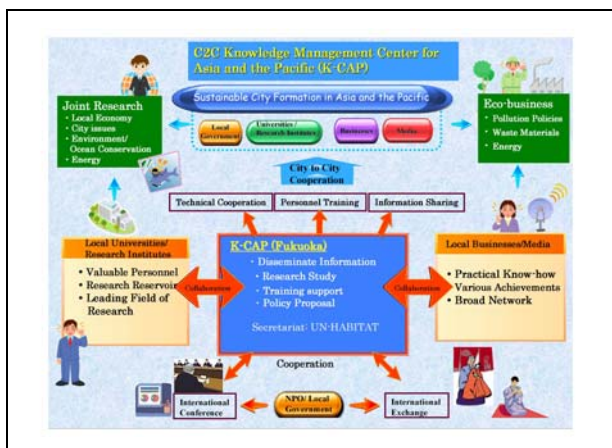


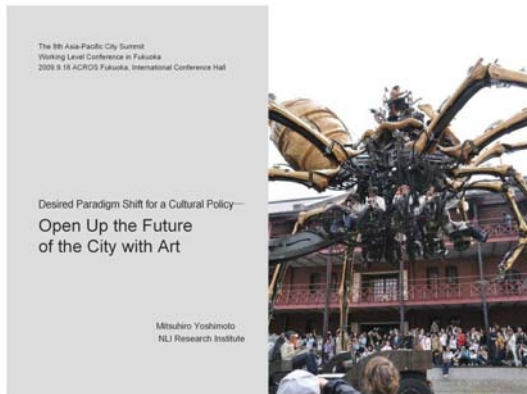
## (2) Information Materials (In order of presentation)

### ① UN-HABITAT FUKUOKA OFFICE (Regional Office for Asia and the Pacific)

<p>The 8th Asia Pacific City Summit</p>  <p><b>UN-HABITAT and Cities with Culture</b></p> <p>Yoshi Noda, Director Regional Office for Asia and the Pacific United Nations Human Settlements Programme</p> <p>September 2009</p> <p>1</p>	<p><i>Cities: Crossroads of Culture, Inclusiveness, and Integration</i> (2004 World Urban Forum Theme)</p> <p><b>Major Issues of the 21<sup>st</sup> Century:</b></p> <ol style="list-style-type: none"> <li>① Worldwide decline in Cultural Diversity</li> <li>② Dramatic Effect of Globalization on Many Cultures</li> <li>③ Half the World's 6,000 Languages are threatened with extinction</li> </ol> <p>September 2009</p> <p>2</p>
<p><i>Harmonious Urbanization: The Challenge of Balanced Territorial Development</i> (2008 World Urban Forum Theme)</p> <p>&lt;Nanjing Call for Harmonious Urbanization #7&gt;</p> <ol style="list-style-type: none"> <li>① Special Attention should be paid to preserving Historical and Cultural Heritage</li> <li>② Protecting Historical and Cultural Heritage is an important means of promoting Peace and Solidarity and Unity.</li> </ol> <p>September 2009</p> <p>3</p>	<p><b>Barcelona (Spain): Best Practice City with Culture</b></p>   <p>'City with revitalized historic centers'</p> <p>September 2009</p> <p>Photo: スペイン政府観光局</p> <p>4</p>
<p><b>Vancouver (Canada): Best Practice City with Culture</b></p>  <p>'The World's most liveable multicultural city'</p> <p>September 2009</p> <p>5</p>	<p><b>Nanjing (China): Best Practice City with Culture</b></p>  <p>'Harmonious city preserving history and culture'</p> <p>September 2009</p> <p>6</p>
<p><b>Cities, Culture and Climate Change</b></p> <p>* Cities in river deltas such as Dhaka, Kolkata, and Rangoon, and port cities in Bangladesh, China, Thailand, Vietnam, and India are at the risk of exposing their assets.</p> <p>UN-HABITAT State of the World's Cities 2008/2009</p> <p><b>Alexandria</b></p> <p><b>With sea level rise of 50cm</b></p> <ul style="list-style-type: none"> <li>Loss of 2 million people's homes and 214,000 jobs</li> <li>Loss of over \$35 billion of tourism and economy value</li> <li>Loss of immeasurable world famous historic and cultural sites</li> </ul>  <p>September 2009</p> <p>7</p>	<p> <b>UN-HABITAT</b> Regional Office for Asia and the Pacific</p> <ul style="list-style-type: none"> <li>Established in: Aug 1997</li> <li>Staff in Japan: 23</li> <li>Field Offices: 94</li> <li>Staff in the Field Offices: about 2,000</li> <li>Countries Covered: 28 Countries</li> <li>Total Budget for Projects in Asia and the Pacific: USD 287,000,000</li> </ul> <p>As of May 2009</p>   <p>8</p>



