Science Agora 2023 application guidelines

10/26_{Thu}**～28**_{Sat}
Online

around 30 sessions planned
Held online, so no specific venue

11/18_{Sat}**～19**_{Sun}
On-site events 10AM～5PM

80 booths and 20 sessions
Setup: Nov. 17 Fri, Removal: Nov. 19 Sun at 5PM
venue: Telecom Center Building (Odaiba, Aomi)

SCIENCE AGORA

Application deadline: Friday, June 30 12:00 noon (Japan time)

Notification of acceptance/rejection is scheduled for early August

Based on the results of the survey of attendees at last year's event, we are once again inviting applications for both online and on-site programs that emphasize **dialogue**. We are particularly looking forward to proposals for on-site programs that offer unique experiences at Science Agora to make people more familiar with future science and technology. Moreover, programs will ideally be conscious of what the next step will be in terms of how attendees can get involved with creating the future together, based on these experiences. Science Agora also welcomes exhibits by the younger generation.

We have prepared five topics for both online and on-site sessions so that attendees can select events according to their own interests. When submitting your application, please envision the people who would be attracted to your event and choose a topic that you think they would be interested in (there is no overall theme for exhibitors this year).

Host of Science Agora 2023: Japan Science and Technology Agency (JST)
Department in charge: Research Institute of Science and Technology for Society (RISTEX)
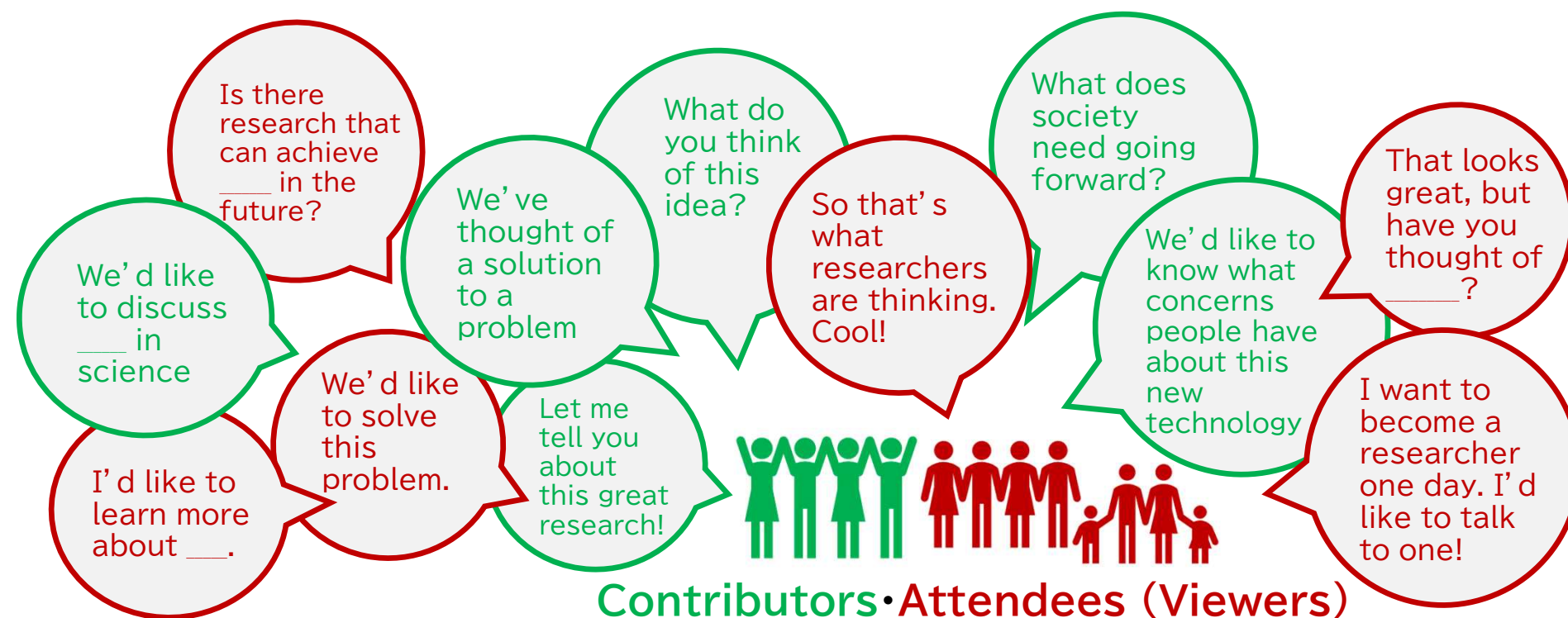
What is Science Agora?

*Agora is ancient Greek for "meeting place"

Science Agora is an open forum for sharing information and holding dialogues between a diversity of people (regular citizens including elementary, junior high, and high school students, scientists and experts, media, industry, policymakers, etc.) to deepen the relationship between science and society.

Held annually in November, it features a diverse program of events ranging from sessions for discussing relatively specialized matters to interactive exhibitions and workshops.

Besides communicating the fun of science and technology and igniting interest in these fields, it aims to be a place where diverse people can gather to consider the various issues surrounding these fields and consider future visions of society.

Contributors・Attendees（Viewers）

Past activities

Science Agora, which has been held since 2006, has developed through trial and error by all its stakeholders. At its inception, its activities primarily aimed to raise public awareness of the philosophy of science communication. However, its concepts have changed with the times. In 2022 it has been positioned as a forum to think about the future through **co-creation** and **Convergence of Knowledge** (Integration of all knowledge, including humanities, social sciences and natural sciences).

Science Agora will continue to evolve.

