



# TOKYO 2020

LEGACY REPORT



## Crafting the Tokyo 2020 Legacy Report

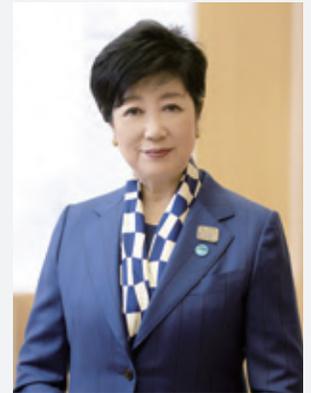
The Tokyo 1964 Games showcased Japan's post-war recovery to the world and spurred a period of rapid economic growth that powered Tokyo's transformation into a world-class metropolis.

Nearly half a century later, Tokyo was selected once again to host the Olympic and Paralympic Games. This would make Tokyo the first city in history to host the Paralympic Games a second time. While advancing seamless preparations for the Games, we sought to create legacies based on nine distinct themes with a view to beyond 2020 in order to achieve new evolution as a mature metropolis. And today, we are working to share the initiatives we have advanced with the rest of Japan and the world.

These include initiatives in both tangible and intangible areas to make Tokyo a more sustainable city, such as those aimed at realizing a society where people of diverse backgrounds support one another, transforming Tokyo into an environmentally advanced city, and supporting the recovery of disaster-stricken areas.

In 2020, the COVID-19 pandemic shook the world. As a result, the Games were held under difficult circumstances, including the first ever one-year postponement and an absence of spectators. Despite these circumstances, we were able to deliver a safe and secure Games through the implementation of thorough infection prevention measures. We are proud to have been able to hold the Tokyo 2020 Games with the support of countless people across the globe in the face of the pandemic, and we will forever treasure the knowledge we gained and the network of everyone involved with the Games that was formed.

The Tokyo 2020 Games have given us new values for a kinder future that is brimming with diversity and more accommodating to each and every individual. We are committed to creating a grand stage where people can shine, whether it be in sports, in their city, or in society. We will pass on the experiences and wishes of the people of Tokyo and Japan, Games volunteers, and all who were involved with the Games as a legacy for generations to come, in our continued effort to build a bright future for Tokyo.



# Make the legacies of the Tokyo 2020 Games the legacies of our city

## Path to the Games

Tokyo won the bid to host the Games

COVID-19 pandemic

Postponed  
Held the Games

2013

2020

2021



## About Tokyo 2020 Games

### ● The Olympic Games

Period of the Games : Friday 23 July to Sunday 8 August 2021

Number of sports : 33 sports/339 events

Number of athletes : 11,420

### ● The Paralympic Games

Period of the Games : Tuesday 24 August to Sunday 5 September 2021

Number of sports : 22 sports/539 events

Number of athletes : 4,403

**Safety and security**

- Utilise the efforts for crisis management to achieve safe and secure life
- Enhance the bay area transport network

**Urban development**

**Environment**

- Sustainable and comfortable city
- Implement cutting-edge technologies in the city

**Economy and technology**

**Education and diversity**

- People of all kinds support each other
- Foster an enduring Olympic and Paralympic Spirit

**Sport**

- Everyone can enjoy sports anytime, anywhere, forever
- Make Tokyo an international travel destination

**Culture and tourism**

**Participation and cooperation**

- Establish volunteering as a culture
- Promote bonding with disaster-affected areas

**Disaster recovery**

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## Composition

A variety of tangible/intangible legacies have been divided into nine categories.



## SDGs

In order to carry out initiatives based on the perspective of the SDGs, the relevant goals are indicated for each theme to make Tokyo a sustainable city.

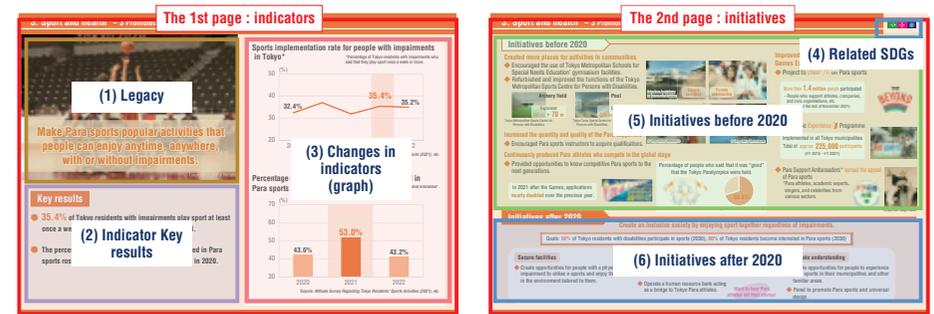
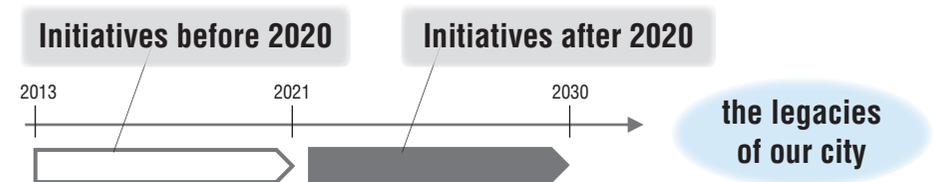
### SUSTAINABLE DEVELOPMENT GOALS



The Sustainable Development Goals (SDGs) were adopted at United Nations Summit in September 2015 as a set of international targets for creating a better and more sustainable world by 2030.

## How to read the report

This report shows changes in related indicators in graphs, etc. and describes the efforts that have been made with an eye to legacy.



### < Contents >

Items	Description
(1) Legacy	Describe the desired legacy
(2) Indicator Key results	Analysis of “(3) Changes in indicators”
(3) Changes in indicators (graph)	Describes changes in actual values of related indicators in graphs, etc. [Period] In principle, data starts from 2012 (before the bid for the Games) until 2021 (when the Games were held)
(4) Related SDGs	Shows 17 related goals
(5) Initiatives before 2020	Initiatives made for the Games
(6) Initiatives after 2020	Initiatives that develop the legacies of the Games [Targets] Numerical targets for 2030 in principle

# The LEGACY of TOKYO 2020 in figures

53.9 % (2012)

▶ 68.9 % (2021)

Percentage of sports implementation rate of Tokyo residents



18 facilities

Number of metropolitan sports facilities

Olympics

60 athletes

Paralympics

62 athletes

Number of athletes linked to Tokyo who took part in the Tokyo 2020 Games



80,000 volunteers

Number of volunteers supporting the Games

160,000 events

39 million participants

Number of events and participants in the cultural programme Tokyo Tokyo FESTIVAL



Olympics

48%

Paralympics

42%

Best in the Games' history

Percentage of female athletes at the Tokyo 2020 Games

Female



5,000 medals

Number of Tokyo 2020 medals made from used small home appliances

73 robots  
12 types

Number of robots introduced at the Tokyo 2020 Games



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# 1

## Safety and security



1 Enhanced crisis management

2 Utility poles removed for safety and comfort

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# 1. Safety and security – 1 Enhanced crisis management



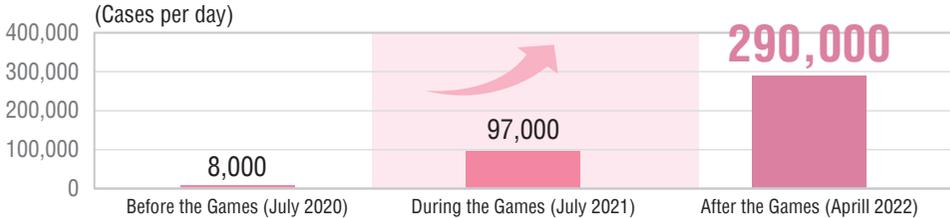
Utilise the infection prevention measures and crisis management efforts to realize a safe and secure city

© Tokyo 2020 / Kenta Harada

## Key results

- Tokyo's COVID-19 testing system improved and expanded to enable testing of up to approx. **290,000** case per day (April 2022).
- The spread of COVID-19 was prevented through strict management of the movement and health of Games-related personnel from overseas.
- During the Games, the Security Operations Centre experienced approx. **450 million** cyberattacks, all of which were successfully blocked.

## Tokyo's COVID-19 testing system



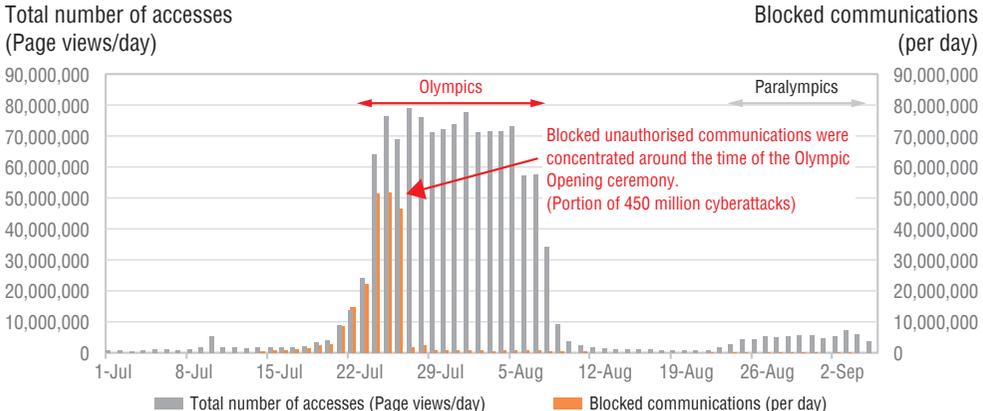
\*In addition to government testing, includes independent testing by Tokyo (regular screening tests at elderly care facilities, etc.) and free testing for people feeling anxiety about infection, etc.  
(Testing System Development Plan: April 2022)

## COVID-19 infections among the Games-related personnel from overseas

	Before the Games	Results
Airport quarantine tests (1 July to 8 September)	Predicted positivity rate before the Games: <b>0.2%</b>	Positive rate: <b>0.10%</b> 55 people testing positive/ 54,250 tests administered
Screening tests (1 July to 8 September)	Positivity rate of screening tests in downtown: <b>0.1%</b>	Positive rate: <b>0.03%</b> 299 people testing positive/ 1,014,170 tests administered

Number of screening tests administered for the athletes and the Games-related personnel: **Approx. 1,010,000**  
\*Testing for the Games-related personnel was carried out separately from Tokyo's testing system.

## Number of communications blocked in the official website/mobile app server environment



Number of communications blocked in the official website/mobile app server environment

# 1. Safety and security – 1 Enhanced crisis management

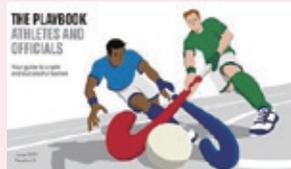


## Initiatives before 2020

Promoted various efforts for holding safe and secure Games, including anti-COVID-19 measures.

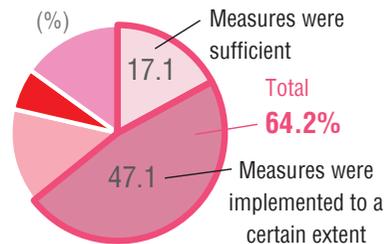
### Anti-COVID-19 measures

- ◆ Established the rules (Playbook) which the Games-related personnel must follow based on the opinions from experts and disseminated them.
- ◆ Prepared a safe and secure environment for athletes and personnel.
- ◆ Minimised contacts with the people living in Japan and secured the safety and security of them.



Percentage of survey respondents who said “Measures were implemented to protect against the spread of COVID-19 during the Games”

Source: FY 2021 Internet Metropolitan Government Monitoring Questionnaire results: Responses to the question: “What do you think about measures to protect against the spread of COVID-19 during the Games?”



- ◆ Improved testing systems at medical and testing institutions, and provided Tokyo residents with easy-to-understand information by setting up a testing information website.
- ◆ Tokyo’s actual reproduction number peaked on 22 July and declined thereafter.  
1.40 at peak ➔ **0.64** at the close of the Paralympics

## Initiatives after 2020

Using the “risk management” efforts for the Games as a legacy, strengthen preparations for all types of disasters to create a safe and secure city.

- ◆ We will utilise our experience of infection prevention measures such as border control, grasp of infected people, health management, and behavior management in cooperation with the Government, related agencies, and other organizations as anti-COVID-19 measures to strengthen measures for emerging or re-emerging infectious diseases in the future.

### Disaster measures

- ◆ Carried out practical training in preparation for disasters in collaboration with related organisations.

Locations and anticipated disasters  
TMG building and Ariake Gymnastics Centre : Earthquake directly striking Tokyo  
Tokyo Stadium : Terrorist act



### Security measures

- ◆ For the first time in the history of the Games, face recognition was introduced for all personnel.
- ◆ Face recognition was performed a total of **6.5 million times** (4 million times during the period of events) and used for a total of **170,000 people** entering venues each day at peak times.
- ◆ Terrorist attacks and crimes were deterred by security guards (**approx. 517,000 people**) and by police (**approx. 60,000 people**).



**303 lanes set up in 48 locations**

### Cybersecurity measures

- ◆ Analytical capability for advanced cyber incidents was improved.
- ◆ Number of cybercrime cases and cybercriminals arrested in Tokyo increased to **1,569 cases and 1,298 people** (2021).



# 1. Safety and Security – 2 Utility poles removed for safety and comfort



## Purpose of the removal of utility poles

Strengthen metropolitan disaster prevention capability

Create an attractive cityscape

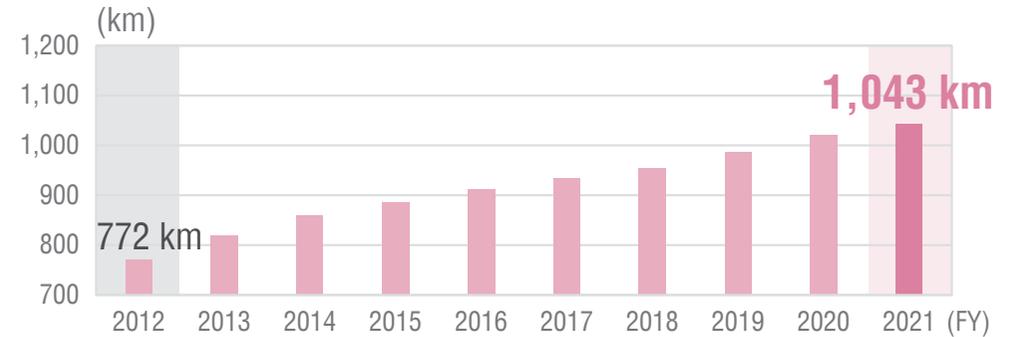
Provide safe and comfortable walking spaces

Continue promoting the removal of utility poles, making the city increasingly disaster-resistant

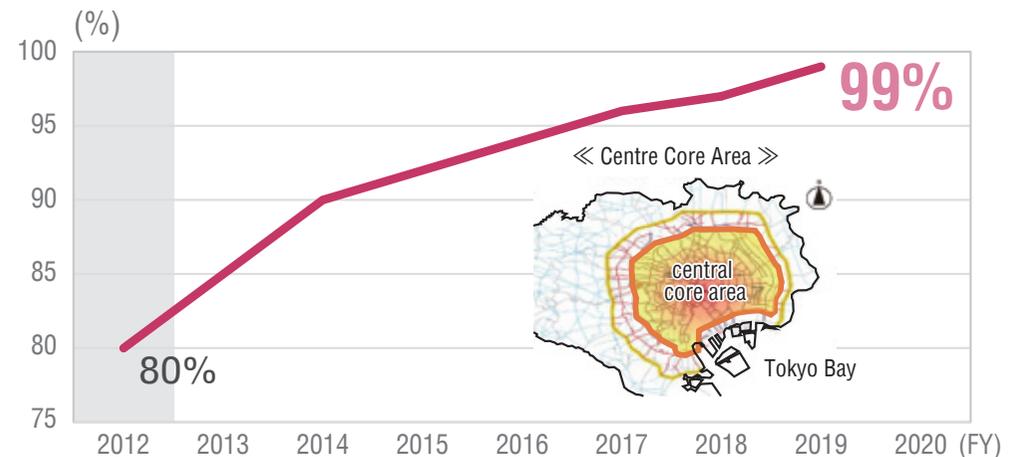
## Key results

- Utility poles on **1,043 km** of roads in the Tokyo metropolitan area have been removed.
- Removal of utility poles along metropolitan roads within Tokyo's Centre Core Area is **99%** complete (FY 2019).

