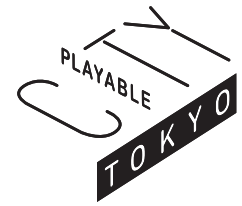


Timetable



Time	Activity	Speaker		
10:00-10:05	Welcome	Matt Burney Director, British Council Japan		
10:05-10:30	International Outlook - inspiration Introducing Playable City and theme for the day	Seiichi Saito Creative and Technical Director, Rhizomatiks Clare Reddington CEO and Creative Director, Watershed		
10:30-10:45	Ice breaker	Hilary O'Shaughnessy Lead Producer, Playable City, Watershed		
10:45-11:05	Keynote presentation	Kei Wakabayashi Director, blkswm publishers		
11:05-11:25	Keynote presentation	Tine Bech Artist and Researcher		
11:25-11:55	Break			
11:55-12:15	Presentation	Motoko Tanaka CEO, Ground Level Inc.		
12:15-12:35	Presentation	Jo Verrent Senior Producer, Unlimited		
12:35-12:55	Presentation	Mathias Poulsen Founder, CounterPlay Festival		
12:55-13:55	Lunch			
Workshops	Group A	Group B	Group C	Group D
14:00-15:05	Activity ① Uchuujin Location: around the conference venue	Activity ② Hack the City Location: WATERRAS Hiroba	Activity ③ Playable City Tokyo 2018 Residency Presentations Location: Room 404 ABC	
15:05-15:20	Travel to next activity			
15:20-16:05	Activity ③ Playable City Tokyo 2018 Residency Presentations Location: Room 404 ABC		Activity ① Uchuujin Location: around the conference venue	Activity ② Hack the City Location: WATERRAS Hiroba
16:05-16:20	Travel back to conference venue			
16:20-16:35	Break			
16:35-17:45	Reflection/cross-talk	Seiichi Saito Clare Reddington Kei Wakabayashi Tine Bech Mie Miwa EAST JAPAN RAILWAY COMPANY, Executive Officer, General Manager Life-style Business Development Headquarters		