Convergence of Knowledge → https://www8.cao.go.jp/cstp/english/outline_plan.pdf

Early days (2006~2009)	**First period of change** (2010~2013)	**Second period of change** (2014~)	**Science Agora Activity Requirements**
• A place for science and society to exchange ideas and opinions • A place that encourages dialogues amongst the diverse people who make up the science community • A place where science communicators from throughout Japan gather to talk	• Becomes a place to connect separate circles of science communication activities in each region and develop a network of autonomous activities with diverse sectors • Expansion to both communication and creation • Energizing science communication in each region of Japan by acting as a trade fair for various science communication activities	• One of the largest science events in Japan • A place open to all, connecting science and society • A place where those who are actively working to develop a society that incorporates science gather, take an interest in each other's activities, recruit other likeminded people, and develop their own activities • Science with society, society with science	✓ With society and for society ✓ Science-related ✓ Self-motivated ✓ Devoted to dialogue with a diverse range of people ✓ Devoted to public dialogue

Characteristics of Attendees, etc.

Attendee characteristics differ between online and on-site events. Please consider your exhibit based on what kind of interactions and experiences you will be able to provide.

Online (2022)

● Participation from researchers and companies was steady

● There were fewer sessions for child attendees (difficult to create sessions that children can watch for extended periods without getting bored)

● Sessions that featured the next generation speaking were well-received (due to their willingness as a whole to explain things in plain language)

On-site event (2022)

● Booths that made a strong visual impact were likely to leave a lasting impression (assuming there is academic backing, rather than an emphasis on the bizarre)

● Sessions that parents and children could enjoy together were well-received (designed so that adults could also learn from them)

Continuations and improvements from last year's Science Agora

Continue the online session framework	Programs that will be completed online will be held in October (you can apply to exhibit both online and on-site)
Continue the time for dialogues (not to be made public)	30 minutes for dialogues (archives will not be made public) will be included to create an environment where participants are more likely to speak up ＊A Q&A session is expected to be conducted during the 60-minute main session
On-site sessions will be held for two days. They will be centered around the in-person experience, and there will be no broadcasts of the on-site sessions	If you would prefer your event to be on a weekday, please consider doing an online session. We welcome programs that offer experiences that can only be had at the venue. One-day booth exhibits are now allowed.
Continue registration on Peatix	Advance registration is required for online sessions (accepted up to 60 minutes after the session begins) Registration is also available for some on-site sessions
Enhance planning and layout of exhibits in order to tell a story	The Promotion Committee will be in charge of planning and layouts that give rise to new perspectives

Exhibit Format

Please see the pages that follow for further details. As the Secretariat determines session time schedules and booth locations, contributors cannot choose their location or time (requests are accepted). **However, you may be asked to change your exhibit format if there are too many applications**.

Online sessions (October)

A 60-minute main session + 30-minute dialogue is recommended (total of 90 minutes). Both speakers and attendees participate online. Both symposium and workshop formats are acceptable.
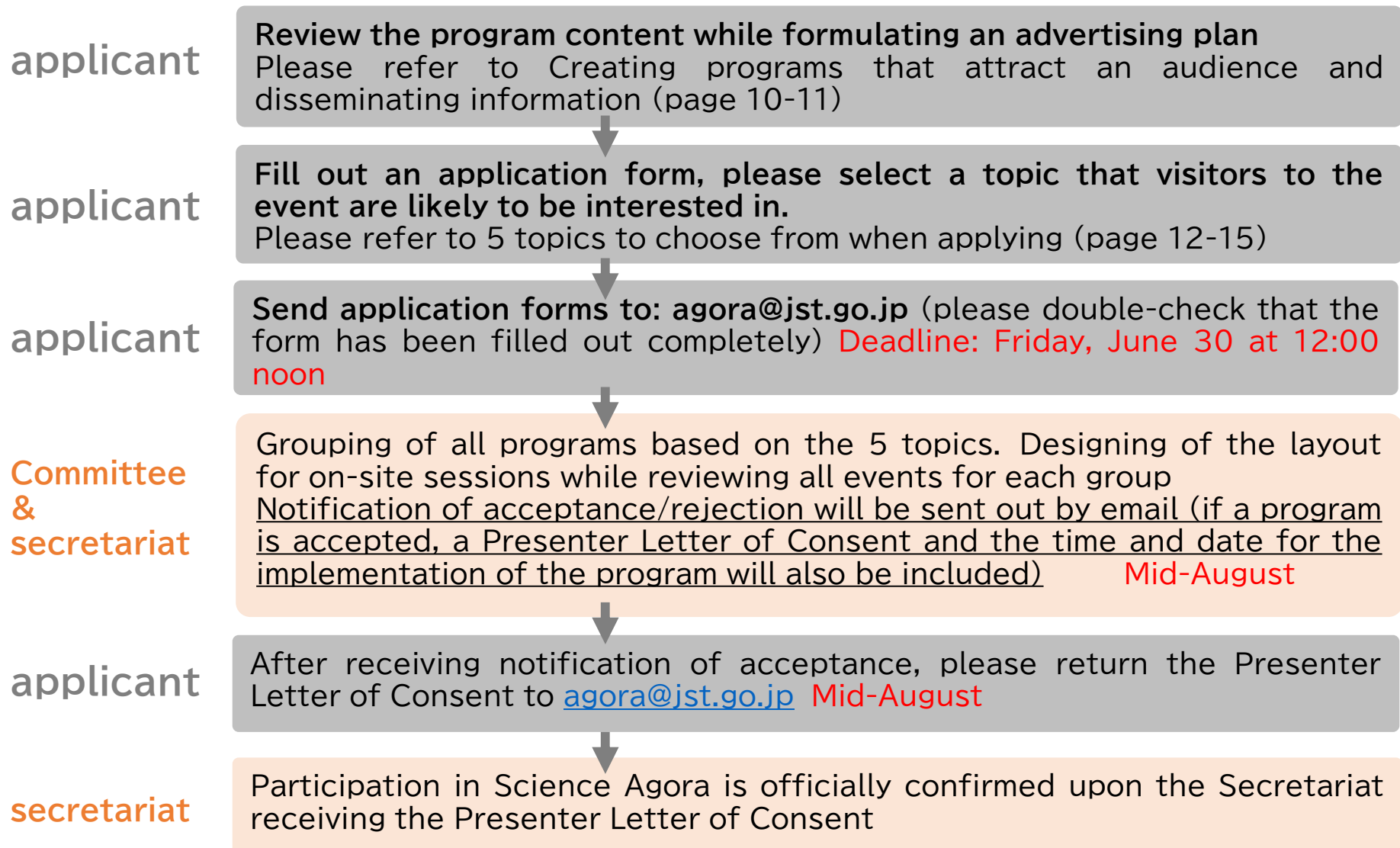
On-site sessions (November)