## Status of utility pole removal along metropolitan roads



## Removal of utility poles along metropolitan roads within Tokyo's Centre Core Area \*



\* Centre Core Area: Mainly within the area inside the Metropolitan Expressway Central Circular Route

## Back ground

- In Tokyo, many utility poles were erected to meet the rapidly increasing demand for electricity and telecommunications in the post-World War II reconstruction effort.
- These poles may spoil the city's appearance and hinder evacuation and emergency services in the event of a disaster, so the city has been promoting the elimination of utility poles.
- In the Tokyo 2020 Games, the city further promoted the elimination of utility poles around the Competition Venues or the like to convey the wonderful cityscape of Tokyo to the world and leave a legacy as a mature city.

# 1. Safety and Security – 2 Utility poles removed for safety and comfort

## Initiatives before 2020

### Promote the removal of utility poles

- ◆ The “Ordinance on Promotion of the Removal of Utility Poles” was enacted.
  - This was the first prefectural ordinance for the removal of utility poles.
- ◆ The “Plan on the Removal of Utility Poles” was formulated.
  - The plan was based on the above ordinance.
- ◆ Promoted efforts in the Centre Core Area\* and along metropolitan routes around competition venues
- ◆ Supported municipal initiatives around competition venues.



Before the removal of utility poles



After the removal of utility poles

### Purpose of the removal of utility poles

#### Strengthen metropolitan disaster prevention capability

Ensure a stable lifeline supply by preventing the closure of roads due to utility pole collapse in the event of a disaster.

#### Create secure, safe and comfortable walking spaces

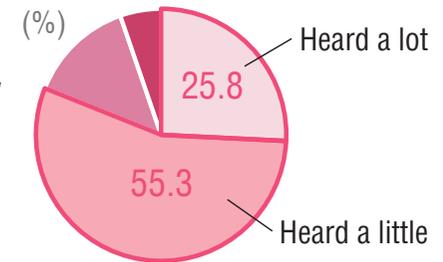
Secure walking spaces that are also easy for people to navigate with a pram or in a wheelchair.

#### Create an attractive cityscape

Eliminate utility poles and electrical wires that block the view, thereby enhancing the cityscape.

### Awareness of utility pole removal

- ◆ Some **81.1%** of survey respondents said that they either “Heard a lot” or “Heard a little” about the removal of utility poles.



Source: FY 2018 Internet Metropolitan Government Monitoring Questionnaire results

## Initiatives after 2020

### Accelerate the removal of utility poles

Aim to complete the removal of the target utility poles\* on all the roads in the 2040s.

Goal: Aim to complete the removal of the utility poles in the area inside the Loop Road No. 7 and on the primary emergency transport routes in FY2035.

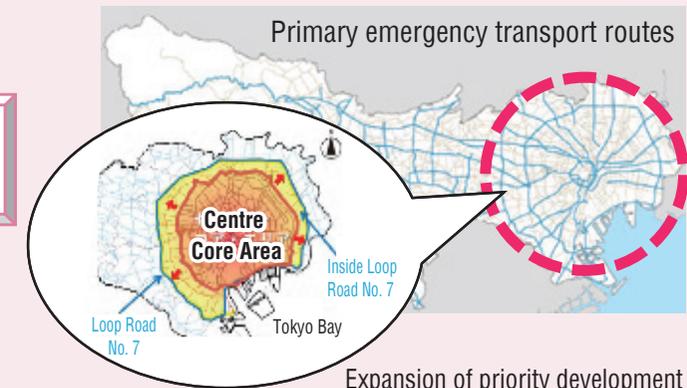
\* Utility poles on the metropolitan roads with pavement widths of 2.5 m or longer completed in the plan.

- ◆ The “Plan on the Removal of Utility Poles” was revised. (June 2021)
  - Expand the priority maintenance area of metropolitan roads to the inside of the Loop Road No. 7.
  - Double the scale of annual development to accelerate the removal of utility poles.

Scale of development (FY 2020) ➔ **50 km** (FY 2025)  
**25 km/year**

- ◆ “The Plan on the Removal of Utility Poles in Island Areas” was formulated. (January 2022)
  - This plan indicates metropolitan roads, ports and airports that are to undergo development.

• Emergency development goal	• Ports	• Airports
<b>Approx. 170 km</b>	<b>18 ports</b>	<b>5 airports</b>



- ◆ Establishment of the “Plan on the Removal of Utility Poles on Toshima and Mikura-jima (September 2022)
  - The precedent Plan for the two islands was made for aiming at islands with no utility poles.

# 2

## Urban development



- 1 Use the competition venues and the Olympic and Paralympic Village after the Games
  - 2 Ensure easy access to the Tokyo Bay area
-

## 2. Urban development – 1 Use the competition venues and the Olympic and Paralympic Village after the Games

TOKYO 2020



Make strategic use of athletic facilities after the Games to bring fresh inspiration to Tokyo

Tokyo 2020 / Meg Oliphant

### Key results

- The Games served as an opportunity to enhance Tokyo's sports infrastructure.
  - Advanced barrier-free access and bolstered functions to ensure venues welcome people of all abilities

By promoting the use of existing facilities, the ratio of existing facilities and temporary facilities to all competition venues (including those outside Tokyo) increased to 81%

- Established **6 new facilities**
- Secured **18,000 beds** to accommodate the Olympic athletes and **8,000** for the Paralympic athletes.

The Games served as an opportunity to enhance Tokyo's sports infrastructure

### Athletic facilities in Tokyo

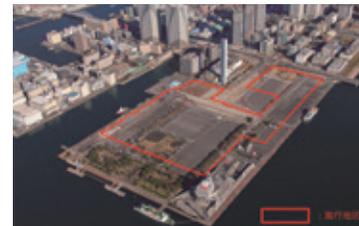


Steadily prepared the Olympic and Paralympic Village for the Games

The number of beds secured for athletes

Olympic **18,000 beds**

Paralympic **8,000 beds**



West Harumi 5-Chome district before construction (December 2014)



# 2. Urban development – 1 Use the competition venues and the Olympic and Paralympic Village after the Games



## Initiatives before 2020

### Refurbishment of existing facilities

- ◆ Advanced barrier-free access and bolstered functions
- ◆ Started planning the establishment of facilities building on the Games legacy



Wheelchair seat  
(Tokyo Metropolitan Gymnasium)



LED lighting and high-density Wi-Fi  
(Tokyo Stadium)

### Tokyo Metropolitan Sports Centre for Persons with Disabilities



Easy access into the water for wheelchair users

Tactile paving/  
pedestrian guidance sheets

### Tokyo Metropolitan Tama Sports Centre for Persons with Disabilities

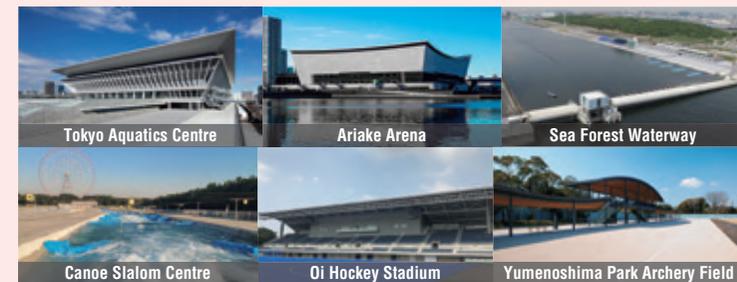


Sound table tennis table

Stair lift

### Construction of new permanent facilities

- ◆ Established **6 new facilities** meeting the latest international standards



Tokyo Aquatics Centre

Ariake Arena

Sea Forest Waterway

Canoe Slalom Centre

Oi Hockey Stadium

Yumenoshima Park Archery Field

### Steadily prepared the Olympic and Paralympic Village for the Games

- ◆ Set up gyms, dining halls, Tokyo 2020 official stores, and other temporary facilities within the premises



Residence

Village Plaza ©Tokyo 2020

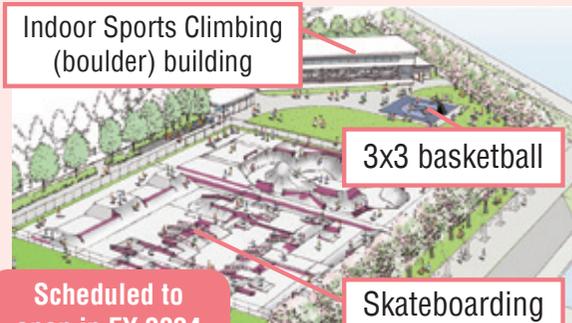
## Initiatives after 2020

### 3 new facilities will be created, building upon the legacy of the Games

Fulfil the maximum potential through a **network of 18 metropolitan sports facilities**  
**Goals: 200 times for domestic and overseas major competitions at new permanent facilities (2030)**  
**3.1 million people/year visiting new permanent facilities (2030)**

#### ◆ Ariake Urban Sports Park

- Develop a site for urban sports building on the temporary Games venues



Indoor Sports Climbing (boulder) building

3x3 basketball

Skateboarding

Scheduled to open in FY 2024

\*Image of the Games Legacy Zone

#### ◆ Tokyo Metropolitan Para Sports Training Centre

- Refurbish the indoor facilities at the Tokyo Stadium for Para sports



Opened in March 2023

#### ◆ Tokyo Tatsumi Ice Arena (tentative naming)

- Stage major ice sports competitions at international, national, and metropolitan levels.



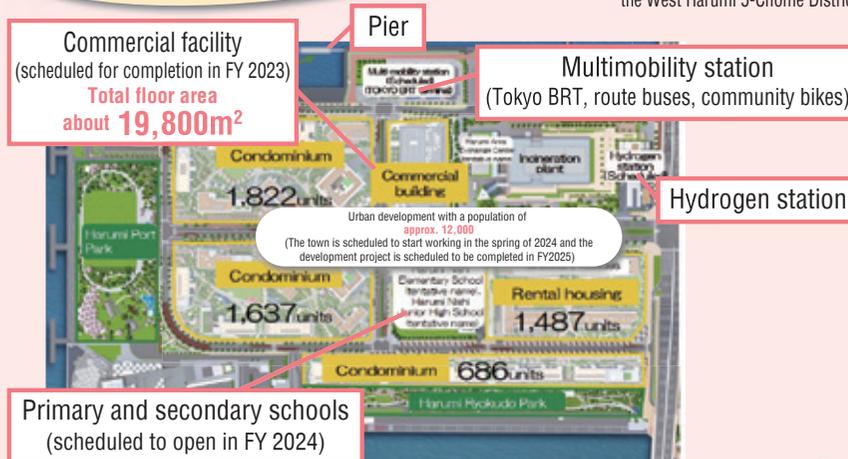
Scheduled to open in FY 2025

### Post-Games urban development in the Olympic and Paralympic Village

On the vast **approx. 27 ha** site, a town providing a full range of services — housing, commerce, schools, etc. — will be born.



© Consortium for the Type 1 Urban Redevelopment Project in the West Harumi 5-Chome District



## 2. Urban development – 2 Ensure easy access to the Tokyo Bay area



Enhance the bay area transport network to make it easier and more convenient to get around

### Key results

- Introduced **Tokyo BRT**\* as a new public transport system supporting local development.

\* BRT: Bus Rapid Transit

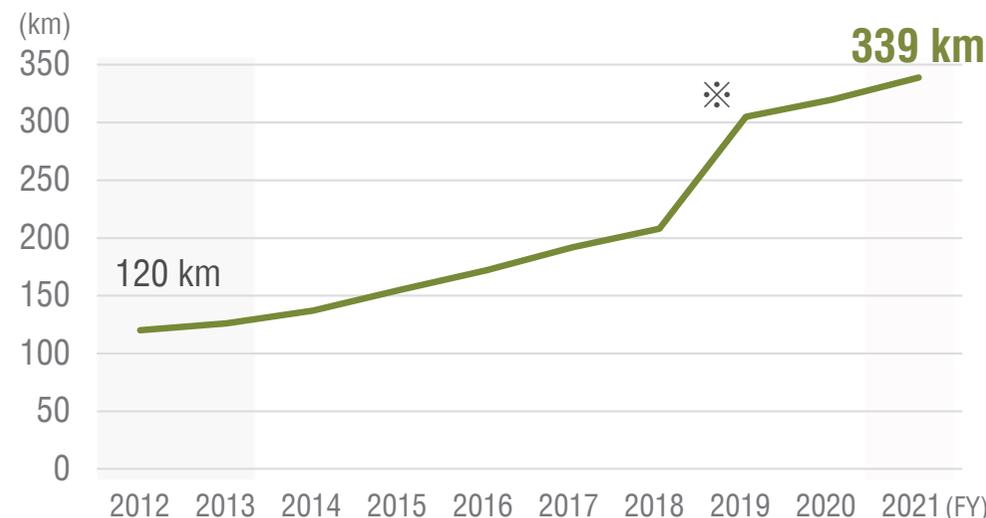
- Expanded a total of bike areas to **approx. 339km** for metropolitan roads.

### Introduced Tokyo BRT, a new public transport system

<Pre-operation (1<sup>st</sup> stage) route>



### Construction of bike areas (Metropolitan roads)



\*Due to the formulation of a new plan, the figures include bike areas extended as part of the construction of new roads, etc.

