Global Communication" consisted of comprehensive actions in a wide range of fields in the five pillars, as well as the addition of aspects related to rebuilding from the 2011 earthquake and tsunami, and promoted actions to create legacies that extend beyond sports.



① Sports and Health	Athletes' Commission
② Urban Planning and Sustainability	Urban Planning and Sustainability Commission
③ Culture and Education	Culture and Education Commission
④ Economy and Technology	Economy and Technology Commission
⑤ Recovery, Nationwide Benefits and Global Communication	Media Commission

- The Tokyo 2020 Organising Committee concluded agreements with the Rugby World Cup 2019 Organising Committee and the Organizing Committee of the World Masters Games 2021 Kansai with the aim of building a system of mutual collaboration and cooperation to ensure the success of the Games and competitions, and promoted efforts to manage, prepare and build momentum by utilising the expertise of each organisation in the areas of (1) publicity and PR for the Games, (2) volunteers for the Games, and (3) other matters required for the preparation and operation of the Games.

(2) Initiatives by related organisations

- The Tokyo Metropolitan Government, Japanese government, business community, JOC and JPC, local governments, and other related organisations took an active role in considering the actions to take to prepare for the Tokyo 2020 Games and what legacies should live on after the Games.
- The Tokyo Metropolitan Government formulated “Towards 2020 – Building the Legacy” in December 2015 to leave a lasting and valuable legacy as host of the Games. “Building the Legacy – Beyond 2020” was released in July 2021 to promote initiatives and communicate in an easy-to-understand manner the tangible and intangible legacies that were created through multi-faceted efforts in preparation for the Games. The Tokyo Metropolitan Government plans to use the Legacy Reporting Framework to communicate the benefits of the Games to host cities after the Games.
- The Japanese government formulated the “Basic Policy for Promoting Measures related to Preparations for and Management of the Olympic and Paralympic Games in Tokyo in 2020” in November 2015. The Japanese government worked on one of the basic principles in this policy, “Creating and demonstrating to the world a legacy that we can hand over to future generations with pride”. The Committee plans to widely disseminate the legacy of the Games throughout Japan and overseas after the Games.
- In the business world, the Business Council for the Olympic and Paralympic



Games was established in March 2015 which included members from the Japan Business Federation (Keidanren), Japan Chamber of Commerce and Industry, Tokyo Chamber of Commerce and Industry, and Japan Association of Corporate Executives. In April 2016, the Council released “Toward & Beyond 2020”, a compilation of the council’s legacy-building activities. The business community, including partners of the Games throughout Japan, worked together to ensure the success of the Tokyo 2020 Games and create a legacy that the business community could build on.



- The JOC, the National Olympic Committee (NOC) of the host nation, has worked on enhancing the Olympic Movement programmes it has been engaged in over the years, as well as measures to integrate the Olympic and Paralympic Games. The Japan Olympic Museum opened in September 2019, establishing a base for learning and spreading the word on the history and significance of the Olympic Games.
- The JPC has developed teaching materials in Japanese together with the Nippon Foundation Paralympic Support Center and Benesse Foundation for Children based on the contents of the international version of “I’m POSSIBLE”, the teaching materials developed by the IPC-affiliated Agitos Foundation.



3. Crossovers between Each Pillar

Participation is the one common principle that is shared among the five pillars to promote the active engagement of as many people as possible (Actions) and connect the outcomes of the Games to future generations (Legacies). It is important that diversity be recognised in all areas, including disabilities.

(1) Participation

The participation of as many people as possible in the Games is the key to realising the Action & Legacy Plan. The Tokyo 2020 Nationwide Participation Programme was launched in October 2016, a unique system that allowed various organisations and groups to build momentum for the Games. The Tokyo 2020 Organising Committee certified a variety of actions (events,

projects, etc.) in the lead up to the Tokyo 2020 Games, with the aim of building momentum and creating a legacy by making people feel connected to the Games.

Actions were certified in eight areas (“Sports and Health”, “Urban Planning”, “Sustainability”, “Culture”, “Education”, “Economy and Technology”, “Recovery”, “Nationwide Benefits and Global Communication”) based on the five pillars of the Action & Legacy Plan. Although the Organising Committee focused on a large number of initiatives in order to create legacies for each of the five pillars described in Chapter 3, the shared philosophy at the core of each is the promotion of “participation (promoting the active engagement of as many people as possible and encouraging active engagement in a wide variety of activities)”.

* For details, see “Chapter 8: Tokyo 2020 Nationwide Participation Programme”)

(2) Paralympics

The Paralympic Games are the world’s most premier sporting event for persons with an impairment and also serve as an opportunity to recognise the limitless potential of human beings. Paralympic athletes have the power to inspire and excite the world, which can transform ways of thinking and attitudes and promote fully-inclusive social participation and change. This change will become the driving force for creating a legacy, a reason why the Action & Legacy Plan is placing particular emphasis on promoting awareness and interest in the Paralympic Games.

1) Aspirations of the Paralympic Movement

The IPC has identified four values for the Paralympic Movement: Courage, Determination, Inspiration, and Equality. The Paralympic Movement aims to promote social awareness of persons with an impairment through sport and create a society with equal opportunities for all.

The IPC’s vision is the creation of an inclusive world through Para sport, where people with and without an impairment live together.

Three Agitos



The Paralympic emblem is called the “Three Agitos” and consist of tri-coloured, curved lines encircling a central point to represent movement. From the Latin for “I move”, the Three Agitos symbolises the Paralympians who never give up even when times are tough and continue to push the limits. The three colours (red, blue, and green) have been chosen as they are the most common colours represented in the flags of countries around the world.

2) Current state of Japan and challenges

The first step in realising the IPC’s vision is to aspire to the creation of a fully inclusive society where people with and without an impairment can play sports. Although Japan has made progress in terms of the participation of persons with an impairment in sports and society, further efforts must be made to create an environment where more people are able to enjoy sports and be active members of society.

- Improving the sports environment for persons with an impairment
【Percentage of persons with an impairment who play sports (adults, 1x/week or more): 18.2%】
- Promoting participation in society and activities of persons with an impairment
【Actual employment rate of persons with an impairment (private companies): 2.15% (legally-mandated employment rate: 2.2%)】
- Understanding diversity is essential to achieving the creation of a society in which everyone, regardless of age, gender, or disability, can demonstrate their capabilities and be active. The Act for Eliminating Discrimination against Persons with Disabilities, enacted on 26 June 2013 and put into effect on 1 April 2016, aims to eliminate discrimination on the basis of disability to realise a society where all people in Japan can live together with mutual respect for each other’s character and individuality, without discriminating based on whether or not they have a disability.
- The Tokyo Metropolitan Government also enacted the “Ordinance to Promote Understanding of and Prohibit Discrimination Against People With Impairments in Tokyo” on 4 July 2018, which came into effect on 1 October 2018, in order to further promote efforts to enhance understanding of persons with an impairment and eliminate discrimination throughout society in anticipation of the Tokyo 2020 Games. Under the Act for Eliminating Discrimination against Persons with Disabilities, private businesses are required to make efforts to provide reasonable accommodation, while the Tokyo Metropolitan Ordinance makes this mandatory to further promote efforts to eliminate discrimination.

3) Importance of hosting the Tokyo 2020 Paralympic Games

- The Tokyo 2020 Games was the first time that the summer Olympic and

Paralympic Games were held in the same host city for the second time. It is necessary to follow up not only on the success of the Paralympic Games, but to also promote the fully inclusive participation of all persons with an impairment in society regardless of the type or presence of disability, as well as people's understanding of diversity over a longer span of time and at a higher dimension.

- The average life expectancy in Japan is currently 81.64 years for men and 87.74 years for women, one of the highest in the world (average life expectancy in 2020). The percentage of people aged 65 and over in Japan's total population is expected to increase from 5.7% in 1960 to 26.0% in 2020, and to 37.7% by 2045.
- With the rapidly aging population of Japan, it is essential to realise a fully inclusive society through the Paralympics in order to allow all people to demonstrate their capabilities, participate as full members of society and create a better future together.

① Relationship with the vision of the Paralympic Games

The Paralympic Games have the power to effect social change towards the realisation of a fully inclusive society, one that respects and supports each person's character and individuality, and that mutually recognises people's diversity. When comparing the realisation of the vision for the Tokyo 2020 Games with the Paralympics, it is clear that the vision is for all people to demonstrate their abilities (Achieving Personal Best), to build a social foundation (Unity in Diversity), and to connect to a truly inclusive society of the future (Connecting to Tomorrow).

The second pillar (Unity in Diversity) in particular focuses directly on the realisation of a fully inclusive society through the Paralympics.

② Management of the Paralympic Games

To ensure the success of the Paralympic Games, the Tokyo 2020 Organising Committee adopted the following policies in its stance towards the Games:

- Integrated planning for both the Olympic and Paralympic Games with a wide range of stakeholders, including those involved in the Paralympic Games from the preparatory stage and management of organisations with a strong awareness of the Paralympic Games.
- Development of accessible environments in terms of both tangible and intangible facets in preparation for the Games, as well as the spread and expansion of improvements from competition venues to surrounding areas.
- Broad communication on the appeal of Para sports and improved quantity and quality of information with a view of the importance of engagement to promote Para sports and enrich the base of fans and supporters.

- Formulation of plans to promote Para sports and the realisation of a truly inclusive society after the Tokyo 2020 Games.

4) Aspirations through the Tokyo 2020 Games

① Sports and Health in Actions and Legacies

The Tokyo 2020 Games looked to create a foundation under the pillar of Sports and Health to encourage people to play, watch, and support Para sports, as will be explained in detail in Chapter 3.

Hosting the Paralympic Games in Tokyo in 2021 provided more opportunities for people to become familiar with and interact with Paralympians by experiencing and watching Paralympic sports in school, at sports events, and in pre-Games training camps across Japan. It is hoped that these opportunities will help people to learn more about the Paralympic sports and increase the number of people watching Para sports after the Games.

The Tokyo 2020 Games also aimed to increase the number of people participating in sports, such as Para sport fans and supporters, and to develop a familiar environment where all people, both with and without an impairment, can enjoy sports.

Some examples of initiatives involving individuals and companies include training and using volunteers who have an in-depth understanding of Para sports and Paralympic sports, and matching companies that are engaged in supporting Para sports with Para sports organisations.



② Other areas in the Action & Legacy Plan

The legacy of the Paralympics was considered as a common policy for all the pillars. The main initiatives are as follows.

<Urban Planning and Sustainability>

- Consideration of accessibility throughout the Tokyo 2020 Games, including barrier-free access and information security, etc.
- Consideration of sustainability, encouraging participation in the Games, etc.
- Efforts to promote gender equality and unity in diversity.

<Culture and Education>

- Participation and interaction with all people and revitalisation of communities through the arts for persons with an impairment, etc.
- Promotion of understanding of diversity through interaction with people from diverse backgrounds, including those with an impairment, etc.

<Economy and Technology>

- Promotion of enhanced medical care and assistance, barrier-free access, etc.
- Demonstration and dissemination of information to the world on walk assist robots and assist suits to support the lifestyles of persons with an impairment and the elderly, and provision of systems that allow all people to enjoy the sports, including the development of viewing systems for persons with visual impairments.

<Recovery, Nationwide Benefits, Global Communication>

- Promotion of participation in the Paralympics throughout Japan through the lighting of the Paralympic Torch Relay in all 47 prefectures in Japan.



③ Creating a fully inclusive society for ourselves in the future

The Paralympics provided a unique opportunity to think about the potential of all people and how they can build on this by bringing awareness to the importance of embracing diversity through experiences in Para sports, watching competitions, and interacting with athletes and persons with an impairment.

The Paralympic Games built anticipation for the Paralympic Movement throughout Japan, expanding the possibilities for people from diverse backgrounds to use their abilities to take action and build momentum to act together in creating legacies that will lead to the development of a fully inclusive society in the future.



The Paralympics have the power to change society. After the Games, the Paralympics will continue to serve as a driving force for change in Japanese society, not only with improvements to accessibility in towns and facilities, but also by working to create a fully inclusive society where the idea of a “barrier-free mindset” is firmly entrenched, to eliminate an individual’s mental barriers.

4. Report Structure

- This report contains the following sections.

Chapter 1: Tokyo 2020 Games

Chapter 2: Action & Legacy

Chapter 3: Sports and Health

Chapter 4: Urban Planning and Sustainability

Chapter 5: Culture and Education

Chapter 6: Economy and Technology

Chapter 7: Recovery, Nationwide Benefits and Global Communication

Chapter 8: Tokyo 2020 Nationwide Participation Programme

Chapter 9: Use of the Games' Properties

- Chapters 3 through 7 are divided by pillar along the following contents.
 - <Basic principles>
 - Focus on the relationship between each field and the Olympic and Paralympic Games
 - <Legacy concepts>
 - Action guidelines for each pillar based on basic principles
 - <Actions>
 - Separate descriptions of the actions that were taken to realise concepts by the Tokyo 2020 Organising Committee and other stakeholders
 - <Key achievements and outcomes>
 - Specific data on changes that occurred as a result of various actions
 - <Legacies>
 - Descriptions of what legacies will be passed on to future generations, including new initiatives and social changes that have emerged as a result of the Tokyo 2020 Games
 - <Case studies>
 - Introduction to the content, achievements, and legacies of initiatives with specific examples

Chapter 3

Sport & Health

Message from the Chairperson of the Athletes' Commission

The Athletes' Commission was established for the purposes of realizing Games that put athletes first and promoting action and engagement that will create a legacy for after the Games. The first meeting of the Athletes' Commission was held on October 10, 2014, which was exactly 50 years after the Tokyo Olympics Opening Ceremony in 1964, and it was a start that will link the past with the present and the future. We gave advice from experience and expert positions and, with the aim of creating a system that will utilise athletes' opinions, we established two Working Groups, specifically a Working Group 1 intended for promotion of the Games' engagement, action, and legacy, and a Working Group 2 for making suggestions for the Games' preparations and operation and Games services.



At Working Group 1, in addition to initiatives led by the Athletes' Commission, we also conducted initiatives that involved collaboration with schools and companies, such as holding a talk show in collaboration with the Tokyo Marathon Foundation, in order to have people feel closer to the Tokyo 2020 Games and learn about and be interested in many competitions.

At Working Group 2, we did things such as conducting a questionnaire for athletes who participated in the Rio de Janeiro 2016 Games and a questionnaire at the IPC Athlete Forum and provided information that included opinions, and I think that we were able to contribute to creation of an environment in which athletes will give their best performance.

In spring and fall of 2019, we conducted public recruitment, intended for schools throughout Japan and titled "Tokyo 2020 School Sports Day Project", for initiatives related to the Olympics and Paralympics at things such as sports festivals. From schools, etc. throughout Japan, 128 schools participated, 243 performances were conducted, and not only was momentum for the Tokyo 2020 Games increased, but it also became an opportunity to learn about ways of being involved in sports, such as participating, watching, and supporting, and about the value and significance of sports. We have received reports saying that there are schools where initiatives are being continued each year even after that, as a legacy.

In 2020, because of the impact of COVID-19, the holding of the Tokyo 2020 Games was postponed for one year. There was cancellation and postponement of various events and restriction of training camps and practice places, and athletes also spent an anxious time. We mutually shared our circumstances and ideas and comprehensively discussed the things that athletes can do for society, and we held a joint Athletes' Commission meeting by the three organisations of the JOC, the JPC, and the Tokyo 2020 Organising Committee, in order to bring sports together particularly at such a difficult time. On the day of the meeting, we shared the power of sports and the significance of the Olympics and Paralympics, and we were able to create an opportunity for athletes to exchange opinions with other athletes. Based

on that, the three organisations' Athletes' Commissions collaborated and conducted an online interaction event with schools that won an award for excellence for "Tokyo 2020 School Sports Day Project".

We also used the hashtag "#アスリートがつなぐ", which means "athletes connect" in Japanese, to transmit information through SNS. More than 50 athletes have transmitted messages that convey to young athletes and children the experiences of not giving up and focusing on the future amid a difficult situation, ingenuity, and ideas. I think that people's hearts and minds connected and that a legacy of the heart and mind was formed and passed on.

The Tokyo 2020 Games were held amid a situation of postponement, which had never been conducted in the past, and the COVID-19 crisis, which caused anxiety not only for athletes but for society as a whole. However, it was athletes who changed that anxiety into a positive attitude. Their overwhelming performances that used their entire bodies and souls, earnest appearances, tears, and words of gratitude to everyone that were conveyed after competitions made many people feel deeply moved via television.

I think that sports have the power to make people smile and have a positive attitude, to give dreams to children, and to make society energetic. I believe that, from now on as well, Olympians and Paralympians will work together, initiatives will be continued by schools, areas, and companies so that sports can be felt as something close to people in society, and a legacy will be formed.

Naoko Takahashi
Chairperson of the Athletes' Commission

Examples of Tokyo 2020 Games' action, as seen in numbers (Sports and Health)

Percentage of people who conducted sports

59.9 %

Percentage of adults who conducted sports at least one day a week
(FY2016 42.5%)

(p.28)

Percentage of people with disabilities who conducted sports

24.9 %

Percentage of people with disabilities (adults) who conducted sports or recreation at least once a week
(FY2017 20.8%)

(p.29)

Sports festivals

128 schools

Number of schools that participated in "Tokyo 2020 School Sports Day Project"

(p.31)

Sports festivals

243 programmes

Number of conducted programmes for "Tokyo 2020 School Sports Day Project"

(p.31)

Awareness about exercise and sports

74.9 %

Ratio of people who consider exercise or sports important for themselves

(p.28)

Companies Taking Action for Health Management

Approx. 95 %

Ratio of companies that are supporting establishment of exercise habits for employees, etc.

(p.28)

Chapter 3: Sports and Health

1. Basic concept

- The Tokyo 2020 Games set forth a Games vision stating that “sports have the power to change the world and the future”.
- Under that Games vision, in the action and legacy plan, organisation was conducted and themes were set from three perspectives for the current situation and tasks related to the fields of sports and health.
 - ① Citizens and sports/health
 - ② Athletes and sports/health
 - ③ Paralympics and sports/health
- In Japan, which is now a super-ageing society, there are expectations for materialisation of a “healthy longevity society”, in which elderly people also live healthily and energetically as people who support society, and also for materialisation of a “symbiotic society”, in which the existence or non-existence of disabilities and other various differences are surpassed, everyone can make full use of their own strengths, and people mutually respect each other.

2. Legacy concepts

- Based on the basic concept, legacy concepts have been set as stated below in the fields of sports and health, and various initiatives have been promoted under the three themes mentioned above.
 - Concept ① : Materialisation of a society in which everyone plays, watches, or supports sports
 - Concept ② : Materialisation of a society in which athletes flourish
 - Concept ③ : Materialisation of a symbiotic society as a result of the Paralympics

3. Actions

(1) Action by the Tokyo 2020 Organising Committee

- **Elementary and Junior High School Visit Events for the Tokyo 2020 Olympic and Paralympic Flag Tour**

As part of the Tokyo 2020 Olympic and Paralympic Flag Tour, flag tour elementary and junior high school visit events were held in various places throughout Japan. Members of the Athletes' Commission served as instructors and conveyed the value of the Olympics and the Paralympics and the appealing aspects of the Tokyo 2020 Games to children through practical skills and lunch.

- **Tokyo 2020 School Sports Day Project**

Schools throughout Japan were the subjects for solicitation of initiatives related to the Olympics and Paralympics and to be conducted at sports festivals, and information about outstanding initiatives was transmitted to schools throughout Japan via the Tokyo 2020 official website.

Through creation of opportunities to come into contact with the Olympic and Paralympic spirit and competitions, awareness about participation in the Games was improved, and contribution was made to creation of opportunities to enjoy sports more.

(Project overview and Key achievements, etc. are stated separately.)

- **Online Exchange Event by the Athletes' Commission**

An online exchange event by the Athletes' Commission and children at schools that received awards for Tokyo 2020 School Sports Day Project was held. For exercise that takes measures against COVID-19 into consideration, presentations of sports festival performances that the children thought of themselves were made to the Athletes' Commission. A gesture game for guessing the competition names of the 55 competitions that would be held at the Tokyo 2020 Games was also conducted, children and athletes deepened their exchanges, and it was possible to strive for promotion of understanding about and cultivation of momentum for the Games.

(Project overview and Key achievements, etc. are stated separately.)

(2) Action by other stakeholders

- Stakeholders collaborated with the Tokyo 2020 Organising Committee, obtained cooperation by the Athletes' Commission, and conducted various projects.
- For the purpose of materialisation of a society in which everyone conducts, watches, or supports sports, and as action that will contribute to creation of opportunities for actually experiencing the Tokyo 2020 Olympic and Paralympic Games or starting sports, things such as "Tokyo 2020: Let's 55 -Let's Go! Go!- with Mitsui Fudosan", "Nissay's 2020 Nationwide Caravan for All", "Let's Meet at the Tokyo 2020 Olympics and Paralympics", and "Yamanashi Grand Sports Festival 2019" were conducted, and contribution was made to things such as improvement of the ratio of people who conduct sports.
- In order to create a city in which sports blend into daily life, the Tokyo Metropolitan Government conducted efforts for things such as support for holding participation-type sports events and sports promotion in nearby areas, and certification of companies that promote sports activities. Opportunities for watching top-level sports events were created by things such as support for attracting international events.
- Junior high school students who have outstanding athletic abilities were recruited and selected, support was provided so that they will be able to

flourish as top athletes in suitable sports, and Tokyo's athletes for whom there are hopes for participation in events such as the Olympics and the Paralympics were certified and support was provided for expenses to improve their abilities.

- Para sports were promoted through creation of a Paralympic movement, securing of places, cultivation of people who will support Para athletes, and improvement of competitive abilities.
- In order to prevent negative effects on health that are caused by second-hand smoke, a "Tokyo Metropolitan Ordinance to Prevent Exposure to Second-Hand Smoke" was established (fully enforced in April 2020).
- Things such as a "Young Athlete Participation Project" and an "Athlete Special Talk Session", in which athletes and participants conducted exchanges, and "Athnavi", which is a system for supporting athletes' employment, were conducted, and various opportunities for athletes to flourish were provided.
- Japan Sports Agency, the Tokyo Metropolitan Government, the JOC, Japanese Para-Sports Association (hereinafter referred to as the "JPSA"), Japan Sport Association (hereinafter referred to as "JSPO"), and Japan Anti-Doping Agency actively worked to make people aware of anti-doping and provided information related to anti-doping to not only competitors but also many people involved in sports.
- Many actions with awareness of a symbiotic society, such as a "KWN Global Summit 2017 Boccia Program", in which Olympians, Paralympians, students in other countries, and students in Japan deepened their understanding through Boccia games and talk sessions, and a "Toyosu Universal Festa", in which children experienced the Paralympic sports and universal initiatives, were also conducted.
- In order to improve Japan's international competitiveness, the JOC enhanced its policies from aspects of information, medicine, and science, and worked to enhance things such as an Olympic Day Run and an Olympic Concert to have people feel sports' value and significance by coming into contact with Olympians, Olympic lessons conducted by Olympians, and activities to support recovery from the earthquake, which focused on areas that suffered from the Great East Japan Earthquake that occurred in 2011.
- With an aim of creation of a lively symbiotic society through sports for people with disabilities, the JPSA worked to disseminate and promote sports for people with disabilities and to enhance policies to improve competitiveness. In addition to expanding opportunities for watching at sponsored events and holding a "Kyousei sports festival", "efforts were made to enhance Paralympic education that utilises the IPC's official educational material "I'mPOSSIBLE".
- Initiatives for certification, as the "beyond 2020 Be My Best Program", of projects to support initiatives in which not only athletes but also individual people aim for their own personal best in terms of health, were taken at

places such as companies, local governments, and sports clubs.

- In the initiative “Sport for Tomorrow”, international exchanges and cooperation were further promoted through things such as preparation of sports-related facilities, donations of equipment, dispatch and invitation of sports instructors and athletes, technical cooperation in sports fields, introduction of Japanese culture, and support for development of human resources, and contributions were also made to improvement of health through sports by the people of the world, by broadly transmitting to the world the initiatives that started in Japan in the fields of sports and health, such as sports festivals and physical education at schools. In addition, based on the “Basic Policy for Promoting Measures related to Preparations for and Management of the Olympic and Paralympic Games in Tokyo in 2020” (Cabinet decision of November 2015), and with an aim of making the number of participating countries and regions at the Tokyo 2020 Paralympic Games (hereinafter referred to as the “Tokyo 2020 Paralympics”) the largest number in history, support for cultivation of Para athletes and coaches was conducted for countries and regions that did not participate in the Rio Paralympics, and that led to an increase of the number of countries and regions participating in the Paralympics. That initiative, which had been promoted in anticipation of the Tokyo 2020 Games, was postponed for one year in association with postponement of the Games, and things such as holding online seminars, creating content, and sharing information about measures against COVID-19 were conducted as initiatives amid the coronavirus crisis.
- As an initiative of “Sport for Tomorrow”, and together with Agitos Foundation and the JPC, “Road to Tokyo 2020”, which was a programme for cultivating human resources related to the Paralympic sports, was conducted with the aim of further development of the Paralympic movement as a result of the Tokyo 2020 Paralympics.
- In the two training sessions that were held under this programme, a total of 22 people from the Asian region and 78 people from each National Paralympic Committee (hereinafter referred to as the “NPC”) participated, and things such as the newest methods of providing guidance for athletes were shared for 7 sports (judo, Para taekwondo, Para archery, Para powerlifting, Para badminton, Para swimming, and Para table tennis).
- Further, there was collaboration with a sports international contribution project by “Sport for Tomorrow”, which was promoted by the national government and utilised knowhow as an advanced sports country, a project for training sessions was functionally and regionally complemented, and as a result, the same kinds of activities as the programmes that Agitos Foundation conducted at the Rio 2016 Paralympic Games were handed down as legacies.
- For purposes such as conducting collaboration that surpasses organisations and expanding opportunities to transmit athletes’ voices, three organisations consisting of the Tokyo 2020 Organising Committee, the JOC,

and the JPC jointly held Athletes' Commission meetings, and created situations for the Athletes' Commission members to exchange their opinions, and that became a scheme for collaboration by each Athletes' Commission.



4. Key achievements and outcomes

- Materialisation of a society in which everyone plays, watches, or supports sports
 - The ratio of people who conduct sports, which was 42.5% in 2016, became 59.9% in 2020.
 - Of companies that make efforts for health management by which management of employees' health will be strategically practiced from a management perspective, the ratio of companies that are supporting establishment of exercise habits by employees was 64.6% in 2016, but in 2020 it improved to 95.0%.
 - The ratio of people who directly watched sports on-site in a one-year period was 24.7% in 2016 and improved to 26.8% in 2019, but in 2020 it declined to 21.1%. The ratio of people who watched sports on television or the Internet was 68.1% in 2016 and also improved to 75.7% in 2019 but declined to 66.8% in 2020.
 - The ratio of people who participated in volunteer activities related to sports in a one-year period was 6.1% in 2016, but it became 9.7% in 2020.
 - The ratio of people who consider exercise or sports important for themselves improved from 66.0% to 74.9%.
- Materialisation of a society in which athletes flourish
 - For the purposes of having athletes find employment and thereby stabilise their daily lives, cultivating a feeling of belonging, and raising morale, since 2010 the JOC has been providing career support so that top athletes can become independent as working adults. That support includes conducting various types of training projects such as "athnavi", which is a free employment placement project that conducts matching with companies that want to hire athletes and builds a win-win relationship for both parties (total results of September 2021: 207 companies and 330 people), "athnavi NEXT", which provides support for a second career for athletes after they finish their playing careers, and "self-analysis", "setting of goals", "team-building", "compliance training", and "media training" under the strengthening slogan of "there is no improvement of competitiveness without human skills".
 - The JOC worked together with athletic organisations to scout talented

junior athletes from throughout Japan, and based on the consistent guidance systems that athletic organisations have, the JOC operated the JOC Elite Academy, which develops top athletes who will be able to flourish in future Olympics and other international athletic matches. At the Tokyo 2020 Games, ten people who had received training at the Academy participated and nine people won Olympic medals and Olympic diplomas, included three gold medals, one silver medal, and one bronze medal.

- At the National Sports Festival, from among the Olympic sports and events, efforts were made to introduce, as official sports and beginning with the 71st Festival (Iwate National Sports Festival) in 2016, sports, events, and disciplines that had not yet been conducted at the National Sports Festival, and the eight sports and nine events of the initial plan were introduced by the 74th Festival (Ibaraki National Sports Festival) in 2019.
- Based on consignment by Japan Sport Council (hereinafter referred to as “JSC”), JSPO collaborated with related organisations and groups such as the JOC, the JPC, and Japan Sports Agency, in 2017 it began the project “Japan Rising Star Project (J-STAR Project)” for the purpose of scouting next-generation athletes, and through a scouting project on a nationwide scale, it scouted athletes who will flourish in things such as international matches.
- Use of the Paralympics as an opportunity to promote sports for people with disabilities
 - Thanks to the promotional activities, the percentage of people with disabilities who conducted sports improved from the 20.8% of 2017 to 24.9% in 2020.
 - Because of things such as the fact that live broadcasts of the Tokyo 2020 Paralympic Games increased by 50% in comparison to the previous Rio 2016 Paralympic Games, improvement of citizens’ level of awareness about sports for people with disabilities can be expected.

5. Legacies

(1) Improvement of the ratio of people who conduct sports

- As a result of the national government and the Tokyo Metropolitan Government making efforts, because of the Games, for citizens’ exercise in order to improve the ratio of people who conduct sports, the ratio of people who conduct sports, which was 42.5% in 2016, became 59.9% in 2020, as stated above, despite the fact that it was during the coronavirus crisis.
- Particularly among people in the prime of their working life, the Tokyo 2020 Games resulted in establishment of “Sport in Life”, in which sports are

naturally included in daily life.

(2) Extension of healthy longevity, and improvement of the quality of citizens' daily lives

- Many people say that their reason for conducting sports is “for health” or “for maintenance or improvement of physical fitness”, and it is hoped that improvement of the ratio of people who conduct sports will have an effect of shrinking the difference (8.84 years for men; 12.34 years for women) between average life span and healthy longevity.
- Amid the arrival of an era when people live for 100 years, it is hoped that, as a result of improvement of the ratio of people who conduct sports, physical fitness for the purpose of living a healthy and energetic life will be maintained, with no reduction of the quality of daily life.

(3) Promotion of athletes' development and activities, and ensuring sports integrity

- A sustainable system has been built for improvement of competitiveness, such as collaborating with athletic organisations and areas to scout and cultivate next-generation athletes.
- There was expansion of the scenes, other than competition (the world of sports), in which athletes who have conducted extensive training and flourished in competition exert influence, such as a wide variety of activities in various places in society, and information transmission using SNS.
- Activities by athletic organisations and other sports organisations expanded, governance and the ability to take action rose, and progress was made for awareness improvement and initiatives for the purpose of ensuring sports integrity (sincerity, soundness, and decency in sports).

(4) Expansion of the fan base for sports for people with disabilities, environment preparation, and approaches for creation of a symbiotic society

- The level of awareness about the Paralympic sports and events and other sports for people with disabilities increased, and there was an increase in the number of people who became fans or supporters.
- As a result of the national government's expansion of the National Training Center (hereinafter referred to as the “NTC”), integrated strengthening of competitiveness of the Olympic sports and the Paralympic sports was promoted.
- Progress was made in things such as securing of places for conducting sports for people with disabilities and cultivation of human resources, and there was also further preparation of an environment in which both people with disabilities and people who don't have disabilities can become familiar with sports on a daily basis in a nearby area.

- Understanding about people with disabilities deepened through things such as the success of the Tokyo 2020 Paralympic Games and improved awareness about sports for people with disabilities, and that led to not only the hard aspect of making things barrier-free, but also to elimination of awareness barriers, and contributed to formation of a foundation for a symbiotic society.
- It is hoped that, as a result of designating August 24 as Japan Paralympic Day, the increased momentum of the Tokyo 2020 Paralympic Games will lead to a movement and will cause development as a legacy of the Games.

6. Case Studies

<Tokyo 2020 School Sports Day Project>

- Project overview

Initiatives related to the Olympics and the Paralympics for things such as sports festivals were solicited from schools throughout Japan, screening was conducted, and then awards were given for outstanding initiatives and the initiatives' content was expanded throughout Japan.

* Sponsor: The Tokyo 2020 Organising Committee

Supporters: Japan Sports Agency, the JOC, JPSA, the JPC, JSPO

- Key achievements

➤ There were applications for 125 programmes at 80 schools for spring sports festivals, and 118 programmes at 48 schools for fall sports festivals.

➤ A total of 20 outstanding schools were given awards. In addition, outstanding initiatives were introduced on places such as the official website.

- Legacy

Various programmes were shared with schools throughout Japan, and there was promotion of implementation of sports festival performances that used originality and ingenuity.

