

Social Significance Proposal Sheet

Appendix3

Classification of the Meaning of Society	Proposal No.	Proposals (policy-making)	Recommendations and proposed actions	The entity that implements the recommendations	The entity that implements the recommendations				Category of proposals (classification)			
					JeSU	Ind.	Inst.	Gov.	Funding	System Maintenance	Deregulation	Human Resource Development
A Make life fun, well-being and vibrant	A-1	Esports Incentive Program	<ul style="list-style-type: none"> Establish esports incentive programs at universities, create esports teams, and provide scholarships (there are many incentive programs in the US) A corporate mecenatical investment of funds to fund the scholarship Gaining an understanding of the benefits of esports to the university, including the promotion of study abroad 	JeSU, Companies and Universities	○	○	◎					✓
	A-2	Providing Mental and Physical Care Services	<ul style="list-style-type: none"> esports teams and insurance companies partner up to provide players with a mental and physical care services.(Implemented in Germany) Hosting a health seminar for esports players 	Teams and Companies		◎			-	-	-	-
	A-3	Funding for Evidence Research Topics	<ul style="list-style-type: none"> To promote research in the fields of "esports x Medical" and "esports x Education", research grants are provided. To promote society's understanding of the positive aspects of esports and its contribution to society Use of Evidence in Industry Seeking evidence with the help of esports teams 	Companies, Universities/Research Institutions and Government Agencies		○	◎	○	✓			
	A-4	Introduction to the Educational Curriculum	<ul style="list-style-type: none"> Introduce esports into the education field in conjunction with the programming education promoted by the Ministry of Education, Culture, Sports, Science and Technology Obtaining evidence, such as helping to improve computer knowledge Disseminating the above evidence Creating guidelines for esports clubs and clubs in schools Creation of a curriculum linked to programming education, etc. Sending professional players to schools as esports evangelists Learning "logical thinking" and "cooperation" through game creation and implementation To train instructors with advanced teaching skills to use esports as a catalyst for making existing academic disciplines more interesting in education 	JeSU, Educational Institutions and Government Agencies	◎		○	○				✓
	A-5	Organizing a Boot Camp	<ul style="list-style-type: none"> Holding boot camps for high school students and their parents to help parents understand esports (held by Riot Games in the US) Dispatch of professional esports players Start with a parent-child event 	Teams/Players and Publishers		◎			-	-	-	-
	A-6	Free Admission for Parents Competition	<ul style="list-style-type: none"> In order to promote the understanding of esports, making tournament tickets free for who come to the tournament with their parents (in Germany, there is a tournament where admission is free for one parent per child) Hold esports seminars for parents and children 	Tournament Organizers		◎			-	-	-	-
B Contribute to the realization of a symbiotic society, and a well-being and long-lived society, as well as the revitalization of the economy and local communities	B-1	A Program to Create Life Satisfaction for the Elderly and Disabled	<ul style="list-style-type: none"> Esports lectures and activities through the formation of esports teams at nursing homes and welfare facilities for people with disabilities (in Germany, a non-profit organization runs these classes) Public funds and corporate mecenatary funds are used to cover the costs of activities Elderly teams and nursing home competitions 	JeSU, Facility Operators and Government Agencies	○	◎		○	-	-	-	-
	B-2	Competition Volunteers	<ul style="list-style-type: none"> Fans reach outfor help in advance on social media to find out if there are any disabled fans who need assistance with mobility, etc. and support them during the event (at the Polish event, there are many voluntary volunteers who are not affiliated with the management) Establishment of a volunteer registration system Use of existing volunteers 	Tournament Organizers, Fans and Universities		◎	○		-	-	-	-
	B-3	Development and Adoption of an Official Controller that can be Used in Competitions	<ul style="list-style-type: none"> Development of an official controller that can be used by people with disabilities Developed by console manufacturers *also consider whether the manufacturer's in-house development and sales will be viable as a business or if there are any research and development subsidies available Relaxation of standards for controllers licensed for use in tournaments Development of uniform guidelines Compliance with the Radio Act is necessary 	JeSU, Publishers and Conference Organizers	○	◎			✓			
	B-4	Playoffs	<ul style="list-style-type: none"> Traditional sports teams own esports teams and hold playoffs in the same way as traditional sports (in the U.S., the NBA held a playoff with NBA2K, and it's already happening in Japan by a publisher taking initiative) Hold traditional Sports and esports official tournaments at the same time Traditional sports players participating in esports 	Publishers and Conference Organizers		◎			-	-	-	-
	B-5	Inter-City League	<ul style="list-style-type: none"> Establish intercity league (There is an online league in Europe called the City League, which is rivaled by European cities) Organize team competitions at the county, municipal and school levels Franchising an esports team 	Teams/Players and Tournament Organizers		◎			-	-	-	-
	B-6	Setting up Facilities for Local Competitions	<ul style="list-style-type: none"> Set up mini-arenas in local commercial facilities for fans and players to gather and participate in online tournaments (in the U.S., Walmart has set up esports spaces in several local facilities) Establish esports facilities in cooperation with JeSU and government agencies in each prefecture so that tournaments can be held online (also effective as an anti-cheat measure) Each JeSU chapter will have the minimum equipment necessary to develop an online tournament site 	JeSU, Tournament Organizers, Facility operators and Government Agencies	○	◎		○	✓			
	B-7	Development of Local Information Dissemination Centers	<ul style="list-style-type: none"> Establish places in different area where people can find out everything about esports, and disseminate information A window where information can be disseminated, stakeholders can be connected, and knowledge about esports can be aggregated through the community and accessed by everyone Promote the establishments of JeSU chapters and develop an information sharing community 	JeSU and Government Agencies	◎			○				
C Contribute to the realization of "a world that respects diversity," "a world that is sustainable and resistant to adversity," and "a world that is clean and fair."	C-1	Sightseeing Tours	<ul style="list-style-type: none"> Organize esports tours for tourists (In Korea, the city of Seoul regularly organizes esports tours) Dissemination of information through the use of media Cooperation with IR (Integrated Resort Facility) 	Companies and Government Agencies		◎		○	-	-	-	-
	C-2	Relaxation of Visas for Athletes	<ul style="list-style-type: none"> Loosen visa requirements for esports players to make it easier for them to work in the country Clear criteria such as "age" and "belonging to a certain level of team" as in Germany Making use of special zones Make esports player applications by immigration officials explicit 	JeSU and Governemnt Agencies	◎			○			✓	
	C-3	Esports Animation and Film Adaptations	<ul style="list-style-type: none"> Produce animations and films about esports (Warcraft became a worldwide hit with its characters in the film) Seeking Sponsors and Partners 	Media and Publishers		◎			-	-	-	-
	C-4	Establishing a Place for International Exchange	<ul style="list-style-type: none"> Create a place in Japan where players, fans and esports professionals can interact with other countries in Asia and other parts of the world Development of an esports center (in addition to revitalizing esports, the center will also serve as a place for education and business through international exchange) Hosting a conference event Utilize Tokyo Game Show Utilize PC manufacturer stores 	JeSU and Companies	◎	○						✓