## ②Keynote Speech: Arts & Cultural Projects, NLI Research Institute



# 1 Outline of a Cultural Policy in Japan and 3 New Trends

### ◎ Past Cultural Policy

- ◎ National government  
(Agency for Cultural Affairs, Japan Arts Council, Japan Foundation, etc.)
  - Preservation and utilization of cultural assets, protection and promotion of traditional culture, promotion of arts and culture, managing national theaters and museums, provision of arts and culture grants, international cultural exchanges, etc.
- ◎ Local government (Prefectures, municipalities, foundations)
  - Maintenance of cultural facilities, provision of art program appreciation opportunities, and promotion of public cultural activities, etc.
- ◎ Private sector and foundations
  - Management of cultural facilities, implementation of cultural programs, mecenat (support for culture) activities, etc.

### ◎ Comparison of Cultural Budgets by Country (Source: The Agency for Cultural Affairs)

Country	Budget (100 Mil. yen)	Per Capita (yen)	ratio (%)	fiscal year	Reference (Budget)
Japan	1,006	787	0.13	2006	Agency for Cultural Affairs FY 2006
France	4,531	7,385	0.86	2006	Ministry of Culture and Communications
Germany	1,010	1,226	0.25	2006	Culture & Media Agency of the Prime Minister/ Federal Republic of Germany
UK	2,886	4,762	0.24	2006	Ministry of Culture, Media & Sport
US	982	326	0.03	2006	① National Endowment for the Arts ② Smithsonian Institute ③ Cultural assets protection at the National Park Division, Department of the Interior
Korea	1,782	3,674	0.93	2006	Cultural Tourism Department, Cultural Asset Agency

1. The ratio of the cultural budget is relative to the total national budget.  
2. Compared with 1 Euro=125 yen, 1 HKD=10 yen, 1 US dollar=108 yen, 1 Won=113 yen (exchange rate at the end of January, 2007).  
3. Compared with the Japanese cultural budget, the budget of the UK, Ministry of Culture, Media & Sport does not include any budget for tourism, sports, broadcasting, etc.  
4. In the US, there is a tax advantage system to encourage private donations and as a result, the amount of direct government subsidies is small.  
5. Compared with the Japanese cultural budget, the Korean Cultural Tourism Department budget excludes any budget for tourism and sports promotion, but includes the budget of the Cultural Assets Agency.

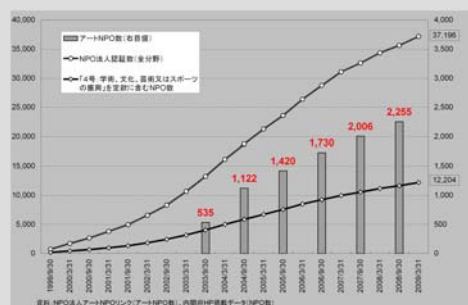
### Trend 1: Expansion of Cultural Policy Domain

- ◎ From arts & culture to "ART", social service with art
- ◎ Education: Establishment and expansion of outreach programs
  - Japan Foundation for Regional Art-Activities, public cultural facilities, art organizations, etc.
  - Art NPO (Artists and children, ST Spot Yokohama, etc.)
  - Arts in Education (AIE), UK Creative Partnerships
- ◎ Health & Welfare
  - Revitalizing those of advanced age (NPO Furano Performance Workshop, ARDA)
  - Art Meets Care Society
  - UK Community Dance (healthcare, medical care, service for the handicapped, etc.)
- ◎ Others
  - Rehabilitation of criminals, disaster prevention, environment, diplomacy, soft power theory, etc.