<Online Exchange Event by the Athletes' Commission>

1) Tokyo 2020 Athletes' Commission Online Talk Session

- Project overview

An online exchange event was held by Tokyo 2020 Athletes' Commission Chairperson Naoko Takahashi, Vice Chairperson Junichi Kawai, and children of the City of Yokohama's Minami Yoshida Elementary School. For exercise that takes measures against COVID-19 into consideration, presentations of sports festival performances that the children's representatives thought of themselves were made to the Athletes' Commission. A gesture game for guessing the names of the 55 sports that would be conducted at the Tokyo 2020 Games was also conducted, and exchanges with the children were deepened.



2) Online exchange event jointly held by the Athletes' Commissions of Tokyo 2020, the JOC, and the JPC: A talk event that connects everyone

- Project overview

An online exchange event was jointly held by the Tokyo 2020 Organising Committee, the JOC, and the JPC, and exchanges were conducted by their respective Athletes' Commission members and children of Musashino Higashi Elementary School.

There was participation by member Akiko Sekine and member Aki Taguchi from the Tokyo 2020 Athletes' Commission, member Takahisa Oguchi from the JOC Athletes' Commission, and Chairperson Hiroyuki Misaka from the JPC Athletes' Commission, and in addition to the initiatives of Musashino Higashi Elementary School, those people provided stories about their experiences of participating in the Olympics and the Paralympics.

- Key achievements

- Children made presentations to the Athletes' Commission about sports festival performances that they thought of themselves.
- It was possible to improve children's awareness about participation in the Games by conveying athletes' own competition experiences to children.

- Legacy

A new form of exchanges between athletes and children that utilises an online format has been presented, and new initiatives that utilise that form are being developed within schools.



<Promotion of Para sports>

- Project overview

With the aim of using the Games as an opportunity to have Para sports take root in society, the Tokyo Metropolitan Government transmitted the appealing aspects of the Paralympics through things such as competition experiences.

- NO LIMITS CHALLENGE

A programme in which it was possible to experience the appealing aspects of the Paralympics, through things such as Paralympic Games experiences, exhibits of panels and sports equipment, and talk shows by athletes

- TEAM BEYOND

A project in which all kinds of members, including people who conduct sports, people who watch sports, and people who support sports, come together as a team and raise excitement about Para sports, for the purpose of increasing the number of people who support Para sports

- Key achievements

- NO LIMITS CHALLENGE

Conducted in all of the municipalities within Tokyo

- TEAM BEYOND

Company/organisation registration: 372 organisations;
Number of registered people: Approx. 1.35 million people
(September 2021)

- Legacies

- Contribution was made to creation of a Paralympic movement, through things such as improvement of the level of awareness about the Paralympic sports.

- Contribution was made to establishment of Para sports in society, through things such as citizens watching Para sports competitions, and support by companies and organisations.

<Promotion of measures to prevent second-hand smoke>

- Project overview and achievements
From the perspective of improving citizens' health, and as the host city for the Olympics and the Paralympics, Tokyo promoted measures to prevent second-hand smoke, such as establishing an ordinance, making the public aware of that ordinance, and providing support for preparation of public smoking places.
 - Establishment of the "Tokyo Metropolitan Ordinance to Prevent Exposure to Second-Hand Smoke" in 2018
 - Full enforcement of the "Tokyo Metropolitan Ordinance to Prevent Exposure to Second-Hand Smoke" in 2020
- Legacy
There was preparation of an environment that will not cause second-hand smoke to occur even for people who have difficulty avoiding second-hand smoke by their own intent and, as a result of promotion of citizens' understanding about second-hand smoke, health damage was prevented and contribution was made to materialisation of a city in which everyone can live pleasantly.

<Health and Physical Fitness Management Plan for Children of Fukushima>

- Project overview
This is an initiative that Fukushima Prefecture conducted for children and students of public elementary schools within the prefecture. The initiative utilises a "personal notebook" that is unique to Fukushima Prefecture and in which the new physical fitness test and medical examination results are recorded from elementary school through high school, children and students each set their own "personal best goals", and teachers support each child or student's initiatives. This initiative has obtained "beyond 2020 Be My Best Programme" certification.
- Key achievements
 - 180,000 children and students from public schools in Fukushima Prefecture participated.

- The numerical values for each item of the new physical fitness test improved in comparison with the previous year.
- Legacy
As a result of the Tokyo 2020 Games, children's and students' exercise habits were established, and the Games led to improvement of children's and students' awareness about health.

<Muscle Stockpiling Project>

- Project overview
For the purpose of creating physical strength so that people can continue to move throughout life, Japan Health Promotion & Fitness Foundation is collaborating with comprehensive local sports clubs throughout Japan, and with health and exercise instructors who can safely and effectively provide guidance even to people who are at high risk because of advanced age or taking medicine, to establish a base for exercise to stockpile muscles and create nearby places where it is possible to continuously exercise.
- Key achievements
Targeting elderly people whose amount of physical activity declined amid the coronavirus crisis, the project was jointly held with 9 sports clubs throughout Japan and conducted at 13 venues, and more than 2,000 elderly people participated. As a result of measurement of physical strength, muscular strength improved at many sports clubs.
- Legacy
The Games led to elderly people becoming aware of their own bodies and putting exercise into practice, based on the key phrase "stockpiling muscles".

<Fitness Legacy 2020>

- Project overview
Japan Health Promotion & Fitness Foundation and other organisations used the Tokyo 2020 Games as an opportunity to hold Fitness Legacy 2020 for the purpose of contributing to improvement of citizens' health. Exercise instructors from throughout Japan worked together with participants to create original fitness dance routines, and it was a competition enjoyed by posting the dance routines on YouTube.
- Key achievements

1,125 people from throughout Japan participated, and 73 new dance routines for improving health were created.

- Legacy

As a result of the instructors and the participants working together to create videos, exercise became something that was more familiar to them. Anyone can watch these videos and exercise with them at any time as they have been made public on the Internet.

Chapter 4

Urban Planning & Sustainability

Message from the Chairperson of the Urban Planning and Sustainability Commission

The “Urban Planning and Sustainability Commission” was launched in fiscal 2015 to play a role of giving advice, from an expert position, for the Tokyo 2020 Organising Committee’s initiatives for urban planning and sustainability, and it has moved forward through ten instances of discussion.

In the “Action & Legacy Plan 2016” that the organising committee formulated in July 2016, this Commission made recommendations about fundamental policies for initiatives in the fields of urban planning and sustainability and for the ways of thinking about the legacy to be left after the Games. As the chairperson of this Commission, I will discuss a message about the many actions that were conducted based on this plan during the period from that time until the time of the Games, and about the legacy that is the result of those actions.



Due to the impact of COVID-19 infection, the holding of the Tokyo 2020 Games was postponed for one year, and many venues were forced to hold events without spectators.

This COVID-19 is something that will further accelerate a turning point for the human race, which faces the task of continuation of the earth, society, and humans. We must use the COVID-19 crisis as a rare opportunity that will lead to an even better society.

Since before this COVID-19 crisis, this Commission has been recommending that the Tokyo 2020 Games should be made into a showcase for a sustainable society.

During the period of the Games, medals that were produced by using the recycled metals recovered from discarded small household appliances, which is called urban mines, were awarded on podiums that reused plastic. The electricity at competition venues was provided entirely by renewable energy, and hydrogen derived from Fukushima Prefecture’s renewable energy was utilised in the fuel for the Olympic cauldron and the Olympic torch.

At the accommodation facilities of the Olympic/Paralympic Village, where athletes stayed during the period of the Games, initiatives intended for urban planning that will be the Games’ legacy will be promoted, including utilisation of hydrogen after the Games. In addition, Village Plaza, which was built inside the Olympic/Paralympic Village by using domestically-produced wood that was borrowed from local governments throughout Japan, will be dismantled after the Games, and the wood that was used will be returned to each area and utilised in things such as benches of public facilities. The urban planning for universal design and the barrier-free mindset that were promoted by using the Games as an opportunity will surely further accelerate initiatives for an inclusive society.

I think that, as a result of being seen by the athletes who participated in the Tokyo 2020 Games and by people throughout the world, these symbolic initiatives in which many people participated will become an opportunity for the people of Japan and the world to think about what a sustainable society is, and that the initiatives were able to have a significant influence on future actions.

The Tokyo 2020 Games have come to an end, but there are still things that should be done so that, when we look back on them later, these Games will be acclaimed as a turning point for reform and an entrance to a sustainable society. We definitely want to hand over to Paris the ways of thinking about a sustainable society and that showcase that were created in Tokyo. Doing so will be the true legacy of the Tokyo Games, and Paris will surely develop those things even further.

In order to lead to initiatives intended to create an even better society, this Commission's members will continue to contribute to realisation of a sustainable society in their respective fields of expertise both inside and outside Japan.

Hiroshi Komiyama

Chairperson of the Urban Planning and Sustainability Commission

Examples of Tokyo 2020 Games' actions, as seen in numbers (urban planning and sustainability)

Elimination of utility poles

99 %

Ratio of elimination of utility poles on municipal roads in the center core area

(p.45)

Making places barrier-free

95.9%

Elimination of the need to use stairs, thanks to elevators, etc. that were promoted as a result of railways in Tokyo being made barrier-free

(p.44)

Medals

100 %

Collection, from used small household appliances, of the amount of metal necessary for production of 5,000 prize medals

(p.53)

Podiums

24.5 tonnes

Amount of used plastic collected for the purpose of producing podiums

(p.54)

Provision of wood

63 local governments

Number of local governments that provided wood for Olympic/Paralympic Village Plaza

(p.55)

Electricity produced from renewable sources

100 %

Ratio of usage of electricity produced from renewable sources during the Games

(p.51)

Chapter 4: Urban Planning and Sustainability

1. Basic concept

- Japan in 1964 was midway on the path to sharp economic growth after recovery following World War II, the Olympics and Paralympics were supported by citizens' exhilaration about Japan having become a country that is capable of holding the Games, and the infrastructure represented by the Tokaido Shinkansen and metropolitan expressway that were constructed at that time have been left as legacies and became a foundation for subsequent economic growth.
- At the Tokyo 2020 Games, Japan glories in abundance and is also in the process of succeeding in regeneration of the environment, but it also shares global-scale tasks with the world and it is a developed country with tasks that is symbolised by a rapidly decreasing birthrate and aging population and that will experience, ahead of the rest of the world, tasks for which solutions have not yet been found. In light of those circumstances, the Tokyo 2020 Games were a good opportunity to transmit to the world Japan's state of working to overcome various tasks, and participation by many citizens was essential in order to present those things as a showcase. In addition, we thought that the state of society itself that was supported by newly-built soft and hard infrastructure would be a legacy that Japan should leave after the Games.
- The Olympics and Paralympics are not only the world's festival of sports and culture but also have major social significance. The reason for that is that things such as preparation of buildings such as competition facilities and wide-ranging social infrastructure that supports transportation and transport, etc. have a major effect on citizens' daily lives during that preparation stage, during the holding of the Games, after the Games, and until those things become legacies. The urban planning that is promoted along with the Olympics and Paralympics, and sustainment of civilisation and the environment, in other words the sustainability of people, society, and the earth, are urgent tasks that the world should undertake, and it can be said that Japan, which is a developed country with tasks, should lead the world as the country holding the Olympics and Paralympics.
- The world is facing a task of a rapidly aging population. In Japan in particular, increases of the ratios of the declining population and the aging population are regarded as being certain, and handling of those matters is a major task.
- For the Tokyo 2020 Games as well, we always had a perspective of sustainability for Games operation or various subsequent initiatives, and as one form of handling the rapidly aging population, we have continued to maintain a stance of cooperation by moving forward together with many people.
- In terms of urban planning, things such as preparation of the Tokyo 2020 Games' competition venues and the areas



surrounding those venues, various forms of broad-area preparation of social infrastructure that will support those venues and areas, effective utilisation of sports facilities after the Games, city management for the purpose of astutely operating city facilities during the period of the Games, a system of mutual assistance that will lead to a safe and secure city, and voluntary social participation that results from citizens' hospitality and volunteer activities when the Games were held will all become valuable tangible and intangible legacies that will be accumulated throughout Japan as a result of the Tokyo 2020 Games. It is necessary to obtain participation and cooperation by many people and materialise such tangible and intangible sustained urban planning from now on as well.

- In terms of sustainability, along with presenting to the world Japan's outstanding aspects such as a beautiful atmosphere, hydrosphere, and geosphere that were obtained as a result of overcoming pollution problems, and a decarbonised society that has high energy efficiency, we reduced greenhouse gasses in association with preparations for and holding of the Games, efficiently used various resources and controlled waste, and also considered things such as human rights and labour issues in sourcing goods and services.
- It is also important to use the Tokyo 2020 Games as an opportunity to share a vision of a sustainable society with the people of the world and to continue to think about how to leave a first step toward a sustainable society to the children who will inherit the future.
- Various stakeholders such as the Tokyo 2020 Organising Committee, the national government, the Tokyo Metropolitan Government, and economic organisations conducted many initiatives intended for the Tokyo 2020 Games, but encouragement of participation by many people, promotion of dialogues, and cooperative initiatives were necessary for the success of the Tokyo 2020 Games.
- The time of holding the Tokyo 2020 Games was approximately ten years after the Great East Japan Earthquake of 2011, and we used this opportunity that drew the world's attention to show initiatives for recovery from disaster and the state of restoration, but it is necessary to continue to be involved in support of and cooperation with revival of the Tohoku region in various forms.
- Olympic/Paralympic Village Plaza that used wood provided by individual local governments throughout Japan were built, and after the Games, initiatives by which it was possible to feel a connection throughout Japan were taken, such as returning the wood to the local governments that provided it and having that wood utilised.
- We also should not forget the aspect of unity in diversity, which is one of the Games visions of the Tokyo 2020 Games. It is important to promote urban planning by which it is easy for diverse people to live and spend time in the



relevant places, such as improvement of accessibility and strengthening of hospitality. That must be conducted not only during the Games' preparation period and during the Games, but also continuously even after the Games.

- Concerning gender equality and unity in diversity, initiatives were promoted by using the three concepts of "initiatives that can be seen", "starting a movement", and "leading to a legacy" so that the Tokyo 2020 Games will be an epoch-making event that significantly changes Japan, in addition to initiatives that have been promoted thus far, such as diversity and inclusion.

2. Urban Planning

(1) Legacy concepts

- In the field of urban planning, legacy concepts were established as stated below, and each related entity proactively conducted various actions that lead the world from aspects of urban planning and sustainability, building on the basic concept.
 - Concept ① : Materialisation of a universal society, and urban planning that takes universal design into consideration
 - Concept ② : Urban spaces that are appealing and foster creativity
 - Concept ③ : Smart management of cities
 - Concept ④ : Materialisation of safe and secure cities

(2) Actions

1) Action by the Tokyo 2020 Organising Committee

- "Tokyo 2020 Accessibility Guidelines" were formulated, and initiatives were taken for environment preparation, etc. so that diverse people, such as people with an impairment, could participate in the Tokyo 2020 Games. Education was also enhanced by doing things such as conducting reception training for people for whom consideration of accessibility is necessary, including people with an impairment.
- A crisis management system that strengthened collaboration among the Tokyo 2020 Organising Committee, the national government, and the Tokyo Metropolitan Government, etc. was built, and efforts were made to strengthen engaging with people from other countries, such as conducting handling for multiple languages for disaster-prevention information as well.

2) Action by other stakeholders

- The national government formulated reception manuals and guidelines for the fields of transportation and tourism. Efforts were also made for revision of the Act for Promoting Easily Accessible Public Transportation and Facilities for the Aged and the Disabled, revision of barrier-free standards and

guidelines, and revision of architectural design standards, for the purpose of striving to raise the barrier-free level.

- Progress was made for making things barrier-free in hard and soft aspects so that such things are easy to use and easy to understand by various people, such as people with an impairment, elderly people, children, and people from other countries, and for using universal design in aspects of design, products, the environment, and services.
- Through utilisation of ICT(Information and Communication Technology) in various places throughout Japan, we were able to promote preparation of a common cloud base to make it possible to smoothly obtain necessary information, and we were also able to promote things such as smart community development, and to invigorate area management and materialise regional exchanges and regional invigoration for which there was collaboration with the Tokyo 2020 Games throughout Japan.
- In order to use the Tokyo 2020 Games as an opportunity to materialise an inclusive society through promotion of a barrier-free mindset and promotion of urban planning for universal design, the first meeting of the “Ministerial Council on Universal Design 2020” was held in February 2017 and attended by the Prime Minister and organisations for persons with an impairment, and a “Universal Design 2020 Action Plan” (hereinafter referred to as the “Action Plan”) was decided.
- For the purpose of promotion of the Action Plan, persons with an impairment participated as members, etc., the state of implementation of the policies of related ministries was confirmed and evaluated, and the related ministries improved their policies based on those results, and as a result a mechanism to ensure practicability was built while reflecting the perspectives of persons with an impairment in policies.
- The Tokyo Metropolitan Government conducted preparations so that new sports facilities that would serve as competition venues for the Games can be effectively utilised in the future, and it provided support for making existing sports facilities barrier-free and for preparation of municipalities’ sports facilities.
- In order to make the post-Games Olympic/Paralympic Village a town that anyone can admire and want to live in, we promoted things such as preparation of housing that can accept diverse residents, introduction of functions to support a pleasant lifestyle that will generate liveliness in the area, and utilisation of hydrogen energy.
- For the first time in Japan, ordinances (put into effect in September 2019) were created for preparation standards for ordinary guest rooms in accommodation facilities, and making ordinary guest rooms barrier-free was promoted through expansion of a support system related to support for making accommodation facilities barrier-free. Information about barrier-free facilities was also posted on places such as the Tokyo Metropolitan Government’s portal site, and information was disseminated.

- In order to prevent the collapse of utility poles in times of earthquakes or wind or flood damage and to lead to smooth handling in times of disasters, elimination of utility poles was promoted in places such as municipal roads around competition venues.

(3) Key achievements and outcomes

- The “Tokyo 2020 Accessibility Guidelines” were formulated and utilised. In the Tokyo 2020 Paralympic Games, approximately 4,400 Para-athletes participated, which was the highest number in history, and Games venues and services for which accessibility was taken into consideration served as support for athletes’ daily activities. For means of public transportation, making hard aspects barrier-free was promoted through things such as installation of elevators, platform doors, and platform gates. For railways in Tokyo, we achieved 95.9% of steps eliminated by elevators (March 2020).
- Meanwhile, in order to promote a barrier-free mindset, a decision was made to deploy policies throughout society as a whole, so that the policies could be continuously undertaken in all age groups. For example, a decision was made to conduct education about a barrier-free mindset in the curriculum guidelines that will be fully implemented beginning in fiscal 2020 in elementary schools and beginning in fiscal 2021 in junior high schools.
- Implementation of training that follows reception manuals and guidelines for the fields of transportation and tourism was promoted, and efforts were made to improve service levels.
- In May 2018, the revised Act for Promoting Easily Accessible Public Transportation and Facilities for the Aged and the Disabled was established reconsidering systems for universal design in urban development. As a result of this establishment, initiatives such as transportation companies’ unified hard-and-soft plan formulation, municipalities’ master plan creation, and provision of information to users of facilities were conducted, barrier-free standards and guidelines were reconsidered and, for places such as train stations, obligations were created for things such as making barrier-free routes as short as possible and for increasing the number of elevators or enlarging elevators in accordance with the state of their use. In addition, under the Order for Enforcement of the Revised Act for Promoting Easily Accessible Public Transportation and Facilities for the Aged and the Disabled that was put into effect in September 2019, in which the obligation for the number of guest rooms for people who use wheelchairs that must be established at times of new construction of accommodation facilities of a certain scale or larger was raised from one room or more to 1% or more of the total number of guest rooms. Besides those things, vehicle models that make up a large portion of universal design taxis were improved, shortening the time for people who use wheelchairs to get in or out of a taxi, which



was said to be approximately ten to fifteen minutes, to approximately three to four minutes. Additionally, the Japanese government provided aid for expenses for purchasing vehicle bodies, and training that uses the actual vehicle was made obligatory.

- In May 2020, the revised Act for Promoting Easily Accessible Public Transportation and Facilities for the Aged and the Disabled was established. The main pillars of that revised Act are strengthening of initiatives for soft measures by parties that install or manage facilities, such as public transportation companies, promotion of initiatives for public education intended for citizens, and expansion of the parties subject to an obligation of conformance with barrier-free standards.
 - For shinkansen trains, barrier-free standards were revised in October 2020, based on the “New Barrier-Free Measures for Shinkansen” that were put together in August 2020 with the aim of materialising high-speed rail that has a barrier-free environment of the world’s highest level, and introduction of new train models equipped with free spaces for wheelchairs began in April 2021.
 - With the aim of provision of pedestrian movement support service, initiatives were taken for data that is necessary for movement, such as barrier-free information for facilities and routes, and space information infrastructure such as indoor electronic maps and positioning environment were prepared and utilised, data specifications and guidelines were created and publicly announced, data based on specifications was prepared, and open data for that data was created.
 - The Tokyo Metropolitan Government accomplished 99% completion of elimination of utility poles on municipal roads in the center core area*.
- * Center core area: Mainly the area inside the central circular route of the metropolitan expressway
- The number of action applications for public work that were received from individual local governments rose to approximately 9,000 applications, and preparation of urban bases that was initiated as a result of the Games was promoted in various regions throughout Japan.

(4) Legacies

- Even after the Games, we will continue to effectively utilise infrastructure such as roads, things related to transport, venues, and areas surrounding venues that were prepared through the Games.
- We will continue promotion of handling for soft aspects that were promoted in relation to the Games, such as multiple-language handling in public spaces, securing of information, and a barrier-free mindset.
- Initiatives aimed at *omotenashi* (hospitality) could also be seen throughout Japan, and movement to enliven the Games’ momentum could be seen. From now on as well, it will be important to establish and pass on the spirit

of *omotenashi* in various regions throughout Japan.

- We will aim to materialise an inclusive society by using the Tokyo 2020 Games as an opportunity to promote a barrier-free mindset and urban planning for universal design.

(5) Case studies

<Initiatives related to accessibility>

- Project overview

Various initiatives were promoted so that the Tokyo 2020 Games would be Games that are accessible and inclusive for all people, irrespective of whether or not they have disabilities.

- Key achievements

The guidelines were utilised for things such as barrier-free standards for areas that require consideration for accessibility for individual venues of the Tokyo 2020 Games, accessible routes and means of transport that will serve as flow lines to those areas, and information dissemination and display signs by the Tokyo 2020 Organising Committee, as well as reception training for related parties.

The Tokyo Metropolitan Government promoted barrier-free efforts for roads, parks, and train stations near competition venues and for accommodation facilities.

- Making roads near competition venues and tourism facilities barrier-free
- Making restrooms in metropolitan parks and seaside parks barrier-free
- Preparation of platform doors in major train stations near competition venues and in stations for accessing airports
- Making accommodation facilities barrier free, etc.

By utilising the ICT, universal pedestrian movement support service for wheelchair users and other people with disability was made available near competition venues.

- Legacy

In order to ensure opportunities for access to the Tokyo 2020 Games venues, efforts were made for environmental preparation, and as a result, contribution was made to materialisation of an inclusive society in which all people mutually respect each other's personalities



and individuality, irrespective of whether or not they have disabilities.

<Initiatives related to applications for public work>

- Project overview
For public work related to Games venues that was conducted by the host city and local governments related to venues, authorisation as the Tokyo 2020 Nationwide Participation Programme was given if certain conditions were met, from the perspective of balancing cultivation of momentum for the Games with responsibility for work.
- Key achievements
In relation to notifications about work explanation meetings, notifications about work, press releases about opening of roads, work-related public relations signs (related to civil engineering), and notification signs (related to construction), omission of submission of individual participation programme mark data was made possible, and it was possible to promote work and urban development related to the Tokyo 2020 Games.
- Legacy
Through public work, we are aiming to have materialisation of a universal society and urban planning that takes universal design into consideration be promoted even after the Tokyo 2020 Games, and for appealing urban spaces that foster creativity to continue to be created.
- Specific examples of work
 - Work related to repairs aimed at things such as improvement of convenience at existing sports facilities
 - Work related to urban planning that places importance on multi-functional composite-type things
 - Work aimed at improvement of waterside environments
 - Work related to preparation of road transport infrastructure
 - Work related to creation of running courses that are shaded by trees
 - Work related to creation of a crisis management system to handle safety and peace of mind
 - Work related to making things barrier-free
 - Work aimed at enhancement of water transportation through things such as preparation of ship docks and aimed at creation of liveliness for waterfront spaces

- Work related to comprehensive measures to control temperature increases of road spaces, including things such as road afforestation
- Work related to multiple-language handling, including guidance signs
- Work related to formation of broad-area sightseeing routes
- Work aimed at enhancement of the ICT foundation (things such as promotion of preparation of a public wireless LAN environment)
- Work related to preparation of a broad-area tourism information base and tourism information offices
- Work related to multiple-language handling for the purpose of improving convenience at places such as terminals
- Work that utilises renewable energy and energy conservation technologies, such as solar power and heat pumps that use geothermal heat

<Initiatives related to inclusive-society host towns>

- Project overview

A system for inclusive-society host towns that aims for materialisation of an inclusive society as a result of accepting Paralympic athletes from various countries was established, and urban planning for universal design and a barrier-free mindset were promoted in each region.

Of the inclusive-society host towns, local governments that are taking initiatives for leading and advanced urban planning for universal design and for a barrier-free mindset were authorised as “leading inclusive-society host towns” by the Secretariat of the Cabinet Secretariat’s Headquarters for the Promotion of the Tokyo Olympic and Paralympic Games. Support was provided in a focused manner by utilising the work of related ministries and related organisations. Initiatives that will serve as models for other local governments were created.

- Key achievements

105 inclusive-society host towns and 109 local governments were registered, and of those, 15 local governments were registered as leading inclusive-society host towns.

Revision of the Act for Promoting Easily Accessible Public Transportation and Facilities for the Aged and the Disabled. was undertaken in order to strengthen initiatives for a barrier-free

mindset in master plans and fundamental concept systems, so that the initiatives of inclusive-society host towns will become legacies of the Tokyo 2020 Games.

- Legacy

We will aim to have urban planning for universal design and a barrier-free mindset continue to be promoted throughout Japan.

<Initiatives related to making the area around the NTC barrier-free>

- Project overview

In accordance with the timing of new establishment of National Training Center East, cooperation was obtained by organisations such as Paralympians Association of Japan, on-site investigation of the barrier-free situation of areas around facilities was conducted, participation of related parties such as the Tokyo Metropolitan Government, Kita Ward, Itabashi Ward, and the Metropolitan Police Department was obtained, a liaison council of related ministries was established, and consideration of improvement of access routes was conducted.

- Key achievements

The council summarised preparation policies for the near future and conducted improvement based on the policies.

(Main improvement items)

- ① Information displays for elevators, etc.
- ② Continuous installation of blocks for guidance
- ③ Surface repairs such as elimination of level differences on sidewalks
- ④ Repairs of places that have deteriorated due to age
- ⑤ Partial felling of roadside trees
- ⑥ Installation of lighting fixtures for pedestrians
- ⑦ Installation of acoustic signals and escort zones
- ⑧ Reconsideration of the number of seconds for crossing roads

- Legacy

Opportunities were created to directly listen to parties' opinions, and managers of different facilities cooperated to conduct area maintenance around facilities.

3. Sustainability

(1) Legacy concepts

- Building on the basic concept, in the field of sustainability, legacy concepts were set as stated below, and proactive efforts have been made for various actions by which each related entity will lead the world from the aspects of both urban planning and sustainability.
 - Concept ①: Materialisation of a sustainable decarbonised city
 - Concept ②: Materialisation of sustainable resource use
 - Concept ③: Materialisation of a pleasant urban environment that takes water, greenery, and biodiversity into consideration
 - Concept ④: Materialisation of a society that takes human rights, practices, etc. into consideration
 - Concept ⑤: Participation and cooperation aimed at a sustainable society

(2) Actions

1) Action by the Tokyo 2020 Organising Committee

- In order to steadily promote initiatives for sustainability, a management system that conforms to ISO20121, which is a management system for supporting events' sustainability, was introduced.
- The world's highest level of energy conservation and use of renewable energy were promoted and, to the extent possible, the Games were prepared for and operated by using materials, etc. that place few burdens on the environment. (Ex: "Tokyo 2020 Medal Project", "The Recycled Plastic Podium Project", "Operation BATON - Building Athletes' Village with Timber Of the Nation", etc.)
- The 3Rs (reduce, reuse, recycle) were thoroughly conducted for goods that the Tokyo 2020 Organising Committee procured for the Games.
- In order to promote sustainable sourcing that takes environmental conservation, human rights, and responsible labour practices into consideration, in preparations for and operation of the Games we formulated and operated "the Sustainable Sourcing Code" (including formulation of individual standards for some categories such as agricultural/livestock/fishery products).
- In relation to initiatives for sustainability in preparations for and operation of the Games, transparency for the consideration process was ensured, and participation was obtained from various entities, including citizens, by doing things such as receiving proposals and advice from experts who have special knowledge and from NGOs and NPOs.
- In order to strive to promote respect for human rights in corporate activities, including the world of sports, in October 2020 the national government

formulated an “Action Plan (2020-2025) Concerning Business and Human Rights” (NAP) and the Tokyo 2020 Organising Committee was also involved in that process. The Tokyo 2020 Games became the first Olympic and Paralympic Games that promoted preparations in conformity with the “Guidance Principles Concerning Business and Human Rights.”

- A sustainability report about the progress and results of initiatives stipulated in “the Tokyo 2020 Olympic and Paralympic Games Sustainability Plan” was created and publicly announced. In accordance with the phases of preparations for and holding of the Games, Sustainability Progress Report was publicly announced in March 2019, Sustainability Pre-Games Report was publicly announced in April 2020, and its Update Report was publicly announced in July 2021. Sustainability Post-Games Report will also be publicly announced in December 2021.
- Collaboration was conducted with the International Labour Organization (hereinafter referred to as the “ILO”), and initiatives were taken to spread decent work.
- People’s awareness about the environment was increased through activities for beautification of public spaces, such as the “Tokyo 2020 Trash Picking Competition.”

2) Action by other stakeholders

- The United Nations promoted dissemination of initiatives for SDGs (sustainable development goals). It concluded a basic written agreement with the Tokyo 2020 Organising Committee and collaboratively promoted various kinds of initiatives, such as the online event “SDG ZONE at TOKYO” that was held during the period of the Tokyo 2020 Games.
- The amount of CO₂ emissions within Tokyo during the four days of the Opening and Closing Ceremonies was made virtually zero, and initiatives were taken to make the Games sustainable, such as preparing pavement to control increases of road surface temperatures, as the Games’ measures against the heat.
- With the aim of materialising the spirit of the Olympic Charter, the “Tokyo Metropolitan Government Ordinance Seeking Realization of the Principle of Respect for Human Rights Outlined in the Olympic Charter” was formulated (fully put into effect in April 2019).

(3) Key achievements and outcomes

- The Tokyo 2020 Games received and was operated based on ISO20121 authorisation, which is the international standard for management systems related to events’ sustainability.
- Energy conservation and use of renewable energy were promoted, and renewable energy was used for all of the electricity in times of Games

operation at places such as competition venues. Hydrogen energy was utilised for part of the fuel for the Olympic and Paralympic cauldron and the torch.

- For CO₂, for which generation cannot be avoided even if measures are taken, provision of the environmental value of CO₂ reduction credits that match conditions was received from local companies through the Tokyo Metropolitan Government and Saitama Prefecture, offsetting* was conducted, and the Games became carbon-negative Games that surpassed carbon-neutral.

* This is a concept of using other companies' initiatives to compensate for CO₂ emissions in business activities, etc. that cannot be completely reduced by one's own initiatives alone.

- In the Games' preparations and operation, reduce, reuse and recycling were planned and appropriately executed beginning at the stage of procurement of products, in anticipation of disposal after the Games. During the Games, tasks arose for food loss and waste for venue staff members' boxed lunches and for disposal of medical consumables, but efforts were made for improvement so that there would be effective utilisation to the extent possible. In addition, we used responsible sourcing standards for some items primarily related to construction, food and beverage, printing, or COVID-19 prevention measures for the Games – with a view for instance to ensure that sustainable timber, paper, agricultural/livestock/fishery products, and palm oil would be used.
- General FF&E (furniture, fixtures and equipment) used at competition venues in the Games were procured under bulk lease contracts. Through proper management in cooperation with suppliers, as well as thorough implementation of 3Rs, there were almost no loss or damage.
- At the Games' Olympic/Paralympic Village dining hall, ingredients that met sourcing standards for agricultural/livestock/fishery products through e.g. GAP certifications were used. Domestically-produced fresh ingredients were used for Olympic/Paralympic Village casual dining.
- In order to further promote dissemination of sustainably-sourced agricultural/livestock/fishery products, responding to the request from the Cabinet Secretariat, a number of the public offices and companies held events where meals were served utilising certified ingredients from disaster-affected areas.
- The required amount of metal was collected from small household appliances such as mobile telephones that were no longer used, and the total of approximately 5,000 gold, silver, and bronze Olympic and Paralympic prize medals were produced.
- On the basis of reuse of 24.5 tons of used plastic that was collected through citizen participation in Japan, podiums were produced by partially utilising marine plastic as well, and resource circulation was promoted.
- While cooperating with various stakeholders, the importance of sustainability was disseminated to staff members, volunteers, related companies, athletes,

and citizens, and sharing and dissemination of the Games' initiatives were promoted, so that autonomous actions aimed at creation of a sustainable society will permeate society.