Booths Assumes implementation of programs in a space where exhibits can be displayed for an entire day (unmanned booths are not allowed). One booth exhibit space is 3m wide x 3m deep x 2m high.	Exhibiting for two consecutive days	One space is free of charge. The fee for the second and subsequent booths is 20,000 yen per booth (including tax). You may apply for up to three spaces, but depending on our review of your application, the number of requested booths may not be provided.
	Exhibiting for one day only	Exhibits can only use one space (usage for the entire day is assumed; no usage of multiple spaces. **Limited to exhibits that can be set up early in the morning and removed at 5 p.m. on the day of the program**)
Open space Assumes implementation of programs such as workshops or talk shows up to 90 minutes in length. The set-up is 10m wide x 4m deep x 2m high.	Exhibiting within 90-minute time slots	Cannot be used for an entire day. One exhibit time slot is free of charge. The fee for the second and subsequent time slots is 20,000 yen (including tax). The maximum number of time slots you may apply for is three.

Application Conditions

1. Applicants must agree to the Science Agora activity requirements (listed on page 3)

2. Sessions must be premised on engaging in dialogue with multiple people (whether the session is online or on-site)

3. After implementing the session, a report must be submitted to the Science Agora Secretariat to be published on its website within 90 minutes at the venue or through the website, etc. (please see page 28 for what to include in the report)

4. You must be able to announce your session and attract attendees, including at least 6 announcements on social media after your application is accepted (please see page 11 for information on announcing your session on social media at least 6 times after being accepted)

5. Online sessions must be conducted at the time designated by the Science Agora Secretariat, using the Zoom account provided by the Host. You must also agree to the video recordings being posted on YouTube (the videos will be public for one year in principle; consultation is possible regarding the length of time)

- **There is no charge for contributors**; however, a fee will be charged in the following cases.

- In the event that sessions or workshops are held that exceed 90 minutes, the fee is 20,000 yen (including tax)

- In the event that on-site events use multiple exhibit spaces, the fee for the second and subsequent spaces is 20,000 (including tax)

- Contributors are also responsible for transportation, administrative expenses, and other costs necessary to implement their session.

Process from application to acceptance

applicant

Review the program content while formulating an advertising plan
Please refer to Creating programs that attract an audience and disseminating information (page 10-11)

applicant

Fill out an application form, please select a topic that visitors to the event are likely to be interested in.
Please refer to 5 topics to choose from when applying (page 12-15)

applicant

Send application forms to: agora@jst.go.jp (please double-check that the form has been filled out completely) Deadline: Friday, June 30 at 12:00 noon

Committee & secretariat

Grouping of all programs based on the 5 topics. Designing of the layout for on-site sessions while reviewing all events for each group
Notification of acceptance/rejection will be sent out by email (if a program is accepted, a Presenter Letter of Consent and the time and date for the implementation of the program will also be included)   Mid-August

applicant

After receiving notification of acceptance, please return the Presenter Letter of Consent to agora@jst.go.jp Mid-August

secretariat

Participation in Science Agora is officially confirmed upon the Secretariat receiving the Presenter Letter of Consent

Review and curation by the Promotion Committee

The 2023 Science Agora Promotion Committee will use the information in the application form to review exhibits applications based on the following perspectives. Acceptance or rejection results will be shared via email, together with any comments from the Committee.

①	Has the contributor considered what they can share with attendees and what they hope to gain from dialogue with attendees?

②	Is the application, including schedule and materials, well-designed? Does it consider attendees of differing interests? If the application is for a booth, is it designed to be visually appealing to attendees?

③	Are there considerations in place to encourage dialogue and gather ideas?

④	Does the application have a reasonable plan for advertising to its target demographic?

This year, the Promotion Committee will strengthen their curation of the event, and will create the timetable for the online sessions along with the venue layout for on-site sessions and the timetable for workshops.

Applications rated highly by the Committee for the above-described review perspectives may be selected as highlight sessions. Highlight sessions will receive preferential promotion on the official website and other venues.

Creating programs that attract an audience and disseminating information

To create a program that will draw a large number of participants, being conscious of advertising is useful when firming up the content. Start by creating your announcement, and then consider who would be interested in that content. Reviewing these points repeatedly will make it easier for the information to reach those who will be interested in your program.

①   First, **clarify what the benefits are of participating in and experiencing your program and learning that information.** Be sure to include how the information and technology being shared by the contributor will benefit the world and what issues it may be able to solve, and summarize it in **around 40-60 words.**

②   Next, envision who would be interested in what you describe in your announcement. To clarify the main target audience for your program, **imagine what the audience is interested in (or in the case of small children, their parents) and come up with a slogan that might catch their attention.** The slogan should be **around 20-30 words.** Putting the slogan in the first half of the announcement is effective.

Check multiple times with your fellow contributors to ensure that the information you can provide is not unreasonable for the attendees you are envisioning. Using ChatGPT is convenient for creating the text, but be careful that the description does not deviate from the program you can implement. **Your slogan and introductory text may be reprinted on the official website.**

Example of disseminating information about an on-site program on social media

Attention all elementary and junior high school students! Explore the secrets of next-generation energy with a hydrogen rocket!