### Trend 2: Diversification of Bearers of Cultural Policy

- ◎ Emergence of Art NPO
  - Total number of NPOs: 35,659 (2008.9.30)
  - 4 objectives (academic, culture, art or sport): 11,654 cases (32.7%)
  - Art NPO (researched by Art NPO LINK): 535 (03.7) → 1,122 (04.9) → 1,420 (05.9) → 1,730 (06.9) → 2,006 (07.9) → approx. 2,255 (08.9)
- ◎ Emergence of alternative space
  - Art NPO utilizes unused facilities and historic buildings
  - Triggers formation of creative cities
- ◎ Designated Manager System
  - Management of public cultural facilities by the private sector
- ◎ Public Corporation System Reform
  - General foundations and associations, public corporations and associations

### Trend 2: Diversification of Bearers of Cultural Policy



### Trend 3: Tie up with Urban and Industrial Policies

- ◎ Policy development based on the concept of the Creative City
  - Regeneration of heavy industries in the EU that declined through post-industrialization process, through art
  - Sapporo, Yokohama, Kanazawa, Takamatsu, Kitakyushu, etc.
  - Art as software (OS) for urban management
- ◎ The Creative industry as a leading industry  
(13 areas) arts & culture, cinema, design, architecture, advertisement, TV-Radio, computer software → In Japan it is limited to the contents industry (cinema, animation, computer game, etc.)
  - Creative class, creative economy
  - Impact on industry and economy brought by creativity and innovation in art



## 2 Creative Cities Developing Throughout the World



### ● Major Creative Cities in the EU

- Newcastle/Gateshead: Giant art work "Northern Angel" revived shipbuilding technology and citizens' pride
- London: Started "Creative London" policy in 2004 to establish the city to be the creative center of the world. Published "Cultural Audit" in 2008.
- Berlin: Started the "Creative Industry Initiative" in 2004. Published "Report of the survey on the creative industry in Berlin" in 2005. Designated by UNESCO as a "Creative City Network" member.
- Essen: Restored Zollverein, World Heritage Industrial Remains, as a design base. Took a great leap forward with the European Cultural Capital Project (Ruhr2010).
- Nantes: 15% of municipal budget is allocated to cultural policy. Attracts the world with original software such as Folies Jouvances and Royal de Luxe.
- Amsterdam: Uses former sites of huge city gas plants and shipbuilding yards as creative bases for art and creative industry.
- Bologna: Implemented "Bologna 2000" as "European Cultural Capital" in 2000. Established itself as city of cultural tourism.
- Barcelona: Based on "Agenda 21 for Culture", promoted an alliance between cultural policy and other public policies, from the view point of policy integration, in the areas of the economy, education, environment and urban planning.
- Bilbao: Enormous impact on tourism and the economy brought on by the establishment of the Guggenheim Museum. Thereafter promoted regeneration of declined regions and tourism industries through art related activities

### ● Major Creative Cities in North America and Asia-Pacific

- Austin: Based on the 31 proposals in 6 categories, the "Create Austin Cultural Basic Plan" presented the city's policies on promoting art, culture, and the creative industry.
- Vancouver: The "2008-2018 Vancouver New Culture Plan" supports, develops and promotes to enrich and activate city culture and diverse creativity.
- Shanghai: Designated 75 creative industrial sites by the end of 2007. Induced more than 3000 creative enterprises from over 30 countries and regions to create 30,000 jobs.
- Busan: Policy target is to become the Sea Capital of northeast Asia. Culture and tourism budget is 150 billion won (2.3% of the city's total budget). The success of the Busan International Film Festival and the accumulation of its cinema industry promoted Busan as a Visual Culture Industry City.
- Taipei: Taipei City, the bridge over China and the West, takes a 40% share of income of Taiwan's cultural and creative industry. Conducted a cultural index survey in 2007.
- Singapore: Introduced the Renaissance City Plan (RCP) in 2000, followed by RCP II in 2005 and RCP III in 2008, and revitalized the city and promoted its creative industry with art and culture.
- Bangkok: Local groups involved in creative activities increased. The city deals with challenges by incorporating creative city policy and strategy in mid and long term development plans.
- Melbourne: "Creative City" is included as one of its objectives in the city plan until 2020. Budget for arts and culture policies is about 10 million A\$ (approx. 3% to total budget).