## 2. Urban development – 2 Ensure easy access to the Tokyo Bay area



### Initiatives before 2020

Introduced the BRT system to swiftly and flexibly respond to the transportation demand in the bay area

- Quickly responded to an increasing transportation demand in the Rinkai area and support the development of the area. [Pre-operation (1st stage) started in October 2020]



Improved docking infrastructure to enhance water transport and create a lively waterfront area

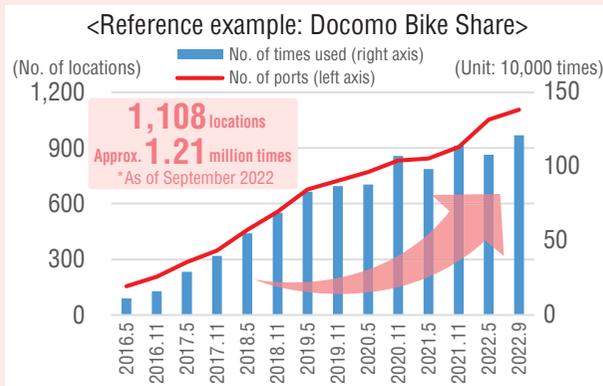
- Social experiments at waterways encouraging ship operators to expand their regular routes

Social experiment in progress



Made the area more bicycle-friendly

- Helped set up bicycle parking areas and offer financial support to cities



- Created bicycle-friendly routes near the venues and major attractions



- Improved Hinode Pier and other docking areas while integrating them with waterfront spaces

Hi-NODE (Hinode Pier)



- Built a new passenger ship pier that can accommodate the world's largest cruise ships

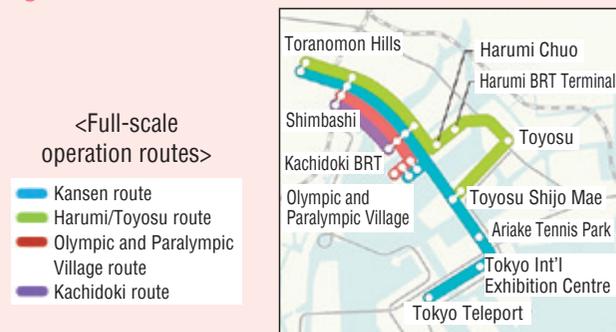
Tokyo International Cruise Terminal



### Initiatives after 2020

Goal: Construction of bike areas of approx. 570 km for metropolitan roads (priority construction areas) and approx. 51 km for port roads, etc. in total (2030)

Begin full-scale BRT service



Further improve the area to be more bicycle-friendly

- Package measures tailored to the characteristics of each district



Establish and encourage the use of ferry services

- Expand ferry use for commuting and sightseeing, open up public wharfs, incorporate barrier-free facilities, and create passenger waiting areas.

Improve the railway network

- Extension of Line No. 8 Yurakucho Line (from Toyosu to Sumiyoshi)
- Construction of new subway lines in central Tokyo and the Tokyo waterfront areas

# 3

## Sport and health



- 1 Made Tokyo a “sports field”
  - 2 Supported the success of athletes
  - 3 Promoted Para sports
-

### 3. Sport and health – 1 Made Tokyo a “sports field”

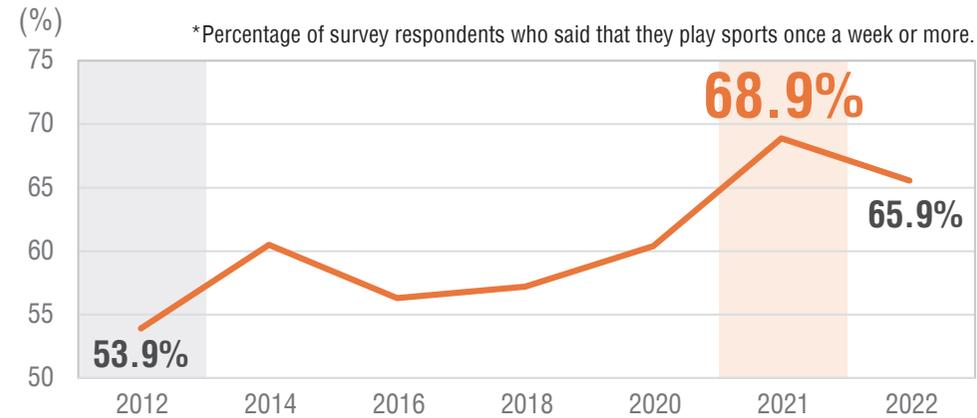


Make the whole city evolve into a “sports field” where anyone can enjoy sport

#### Key results

- **68.9%** of Tokyo residents played sports at least once a week in 2021, compared to **53.9%** in 2012.
- TMG has certified **333 companies** promoting sports activities in 2021.

#### Sports implementation rate of Tokyo residents\*

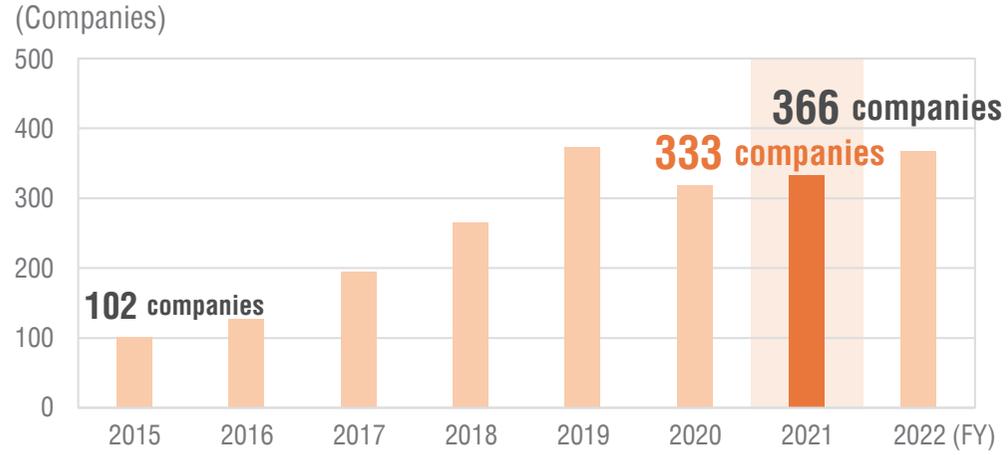


**Reasons for taking up sport/exercise (2012 → 2021)**

To maintain health and build physical strength	65.3 % → <b>73.8 %</b>
To address the lack of exercise	48.3 % → <b>66.2 %</b>
For fun, leisure and refreshment	50.1 % → <b>57.8 %</b>

Source: Fact-finding Survey of Tokyo Residents' Sporting Activities (2021), etc.

#### TMG-certified sports promotion companies



Source: Sports Tokyo information website

# 3. Sport and health – 1 Made Tokyo a “sports field”

## Initiatives before 2020

### Supported promotion of sports in local communities

- ◆ Supported initiatives to improve and expand the sporting environment conducted by municipalities.
- ◆ Supported the establishment of local sports clubs.
- ◆ Held workshops for sports promotion committee.



### Created places to play sports

- ◆ Used metropolitan sports facilities.
- ◆ Local resources: Made use of roads, pavements, and parks as walking, running and cycling routes.



### Collaboration with private companies

- ◆ Certified and widely supported companies that promote sport.



### Made sport more accessible by hosting sports events

- ◆ Hosted sports events in which Tokyo residents can take part on a casual basis.



Tokyo Marathon

Approx. **35,000 participants/year\***  
(No. of applicants: **Approx. 300,000**)



Tokyo Walk

Approx. **20,000 participants/year\***



Ajinomoto Stadium  
Six-hour Endurance Relay Marathon

**1,323 teams** participated  
**9,570 participants** (FY2018)

\*Participation prior to the COVID-19 pandemic



### Promotion of measures against second-hand smoking

- ◆ TMG enacted Ordinance with its own anti-smoking rules. (Enforced in April 2020)

Percentage of Tokyo residents who have experienced second-hand smoking (restaurants, bars, etc.)



Source: Results of Attitude Survey of Tokyo Residents Regarding Secondhand Smoking

## Initiatives after 2020

### Expand sports “opportunities” everywhere in Tokyo to create “sports field Tokyo”

Goal: Raise the participation rate of Tokyo residents to **70%** and reach the highest level in the world (2030)  
Increase the number of sports promotion certified companies to **1,000 companies** (2030)

- ◆ People can enjoy skateboarding in metropolitan parks.
- ◆ In addition to the cycling event in the waterfront area, the Tama cycle road race was held.



- ◆ Enjoy sports in new ways applying digital transformation.
- ◆ Busy businesspeople can exercise in urban areas such as public open spaces.
- ◆ Facilitate collaboration with companies and communities.
  - Post the company initiatives on the special website.
- ◆ Sports experience events and other events were held in cooperation with professional sports teams or similar organisations.



### Attract/hold international sporting events

- ◆ Based on our experiences with the Tokyo 2020 Games, formulate a guideline on the involvement of the TMG in international sports events and use it.
- ◆ 2025 World Athletics Championships Deaflympics

### 3. Sport and health – 2 Supported the success of athletes



**Tokyo's athletes will be active not only in competitions but also in the community**

© Tokyo 2020 / Meg Oliphant

#### Key results

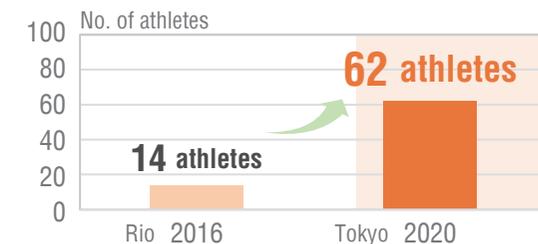
- – At the Olympics, **60 athletes** related to Tokyo participated in Tokyo 2020, compared to **21 athletes** in London 2012.
- At the Paralympics, **62 athletes** related to Tokyo participated in Tokyo 2020, compared to **14 athletes** in London 2012.
- At the Tokyo 2020 Games, the Japanese team won **58 medals** at the Olympics (a new record) and **51 medals** at the Paralympics (second-highest number ever).

#### Athletes related to Tokyo participating in the Games\*

##### Olympics



##### Paralympics



\* Athletes who were discovered, trained and strengthened by TMG.

Example: Athletes who have been accredited under the Tokyo Athlete Accreditation System, participants in the Athlete Enhancement Programme for the National Sports Festival.

#### Number of medals won by the Japanese team

##### Olympics



##### Paralympics



# 3. Sport and health – 2 Supported the success of athletes

## Initiatives before 2020

### Created an environment for supporting athletes

- ◆ Accreditation of Tokyo athletes who were expected to compete in the Olympics and Paralympics, etc., as Tokyo Athletes.

Total of **1,743 athletes** accredited  
(FY 2016 - FY 2021)



- ◆ Promoted sports integrity\* within sports organisations.  
\*Compliance, anti-doping, anti-harassment, understanding of female athletes, etc.
- ◆ Supported employment of athletes.
- ◆ Rewarded Tokyo's top athletes who achieved outstanding performances at the Games.

Total of **250 athletes** rewarded  
(FY 2008 - FY 2022)



### Discovered/trained junior athletes

- ◆ Recruited secondary school students with outstanding athletic abilities and selected appropriate sports based on their abilities.

Total of **274 junior athletes** trained  
(FY 2010 - FY 2021)



- ◆ Held sports classes and competitions for children in local communities.

Total of **350,000 participants**  
(FY 2006 - FY 2021)



## Initiatives after 2020

Based on their experience at the Games, Tokyo's athletes will actively engage in communities and create a cycle that expands the base of sports.

### Athletes engagement in the community



Giving a talk

Athletes pass on their experience to the community



Coach school/ local sports clubs

- ◆ Introduce the significance and successful cases of athletes' dual careers.



### Use the system of measures for increasing competitiveness that was built in preparation for the Games.

- ◆ Provide support so that as many of Tokyo's athletes as possible can compete in national and international events.

Technical support  
Support built on sports medicine and science



- ◆ Discover and train the next generation of athletes to produce new top-level athletes.
- ◆ Popularise the competitive sports through hands-on events and sports classes organised all around Tokyo.



**Make Para sports popular activities that people can enjoy anytime, anywhere, with or without impairments.**

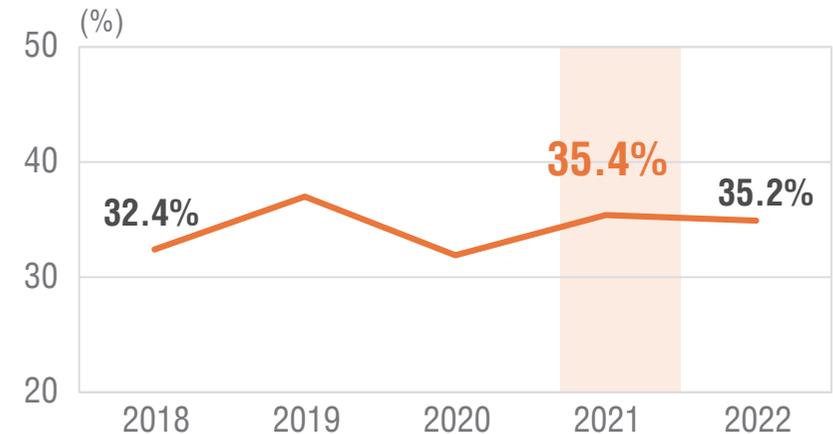
© Tokyo 2020 / Kenta Harada

#### Key results

- **35.4%** of Tokyo residents with impairments play sport at least once a week in 2021, compared to **32.4%** in 2018.
- The percentage of Tokyo residents who are interested in Para sports rose to **53%** in 2021, compared to **43.6%** in 2020.

#### Sports implementation rate for people with impairments in Tokyo\*

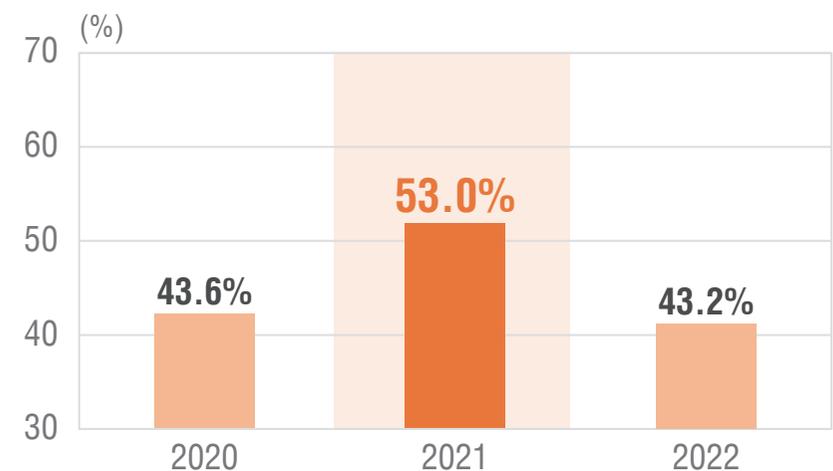
\*Percentage of Tokyo residents with impairments who said that they play sport once a week or more.



Source: *The Survey on Attitude of Persons with Disabilities towards Sports (2021), etc.*

#### Percentage of Tokyo residents who are interested in Para sports

\*Combined total for "Interested" and "Somewhat interested".



Source: *Attitude Survey Regarding Tokyo Residents' Sports Activities (2021), etc.*

# 3. Sport and health – 3 Promoted Para sports

## Initiatives before 2020

### Created more places for activities in communities

- ◆ Encouraged the use of Tokyo Metropolitan Schools for Special Needs Education' gymnasium facilities.
- ◆ Refurbished and improved the functions of the Tokyo Metropolitan Sports Centre for Persons with Disabilities.



