

● 官民ワークショップスケジュール | Public - Private Workshop Schedule

詳細 | See More Details ▶ <http://wfsc2016.mext.go.jp/>

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| 9:00 10:00 | Tower Hall B | テクノロジーは人間から何を奪うのか What Will Digital Technology Bring to Human Beings? | ■ Mastering the Digital Revolution |
| | Collaboration Room 1+2 | 身体障がい個性となる未来 ~機能不全の克服~ A Future Without Physical Difficulties | ■ Innovation for 2020 and beyond |
| | Conference Room 7 | スポーツが育む“地元愛” 企業にできることは How Can Sports Nurture "Hometown Pride"? | ■ Building a Human-Centered Economy |
| | Tower Hall A | デザインでアクティブに: 未来の都市生活 Active by Design: Living in the City of the Future | ■ Sport & Well-being |
| | Sky Studio | 創造性を育む教育 Creative Education | ■ Creativity & Technology |
| 10:30 11:30 | Tower Hall B | Future Tokyo as Innovative City | ■ Building a Human-Centered Economy |
| | Collaboration Room 1+2 | 企業は、アスリートと国民の絆を結べるか? Bridging the Gap Between Athletes and the Public | ■ Building a Human-Centered Economy |
| | Conference Room 7 | 日本のポップカルチャーの可能性: Beyond Cool Japan Japanese pop culture: Beyond Cool Japan | ■ Mastering the Digital Revolution |
| | Tower Hall A | The Transformative Impact of Sport | ■ Sport & Well-being |
| | Sky Studio | プレッシャーに勝つ Performing Under Pressure | ■ Sport & Well-being |
| 11:45 12:30 | Collaboration Room 1+2 | 東大寺1300年の歴史に見る持続可能な経営 Sustainable Management: 1300 Years of History of the Todai-ji Temple | ■ Building a Human-Centered Economy |
| | Conference Room 7 | Communi-TEA Amazing Green Tea | ■ Innovation for 2020 and beyond |
| 12:45 13:45 | Tower Hall B | 健康がお金を生む? Can Good Health Generate Money? | ■ Addressing the Aging Society |
| | Collaboration Room 1+2 | サーキュラーエコノミーがもたらす経済成長 The Circular Economy: A New Growth Opportunity | ■ Building a Human-Centered Economy |
| | Conference Room 7 | 新しい観光 What is an Evolved Tourism? | ■ Innovation for 2020 and beyond |
| | Tower Hall A | レガシーを残す: メガ・スポーツ・イベント Leaving a Legacy: Mega Sporting Events | ■ Sport & Well-being |
| | Sky Studio | 合気道から学ぶ「道」の精神 Aikido: Mastering the Way | ■ Sport & Well-being |
| 14:15 15:15 | Tower Hall B | 技術革新による、豊かな高齢社会実現に向けて Technological Innovation Toward a Prosperous Society | ■ Addressing the Aging Society |
| | Collaboration Room 1+2 | 再生医療の将来 The Promise of Regenerative Medicine | ■ Innovation for 2020 and beyond |
| | Conference Room 7 | エンタテインメントはデジタルでどのように進化するのか How will Entertainment Evolve in the Digital Era? | ■ Mastering the Digital Revolution |
| | Tower Hall A | デジタル世代の新たな人間関係 Growing Up Digital | ■ Creativity & Technology |
| | Sky Studio | バーチャル世界と生きる Your Health in a Virtual World | ■ Creativity & Technology |
| 15:45 17:00 ※ (16:45) | Tower Hall B | 2020年以降のレガシーに向けたパブリックセーフティ Public Safety Legacy for 2020 and Beyond | ■ Innovation for 2020 and beyond |
| | Collaboration Room 1+2 | 金融ジェロントロジー Financial Gerontology | ■ Addressing the Aging Society |
| | Conference Room 7 | 2050年の食を考える What Does the Future of Food Look Like in 2050? | ■ Innovation for 2020 and beyond |
| | Sky Studio | スポーツ・エンターテインメントの未来 ※ The Future of Sports Entertainment | ■ Creativity & Technology |