### ● Major Creative Cities in Japan

- Received the Agency for Cultural Affairs Director's Award (category of Arts & Culture Creative City):
  - 2007: Yokohama, Kanazawa, Ohmihachiman, Okinawa
  - 2008: Sapporo, Toshima District, Sasayama, Hagi
- Sapporo: Advocates Idea City. The Sapporo Art Village implements human resource development in the field of visual imagery, music, art related software, and sells and rents space for artists.
- Sendai: To promote creative urban development for a more attractive and vibrant city, the city enhances message dissemination using arts and culture in coordination with tourism and other industries.
- Kanazawa: In addition to its unique history and traditional culture, new urban facilities including the Kanazawa 21st Century Museum are fully utilized in promoting the attractive charm of Kanazawa.
- Takamatsu: Through its preparation for the "Setouchi International Art Festival" in 2010, the city promotes reevaluation and vitalization of regional resources including those in the islands of the Seto Inland Sea area.
- Kitakyushu: Implemented the "Kitakyushu e-port Project" to accumulate IT industries with provisions of new IT services, as well as human resource development projects in the field of design and visual image.

※EU諸国の創造都市のスライド

## 3 Japanese Creative Cities Led by Art NPO

### ● Efforts of Yokohama to become an Arts & Culture Creative City

- Goals
  - Realization of a creative environment to attract artists and creators for residence
  - Economic vitalization through "Cluster formation" with creative industries
  - Utilization of attractive regional resources
  - Arts & Culture Creative City through public initiatives
- 4 projects
  - National Art Park Project
  - Formation of creative zone
  - Visual Imagery Culture City
  - Yokohama Triennale

ST Spot

BankART Sakurazaka

Kogen-machi Bazaar

Sleep Slope Studio

BankART 1929 → YCC

BankART 1929 奥田田

BankART Studio NYK

Landmark Museum on the Yamanote Line and Tokyo Bay, Tokyo

③ Impact of facility improvement: approx. 3.9 billion yen

- Visual culture facilities (Bashamichi/Shinko School Buildings of Graduate School of Film and New Media, Tokyo University of Arts) BankART1929Yokohama / BankART2029NYK / BankART-bashi SOKO

④ Impact of programs and creative activities of tenant companies and organizations : approx. 6.5 billion yen

	2004	2005	2006
BankART 1929 Yokohama	73million yen	1,726 million yen	4,066 million yen
BankART Studio NYK			
Bashamichi School Building			
Kakuei BrickWhite			
ZAIM			
Shinko School Building			
Bankokubashi SOKO			
Honmichi Bldg. 456B			

⑤ Impact of visitors to events: approx. 1.6 billion yen

- BankART1929Yokohama / BankART2029NYK / ZAIM
- Increased number of people engaged in exchanges

⑥ Publicity effect of BankART



- ⊙ "Yokohama Declaration" Sept.6, 2009
- ⊙ Regeneration of coastal area, the original sea port zone close to the city center, and development toward suburbs



Ⓢ Art NPO: Public organization with strong convictions in the value and power of art

- National Art NPO Forum
  - 1st Forum 2003.10.12-13(Kobe): Connect art and society
- Statement

We confirmed that art is indispensable for solving problems in our modern society. We will extensively appeal the power of art to society based on our belief that art is a very social existence that holds the power to create diverse values and to move our society. Art NPO bears an important role in creating affluent civil society by holding the principle of citizen autonomy, by bridging art and society, and by collaborating with other NPOs of different fields. We believe that art has the power to foresee changes in our society and that we can demonstrate great power in the movement of social innovation with art.