Tokyo Metropolitan Sports Centre for Persons with Disabilities



Tokyo Tama Sports Centre for Persons with Disabilities



### Increased the quantity and quality of the Para supporters

- ◆ Encouraged Para sports instructors to acquire qualifications.

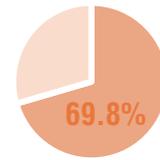
### Continuously produced Para athletes who compete in the global stage

- ◆ Provided opportunities to know competitive Para sports to the next generations.

In 2021 after the Games, applications **nearly doubled** over the previous year.



Percentage of people who said that it was “good” that the Tokyo Paralympics were held.



Source: Kyodo News Public Opinion Survey

### Improved opportunities to watch/experience the Games Expanded fan and supporter bases.

- ◆ Project to cheer on Para sports

More than **1.4 million** people participated - People who support athletes, companies, and civic organisations, etc. (As of the end of November 2021)



- ◆ Paralympic Experience Programme

Implemented in all Tokyo municipalities  
Total of **approx. 225,000** participants (FY 2015 - FY 2021)



- ◆ Para Support Ambassadors\* spread the appeal of Para sports

\*Para athletes, academic experts, singers, and celebrities from various sectors.



©Tokyo 2020 / Shugo TAKEMI

## Initiatives after 2020

### Create an inclusive society by enjoying sport together regardless of impairments.

Goals: **50%** of Tokyo residents with disabilities participate in sports (2030), **80%** of Tokyo residents become interested in Para sports (2030)

#### Secure facilities

- ◆ Create opportunities for people with a physical impairment to utilise e-sports and enjoy them in the environment tailored to them.

#### Train supporters

- ◆ “TOKYO Para Spo & Support” Help connect Para sports and those willing to support
- ◆ Operate a human resource bank acting as a bridge to Tokyo Para athletes.

Want to hear Para athletes tell their stories!

#### Promote understanding

- ◆ Create opportunities for people to experience Para sports in their municipalities and other familiar areas.
- ◆ Panel to promote Para sports and universal design.

# 4

## Participation and cooperation



1 Initiatives Tokyo residents participated in and collaborated on

2 Established a culture of volunteering

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## 4. Participation and cooperation – 1 Initiatives Tokyo residents participated in and collaborated on



Leave the memory of excitement of the entire city coming together to support the Games to the next generations who will support future Tokyo.

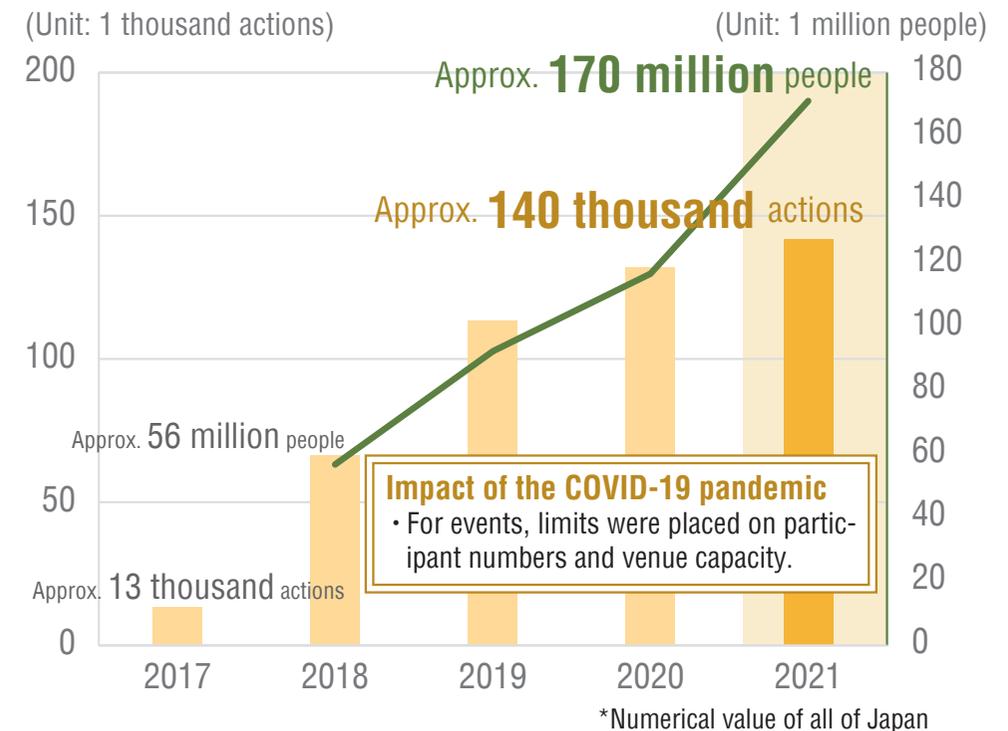
© Tokyo 2020 / Uta MUKUO

### Key results

- More than **140 thousand certified actions** under the Tokyo 2020 Participation Programme\* with approx. **170 million people** participating from all over Japan.

\*Programme under which the Tokyo 2020 Organising Committee certified Olympics and Paralympics events and projects carried out by various organisations in order to generate excitement and anticipation for the Games.

Number of certified actions under the Tokyo 2020 Participation Programme (cumulative total)  
Participants (cumulative total)



\*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.

Source: Tokyo 2020 Action & Legacy Report

# 4. Participation and cooperation – 1 Initiatives Tokyo residents participated in and collaborated on

## Initiatives before 2020

### Hosted a wide variety of programmes open to Tokyo residents

- Offered venue tours, competition experiences, and other opportunities for Tokyo residents and others to use the city's new permanent facilities.



#### Flag tour

The tour visited the 62 municipalities of Greater Tokyo plus every prefecture (including disaster-stricken areas) (2016-2018)



#### Tokyo 2020 Medal Project

Medals were created from household electronics and other items donated by the citizens of Tokyo and Japan



#### Countdown Events

Events were held for each milestone leading up to the Games, such as "1000 Days to Go!"



#### Torch Relay

Runners: Approx. **1,850** people

Streamed via the internet



#### City-dressing

Major arterial roads, shopping districts, Haneda Airport, major railway stations, etc.



#### Illuminations

Illumination of bridges along the Sumida River

#### Light Up

Illuminated locations that symbolise the city

Special websites providing Olympics and Paralympic information and introducing sports, athletes, etc.



Cumulative total of video views: Approx. **3 million**

Information disseminated using digital media

Olympic and Paralympic broadcast contents

More than **10,000** hours  
Source: Tokyo 2020 official report

Video views Olympic broadcast partners' digital platforms alone generated

**28 billion** times  
(139% increase compared to Rio 2016)  
Source: IOC website

Watched/viewed the Games



Source: FY 2021 Internet Metropolitan Government Monitoring Questionnaire results

## Initiatives after 2020

### Leave reminders of the Games around the city, passing down the memories of the Games to the next generation as a legacy

- Archival assets



Paralympic medals ©Tokyo 2020

- Legacy installations

**19** locations including metropolitan venues



Plaques

**3** locations



Olympic symbol

**3** locations



Paralympic symbol

**13** locations



Ariake Cauldron



Statues of the Tokyo 2020 mascot

**5** locations



Olympic Truce Mural

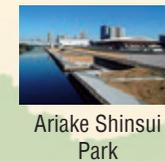
**3** locations



Paralympic Mural

- Olympic and Paralympic names

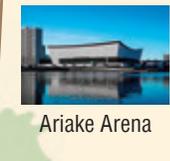
#### Ariake Olympic and Paralympic Park



Ariake Shinsui Park



Ariake Gymnastics Centre



Ariake Arena



Ariake Urban Sports Park

#### Musashino Forest Olympic and Paralympic Park



Musashinonomori Park



Musashino Forest Sport Plaza



Tokyo Stadium

## 4. Participation and cooperation – 2 Established a culture of volunteering



Establish volunteering as a culture, achieving an inclusive society where everyone supports each other

### Key results

- More than **80,000** volunteers participated in the Games, with **96.4%** of the City Casts and **83%** of the Field Casts expressing their willingness to keep taking part in volunteer activities.

### Volunteers who took part in the Games

City Casts

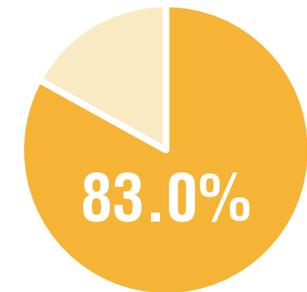
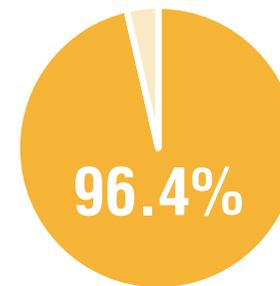
**11,913** people

Field Casts

**70,970** people

Number of applicants:  
approx. **240,000**

Percentage of people who expressed their willingness to keep taking part in volunteer activities after the Games



Source: Tokyo 2020 Action & Legacy Report, etc.

### Volunteers' sincere efforts made people smile

Words of gratitude from the athletes and stakeholders.



©Tokyo 2020 / Ryosei WATANABE



City Casts contributed in each field

Professionalism became the power of the Games



©Tokyo 2020 / Erika SHIMAMOTO



Seeing off the athletes with a smile.

\*City Cast: Volunteers managed by the TMG and relevant local governments in areas where competition venues are located. As the representative of the host city, they acted as guides for spectators in the surrounding areas of the competition venues during the Games.

\*Field Cast: Volunteers managed by the Tokyo 2020 Organising Committee. They engaged in a range of activities to support operation of the Games at the Games-related facilities, such as the competition venues and the Olympic and Paralympic Village.

# 4. Participation and cooperation – 2 Established a culture of volunteering

## Initiatives before 2020

### Trained volunteers to support the Games

- ◆ Trained secondary and high school students to be tourism volunteer candidates
- ◆ Supported companies that allow their employees “volunteer leave”



#### Hospitality language volunteers for foreigners:

About **54,000** people

\*Training courses were held from FY 2015 to FY 2019.

#### Tourism volunteer registration

**847** people (FY 2012) → **2,348** people (FY 2021)



- ◆ Trained City Cast members and gave them information including an overview of the Games, how to be prepared, and how to interact with people with impairments



### Content of volunteer activities at the Games

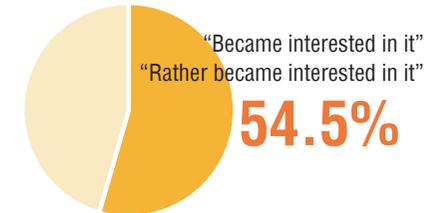


Guiding school children to the venues



Providing support for running events at the venues

Did you become interested in participating in volunteer activities through the Games?



Source: FY 2021 Internet Metropolitan Government Monitoring Questionnaire results

## Initiatives after 2020

### Develop multidimensional support in response to the enthusiasm of volunteers and further expand volunteer activities that put smiles on people’s faces during the Games

Goal: **More than 40%** of Tokyo residents take part in volunteer activities (2030)

- ◆ Provide information about volunteer activities in not only sports but also other fields through the portal site
- ◆ Provide opportunities for volunteer activities for the Games-related, sports-related and other events even after the Games

- ◆ Expand the viewpoints of participants by disseminating various information including enrichment of attractive contents to interest a broad range of people such as people with no experience in volunteering or young people

Number of volunteers registered (As of December, 2022)  
**Approx. 10,000** people



Select activity information!

Learn about volunteer activities

Communicate with fellow volunteers



Tokyo Para Spo & Support  
Provide information about volunteer activities for para sports



Volunteer activities at the Games-related events

# 5

## Culture and tourism



1 Developed cultural programmes

2 Made Tokyo one of the world's leading tourism cities

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## 5. Culture and tourism – 1 Developed cultural programmes



### Key results

- Over a 5-year period\*, approx. **39 million** people from around the world participated in approx. **160 thousand events** held as part of the cultural programme, Tokyo Tokyo.

\* From the end of the Rio 2016 until September 2021.

- Tokyo residents' willingness to participate in cultural experiences increased from 45.1% in 2019 to **75.3%** in 2021 following the Games.

### Number of cultural events and participants



[Events]

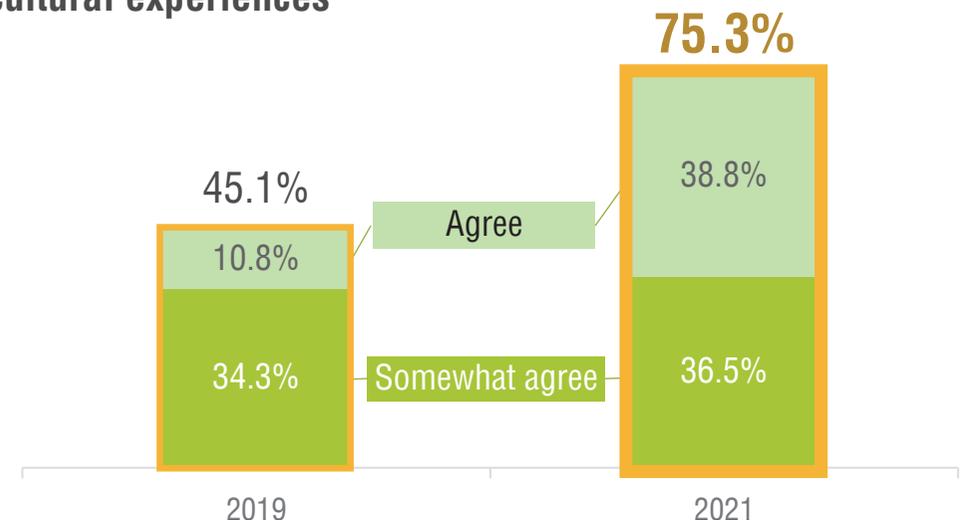
Approx.  
**160 thousand**

[Participants]

Approx.  
**39 million**



### Percentage of Tokyo residents willing to participate in cultural experiences



Source: Tokyo Culture Strategy 2030 (Tokyo Metropolitan Government)

## Initiatives before 2020

### Held the Tokyo Tokyo FESTIVAL

- ◆ Hosted the Tokyo Tokyo FESTIVAL Special 13 and a variety of other programmes to generate excitement around the Games from a cultural perspective

#### Super Wall Art Tokyo



Huge wall art using symbolic buildings as canvases

"Super Wall Art Tokyo" Drill Inc.

#### TURN



Artists and welfare facility users/staff jointly developed programmes.

TURN FES 5 (2019) Photo: Hajime Kato

### Promoted Tokyo's rich artistic culture overseas

- ◆ Held various cultural events and promoted them globally

#### Tandem Paris-Tokyo 2018

A total of **21** programmes implemented



Tandem Paris-Tokyo 2018 FUROSHIKI PARIS Photo: Yujiro Ichioka (TAM. inc)

### Created environments where everyone can experience arts and culture

- ◆ Created a centre for displaying, exchanging, and promoting Art Brut\* in Shibuya

\*Art created outside existing artistic conventions by people without any exposure to art education



Exterior of the Tokyo Shibuya Koen-dori Gallery Photo: Akira Nakamura

### Promoted efforts to keep culture alive during the pandemic

- ◆ Supported the creative activities of artists and others forced to limit themselves during the pandemic. Created a special website to promote their activities.