(4) Legacies

- The Olympic/Paralympic Village Plaza was constructed by using wood borrowed from 63 local governments, and the wood that was dismantled after the games will be utilised at places such as public facilities of individual local governments.
- The Tokyo 2020 Organising Committee collaborated with various organisations and broadly promoted, throughout all of Japan, the specific initiatives aimed at legacy creation in this chapter, such as initiatives aimed at sustainable use of resources and a decarbonised society. It is hoped that, as a result of the Tokyo 2020 Games, these types of initiatives will be continued by society and a sustainable society will be materialised.

(5) Case studies

<Tokyo 2020 Medal Project>

- Project overview
We collected metal from used mobile telephones and other small household appliances and produced the prize medals that were given to athletes at the Tokyo 2020 Games.
- Key achievements
During the two-year period from April 2017 until March 2019, we were able to collect 100% of the amount of metal required for the total of approximately 5,000 gold, silver, and bronze medals for the Olympics and the Paralympics.
- Legacies
Through things such as making people aware of the project's results, we established recycling of small household appliances and contributed to materialisation of an environmentally-friendly sustainable society that values effective utilisation of resources even more than before. In addition, even after collection of the required amount of metal, the Tokyo 2020 Organising Committee continued to put out collection boxes and conducted collection.

※Project results

- Collection amounts
Collection by participating local governments, etc. throughout Japan:

Approx. 78,985 tonnes

(collection of small household appliances, including mobile telephones)

(Of that amount, collection at the Tokyo Metropolitan Government Building: Approx. 145 thousand items)

Collection by NTT docomo: Approx. 6.21 million

(Collection of mobile telephones at approx. 2,300 docomo shops)

- Final amounts of secured metal

Gold: Approx. 32kg

Silver: Approx. 3,500kg

Bronze: Approx. 2,200kg

- Number of participating local governments

1,621 local governments (More than 90% of all of the municipalities in Japan participated.)



<The Recycled Plastic Podium Project>

- Project overview

On the basis of reuse of used plastic collected from throughout Japan, "The Recycled Plastic Podium Project", by which podiums were produced by also partially using marine plastic, was conducted.

- Key achievements

From June 2019 until March 2020, empty plastic containers that were no longer used in households were collected at places such as retail stores and schools throughout Japan, and 24.5 tonnes (the

equivalent of approx. 400,000 detergent bottles (that hold 900 grams each)) of disposable plastic was collected.

- Legacy

As a result of this project, a new model for utilisation of used plastic was transmitted in Japan and to other countries amid a situation in which the problem of marine plastic trash has become a major task in recent years. We hope that this project will cause people to notice the problems of plastic and to take actions, and that it will lead to development of a sustainable society that does not waste resources.

※ Project results

- Collection method/Collection amount

Collection method: Collection by large general merchandise stores, schools, related companies, and organisations

Collection amount: A total of 24.5 tonnes

- By citizens (via stores): 11.9 tonnes

…Placement of collection boxes at approx. 2,000 large general merchandise stores throughout Japan

- Schools: 1.1 tonnes

…113 schools that applied throughout Japan

- Companies/Organisations: 11.5 tonnes

…P&G Group, United Nations Information Centre, companies and organisations such as the Tokyo 2020 Organising Committee, etc.



<Operation BATON - Building Athletes' Village with Timber Of the Nation>

- Project overview

The Olympic/Paralympic Village Plaza was constructed by using wood borrowed from 63 local governments from Hokkaido to the Kyushu region. By using the wood from each area in various places of the building, diversity and harmony were expressed, and we

aimed to reduce the environmental burden and materialise sustainability by recycling wood.

- Key achievements

The Village Plaza is a representative facility of Olympic/Paralympic Village that has things such as a post office, a general store, and a hair salon, and many athletes used it. After the games, the wood that was dismantled will be returned to the local governments that provided the wood.

- Legacy

The wood that is returned will be utilised in things such as benches and chairs (planned) at public facilities and passed on as legacies of the Games, so that they will be left as memories of the Games and proof of participation in the Games.



<The Tokyo 2020 Games' carbon offsetting>

- Project overview

With cooperation by the Tokyo Metropolitan Government and Saitama Prefecture, which are operators of local governments' cap-and-trade system*, the Tokyo 2020 Organising Committee was able to use CO₂ reduction credits that were provided by companies that are subject to the system to turn the Games' CO₂ emissions amounts, which cannot be avoided even if measures are taken, into carbon-negative Games that surpassed carbon-neutral.

- Achievements

Total amount of credit provision from the Tokyo Metropolitan Government and subject companies in Saitama Prefecture:
5,152,879t- CO₂

Amount of utilisation for the Games: 4,383,893t- CO₂

Number of companies cooperating with the Games: 217

- Initiative by the Tokyo Metropolitan Government

The Tokyo Metropolitan Government conducted an initiative called "Tokyo Zero Carbon Four Days in 2020," which used CO₂ reduction

credits to conduct offsetting and make the entire amount of CO₂ emissions in Tokyo zero for the total four-day period of the Games' Opening Ceremony and Closing Ceremony.

- Legacy

This was the first initiative in which many companies of the host city participated to conduct carbon offsetting through local governments' systems to control the amount of CO₂ emissions, and we hope that it will be taken over by future Games as well.

- * Tokyo cap-and-trade system

Saitama Prefecture's goal-setting system for emissions transactions
This is a system that sets a maximum limit for the amount of emissions of greenhouse gases at individual workplaces, guarantees reliable implementation of emissions reduction, and allows transfer or acquisition of excesses or insufficiencies of those amounts by using transactions.

※List of companies that provide CO₂ reduction credits

https://www.kankyo.metro.tokyo.lg.jp/climate/large_scale/zc4d20/index.html

<https://www.pref.saitama.lg.jp/a0502/olympic.html>

<Contribution to SDGs (sustainable development goals) through the Tokyo 2020 Games>

- Project overview

In order to aim for collaboration with the United Nations and various stakeholders and have the ways of thinking about SDGs permeate society, the Tokyo 2020 Organising Committee conducted education about SDGs for citizens at events and other places.

- Key achievements

- Collaboration with the United Nations

A basic written agreement was concluded with the United Nations on November 7, 2018, for the purposes of using the Games to provide education about SDGs, which are highly compatible with the Olympic and the Paralympic spirit, and creating a legacy of materialisation of a sustainable society by using the power of sports.



➤ Partnership with the ILO

On April 26, 2018, the Tokyo 2020 Organising Committee and the ILO concluded a memorandum of understanding in relation to cooperation for the purpose of promoting decent work through preparations for and operation of the Tokyo 2020 Games. Based on that memorandum, both parties conducted cooperation activities such as holding sustainability forums, creation of a case study collection that summarised companies' initiatives for decent work, and creation of a handbook on the international labour standards and sustainable sourcing.

➤ Tokyo 2020 Trash Picking Competition

- Every year from 2017 through 2019, the Tokyo 2020 Organising Committee held a "Tokyo 2020 Trash Picking Competition" on June 5, which is World Environment Day. That event was held for the purpose of having participants gain awareness about the environment through sports.
- A trash clean-up sport event is the sport that is the kindest to the earth, and it is something in which, based on a theme of "Make the city clean by using the power of sports!," teams of a maximum of five people per team pick up trash in a designated area within a time limit and compete for points based on the nature and amount of that trash.



➤ Workshops aimed at sustainability

- On February 10, 2019, "2020→30xSDGs Conference: The Next Generation's Legacies Considered Together with University Students" was held at Hitotsubashi Hall. At the event, a workshop format that targeted university students

was used to consider the ways that tangible and intangible legacies will be shared after the 2020 Games are held and how contribution to creation of a sustainable society can be conducted, from the perspective of promotion of SDGs.

- On April 5, 2019, a Facebook live event called “Let’s tackle climate change through sports!” was held at the United Nations Information Centre. That was something that was conducted as a commemorative action for the April 6 “International Day of Sport for Development and Peace”. From the Tokyo 2020 Organising Committee, which declared participation in the “Sports for Climate Action Framework” that sports organisations launched together with the United Nations at COP24 in 2018 as an opportunity to think about initiatives for climate change that we can take through sports, the sports director of that time participated and actively conducted discussion with people such as athletes and students who are interested in SDGs. A video message by the sports director at that time was also shown at an event that was held at the United Nations’ headquarters (NY) on April 3.
- The online event “SDG ZONE at TOKYO,” through which sports were used as an opening for sharing initiatives and ideas aimed at accomplishment of SDGs, was held from July 28, 2021 (Wed.) through July 30 (Fri.) and from August 25 (Wed.) through August 27 (Fri.). Based on the theme of “Teaming Up through Sport to Advance the SDGs”, we welcomed people who are active in various fields, including athletes, as speakers, and discussion was conducted about how the power of sports will contribute to resolution of the world’s tasks, such as measures against climate change, promotion of diversity, including gender equality, protection of the rights of persons with an impairment, and promotion of regional development.
- Legacy
We hope that the Tokyo 2020 Games will serve as an opportunity for materialising a sustainable society and that the ways of thinking about SDGs and the forms of initiatives will spread throughout Japan.

(6) Promotion of gender equality/diversity and harmony

1) Action

- In order to materialise the Tokyo 2020 Games’ concept of Unity in Diversity, since the launch of the Tokyo 2020 Organising Committee we have consistently engaged in the organisational and human resource development

within the Organising Committee, aiming to promote Unity in Diversity through the staff organising the Games, such as:

- Implementation of the “D&I Pledge” by the Organising Committee members and the Games volunteers, in order to increase staff members’ awareness about human rights and promotion of diversity and inclusion
- Continuous training and workshops for staff members, such as the training on the inclusion of persons with impairments facilitated by staff with impairments and the workshops on LGBTQ
- Receipt of the “Gold” and “Best Practice” awards based on “PRIDE Indices” that evaluates initiatives for sexual minorities in the workplace
- We also promoted diversity and inclusion through the following actions throughout the Games’ preparations and operation.
 - Formulation of “Tokyo 2020 Accessibility Guidelines” in order to ensure access to the Games venues, irrespective of physical impairments
 - Prohibition of shooting inappropriate photography and videography that is suspected to constitute sexual harassment towards athletes or anyone else to be included in the list of prohibited actions during the Games
 - Adoption of an unisex design in the official uniforms of the Games staff and technical officials
- After Ms. Seiko Hashimoto assumed office as the new president of the Organising Committee in February 2021, we revisited the Games’ concept of Unity in Diversity, and quickly implemented new initiatives, mainly by the newly-established Gender Equality Promotion Team, using the concepts of “engaging in visible initiatives,” “creating movement,” and “passing down our legacy.”
- We conducted a series of consultations with a broad range of people such as athletes, directors, experts, Games partners, the young generation, LGBTQ people, and staff members, and disseminated the Tokyo 2020 Organising Committee’s initiatives related to Unity in Diversity both within and outside Japan:
 - Presentation of the Games’ initiatives for gender equality at the “Generation Equality Forum” organised by the French Government and UN Women
 - Dialogues with the “Generation Z” (a generation which grew up with the internet, mobile phones and social media), experts, and athletes in relation to gender equality, in online forums organised by a newspaper company
 - In collaboration with “the Pride House Tokyo Legacy,” which promotes the rights of LGBTQ people and provides a platform of belonging, to advocate for the inclusion of LGBTQ people

- Sharing initiatives for diversity and inclusion, and holding meetings to share Games partners' experiences for the purpose of leading to a legacy
- Creation of a compilation of communication manners, based on inputs by all staff members of the Organising Committee
- Dissemination of information and advocacy via the media, by the Tokyo 2020 Organising Committee's board members and Gender Equality Promotion Team advisors, in relation to IOC's gender-sensitive portrayal guideline through media and in relation to transgender athletes' participation in the Games
- During the period of transition between the Olympics and the Paralympics, we announced "Tokyo 2020 D&I Actions":
 - The Tokyo 2020 Organising Committee, Games partners, domestic and foreign sports organisations, athletes and individuals declared their own actions of commitment to promote diversity and inclusion, with an aim of realising a society where everyone is free to live as who they are. Games stakeholders such as the JOC, Japanese Para Sports Association(JPSA)/JPC, Games partners, and Japan Sport Association(JSPO), sports organisations, athletes, ordinary people, and volunteers, etc. presented their actions through social media to participate in the movement.

2) Key achievements and outcomes

- The ratio of female athletes among participating athletes was the highest in the Olympics and Paralympics history, and showcased one of the Games' main themes on gender equality, diversity, and inclusion.
 - At the Olympic Games, approximately 48% of the participating athletes were women, and 201 out of 205 participating countries and regions sent at least one female athlete. The Games also newly introduced mixed-gender events in the 9 new events, which accounted a total of 18 mixed-gender events.
 - At the Paralympic Games, a total of 1,853 female athletes participated (42% of the total participants), marking the highest number in the Paralympic history and significantly surpassing the previous Games' record of the 1,671 people.
 - Representation of gender equality through a male and a female flag bearers from many countries in the Opening Ceremony
 - Establishment of the first "female athlete's department" in the Games' history at the Olympic/Paralympic Village polyclinic
 - Installation of multi-functional restrooms that can be used by a wide variety of people, such as persons with impairments, elderly people, LGBTQ people and people accompanying children at the competition

venues and the Olympic/Paralympic Village, and the installation of toilet services for service dogs for persons with visual impairment

- We published a report on the state and progress of gender equality promotion at the Tokyo 2020 Games, in accordance with the 25 recommendations set by the IOC's Gender Equality Review Project Report, with an aim to serve as a reference for holding sports competition events and governance of sports organisations in the future.

3) Legacy

We hope that the initiatives of the Tokyo 2020 Games will become an opportunity for acceleration of initiatives for gender equality, diversity, and inclusion aimed at an inclusive society in which everyone can live as their true selves to be spread across the sports scenes and the general society.

《The Tokyo 2020 Games' initiatives for gender equality, diversity, and inclusion, and the future》

The Olympic Movement has emphasized diversity, inclusion, and accomplishment of gender equality among its key tasks in recent years. The preparations for and holding of the Tokyo 2020 Games coincided with the time when the Agenda 2020 (a medium and long-term strategy of the IOC), the Sustainability Strategy and the Gender Equality Review Project Report (hereinafter referred to as the "IOC Gender Equality Report"), were published.

In the IOC Gender Equality Report, 25 recommendations are being presented. After the establishment of the Gender Equality Promotion Team, the Organising Committee formulated the progress analysis based on the 25 recommendations, and quickly increased initiatives and visibility on gender equality actions. After the Games ended, the Organising Committee has compiled a set of reports highlighting the progress and shortcomings on gender equality actions against the 25 recommendations of the IOC's Gender Equality Report.

The Tokyo 2020 Organising Committee formulated "the Sustainability Plan," "the Diversity and Inclusion Strategy," and "the Tokyo 2020 Accessibility Guidelines," and worked to reflect within the operationalisation of the Games that value diversity such as linguistic and cultural differences and persons with impairments. In addition, concerning actions intended for the society in relation to gender equality, diversity, and inclusion, further initiatives were implemented after the establishment of the Gender Equality Promotion Team in February 2021.

In Japan, legislations and policies aimed at the improvement of gender equality have still a long way to truly achieve the equality goal. In the world of sports as well, although female athletes are increasingly becoming stronger, it has been pointed out that there are still a lot of room for improvement, including the gender-equal leadership in governing bodies, sexual harassment, and guarantees of LGBTQ athletes' rights and inclusion.

It was expected that the Tokyo 2020 Games would be an opportunity to improve those tasks. The human rights-related comments and actions of the then-Tokyo 2020 president and of some associated individuals acting in its private capacity in the period just before the Games not only served as challenges which made the Organising Committee revisit the importance of gender equality and diversity, and unexpectedly became incidents that invigorated discussions throughout all of Japanese society. If the importance and necessary tasks with respect to gender equality, diversity, and inclusion in all kinds of aspects had been ascertained since an early stage of preparations for the Games, and if the implementation of the tasks, awareness raising and continuous monitoring of the results had been strategically promoted, it might have been possible that much bigger impacts would have been left on the society.

We hope that the progress and challenges that were experienced through the Tokyo 2020 Games will be served as an important lesson and will be considered and used by the countries, the host cities, and sports organisations, for the purpose of continuous monitoring and improvement in the future.

Chapter 5

Culture & Education

Message from the Chairperson of the Culture and Education Commission

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 and education 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

Examples of Tokyo 2020 Games' action, as seen in numbers (culture and education)

Tokyo 2020 Cultural Olympiad

Approx. **37 million** people

Number of participants in Tokyo 2020 Cultural Olympiad

(p.72)

Hosted programmes

More than **3 million** people

Total number of people who watched Tokyo 2020 NIPPON Festival's streaming of live performances online of "Rediscover Tohoku - Mocco's Journey from Tohoku to Tokyo," "Wassai," and "MAZEKOZE Island Tour"

(p.85.87.88)

Co-hosted programmes

Approx. **110,000** people

Number of participants in co-hosted programmes of the Tokyo 2020 NIPPON Festival (including people who watched streaming of live performances online)

(p.89)

Olympic/Paralympic education

19,005 schools

Number of schools with the certification of Tokyo 2020 Education Programme "Yoi, Don!" Total of approx. 1.52 million accesses to the special website for educational programmes were made as well

(p.101)

School Programme for watching the Games

Approx. **20,000** people

Number of children, students, and others who attended and watched the Games by participating in "School Programme" (The initial plan was for 1.28million people.)

(p.108)

Elementary school students voting for Tokyo 2020 mascots

205,755 classes

Approximately 80% of the subject schools participated.

(p.105)

Chapter 5: Culture and Education

1. Basic concept

- In the same way as sports, culture is something that serves as nourishment for humans to live in a human-like way, by doing things such as moving people, cultivating abundant human nature, and fostering imagination and sensitivity.
- Education is also something that has the purposes of cultivating abundant human nature, aiming to complete people's personalities, and thereby raise people who will shape society, and sports also play an important part in those things.
- Those are precisely the things that can be interpreted as the Olympic and Paralympic spirit, and the importance of culture and education has been expressed in the Olympic Charter as well, as stated below.

"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."
- Various initiatives for culture and education are things that make it possible for anyone, wherever they are in Japan, to participate in the Olympics and the Paralympics.
- Culture and education carried out a major role in having even more people be involved in the Olympics and the Paralympics and in cultivating opportunities in various places throughout Japan intended for the success of the Olympics and the Paralympics.

2. Culture

(1) Legacy concepts

- Building on the basic concept, four legacy concepts were set in the field of culture as stated below, and the Tokyo 2020 Cultural Olympiad expanded throughout Japan as a result of diverse initiatives by various entities.

Concept① Rediscover, develop and pass on Japanese culture
Concept② Nurturing the younger generation and create new arts and culture
Concept③ Communicate Japanese culture to the world and promote international exchanges
Concept④ Participation and exchanges for everyone, and revitalise local communities

(2) Actions

- Because of the impact of the spread of COVID-19 on a global scale, many programmes that each organisation had been preparing for 2020 were forced to be postponed or cancelled. Even amid such circumstances, new creation was pursued with the aim of re-starting and continuing art activities, in order for all of the people who are involved in culture and art to overcome this trial.

1) Action by the Tokyo 2020 Organising Committee

- With the aim of expansion of the Cultural Olympiad in various places throughout Japan, and using opportunities that will serve as milestones, such as the kick-off and an event 1,000 days before the Olympics, a project to start a movement for the Cultural Olympiad was conducted.
- During the period from April until September 2021, when the world's attention was drawn to Japan and Tokyo, the Tokyo 2020 NIPPON Festival was conducted as an official cultural programme, so that it would become a symbol of collaboration that surpasses all kinds of borders.

- ① Tokyo 2020 Cultural Olympiad Kick-off Event took place in Nihonbashi (October 2016)

Co-hosted by the Tokyo Metropolitan Government, Arts Council Tokyo (Tokyo Metropolitan Foundation for History and Culture), and Mitsui Fudosan Co., Ltd., the kick-off of the Tokyo 2020 Cultural Olympiad was declared from Nihonbashi, which is the place of origin of Edo culture and that also was the starting point of five major roads, and a call was made for participation in places throughout Japan.

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

Dissemination and enlightenment for the Tokyo 2020 Cultural Olympiad were conducted, and with the aim of having a wide variety people participate and conduct exchanges through art, an art exhibition to be enjoyed together with persons with an impairment was jointly held with the Nippon Foundation.

- ③ "Cultural Olympiad Night" (November 2017), an event 1,000 days before the Olympiad

Feelings of anticipation for the Tokyo 2020 NIPPON Festival were raised in areas that suffered disasters, through talk sessions that used the Cultural Olympiad as a theme and a concert for "connecting through music".

- ④ Tokyo 2020 Official Art Posters

Since the beginning of the 20th century, the organizing committee of each Games has created posters in order to promote awareness about and understanding of the sports and cultural event known as the Olympics. Olympic posters also play a role of conveying messages to the distinctive world of each Games.

At the Tokyo 2020 Games, artists in a broad range of genres such as pictures, graphic design, and photographs, as well as manga and calligraphy, which are forms of culture that Japan boasts to the world, newly created a total of 20 works of official art posters that used the Olympics or the Paralympics as a theme.

○Works that used the Olympics as a theme



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



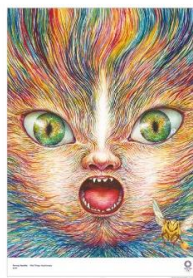
大竹 伸朗 Shinro Ohtake
スペース・キッカー
Space Kicker



大原 大次郎 Daijiro Ohara
動線
flow line



金澤 翔子 Shoko Kanazawa
翔
FLY HIGH!



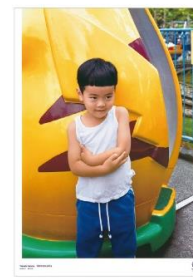
鴻池 朋子 Tomoko Konolke
Wild Things - Hachilympic



佐藤 卓 Taku Satoh
五輪の雲
OLYMPIC CLOUD



野老 朝雄 Asao Tokolo
HARMONIZED CHECKERED 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



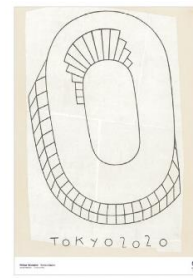
テセウス・チャン
Theseus Chan
EXTREME REVELATIONS



クリス・オフィリ
Chris Otili
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

○Works that used the Paralympics as a theme



荒木 飛呂彦 Hirohiko Araki
神奈川の波雲上空
The Sky above The Great Wave off the Coast of Kanagawa



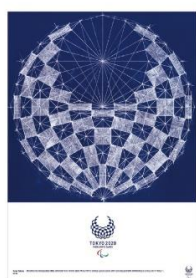
柿沼 康二 Koji Kakinuma
開
Open



GOO CHOKI PAR
パラリンピアン
PARALYMPIAN



新木 友行 Tomoyuki Shinki
オフense No.7
Offense No.7



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



蜷川 実花 Mika Ninagawa
Higher than the Rainbow



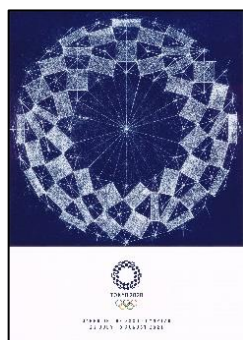
森 千裕 Chihiro Mori
カーブの向う (五千輪)
Beyond the Curve (Five Thousand Rings)



山口 晃 Akira Yamaguchi
馬からやっ射る
Horseback Archery

In addition, “iconic posters” that symbolise the Games were selected by the IOC and IPC Presidents from among the Tokyo 2020 official art posters. The one that was chosen for the Olympics was the poster by Asao Tokolo, and the one that was chosen for the Paralympics was the poster by GOO CHOKI PAR.

○Tokyo 2020 Olympics iconic poster



○Tokyo 2020 Paralympics iconic poster



The iconic posters are things for which the IOC and the IPC will possess rights for the works even in the future, and they are legacies of the Games for which activities such as exhibitions and development of licensed products will be promoted. Compared to the Olympics, the history of official posters

for the Paralympics is short, and selection of an iconic poster was something that was attempted for the first time by the Tokyo 2020 Games.

2) Action by other stakeholders

① The Tokyo Metropolitan Government

- The Tokyo Metropolitan Government has been expanding various cultural programmes since 2016, with the intention of using the Olympics and the Paralympics as an opportunity to transmit to the world the appealing aspects of Tokyo, a city of art and culture.
- Since 2017, the Tokyo Metropolitan Government's cultural programmes have been named "Tokyo Tokyo FESTIVAL", and many things have been conducted, such as programmes that are unique to a cultural festival that takes on the challenge of the possibilities of art and culture, exhibitions and performances conducted at municipal art museums, museums, and halls, art events that use the city as a stage, and projects promoted through collaboration with municipalities and support for cultural activities provided by domestic and foreign organisations and companies.
- Besides those things, in order to support creative activities by artists who were forced to refrain from conducting activities during the COVID crisis, a "Support Programme for Arts and Culture" that transmits information on a devoted homepage was conducted.

② The national government

- In anticipation of things after 2020, the national government utilised culture rich in regional characteristics and diversity, which is one of Japan's strengths, and expanded throughout Japan an initiative to authorise, as the "beyond2020 programme," cultural programmes that will contribute to creation of legacies that the next generation can be proud of and that are appropriate for a mature society.
- Using the Tokyo 2020 Games as an opportunity, under a comprehensive theme of "Japanese people and nature," and with the aim of additional creation of the future by transmitting the beauty of Japan both inside and outside Japan and conveying it to the next generation, "Japan Cultural Expo" began in 2019. The programmes of Japan Cultural Expo have combined the collective efforts of the Agency for Cultural Affairs, Japan Arts Council, related government offices, cultural facilities throughout Japan, local governments, and private-sector companies and organisations, and things such as art exhibits, performing arts performances, and art festivals for experiencing the beauty of Japan are being expanded in places throughout Japan all year long.

(3) Key achievements and outcomes

- The Cultural Olympiad was expanded to all prefectures, and many people participated in this cultural festival.
 - The number of programmes conducted during the Cultural Olympiad was 5,657 programmes, and the total number of participants was 37,129,108 people.
 - Of the event sponsors, 93.8% want to conduct the same kind of project even after 2020, and legacies of the Tokyo Games will be handed down in various places throughout Japan.
 - Volunteers proactively participated in 56.5% of the events. Contribution was made to cultivation of volunteer culture as well.
 - Events that were participated in by a wide variety of people, such as people with an impairment and people from other countries, consisted of 86.1%. That is a result that is evidence of the fact that internationality is moving forward because of preparation of soft and hard accessibility throughout Japan and expansion of inbound tourism.
- As a result of the COVID crisis, the impact on culture and art was severe, with performances and exhibitions being cancelled, but new value was created, such as expression utilizing online formats and methods of appreciation.
 - The ratio of people who directly appreciated culture and art in 2020 was 41.8%, and that was a significant decline from the 67.3% of the previous fiscal year.
 - People who used Internet paid streaming to appreciate culture and art in 2020 made up 27.7% of the total and made up 48.4% of people aged 20 to 29 years old.

* From a March 2021 “report on a public opinion survey about culture” by the Agency for Cultural Affairs
- In Japan Cultural Expo and the “beyond 2020 programme”, many initiatives from throughout Japan have been adopted and certified.
 - At Japan Cultural Expo, a total of approximately 910 initiatives have been adopted and certified as of August 2021.
 - In the beyond 2020 programme, 69 certification organisations throughout Japan have conducted certification and, as of the end of August 2021, there are a total of more than 19,000 certified projects.
- At the dining hall of the Olympic/Paralympic Village, the wonderfulness of Japan’s food culture was transmitted.
 - At casual dining in the Olympic/Paralympic Village, ingredients of 47 prefectures throughout Japan that were procured based on procurement standards were used, a Japanese food menu consisting of rice balls and salads that utilised fresh ingredients such as rice and vegetables was

provided and, for the first time in the Games' history, ingredients' place of production was displayed in real time and the wonderfulness of Japan's food culture was transmitted to athletes and others.

(4) Legacies

- At the Tokyo 2020 Games, as a result of using the Cultural Olympiad as an opportunity for various cultural programmes to be developed by overcoming the COVID crisis, opportunities to invigorate the entire country through culture arose through participation in a wide range of cultural activities.
- Cultural events were also held throughout Japan in places other than the cities where venues are located, new forms of expression and culture were created through people's interactions, and at the same time it was possible to link to transmission of new awareness of Japanese culture to the world.
- As a result of the national government, the Tokyo Metropolitan Government, and the Tokyo 2020 Organising Committee working together, new projects as well as programmes that developed existing projects were created in various places, and collaboration by new partnerships of culture and art organisations and local governments was conducted in various places throughout Japan.
- Cultural resources that individual regions are proud of, such as history, cultural assets, traditional performing arts, and festivals, were systematically developed amid various frameworks, and as a result it was possible to provide opportunities and places for becoming newly aware of Japanese culture. From now on, it is hoped that this will be used as an opportunity for Japanese culture to be passed on to the next generation and to lead to development.
- It is planned that more than half of the programmes that were created by the Cultural Olympiad will continue even after 2021, and cultural resources of individual regions were created as legacies.

(5) Case studies

<Holding of a kick-off programme for the Tokyo 2020 Cultural Olympiad>

- In anticipation of the holding of the Tokyo 2020 Games, and as a kick-off programme for the four-year Tokyo 2020 Cultural Olympiad, in October 2016 a "Tokyo 2020 Cultural Olympiad Kick-Off Event in Nihonbashi" was held on a special stage at Fukutoku Garden in Nihonbashi, Tokyo.
- At the ceremony, the kick-off of the Tokyo 2020 Cultural Olympiad was declared, and performances based on the themes of tradition and innovation were conducted on the special stage, commemorating the kick-off.

- It was an event that also raised visitors' expectations for the Cultural Olympiad to be held in anticipation of the Tokyo 2020 Games that would begin four years later.



<Tokyo 2020 Nationwide Participation Programme "Cultural Olympiad Night">

- Cultural Olympiad Night was held, as an event 1,000 days before the Olympics, on Gyoko-dori in front of Tokyo Station.
- In the first portion of that event, talk sessions based on themes such as "how to transmit Japanese culture" were held, and in the subsequent "Tokyo 2020 ALL JAPAN CONCERT" of the second portion, various artists presented singing and dancing against a backdrop of illuminated Tokyo Station.
- Singing voices looking forward to a festival of peace echoed under Tokyo's night sky, and at the same time, the charm of Japan was transmitted to the world by ALL JAPAN in preparation for the Tokyo 2020 NIPPON Festival that would be held immediately before the Tokyo 2020 Games, and it became a special one-night event for the purpose of generating excitement for the Cultural Olympiad.



<"Culture City of East Asia 2019 Toshima">

- In "Culture City of East Asia 2019 Toshima", projects expanded throughout Toshima, focusing mainly on performing arts, manga, anime, festivals, and entertainment. Various culture and art exchange events were also conducted with Xian City, China and Incheon Metropolitan City, South Korea, and it was possible to deepen mutual understanding and bonds.
- The appealing aspects of Toshima City as the "holy ground of manga and anime" and as a "city of international art and culture" were broadly transmitted to people both inside and outside Japan.



<"Saitama Triennale 2020">

- Saitama Triennale 2020 was held from October through November 2020 for the purpose of creating Saitama City as a city of culture and art, not only by introducing cutting-edge works by professional artists, but also by creating a setting for encountering culture that has been cultivated since long ago in various places in the city, and culture and art activities by various citizens, and by creating opportunities for those things to fuse with and inspire each other.
- For the culture of bonsai, dolls, trains, and manga that both Saitama City and Japan are proud of, modern art that is unique to this art festival was used as an opening for interpretation and transmission both inside and outside Japan, and even amid the COVID crisis, non-Japanese artists' works were presented, and contributions were made to international exchanges through art.



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

<"Japan x Nante Project">

- The "Japan x Nante Project," which is a culture and art international exchange project for persons with an impairment and is sponsored by the Agency for Cultural Affairs, was held beginning August 2017, as an authorised cultural programme of the Tokyo 2020 Organising Committee.
- This project presented works of art brut (outsider art) that were appraised by the directors of "le lieu unique," which is a French National modern art center, and "Cite de Congre," which is an international conference center in Nante, and outstanding performing arts (traditional performing arts (Japanese drums, Shinto music and dancing), dance, music, and theatre) by persons with an impairment.
- During the project, leading initiatives to transmit diverse forms of culture to other countries were conducted, such as showing a documentary film that captured the daily lives and formative activities of persons with an impairment, new aspects of Japanese culture were presented, and it was an ideal opportunity to show the world Japan's presence as a country built on culture and art.