Everyone is talking about hydrogen energy, which emits no carbon dioxide! If you learn how a rocket works, maybe you can find a solution to the energy shortage. If you are interested, come and fly a rocket!
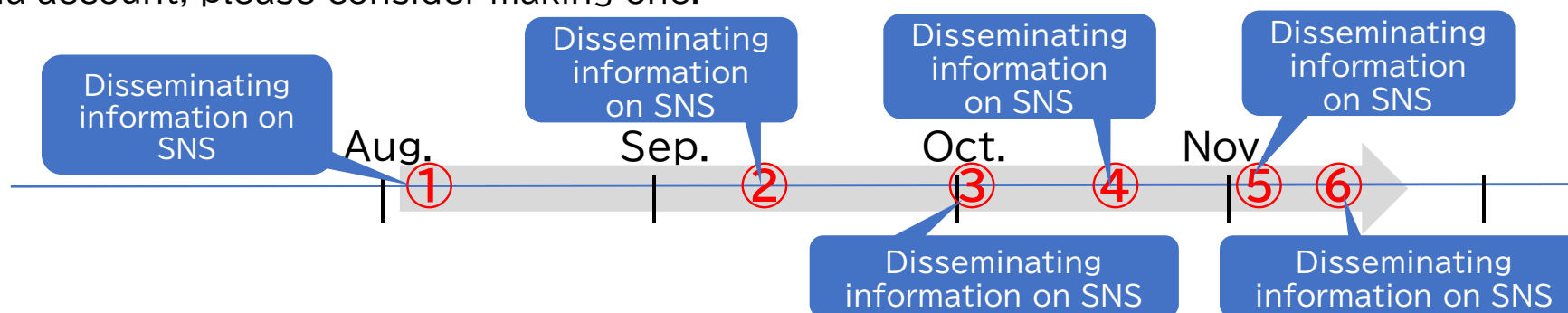
#ScienceAgora #ScienceAgora2023

Promote Science Agora by using these hashtags

Please use the internet effectively when disseminating information. Social media is an effective way to spread information. Please consider using social media in combination with a website to disseminate information.

Twitter	Instagram	Facebook	website
✓ Used by the younger generation ✓ Mainly used to share information in real time (information is easily lost) ✓ For short-term information, not intended as reading material	✓ Used by the younger generation ✓ Easy access to past information ✓ Image-oriented, enjoyable for easy-to-read text and content	✓ Not as popular with young people, skewed more toward business ✓ Easy access to past information ✓ Enjoyable for reading and content ✓ Using a personal account is good, but business accounts get little reaction	✓ Only viewed by fans who know the website exists ✓ Easy access to past information ✓ Does not have the ability to spread information that social media has ✓ Difficult to acquire new users

Contributors all posting on social media around the same time will create excitement, making it easier for information to reach people who may be interested in Science Agora. Please post at least 6 times on social media: ① when you decide to exhibit, ② when the press release comes out, ③ one week before the online sessions, ④ when the online sessions are held, ⑤ one week before the on-site sessions, and ⑥ on the day of the on-site sessions.

Note: Online contributors are also encouraged to help with making these announcements, as their event reports will be introduced at the on-site event venue. If you do not have a social media account, please consider making one.

Disseminating information on SNS
Disseminating information on SNS
Disseminating information on SNS
Disseminating information on SNS

Aug. ① Sep. ② Oct. ③ ④ Nov ⑤ ⑥

Disseminating information on SNS
Disseminating information on SNS

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5 topics to choose from when applying

- Science Agora 2023 will **use illustrations from "The Encyclopedia of Academic Fields for Broadening Your Worldview: Your curiosity is YOU" for the key visuals for the event.** The 5 topics to choose from when applying are based on the contents of this book.

- Our world is made up of many interrelated elements. Knowledge is not something that is utilized in one field alone. Many kinds of wisdom and perspectives are needed to resolve the challenges we face. When we consider what the future will bring, we now have greater ability to think outside the box and bring people who have different points of view on board. Science Agora brings together people from all walks of life. New perspectives and ideas are sure to come from the programs contributors provide and from the attendees who come to the venue.

- Please design your program in such a way that it will lead to new discoveries that attendees will find by following where their genuine interests lead them. The program should be arranged based on the topic you selected. You can choose up to two topics; please refer to the table on the next page for the 5 topics and the relevant academic areas.

Note: The editor-in-chief of the academic encyclopedia is Professor Naoki Miyano, who served on the Science Agora Promotion Committee from 2018 to 2021. Editors at Gakken worked with Professor Miyano to produce the academic encyclopedia, with whom they had developed a friendly relationship at Science Agora.

Naoki Miyano, "The Encyclopedia of Academic Fields for Broadening Your Worldview: Your curiosity is YOU"（February 2023, Gakken）

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This table was created by the Science Agora Secretariat based on "The Encyclopedia of Academic Fields for Broadening Your Worldview: Your curiosity is YOU".

	General areas	Specific examples of things people are curious about
1	Curious about **nature**	**Curious about living things** Examples: How did animals that are now extinct live? Do animals have minds like humans? What is life? How do microorganisms live? **Curious about the human mind and body** Examples: What does the inside of the body look like? What do our brains do? Why do we get sick? How do people grow? Where is the "mind"? **Curious about the universe** Examples: How many celestial bodies are there in the universe? Who decides the rules in the universe? Do aliens exist? How do rockets fly in space? **Curious about nature around me** Examples: Why do earthquakes happen? Can't we do anything to prevent natural disasters? There are many interesting plants in the world! Why do stones come in various shapes and colors? **Curious about the mechanisms of nature** Examples: Why does a ball fall back down when you throw it up? Is the length of time the same everywhere? What kind of materials are things made of? How is energy created?
2	Curious about **society**	**Curious about the mechanisms of society** Examples: Why do we have laws? How can we eliminate crime? How do the climate and terrain differ from region to region? What does a country's government do? **Curious about money** Examples: How do we pay when we buy something online? What is money made of? Will there still be money in the future? **Curious about manufacturing** Examples: I want to know all the steps involved in manufacturing a product! How is game software made? How do machines work? What kind of things can AI do? What is the mechanism that causes a smartphone to react when you touch the screen? **Curious about the internet and information** Examples: Why does harassment on social media sites happen? There is so much information out there, I have no idea what's true! **Curious about day-to-day life** Examples: What makes a house comfortable? How can I do my housework smoothly? How does food affect the body? Are there any disaster prevention methods that were born from past disasters? What should we do to be happy?