**Individual**  
Approx. **7,700** projects  
**Group**  
Approx. **600** projects

\* As of March 2022

## Initiatives after 2020

Goal: **70%** of people enjoy cultural environment (2030)

\*Result for 2022: 49.8% (*The Opinion Poll on Citizens' Life* conducted in January 2023)

### Make arts and culture more accessible

- ◆ We provide assistance for art or cultural activities done by residents.
- ◆ Provide opportunities for children to experience art and culture.



### Achieve affluent lives and an inclusive society

- ◆ As the host city of the Games, Tokyo holds international conferences aimed at Arts and Social Inclusion based on Diversity and Harmony (every other year).
- ◆ Tokyo holds summer sessions (pre-international conferences) to spread knowledge obtained at international conferences domestically and evolve it into new efforts.



\* [International Conference on Open Access to Culture] (2022)

### Propose new expressions of art and how to enjoy them by utilising digital technologies and other means

- ◆ The Civic Creative Base Tokyo (CCBT) was established as a hub for creating new art and designs by the use of digital technologies. (October 2022)



### Support artists and other creators to continue their expression activities

- ◆ We provide ateliers for artists at inexpensive prices and encourage community residents to interact with them.



## 5. Culture and tourism – 2 Made Tokyo one of the world's leading tourism cities

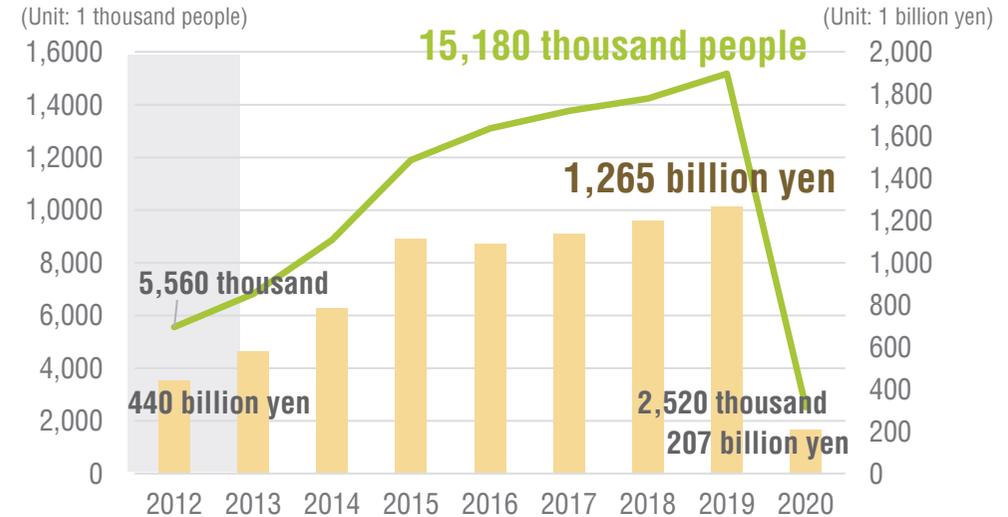


**Make Tokyo an international travel destination**

### Key results

- – The number of foreign tourists visiting Tokyo increased from 5,560 thousand in 2012 to **15,180 thousand** in 2019.
- The travel consumption of foreign tourists visiting Tokyo increased from 440.1 billion yen in 2012 to **1,265 billion yen** in 2019.
- **Japan ranks highly** as a country/region people wish to visit after the COVID-19 pandemic ends among both Asian and Western countries (Europe/ North America/ Australia).

### Number of foreign tourists visiting Tokyo Travel consumption of foreign tourists visiting Tokyo

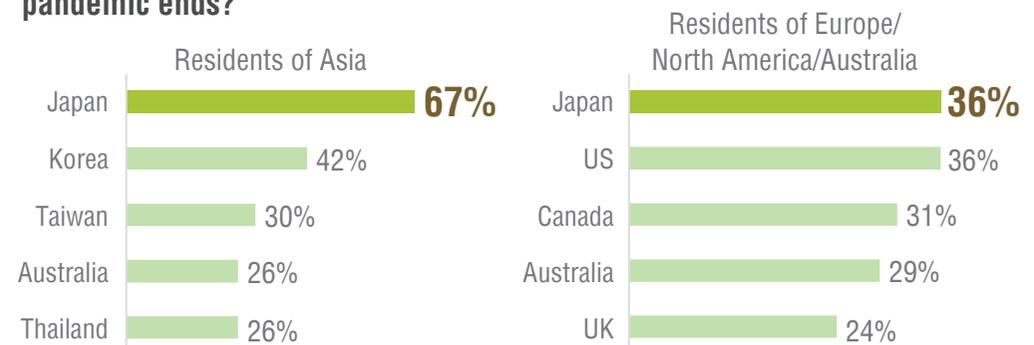


#### Impact of the COVID-19 pandemic

- In 2020, the number of international tourists around the world fell by 73.1% vs the previous year.
- In the same year, the number of foreign tourists visiting Japan fell by 87%, and the number of foreign tourists visiting Tokyo fell by 83%.

Source: UNWTO, Japan National Tourism Organization (JNTO), Fact-finding Survey on the Number of Foreign Tourists Visiting Tokyo, Etc. (Tokyo Metropolitan Government)

### Which country/region would you like to visit after the COVID-19 pandemic ends?



Source: Development Bank of Japan, Japan Travel Bureau Foundation (May 2021)

# 5. Culture and tourism – 2 Made Tokyo one of the world's leading tourism cities



## Initiatives before 2020

Made Tokyo a welcoming and comfortable city for international travellers

- ◆ Created general tourist information centres
- ◆ Used digital signage and tourist information signs to provide multilingual sightseeing information.

Tourist information centres:  
**212** in total  
(end of July 2021)



Digital signage:  
**116** in total  
(end of March 2021)



Tourist information signs:  
**554** in total  
(end of March 2021)

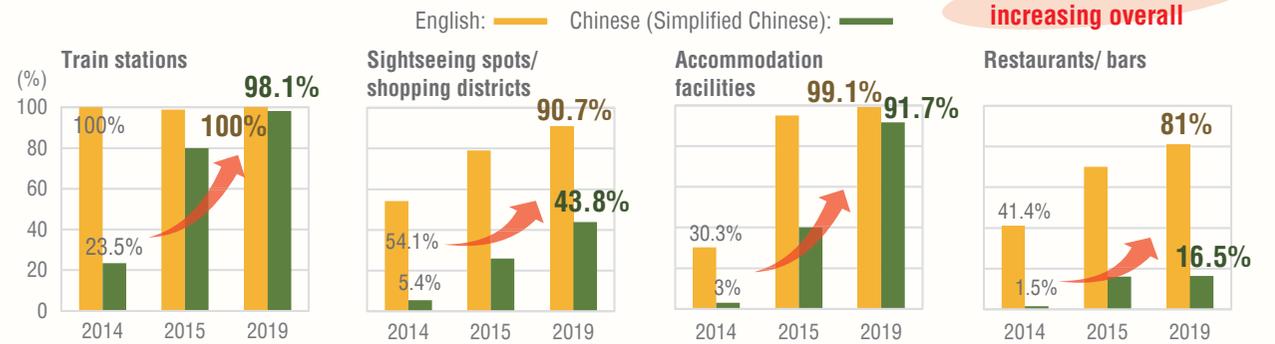


Effectively rolled out initiatives to promote Tokyo and Tokyo Tourism

- ◆ Used icons to effectively communicate the appeal of Tokyo to an international audience.
- ◆ Supported the development of online sightseeing tours of Tokyo



### <Cross-year comparison of the status of multilingual support>



Source: Survey Regarding Multilingual Displays/Signage (2020 Tokyo Olympics and Paralympics Multilingual Support Council)

Multilingual support is increasing overall

## Initiatives after 2020

Make Tokyo an attractive city to people around the world with a diversity of attractions and make them want to visit the city over and over again

Goal: **More than 30 million** foreign tourists visit Tokyo (2030)  
**More than 2.7 trillion yen** in travel consumption by foreign tourists visiting Tokyo (2030)

### Use the Olympic and Paralympic legacy

- We publicise the legacies of the Tokyo 2020 Games, sightseeing spots, and other information about Tokyo and neighbouring prefectures to abroad.



### Promotion to the world

- Tokyo disseminates its appealing points from a viewpoint of food through social media or other means by inviting influencers or other people.

### Promote tourism visiting other regions around Japan from Tokyo

- We conducted promotional campaigns in cooperation with local governments across Japan such as enhancement of overseas promotional activities aimed at Expo 2025 Osaka, Kansai, Japan.

Website disseminating information about tourism routes between Tokyo and regions throughout Japan



### Sightseeing promotion through metaverse

- Utilising a metaverse space, sightseeing promotion activities were conducted through experience-based games, events, and other programmes.



### Provide intensive support for attracting/holding international conferences

- We enhanced our assistance, including aid for costs of making a bid or holding a conference to organisers and assistance for holding an eco-friendly MICE.

# 6

## Education and diversity



- 1 Achieved an inclusive society
  - 2 Promoted a barrier-free environment
  - 3 Youth and education
-

## 6. Education and diversity – 1 Achieved an inclusive society



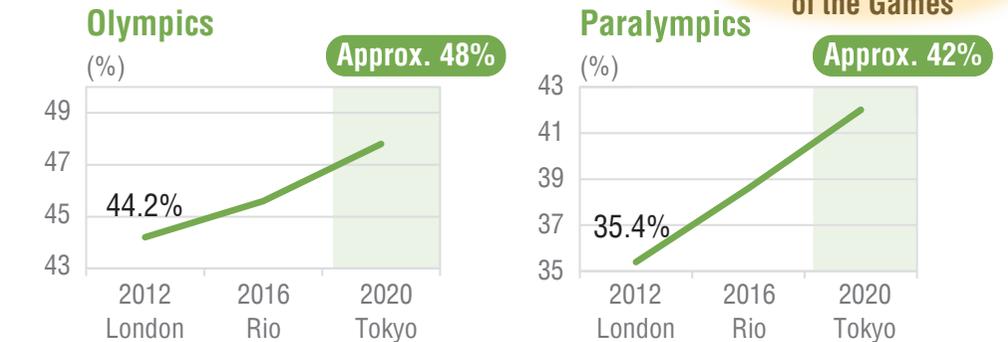
**Make Tokyo an inclusive city where people of all kinds support each other**

Tokyo 2020 / Shugo TAKEMI

### Key results

- The percentage of female athletes was **the highest in the history** of the Games.
- The recognition of the concept of a barrier-free mindset increased to **50%**.
- The number of people with impairments employed by private companies in Tokyo increased from **141 thousand** in 2012 to **approx. 219 thousand** in 2021.

### Percentage of female athletes at the Tokyo 2020 **Highest in the history of the Games**

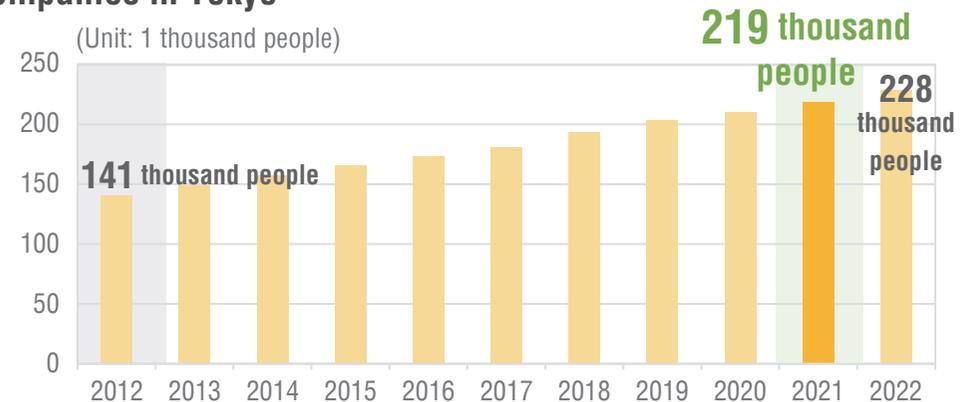


### Tokyo residents' recognition of the concept of a barrier-free mindset



Prepared based on the *Collection of Case Examples and Attitude Survey Regarding Barrier-free Mindset and FY 2021 Basic Survey on Health and Welfare*

### Number of people with impairments employed by private companies in Tokyo



(Source) *Summary Results for Status of Employment of People with Disabilities* (Employment Security Bureau, Ministry of Health, Labour and Welfare)

# 6. Education and diversity – 1 Achieved an inclusive society



## Initiatives before 2020

### Promoted initiatives to realise the spirit of the Olympic Charter

- ◆ Enacted the “Ordinance Seeking Realisation of the Principle of Respect for Human Rights” (fully enforced in April 2019)
- ◆ Held the Human Rights Festa to promote human rights awareness
  - Cumulative total of **72,000 attendees** (FY2015 to FY2021)



Human Rights Festa Tokyo 2021  
“Inclusive City Tokyo”

### Created a safe and inclusive city that is supportive of international residents

- ◆ Published Life in Tokyo: Your Guide to provide useful information to non-Japanese residents to help them live a more comfortable life
- ◆ Supported Japanese language classes in the communities

**Population of foreign nationals living in Tokyo**  
2012: Approx. 410,000    2023: Approx. 580,000



### Fostered mutual respect regardless of impairment status

- ◆ Environmental improvements based on the guidelines
- ◆ Promoted actions to eliminate various barriers
- ◆ Enacted the “Ordinance to Promote Understanding of and Prohibit Discrimination Against People With Impairments” (Enforced in October 2018)
- ◆ Raised awareness about the Help Mark and Help Card so that people requiring support and attention receive the help they need



### Recognition of Help Mark: **87.9%**

Source: FY 2021 Internet Metropolitan Government Monitoring Questionnaire results

Help Mark originating in Tokyo became a standard symbol used nationwide

### Promoted female advancement

- ◆ Accelerated the social mindset through promotion of women’s participation in decision making, men’s involvement in housework and child-rearing, and other measures.