<"Tokyo Caravan">

- At Tokyo Caravan, which was sponsored by the Tokyo Metropolitan Government, a wide variety of artists, who surpassed languages, national borders, and expression genres, materialised the "mingling of cultures" under the general supervision of playwright, director, and actor Hideki Noda.
- Beginning in Komazawa, Tokyo in 2015, performances that surpass their respective genres were subsequently expanded in Rio de Janeiro, Tohoku (Sendai, Soma), Roppongi, Kyoto (Nijojo, Kameoka), Hachioji, Kumamoto, Toyota, Kochi, Akita, Iwaki, Saitama, Toyama, Okayama, and Hokkaido, new expression that can only be seen at Tokyo Caravan continued to be created, and a cultural movement was generated throughout Japan.
- A cultural foundation for after the Tokyo 2020 Games was created by continuously working to conduct exchanges that surpass countries and regions.



Tokyo Caravan in Nijojo, Kyoto (2017)
Photo: Yoshikazu Inoue



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

<"Japonismes 2018", "Japan 2019", "Japan Cultural Expo" and "beyond2020" Programme>

- "Japonismes 2018," "Japan 2019," and "Japan Cultural Expo" were held. These events were based on Japan Cultural Expo's concept, generated at a "Beauty of Japan comprehensive project social gathering," of spreading throughout the world the appealing aspects of Japan's culture and art, which are forms of soft power that can be boasted to the world.
- "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; film; 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.

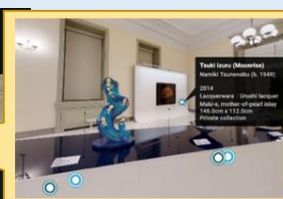


Japonismes 2018 Official Programme
teamLab : Au-delà des limites ©teamLab



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

- At the Japan Cultural Expo, cultural projects that embody the beauty of Japan have been systematically expanded in various places throughout Japan all year round and a total of approximately 910 projects have been adopted and certified as of August 2021.
- Efforts have been made to create a strategic transmission method that utilises things such as SNS and fusion of a “real experience” at actual venues that took thorough measures against COVID-19 infection and a “virtual experience” that makes appreciation in a virtual space possible by using digital content, and the beauty of Japan has been transmitted both inside and outside Japan.
- The “beyond2020 programme” is a project and activity that transmits appealing aspects of Japanese culture, 69 certification organisations throughout Japan have certified initiatives that take “diversity (barrier-free)” and “internationality (using multiple languages)” into consideration, and there are a total of more than 19,000 certified projects as of the end of August 2021.



<"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

<"Cultural Programme Press Centre">

- Targeting things such as cultural assets and festivals and events that have themes of community culture and history in places throughout Japan, including the Tokyo 2020 Cultural Olympiad, local junior high school and high school students worked as journalists to conduct interviews, and they transmitted the appealing points of regional culture by creating handmade newspapers, reports, and video news while excavating and rediscovering local culture.



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

3. Tokyo 2020 NIPPON Festival

(1) Basic concept

- Under the Olympic Charter, the Organising Committee of the Olympic Games is required to organise a cultural programme; hence the reason why the Olympics are said to be a festival of sports as well as a festival of culture.
- Since the Rio Games, the Tokyo 2020 Games has collaborated with a variety of stakeholders to expand the Olympic and Paralympic Movements to every corner of the country in preparation for the Tokyo 2020 Games, including the Japanese government, local governments, cultural and artistic organisations, and partner companies, to develop the Cultural Olympiad throughout Japan.
- These efforts culminated in the Tokyo 2020 NIPPON Festival, the official cultural programme of the Tokyo 2020 Games.

(2) Progress from the postponement of the Tokyo 2020 Games to the cancellation of the Tokyo 2020 NIPPON Festival

- The decision was made to cancel the Tokyo 2020 NIPPON Festival in 2020 in line with the decision to postpone the Tokyo 2020 Games on 24 March 2020.
- Subsequently, the significance of the cultural programme at the Tokyo 2020 Games was re-examined. In light of infection control measures for COVID-19 and the “Positioning, principles and roadmap to the Games following postponement” (published on 10 June 2020), the feasibility of the festival was considered from various angles on a zero-base scenario (including discontinuing it), resulting in the decision to hold the festival in 2021.

(3) Significance of the Tokyo 2020 NIPPON Festival in 2021

- In a return to the fundamental principles of the Olympic Charter, Olympism “blends sport with culture and education (and) seeks to create a way of life...with a view to promoting a peaceful society...”. It is for this reason that the Olympic and Paralympic Games are said to be not only a festival of sport, but a festival of peace.
- Cultural and artistic activities serve to inspire people, an inspiration that transcends all boundaries. Cultural and artistic activities can also stand as symbols of solidarity that transcend boundaries in response to the divisions seen in society caused by COVID-19.
- Cultural programmes are an essential part of the Games as a way of promoting a peaceful society and as a symbol of human solidarity. They also have the strength to advance mutual understanding and encourage global unity and cooperation.
- The Tokyo 2020 Organising Committee ran the Tokyo 2020 NIPPON Festival

from April to September 2021, when Tokyo and Japan were in the global limelight, serving as a symbol of overcoming social divisions caused by COVID-19 and connecting people through inspiration and solidarity, as the culmination of the cultural programmes organised throughout Japan since the Rio Games.

(4) The Olympic and Paralympic Games as a “cultural festival”

1) Objectives

- ① To contribute to the realisation of a peaceful society by becoming a symbol of solidarity, together with sports, transcending all boundaries
- ② To send a strong message of Japan’s proud culture and art both around the country and abroad
- ③ To create opportunities for people from diverse backgrounds to participate and interact with the aim of realising a fully inclusive society
- ④ To create opportunities for as many people as possible to participate in the Tokyo 2020 Games through cultural and artistic activities and build up a sense of anticipation for the Games

2) Programme structure

① Hosted programmes

Three cultural programmes formed the core of the Tokyo 2020 NIPPON Festival. These programmes embodied the vision of the Tokyo 2020 Games and festival concept, playing a leading role in the overall festival. These programmes aimed to create a sense of anticipation for the Games and the Olympic Movement and to leave a legacy for the future by shaping a new cultural programme in conjunction with the Games.

② Co-hosted programmes

In addition to the programmes organised by the Tokyo 2020 Organising Committee, the Tokyo 2020 NIPPON Festival also featured programmes that were co-organised with local governments and cultural and artistic organisations around Japan. These co-hosted programmes aimed to send a strong message about Japan’s proud culture and arts both throughout the country and abroad through the implementation of special cultural programmes that represent Japan at the NIPPON Festival, the official cultural programme of the Tokyo 2020 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.

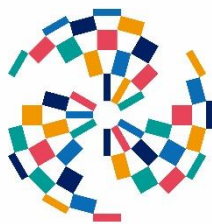
And each one of us is the main player in this prelude.

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.



TOKYO 2020
NIPPON
FESTIVAL

- 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.

4) Catchphrase

Blooming of Culture

This festive and colourful catchphrase captured the idea of “new cultures and excitement” generated by the experience of meeting people from diverse backgrounds. This uniquely Japanese catchphrase designed to reflect the importance of enjoying the four seasons is filled with the hope

that culture will bloom together with the festivals all around Japan.

(5) Hosted Programme

1) Rediscover Tohoku - Mocco's Journey from Tohoku to Tokyo Presented by ENEOS

① Project objective

- An official cultural programme of the Tokyo 2020 Games will be developed with the local people of Tohoku as an initiative that embodies the Games in support of the reconstruction of Tohoku.
- 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.
- The objective was to deliver a message of courage and hope to those suffering from and fighting COVID-19.

② Project overview

Cultural programmes were held in the Tohoku region and Tokyo under the direction of creative director, Michihiko Yanai, from May to July 2021, under the theme of the reconstruction of Tohoku, in collaboration with the prefectures and cities in areas affected by the 2011 earthquake and tsunami. In preparation for the event, a puppet was designed through workshops with children in Tohoku, resulting in "Mocco", a towering, human-powered puppet over 10 meters tall, created with the help of production volunteers and others in Takamori Town, Nagano Prefecture.

Events in the Tohoku region started in Iwate Prefecture, where about 600 participants were welcomed to Takata Matsubara Tsunami Recovery Memorial Park (Rikuzen-Takata City). With Mocco's performance and the traditional cultural and performing arts from Tohoku, this heartwarming event was full of surprises. A questionnaire survey found that many of the participants thought the event was a great opportunity to communicate the culture of the Tohoku region (Strongly agree: 35%, Agree: 46%), and that it helped contribute to reconstruction in the Tohoku region (Strongly agree: 32%, Agree: 40%). The event was able to make a significant contribution to the Olympic and Paralympic Games. A tour for overseas media outlets (with four companies) was offered to disseminate information overseas about the culture of Tohoku and state of reconstruction.

In light of the number of COVID-19 infections, events in Miyagi and Fukushima were held without spectators. In those areas, messages were received from a number of people with the help of the local government, and local stakeholders and the media were treated to a performance by Mocco. For the finale in Tokyo, Mocco arrived at Shinjuku Gyoen Gardens, conveying the gratitude for the support the country received from all over the world since the 2011 earthquake and tsunami, the strong efforts expended for recovery, and the appeal of the culture of Tohoku, as well as an original song,

“Tohoku’s Happiness”, that carries the thoughts of the people of Tohoku.

Similarly to the Miyagi and Fukushima venues, the Tokyo event was held without an audience, but was streamed live on the Tokyo 2020 official YouTube and LINE accounts, and viewed by approximately 1.02 million people. A number of media outlets (20 from Japan and 11 from overseas) covered the event and disseminated information about the event and thoughts of people from both Japan and abroad on the reconstruction of Tohoku.

After the event, a video recording of the day’s happenings and “Tohoku’s Happiness” was released to publicise the event both in Japan and overseas.

<Programme schedule>

15 May 2021: Rikuzen-Takata, Iwate Prefecture Takata Matsubara Tsunami Recovery Memorial Park

22 May 2021: Iwanuma, Miyagi Prefecture Millennium Hope Hills Ainokama Park

29 May 2021: Minami Soma, Fukushima Prefecture Hibarigahara Festival Site (Soma Nomaoui Festival Site)

17 July 2021: Shinjuku Gyoen Landscape Garden



『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, 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

2) Wassai

① Project objectives

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".

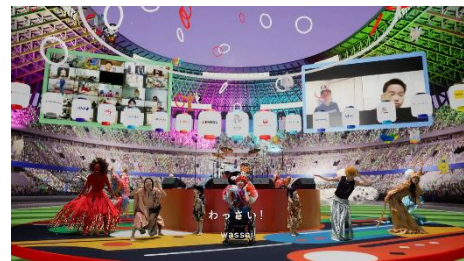
"wassai" is a story of journey of time from the age of the Kojiki (Records of Ancient Matters), when the country was born, to the present age, to the National Stadium. In the story, people from all over the world participate, dancing and singing songs, form "WA," make a big circle, and harmony. Through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

② Project overview

On 18 July 2021, just before the curtain rose on the Olympic Games, an

online event was held on the theme of “Participation, Interaction and Dialogue” under programme director, Komei Sugano, where people from all over could interact with one another through Japanese culture in the Olympic Stadium in a virtual space. This event aimed to create a programme in which illustrations submitted from all over the world were transformed into avatars in this virtual space, and participants from all over the world could interact and create a new type of festival together through stage performances and by dancing together.

In the first part of the event, the dancers told the story of the origin of the festival, “wassai”, through a stage performance. The story of the festival’s birth was told through performances on the themes of fire, water and wind.



In the second half of the event, the location transitioned to a modern-day virtual Olympic Stadium, and the rock band, WANIMA, played while people from all around the world, including those who participated by submitting illustrations and videos and those who watched the live broadcast, danced the “wassai” together, forming one large “WA” (circle) and uniting hearts around the world. About 850,000 people watched the live broadcast, which built momentum for the start of the Olympics.

3) ONE -Our New Episode- Presented by Japan Airlines

① Project objectives

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.

② Project overview

Two cultural programmes were held just prior to the opening of the Paralympic Games under the theme of the “realisation of an inclusive society” to build up interest in diversity and unity, and to stir up excitement for the Paralympic Movement by connecting the enthusiasm and excitement of the Olympics with the Paralympics.

<MAZEKOZE Island Tour>

Broadcast live online on 22 August 2021, MAZEKOZE Island Tour, under

the general composition, performance and direction of Chizuru Azuma, offered audiences views of interesting and cozy experiences on diversity with a tour of nine unique islands that express the appeal of diversity and inclusive societies through the power of entertainment. The tour was viewed by approximately 1.16 million viewers.

Many of the viewers responded to a questionnaire survey that the programme acted as a “catalyst” in changing their awareness and behaviour (strong catalyst: 79%, catalyst: 19%) through empathy and awareness of diversity and inclusive societies. Meeting and interacting with all different kinds of people, each with their own unique characteristics, created an opportunity for people to feel and recognise the value of their differences, develop a rapport and resonance for diversity and an inclusive society, and bring about changes in awareness and action.



<Our Glorious Future ~KANAGAWA 2021~>

The next event was “Our Glorious Future ~KANAGAWA 2021~”, co-hosted with Kanagawa Prefecture, which is implementing initiatives aiming at realising the creation of “Kanagawa, A Society Living Together in Harmony”.

The event initially was planned to be held at the Momijigaoka Culture Zone, a group of Japan’s leading modernist buildings. However, due to the spread of COVID-19, the event was moved online for distribution as a video.

Under the direction of artists connected with Kanagawa Prefecture, such as Kaiji Moriyama who served as the director and chief coreography for the opening ceremony of the Tokyo 2020 Paralympic Games, 22 videos in various fields of culture and art, such as dance, theatre, art, music and crafts, were released just before the start of the Paralympic Games, which contributed to helping the concept of a fully integrated society to become ingrained.



(6) Co-Hosted Programme

In collaboration with the Japanese government, local governments, and arts and cultural organisations, the Tokyo 2020 Organising Committee planned 32 special cultural programmes to symbolise the Games. In total, 26 programmes were held, with the exception of six due to COVID-19, which presented a picture of Japan's diverse culture and art.

The Noh Festival, inspired by the Noh programme held at the 1964 Tokyo Games, world-renowned performing arts, and programmes with persons with an impairment and those from other diverse backgrounds playing leading roles were designed in the cities where the competitions were held and throughout the country during the period of the Games, with thorough measures taken to prevent the spread of infectious diseases.

Other cultural events were held throughout Japan during the festival period, with a total of about 110,000 people in attendance (including viewers watching live streams online). A diverse sample of appealing and unprecedented cultural programmes were also developed, which led to the construction of social infrastructure where all people can enjoy art and culture, fostering a sense of unity in the region, and stimulating the local economy and communities.

○ Programmes (26 Programmes)

① "Experience Gunma's Amazing Kofun and Haniwa!"

- Hosts : Gunma Prefecture
- 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 Kannoniyama 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.



② 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
- 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.

③ **Tamabi DNA**
A Genealogy of Contemporary Nihonga

- Hosts : Tama Art University
- Summary :

This distinctive style of Japanese painting is over 1,000 years-old . It offers 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 – will communicate the over-arching appeal of Japanese painting.



④ **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
- 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.



⑤ **Tochigi's Treasure Festival**
～ The Culmination of Tochigi Culture ～

- Hosts : Tochigi Prefecture
- 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.

⑥ **Mt.Fuji World Theatre Festival Shizuoka, featuring SPAC/MIYAGI Satoshi ANTIGONE**

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

- 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.



⑦ **Reborn Art Ball 2020**

- Hosts : Ibaraki Prefecture
Associate : University of Tsukuba

- 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.



⑧ **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

- 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.



⑨ International Ogura Hyakunin-issu Karuta Festival 2020

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



⑩ Akita Minyo Festival 2021

- Hosts : Akita Minyo Festival Executive Committee
- 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.



⑪ 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

- 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.



⑫ Kaga Hyakumangoku Culture Tour

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

- 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.



⑬ Premium Yosakoi in Tokyo

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

- 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.



⑭ 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

- Summary :

An exhibition and concert was 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.



⑮ **Yabusame Ceremony to Wish for the Safe Holding and Success of the Tokyo 2020 Olympic and Paralympic Games**

- Hosts : The Japan Equestrian Archery Association
- 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.



⑯ **Performing Arts of Edo-Tokyo**

- Hosts : GEIDANKYO
- 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.



⑰ TURN

- Hosts : Tokyo Metropolitan Government, Arts Council Tokyo/Tokyo Metropolitan Art Museum (Tokyo Metropolitan Foundation for History and Culture), Nonprofit Organization Art's Embrace, Tokyo University of the Arts, 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 on a special website co-hosted with the Tokyo Metropolitan Art Museum, TURN's initiatives and ideas by providing opportunities to experience accessibility through exhibitions, workshops, movie shows, and online programmes at the museum under the theme of "Emwering Encounters" was introduced.



⑱ THE NOHGAKU FESTIVAL in Tokyo 2020 Olympic and Paralympic games

- Hosts : THE NOHGAKU PERFORMERS' ASSOCIATION, Japan Nohgaku Organization
- 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.



⑲ Fukuoka Japanese cultural promenade World Japanese Drum Festival

- Hosts : Fukuoka Japanese Culture Promenade Executive Committee
- 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.



②⑩ **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
- 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.



②⑪ **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
- 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.



②⑫ **The Mahabharata~Chapter of Desire/Chapter of Tempest**

- Hosts : Hosted: Mahabharata Executive Committee/ Agency for Cultural Affairs
Co-Hosted: The Saison Foundation
- Summary :
The Mahabharata is an epic of ancient India. The entire epic – originally written in Sanskrit – was dramatized into a theatrical work and will be 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.

㉓ **The concert played by the kocarina made of the National Stadium tree**

- Hosts : Japan Kocarina Society
- 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.



㉔ **CANAL ART MOMENT SHINAGAWA 2021~Art Empowerment~**

- Hosts : Shinagawa City, Tennoz Canalside Vitalization Association
- 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.



㉕ **Wara Art Festival 2021**

- Hosts : Niigata City
- Summary :

Rice farming supports the Japanese food culture and is a leading industry in Niigata. Art students in Tokyo and citizens of Niigata will collaborate 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.



㉖ **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
- 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 organizations 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.



○ Cancelled Programme (6 Programme)

No.	Title	Hosts	Location
1	Furusato Festival 2021	Fukushima Prefecture, Furusato Festival Executive Committee	Fukushima Prefecture
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	Chiba Prefecture
3	TOKUSHIMA MUSIC FESTIVAL 2021	Tokushima Prefecture	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	Okinawa Prefecture
5	TSUNAGARU Art Festival FUKUOKA	Citizens of Fukuoka Prefecture Cultural Festival Executive committee	Fukuoka Prefecture
6	Tokyo Caravan	Tokyo Metropolitan Government, Arts Council Tokyo (Tokyo Metropolitan Foundation for History and Culture)	Tokyo Metropolitan Government

4. Education

(1) Legacy concepts

- The following three legacy concepts have been established in the field of education. These three concepts view the Tokyo 2020 Games as an opportunity to build a solid foundation for children and students in Japan, both as future leaders in the international community and Japan, and to help them develop a sense of awareness of their responsibility for the next generation after the Games.

Concept ①: Understanding the value of the Olympics and Paralympics and sport

Concept ②: Understanding diversity ~Understanding of persons with an impairment and international understanding~

Concept ③: Independent and proactive participation and collaboration with universities

(2) Actions

1) Actions by the Tokyo 2020 Organising Committee

- Various actions were implemented to create opportunities for children and students to learn and participate in order to realise the three legacies described above.
- In October 2016, the Tokyo 2020 Organising Committee launched an education programme certifying schools in the Tokyo metropolitan area and other locations engaged in education on the Olympics and Paralympics as “Yoi, Don! Schools”. This programme was launched nationwide in April 2017.
- The Tokyo 2020 Educational Programmes’ special website, “TOKYO 2020 for KIDS” (hereinafter referred to as “the educational site”), was used to distribute teaching materials, lesson plans for teachers and reference materials for classes that contribute to educating students on the Olympic and Paralympic Games in an effort to promote awareness. The site includes the IOC-approved “Olympic Values Education Programme” (hereinafter referred to as “OVEP”), the IPC-approved “I’mPOSSIBLE” (Japanese edition), and the “Olympic and Paralympic Study Book” produced by the Tokyo Metropolitan Government Board of Education, which were used in elementary, junior high and high schools throughout Japan. Slide materials and teaching plans that could be used in classes were also prepared and distributed to promote understanding of the Tokyo 2020 mascots, Tokyo 2020 Torch Relay, School Programme for watching the Games, and other key Tokyo 2020 Games events.
- In response to increased time spent studying at home due to infection control measures for COVID-19, educational materials were created and distributed as a new learning initiative to be used for research and self-study at home. These materials included videos about the Olympic and Paralympic

Games and study content that allows students to research events they are interested in, learn the rules and compile that information into an illustrated book.

- As a way to provide opportunities to participate in the Tokyo 2020 Games, 16,769 elementary schools participated in the “Elementary School Students Voting for Tokyo 2020 Mascots” in 2018. Other projects were planned and implemented, such as school visits by the Tokyo 2020 mascots or athletes, “Tokyo 2020 Olympic and Paralympic poster contest”, “Tokyo 2020 School Sports Day Project”, and “Tokyo 2020 English Speech Contest for High School Students”. Math drill sheets were also created and distributed to all public elementary schools in Tokyo on subjects connected with events, and athletes visited the schools to take part in practical learning classes.
- Approximately 4,700 students (Miyagi, Ibaraki, and Shizuoka prefectures) and 15,700 students (Tokyo, Saitama, and Chiba prefectures), respectively, were offered opportunities to watch the Olympics and Paralympics through “School Programme for Watching the Games” as an educational programme during the Games. Additional opportunities were also offered to a number of children and students to participate in preparing and managing events at the Games by supporting operations and sports presentations.
- The educational website and e-mail newsletter for certified schools (Yoi, Don! Newsletter) were used to provide teachers, children and students with the latest information on the Games and allow them to download teaching materials free of charge that could be used in class in line with their interests. The Tokyo 2020 Organising Committee and other stakeholders also introduced programmes to schools and teachers that could be used by schools, children and students, as well as examples of successful initiatives to help teachers plan lessons at schools.
- Competition equipment and other items used at the Games were also provided to local governments and other organisations throughout Japan to be used in future educational activities on the Olympics and Paralympics.

2) Actions by other stakeholders

- The Japanese government promoted education on the Olympics and Paralympics in 35 prefectures and 11 ordinance-designated cities through Nationwide Olympic and Paralympic Movement Project. Reference materials for teaching and case studies of practical examples were also provided to educational sites across Japan.
- Educational activities on the Olympics and Paralympics were implemented in all public schools in the Tokyo metropolitan area since fiscal 2016, with emphasis on five mindsets: volunteer mindset, understanding of people with impairments, sports-oriented mindset, sense of self-awareness and pride in being Japanese, and global awareness.

Schools used four main projects to develop these five qualities: “Tokyo Youth Volunteers”, “Smile Project”, “Dream and Future Project”, and “Global

Friendship Project”, and implemented unique educational activities with the aim to realise a fully inclusive society.

- Widely diverse programmes were developed for other stakeholders in various parts of Japan that would lead to the realisation of the three legacies and provide opportunities to many children and students to learn and participate.
 - JOC: Promoting and raising awareness on OVEP and organisation of Olympic classes. In addition, the Japan Olympic Museum, which opened in September 2019, aims to create opportunities for many people to discover, learn, feel, try and think about the Olympic Games and to convey the appeal and value of sports through the Olympic and Paralympic Games as a centre for the Olympic Movement.
 - JPC: Promoting and raising awareness about “I’mPOSSIBLE”.
 - Partner companies: Organising Olympic- and Paralympic-related exhibitions, travelling lectures, providing educational materials, etc.

(3) Key achievements and outcomes

- Olympic and Paralympic educational contents were implemented throughout Japan.
 - The Olympics and Paralympics were positioned in the same way in curriculum guidelines that were revised in 2017 and 2018 for incorporation into a wider variety of subjects.
 - A total of 19,005 schools in all 47 prefectures and Japanese schools overseas took part in the “Yoi, Don! School” programme. About 70% of elementary schools were certified as “Yoi, Don! Schools”.
 - Teaching materials and related resources on the Olympic and Paralympic Games were widely used throughout Japan. Trainings on Olympic and Paralympic educational contents were also conducted around the country for teachers.
 - With educational contents promoted for a few years before the Games on the Olympics and Paralympics, schools that provided educational contents on the Games have seen positive changes in the attitudes of students in all themes related to culture and life in Japan and abroad through the results of surveys, in addition to increased interest in the Games among children and students, volunteering, and participating in events, as well as social participation and interest in exercise and sport.
 - Various examples of initiatives and feedback from students based on reports and other information received from schools were introduced on the educational site to serve as reference for actions at other schools.
- Many children and students had opportunities to participate in a number of different ways.

- School visits and open classes sponsored by the Tokyo 2020 Organising Committee were conducted throughout Japan. Programmes were planned and implemented with the participation of schools and students. A number of schools and students from Japan and abroad participated in these programmes.

(4) Legacies

1) Establishment of a foundation for the implementation of education on the Olympic and Paralympic Games

- A network of related organisations was created with the participation of the Japanese government, boards of education, universities, JOC, JPC, and the Tokyo 2020 Organising Committee in order to share information actively and efficiently, and pass on know-how related to the Olympic and Paralympic educational contents throughout Japan. This network that has emerged from the Games will be passed down to future generations.
- The Japanese government, boards of education, universities, JOC, JPC, Tokyo 2020 Organising Committee, and other stakeholders have produced and utilised a number of educational materials and resources in the lead up to the Tokyo 2020 Games that contribute to the Olympic and Paralympic educational contents. The content of education on the Games in schools is expected to continue on as a legacy in the future.

2) Creating an emotional and mental legacy in children and students (“Confidence and Courage”, “Understanding of Diversity”, and “Proactive and Positive Participation in Society”)

- The Tokyo 2020 Educational Programme and efforts to promote and raise awareness on Olympic and Paralympic educational contents provided opportunities for children and students to learn about the values of the Games by closely observing athletes from around the world push themselves to the limit. This also provided an opportunity for children and students to experience sports they had never done before, interact with athletes both with and without disabilities, and actively participate in the preparation and management of the Games. Legacies have been left behind in the minds of children and students as a result of these efforts: self-confidence and courage, understanding of diversity, and proactive and positive social participation.
- Education on the Paralympics, in particular, is expected to have a “reverse education” effect, where children pass on what they have learned to the adults in their lives. The experiences and changes in awareness of the children who have learned through the Tokyo 2020 Educational Programme will ripple out to people around them, leading to opportunities to create a fully inclusive society.

(5) Case studies

<Promoting the use of OVEP>

- Project overview

OVEP is a teaching tool developed by the IOC that is based on the five educational values for the Olympic Games: the Joy of Effort; Fair Play; Respect for Others; Pursuit of Excellence and Balance between Body, Will and Mind. A Japanese version of the OVEP materials was translated by the JOC under the supervision of the University of Tsukuba and the Japanese Olympic Academy. A teacher's guide for using OVEP in classes in Japan was also prepared under the supervision of the University of Tsukuba.

- Key achievements

- OVEP, teaching materials, and worksheets for children and students were posted on the Tokyo 2020 Educational Programme's special website, TOKYO 2020 for KIDS, for download. In the three and a half years since February 2018, materials have been downloaded a total of 23,061 times.
- Workshops and open classes were organised with the cooperation of the University of Tsukuba in order to promote the use of these teaching materials.

- Legacy

- Children learned about the values of the Olympics, which goes beyond that of a simple sporting event, by participating in classes using OVEP. Participation in these classes has led to an understanding of the importance of a spirit of challenging oneself and fair play in sport.



<Promoting the use of “I’mPOSSIBLE”>

- Project overview

Developed by the IPC-affiliated Agitos Foundation, “I’mPOSSIBLE” is a teaching tool that aims to promote the values of the Paralympic Games and the vision of the Paralympic Movement to children around the world.

The Japanese version of “I’mPOSSIBLE” was developed by the Nippon Foundation Paralympic Support Center and JPC in collaboration with the Benesse Foundation for Children based on the content in the international version.

- Key achievements

- The Japanese version of the “I’mPOSSIBLE” teaching materials kit (printed materials, DVD, teaching plan, teacher’s lesson guide) was sent to approximately 36,000 elementary, junior high, high schools, and schools for children with special needs throughout Japan. Teaching materials were posted on the Tokyo 2020 Educational Programme’s special website, TOKYO 2020 for KIDS, for download. Materials were downloaded a total of 133,857 times in the four years since July 2017.

- The Nippon Foundation Paralympic Support Center conducted training programmes for teachers to promote the use of these teaching materials. Staff from the center visited teacher training sessions, principal meetings, and other venues where educators gather to introduce the materials, talk about the significance of Paralympic education, and provide practical training.

- Legacies

- Children learned about the spirit of “I’mPOSSIBLE” by participating in classes using the Japanese version of these materials and discovered that with a little ingenuity, everyone can have fun even if they have or do not have a disability. Changes in the children’s awareness of the Paralympics, Paralympians, and persons with an impairment were observed as a result of their participation in these classes, and they also realised the importance of thinking from other people’s perspectives.

- Teachers throughout Japan have been trained through practical and other trainings to teach about the Paralympics and Paralympic sports. As a result, Paralympic education is expected to continue along a steady trajectory around Japan even after the Tokyo 2020 Games.



<Promoting the use of the Olympic and Paralympic Study Book>

- Project overview

The Olympic and Paralympic Study Guide was developed by the Tokyo Metropolitan Government Board of Education with the aim of helping children learn about and correctly understand basic information about the Olympic and Paralympic Games, including the spirit of the Games, sports, culture, environment, and other areas. Content is tailored to each age group, with versions available for elementary school, junior high, and high school.

- Key achievements

The Olympic and Paralympic Study Book was sent to elementary, junior high, high schools, and schools for children with special needs in Tokyo. Teaching materials were also posted for download on the Tokyo 2020 Educational Programme's special site, TOKYO 2020 for KIDS. Materials have been downloaded a total of 47,315 times in the four years since September 2017.

- Legacy

The use of the Olympic and Paralympic Study Book has helped children, the leaders of the future, understand the spirit of the Olympic and Paralympic Games. In this way, the spirit of the Olympic and Paralympic Games will be passed on to future generations.

<Elementary School Students Voting for Tokyo 2020 Mascots>

- Project overview

For the first time in the history of the Games, the Tokyo 2020 mascots were chosen through a vote by elementary school students. The children learned and thought about the ideals of the Olympic and Paralympic Games, the roles of the mascots, concepts of the three finalists, and what parts of Japanese culture should be conveyed to other countries. After discussion, each class was given one vote to decide the winners.

- Key achievements

- Votes were received from a total of 205,755 classes in 16,769 schools in Japan and overseas (or about 80% of the target schools). In addition, 233 local governments around Japan declared their support for the mascots and the votes by the elementary schools in their areas.
- Instructional plans and reference materials on the mascots were prepared and distributed to classes in order to promote the programme before voting began. Videos introducing the three

finalists and 3D mascots were distributed so that everyone, with or without a disability, could participate in the voting.

- After the Tokyo 2020 mascots were chosen, the mascots visited eight schools with voting orders that were multiples of 2020 to show their appreciation. In addition, the Tokyo 2020 mascots were chosen and loved by children because of the efforts to promote the use of the Tokyo 2020 mascot illustrations in educational settings.
- Legacies
 - When voting, the children developed an interest in the Olympic and Paralympic Games by learning about the significance of the Games, the role of the mascots and Japanese culture.
 - Reflecting the results of the children's votes in the selection of the mascots piqued interest in the Tokyo 2020 mascots and raised the children's level of participation in and awareness of the Games, leaving an enduring sporting legacy of the heart on the importance of engaging with society.



<Tokyo 2020 High School English Speech Contest>

- Project overview
 - An English speech contest was held for high school students to promote the values of the Olympics as a festival of peace with the younger generation. For individual awards, contestants were asked to submit a three- to five-minute speech on the theme of the role of sports for a peaceful world. For the school-wide award, contestants were requested to speak on an outstanding example of their school's actions on this theme.
- Key achievements
 - There were 168 individual applicants from all over Japan who entered the contest. Ten students who passed through the preliminary

screening spoke at the final round held at the JAPAN SPORT OLYMPIC SQUARE, where four winners were honoured.

- Due to infection control measures for COVID-19, the grand prize winner delivered a speech in a video message at the Olympic Truce Mural* signing ceremony held in the Village Plaza at the Athletes' Village on 19 July 2021. Award-winning schools hosted an online social event with athletes.
- Teaching plans and videos about the Olympic Truce were prepared before the event and distributed on the educational site. Before the contest, Olympians also delivered lectures on "Sport and Peace" at high schools in Tokyo. These lectures, as well as other educational materials were posted as videos on the educational site and used at schools throughout Japan.
- Legacies
 - The speech contest provided students with the opportunity to learn about the values and significance of the Olympics as a festival of peace and to think about their own understanding of reconciliation and peace through sports.
 - Youth communicated a powerful message to the international community about the realisation of a peaceful world through the Olympics and sport at the signing ceremony of the Truce Mural.