This table was created by the Science Agora Secretariat based on "The Encyclopedia of Academic Fields for Broadening Your Worldview: Your curiosity is YOU".

	General areas	Specific examples of things people are curious about
3	Curious about **sports and the arts**	**Curious about sports** Examples: What kind of movements do the people who are good at sports do? Does clothing make a difference in your sports performance? What kind of food helps build muscle?
		Curious about music Examples: How does one create music? How can I become better at playing an instrument? Why do I feel more energetic when I listen to upbeat music? What kind of concert hall makes things sound amazing?
		Curious about words and language Examples: How do we pronounce the sounds of words? What are programming languages? Is it difficult for robots and humans to understand each other?
		Curious about illustration and design Examples: What is design? What are colors in the first place? What is "human-friendly" design? How do people preserve works of art? What does beauty mean?
		Curious about fashion and beauty Examples: What kind of clothing is comfortable to wear? What are cosmetics made out of? How do fashion trends start? What kind of clothing is comfortable to wear?
4	Curious about **leisure and entertainment**	**Curious about travel** Examples: How long does it take to travel around the world? Can rural areas become travel destinations? Hospitality is amazing! Why do customs differ depending on the country or region?
		Curious about vehicles Examples: What is an environmentally-friendly vehicle? What should we do to reduce traffic congestion? Can we prevent injury even if we get into an accident? What will vehicles be like in the future?
		Curious about food and cooking Examples: Do the nutrients change depending on how the food is cooked? Is it true that fisheries and forests are related? What are the latest developments in agriculture?
		Curious about TV and media Examples: How does a TV work? Why can't we use clips from TV shows and movies without permission? Why do sounds and images make us feel comfortable or moved?
		Curious about computers and video games Examples: I want to make video games! Why are computer keyboards the same all over the world? How do things that should not be there appear three-dimensional?
		Curious about the people around you Examples: What is a "family"? What do nurses and caregivers do? I want to become a teacher! I want kids' opinions to be considered too!

This table was created by the Science Agora Secretariat based on "The Encyclopedia of Academic Fields for Broadening Your Worldview: Your curiosity is YOU".

	General areas	Specific examples of things people are curious about
5	Curious about **social issues**	**Curious about poverty and inequality** Examples: What does "equality" mean? Why is the majority of the Japanese Diet men? I want a society in which everyone can live a secure and healthy life! **Curious about prejudice** Examples: What are "masculinity" and "femininity"? Do different ways of thinking lead to conflict? Is it okay for there to be many different religions? Why do people discriminate against others? **Curious about health** Examples: How can we examine the inside of a body? There are still many mysteries about the human body! Are there robots that can assist people with physical disabilities? I wish there were many more medicines that work better than the ones we have now! **Curious about the environment** Examples: What is clean energy? What does it mean to live together with nature? How much money can we spend to protect the environment? How can we perceive changes in the environment? **Curious about conflicts and war** Examples: Can a war happen online? How can we build good relationships with our neighboring countries? Will everyone in the world be able to speak the same language one day? What is justice?

- ✓ "Curious about society" is related to how society works, while "curious about social issues" refers to the things we think should be resolved to lead a fulfilling social life.

- ✓ The "specific examples of things people are curious about" listed above are just a few examples. Different people will be interested in different things, and questions other than those above may arise. Please try to include what kind of questions your program can answer in your application form.

- ✓ When choosing what attendees might be curious about, **make your decision based on the specific examples on the right rather than the general areas on the left.**

Number of sessions each day （tentative）

Science Agora will be held online (October) and in-person (November) for a total of 5 days (the October schedule may be extended or shorted depending on the number of applications). In October, all projects will stream on Zoom ; in November, only on-site events without online streaming.

October : Online			November : Pre-event and on-site events			
Online			Online	Telecom Center Building (Odaiba, Aomi)		
10/26[Thu] afternoon	10/27[Fri] afternoon	10/28[Sat] Morning and afternoon	11/17[Fri] at night	11/17 [Fri]	11/18[Sat] 10am～5pm	11/19[Sun] 10am～5pm
Session (60-minute main session + 30-minute dialogue) **10**programs	**Session** (60-minute main session + 30-minute dialogue) **10**programs	**Session** (60-minute main session + 30-minute dialogue) **10**programs	**Pre-event** (in Japanese) **1** program	Open space and Booths Set-up : morning Checking the stages : afternoon Exhibits will be brought in after 2pm	**Open space for workshops and other session-based programs** (90 minutes or less). **10**programs	**Open space for workshops and other session-based programs** (90 minutes or less). **10**programs
No Booth	No Booth	No Booth	No Booth		**2days booth 70**programs	
					1day booth 5programs Please follow the instructions of the Secretariat for loading and unloading times.	**1day booth 5**programs Please follow the instructions of the Secretariat for loading and unloading times.

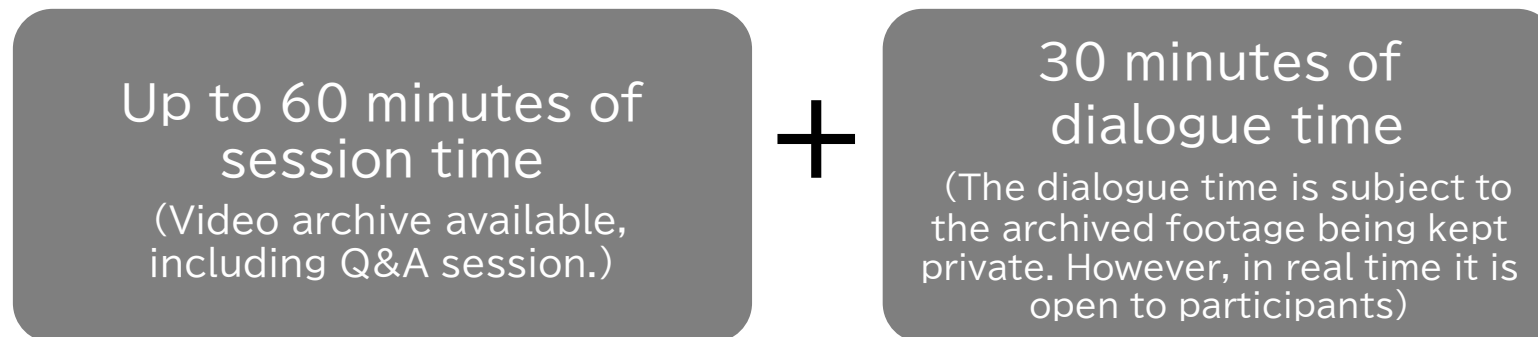# Timetable for Online sessions （tentative）