**Rate of female members at TMG’s Council, etc.: 40.7%** (August 2022)

## Initiatives after 2020

Goal: Increase employment of people with disabilities by **40,000** (2021-2030)

### Recognition of an inclusive society felt at Tokyo 2020

- A variety of people actively participated in the march at the opening and closing ceremonies
- Paralympians competed with energy, transcending their limits



© Tokyo 2020 / Ken Ishii



© Tokyo 2020 / Shugo TAKEMI

- A record number of athletes came out as **LGBTQ**
- The ratio of female athletes was the highest in the Games’ history

And more

## Further improve diversity and inclusivity in every policy

### Development of an environment where everyone can live in ways they like

Establishment of the Tokyo Partnership Oath System (November 2022)

- Certifies partnership filed by sexual minority couples
- Partly revised the “Tokyo Metropolitan Government Ordinance Seeking Realisation of the Principle of Respect for Human Rights Outlined in the Olympic Charter” (June 2022)



### Deployment of efforts based on the Sign Language Ordinance, etc.

- Spread and build awareness about sign language and strengthen expertise of sign language interpreters and other specialists



### Promotion of inclusion in places for learning

- Create a guidance handbook for high school teachers to improve Japanese lessons for foreign students

### Employment support tailored to each person

- Hold employment support events for people with impairments



### Expansion of inclusive parks

- Hold periodic events for promoting and educating on the use of playground equipment



“Everyone’s plaza” in Kinuta Park

### Linking to everyone’s actions

- Reorganise Human Rights Festival to be a symbolic event for passing on the Games’ vision

## 6. Education and diversity – 2 Promoted a barrier-free environment

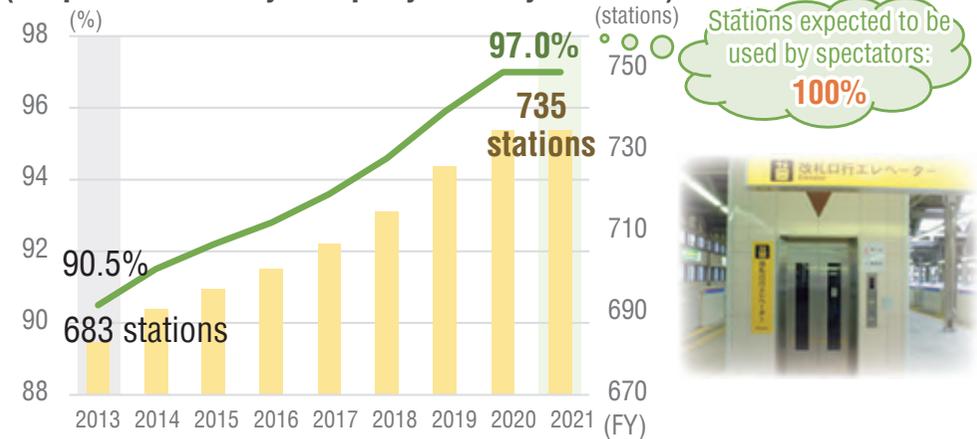


Use the Games as an opportunity for rolling out universal design initiatives across Tokyo

### Key results

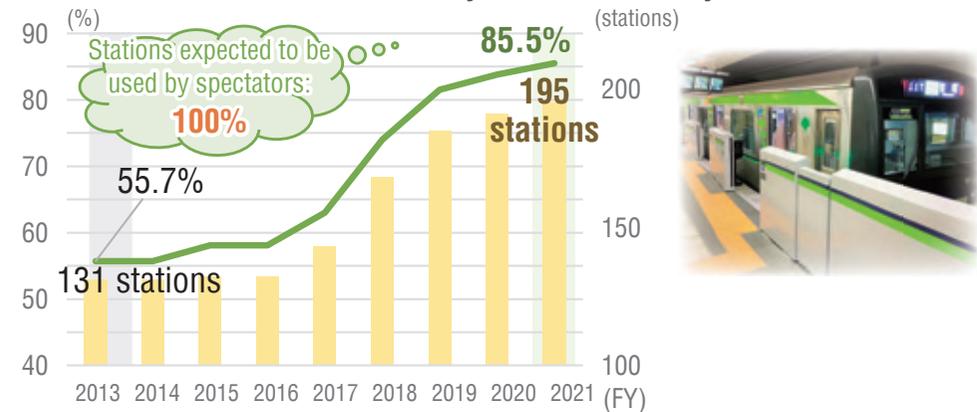
- Stairs eliminated (e.g. by installing lifts) at **97%** of railway stations in Tokyo.
- Platform screen doors installed at **85.5%** of subway stations in Tokyo.
- Approx. **560 km** of TMG-managed roads have been made barrier-free.
- Approx. **3,200** barrier-free guestrooms have been secured in Tokyo.

### Stairs eliminated by installing lifts at railway stations in Tokyo (JR/private railway company/subway stations)



Source: Progress Status of Implementation of Barrier-free Design in Tokyo

### Platform screen doors at subway stations in Tokyo



Source: Progress Status of Implementation of Barrier-free Design in Tokyo

### — Use of new technologies —



#### Example : QR Guide System

- Guide to a destination via voice by reading a QR code attached to the Braille block with the app at a station.

Source: Lynx Corporation HP <https://www.linkx.dev/shikai>

# 6. Education and diversity – 2 Promoted a barrier-free environment

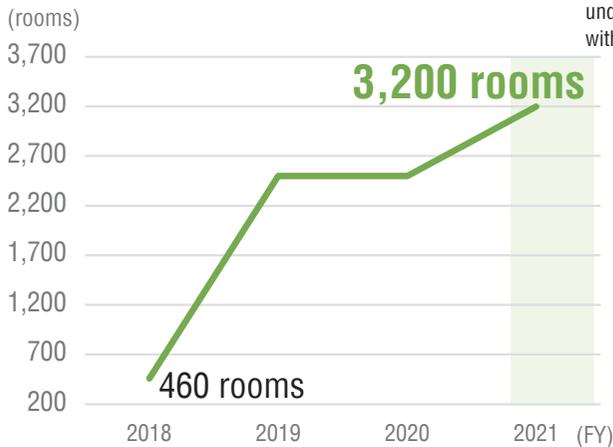


## TMG-managed Roads (new construction/development since FY 2015)



\*1 Roads designated as priority development roads based on the Tokyo Metropolitan Road Barrier-Free Promotion Plan.  
 \*2 Roads specified by the national government as roads expected to be used by a large number of elderly people, people with impairments, etc., in accordance with the Barrier-Free Act.  
 \*3 Excludes sections that overlap with priority maintenance roads (30 km)

## Accommodation in Tokyo



\*Total of guestrooms for wheelchair users prescribed under the law and regular guestrooms that comply with the new ordinance.



Established the barrier-free standards for regular guestrooms (March 2019)

## Initiatives before 2020

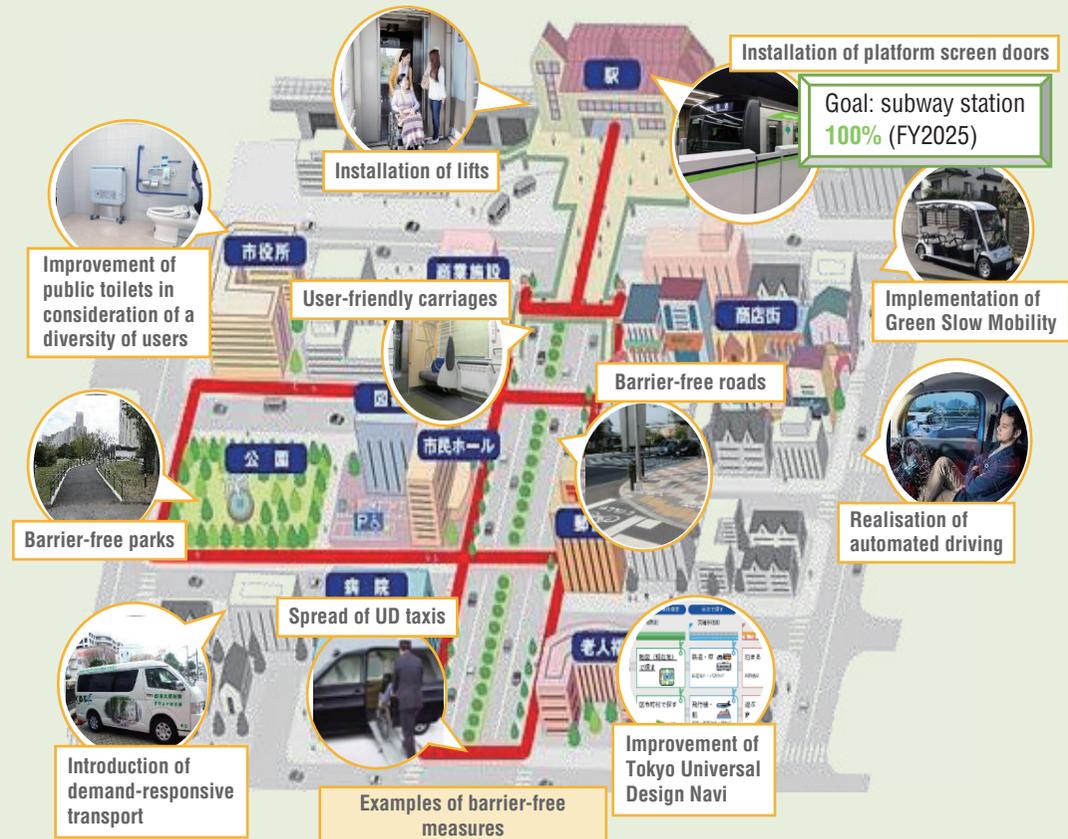
### Promoted barrier-free access

- ◆ Promoted development of railway stations, roads, accommodation, etc.

## Initiatives after 2020

### Use universal design principles to guide urban development throughout Tokyo

- ◆ Strongly support municipalities to guide entire urban barrier-free development in both tangible and intangible perspectives
- ◆ Expand the participation of the parties involved to maintain the systems from the users' perspective





## Foster an enduring Olympic and Paralympic Spirit in the next generation

© Tokyo 2020 / Uta MUKUO

### Key results

- **Developed five qualities in children through Olympic and Paralympic educational content.**
  - Volunteer mindset **75%**
  - Understanding of people with impairments **92%**
  - Sports-oriented mindset **92%**
  - Sense of self-awareness and pride in being Japanese **87%**
  - Rich international sense **80%**

\*Combined percentage of respondents who answered they were “Able to foster [the quality] well” or “Able to foster [the quality].”

Were you able to foster five qualities in students through Olympic and Paralympic educational content?

Very well (dark green), Well (light green), Not very well (grey), Never (dark grey)

#### Volunteer mindset



#### Understanding of people with impairments



#### Sports-oriented mindset



#### Sense of self awareness and pride in being Japanese



#### Rich international sense



- Survey subjects: All 2,297 public schools and kindergartens in Tokyo.
- Survey period: August to September 2021

Source: *Olympic and Paralympic Education Results Questionnaire Survey (2021)*

# 6. Education and diversity – 3 Youth and education

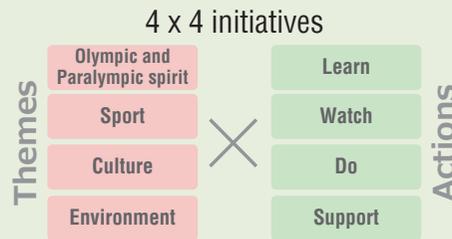


## Initiatives before 2020

### Presented Olympic and Paralympic educational content at all public schools in Tokyo

- Carried out a variety of initiatives using four actions under four themes

Public schools in Tokyo: approx. **2,300** schools  
 Students: approx. **1 million** people  
 Timeframe: **35 hours × 6 years**  
 (FY 2016-2021)



- Distributed the Olympic and Paralympic Scholastic Reader and other educational materials.



### Participated in the Games-related events

- Mascot selection  
 For the first time in the Games' history, the mascots were chosen by primary school children throughout Japan.

All public schools in Tokyo (total: **1,330**) participated.



- Promoted four projects for developing five qualities

**Tokyo Youth Volunteer**  
 Supported activities through the Tokyo Youth Volunteer Bank



**Smile Project**  
 Paralympic Event Support Schools



Number of registered schools:  
**591** schools  
 (As of June 2021)

Designated schools:  
**100** schools  
 (Total number for FY 2017-2021)

**Dream and Future Project**  
 Give children an opportunity to directly interact with Olympians



**Global Friendship Project**  
 Exchange emails/letters with overseas schools



Participating schools:  
 Approx. **1,400** schools  
 (Total number for FY 2017-2021)

Cooperating embassies:  
 more than **80** countries

- Flower Lane Project  
 Flowers grown by children were displayed at the competition venues.



- Watching the Paralympic Games (spectator project collaborated with schools)



Approx. **10,000** children watched the Games

- Let everyone's voices reach the athletes!  
 Children sent video messages of cheer to the athletes.

Approx. **280** schools participated

## Initiatives after 2020

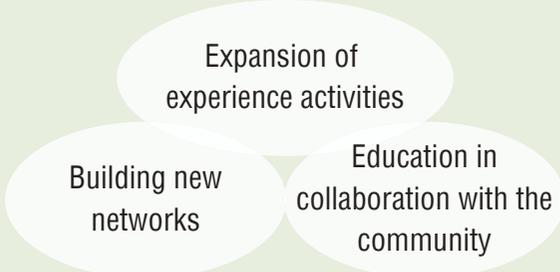
### Created the legacy

### Actions taken by schools will develop into continuing educational activities as the School 2020 Legacy.

- School 2020 Legacy**

Continue and expand international exchange, volunteer activities, etc.

- Use Tokyo 2020 assets (competition equipment, etc.)



Implemented in **all public schools in Tokyo**  
 (FY 2023)



Use assets that students can actually use in school classes, etc.



# 7

## Environment and sustainability



1 Achieved Zero-Emission Tokyo

2 Achieved a sustainable and comfortable city

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# 7. Environment and sustainability – 1 Achieved Zero-Emission Tokyo

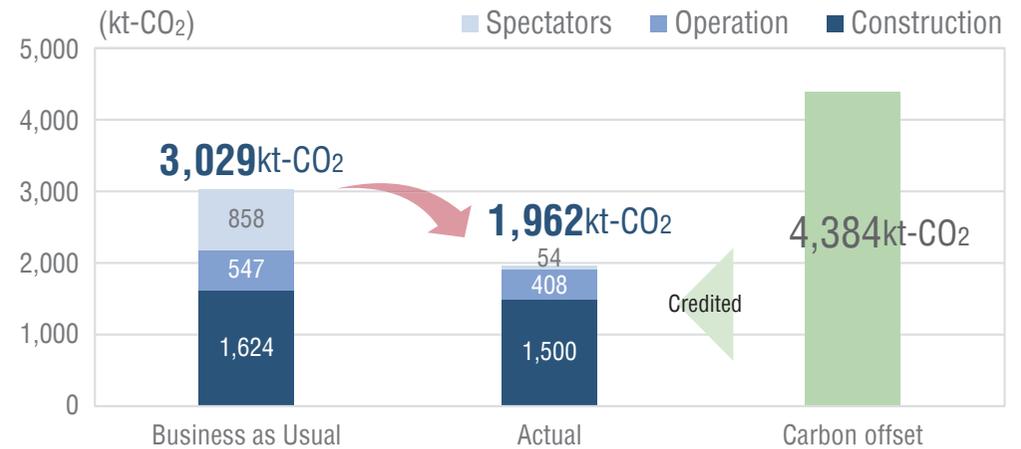


Further develop the leading-edge initiatives introduced at the Games to achieve Zero-Emission Tokyo

## Key results

- At the Games, **1067 kt-CO<sub>2</sub>** were reduced compared to business as usual when no extraordinary measures were taken.
- Achieved **100%** renewable energy for electricity used to run the Games.

## Carbon footprint of the Tokyo 2020 Games



## Electricity used to run the Games

Achieved **100%** renewable energy



Source: Sustainability Post-Games Report.