*The Olympic Truce Mural was installed at the Village Plaza of the Athletes' Village to encourage athletes and others participating in the Games to support the Olympic Truce and sign a prayer for peace.



<School Programme for watching the Games>

- Project overview

A programme to allow local governments and schools to purchase tickets at low prices was planned to provide more opportunities to children, the leaders of the next generation, to watch the Games, an unforgettable experience that will stay with them their entire lives.

To make this experience even more memorable for children and effective, teaching plans and pre- and post-experience worksheets were created and distributed free of charge on the educational site

(supervised by the University of Tsukuba).

- Key achievements

Approximately 4,700 children and students from Miyagi, Ibaraki, and Shizuoka prefectures watched the Olympics; about 15,700 children and students from Tokyo, Saitama and Chiba prefectures watched the Paralympics.

The children who were spectators at the Games said that they were overwhelmed by the power they saw there, spoke about the respect they had for the way the athletes overcame obstacles, and talked about how this experience will live on as a “legacy” in their hearts.

The teaching materials that were distributed for learning were downloaded a total of 360,000 times from the educational website.

- Legacies

- A number of schools learned about the rules of competition, match etiquette, and participating countries and athletes before watching the Games, which raised their interest in both the Olympics and Paralympics and sports, and increased their understanding of diversity.



<Educational programmes during the Games>

- Project overview

Students were also offered opportunities to take part in the operations of the Tokyo 2020 Games. High school students were offered a variety of opportunities to demonstrate their individual abilities, including supporting event management and performances in sports presentations.

- Key achievements

- Support for event management

About 1,500 high school students who had experience with competitions through club activities gained valuable experience in

working closely with top athletes retrieving balls and mopping floors.

➤ Sports presentations

Performers from 64 groups of junior high, high school, and university students encouraged the athletes through dances, marching bands, double dutch jumping rope and other performances in between sessions.

➤ TOKYO2020 Kids Supporters Project

In response to the state of emergency that was declared in Tokyo, this event was cancelled in July. However, the uniforms and other memorabilia that were to be worn on the day of the event were sent to the children who had planned to participate. Video messages from the athletes to the children were also distributed.

➤ Flower Lane Project

About 33,000 pots of morning glories and other plants (with messages of support from children) were grown by students from about 300 elementary schools and schools for children with special needs in Tokyo and municipalities where other venues were located. These flowers were installed to welcome the athletes and officials at the competition venues.

➤ Production of “clubs” (track and field equipment for Paralympics)

Students at one of the technical high schools in Tokyo Metropolitan Government produced some of the clubs used in club throw, a Paralympic track and field event. The clubs, which were used to set a world record, were donated to the school after the Games.

• Legacies

- Children were able to present the results of their daily activities and make the most of their own unique characteristics by participating in the operations of the Tokyo 2020 Games, which drew out their confidence and courage.



(6) Collaboration with universities

1) Start of collaboration with universities

- Agreements on collaboration were concluded with universities and junior colleges around Japan since 2014 in order to put the third legacy concept into practice in a more concrete way.
- Various programmes and initiatives to build momentum were carried out based on the three keywords of education, experience, and legacy, with the aim of achieving the recommendation of “engage with youth” as proposed in the Olympic Agenda 2020.

2) Travelling lecture programme

- Classes and courses related to the history and significance of the Games and Tokyo 2020 were held to promote the Olympic and Paralympic Games educational contents.
- This programme was implemented around Japan and served as a valuable opportunity to talk directly with people who have experienced with the Games, those who have been engaged in the Games, and individuals who are involved in the preparation and management of the Games.
 - With a total of 26,000 participants, this programme covered more than 200 themes.
 - A special travelling lecture programme was also carried out with the cooperation of partners of the Games (3 times).

3) Actions

- A “Regional Travelling Forum” was organised at 13 partner universities around Japan between 2014 and 2015, where participants exchanged a number of ideas and opinions with students.
- When the Rio 2016 Games were held, a “Rio to Tokyo for Students” event was held with student athletes who participated in the Games and students who had experience volunteering there.
- The “Tokyo 2020 School Festival” event was launched in 2017 to build momentum, bringing the Olympics and Paralympics closer to youth and leading to their participation in the Tokyo 2020 Games.
 - Four events were held: “Tokyo 2020 School Festival” in 2017, “Tokyo 2020 School Festival the 2nd” in 2018, “Tokyo School Festival the Next” in 2019, and “Tokyo School Festival Online” in 2020.
- The excitement in each area gradually turned into a movement, eventually leading to independent activities by students and partner universities. Many of these activities were also carried out as part of the Tokyo 2020 Nationwide Participation Programme.

4) Programmes during the Games

- Information sessions were held in 2018 at 13 partner universities in 11 locations around Japan before volunteers were recruited for the Games. Numerous young people applied to volunteer for the Games, which helped foster a culture of volunteerism among youth.
- The “University Partner Information Security Programme” was implemented during the Games as a unique initiative resulting from collaboration with universities. A total of 97 students took part in 51 sessions for four sports (badminton, archery, table tennis and equestrian (all Olympic events)) to provide support to people with visual and hearing disabilities, as well as non-native speakers of Japanese in watching the events.

5) Legacies

- By the end of the Tokyo 2020 Games, 810 schools had signed agreements to collaborate.
- The Tokyo 2020 Games was the first time in the history of the Olympic and Paralympic Games that so many universities and junior colleges were involved in the Olympic and Paralympic Movements, and that youth were involved and engaged with the Games in this way.
- University collaboration became a place for youth who will be the creators of society in the future to put theory into practice, supporting free thinking and action.



Message from the Chairperson of the Economy and Technology Commission

“Restoration of the Japan Brand” was a common theme of the Economy and Technology Commission. The first message we wanted to communicate as the Japan Brand was the high quality and reliability of Japanese technology. Second, as a country with an advanced aging population, was technologies that provide assistance for handicaps. Based on the key phrase “for all,” we wanted to make an appeal for barrier-free technology, multilingual support technology, robots and other technologies that support everyone. Third was technology for sharing the excitement, that is, we wanted to share the excitement with people from around the world by using the rich sensibility of the Japanese people to stage the Games competitions and Japan’s regional attractions.



Unfortunately, the havoc caused by COVID-19 around the world meant that the Games were held without spectators at many venues, and we had to give up our hopes of using the Tokyo 2020 Games as a trade fair for the Japan Brand.

Nevertheless, at the Olympic Stadium, which had been designed to be as barrier-free as possible, cutting-edge technologies were amply demonstrated, including the Olympic flame which was kept burning by means of hydrogen technology, projection mapping which staged the excitement superbly, 5G which was used to distribute competition images, robotics which supported the Games in various ways behind the scenes, and the congestion visualization system at the Olympic and Paralympic Village. In addition, cyberattacks, which had been a cause of concern, had zero impact on Games operations despite a total of 450 million attacks, more than twice as many as during the Olympic and Paralympic Games London 2012.

I think it may have been hard for TV viewers to tell, but in order to support those athletes competing without spectators, videos and messages of encouragement collected from supporters around the world via SNS were played on video boards inside the venues, and players who scored goals were able to connect realistically with their families and friends via monitors, in what was a new attempt in remote viewing.

It was not just the competition venues. A project to communicate local attractions in cooperation with host towns was also launched early on, leading to various local attractions being discovered and promoted.

More than anything, the fact that we were able to host the Games without incident while battling COVID-19 and share the excitement with people from around the world, and the fact that countless volunteers helped support the Games happily and cheerfully despite the sweltering heat exemplify the “real strength of Japan” that we wanted to communicate. Even in the face of the unprecedented constraints of COVID-19, I believe the Tokyo 2020 Games has fully demonstrated

the best of Japan and left an indisputable legacy.

The appeal of a country is something that is being constantly shaped. If we can accept diversity and appreciate new ideas, Japan can definitely create an attractive economy. With the Tokyo 2020 Games as a starting point, we hope to continue creating and nurturing the Japan Brand and communicating it to the world.

Hiroko Ota

Chairperson of the Economy and Technology Commission

Examples of Tokyo 2020 Games' actions, as seen in numbers (economy and technology)

Robot Project

12 types
73 robots

Number of self-propelled information robots, following-type transfer robots, etc. introduced for the Games

(p.126)

Facial recognition technology

48 locations
303 lanes
Approx. **300,000** people

Number of facial recognition systems introduced for personnel access, and the number of users

(p.126,129)

Low-emission, fuel-efficient vehicles

95 %

Percentage of Games vehicles (passenger vehicles) that are fuel cell vehicles (FCV) or plug-in hybrid vehicles (PHV)

(p.126)

Hydrogen technology

3 prefectures

Hydrogen derived from renewable energy in Namie, Fukushima Prefecture, used in the Olympic relay torches in parts of Fukushima Prefecture, Aichi Prefecture and Tokyo (also used for Olympic cauldron)

(p.126)

2020 TDM Promotion Project

910 organisations
52,202 Companies and businesses

Number of organisations and companies that cooperated and participated in easing traffic congestion during the Games

(p.119)

Promotion of regional attractions by young people

10 local governments
16 schools

Number of local governments and schools that interacted with overseas athletes in host towns and produced videos, etc.

(p.119)

Chapter 6: Economy and Technology

1. Basic concept

- Just as the 1964 Tokyo Games contributed greatly to Japan's subsequent rapid economic growth and advances in technology, the Tokyo 2020 Games are also expected to be an opportunity to bring about significant economic and technological developments. Various initiatives were deployed to achieve this.
- On the other hand, the global spread of COVID-19 made the Tokyo 2020 Games an unprecedented Games. For instance, the Games were postponed for a year, acceptance of overseas spectators was suspended, and events at many Games venues were held without spectators. This also had a degree of impact on the economic ripple effects on Japan as a whole through hosting the Games, the increase in inbound demand (foreign visitors to Japan), the marketing and PR activities focused on partner companies, and on opportunities to communicate various technologies to the world at the Games and events.
- Even in this context, the most important issue to be addressed was realising a safe and secure Games, and to achieve this, the latest Japanese technology was implemented in the Games, including the roll-out of facial recognition technology at the venues and the congestion visualization system at the Olympic and Paralympic Village, the utilisation of 5G and robot technology, and the active use of hydrogen technology to make the Games environmentally friendly. The COVID-19 pandemic also led to us actively promoting a number of unique initiatives. These included introducing a new remote viewing and spectating experience using social media in order to share the excitement with people from around the world, creating a language-barrier-free environment through employing diverse volunteers and other human resources and utilising the multilingual speech translation app and translation terminals, as well as making efforts to communicate the appeal of local regions.
- In the areas of economics and technology, the Tokyo 2020 Games were a golden opportunity to present to the world new models for the challenges we face. Although the COVID-19 pandemic put us in a difficult situation, I believe that, through the Games, we were able to leave a number of positive legacies for the future.
- Despite the various challenges facing our country, in order to use the Tokyo 2020 Games as an opportunity to further develop, strengthen and solidify the Japan Brand, it is important for Japan to fully leverage the experiences gained through these Games and lead the world in continuing its efforts, demonstrating a strong image.

2. Economy

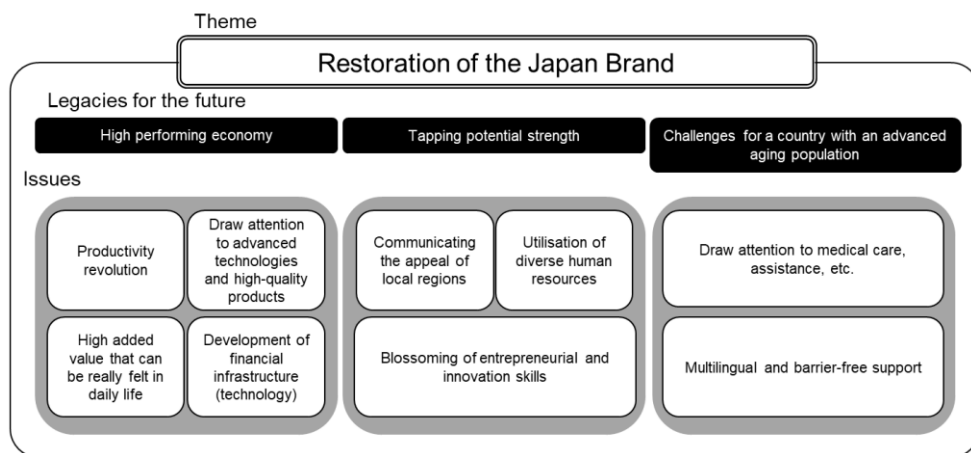
(1) Legacy concepts

- Building on the basic concept, the following legacy concepts were established in the area of economics.

Concept ①: Building of a high performing economy

Concept ②: Tapping the potential strength of local regions, SMEs and diverse human resources

Concept ③: Challenges for a country with an advanced aging population



(2) Actions

Building of a high performing economy

- With an aim of achieving both smooth transportation during the Tokyo 2020 Games and stability of urban and economic activities, the 2020 TDM Promotion Project was launched by the Tokyo 2020 Organising Committee, the Tokyo Metropolitan Government (TMG) and the national government to promote transportation demand management (TDM). The TMG also promoted TDM, teleworking, flexible work hours and other initiatives under the cohesive banner "Smooth Biz," with the aim of realising a society in which all people can work and engage with energy and vitality.
- The 2020 Logistics TDM Executive Council was also launched with the main objective of promoting logistic measures for the Tokyo 2020 Games targeted at small- and medium-sized enterprises (SMEs), shopping malls and so on. It promoted initiatives together with academic experts, relevant administrative agencies, the Tokyo 2020 Organising Committee and various SME and logistics organisations.
- In terms of promoting Japan's technological capabilities to the world, we collaborated with Countdown Showcase (a joint technology exhibition for

the Games that brings the business community together, organised by the All Japan Business Committee) and CEATEC (one of the largest international exhibitions for IT and electronics in Asia) in creating global attention for advanced technological capabilities and high-quality products and services.

- We implemented deregulation measures designed to improve services and productivity, including the establishment of guidelines to facilitate the easing of regulations on projection mapping.
- As for initiatives to improve financial infrastructure, we promoted the spread of cashless transactions, bringing about convenience for consumers and productivity for businesses.

Tapping the potential strength of local regions, SMEs and diverse human resources

- In an effort to communicate the appeal of local regions, in collaboration with Games partners and host towns, we implemented a project in which elementary, junior high and high school students from various regions of Japan—our future leaders—conveyed their local attractions to the world through video and their own words. The project was an opportunity for school students to connect regional attractions with the future.
- To deliver high-quality products that reflect Japan's world-class technology, culture and traditions, and to make the Tokyo 2020 Games an event that people will remember forever, we implemented an initiative to turn traditional arts and crafts from various parts of Japan into officially licensed merchandise. We also promoted Japan's regions by collaborating with "JAPAN ICHI"—a joint exhibition of products and exchange event organised by the All Japan Business Committee to disseminate Japan's regional attractions.
- We developed Business Chance Navi 2020—a portal site that provides SMEs throughout Japan with a variety of business information generated by the Games.

Challenges for a country with an advanced aging population

- Utilising a multilingual speech translation app, translation terminals and a system that converts speech information, such as announcements made inside the competition venues, into multilingual text information, we promoted development of an environment in which competition information, venue information, emergency information and so on is provided to people who speak languages other than Japanese and to people with visual or hearing disabilities.

(3) Key achievements and outcomes

- The 2020 TDM Promotion Project, which aims to alleviate traffic congestion

during the Tokyo 2020 Games, has 910 cooperating organisations and 52,202 corporate participants (as of September 5, 2021).

- Thanks to the cooperation of many companies, traffic management was effective in reducing the amount of traffic during the Games compared to the same period in 2019, and safe and smooth transportation during the Games was achieved.
- During the Games, in addition to TDM, we implemented flexible transportation system management (TSM) as well as Japan's first large-scale toll measures whereby toll rates on the Metropolitan Expressway were discounted at night and increased during the daytime. As a result of these initiatives, the volume of traffic on the Metropolitan Expressway decreased by about 20% on weekdays and 20–30% on weekends and holidays compared to the same period in 2019.
- In 2019, the final Countdown Showcase (a joint technology exhibition organised by the All Japan Business Committee) was held before the Games. Approximately 60 companies participated, with many of them using the opportunity of the Games to draw attention to their excellent technological capabilities.
- Organised by the All Japan Business Committee, JAPAN ICHI is an event to promote Japan's regional attractions. Between 2015 and 2021, it was held a total of 14 times (including once online), attracting approximately 450 corporate participants in total.
- We commercialised traditional arts and crafts from various parts of Japan in all 47 prefectures.
- As at the end of the Tokyo 2020 Games, more than 38,000 companies had registered on Business Chance Navi 2020. By posting procurement information from the Tokyo 2020 Organising Committee, tenders from TMG-affiliated organisations and other information, and through matching private-sector companies with each other, we were able to expand opportunities for SMEs to receive purchase orders.
- Sixteen schools from 10 local governments participated in a project for students to communicate the appeal of local regions in Japan to the world through video and their own words. It was a chance for many young people to take the opportunity of the Olympic and Paralympic Games to reflect on their local region and to turn their gaze to the world.
- A total of 70,970 volunteers (Field Cast members) of all ages, genders and nationalities participated in the Games (51,762 in the Olympic Games plus 24,514 in the Paralympic Games for a gross total of 76,186 (5,216 volunteers participated in both)).
- Multilingual text feeds of announcements, etc. at competition venues were provided at about 40 venues via the "Omotenashi Guide" multilingual speech translation app. The app was used by many athletes and Games officials, promoting a language-barrier-free environment.

- The Mobile Operators Olympic Group (MOOG) was launched by the Tokyo 2020 Organising Committee as a framework for mobile operators that own their own equipment to collaborate with each other in activities to improve dead zones and the communication environment in and around the competition venues.
- Based on the Smart Tokyo Implementation Strategy, the Tokyo Metropolitan Government (TMG), in collaboration with the Tokyo 2020 Organising Committee and other organisations, installed Wi-Fi for spectators at TMG venues, etc., to create a comfortable environment for mobile communications.

(4) Legacies

- Using the opportunity of the Tokyo 2020 Games, we succeeded in effectively disseminating the Japan Brand for the future by drawing global attention to Japan's advanced technological capabilities.
- As part of the 2020 TDM Promotion Project, companies were presented with the action plan created for alleviating traffic congestion during the Games (2020 Action Plan), including the process for creating the plan, and we encouraged each company to implement its own initiatives. Going forward, it is hoped that each company will make use of this process and other know-how in their own efforts such as for business continuity during a disaster and for large-scale events.
- Initiatives for the future, such as teleworking and commuting at off-peak times, were also rolled out at many companies.
- Young people used various methods to communicate the attractions of each region both within Japan and overseas. This provided them an opportunity to rediscover their local regional attractions and to think about their own initiatives for regional revitalisation.
- By building a platform for expanding procurement and market entry opportunities for SMEs across Japan, this led to the creation of business opportunities for SMEs in the future.
- As one of the world's most advanced nations in terms of aging population, Japan demonstrated that it is a society where everyone can bring out the best and support each other, not only through the elderly generation taking an active role as volunteers, but also through the large numbers of people participating in the Games regardless of gender, age, disability or nationality.

(5) Case studies

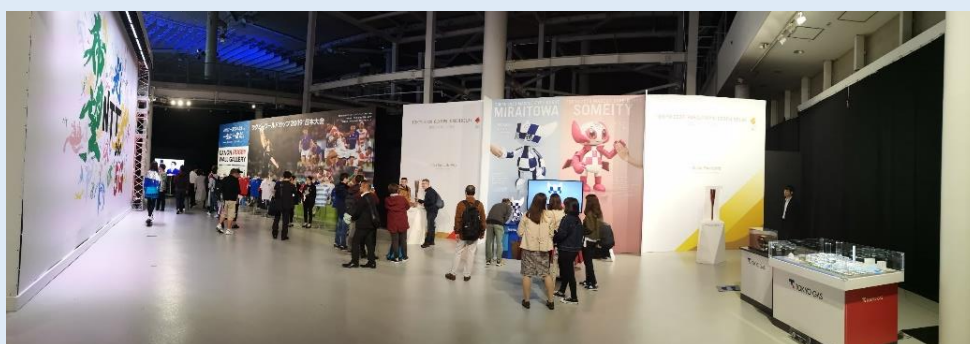
〈Promotion of transportation demand management (TDM)〉

- With the aim of alleviating traffic congestion during the Games, we called on individuals and companies to make efforts from before the Games to avoid congestion in the flow of people and goods. Specifically, regarding the flow of people, we made appeals for teleworking to be implemented and for planned summer leave to be taken; and regarding the flow of goods, we called for changes in delivery times and routes and for the planned ordering and receipt of goods.
- As for promoting awareness, we publicised TDM through posters, videos and other media, we disseminated information via events, email magazines and our website, and we encouraged companies to take action through information sessions, etc.
- In addition, between July and September 2019, in anticipation of the actual Games, the Tokyo 2020 Organising Committee, the Tokyo Metropolitan Government, the national government, business groups and other organisations collaborated to set up a period of time to comprehensively test the initiatives for alleviating traffic congestion, and a large number of companies implemented the initiatives.
- During the Games, in addition to alleviating traffic congestion, we called for remote spectating and other controls on the flow of people during the traffic measures implementation period. We also communicated real-time congestion information and next-day congestion forecasts, provided regulatory information to car navigation systems, and disseminated road traffic information via our website.
- Many organisations and companies cooperated in alleviating traffic congestion through teleworking, commuting at off-peak times and more efficient logistics.



〈Holding of technology exhibitions ahead of 2020〉

- We cooperated with the Countdown Showcase, a joint technology exhibition organised by the All Japan Business Committee which brings together the world's most advanced technologies that are likely to be implemented in society during the Games, in a series of stories that tourists to Japan will experience. In 2019, under the title "FUTURE EXPO," the exhibition promoted the future of Japan and its technological prowess in stories that were clear for everyone to understand: Entering Japan ⇒ Experiencing transportation ⇒ City life ⇒ Sport ⇒ Local tourism ⇒ Energy of the future. The exhibition attracted about 500,000 visitors.



〈Student video and poster project〉

- Using the opportunity of the Tokyo 2020 Games, we are implementing an initiative for elementary, junior high and high school students from host towns in various regions of Japan to interact with athletes and cultural groups from visiting countries, doing stories on them and filming them using equipment from a partner company to create posters and videos. This initiative was undertaken as part of the project by the Secretariat of the Headquarters for the Tokyo 2020 Olympic and Paralympic Games of the Cabinet Secretariat to acknowledge and disseminate the appeal of host towns. The students attended a course on cognitive development skills, which was delivered by Ryuji Enokida, a member of the Tokyo 2020 Organising Committee's Economy and Technology Commission. In particular, posters produced by junior high school students from Shizuoka City and Noda Village in Iwate Prefecture were presented directly to members of the Taiwanese athletics team who were delighted. Furthermore, the produced posters were used in advertisements hung in Sanriku trains, which helped local people know about the host towns, while the produced videos on the host towns were entered into a contest run by the partner company, which helped to publicise the regional attractions to a wider audience.



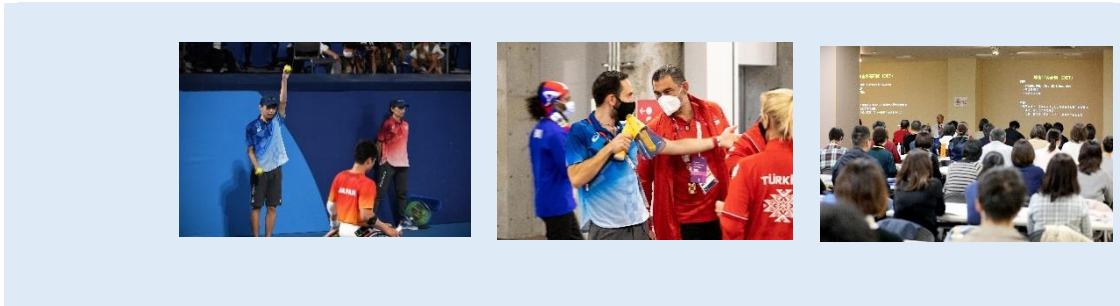
〈Promotion of regional attractions〉

- “JAPAN ICHI” was held as an activity to facilitate the exchange of people, goods and culture and to create a spirit of liveliness throughout Japan, through the promotion of regional attractions. Companies provided venues and volunteers to support the activities based on a wide range of themes, such as the Reconstruction Olympics and Paralympics and traditional culture. JAPAN ICHI was held a total of 14 times (including once online), with participation by approximately 450 companies and 2,000 volunteers, and attracting about 100,000 visitors.



〈Active involvement of volunteers〉

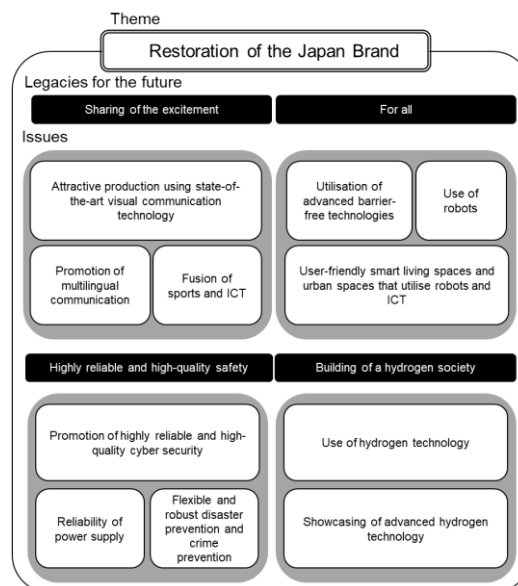
- Games volunteers (Field Cast) engaged in a wide range of areas, such as information, competitions, transportation support (driving, etc.), attendance, operations support, healthcare, technology, media and ceremonies.
- In order to respond to new work that arose, we established a volunteer support system for the entire Tokyo 2020 Organising Committee, utilised FA staff, secured the provision of personnel from the national and Tokyo governments, extended the contracts of some staff and made additional assignments.
- We also took adequate measures to protect volunteers from the heat and from COVID-19. In the questionnaire conducted immediately after the Games, we received more than 20,000 messages of thanks.



3. Technology

(1) Legacy concepts

- Building on the basic concept, the following legacy concepts were established in the area of technology.
- Concept ①: Sharing of the excitement through images and multilingual support, etc.
- Concept ②: Barrier-free and people-friendly regardless of disability, age, gender or nationality (for all)
- Concept ③: Highly reliable and high-quality safety in disaster prevention, crime prevention and cyber security, etc.
- Concept ④: Building of an environmentally friendly hydrogen society



(2) Actions

Sharing of the excitement through images and multilingual support, etc.

- The TOKYO 2020 5G PROJECT was implemented to provide spectators at the relevant venues and athletes and officials participating at the Games a new

sports viewing experience using 5G technology and to share the excitement.

- Efforts were made to integrate ICT with sports to make it easier for various people to understand the sports. For example, AI was utilised to add athlete analyses to broadcasts in real time and to support scoring in competition.
- We promoted multilingual communication utilising the multilingual speech translation app and translation terminals so that non-Japanese speakers could also enjoy the Games.

Barrier-free and people-friendly regardless of disability, age, gender or nationality (for all)

- In collaboration with the national government, the Tokyo Metropolitan Government, partner companies and experts, the Tokyo 2020 Robot Project was launched, and efforts were promoted with an aim of putting practical robots to work in Games operations.
- We utilised practical, attendant robots that are expected to play an active role in various situations in the future, such as in assisting wheelchair users to watch sports, for remote viewing of sports via robots for children who find it difficult to watch at the venue due to a disability, etc., and robots that provide powerful support for transportation, etc. in competition operations.

Highly reliable and high-quality safety in disaster prevention, crime prevention and cyber security, etc.

- We introduced a facial recognition system for athletes and officials, enabling smooth entry and exit management with strong security.
- The national government, partner companies, the Tokyo 2020 Organising Committee and other stakeholders worked together to build and operate robust systems for Games operations and cyber security, exhibiting to the world highly reliable and high-quality safety for the future.
- Applying ICT to measures against poor weather, we undertook initiatives to forecast sudden localised downpours and tornadoes with a high degree of accuracy and to detect people likely to get heatstroke using an app.

Building of an environmentally friendly hydrogen society

- Through the introduction of hydrogen technology to the Olympic flame cauldron and Olympic relay torches and the use of hydrogen fuel cell vehicles as Games vehicles, we demonstrated to the world a model of an environmentally friendly Games that reduced CO2 emissions.
- In an initiative to utilise hydrogen energy, a temporary hydrogen station was constructed in the Harumi area to supply hydrogen to fuel cell vehicles.
- Based on The Fukushima Plan for a New Energy Society, which was compiled

in September 2016, hydrogen was produced on a large scale from renewable energy at the 10,000-kW water electrolysis unit—one of the world’s largest—in Namie Town, Fukushima Prefecture, and this was also used at the Tokyo 2020 Games.

(3) Key achievements and outcomes

- We implemented three projects for enjoying the Tokyo 2020 Games in innovative ways, including the live streaming of ultra-high-resolution video and simultaneous multi-point video utilising the high-speed and large-capacity of 5G, and the provision of the augmented reality (AR) spectator experience utilising low latency of 5G.
- A local 5G connection was prepared (temporarily set up) in the Olympic Stadium press area and was used on a full scale for the mass transmission of data by 10 press companies, including major foreign companies.
- A policy was adopted to introduce fuel cell vehicles (FCV), plug-in hybrid vehicles (PHV) and other low-emission, fuel-efficient vehicles as Games vehicles as much as possible. As a result, 95% of Games vehicles were low-emission, fuel-efficient vehicles. In addition, 17 automated-driving loop buses were used in the Olympic and Paralympic Village to support the movement of athletes and other visitors.
- Olympic relay torches with hydrogen technology were used in parts of Fukushima Prefecture, Aichi Prefecture and Tokyo.
- In the Tokyo Metropolitan Government, 1,573 fuel cell vehicles (FCV) and 85 fuel cell buses (FC buses) had been adopted (as of the end of FY2020).
- More than 6,000 radios using the public safety LTE (PS-LTE) next-generation radio system were utilised as a means of communication for staff supporting the Games operations.
- 73 robots of 12 different types were introduced for the Games. Many robots also played an active role around the venues, including the trial use of self-propelled information robots and following-type transfer robots in actual settings.
- To combat COVID-19, by using robots in place of people, we were able to reduce the chance of human-to-human contact, demonstrating safe, secure and sustainable Games operations.
- Facial recognition systems were installed in 303 lanes at 48 locations, including all competition venues, the Olympic and Paralympic Village, the International Broadcast Centre (IBC) and the Main Press Centre (MPC).
- A cloud-based system for managing the health information and test information of 490,000 athletes and officials participating at the Games (Tokyo 2020 ICON) was realised and introduced for managing the Games in the midst of spreading COVID-19 infections. In collaboration with OCHA, the government’s health monitoring app, similar models are expected to be

referred to and applied in future Games.

- A new form of cheering on athletes was demonstrated through implementation of a programme whereby overseas spectators, who find it difficult to watch the competition, could send messages of support and emotion to athletes at the venues through videos and photos via social media.
- Multilingual text feeds of announcements, etc. at competition venues were provided via the “Omotenashi Guide” multilingual speech translation app, and about 300 translation terminals were installed at competition venues and at the Olympic and Paralympic Village. They were used not only by spectators, but also by operations staff and many athletes and Games officials, creating a language-barrier-free environment.
- The Japan Meteorological Agency (JMA) provided detailed weather information, such as the results of intensive observations using the Himawari geostationary meteorological satellites.
- Significant improvements were made to the accessibility of the function displaying competition results on the official Games website and mobile app.
- Tokyo 2020 ID was introduced as a mechanism for providing services such as ticket sales, sales of official merchandise and distribution of email magazines, and 8 million users registered.

(4) Legacies

- The Tokyo 2020 Games provided an opportunity for a number of new technologies, such as automated driving, robots, projection mapping, facial recognition and hydrogen technology, to move up from the demonstration state to the practical application stage, and to permeate society.
- New spectator experiences were achieved by utilising 5G and other high-capacity transmission technologies and low-latency transmission technologies, services for which are becoming mainstream. Also, with the popularisation of smartphones and tablets, even without being at a venue, spectators from anywhere around the world can now feel as if they are really there at any time. Furthermore, with different information being added to video images, diversity in watching the Games and the level of understanding have increased. Going forward, it is expected that still further progress will be made in the sharing of feelings and emotions while watching sports.
- By utilising robots that are closer to and useful to people in various settings at the Tokyo 2020 Games, we were able to present the possibility of a society in which humans and robots coexist in harmony.
- As for security, in addition to establishing a solid system that united the whole of Japan, we presented measures that utilise highly reliable, high-quality facial recognition technology and other ICT, thereby establishing a foundation for new security measures for future large-scale

events.

