

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

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 track
	Sky Studio	創造性を育む教育 Creative Education	Creativity & Technology track
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	共に生きる未来へ 社会を動かすスポーツの力 The Transformative Impact of Sport	Sport & Well-being track
	Sky Studio	プレッシャーに勝つ Performing Under Pressure	Sport & Well-being track
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 track
	Sky Studio	合気道から学ぶ「道」の精神 Aikido: Mastering the Way	Sport & Well-being track
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 track
	Sky Studio	バーチャル世界と生きる Your Health in a Virtual World	Sport & Well-being track
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 track