- 2nd, 2004.10.23-24(Sapporo):Potential of Art NPO in Schools
- 3rd, 2005.11.05-06(Maehashi): Urban Regeneration by Art
- 4th, 2006.10.14-15(Aomori), 5th, 2006.11.25-26(Beppu)
- 6th, 2007.12.14-16(Awajishima), 7th, 2008.11.21-23(Okinawa):Awajishima Art Protocol



- Conversion from unused facility to art centers
- **New cultural facilities completely different from past public cultural facilities**
  - Formation of creative space and introduction of human resources
  - Trigger, core, starting point of creative city formation
  - Extended effect on creative industry
- Establish channels between art and civil society
  - Liberate art and culture from theaters and museums into daily lives of the public
  - Use art, challenge social issues concerning education, welfare, medical care, environment, etc.
  - Art is rooted in various fields in civil society and creatively solves problems.
  - The public, administrators, the private sector and NPOs solve various problems creatively without being bound by preconceptions

↓ ↓ ↓  
Creative city

## 4 Regeneration of Cities and Regions Using Art

### ◎ Challenges in small country towns



### ◎ Earth Art Festival "Echigo Tsumaari Triennale"

- ◎ Venue
  - 6 municipalities in Niigata Prefecture, 760km<sup>2</sup>
  - Population: 78,000
  - Depopulation: about a 40% decrease in 40 years
  - Ageing: more than 25% residents over the age of 65
  - Beautiful terraced fields, natural Japanese country side landscape, one of the few heavy snowfall area in the world
- ◎ History
  - 2000: Started as a regional revitalization project in Niigata, with 138 artists from 32 countries and regions participating.
  - 2003: 157 individual and group artists from 23 countries
  - 2006: 225 individual and group artists from 45 countries and regions
  - 2009: Approx. 350 art works (including about 200 new art works) from 38 countries and regions

### ◎ Principle: Humans Are Embraced by Nature

- At the turn of our civilization, Satoyama, villages and mountains in the country side, gives us an opportunity to reexamine our base of life and to change modern paradigm.
- ◎ Satoyama and Art :
  - Thoroughly inefficient exhibition, with art works scattered in 200 villages. The art works liberate the 5 human senses by making an accumulated human time scale and natural beauty of Satoyama more visible.
- ◎ Create Using Other's Land
  - With better communication and sharing, regeneration of the local community will be enhanced.
- ◎ Produce Value by Using What Exists
  - Create new values with landscape of villages, terraced fields, old residences and old school buildings
- ◎ Culture is Created through an Accumulation of Daily Life
  - Return to the original state of art that exists within daily life
- ◎ Site Specific:
  - Expression rooted in locality and rediscovery of "region" by art
- ◎ Give Shape to Time
  - Art that can restore people's memory and time

### ◎ Echigo Tsumaari "Earth Art Festival Village" Foster Parent Project

- ◎ Regeneration of Echigo Tsumaari Village
  - New social contribution and promotion of exchange between the urban city and the farming village
  - In order to deal with universal issues such as a lack of communication in cities, loss of traditional humane lifestyle, depopulation of farming villages, emergence of highly aged communities, devastation of natural environments in the country side, the project aims to regenerate Echigo Tsumaari Village through the construction of a new relationship between business and organizations in cities and villages in the Satoyama countryside.
- ◎ Foster Parent Fund
  - Designate as a sponsor of art works in the "Earth Art Festival"
  - Rice production based on the Cultivation Contract with village
  - Exchange activities in villages including farming experience programs

※越後妻有アートトリエンナーレのスライド

### ◎ Setouchi International Art Festival 2010

- ◎ 100 days of adventure over art and the sea  
July 19th ~ October 31 2010
  - Naoshima, Toyoshima, Megijima, Ogijima, Shodoshima, Ohshima, Inujima and Takamatsu
- ◎ Restoration of the Sea
  - Island population decreased in the age of globalization and in an efficiency and homogeneity oriented society, and characteristics of islands are disappearing as aging advances with the population
  - Aimed at the revitalization of the Setouchi islands and at making the Setouchi Sea become the "Sea of Hope" for all regions of the world
- ◎ Island × Life × Art
  - Utilize traditional folk culture of the islands, focus on the lifestyle and history of the islands, and revitalize residents and senior citizens by involving them in art activities