- We aimed to use the Games as an opportunity for urban development to create a model of an environmentally advanced city, such as with the adoption of hydrogen fuel cell vehicles as Games vehicles.
- By holding ideas contests for students and the general public and utilising the ideas from various perspectives in the Games, we presented a new form of creating the Olympic and Paralympic Games together.

(5) Case studies

〈Support for the Games using remotely operated home-help robots〉

- Initiatives were undertaken for remotely operated robots to support athletes and officials at athletics competitions and the closing Ceremony at the Paralympic Games. We presented a new form of support that allows anyone, anywhere—even people with disabilities who find it hard to work at the venue—to participate in Games operations by remotely operating robots at the venues, providing such support for the Games as communicating with athletes and officials, distributing water and hand towels, collecting rubbish and taking commemorative photos. Thirty robots were used in this programme.



〈Use of hydrogen in various situations〉

- The use of hydrogen fuel for the Olympic flame cauldron, some of the Olympic relay torches, the buses for transporting the athletes, and some of the power supplied at the Olympic and Paralympic Village helped realise environmentally friendly Games operations, and also presented a model for realising a hydrogen society in the future.



〈Introduction of a personnel access system using facial recognition〉

- Facial recognition was used to ensure smooth access to venues for approximately 300,000 athletes and officials. Under the system, facial images of authenticated people previously stored in the database are used to confirm identity at authentication checkpoints. Not only did this significantly improve the level of security, but because faces are recognised automatically and instantly, more than twice as fast as before, it also improved comfort and convenience when accessing venues.



〈Provision of a new spectator experience〉

- At the National Museum of Emerging Science and Innovation (Miraikan), the first ever demonstration tests were conducted for the real-time holographic video transmission of a sports event and the live distribution of full-dome images.
- For people who are unable to go to competition venues for a range of reasons, we presented a new way of watching sports designed to provide people even in far-off places a sense of presence and sense of unity as if they were there.



〈Introduction of automated-driving EV buses〉

- The e-Palette automated-driving mobility vehicle was introduced as a loop bus in the Olympic and Paralympic Village to support the transportation of Games officials and athletes.

- Multiple passengers, including wheelchair users, can get on and off the bus quickly and easily thanks to the use of large sliding doors, low floors, electric ramps and an arrival control function when approaching bus stops.



〈New uses of technology through open innovation〉

- The Tokyo 2020 Open Innovation Challenge invited members of the general public to submit ideas for technology applications to make the experience of watching urban sports that are popular among young people (3x3 basketball, BMX freestyle, skateboarding and sport climbing) easier to understand, more fun and more interesting.



〈Adoption of next-generation radio system〉

- The public safety LTE (PS-LTE) next-generation radio system was used on a full scale for the first time for 6,300 of the 15,000 radios used at the Olympics.
- The radios were used for OBS operations and 33 FA operations, such as transport, security and medical services, at 23 venues (including the International Broadcast Centre (IBC), the Main Press Centre (MPC) and the Olympic and Paralympic Village) and operated stably throughout the Games period. (The radios are also expected to be used for commercial services as a legacy after the Games.)



(PS-LTE radio terminal)



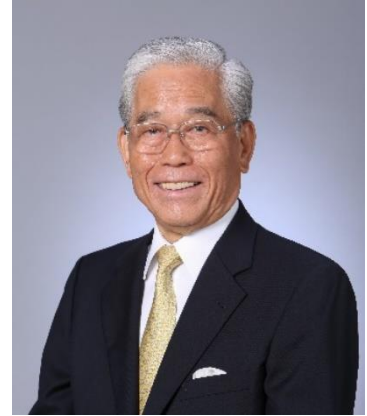
(Large base station)

Chapter 7

Recovery, Nationwide Benefits, Global Communication

Message from the Chairperson of the Media Commission

Since being launched in September 2014, the Media Commission has been advising the Tokyo 2020 Organising Committee on its initiatives for recovery, nationwide benefits and global communication. It is with feelings of deep thanks and relief that the Tokyo 2020 Games—the first ever to be postponed for a year—have been held and that the Action & Legacy Report is being published as a summary of the many actions taken for the Games and the resulting legacy. I would like to take this opportunity to deliver a message as Chairperson of the Media Commission.



The Media Commission has met 10 times so far, and through these meetings, I have had a series of vigorous discussions with members involved in the media.

The first major challenge was to make the Tokyo 2020 Games an event that involves the whole country. One of the activities was to invite elementary and junior high school students from all over Japan to submit posters on a theme of the Tokyo 2020 Games. But each time, we received more entries than expected, making it difficult for the commission members to select from among the many works of great effort. The smiles on the faces of the children who came to the awards ceremony from across the country gave us energy and inspiration. During the Games, these posters were displayed at airports, welcoming athletes from around the world.

The “Recovery and Reconstruction Games,” which was the starting point for the Tokyo 2020 Games, was also an important topic of discussion. Commission members who had visited and inspected the affected areas gave presentations on the situation there, and again there was passionate discussion, this time about delivering inspiration through the Games to disaster-affected areas and about matters that should be communicated to the world, such as recovery from the disaster and Japan’s unique essence. In addition to events being held in Miyagi and Fukushima Prefectures, products sourced from the affected areas were promoted in Japan and overseas, such as by ingredients from the affected areas being provided to the dining rooms in the Olympic and Paralympic Village, fresh flowers from the affected areas being provided for the bouquets presented to medallists, and hydrogen produced in Fukushima Prefecture being used to fuel the Olympic and Paralympic flame. As for the Recovery Monuments project, by installing the monuments near the Olympic Stadium during the Games, children from the three affected prefectures were able to express feelings of gratitude for the support they had received since the disaster as well as messages of support to the athletes.

Unfortunately, the situation made it difficult for athletes to interact directly with many people or visit the affected areas, but their feats were reported in Japan and overseas through the media and through social networking sites, so I feel that the excitement and enthusiasm of the Games could be shared. Having heard news about how flavoursome produce sourced from disaster-stricken areas was and how

the hospitality of volunteers was praised by athletes from overseas, I believe that the Tokyo 2020 Games have successfully contributed as an opportunity to communicate the recovery efforts and to convey the appeal of Japan to the world.

That we were able to hold the Tokyo 2020 Games overcoming the many adversities caused by COVID-19 is nothing short of a manifestation of the strong desire of each and every person across all of Japan to make the Games a success. The word “ARIGATO” (thank you) appeared at the Closing Ceremony of the Paralympic Games. The emotion that was felt when the gratitude we gave to the world was returned at least ten-thousand-fold as praise from across the globe to Japan for hosting the Tokyo 2020 Games is precisely the kind of emotional legacy for which we had hoped.

Taking the opportunity of the Tokyo 2020 Games, many initiatives were carried out all over Japan, and through the Games, they have blossomed the world over. Maintaining these initiatives and the subsequent positive impacts will lead to social change and serve as a legacy. Although the activities of the Media Commission are coming to an end, I would be delighted if, through my involvement in the media, I can continue to contribute to Japan’s recovery, to passing on the legacy based on nationwide benefits, and to communicating Japan’s appeal to the world.

Hisashi Hieda

Chairperson of the Media Commission

Examples of Tokyo 2020 Games' actions, as seen in numbers (Recovery, Nationwide Benefits & Global Communication)

Dissemination of recovery and reconstruction information

1,150 people

Number of media that visited the Recovery and Reconstruction Games booth in the Main Press Centre during the Games

(p.140)

Disaster areas and the power of sport

867 people

Number of athletes who cooperated with the Olympic Day Festa

(p.139)

Volunteer activities

83 %

Percentage of Field Cast members who would like to continue volunteering in sports after the Games

(p.149)

Poster contests

About **120,000** posters

Total number of posters received from students in 5 years from FY2015 to FY2019

(p.150)

Interest from around the world

82.3 billion

Number of #Tokyo2020-related impressions tweeted globally during the Olympic Games period

(p.155)

Host towns

533 local governments

Number of local governments that registered as host towns

(p.149)

Chapter 7 Recovery, Nationwide Benefits & Global Communication

1. Basic concept

(Recovery and reconstruction)

- The Olympic and Paralympic Games in Tokyo have had a very strong relationship with recovery and reconstruction.
- In 1940, the illusive Tokyo Olympic Games were scheduled to be held. The bid for these Games was supposedly made with the hope of showing to the world a Tokyo that had recovered from the Great Kanto Earthquake of 1923.
- The 1964 Games were an event to show the world how Japan had recovered from the burnt ruins at the end of the war.
- And “recovery and reconstruction” was adopted as one of the themes for the Tokyo 2020 Games. In light of the plentiful support received from countries around the world following the Great East Japan Earthquake of 2011, these Games were a golden opportunity to show the world how the stricken areas are recovering from the unprecedented disaster. In addition, efforts were made to make these Games an opportunity to show gratitude for the support received from around the world at the time of the earthquake disaster. In the face of restrictions due to the spreading COVID-19 infections, we worked hard to achieve these goals.

(Nationwide benefits)

- The Tokyo 2020 Games were the second Games to be hosted in Tokyo following 1964.
- Just as the 1964 Games spurred revolutionary changes not only in Tokyo, but across the whole of Japan, we strived to ensure that the Tokyo 2020 Games would also have a positive impact on all of Japan, not just Tokyo.
- The phrase “nationwide benefits” here has two meanings.
- First is the literal meaning referring to the whole of Japan, not just Tokyo. The other meaning is that as many people as possible and as many organisations as possible should participate in some way to hype up the Tokyo 2020 Games together.

(Global communication)

- During the Tokyo 2020 Games, many people from all over the world watched live broadcasts from Japan and took the opportunity to see images of Tokyo and Japan. For instance, a total of 4.25 billion people around the world watched the Tokyo Paralympic Games on television, the largest number in history. There had never been a time when so many people from around the world had their eyes on Tokyo and Japan, and the question was how effectively could we make

the most of this opportunity.

- We therefore worked hard to ensure that the Tokyo 2020 Games would be an opportunity for people to recognise first-hand the distinctive qualities of Tokyo and Japan—such as the culture and traditions that embody Japanese values and the economy and technology that Japan prides itself on—and for the world to learn more about them.
- In addition, we also worked hard to promote the appeal of Japan to the world, to encourage even more foreigners to visit Japan, and to use the opportunity of the Tokyo 2020 Games to promote future tourism in Japan so that the inflow of people, goods and money from overseas will become a source of new growth for Japan.
- Furthermore, we appealed to the world for peace based on the Olympic and Paralympic spirit.

2. Recovery and reconstruction

(1) Legacy concept

- Building on the basic concept, the following legacy concept was established in the area of recovery and reconstruction, and efforts were promoted to support reconstruction and recovery from various aspects.

Concept: Support for recovery and reconstruction in disaster-stricken areas

(2) Actions

1) Actions by the Tokyo 2020 Organising Committee

- In addition to promoting efforts supporting recovery and reconstruction through sport, such as holding soccer matches at Miyagi Stadium and baseball and softball games at the Fukushima Azuma Baseball Stadium, we also promoted efforts enabling disaster-affected areas to participate in the Games in a variety of ways, such as through the Tokyo 2020 NIPPON Festival's programme for reconstruction of the Tohoku region and the Tokyo 2020 Recovery Monuments project.
- The Tokyo 2020 Olympic flame arrived at the Japan Air Self-Defense Force (JASDF) Matsushima Air Base in Miyagi Prefecture, which had been damaged by the Great East Japan Earthquake. Following the Flame Arrival Ceremony, the Olympic flame, which had just arrived in Japan from Greece, was dubbed the "Flame of Recovery," and was displayed for two days each in Miyagi, Iwate and Fukushima Prefectures so that people in the affected areas who were working hard to rebuild their communities were among the first to see it. One year later, after the Tokyo 2020 Games had been postponed, the Tokyo 2020 Olympic Torch Relay made its grand start from the J-Village in Fukushima Prefecture and journeyed for three days each in Fukushima, Iwate and Miyagi Prefectures to mark the 10th anniversary of the Great East Japan Earthquake. Together

with the Olympic torch, which had been made using scrap aluminium from construction of the prefabricated housing units in the aftermath of the disaster, the torch relay shared with the world the progress that was being achieved in the recovery and reconstruction of the affected areas. Furthermore, hydrogen was used for the first time in the history of the Games to partly fuel the cauldron and torch, and the hydrogen we used was produced in Namie Town, Fukushima Prefecture.

- We promoted the appeal of products sourced from areas affected by the disaster to the world, including through offering dishes to athletes in the dining halls in the Olympic and Paralympic Village which always included ingredients from the affected areas, utilising wood from the affected areas in construction of the Olympic and Paralympic Village Plaza, and using flowers grown in areas affected by the Great East Japan Earthquake in the bouquets presented to Tokyo 2020 Games medallists (such as Japanese gentian grown in Iwate Prefecture, sunflowers and roses grown in Miyagi Prefecture and lisianthus grown in Fukushima Prefecture).
- We launched the Recovery Olympics and Paralympics Liaison and Coordination Council, and in collaboration with Iwate Prefecture, Miyagi Prefecture, Fukushima Prefecture, the JOC, the JPC, the national government and the Tokyo Metropolitan Government, we promoted efforts to support recovery from the Great East Japan Earthquake through the Tokyo 2020 Games as well as efforts to convey our gratitude to the world and to share the progress achieved in reconstruction and recovery with the world. To effectively communicate the Recovery and Reconstruction Games to domestic and international media even amid the COVID-19 pandemic, in March 2021, to coincide with the 10th anniversary of the Great East Japan Earthquake, we produced a Media Kit that pulled together the reconstruction and recovery efforts related to the Tokyo 2020 Games, and by sharing it online, we were able to use this as an opportunity to report on the current situation in the stricken areas.
- Furthermore, during the Games, a “Recovery and Reconstruction Games” booth was set up in the Main Press Centre, and through the Media Kit as well as videos and slides on initiatives related to the Recovery and Reconstruction Games, in addition to conveying our gratitude for the support offered to the disaster-affected areas and sharing the progress being achieved in reconstruction and recovery of the affected areas, we shared information directly with domestic and international media, including information on foodstuffs sourced from the affected areas and on the appeal of popular tourist destinations there. In addition, to express our feelings of “gratitude and hospitality” to overseas visitors to Japan for their support for the recovery and reconstruction following the Great East Japan Earthquake, we installed wooden benches made with wood grown in Fukushima Prefecture in various



Games-related facilities. Students from 71 elementary and junior high schools in Fukushima Prefecture participated in assembling the wooden benches. After the Games, the wooden benches will be returned to each of the schools that were involved in their production to become a legacy of the Games.

2) Actions by other stakeholders

- Information on the recovery and reconstruction situation was shared with the world, such as through Tohoku media tours for overseas media representatives, tours for diplomatic corps in Japan, various initiatives supporting recovery and reconstruction through sport, and efforts to communicate the recovery situation online. The “Olympic Day Festa” in Fukushima Prefecture, which was featured as part of the Tohoku media tour, was a programme run by the JOC to support affected areas immediately after the earthquake through the power of sport and was held with the cooperation of a total of 867 athletes over the 10-year period.
- To show the world that affected areas are bouncing back from disaster, the Tokyo Metropolitan Government produced and broadcast videos to help in the reconstruction. The Tokyo Metropolitan Government also planted trees around Ariake Arena—one of the venues for the Tokyo 2020 Games—to symbolise recovery in Iwate, Miyagi, Fukushima and Kumamoto Prefectures. In addition to communicating the “Recovery and Reconstruction Games” theme of the Tokyo 2020 Games to the wider world, through the growth of the trees that embody hope for recovery, the Tokyo Metropolitan Government will also pass on the philosophy of the Games to future generations.
- Programmes of engagement with areas affected by the Great East Japan Earthquake through sport were implemented, including the “1000km Relay to Tokyo”, and through inviting children from the affected prefectures to sporting events in Tokyo.
- Taking the opportunity of hosting the Games, the national government promoted “ARIGATO Host Town for Supporting Reconstruction”, an initiative to demonstrate its appreciation for the support received from the international community. In collaboration with the Tokyo 2020 Organising Committee and with Iwate, Miyagi and Fukushima Prefectures, the national government also implemented initiatives to convey the appeal of products sourced from areas affected by the disaster and to communicate the ongoing reconstruction and recovery efforts in these areas, both within Japan and overseas. Even amid the impacts of COVID-19, the national government promoted the “ARIGATO Host Town for Supporting Reconstruction” pre-Games camps and online exchanges, and communicated the recovery situation and messages of gratitude for support through videos and social media.
- Products from areas affected by disaster were actively used at the Games. Wood from the three affected prefectures was used for the eaves of the entrance gate at Olympic Stadium and at the Olympic and Paralympic Village Plaza, which supported the daily lives of athletes during the Games. In addition, farmers in the disaster-affected areas were encouraged to obtain GAP

certification through producing agricultural products that comply with the procurement standards of the Tokyo Games, and dishes made using ingredients grown in the affected areas were offered every day in the dining halls in the Olympic and Paralympic Village. To promote the appeal of this initiative, posters (in English, French and Japanese) were displayed in the dining halls in the Olympic and Paralympic Village, publicising that safe, secure and delicious ingredients from Fukushima Prefecture and other disaster-affected areas are being used in the dishes. Furthermore, JA Group Fukushima made a presentation of peaches and pears to the President of the Organising Committee so that officials of the Paralympic Games could taste the fresh, delicious and safe agricultural products made in Fukushima Prefecture. Flowers grown in the disaster-affected areas (such as Japanese gentian grown in Iwate Prefecture, sunflowers and roses grown in Miyagi Prefecture and lisianthus grown in Fukushima Prefecture) were also used in the victory bouquets presented to Tokyo 2020 Games medallists. Through these initiatives, active efforts were made to dispel harmful rumours and to promote the products. In the area of culture, too, events were held for the promotion and succession of local traditions and performing arts that were almost lost to the earthquake disaster.

(3) Key achievements and outcomes

- Through competitions being held in the disaster-affected areas and athletes getting actively involved, the Tokyo 2020 Games gave courage, inspiration and encouragement to these areas and drew more of the world's attention here.
 - Actions such as starting the Olympic torch relay in J-Village directed attention to the disaster-affected areas.
- We expressed our appreciation for the support received from the international community, and we communicated to the world the progress being achieved in reconstruction and recovery of the areas affected by the disaster and the appeal of products sourced from these affected areas.
 - In the run-up to the Games, we worked tirelessly to support and communicate the recovery, including with tours of the affected areas for overseas media and using products from the affected areas at various receptions and other events.
 - Despite the blow of COVID-19, we sought ways to turn the adversity to our advantage, and we actively disseminated information to domestic and international media.
 - The Media Kit was distributed in time to coincide with the 10th anniversary of the earthquake disaster, which drew attention to the affected areas, and we took every opportunity to share information, including updating information as required on our initiatives during the Games.
 - During the Tokyo 2020 Games, a total of 1,150 domestic and

international media representatives visited the Recovery and Reconstruction Games booth in the Main Press Centre. We expressed our gratitude for the support received from around the world, shared information on the recovery situation in the affected areas and communicated the appeal of those areas.

- Through the efforts of 33 ARIGATO Host Towns for Supporting Reconstruction and 33 local governments in Iwate, Miyagi and Fukushima Prefectures, feelings of gratitude and information on the recovery situation were shared with 29 countries and regions.
- Visits were made to the embassies of about 70 countries in Tokyo to disseminate information on the recovery and reconstruction.
- Dishes made using ingredients grown in the disaster-affected areas were served in the dining halls in the Olympic and Paralympic Village, and through sharing information on social media, athletes and others communicated the deliciousness and high approval of the foodstuffs in Japan and overseas. In addition, as a result of the push for agricultural products produced in accordance with the procurement standards of the Tokyo Games as a precondition of their provision, even among farmers in affected areas, there was an increase in the number of farmers who had obtained GAP certification.
- The victory bouquets presented to medallists were made using flowers grown in the disaster-affected areas, and the appeal of this was communicated both in Japan and overseas. The green lisianthus in particular attracted attention. With strong inquiries at mass merchandisers and other stores, prices increased by about 20% compared to the previous year.
- The Japan Lumber Relay was an initiative whereby wood borrowed from local governments throughout Japan was used to construct the Olympic and Paralympic Village Plaza, and once the plaza had been dismantled after the Games, the wood was passed on as a legacy, being used by local governments for public facilities and other structures.
- Multicultural understanding was fostered among children in the affected areas through the promotion of local culture and traditional performing arts and through exchanges with people from overseas.
 - In the “Rediscover Tohoku – MOCCO’s Journey from Tohoku to Tokyo, Presented by ENEOS” programme sponsored by the Tokyo 2020 NIPPON Festival, in the lead-up to the main event, puppets were designed through a workshop with local Tohoku children, providing a great opportunity to reconnect with the local Tohoku culture.

(4) Legacies

1) Development of communities and children through ongoing sport and cultural initiatives

- By continuing to maintain and improve the sports participation rate, we expect that this will lead to more Olympians and Paralympians being produced in the future.
- Previous cultural initiatives have also had a positive influence on the development of children. By continuing to maintain cultural programmes and exchanges with people from countries all over the world, we will continue to promote the realisation of an inclusive society and the restoration of “ties” through multicultural understanding and globalisation among children, who will be responsible for the future of the areas affected by disaster.

2) Continuing to share information to prevent the fading of memories, and further promotion of industry

- With the spread of COVID-19 infections, including during the Games, restrictions on the entry of visitors into Japan and on domestic travel meant that the expected outcomes of the Games were curtailed. Despite this, though, by continuously sharing information about the appeal of the disaster-affected areas and communicating the recovery situation, we were able to increase interest in, and appreciation of, products from the affected areas, and create opportunities for people to reflect again on the disaster.
- Continuing such efforts to promote the appeal of the disaster-affected areas helps to prevent the memory of the earthquake disaster from fading away. In addition, just as remarks made during the Games by the coaches of the US and Australian softball teams about how the peaches grown in Fukushima Prefecture were delicious helped dispel rumours, for instance, it is hoped that expanding the use of local products, etc. due to their enhanced reputation in Japan and overseas, and discovering new tourism resources and dispelling harmful rumours following the removal of overseas restrictions, etc. will lead to the promotion of industry in the affected areas.

(5) Case studies

<Creation of Tokyo 2020 Recovery Monuments>

- Project overview

The “Tokyo 2020 Recovery Monuments” were created with an aim of promoting two-way communication through monuments: from disaster-affected areas to the rest of the world, conveying messages of gratitude for the assistance received since the disaster and messages of support to the athletes competing in the Games; and from the world to the disaster-affected areas, delivering thanks for those messages of support, and conveying the power and inspiration of sport to the affected areas in order to lift their spirits.
- Key achievements
 - The monuments were made by collecting aluminium window frames from 824 temporary housing units in disaster-affected areas and

reusing that aluminium.

- A video on the process of creating the monuments was produced and disseminated.
 - Messages from about 260 students from the affected areas are engraved into plates attached to the monuments. During the Games, the monuments were installed in front of the Meiji Memorial Picture Gallery near the Olympic Stadium to convey messages to the many athletes competing in the Games.
 - In addition, 178 Olympians and Paralympians wrote their signatures and IOC and IPC Presidents signed with their messages on the monuments. After the Games, these were installed in Otsuchi Town Cultural Exchange Centre in Iwate Prefecture, Grade 21 Miyagi General Athletics Park in Miyagi Prefecture and the National Training Centre J-Village in Fukushima Prefecture, delivering messages of thanks from the athletes to the disaster-affected areas for their support.
- Legacies
 - The monuments, engraved with messages from students in affected areas expressing gratitude for assistance received since the disaster and support for the athletes participating in the Tokyo 2020 Games, as well as signatures of the appreciative athletes who saw the monuments, will continue to demonstrate that the power of sport has supported the recovery.
 - The monuments will also serve as a symbol for people around the world to never forget the disaster.



<“ARIGATO Host Town for Supporting Reconstruction” programme>

- Project overview

In addition to communicating to the world the progress being achieved in reconstruction and recovery of the affected areas, action was taken for the affected areas to show to the world their appreciation for the support received from the international community.
- Key achievements

- In Ofunato City, Iwate Prefecture, members of the US fire and rescue team that engaged in rescue activities immediately after the earthquake disaster were invited to a memorial service in March 2018 for victims of the Great East Japan Earthquake. They were thanked for their support at the time, told about the city's recovery situation, and mixed with local residents. Following the Tokyo Games, residents (high school students) participated in an online exchange with the US track and field coaching staff.
- In Ishinomaki City, Miyagi Prefecture, the Tunisian swimming team held a pre-Games camp for about two weeks in January 2020, where they trained at local facilities and mixed with elementary school students. In July 2021, the city hosted the pre-Games camp for the Tunisian weightlifting team. They interacted with residents at an open training session while maintaining measures against COVID-19.
- In Nihonmatsu City, Fukushima Prefecture, an online exchange was held with Kuwait in April 2021, which included the signing of an agreement and memorandum of understanding for pre-Games camps. Students from the local elementary schools also participated. In July 2021, the city hosted pre-Games camps for the Kuwaiti swimming, shooting and karate teams, which included open training sessions and online exchanges.

- Legacy

In addition to inviting people from partner countries and regions in the "ARIGATO Host Town for Supporting Reconstruction" programme to visit affected areas and see first-hand the progress being achieved in reconstruction and recovery, we also utilised social media and online exchanges to express our gratitude for the support we received at the time of the disaster.



<Communication of recovery information>

- Project overview

The spread of COVID-19, including during the Tokyo 2020 Games, meant that not only were most competitions held without spectators, but also the number of people associated with the Games entering Japan was reduced, and various restriction were imposed on their

activities. The declaration of a state of emergency in prefectures including Tokyo also meant that people were asked to refrain from unnecessary travel between prefectures, and from the perspective of preventing the spread of infection, this also made PR activities based on people travelling to areas to sample local foods and so on difficult. Despite such restrictions on information dissemination, in addition to the actions described in (2) above, we also made various efforts to communicate as much information as possible on the recovery and on the appeal of products sourced from areas affected by the disaster. Following much coordination and discussion with related parties under the Recovery Olympics and Paralympics Liaison and Coordination Council, particularly close efforts for collaboration and cooperation were also made regarding the Media Kit and Recovery and Reconstruction Games booth.

- Key achievements

- At the official dinner during the fifth meeting of the IOC Coordination Commission in December 2017, at the World Press Briefing Receptions in September 2018 and October 2019, and at a reception for the Association of National Olympic Committees in November 2018, we promoted the recovery in the three affected prefectures, including by serving dishes made with ingredients from the affected areas.
- In March 2017, the “Reconstruction Portal Site” was launched on the Reconstruction Agency’s website. It allowed a wide range of events implemented by local governments, the Tokyo Metropolitan Government, the Tokyo 2020 Organising Committee and others in and around the three affected prefectures to be introduced on the one site.
- In October 2018, we began a project for the overseas dissemination of information on the “Recovery and Reconstruction Games” (sharing information with embassies in Tokyo), and between May and July 2019, we held tours for embassy officials in Tokyo to visit the three affected prefectures.
- The “Traditional Crafts Collection” is a selection of officially licensed products for Tokyo 2020 which are made to convey Japan’s world-class traditional skills. In March 2019, eight traditional crafts from three Tohoku prefectures (Iwate, Miyagi and Fukushima Prefectures) were sold in the first series of the collection to promote the appeal of products made in the affected areas.
- In September 2020, the “Reconstruction Portal Site” was overhauled into the “Recovery and Reconstruction Games web portal,” and an English version of the site was launched in February 2021.
- In February 2021, to coincide with the 10th anniversary of the Great East Japan Earthquake, in a joint effort by the Reconstruction

Agency, the Tokyo Metropolitan Government and the Organising Committee, and with the cooperation of the Recovery Olympics and Paralympics Liaison and Coordination Council, the “Initiatives Supporting Recovery from the Great East Japan Earthquake - Media Kit” was produced, summarising the reconstruction and recovery efforts related to the Tokyo 2020 Games, and was distributed online.



- In March 2021, coinciding with the grand start of the Olympic Torch Relay in J-Village, Fukushima Prefecture, we held a tour for invited media representatives to the three affected prefectures.
- At the Main Press Centre, which was the hub for domestic and international media during the Tokyo 2020 Games, in collaboration with the Reconstruction Agency and the Tokyo Metropolitan Government, and with the cooperation of the Recovery Olympics and Paralympics Liaison and Coordination Council, we set up the Recovery and Reconstruction Games booth to directly promote the recovery situation in the affected areas and the attractions of those areas to domestic and international media. At the Recovery and Reconstruction Games booth, in cooperation with the Reconstruction Agency, we also displayed flowers from the affected areas which were used in the victory bouquets, and despite the COVID-19 pandemic, we actively shared information with domestic and international media on the views and comments from locals and on current state of recovery in the affected areas such as by holding media briefings online.



- In July 2021, the Kids' Games for the “Recovery and Reconstruction Games” were held with the aim of encouraging children in the affected areas and promoting understanding for recovery and local

attractions through exchanges with professional sportspeople, learning about recovery and reconstruction, and sampling foods made with ingredients produced in the affected areas.

- In July 2021, posters and videos highlighting the situation in affected areas, local attractions plus information on the Recovery and Reconstruction Games were displayed in and on trains along the JR Yamanote Line.
 - In collaboration with the “Tohoku House” initiative sponsored by the Tohoku Economic Federation, panels and videos were displayed detailing the efforts for recovery and reconstruction and featuring messages of gratitude for the support received from people actively involved in the disaster-affected areas.
 - In August 2021, posters (in English, French and Japanese) were put up in the Main Dining Hall and Casual Dining Hall in the Olympic and Paralympic Village, promoting that safe, secure and delicious ingredients from Fukushima Prefecture and other disaster-affected areas were being used in the dishes.
 - During the Games, a video expressing gratitude for the support received, explaining the current situation in the disaster-affected areas, promoting the local attractions and dispelling rumours was broadcast via CNN Japan in the hotels where visiting officials and athletes were staying.
- Legacy

Despite certain restrictions caused by the impact of COVID-19 on communicating updates about the disaster-affected areas and showcasing their attractions, such as the difficulty in conducting PR activities based on people travelling to affected areas and sampling local foods, through advertising on trains and buses, through the Media Kit summarising the recovery and reconstruction efforts related to the Games and through the Recovery and Reconstruction Games booth in the Main Press Centre, which was the hub for domestic and international media during the Tokyo 2020 Games, we were able to share information on the ongoing reconstruction and recovery efforts in the areas affected by the disaster and on the appeal of products sourced from the affected areas, thereby promoting understanding for the affected areas.



3. Nationwide benefits

(1) Legacy concept

- Building on the basic concept, the following legacy concept was established in the area of “All Japan” (nationwide benefits), and efforts were promoted to build excitement throughout Japan.

Concept: Nationwide benefits

(2) Actions

1) Actions by the Tokyo 2020 Organising Committee

- We undertook efforts to raise nationwide interest in the Games and to enable everyone, regardless of where they are in Japan, to take part in the Games. Such efforts included the Olympic Torch Relay, the lighting of the Olympic flame, training of Field Cast members (Games volunteers) and promotion of activities, which took place in all 47 prefectures across Japan, as well as inviting elementary and junior high school students from all over Japan to submit posters related to the Tokyo 2020 Games.

2) Actions by other stakeholders

- A wide variety of programmes that allowed participation by many diverse people, such as seminars to learn about the spirit of hospitality and the promotion of volunteer activities, were held by organisations throughout Japan in order to build momentum for the Games along with the people who participated in those programmes. Online and video training sessions for volunteers were held to deepen knowledge and exchange despite the impact of COVID-19.
- Taking the opportunity of the Tokyo 2020 Games, the “Host Town” initiative was promoted to facilitate enduring exchanges between Japanese local governments and countries and regions participating in the Games in diverse fields such as sports, education and culture and inclusive society.



(3) Key achievements and outcomes

- Momentum for the Games was built throughout Japan.
- Initiatives were implemented which involved many organisations and many people.
 - Approximately 160,000 actions were authorised by the Tokyo 2020 Nationwide Participation Programme, with a total of about 170 million participants. Many organisations and many people throughout Japan participated in building excitement for the Olympics.
 - In addition, 23% of participants had wanted to participate as a volunteer before the Games, and ultimately there was cooperation by many Field Cast members (approximately 70,000) and City Cast members (city volunteers). Through the Field Cast activities, 57.9% of participants became interested in doing volunteer activities, such as volunteering in sports, and 83.0% wanted to continue volunteering in sports activities after the Games.
- The effects of the Games extended the length and breadth of Japan and linked to revitalisation of the regions.
 - Registering 533 local governments as host towns (for 185 partner countries and regions) increased momentum for success of the Games and led to regional revitalisation and tourism promotion.
 - Exchanges of message videos, online interactions and other active efforts continued to be made even after postponement of the Games, and having implemented measures at the time of the Games to prevent infection, 118 countries and regions held pre-Games camps with 241 local governments, and another 19 countries and regions held post-Games exchange events with 28 local governments, meaning the host towns were visited by about 9,000 athletes, etc. Active online exchanges have also been maintained even after the conclusion of the Games.