## [Tokyo as a whole] Trends in greenhouse gas emissions

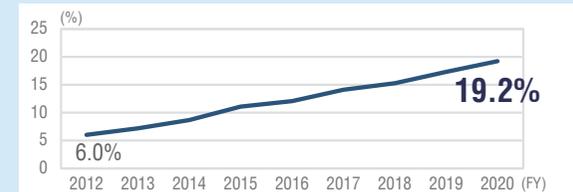
Greenhouse gas emissions fell to 59.9 million t-CO<sub>2</sub> in FY 2020



Source: Bureau of Environment homepage

## [Tokyo as a whole] Trends in percentage of renewable energy usage

Percentage of renewable energy usage increased to 19.2% in FY 2020.



Source: Tokyo Environmental Master Plan

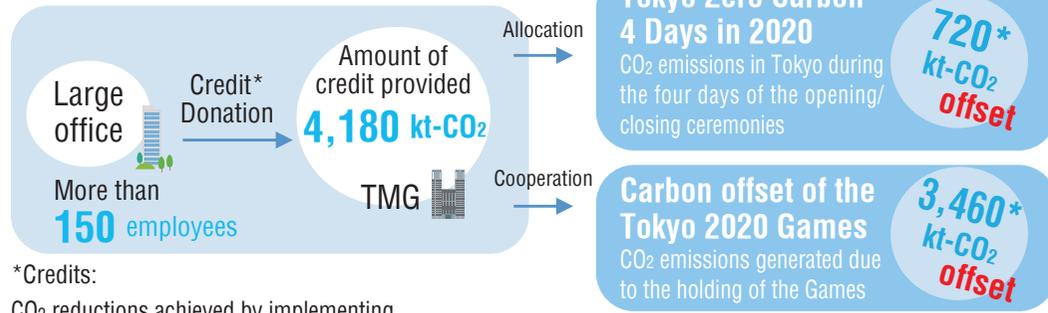
# 7. Environment and sustainability – 1 Achieved Zero-Emission Tokyo



## Initiatives before 2020

### Promoted energy efficiency and renewable energy

Achieved carbon negative Games



\*Credits:  
CO<sub>2</sub> reductions achieved by implementing reduction initiatives through the programme

\*Amount of credit provided by the TMG:  
The TMG and Saitama Prefecture implemented carbon offsetting during the Olympic and Paralympic Games with carbon credits totaling 4.38 million t-CO<sub>2</sub>.

- ◆ Used renewable energy at metropolitan facilities and competition venues.



## Vehicles running in Tokyo shifted to zero-emission vehicles (ZEVs)



Low-pollution, low-fuel consumption vehicles at the Games

**95%** out of **2,654** passenger cars

- ◆ Encouraged the use of more ZEVs, including electric vehicles (EVs), fuel-cell vehicles (FCVs), and plug-in hybrid vehicles (PHVs).

[Tokyo as a whole]  
Penetration rate of non-gasoline cars among new passenger vehicle sales in Tokyo  
FY2015: **32.3%** FY2021: **48.8%** Goal for 2030: **100%**  
\* Including Kei Car: 45.9%

## Support for introduction of hydrogen equipment



[Tokyo as a whole] Construction of hydrogen stations  
FY2014: **4** locations FY2021: **23** locations Goal for 2030: **150** locations

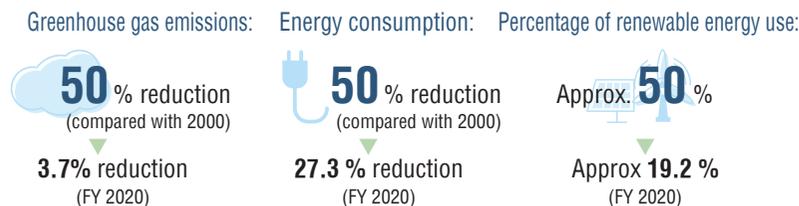
At the Games, hydrogen was used for the Olympic cauldron and the torches for the relay for the first time.



## Initiatives after 2020

### For realisation of the 2030 Carbon Half

Policy targets and current status of the 2030 Carbon Half



### Strengthen assistance measures and systems to expand use of renewable energy

- ◆ Strongly drive assistance measures for making it obligatory to install solar panels on newly built houses, etc. and increase use of renewable energy in houses, etc.
- ◆ Utilise a cap and trade scheme, etc.



## Accelerate environmental improvement for facilitating the spread of zero-emission vehicles

- ◆ Include EV trucks, etc. in targets of the subsidy which is granted depending on the sales results to increase sales.
- ◆ Proceed with the installation of charging stations in collective housing such as condominium buildings, etc. and on public roads.



## Create a hydrogen model town

- ◆ Provide Japan's first hydrogen supplies through pipelines.



**Olympic and Paralympic Village after the Games**  
(Drive the development towards the start of the new town in the spring of 2024.)

©Designated Builders of the Type 1 Urban Redevelopment Project in the West Harumi 5-Chome District



## Hold sustainable Games to make Tokyo a sustainable and comfortable city

© Tokyo 2020 / Uta MUKUO

### Key results

- Achieved **99%** of reusing or recycling of items procured for the Games.
- Recycled **62%** of 2,900-ton waste generated during the operation of the Games.

### Promotion of reuse and recycling at the Games

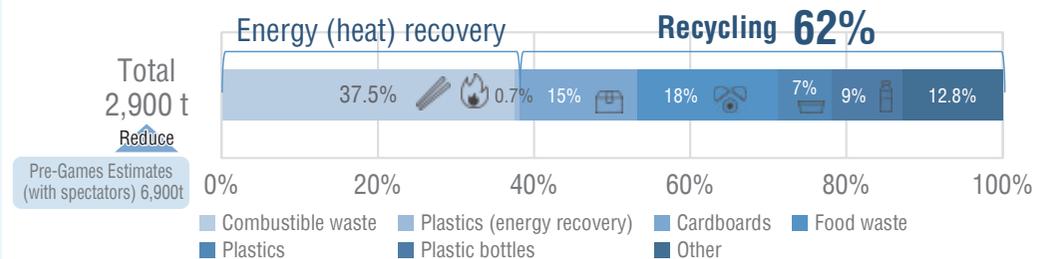
#### Procurement of items

	Area (Examples of target items)		Weight (t)
Lease, rental or purchase	Consumer appliances Furniture	Electronic, Medical, Sporting equipment	12,946
Construction work	Air conditioning Water heater	Modular housing tents	33,427
Other	Venue decorations		200
<b>Total</b>			<b>46,574</b>

**99.97%**  
were reused/recycled  
(46,560 tons)

#### Waste generated during the Games

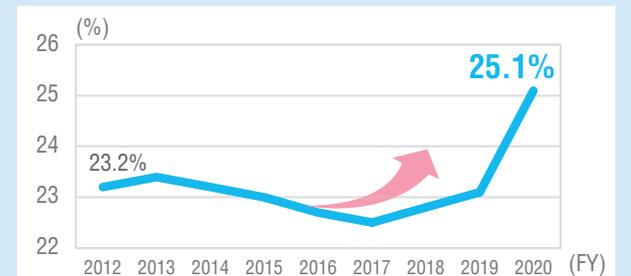
Amount of waste generated and recycling rate



#### [Tokyo as a whole]

Tokyo's recycling rate of municipal solid waste increased to 25.1% in 2020.

#### Tokyo's recycling rate of municipal solid waste

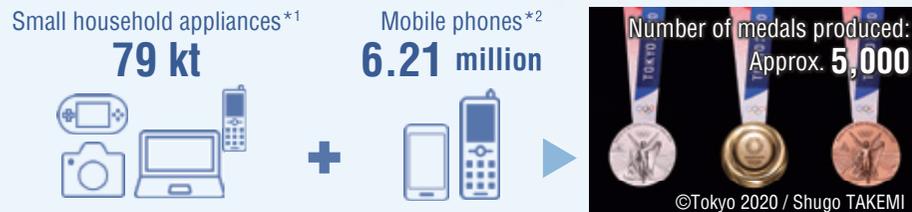


Source: Tokyo Municipal Cleaning Project Annual Report

## Initiatives before 2020

### Used resources sustainably

- ◆ “Tokyo 2020 Medal Project”  
Medals made from small household appliances collected from around Japan



\*1 Amount collected by local government bodies nationwide  
\*2 Amount collected by mobile phone companies

### Reduced single-use plastics and made cyclic use a norm

- ◆ “The Recycled Plastic Podium Project”  
Podiums were made from used plastic containers.
- ◆ TMG supported municipalities’ initiatives to expand separate collection of plastic containers and packaging.



## Initiatives after 2020

### Promote recycling of resources that contribute to the shift to a circular economy

Goals (2030): Increase in the recycling rate of municipal solid waste to **37%**  
**40%** reduction in waste plastic incineration (compared to FY 2017), reduce food **loss by half** (compared to FY 2000)

- ◆ Tokyo Circular Economy Promotion Centrer established (April 2022).

- ◆ Create new plastic recycling businesses.

Sharing service of takeaway drink cups



- ◆ Disseminate easy-to-understand information about ethical consumption in cooperation with Tokyo Ethical partners, etc.



Information dissemination/exchange portal	Promote behavioral change
Consulting/matching	Holding symposiums

### Provided comfortable city environment

- ◆ Created cool areas and cool spots around the competition venues to mitigate the summer heat.
- ◆ Held and advertised water-sprinkling events.
- ◆ Citizen participation in Sea Forest Park held tree-planting events, etc.

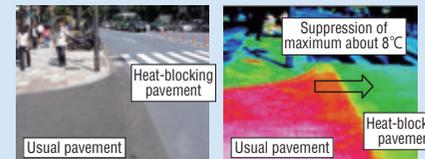


Number of cool spots installed: **56**  
(FY 2015-2020)

### [Tokyo as a whole]

#### Covering of metropolitan roads with heat-blocking pavement (cumulative total)

As a countermeasure against the heat, a total of 170 km of metropolitan roads were covered with thermal shields. (end of 2021)



### Realise Tokyo full of greenery

- ◆ Promote the development of a new marine park adjacent to the competition venues used for the Games.



# 8

## Economy and technology



1 Promoted Smooth Biz

2 Use of technology

3 Use of economic ripple effects

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**Firmly establish Smooth Biz practices so that people are more energised and engaged with their work**

### Impact of COVID-19

• Following the declaration of a state of emergency in April 2020, the telework adoption rate at companies in Tokyo increased to **approximately 60%**.

## Key results

- **73%** of companies worked on reducing congestion during the Games.
- The number of companies participating in Flex Biz increased to **2,537** at the end of FY 2021.
- The TDM (Traffic Demand Management) promotion project has **significantly improved traffic volume on the Metropolitan Expressway during the Games.**

## Efforts to avoid congestion during the Games

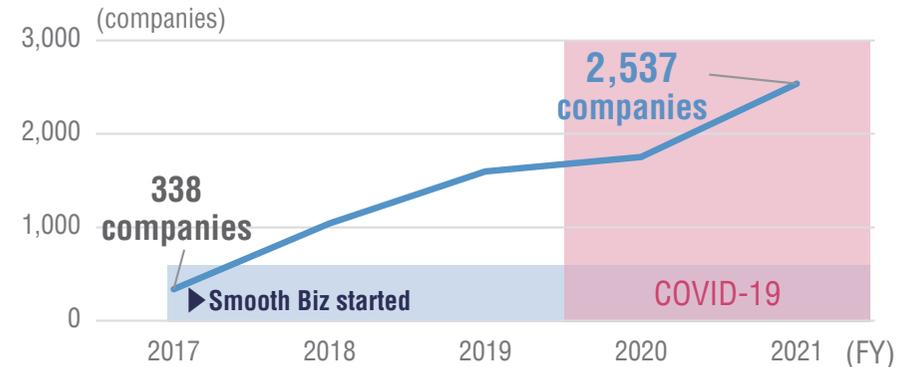


### Main Initiatives



Source: Tokyo Metropolitan Government Survey

## Number of companies participating in Flex Biz



Source: Jisa Biz website

## Traffic volume during the Games



Source: Tokyo Metropolitan Government Traffic and Transportation Initiatives for the Tokyo 2020 Olympics/Paralympic Games and Results



## Initiatives before 2020

**Request issued for the Games period**

Promoted across-the-board TDM initiatives to encourage telework, Flex-Biz (flexible hours, staggered commuting times), and other work-style reforms while reducing traffic congestion during the Games

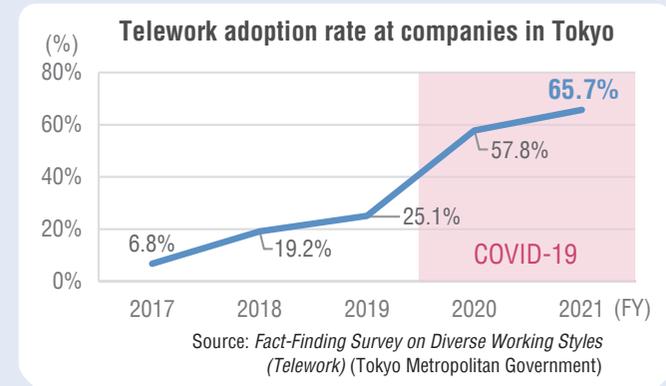
### Flex Biz ▶ Staggered commuting times to avoid rush-hour congestion

- ◆ Used posters and videos in railway carriages and at stations.
- ◆ Visualised traffic congestion on the Flex Biz website.
- ◆ Awarded points from railway companies as incentives.



### Teleworking ▶ More flexibility by working anytime, anywhere

- ◆ Supported companies to improve teleworking environment
- ◆ Used the Tokyo Telework App to provide useful information on local satellite offices.



### 2020 TDM Promotion Project

- ▶ Mitigated congestion during the Games while supporting corporate activities
- ◆ Gave companies the information they need through briefing sessions (**approx. 600 sessions**), websites, and email newsletters (issued **approximately 150 times**).
- ◆ Provided free consultation offering suggestions tailored to individual needs (**approx. 3,800 consultations**).
- ◆ Implemented traffic management based on traffic conditions mainly during peak traffic times.

**910** groups and **approx. 52,000** companies participated



## Initiatives after 2020

### Firmly establish Smooth Biz practices as the Games legacy so that people are more energised and engaged with their work

Goal: **80%** telework adoption rate at companies in Tokyo

- ◆ Utilise know-how acquired through the formulation of action plans to alleviate Games-time traffic congestion for measures for business continuity following disasters, as well as large-scale events, etc.
- ◆ Encourage the development of teleworking environments through consultation and subsidies



Home



Work from familiar locations other than home

Commercial facility, etc.

Hotel or other accommodation facility



New working styles combining work and leisure

Improve teleworking environments

Satellite office





**Achieve “Smart Tokyo” by adopting advanced technology used for the Games**

© Tokyo 2020

## Key results

- Total of **73 robots (12 types)** played active roles at the Games.
- 5G installed in **20 metropolitan-owned venues** and Wi-Fi installed in **19 venues**.
- Providing a new experience of watching competitions through the use of video technology, etc.