### ◎ Restoration of Education with Art: Development and Expansion of Outreach Programs

- Japan Foundation for Regional Art-Activities
  - Public Hall Music Program Vitalization Project : 1998~, 218 groups
  - Public Hall Dance Program Vitalization Project : 2002~, 37 groups
  - Theatrical Network Project : 2008~
  - Dispatch young capable specialists, including musicians, dancers and choreographers of contemporary dance, drama directors, actors, to local communities to have creative workshops at schools.
- Involvement of Art NPO
  - Artists and Children(Tokyo), ST SPOT Yokohama, Encounter of Artists and Children (Kyoto), Art Support Fukuoka, etc.
  - "Artists dedicate their lives to create new expressions and values. By meeting artists, children learn that there is more than one way of seeing, thinking, and expressing. What is important is that children understand this not only logically but physically through the workshops, where they experience a process of subjective trial and error with sharpened physical senses." - Tsutsumi Yasuhiko (Representative of Artists and Children)

### ◎ Restoration of Education with Art

- ◎ Creative Partnerships(UK)
  - Collaboration started in 2002 with the Ministry of Culture, Media and Sport and the Ministry of Education
  - Creative partners (artists or creative business people) are dispatched to schools to develop creativity of children and to creatively reform the curricula and the educational system
  - 150 million UK pounds(approx. 30 billion yen) was spent from 2002 to 2006, and more than one third of schools in England participated
  - Introduced cultural classes called "Find Your Talent", 5 hours a week, to all primary and junior high schools in 2008
  - Based on the principle that developing creative talent of children will support the nation's industry and economy in UK

### ◎ Achievement of Creative Partnerships

- ◎ Result of a follow-up survey for 13,000 students conducted by the Education Research Foundation
  - Average achievement of participating students (7~14 years old) in English, math and science was better than non participants. Average achievement in science and total scores of the participants (14~16 years old) were better than non participants. Participants (11~14 years old) achieved better scores than the national average.
- ◎ Survey on 510 headmasters by BMRB Research Institute (% of those who felt that the program~)
  - Enhanced students' confidence(92%)
  - Improved students' communication skill(91%)
  - Stimulated students' motivation to study(87%)
  - Increased number of students enjoying studying at school (Total 76%, Junior high 80%)
  - Improved students' self study capacity(Total 76%, Junior high 78%)
  - Improved students' attitude in study(Total 57%, Junior high 70%)
  - Contributed greatly to upgrade educational standards (79%)

### ◎ Rehabilitation of Criminals: community dance, contemporary dance

- ◎ Dance United, The Academy (UK)
  - Developed, based on the training method for professional dance artists
  - Provide youths, who have dropped out of traditional education and have a high potential of becoming criminals, with a physical, mental and artistic high level of experience
  - Aimed not only at preventing recurrence of juvenile delinquency, but also at discovering their skills and at leading them to be successful in society
  - Dance artists of the Dance United collaborated with the Juvenile Delinquency Countermeasure Team in Bradford City in middle England to implement a 3 week 5 hour a day program for youths in a reformatory. At the end of the program, they presented their achievement with performances at a theater.
- ◎ Pat Graney Company, Prison Project (US)

### ◎ Support for Homeless People with Opera

- ◎ Streetwise Opera (UK)
  - Representative: Matt Peacock (editor of a music magazine, a volunteer supporting the homeless) was offended at a politician's remark on homeless people
  - Established in 2002 to motivate homeless people to restore their confidence and to live positively with pride
  - Developed activities in 11 homeless centers in the country
  - Workshop (weekly), regular performance, appreciation of stage art, job experiencing in art organizations, etc. 3000 people participate annually.
  - Annually participate in a large scale opera performance with professionals at the Royal Festival Hall etc.
  - Practical effect for homeless people; restoring their pride, reuniting them with their families and getting them back to work etc.