(4) Legacies

1) Creation of community connections all over Japan

- By extending the positive impact of the Games to every corner of Japan and creating various opportunities for people to participate in their local communities, we were able to help foster a sense of community unity and revitalise local economies and communities, leaving a legacy of community connections.
- We were able to engage in the Games with an “All Japan” system (of nationwide benefits), with cooperation and collaboration among local governments and community organisations. This system of community cooperation will be passed on to future generations.

- Furthermore, regarding the introduction of work style reforms that were prompted by the Tokyo 2020 Games, by continuing to implement these reforms even after the Games, we have helped to create a society with more comfortable working environments.

2) Creation of a spiritual legacy and establishment of new cultures

- In the run-up to the Tokyo 2020 Games, many people took action and participated in sport, exercise and Games-related events. Consequently, their circle of connections spread, leading to their own spiritual legacy of emotion and memories of the Tokyo 2020 Games.
- In addition, not just individuals, but companies and organisations likewise getting involved in the Games also led to a legacy within each company and organisation.
- Many events related to volunteering and donating were held throughout Japan, and many people participated in these events. This has led to establishment of a volunteer culture and donation culture in Japan.

(5) Case studies

<Poster contests for the Tokyo 2020 Games>

- Project overview

Students from elementary, junior high and special needs schools were invited to submit posters on a theme of the Tokyo 2020 Games, and awards were presented to the best entries. Submitted posters were also displayed at Games-related facilities.
- Key achievements
 - A total of about 120,000 entries were received over the five years from FY2015 to FY2019, leading to an increase in interest in the Tokyo 2020 Games among children.
 - Portfolios of posters were displayed at local governments and partner companies.
 - During the Games, they were also displayed at Haneda Airport and other Games-related facilities.
- Legacies
 - Creating the posters was an opportunity for children to think about the significance of the Olympic and Paralympic Games and about the enjoyment of various sports and led to greater interest in sport.
 - In addition, the encouragement given to athletes from around the world by the poster created by a student or their friend being displayed at Games-related facilities during the Games also became a legacy for each student.

Gold award winning entries, FY2019



Posters displayed at Haneda Airport



<Host town initiative>

- Project overview

Taking the opportunity of the Tokyo 2020 Games, the “Host Town” initiative was promoted to facilitate exchanges between Japanese local governments and countries and regions participating in the Games in diverse fields such as sports, education and culture and inclusive society.
- Key achievements
 - Maebashi City, Gunma Prefecture, hosted the track and field team from South Sudan for 1 year and 9 months from November 2019. With the help of more than 20 volunteer interpreters, the team interacted with local residents on a daily basis and actively visited schools, giving children an invaluable opportunity to think about peace. Maebashi decided to appoint five athletes from the team as the first goodwill ambassadors for sport and get them to

communicate what they learned and experienced during this period once they had returned to South Sudan.

- For three consecutive years from 2017, Murayama City, Yamagata Prefecture, hosted pre-Games training camps for the Bulgarian national rhythmic gymnastics team, organising experiences of Japanese culture, such as the tea ceremony and flower arrangement, as well as exchange activities including visits to elementary and junior high schools. During the pre-Games camp at the time of the Games, there was a live online broadcast of their training venue, as well as an exchange of message videos of support between the athletes and elementary school students. After winning the gold medal, the team also sent a message of gratitude, saying, “Thanks to all of you, we got a medal!”
- The gentian flower is a local speciality of Hachimantai City in Iwate Prefecture. Experiments to cultivate gentian in Rwanda have been conducted in the past, and this led to Hachimantai City registering as a host town for Rwanda. During the Games, Hachimantai hosted pre-Games training camps for track and field, swimming and cycling athletes, and conducted online exchange events with local high school students. At the Opening Ceremony, Rwandan athletes carried gentian when entering the stadium as a sign of their friendship.
- After registering as a host town for Costa Rica, Matsukawa Town in Nagano Prefecture held exchanges with Costa Rican judoka as well as cultural exchanges, inviting dancers from Costa Rica to the Costa Rica Festival. After the Games, Costa Rican Olympic and Paralympic athletes visited Matsukawa and participated in a welcome reception and sporting event planned and run by junior high school students. The Paralympic athletes showed off their country’s first gold medal, lighting up the children’s eyes.
- During the Games period, “Host Town House” (an online event) was run to introduce past host town initiatives and to exhibit collaboration projects implemented by host towns with the same partner country. Other activities included online cheering for athletes by residents from both the host town and the partner country as well as online exchange events between the host town and the partner country athletes.

- Legacies

- Exchange events with Olympic and Paralympic athletes led to greater promotion of sport.
- Exchange events with countries and regions participating in the Games led to cultural and educational improvements for residents.
- Through hosting Paralympic sports, we were able to realise an inclusive society.



<Recruitment and management of City Cast in Tokyo>

- Project overview and key achievements
 - The Tokyo Metropolitan Government advertised for people to join City Cast to be the face of the host city, and 36,649 applications were received.
 - Through the same basic training as for Field Cast members, basic information was provided, such as on the history and philosophy of the Games, how to support people with special needs, and mental readiness for volunteering. During the games, 11,913 City Cast members participated in 20,676 activities.
 - The TOKYO Volunteer Legacy Network, a platform for those volunteered at the Games, was built to strengthen the systems supporting volunteer activities, etc.
- Legacies
 - Volunteering at the Games and experiencing the excitement will lead to post-Games volunteer activities for many Tokyo residents.
 - Revitalisation of volunteer activities by Tokyo residents will lead to establishment of a volunteer culture and realisation of a society of mutual help where individual Tokyo residents support each other.

<Issuance of commemorative number plates>

- Project overview
 - From the perspective of building national momentum and raising awareness in the lead-up to the Tokyo 2020 Games, the Ministry of Land, Infrastructure, Transport and Tourism issued special number plates for the Olympic and Paralympic Games Tokyo 2020 to applicants nationwide between October 2017 and the end of November 2021.

- Part of the donations collected in conjunction with issuing the number plates was used in introducing low-floor buses and universal design taxis around the venues.
- Key achievements
 - There were approximately 2.89 million applications for special Olympic and Paralympic Games Tokyo 2020 number plates.
 - As for projects utilising the donations, subsidies were provided for 72 low-floor buses (approximately 62.63 million yen) and 345 universal design taxis (approximately 73.42 million yen).
- Legacies
 - Vehicles with the issued number plates attached can continue to be driven even after the Games.
 - Once number plates are removed from the vehicle, they can be kept as a memento of the Games.
 - The low-floor buses and universal design taxis introduced using the donations will continue to operate after the Games, contributing to barrier-free local transport.

4. Global communication

(1) Legacy concepts

- Building on the basic concept, the following legacy concepts were established in the area of global communication, and efforts were promoted to realise these concepts.
 - Concept ① : Revitalisation of tourism
 - Concept ② : Dissemination of Japan's attractions, etc. to the world

(2) Actions

1) Actions by the Tokyo 2020 Organising Committee

- We worked to create a variety of methods for disseminating information to the world, including the development of an official hub through which a diverse range of people can freely disseminate information about the Tokyo 2020 Games and about Japan's attractions, etc.
- Apart from sports, we also disseminated content embodying Japanese values to the world, such as unprecedented large-scale theatrical arts (kabuki drama, musicals, circuses, etc.).

2) Actions by other stakeholders

- Efforts were made to improve the environment for welcoming foreign tourists, such as by training “Omotenashi” (hospitality) volunteers for foreign tourists in all regions in Japan and by raising the level of hospitality and entertainment through running Omotenashi courses.
- Content which Tokyo and Japan pride themselves on, such as hydrogen energy technology and sport and health-related initiatives originating in Japan, was disseminated to the world.
- The diverse attractions and exchange activities of local governments serving as “host towns” were communicated to the world by the national government.



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(3) Key achievements and outcomes

- Information about Japan and its attractions were disseminated throughout the world more than ever before.
 - The Tokyo 2020 Games were watched by many people. Globally, there were 82.3 billion #Tokyo2020-related impressions on Twitter during the Olympic Games period (July 23 – August 8) (announced by Twitter, Inc.).
- Various opportunities were taken to disseminate the appeal of the Host Town initiative to the world.
 - We exhibited at the Japan Expo in Paris in July 2019 to promote the Host Town initiative. 97% of respondents appreciated this initiative, and 72% responded that they would like to do it in their own city too.
 - We held an “ARIGATO Host Town for Supporting Reconstruction” event at Japan House in Los Angeles in September 2019. Awareness of host towns had been 14%, but after the event, 97% of participants responded that they were interested in host towns.
 - Between July 2 and September 24, 2021, we invited people to submit messages to host towns and to partner countries and regions. About 4,700 messages were received from Japan and overseas. We publicised domestically and internationally the messages sent to host towns from athletes before and after participating in the Games along with cheers of

“Come on! Let’s keep it up” from the host towns. During the COVID-19 pandemic, it was a great opportunity to let the world know about the Host Town initiative.

(4) Legacies

1) Development of tourism industry and continuation of exchange opportunities

- Inbound consumption is having a more positive impact than ever before, not only on transport, travel, food and beverages and accommodation, but also on retail, logistics, manufacturing, traditional crafts and other industries. The Tokyo 2020 Games provided an opportunity to broaden the base of the tourism industry and lay foundations for its ongoing development.
- Living environments also became more comfortable for Japanese people as advances were made in improving the environment welcoming foreign tourists with a view to after the Games. These advances included the introduction of more ICT into society as a whole, securing a supply of accommodation facilities, and making transport and other facilities barrier-free.
- The national government’s Host Town initiative resulted in international exchange activities being promoted at the local level, and dissemination of this initiative and the attractiveness of regional areas to the world led to increased momentum for continuing the exchange activities.

2) Passing on the know-how of information sharing to future generations

- Along with the appeal of Japan’s culture, traditions, economy and technology, we also actively communicated to the world the various initiatives being undertaken in Japan as its birth rate declines and population ages. This led to a further increase in the number of people in countries around the world who understand Japan.
- In terms of some of the ways information was shared, systems were created which took full advantage of the power of social media in sending out information to unspecified large numbers of people, such as foreigners visiting Japan, freelance journalists and Games spectators. The acquired know-how will be passed on to future generations.
- Drawing on the power of sports exchange and so on to pull people towards peace, Japan, as a peaceful nation, is appealing to the world for peace, thereby contributing to world peace.

(5) Case studies**<Sharing information on host towns with foreign countries>**

- Project overview

Host towns that share the same partner country or region worked together to conduct exchange activities with their partner countries and regions (Africa, Chile, Mexico, Caribbean countries/regions, United States, Asia, Saudi Arabia, Taiwan, Austria, France, Georgia, Germany, Italy, New Zealand).

- Key achievements

- High school students from the four host towns partnering France interviewed athletes who visited their local area during the Games and local residents who supported the pre-Games training camps, and compiled the thoughts expressed during the interviews into a newspaper article. They also engaged in online exchanges with high school students in France, sharing the experiences of their host towns for the Paris Games and discussing ideas for the Paris Games “Terre de Jeux” initiative.
- Given the difficulties in in-person exchange activities, in an effort to bring the appeal of host towns closer to the athletes, 12 host towns partnered with the US created “Omotenashi Gift Boxes” filled with local specialties, broadcast videos on social media introducing their local areas, and held a presentation ceremony for the US athletes during an online exchange.

- Legacy

- We promoted the Host Town initiative to France, the host country of the 2024 Paris Games, and to the US, the host country of the 2028 Los Angeles Games. In addition, local governments serving as host towns for the same country or region worked together to build momentum for ongoing exchange ahead of future international sporting events in Japan and overseas and the Expo 2025 Osaka, Kansai.



<Tohoku media tours for overseas media representatives>

- Project overview
We conducted Tohoku media tours for overseas media representatives to communicate the current situation and recovery in disaster-affected areas.
- Key achievements
(2019)

Aug 2–3	Fukushima Prefecture[J-Village (starting point for the Olympic Torch Relay), etc.]
Aug 18–19	Iwate Prefecture[Kamaishi Unosumai Memorial Stadium (venue for the RWC2019™), etc.]
Sep 14–15	Miyagi Prefecture[Miyagi Stadium (soccer stadium), etc.]

(2021)

Mar 21–25	Iwate Prefecture[Kamaishi Unosumai Memorial Stadium (venue for the RWC2019™), etc.] Miyagi Prefecture [Miyagi Stadium (soccer stadium), etc.] Fukushima Prefecture [J-Village (starting point for the Olympic Torch Relay), etc.]
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- Legacy
By providing an opportunity for overseas media representatives to see the disaster-affected areas efficiently and effectively before the Games, we created an environment that would stimulate more interest in the Games and ensure that accurate information is shared.

<Regional tour for diplomatic corps in Japan>

- Project overview
In January 2019, in collaboration with Fukushima Prefecture, we conducted a tour of Fukushima Prefecture for a 24-member diplomatic corps in Japan.

Chapter8

Tokyo 2020 Nationwide Participation Programme

Chapter 8: The Tokyo 2020 Participation Programme

From the start of the programme in 2016 to the end of the 2021 Games, many people from all over Japan took part in the Tokyo 2020 Participation Programme.

1. What was the Tokyo 2020 Participation Programme? Significance and outcomes

The Tokyo 2020 Participation Programme had two major points of significance.

The first was to have not only municipalities associated with venue locations and Games partners who were directly associated with the Tokyo 2020 Games actively take part in the Programme, but also large numbers of individuals and organisations (municipalities, educational institutions, community and neighbourhood associations, and non-profit organisations, etc. throughout Japan) to bring all of Japan together (All Japan) to foster momentum for the Games.

The second was to certify initiatives that met certain standards based on shared concepts in order to promote actions (events and projects) throughout Japan that would lead to creating legacies, and leverage these initiatives to pass on the knowledge and experience gained by principal bodies and participants to our future societies.

Based on the above approach, and in order to promote broader participation, we developed not only the regular Official and Support programmes but also special programmes such as host town programmes carried out in cooperation with the government, and festival programmes that encouraged the participation of community and neighbourhood associations.

Additionally, initiatives that were implemented by the Organising Committee, such as the Tokyo 2020 Medal Project, poster drives for elementary and junior high school students, and the Tokyo 2020 Podium Project were also certified as Participation Programmes to create excitement around the Games.

Even under conditions where COVID-19 cases continued to spread, organisations and groups all over Japan carried out actions online and disseminated content on the web which served to bring all of Japan together to promote these efforts and keep the flame of momentum-building for the Games alive in spite of it being postponed for a full year.

As a result, a variety of actions were carried out in all prefectures over the roughly five year period from the beginning of 2016, with the number of certified actions counting 160,000 by the end of the Games. Of these actions, approximately 12,000 were certified after the decision was made to postpone the Games. Despite the uncertainties surrounding the situation, such as the spread of COVID-19 cases, the one-year postponement of the Games, and the restrictions that they faced, these organisations and groups

took part in the Programme on their own initiative.

We believe that the fact that we were able to share the Tokyo 2020 Games with a great many people through the Participation Programme—a unique initiative of the Tokyo 2020 Games—is an accomplishment that will be passed on to the future.

2. How the Programme Works

(1) Eligible organisations

The Programme was open to actions carried out by stakeholders, non-profit organisations, and other groups. The list of eligible organisations is shown in the chart below.

	Classification of legal personality, etc.	Applicable organisations
Official Programme	Tokyo / Municipalities in Tokyo / Ministries and agencies / Municipalities associated with venue locations/JOC, JPC/ Holders of Games broadcast rights / Games sponsors / Tokyo 2020 Organising Committee	
Support Programme	Local municipalities excluding municipalities associated with venue locations	
	Sports-related organisations	
	Economic organisations	
	International authorities and embassies	
	Public-interest Corporations, etc.	Public-interest incorporated foundations, public-interest incorporated associations, authorised NPOs, social welfare corporations, independent administrative agencies, special corporations
	Affiliated universities, etc.	Universities and junior colleges that have entered a partnership agreement with the Organising Committee
	Universities (other than affiliated universities) and technical colleges	
	Specialised schools (specialised and general), and various schools	
	Community and neighbourhood associations, etc., and shopping districts	
	Other non-profit organisations	General incorporated foundations, general incorporated associations, NPO corporations, cooperatives, and non-profit organisations such as voluntary organisations

(2) Programme Setup

The Participation Programme consisted of two main programmes.

- **Tokyo 2020 Official Programme**

The Tokyo 2020 Organising Committee certified stakeholder actions that would serve to realise the visions for the Tokyo 2020 Games, and foster momentum for the Games and create its legacies. This programme covered stakeholder actions described in the chart above.

- **Tokyo 2020 Support Programme**

Our aim was to broaden the base of actions to allow large numbers of groups and individuals to participate. The Organising Committee certified actions that would serve to realise the visions for the Tokyo 2020 Games, and foster momentum for the Games and create its legacies. This programme covered the actions of non-profit organisations.

(3) Programme emblems

Shown below are the two basic emblems used to represent the Participation Programme.

- **Tokyo 2020 Official Programme**



- **Tokyo 2020 Support Programme**



For each Official and Support Programme, the emblems were for specific areas, and came with Dual Olympic Emblems and Paralympic Emblems (Official Programmes only), with notations in English and Japanese.

(4) Eligible areas

There were a total of eight eligible areas for Programmes, namely, "sports and health," "culture" and "education" that one may be reminded of from the name "Olympic and Paralympic Games," as well as themes that should be retained as legacy after 2020, namely, "urban development," "sustainability," "economy and technology," "reconstruction," and "bringing all of Japan together to communicate to the world."

The illustration below is a schematic of (2) (3) and (4).



(5) What certified actions were allowed

Programmes certified as a Participation Programme were allowed the use of following within the scope and methods specified by the Tokyo 2020 Organising Committee.

- 1) Emblem for their specific programme (Official or Support Programme).
- 2) Wording such as "Olympics," "Paralympics" and "Tokyo 2020 Games."
- 3) Wording "Tokyo 2020 Official Programme" and "Tokyo 2020 Support Programme" (as well as displays for each individual area).

(6) Requirements for action certification

To be certified, the substance of an action was required to satisfy all the basic requirements of implementation, and the action was to engage in initiatives what would realise the visions for the Games and its legacy concepts.

1) Basic requirements of implementation

- ① Appropriateness: The action must be deemed to be appropriate for promoting the Olympic and Paralympic movement in light of the values of the Olympic Games (excellence, friendship, deference/respect), values of the Paralympic Games (courage, strong will, fairness, inspiration), and the spirit of the Charter.
- ② Public interest: The purpose and substance of the action must be of benefit to the public interest.

- ③ Accessibility of participation: The action must be designed to reach a broad range of targets, and encourage diversity in participation such as by actively engaging free projects and volunteers.
- ④ Benevolent: The action must not be offensive to public order or morals, or likely to be subject to other social criticisms.
- ⑤ Secular and nonpolitical: The action must not be based on the dissemination or solicitation of any particular thought, religion, or political activity.
- ⑥ Safety: All necessary procedures must be taken to implement the action, and sufficient equipment and measures must be in place to prevent accidents and enable public health countermeasures.
- ⑦ Non-profit: The action must not be primarily intended to generate profit or publicity.
In addition, any fee, such as for admission or participation, must be of an appropriate amount by social norms for the purpose and substance of the project.

2) Requirements on the substance of initiatives

Actions were required to meet all standards based on the visions for the Tokyo 2020 Games described below and standards based on the legacy concept.

① Standards Based on the Visions for the Games

The action must include the applicable elements of each of the three visions below (see example below):

Vision I : Achieving Personal Best

<Examples of elements>

- Must be a novel initiative that takes advantage of the Games as an impetus to take on challenges.
- Must be an initiative, even if it is an existing one, that incorporates novel attempts.

Vision II : Unity in Diversity

<Examples of elements>

- Must be an open initiative that allows diverse people to participate.
- Must be an initiative that allows diverse exchanges across differences in race, gender, region, generation, and disability, etc.

Vision III : Connecting to Tomorrow

<Examples of elements>

- Must not be a one-off initiative, but one that looks ahead to 2020 and

beyond.

- Must be an initiative that inspires young people who will lead the next generation.

② Standards Based on Legacy Concepts

At least one element must be included for the following concepts for the chosen area.

Area	Legacy Concept	Area	Legacy Concept
Sports and Health	(1) Realise a society in which everyone "engages in, watches, and supports" sports	Education	(1) Boost understanding of the value of the Olympic and Paralympic Games, and sports
	(2) Realise a society in which athletes play an active role		(2) Boost understanding of diversity
	(3) Realise a symbiotic society with the Paralympics acting as the impetus		(3) Proactive and active participation
Urban Development	(1) Realise a universal society and urban development that is conscious of universal design	Economy and Technology	(1) Build a high-performance economy
	(2) Attractive urban spaces that foster creativity		(2) Enable local governments, SMEs, and diverse human resources, etc. to express their strengths
	(3) Smart management of cities		(3) A challenge to advanced countries with ageing populations
	(4) Realise safe and secure cities		(4) Share inspiring experiences through video and multilingual support
Sustainability	(1) Realise sustainable low-carbon cities		(5) People-friendly and barrier-free settings that transcend disabilities, age, gender, or nationality (For All)
	(2) Realise sustainable use of resources	Reconstruction	(6) Safety grounded in high reliability and quality levels in disaster prevention, crime prevention, and cybersecurity, etc.
	(3) Realise comfortable urban environments where conscious attention is paid to water, greenery, and biodiversity		(1) Support for the reconstruction of disaster-stricken areas
	(4) Realise a society that is conscious of human rights and labor practices		(1) Participation by bringing all of Japan together (All Japan)
Culture	(1) Re-Recognise, pass on, and develop Japanese culture	"All Japan" Communicatin g with the world	(2) Revitalise tourism
	(2) Nurture the next generation, and create new culture and arts		(3) Convey the appeal of Japan to the world
	(3) Communicate Japanese culture to the world and conduct international exchange		
	(4) Promote participation of and exchange between all people through nationwide implementation, and revitalise local communities		

(7) Special Website for Tokyo 2020 Participation Programmes

- In July 2017, we launched a special website for Participation Programmes with the aim of deepening the public's understanding of Participation Programmes.

On its "Search" page for certified actions, the site provided a "Category Search" that allowed visitors to search actions and events that suited what they were looking for from among the eight themes or objectives, an "Area Search" that allowed them to search for nearby activities, and a "Calendar Search" that let them search by date and time. As



such, this proved to be a convenient site for people who were contemplating taking part in Games-related actions or events, or those who sought to find out what other organisations were taking action on.

In addition, on the accomplishments introduction page, we posted images and reports communicating the significance of the projects that were provided by the principal bodies of these projects in the form of "pick-up reports" and "student reports," and were able to convey the details of their work and excitement around these projects to large numbers of people.



3. History of the Tokyo 2020 Participation Programme

Here we look back, in chronological order, on the history of the Participation Programme which was conducted as a momentum-building project for a period of about five years leading up to the actual Games.

- October 2016: Registrations for the Participation Programme begin.
 - The Programme was launched as a participatory programme aimed at fostering momentum for the Games and creating its legacies under the two Programme emblems.

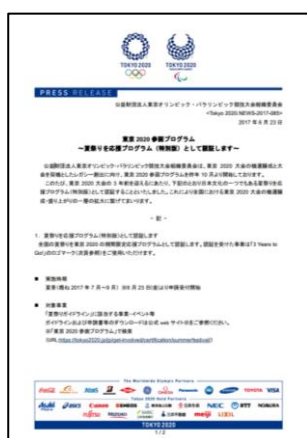


Press release



Promotion leaflet

- June 2017: Registrations for Support Programmes (festivals) begin.
 - In order to connect festivals, which are a traditional part of Japanese culture, with nationwide excitement for the Tokyo 2020 Games, we launched special limited-time programmes which were carried out annually until 2021.



Press release



Special emblems for festivals

- July 2017: The scope of groups eligible for the Support Programme is extended, web registrations begin, and three-years-to-go collaborative projects are carried out.
 - The scope of eligible organisations for the Support Programme was extended to include domestic competitive sports organisations, as well as local community and neighbourhood associations, etc., to enable a wider range of principal bodies to take part. In addition, our registration process was switched from e-mail registration to a web registration system so that we could handle larger numbers of applications.

- February 2018: Host Town Action registrations begin.
 - A special programme was launched that certifies the actions of municipalities—which were registered as host towns by the Cabinet Secretariat—as "Host Town Actions".

Note: Regarding "Host Towns"

In preparation for the 2020 Games, the Cabinet Secretariat drove forward a "Host Town" project that registered municipalities that promoted personal, economic, and cultural exchanges with participating countries and regions from the perspective of contributing to transforming Japan into a sports nation, as well as drive forward globalisation, regional revitalisation, and tourism, etc.



Special Host Town Action emblem

- July 2018: Two-years-to-go collaborative projects are carried out.
 - To mark the two years to go milestone, a special emblem was produced that could be used for a limited time, and uniform wording was developed to create a sense of unity for the certification programme. And since the Tokyo 2020 mascots were unveiled at the same time, visuals of the mascots were posted on many of the actions' publicity materials.



Tokyo 2020 mascots "Miraitowa" and "Someity"



Special emblem for the project marking the two years to go milestone

- November 2018: Participation Programme participants top 50 million.
 - The total number of participants in certified actions surpassed 50 million in slightly over two years since the Programme was launched.
- March 2019: 500-days-to-go collaborative projects are carried out.
 - To mark the 500 days to go milestone, a special emblem was produced that could be used for a limited time, and uniform wording was developed to create a sense of unity for the certification programme. Numerous colour light-up events of landmarks and buildings—one category of collaborative projects—were carried out.



Special emblem for the project marking the 500 days to go milestone

- July 2019: One-year-to-go collaborative projects are carried out.
 - To mark the one year to go milestone, a special emblem was produced that could be used for a limited time, and uniform wording was developed to create a sense of unity for the certification programme. In addition to the usual Participation Programmes, one-year-to-go collaborative projects were also carried out simultaneously with Festival Programmes and Host Town Actions to build even more excitement for the Tokyo 2020 Games.





Special emblem for the project marking the one year to go milestone

- From March 2020 onward — after the decision was made to postpone the Games
 - After the decision was made to postpone the Games, registrations were temporarily closed according to the originally scheduled timeline. Subsequently, the decision was made to reopen registrations and continue the Participation Programme until after the Games' closing date to enable the Programme to continue providing its functions as the avenue for enabling the participation of large numbers of individuals and groups, and fostering momentum leading up to the Games. Of note was the fact that roughly 12,000 action applications were certified after the decision was made to postpone the Games. We received applications proposing ingenious actions, including ways to utilise online communication and indoor exercising methods for children that people could make use of safely and securely during the COVID-19 situation.

4. The Tokyo 2020 Participation Programme in Numbers

(1) Number of Certifications and Participants

Since October 2016 when the Tokyo 2020 Participation Programme was launched, we saw approximately 2,500 registrations by principal bodies and approximately 160,000 certified projects for a total of about 170 million Programme participants.

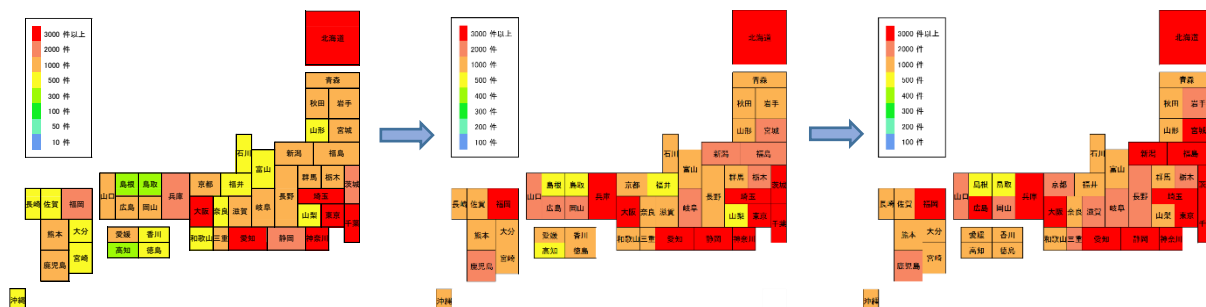
The breakdown of the roughly 160,000 certified actions included about 132,000 Official Programmes, about 9,000 Support Programmes, and about 19,000 schools that provided Tokyo 2020 Olympic and Paralympic education, creating a nationwide spread of momentum through these principal bodies.

Distribution of actions

As of September 2018

As of September 2019

As of November 2021



	Number of Organisations registered as the principal	Certified actions			Participants
		Total	Official Programme	Support Programme	
September 2017	689	13,487	12,561	926	
September 2018	1,741	66,195	62,439	3,756	56,882,845
September 2019	2,180	113,537	106,799	6,738	92,471,065
September 2020	2,455	132,137	123,679	8,458	116,781,819
September 2021	2,522	141,347	132,206	9,141	142,429,234
November 2021 (Final tally)	2,522	141,816	132,577	9,239	171,057,295

*Certified actions : Excludes schools that provided Tokyo 2020 Olympic and Paralympic education (approximately 19,000 schools).

The number of events held is counted; if one certification project is held in two locations, it is counted as two events.

*Participants : Cumulative total of participants in projects/events reported by the main body as results.

Certified actions

by prefecture

Hokkaido	5,661	Saitama	10,881	Gifu	2,491	Tottori	607	Saga	1,122
Aomori	1,565	Chiba	4,849	Shizuoka	4,605	Shimane	889	Nagasaki	1,456
Iwate	2,066	Tokyo	18,160	Aichi	6,303	Okayama	2,493	Kumamoto	1,794
Miyagi	2,748	Kanagawa	10,417	Mie	1,804	Hiroshima	2,898	Oita	1,404
Akita	1,472	Niigata	2,351	Shiga	2,055	Yamaguchi	1,994	Miyazaki	1,323
Yamagata	1,372	Toyama	1,276	Kyoto	2,003	Tokushima	1,360	Kagoshima	2,717
Fukushima	2,582	Ishikawa	1,522	Osaka	7,562	Kagawa	1,077	Okinawa	1,591
Ibaraki	2,989	Fukui	998	Hyogo	4,656	Ehime	1,646		
Tochigi	2,427	Yamanashi	1,053	Nara	1,326	Kochi	888		
Gunma	1,645	Nagano	1,698	Wakayama	1,164	Fukuoka	4,856		

(2) Regular Programmes

1) Organisations registered as the principal body

We have significantly extended the number of eligible organisations since July 20, 2017, and have received registrations from numerous organisations, including local municipalities.



*Municipalities associated with the Games: Tokyo Metropolitan Government, municipalities in Tokyo, and municipalities associated with venue locations

Organisations associated with the Games: Ministries and agencies, JOC, JPC, broadcasters, sponsors, and the Tokyo 2020 Organising Committee

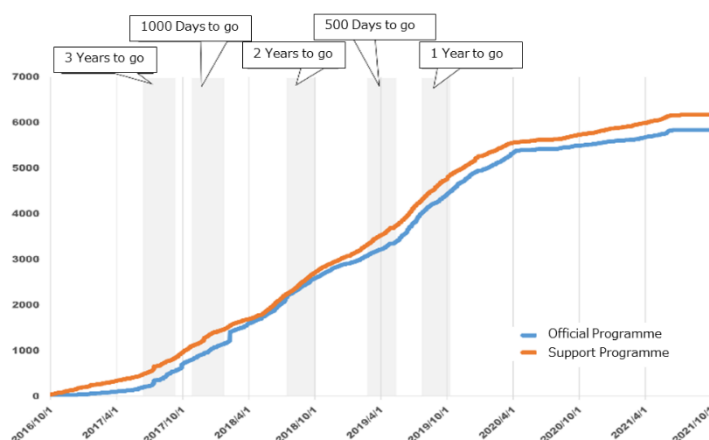
School corporations, etc.: Affiliated universities, universities (other than affiliated universities), technical colleges, specialised schools (specialised and general), and various schools

Other non-profit organisations: Other non-profit organisations, international authorities, embassies, and economic organisations, etc.

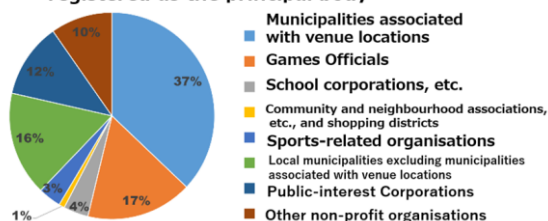
2) Action applications

Owing to our cooperation with the Countdown Project, the number of applications steadily increased as the Games approached. A review of the details of certified actions shows that 95% of the events were outside the field of sports, 63% were budgeted at 1 million yen or less, and 78% of the events had 500 or fewer participants. As such, we can say that we were able to give people the experience of building momentum for the Tokyo 2020 Games in a diverse range of events that people could feel familiar with.