## Number of robots used at the Games

**73 robots/12 types**



© Tokyo 2020 / Kenta Harada  
Wheelchair seating service robots

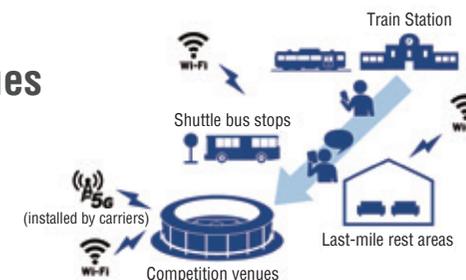


© Tokyo 2020 / Kenta Harada  
Throwing event support robot

## Installed 5G and Wi-Fi in TMG-owned competition venues

5G installed in **20 venues**

Wi-Fi installed in **19 venues**



## Watching the Games using new video technology, etc.

### Combination of 5G and cutting-edge technology



©Tokyo 2020



Photo: Courtesy of Panasonic Corporation

Use of AR projection mapping

### Barrier-free VR watching experience



©Tokyo 2020



© Tokyo 2020/Ryosei WATANABE

Projecting images on the dome ceiling and using ultra-realistic technology

# 8. Economy and technology – 2 Use of technology



## Initiatives before 2020

### Created seamless connectivity

- ◆ Set up 5G and Wi-Fi in TMG-owned competition venues
- ◆ Set up free Wi-Fi hotspots around the city using Tokyo Free Wi-Fi and other services



[Tokyo as a whole]

Number of free Wi-Fi hotspots installed in Tokyo FY2016: 101 locations FY2020: 757 locations

### Used automated driving technologies

- ◆ Promoted projects aimed at social implementation of automated driving
- ◆ 17 automated driving mobility vehicles were introduced as EV loop-line buses in the Olympic Village



### Watching sports events using new imaging technology, etc.

- ◆ Combination of 5G and cutting-edge technology in sailing, swimming, and golf events.
- ◆ A realistic watching experience was provided by projecting images on the dome ceiling and using ultra-realistic technology
- ◆ Provided barrier-free VR watching experience for children with impairments who have difficulties in watching events at the venues

296 students from 13 special-needs schools watched events

- ◆ Using the Omotenashi Guide app, a multilingual broadcasting system delivered text announcements in multiple languages (Japanese, English, (Simplified/Traditional) Chinese, Korean, Spanish and French).

## Initiatives after 2020

### Achieve “Smart Tokyo” where its residents enjoy a high quality of life by adopting advanced technology used for the Games

Get 5G coverage in 100% of the city by 2030

#### ◆ Realisation of a “Tokyo Data Highway”

- Provide assets to the public in collaboration with diverse entities

\*Information about 15,377 TMG-owned facilities is currently made public

[Tokyo as a whole] Installation status of 5G towers (completed and in-progress installations combined) FY2020: 10 FY2021: 149

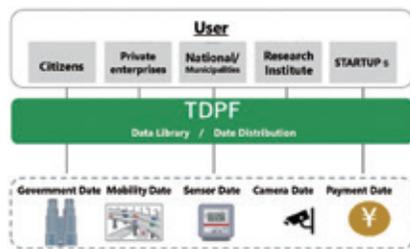
※Installation status using assets owned by the TMG

- Survey on communication environment in Tokyo and elimination of areas with communication difficulties



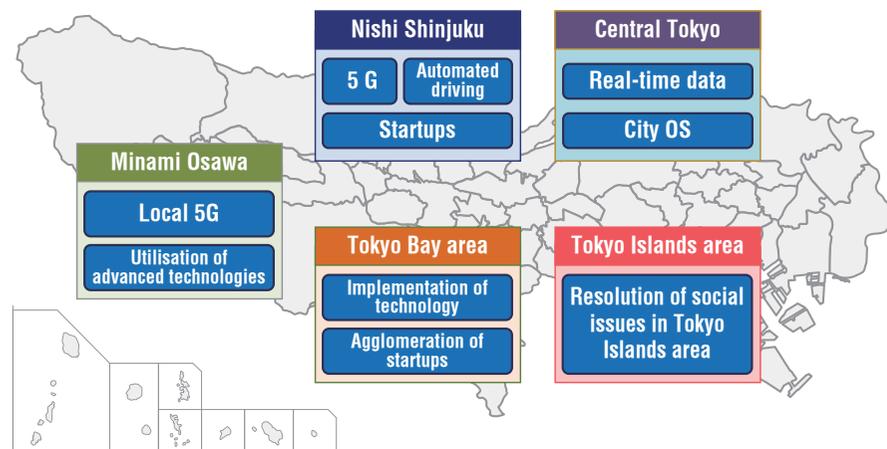
#### ◆ Operate the platform to enhance transmission and utilisation of data

- Operate the Tokyo Data Platform (TDPF) on a full scale to achieve data exchange between the public and private sectors
- Connect the City OSs, etc. in the areas where “Smart Tokyo” projects have already implemented and other areas to advance data utilization in each area or develop services through data aggregation



#### ◆ Enhance initiatives in “Smart Tokyo” pilot areas

- Enhance smart services in advanced implementation areas



- Utilise the power of startups to implement cutting-edge services and accelerate the implementation.

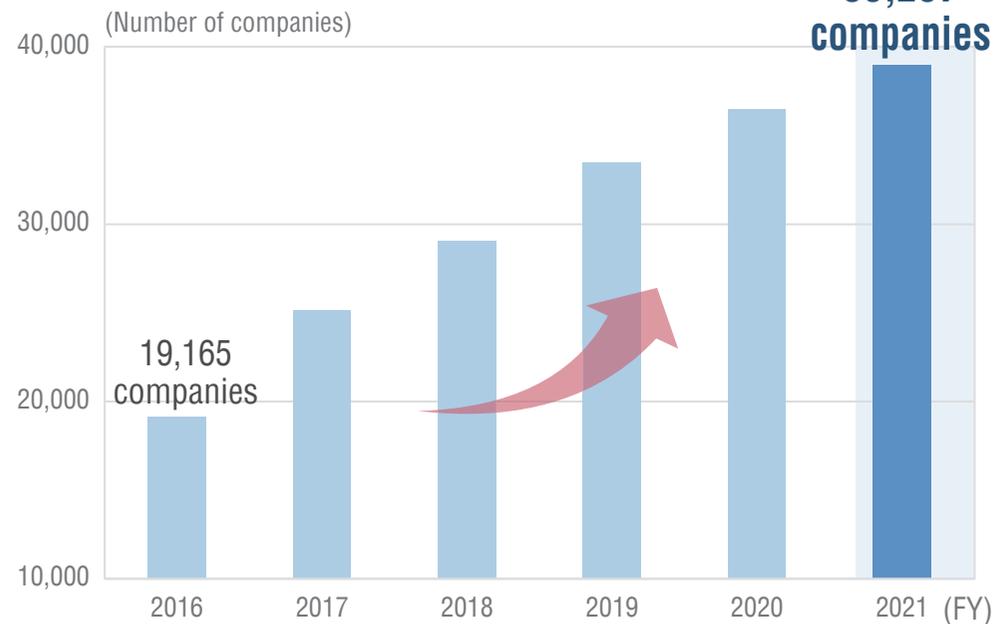


Leverage the economic impact of the Games to drive sustainable economic development for Tokyo and Japan

### Key results

- Number of companies registered with Business Chance Navi, a portal site which provides information on procurement opportunities, increased to **39,297** (2021).

### Number of companies registered with Business Chance Navi (cumulative total)

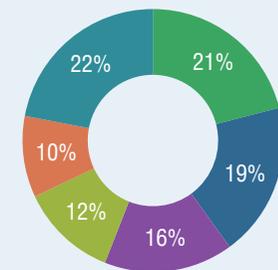


\*A matching site for order-receiving transactions that centrally aggregates information about public-private bidding/procurement

Source: Business Chance Navi website

### Registration ratio by industry

- Service
- Wholesale and retail
- Information and communications
- Construction
- Manufacturing
- Others



(As of the end of January 2023)

# 8. Economy and technology – 3 Use of economic ripple effects



## Initiatives before 2020

### More business opportunities for small and medium-sized companies

- ◆ Used the Business Chance Navi 2020 to help smaller businesses in Tokyo and around Japan do more business

### Created the world's best business city

- ◆ As Tokyo attracted attention as the host city for the Games, created an international business environment ready to take on the world
  - Brought in financial institutions and talent from all over the world
  - Created an environment that is welcoming to foreign residents
  - Expanded green finance markets



### Spread the appeal of locally produced food and wood in Japan including products made in Tokyo

- ◆ Constructed a new Tokyo GAP Certification System that includes the characteristics of urban agriculture.
  - Provision of food ingredients in the Olympic Village
  - For the realisation of sustainable Tokyo agriculture

Number of people acquiring Tokyo GAP Certification: **129 (2022)**

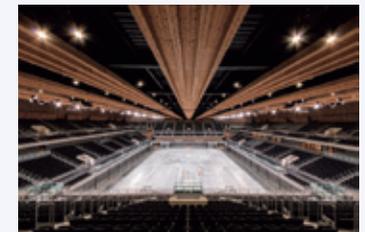
- ◆ Use of Tama-produced lumber and other domestically sourced lumber for the venues.

#### Olympic and Paralympic Village Plaza



Amount of lumber used: **1,300 m<sup>3</sup>**

#### Ariake Arena



Amount of lumber used: **800 m<sup>3</sup>**

## Initiatives after 2020

### Promote continuing growth and development of small and medium-sized companies

- ◆ Equip the Business Chance Navi with functions enabling all processes from conducting business negotiations to concluding contracts to be completed online.

### Make Tokyo one of the most open, economically vibrant, and financially strong cities in the world

- ◆ Become a Global Financial City leading the world, by developing strategic initiatives leveraging Tokyo's strengths.



Drawing financial institutions and talent from all over the world

Leading the world in green finance

Collaborating with overseas financial centres

Nurturing sophisticated financial experts

Promoting Tokyo's outstanding financial services

Second-highest city GDP in the world

Global capital market

High concentration of global corporations

Abundant personal assets

Advanced public transportation network

Safe streets and social stability

Entertainment and delicious cuisine

# 9

## Disaster recovery



## Recovery support for the disaster-affected areas

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## 9. Disaster recovery – Recovery support for the disaster-affected areas



Show the progress of disaster recovery through the Games and promote bonding with disaster-affected areas

### Key results

- **Approx. 40,000** people in total participated in sports exchange programmes with disaster-affected areas in over **11** years (2011-2021).
- Showed the world the progress hard-hit areas have made through the Games.

### Number of participants in sports exchange programmes with disaster-affected areas (2011-2021)



Tohoku-Tokyo 1,000km relay for the Future Grand goal of the relay 2019

Approx. **40,000** people in total over **11** years

Examples of programmes

- Athlete dispatch programmes (approx. 27,000 participants)
- Tohoku-Tokyo 1000-km Relay for the Future (approx. 9,000 participants)

### Showed the world the progress hard-hit areas have made



The Torch Relay and the competitions started from the disaster-affected areas

© Tokyo 2020 / Ken Ishii



Torches were made from recycled aluminium using construction waste generated from temporary housing for reconstruction

© Tokyo 2020 / Shogo TAKEMI



Victory bouquets were made from flowers grown in disaster-affected areas

© Tokyo 2020 / Ken Ishii



Attractive products from disaster-affected areas were introduced to the world through the media

## Initiatives before 2020

### Products from the disaster-affected areas drew spotlight

- ◆ Approx. **5,000** Victory Bouquets were made using flowers grown in the disaster-affected areas.
- ◆ Hydrogen generated in Fukushima Prefecture was used for the cauldron and torches.
  - The torches were made from aluminium scrap generated from temporary housing for reconstruction in the disaster-affected areas.
- ◆ Meals using ingredients from the disaster-affected areas were served at the casual dining area in the Olympic and Paralympic Village



### Sports as a way to promote exchange with disaster-affected areas

- ◆ Sent top athletes to disaster-affected areas and hosted sports programmes
- ◆ Invited athletes from disaster-affected areas to participate in the Tokyo International Youth Football Tournament and play against athletes from abroad in friendly matches
- ◆ Invited students from disaster-affected prefectures to the Tokyo Marathon
- ◆ Invited children from disaster-affected prefectures to participate in sporting events in Tokyo



Tokyo U-14 International Youth Football Tournament

### Showed the world the progress hard-hit areas have made

- ◆ Created videos showing the world how disaster-affected areas are moving forward towards recovery



“See you in Tokyo and Tohoku in 2020”



“See you in Tokyo and Kumamoto in 2020”



“2020 and Beyond: Thank you to the World”

- ◆ Exhibition booth “Recovery and Reconstruction Games” was installed at the Main Press Centre.
  - Panels were also set up at the Tokyo Sports Square to deliver information about recovery/reconstruction.

### Tokyo 2020 Recovery Monuments

Constructed using aluminum scrap generated from temporary houses for reconstruction in the disaster-affected areas. Showed messages from students in the disaster-affected areas.



- During the Games, the monuments were displayed near the Japan National Stadium.

#### Autographs were added:

**178 Japanese medallists**  
IOC President Thomas Bach  
IPC President Andrew Parsons

- After the Games, the monuments were relocated and donated to Iwate, Miyagi, and Fukushima Prefectures in December 2021.

## Initiatives after 2020

### Further deepen exchanges with disaster-affected prefectures as a legacy of connections we have built

- ◆ Exchange events with disaster-affected areas through sport

Hold friendly sports matches and disaster prevention learning programmes at sporting arenas, etc. in disaster-affected prefectures.



- ◆ Proactively promote the appeal of Tohoku products from the three disaster-affected prefectures— Iwate, Miyagi, and Fukushima



Hold domestic and international major tournaments to make the venues where citizens can gather.

Urban Development

Change the whole city into a sporting field where everyone can enjoy sports.

Sports and Health

Attract the world to Tokyo with over 30 million foreign travellers visiting Tokyo by 2030.

Culture and Tourism

2030 Carbon Half

Make newly sold passenger vehicles ZEVs or HVs by 2030.

Environment and Sustainability

VILLAGE

H<sub>2</sub>

Use H<sub>2</sub> produced in Fukushima Prefecture at the Tokyo 2020 Games

Support for Disaster Recovery

## With the full power,

# We will spread our legacy throughout Tokyo

TOKYO Data Highway

Tokyo is ready to connect anyone, anytime, anywhere.

Economy and Technology

Eliminate barriers at the underground stations and build doors on all the platforms.

Education and Diversity

The Tokyo Metropolitan Government Partnership Oath System ensures that everyone lives their life as they like in this city.

Education and Diversity

Remove electric poles on the target Tokyo Metropolitan roads by the 2040s.

Safety and Security

TOKYO FORWARD

## The legacy of the Games in pictures

### “Tokyo 2020 Memories Leading to the Future”

<https://tokyodouga.jp/yzrurjbbx1u.html>



## Future Tokyo: Tokyo’s Long-Term Strategy

The Tokyo Metropolitan Government announced “Future Tokyo: Tokyo’s Long-Term Strategy” in March 2021. In January 2023, we formulated “Future Tokyo: Tokyo’s Long-Term Strategy Version Up 2023” in order to proactively respond to global issues where conventional practices is no longer applicable and to the rapidly declining birthrate.

<https://www.seisakukikaku.metro.tokyo.lg.jp/en/basic-plan/future-tokyo/>



Print No,4(5)

## TOKYO 2020 Legacy Report

Published 2023

<https://www.2020games.metro.tokyo.lg.jp/eng/taikaijyunbi/torikumi/legacy/index.html>



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