※Streetwise Operaのスライド

### ◎ Desired Paradigm Shift for a Cultural Policy

- ◎ Cultural policy with a narrow (past) definition
  - Core of cultural policy: Agency for Cultural Affairs, Cultural Promotion Bureau+Traditional foundation
  - Promotion of arts & culture + protection, preservation, development of traditional art and cultural assets
- ◎ Cultural policy with a broad definition (for the future)
  - Expansion of cultural policy → policy mix: crossover different ministries and bureaus
  - Education, welfare, industrial revitalization, regional regeneration, urban redevelopment, etc.
  - New public organizations(NPO+new foundations, associations) and a system of donation and taxation to support them
- ◎ Extensive social return through investment to art and culture
  - Reduction of social costs
  - [Core:narrow definition policy]cycle[periphery:broad definition policy]



### ◎ Open Up the Future of the City with Art

- ◎ Supported and protected arts and culture (National and local public organizations and mecenat by the private sector)
- ◎ Innovation starting with art (New public: NPOs, citizens, new public corporations, private enterprise, national & local governments, etc.)



### ③Cultural Affairs Department, Civic Affairs Bureau, Fukuoka City

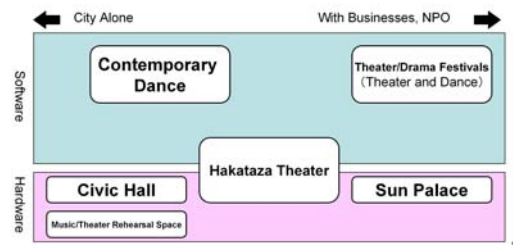
<p>Asian-Pacific City Summit Working Level Conference</p> <p><b>Towards a City Where Diverse People of Vitality Come Together through Art and Culture</b></p> <p>—Fukuoka City's Policy on Promoting Culture and the Arts—</p> <p>Yuichi Nakashima Fukuoka City Hall Cultural Promotion Section September 18, 2009</p>	<p><b>Contents</b></p> <ul style="list-style-type: none"> <li>• Fukuoka City's Position and Scope of Promoting Cultural Arts</li> <li>• Fukuoka City's Features and History</li> <li>• Cultural Arts Related Administrative Organization</li> <li>• Involvement in Major Fields of Industry</li> <li>• Future Developments</li> </ul>
<p><b>Fukuoka City's Position and Scope of Promoting Cultural Arts</b></p>	<p><b>Fukuoka City's Features and its History</b></p> <p><b>Features</b></p> <ul style="list-style-type: none"> <li>• Japan's 4th largest metropolitan area in population (2.37 million people) and the urban center of Kyushu and West Japan.</li> </ul> <p><b>History</b></p> <ul style="list-style-type: none"> <li>• Regional history of thriving cultural activity on a civic level.</li> <li>• Much equipped with business based hardware in areas of music, theater and motion pictures.</li> </ul> <p><b>Administrative Stance</b></p> <ul style="list-style-type: none"> <li>• Complements city residents /businesses in their activities.</li> <li>• Holds pioneering and traditional lectures.</li> <li>• Assists cultural activities of city residents and businesses.             <ul style="list-style-type: none"> <li>– Sets up large scale facilities</li> </ul> </li> </ul>
<p><b>Cultural Arts Related Administrative Organization</b></p> <ul style="list-style-type: none"> <li>• Comprised of Fukuoka City Hall, City Bureaus, The Fukuoka City Foundation for Arts and Cultural Promotion and the Hakataza Theater</li> </ul>	<p><b>Involvement in Various Fields of Industry</b></p>
<p><b>Music</b></p> <ul style="list-style-type: none"> <li>• Because classic music goals are hard to realize with only the private sector, the City assists in maintaining and running such facilities.</li> <li>• The private sector involvement with Pop Music is substantial.</li> </ul>	



## ▶ Theater and Dance

Arts for All  
Arts for Future

- Private hardware and software exists to a certain extent but has not reached the level of music such as Pop music.
- Theater/drama festivals are organized together, with private halls.