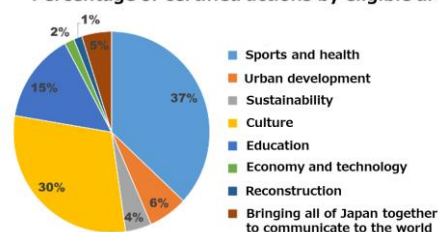
Changes in the number of certified projects



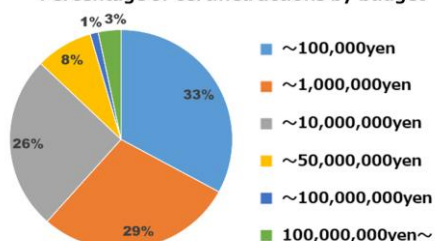
Percentage of certified actions by organizations registered as the principal body



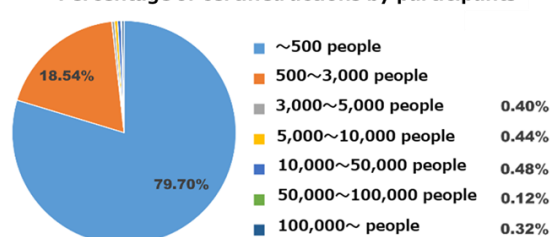
Percentage of certified actions by eligible areas



Percentage of certified actions by budget



Percentage of certified actions by participants



(3) Host Town Action

1) Organisations registered as the principal body

Registrations began in January 2018, and 417 municipalities nationwide, mainly municipalities that were not hosting competition venues, registered as the principal body.

2) Action applications

438 projects were carried out in host town municipalities nationwide, and the number of applications grew over the one year period leading up to the

Games. A review of the details of certified actions shows that there were a large number of events in the fields of culture and education, each making up 22% of the events, indicating that the Tokyo 2020 Games—with large numbers of people visiting Japan from overseas—became an impetus to provide numerous opportunities for local residents to experience the culture and learn the history of the countries for whom they were serving as host towns. This proved to be an initiative that helped promote internationalisation, which is also one of the challenges for Japan.

(4) Implementation of the Special Programme "Festival Programme"

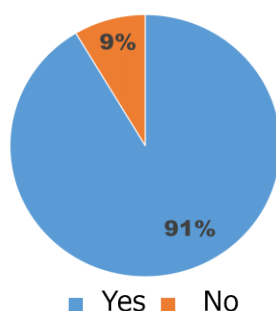
Registrations began in fiscal 2017, and we received a total of 533 applications. By making use of Tokyo 2020 officially licensed yukata and happi coats, and the “Tokyo Olympics Ondo (folk dances) -2020-” as aspects of Japan’s traditional culture in festivals held in numerous regions around the country, these Programmes succeeded in simultaneously accomplishing both momentum building for the Tokyo 2020 Games and regional revitalisation.

5. Tokyo 2020 Participation Programme Results Report

After the actions were implemented, we asked the principal bodies to submit their impressions and a description of what their actions were like. The following is a summary of figures from questionnaires returned as part of the results report, and examples of comments.

(1) Questionnaires

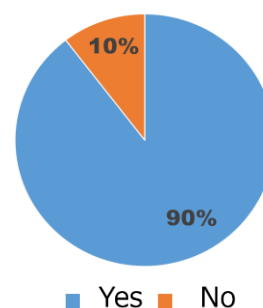
- 1) Would you like to implement a similar project or event in the next fiscal year?



[Example comment]

We were able to carry out our project without a hitch and in a way that makes us inclined to take part next year as well.

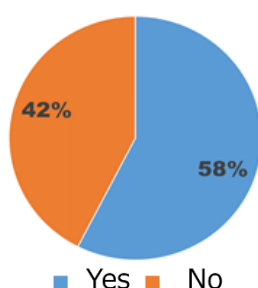
- 2) Would you like to implement a similar project or event after 2020?



[Example comment]

Actually providing hospitality for foreigners has led to the fostering of barrier-free minds and independent citizen activities as our post-2020 legacies.

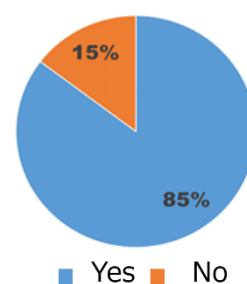
- 3) Did you actively engage volunteers?



[Example comment]

Actively engaging volunteers has helped us become aware of the fact that citizens participate and interact through volunteering.

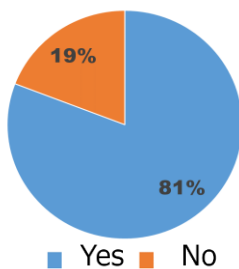
- 4) Did you implement initiatives that inspire young people?



[Example comment]

Many people enjoyed the high school theatre and it proved to be a good opportunity for young people who will be the leaders of the next generation of culture and art to play an active part.

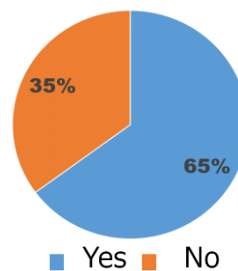
- 5) Did you actively provide opportunities for diverse people (elderly people, foreigners, persons with an impairment, etc.) to participate and play an active part?



[Example comment]

When we held an indiana tournament in the city, many elderly people also took part and they were having fun.

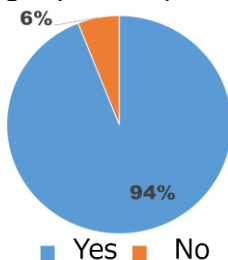
- 6) Did you incorporate efforts to convey the appeal of Japan both domestically and internationally?



[Example comment]

We succeeded in conveying the appeal of Japan by providing a broad range of opportunities for people to experience Japan's diverse culture.

- 7) Were you able to fulfil the vision and legacy concept of the Games?



[Example comment]

We received many praising comments from participants, such as "I was able to experience things that I usually would not have" and "It made me look forward to watching sports in the future" so we believe that we were able to fulfil the legacy concept.

We have found that actions that brought excitement to the Tokyo 2020 Games and those that would lead us to 2021 and beyond were implemented in each of the eight areas (sports and health, urban development, sustainability, culture, education, economy and technology, reconstruction, and nationwide benefits), and that the Tokyo 2020 Participation Programme played a major role in fostering momentum for the Tokyo 2020 Games and creating its legacies.

(2) Implementation description



Title of Action

Communicating Ainu culture and Upopoy during the Tokyo Olympics

Organiser

Cabinet Secretariat and the Foundation for Ainu Culture



Title of Action

Tokyo 2020 Medal Project

Organiser

Tokyo 2020 Organising Committee / Ministry of the Environment / Tokyo Metropolitan Government / NTT DOCOMO / Japan Environmental Sanitation Center



Title of Action

Furusato No Matsuri 2019

Organiser

Fukushima Prefecture



Title of Action

Nationwide Children's Sports Group Activities

Organiser

Japan Sport Association



Title of Action

The Future of Sports Watching
- Next-Generation Immersive Technology Demonstration Programme -

Organiser

Miraikan (National Museum of Emerging Science and Innovation)



Title of Action

Lithuanian Paralympic Committee
National Team Test Camp 2019

Organiser

Hiratsuka City

6. Feedback from Programme Participant Organisations and Action Participants

Japan Sport Association

With the aim of fostering momentum for the Tokyo 2020 Games and creating its legacies, the Japan Sports Association joined the Tokyo 2020 Participation Programme in 2016, and a total of 581 of our actions were certified. Among the various certified projects that our Association carried out, in the "Nationwide Children's Sports Group Activities" in particular where we used the Support Emblem to publicise our activities, we received cooperation from Children's Sports Group members, instructors, guardians, and community members of all generations in regions throughout the country. In addition, amid restrictions on activities due to the COVID-19 situation, we were able to help promote a better understanding of the Olympic and Paralympic movements in various regions through social contribution activities such as cleanup and beautification activities, environmental volunteer activities, peace activities, and international exchange activities. Furthermore, we were able to create a positive effect through these activities as they provided us with opportunities to help people deepen their understanding that Children's Sports Groups were sports groups for children and youth that were rooted in their communities.



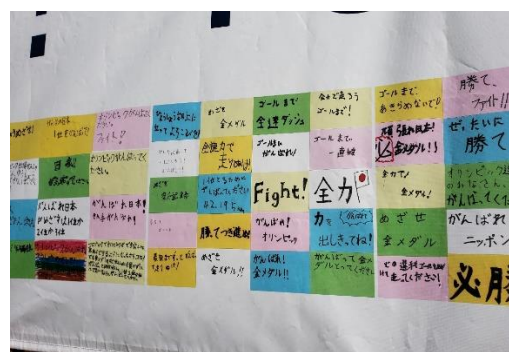
Pasona Group

Our entire Pasona Group (group companies and branches nationwide) came together to implement 1,410 Tokyo 2020 Participation Programmes over the four years from 2018 to 2021. In addition to holding events to foster momentum for the games, we also conducted initiatives that were rooted in the eight themes throughout the country for the success of the Games. Temporary staff and employees working at our group companies, as well as their family members were able to deepen their relationships with each other, raise their awareness in areas such as community contribution, environmental issues, reconstruction activities and the SDGs, and connect their realisations with actual activities. We believe these efforts will remain a legacy that people will continue to pass on throughout our group even after the Games' closing.



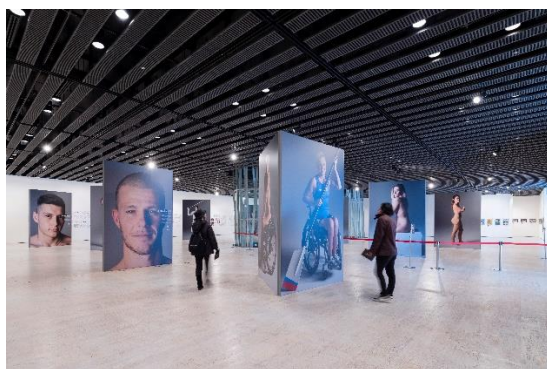
Sapporo City, Hokkaido

In order to foster momentum for the Tokyo 2020 Games and create its legacies, Sapporo City joined the Tokyo 2020 Participation Programme in May 2017, and a total of 23 of our actions including sporting events and concerts were certified. While the decision was made to host the marathons and other events in Sapporo, the COVID-19 situation presented us with numerous difficulties in terms of carrying out lively activities, particularly in the “Roadside Marathon Cheering Project”. In response to these circumstances, about 800 students from elementary and junior high schools located along the marathon route created banners with messages of support which they posted on their school fences to cheer the athletes on during the Games as a substitute for roadside cheering that people were asked to voluntarily abstain from.



Sendai City, Miyagi Prefecture

Sendai City took part in the Tokyo 2020 Participation Programme, and 14 of our actions were certified in total. In particular, we were able to deepen people’s understanding of disabilities and para-sports through the “Music Exchange by a Tenor Singer from Italy Fighting an Intractable Disease” event we held in 2019, and the “Portrait Photo Exhibition of Paralympians from Italy” we held in 2020. As a result of carrying out a variety of actions, many “personal ties” were born which the City of Sendai considers to be its most important legacy. Sendai City believes that these “personal ties” will go on to create new legacies.



Yakake-Cho, Okayama Prefecture

Yakake-Cho carried out a total of two Tokyo 2020 Participation Programme actions to foster momentum for the Tokyo 2020 Games and create its legacies. Although we were unable to host the Italian athletes at Yakake-Cho due to the COVID-19 situation, we were able to support them through our "Omotenashi Ingredients from the Town of Hospitality" event during their pre-game training camps at Waseda University's Tokorozawa Campus with a special menu of meals made from ingredients that were a pride of our town. We were able to carry out activities aimed at fostering momentum for the Games beyond the boundaries of local governments, including holding a photo exhibition of paralympians in collaboration with Sendai City. We believe that one of the legacies for Yakake-Cho would be that, through these actions, we were able to realise our roots as a post station town, i.e., a "Town of Hospitality," and build momentum to communicate the charms of our town to the world.



Tokyo Chamber of Commerce and Industry

In September 2016, the Tokyo Chamber of Commerce and Industry joined the Tokyo 2020 Participation Programme to foster momentum for the Tokyo 2020 Games and create its legacies, and approximately 100 of our actions were certified. In particular, in the "Tokyo Chamber of Commerce and Industry's Action Plan for 2020 - TCCI's Olympic and Paralympic Action Programme," we organised language courses and seminars on cultivating barrier-free minds, prepared web sites and booklets that provided information on Tokyo's tourism and culture, and publicised the charms and culture of Tokyo. We believe these activities have helped to build momentum for the Tokyo 2020 Games.

Although we were not able to follow through with a number of events due to the COVID-19 situation, we believe the Tokyo Chamber of Commerce and Industry as a whole was able to create a positive effect through these activities.



Chapter 9

Use of the Games' Properties

Chapter 9: Use of the Games' Properties

1. Basic concept

- The Tokyo 2020 Games were held with an aim of making the Games the most innovative in history and bringing positive reform to the world, building on the vision for the Games of “achieving personal best”, “unity in diversity”, and “connecting to tomorrow”. Rather than a one-time event, we worked on making the Games an expansive event that would leave a legacy after the Games.
- The Olympic Games featured a record-high 33 sports in 42 competition venues, while the Paralympic Games featured 22 sports in 21 venues. Competition venues comprised existing venues that were also used for the 1964 Tokyo Games, newly constructed permanent venues, and temporary venues erected for use during the Games. Consideration has also been given to use of the venues in various sporting tournaments and events after the Games.
- As a way of carrying on and expanding the legacy, plaques, spectacles and various other tangible legacies are also being installed using Olympic and Paralympic properties. By having these exhibits approved by the IOC or IPC, they can be left as a legacy. These tangible legacies will be created by the host city and co-host cities, and the story of the Games will be passed on to future generations.
- In addition, in order to convey the historical and social significance of the Games to future generations, select specified assets from those created or received for the purpose of hosting or operating the Games will be passed on domestically as “Tokyo 2020 archived assets.” The archived assets will continue to be preserved, managed and utilised in Japan after the Tokyo 2020 Games, led by the JOC as the domestic archiving organisation.

2. Competition venues

(1) Prefectures where competitions were held

Host city

- Tokyo

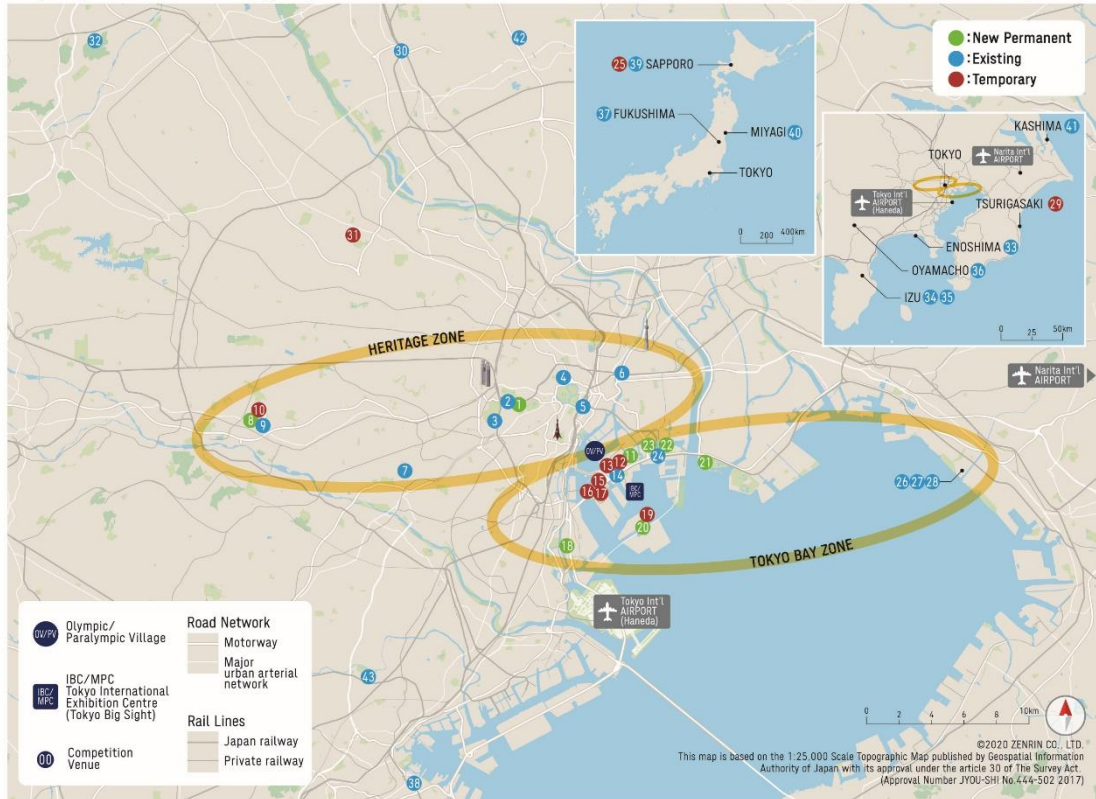
Co-host Cities

- | | |
|------------------------|------------------------|
| • Hokkaido Prefecture | • Miyagi Prefecture |
| • Fukushima Prefecture | • Ibaraki Prefecture |
| • Saitama Prefecture | • Chiba Prefecture |
| • Kanagawa Prefecture | • Yamanashi Prefecture |
| • Shizuoka Prefecture | |

(2) Competition venues

Olympic and Paralympic Games Venue Master Plan

Olympic Games Venue Master Plan as of December 2019
Paralympic Games Venue Master Plan as of April 2019



HERITAGE ZONE

- | | | | | |
|--|---|---|---|--|
| 1 Olympic Stadium
□ Opening and Closing Ceremonies, Athletics
□ Football | 2 Tokyo Metropolitan Gymnasium
□ Table Tennis | 3 Yoyogi National Stadium
□ Handball
△ Badminton, Wheelchair Rugby | 4 Nippon Budokan
□ Judo
□ Karate | 5 Tokyo International Forum
□ Weightlifting
△ Powerlifting |
| 6 Kokugikan Arena
□ Boxing | 7 Equestrian Park
□ Equestrian (Dressage, Eventing, Jumping)
△ Equestrian | 8 Musashino Forest Sport Plaza
□ Badminton, Modern Pentathlon
△ Wheelchair Basketball | 9 Tokyo Stadium
□ Football, Rugby, Modern Pentathlon | 10 Musashinomori Park
□ Cycling (Road) |

TOKYO BAY ZONE

- | | | | | |
|--|--|--|---|--|
| 11 Ariake Arena
□ Volleyball (Volleyball)
△ Wheelchair Basketball | 12 Ariake Gymnastics Centre
□ Gymnastics
△ Boccia | 13 Ariake Urban Sports Park
□ Cycling (BMX Freestyle, BMX Racing), Skateboarding | 14 Ariake Tennis Park
□ Tennis
△ Wheelchair Tennis | 15 Odaiba Marine Park
□ Triathlon
□ Aquatics (Marathon Swimming) |
| 16 Shiokaze Park
□ Volleyball (Beach Volleyball) | 17 Aomi Urban Sports Park
□ 3x3 Basketball, Sport Climbing
△ Football 5-a-side | 18 Oi Hockey Stadium
□ Hockey | 19 Sea Forest Cross-Country Course
□ Equestrian (Eventing (Cross Country)) | 20 Sea Forest Waterway
□ Canoe (Sprint), Rowing
△ Canoe, Rowing |
| 21 Kasai Canoe Slalom Centre
□ Canoe (Slalom) | 22 Yumenoshima Park Archery Field
□ Archery | 23 Tokyo Aquatics Centre
□ Aquatics (Swimming, Diving, Artistic Swimming)
△ Swimming | 24 Tatsumi Water Polo Centre
□ Aquatics (Water Polo) | |
| 26 Makuhari Messe Hall A
□ Taekwondo, Wrestling
△ Sitting Volleyball | 27 Makuhari Messe Hall B
□ Fencing
△ Taekwondo, Wheelchair Fencing | 28 Makuhari Messe Hall C
△ Goalball | | |

OTHER VENUES

- | | | | | |
|--|---|---|--|--|
| 25 Sapporo Odori Park
□ Athletics (Marathon, Race Walk) | 29 Tsurigasaki Surfing Beach
□ Surfing | 30 Saitama Super Arena
□ Basketball (Basketball) | 31 Asaka Shooting Range
□ Shooting | 32 Kasumigaseki Country Club
□ Golf |
| 33 Enoshima Yacht Harbour
□ Sailing | 34 Izu Velodrome
□ Cycling (Track) | 35 Izu MTB Course
□ Cycling (Mountain Bike) | 36 Fuji International Speedway
□ Cycling (Road) | 37 Fukushima Azuma Baseball Stadium
□ Baseball/Softball |
| 38 Yokohama Baseball Stadium
□ Baseball/Softball | 39 Sapporo Dome
□ Football | 40 Miyagi Stadium
□ Football | 41 Ibaraki Kashima Stadium
□ Football | 42 Saitama Stadium
□ Football |
| 43 International Stadium Yokohama
□ Football | | | | |

The Tokyo Organising Committee of the Olympic and Paralympic Games

* Venue names are those current at the time of the Games.

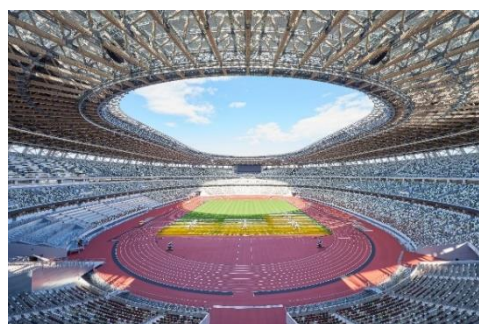
(3) Use of newly constructed venues

1) National Stadium

The National Stadium was the main venue for the 1964 Games and became the stage for many memorable events. It was decided to renovate the National Stadium in preparation for the Tokyo 2020 Games. Construction began in December 2016 and was completed in November 2019. The new National Stadium was used as the main venue for the Tokyo 2020 Games, and was where the Opening Ceremony, Closing Ceremony and athletics events were held.

After the Games, reinstatement work on the National Stadium will be carried out by the Tokyo 2020 Organising Committee, and it will be available for public use from April 2022. As the central hub for the promotion of sport in Japan, National Stadium will host the finals of international and national competitions, including for soccer and rugby. It will serve as a venue for top athletes to perform and will provide opportunities for the general public to experience top-level sports and increase their interest in sport. Also, to prevent the excitement of the opening and closing ceremonies of the Tokyo 2020 Games and the records and memories engraved by Olympians and Paralympians from fading away, the Olympic cauldron along with a plaque listing the champions will be properly preserved and displayed, contributing to the legacy of the Games being handed down.

Operation and management of the National Stadium will be privatised. Making full use of the know-how, originality and ingenuity of the private sector, consideration will be given to making the stadium one which is long adored and where people can gather every day.



*Photos courtesy of the Japan Sport Council

2) New permanent venues in Tokyo

Host city Tokyo developed six new competition venues for the Tokyo 2020 Games. After the Games, the venues will continue to be used and cherished by many Tokyo residents as a legacy of the Tokyo 2020 Games.

To this end, while hearing a broad range of views from outside experts and others, in 2017, the Tokyo Metropolitan Government formulated the Facility Management Plan for New Permanent Venues to serve as a guideline for the operation of venues after the Games. Then in FY2018, the Tokyo Metropolitan Government decided on the operator, etc. of each venue, and making full use of the know-how, originality and ingenuity of the private sector from early on before the Games, established a system ensuring the smooth transition of use of the venues after the Games.

Each venue operator is making preparations for resuming operations after the Games so that the venues can be used by many Tokyo residents, including by enticing sports tournaments, holding sports experience events for Tokyo residents, and holding events in collaboration with surrounding parks.

By continuing to use venues strategically even after the Games, our aim is to turn the sports facilities into a new attraction for Tokyo.

<Tokyo Aquatics Centre>

The Tokyo Aquatics Centre is a swimming venue of the highest standards in the world, which will serve as the centre for Japanese swimming. Construction was completed in February 2020. After the Games, some of the spectator seating will be removed. The venue is scheduled to be available for use by Tokyo residents, etc. from the spring of 2023.

Hosting major international competitions in Japan and abroad will expand participation in aquatic sports and raise aspiring world-class athletes.

In addition, as a venue that also functions as a swimming facility for Tokyo residents, it will be a place where everyone, from children to the elderly, can engage in sports and improve their health.



<Sea Forest Waterway>

The Sea Forest Waterway will serve as a hub for water sports in Asia. Construction was completed in May 2019. Making part of the venue available

for use after the Games by Tokyo residents, etc. is being considered for the spring of 2022, with the venue scheduled to be fully reopened in the spring of 2023.

In addition to serving as a place for strengthening and nurturing athletes by hosting various water sports competitions and training camps, etc., the venue will aim to expand participation in water sports through offering experience-based opportunities to the public. It will also be utilised as a unique venue for events.



<Ariake Arena>

Ariake Arena will serve as a new base for the dissemination of sport and culture in Tokyo. Construction was completed in December 2019. After the Games, the venue is scheduled to be available for use by Tokyo residents, etc. from the summer of 2022.

In addition to creating a sports movement by providing opportunities for the public to watch high-quality sports matches, including international competitions, the venue will also host concerts and other cultural events.

The venue will be operated via a concession arrangement, leveraging the originality and ingenuity of the private sector, and events will also be hosted utilising cutting-edge technologies such as 5G and AR.



<Kasai Canoe Slalom Centre>

The Kasai Canoe Slalom Centre is a venue where people can enjoy a variety of water sports and leisure activities using Japan's first artificial slalom course. The course was completed in May 2019, and the

management centre was completed that December. Making part of the venue available for use after the Games by Tokyo residents, etc. is being considered for the summer of 2022, with the venue scheduled to be fully reopened in the spring of 2023.

In addition to nurturing and strengthening athletes through a stable competition environment, the venue provides opportunities for various water sports and leisure activities.



<Oi Central Seaside Park Hockey Stadium>

The Oi Hockey Stadium is a multipurpose stadium that can be used for hockey and various other sports. Construction was completed in June 2019. After the Games, the venue is scheduled to be available for use by Tokyo residents, etc. from the summer of 2022.

As one of few public hockey stadiums in Japan, the venue will not only contribute to enhancing the competitiveness of Japanese hockey and popularising and promoting the sport, but also enable Tokyo residents to engage in a wide range of sports.

The venue will also form a comprehensive centre for sports and recreation in cooperation with other facilities in the Oi Central Seaside Park.



<Yumenoshima Park Archery Field>

The open lawn area will be used for a range of purposes, especially archery. Construction was completed in February 2019. After the Games, the venue will be available for use by Tokyo residents, etc. from October 2021, and will be used for archery competitions, etc.

In addition to being used as a venue for major archery competitions, as a lawn area, it will be used for various events and recreation, providing a relaxing space for Tokyo residents as part of Yumenoshima Park.



3) Other

<Ariake Gymnastics Centre>

Completed in October 2019, this facility was developed by the Organising Committee as a temporary competition venue during the Games. As a large-scale facility, given there is plenty of potential for use after the Games, it was decided that the venue would be used by the Tokyo Metropolitan Government as an exhibition hall that is expected to meet the needs of the Tokyo area.

After the Games, spectator seating will be removed, and the venue will begin to be used as an exhibition hall that helps promote small- and medium-sized businesses. Consideration is also being given to organising large-scale exhibitions in conjunction with existing exhibition halls.



3. Use of Games properties

(1) Plan

- In view of the fact that local governments in Tokyo worked together on the bid for the Tokyo 2020 Games and worked to prepare for and build excitement and momentum ahead of the Games, the Tokyo Metropolitan Government, as host city, is moving forward with plans to leave a legacy of the Games in Tokyo.

- Co-host cities where competition venues are established are moving forward with plans to leave a legacy of the Games to ensure that the sports held there are long cherished by the local community and memories of the Games are passed on.

(2) Main properties to be left as legacy

The main properties to be left as a legacy of the Tokyo 2020 Games are as follows.

1) Games naming

- Overview

Names of specific places and facilities that contain the words “Olympic” or “Paralympic,”

- Installation area

<Ariake Olympic and Paralympic Park (tentative name)>

The planned area includes Ariake Shinsui Park (tentative name), Ariake Urban Sports Park (tentative name), Ariake Arena and the Ariake Gymnastics Centre.

The Ariake Urban Sports Park area will be a place not only to utilise the urban sports facilities that were used during the Games, but also to commemorate and communicate the memory of the Tokyo 2020 Games, such as through the installation of Olympic and Paralympic symbols and plaques.

After the Games, designated the “Ariake Legacy Area,” the surrounding area will be used to promote urban development based on the legacy of the Games. The park will become a symbol of the area.

<Musashino Forest Olympic and Paralympic Park (tentative name)>

The planned area includes Musashino Forest Park, Tokyo Stadium and the Musashino Forest Sport Plaza.

A number of sports facilities are concentrated in Musashino forest Park and the surrounding area, making it a sports hub for the Tama area.

Being the only cluster of venues in the Tama area during the Tokyo 2020 Games, it will pass on memories of the Games to future generations as an area symbolising the hosting of the Tokyo 2020 Games in the Tama area.

- Image



<Ariake Legacy Area>

Achieving wellness through sports in the Ariake Legacy Area, home to a cluster of competition venues from the Tokyo 2020 Games

- The legacy of the Tokyo 2020 Games, which drew attention to the new genre of urban sports, will be carried on through the use of Games symbols and the temporary urban sports facilities used during the Games and the development of cafes and shops.
- Sports and culture will be used to create a bustling atmosphere through the synergistic effect of hosting events in Games-related facilities in the area and concentrating private-sector functions such as commercial facilities, hotels and halls.



2) Spectaculars

- Overview

Large-scale exhibits representing Games property (Games symbols, mascots, etc.)
- Installation area
 - Olympic symbol, Paralympic symbol
Ariake Olympic and Paralympic Park (tentative name), Tokyo International Cruise Terminal, Takao 599 Museum
 - Games' Mascots
Games-related facilities, etc.

- Image

*Photos were taken during the Games.



Olympic Symbol*



Paralympic Symbol*



Games' Mascots*

3) Plaques

- Overview

Plaques featuring emblems, etc. will be installed in locations where Games-related events took place to tell the stories to future generations. "Labels" are a property indicating a site of the Games and can be used at competition venues.

- Installation area

Competition venues (plaques with Labels)

Places where the torch relay passed through, places where pre-Games training camps were held, practice venues (plaques without Labels)

- Image



Label



4) Cauldron

- Overview

A platform to keep the flame burning in the Olympic Stadium during the Games.

- Installation area

Cauldron for ceremonies: Olympic Stadium

Cauldron for competition days: Symbol Promenade Park (next to Stone and Light Square)

- Image



©2021 Getty Images
(The Ceremonial Cauldron)

*Photos were taken during the Games.



(The Games Time Cauldron)

5) Olympic Truce Mural and Paralympic Mural

- Overview

The Olympic Truce Mural is a monument created to provide athletes and others with an opportunity to sign their names in support for truce and with a pray for peace.

The Paralympic Mural is a monument created to provide athletes and others with an opportunity to sign their names in the hope for promotion of the rights of persons with an impairment and the realisation of a sustainable inclusive society.

- Installation area

Facilities owned by Tokyo Metropolitan Government, etc.

- Image



6) Tribute to Champions

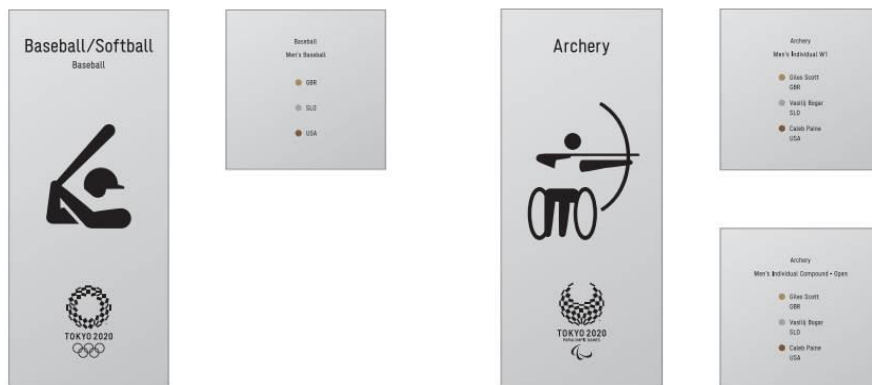
- Overview

A plaque inscribed with the name, medal category, name of NOC/NPC, etc. of medallists for all events in all sports during the Games.

- Installation area

Olympic Stadium

- Image



7) Golden postboxes

- Overview
One postbox in each local government with connections to a gold medallist has been repainted gold.
- Installation area
Within the jurisdiction of local governments with connections to a gold medallist
- Image



4. Legacies

- Competition venues will be used as a legacy of the Tokyo 2020 Games.
- Legacies utilising Olympic property and Paralympic property will be left, mainly at competition venues, etc.
- In addition, Tokyo 2020 archive assets, such as sports equipment, items used in the preparation and operation of the Games and various published documents, will be preserved, managed and utilised in Japan.

Appendix

Appendix

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The Worldwide Olympic Partners



Tokyo 2020 Olympic Gold Partners



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Tokyo 2020 Paralympic Gold Partners



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