Online sessions is suitable for…

✓ Those who want to involve visitors in a lively exchange of opinions (live voting and Q&A functions are available)

✓ Those who want to bring together a large number of stakeholders, including speakers who live abroad or are busy

✓ You want to make the conference a place where students and researchers from rural areas can interact and participate

✓ Those who want to choose the start time (the start time on the right is the basic format. Taking into account time differences, the event can be held at a later time)

✓ Program that include discussions that are better closed in parts (e.g. for parties fighting a disease, etc., where there are parts that are easier to talk about in a somewhat closed space).

The programs will be running on two channels at the same time. Only one channel is shown below.

	10/26[Thu]	10/27[Fri]	10/28[Sat]
10:00			
11:00			60min main session + 30min dialogue
12:00			
13:00	60min main session + 30min dialogue	60min main session + 30min dialogue	60min main session + 30min dialogue
14:00			
15:00	60min main session + 30min dialogue	60min main session + 30min dialogue	60min main session + 30min dialogue
16:00	60min main session + 30min dialogue	60min main session + 30min dialogue	60min main session + 30min dialogue
17:00			
18:00	60min main session + 30min dialogue	60min main session + 30min dialogue	60min main session + 30min dialogue
19pm.	60min main session + 30min dialogue	60min main session + 30min dialogue	60min main session + 30min dialogue
20時			

Time for dialogues after sessions

- After each session (not exceeding 60 minutes), there will be 30 minutes of dialogue time (dialogue and networking among participants). This is not an extended session time.

- Dialogue time will not be archived since many have commented that this allows participants to speak more freely

Up to 60 minutes of session time (Video archive available, including Q&A session.)	**+**	30 minutes of dialogue time (The dialogue time is subject to the archived footage being kept private. However, in real time it is open to participants)

<u>Please think of the session and the dialogue time as a single set</u>

- Please note that session time is limited to 60 minutes to make it easier for attendees to participate

- Session content, including time for dialogue, is subject to review. All sessions at Science Agora must have dialogue time

- Each session host should act as the facilitator of the dialogue time. Help create a comfortable atmosphere by introducing any background and inviting people to speak using the examples below
  - If you have any questions that you couldn't ask during the main Q&A session, we'd love to hear them
  - This part of the recording will not be made public, so please speak freely

Things to be aware of when implementing your program

Information included in the Special Appendix of the Science Agora 2021 (Online Event) Participation Outline has been re-compiled as follows.

Determine session goals Think about how you can implement a program that meets the requirements for Science Agora activities based on your usual activities	✓ What actions and dialogue do you need to achieve the goals of your usual activities? ✓ How will this program be effective for achieving your goals? What would you like to discuss and create with attendees and viewers, and what do you want them to take away from the event?
Speakers Have you chosen speakers who can discuss your presentation theme with your attendees (or viewers)? Please ensure you create an atmosphere that welcomes many opinions	✓ Have you chosen **effective, motivated speakers? (Balance of expertise)** ✓ **Have you considered gender and age balance?** ✓ Will a single facilitator drive the presentation, or will they work with the speakers? ✓ Please ensure that materials are easy to understand for attendees and viewers (please let the speakers know that non-specialists are participating and ask them to explain terms, etc.)
Story How will you drive your presentation to ensure that you do not leave viewers or attendees behind? Creating a story with a classic "awaken, expand, surprise, and conclude" structure is one effective method	Awaken: Is your opening impactful? What question or vision of the future will you pose? Expand: Expand your presentation points? Encourage group work right away? Surprise: Will free dialogue with attendees facilitate unexpected insights? Conclude: How will you summarize the insights gained from the session? What will the attendees take home?
Presentation design Think about how you will allocate time so that sessions provide a sense of participation, booths convey information in a concise manner, and attendees are not overloaded	Giving speakers less than 10 minutes for their presentations makes their portion hard to understand, but attendees can get bored if portions last over 20 minutes ✓ Is the time allocated so that attendees can follow the presentation without getting bored? ✓ Is there a way to encourage a natural dialogue and exchange of ideas?

Continued from previous page.