8

## Contemporary Dance



## Theater/Drama Festivals



## Civic Hall



## Music/Theater Rehearsal Space



## ▶ Hakataza Theater

Arts for All  
Arts for Future

- A diversified program lineup of Kabuki, Bunraku, Theater and Musicals.
- In June, it's Hakataza Theater's specialty: "Getting on the Boat".
- December is the month city residents can rent out this grand theater.

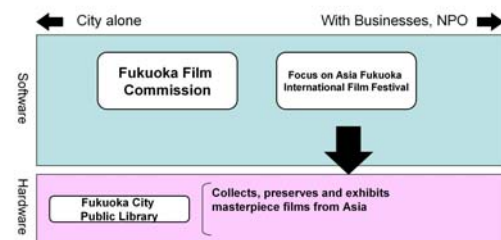


10

## ▶ Visual Arts

Arts for All  
Arts for Future

- The Film Commission, operates as a self-governing body to assist in film locations within the metropolitan Fukuoka area.
- Films shown at Fukuoka's film festival is preserved and exhibited at the Fukuoka City Public Library.



11

## Focus on Asia Fukuoka International Film Festival (9/18~9/27)



## Fukuoka City Public Library



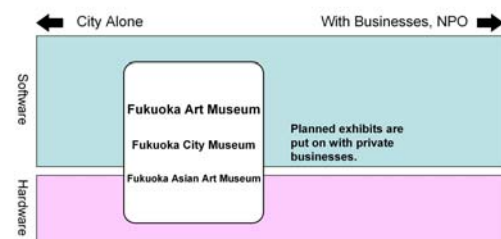
## Fukuoka Film Commission



## ▶ Art Museums and Museums

Arts for All  
Arts for Future

- Operates 2 Art Museums (Fukuoka Art Museum, Fukuoka Asian Art Museum) and 1 Museum (Fukuoka City Museum)
- The 3 museums attract over 1.2 million visitors annually.



13

## Fukuoka Art Museum



## Fukuoka Asian Art Museum



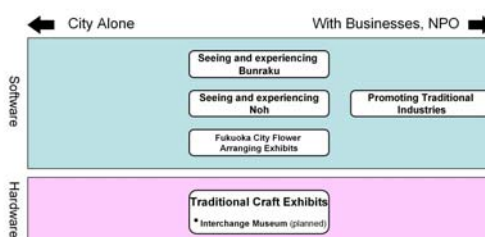
## Fukuoka City Museum



## ▶ Traditional Culture and Industries

Arts for All  
Arts for Future

- Traditional Culture (Bunraku, Noh, Flower Arrangement)
  - Putting on workshops, assisting events
- Traditional Industries (Hakata dolls, textiles, papier-mâches, tops, wooden boxes)
  - Assisting in fostering successors, developing new products, finding new markets



15



## ► Other Distinctive Involvement

Arts for All  
Arts for Future

### Structure of Promoting Fukuoka's Game Industry (2006~)

#### 【Goal】

To position Fukuoka as the center of the world's game industry

#### 【Structure】

A company for planning, developing and producing games • Kyushu University • Fukuoka City Hall



### Fukuoka Asia Collection (2009~)

#### 【Goal】

To make Fukuoka the center of Asia's fashion industry

#### 【Structure】

Fashion Industry • Chamber of Commerce and Industry • Fukuoka Prefectural Government • Fukuoka City Hall



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## Future Developments

## ► Future Developments

Arts for All  
Arts for Future

- Fukuoka City Vision in Promoting Cultural Arts (Drawn up in December 2008)

#### Basic Principles

- Cultural Arts for Everyone and Cultural Arts for the Future
- ~ Arts for All, Arts for Future ~

#### Features

- Emphasize involvement with children who will shoulder our future
- Assist creative activities of our youth who will support our cultural arts
- Work and cooperate with various entities shouldering our cultural arts

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