Announcing your program

Your independent promotion plan is part of the application review criteria. A well-made notification and promotion campaign is essential to attract many attendees to your presentation. Please carefully review what sort of promotion will be effective with your target demographic.
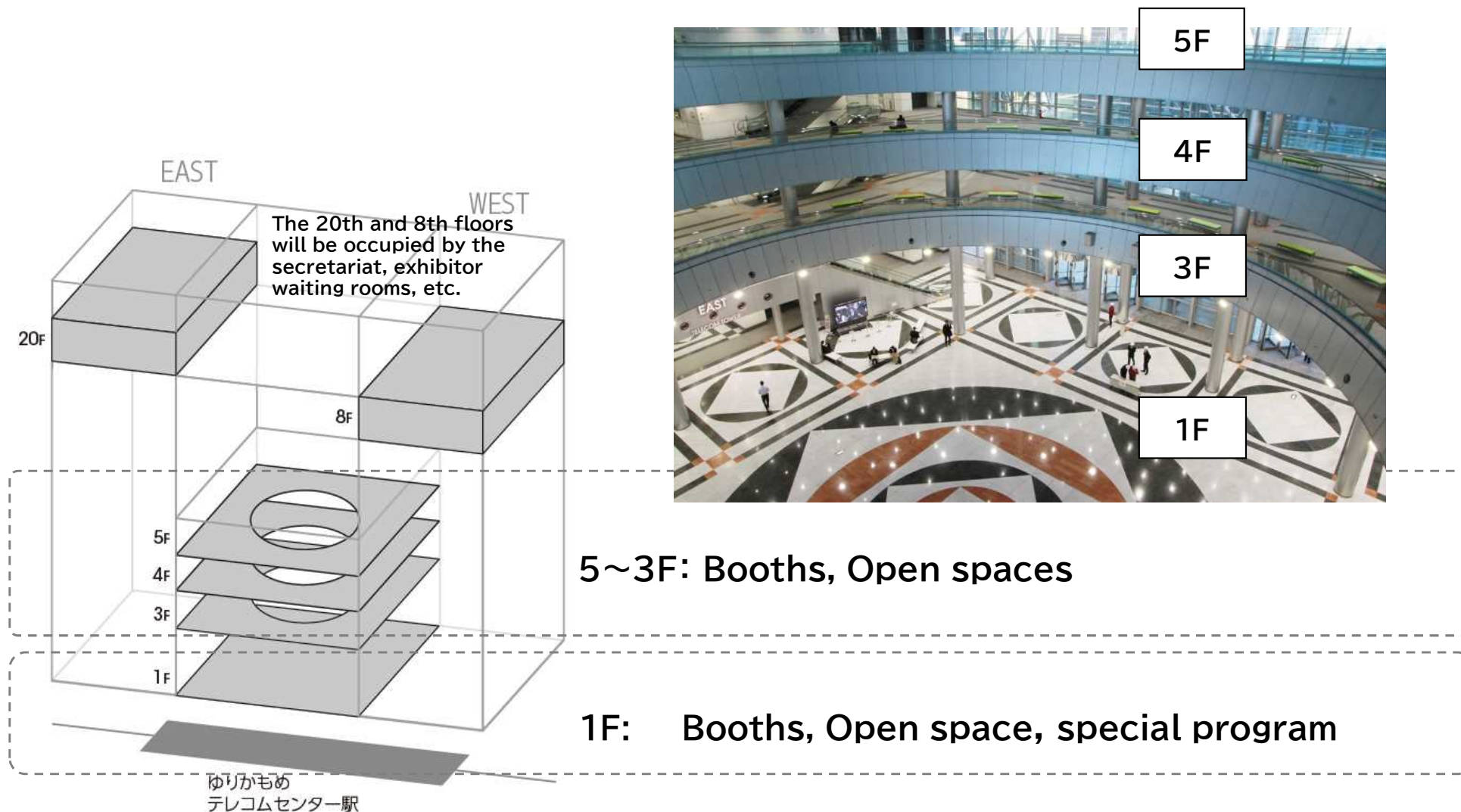
Rehearse

Even if your organization is accustomed to presenting, it may be new for your speakers or collaborators. Also please check that your presentation is easy to understand from the perspective of attendees. Please make sure that you have assigned people in charge of the necessary positions, and also check who will prepare the report to be submitted after the program is implemented.

Present, then look back and review

Please consider how you will hold effective dialogue with people with views that differ from your own on the day of the event.

After your program has been implemented, consider your post-presentation survey and the reaction on the day, where you succeeded and where there was room for improvement, and leverage the insights gained for your future activities.

On-site （Telecom Center Building）：big picture

EAST

WEST

The 20th and 8th floors will be occupied by the secretariat, exhibitor waiting rooms, etc.

20F

8F

5F

4F

3F

1F

ゆりかもめ
テレコムセンター駅

5F

4F

3F

1F

5～3F: Booths, Open spaces

1F:　Booths, Open space, special program

Basic specifications for sessions

Items not included in the basic facilities can be arranged for a fee. Please note that specifications are subject to change depending on circumstances.

Located on the first, third to fifth floors of the Telecom Centre building, it is a place where visitors can interact in close proximity. It can also be used as a workshop space with desks.

Monitors on the first floor are large and those on the third to fifth floors are 50". Please note that exhibitors cannot specify the number of floors (this will be decided by the Secretariat).

10m approx.

3〜4m approx.
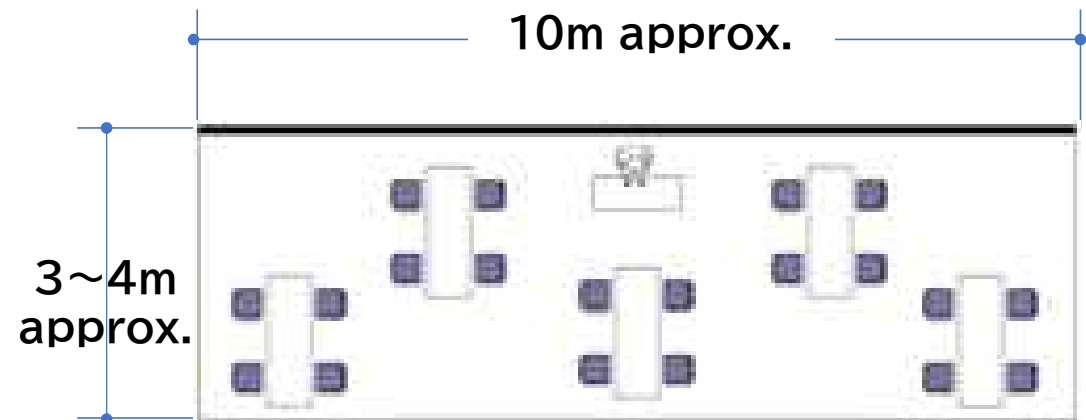
Basic equipment:
liquid crystal monitor, sound system, podium (desk), chairs, power outlets (2 outlets, up to 0.5 kW)

Basic specifications for booths

Do not place any objects within 1 m in front of the sign space (colored area)

約3m

約2m

04

科学と暮らし
共に語り 紡ぐ未来
A future woven
through dialogue
between science &
daily life

科学技術振興機構
「科学と社会」推進部
Japan Science and Technology
Agency
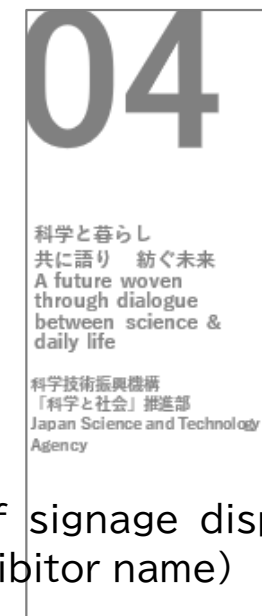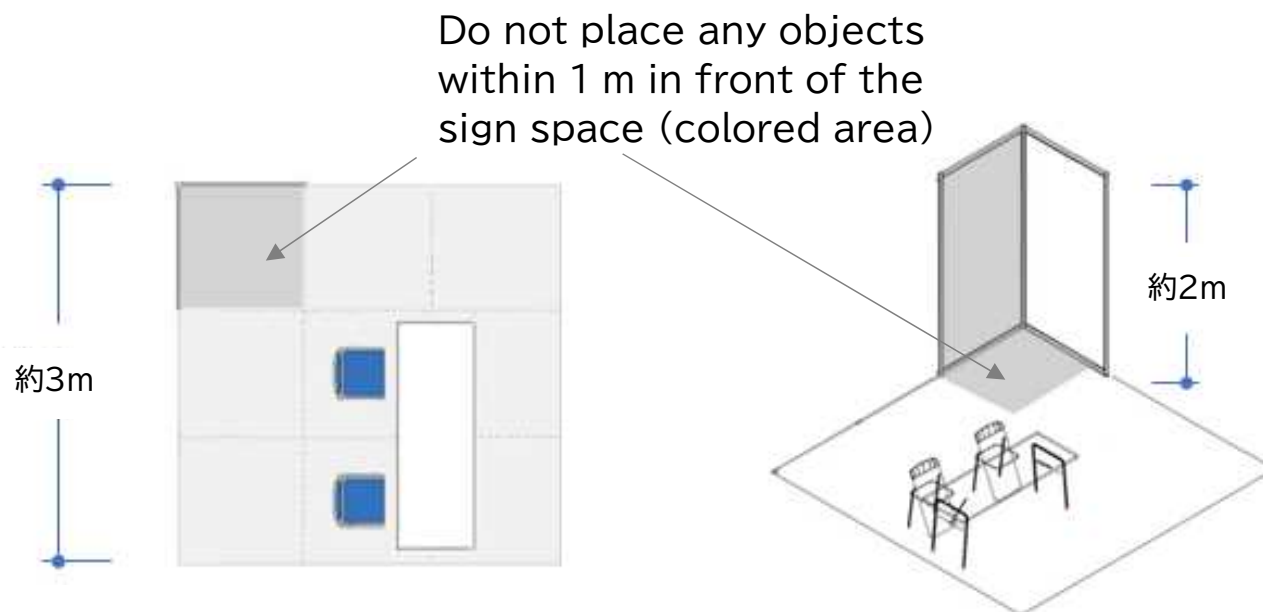
Image of signage display (e.g. exhibitor name)

Basic facilities（one space）

Partition wall (composed of system panels W990 x H2100)
Using studs, nails, or non-removable/damaging adhesives on these walls is prohibited. Please bring any chains or equipment you may need to set up panels.
1 table (W1800 x D600 x H700), 2 chairs, 2 power outlets (up to 0.5kw)
Signage (please do not place any objects within 1 m in front of the sign space (area with contributor's name, etc.))
Note: The basic equipment supplied will be doubled for exhibitors with multiple spaces.

Basic layout for 3rd to 5th floor
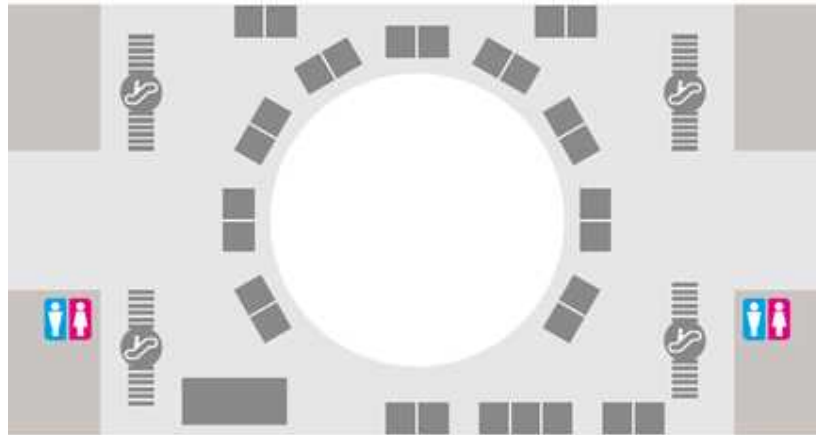
The booths will be arranged around the atrium, with approximately 26 sessions per floor.

Please ensure objects cannot fall. Objects cannot be hung from handrails. Posters, etc., may not be displayed on the handrails or the walls outside the booths.

Note: The diagrams show the basic layout plan during the application period and are subject to change depending on circumstances. The 5th floor's layout will have booths lined up along the walls.

Open spaces will be located on each floor (locations to be determined)

Workshops and other events will be organised by the public. The organisers will also organise future experience projects.

The first-floor layout is yet to be determined. However, it will feature a general reception area, sessions held on the open space.

Timetable for November 18 to 19

The number of programs carried out in open spaces is an indication. Depending on the application situation, the number of open space locations may be reduced.

Open spaces

	1F	3F	4F	5F
10:00				
11:00	90 minutes including dialogue	90 minutes including dialogue	90 minutes including dialogue	90 minutes including dialogue
12:00				
13:00	90 minutes including dialogue	90 minutes including dialogue	90 minutes including dialogue	90 minutes including dialogue
14:00				
15:00				
16:00	90 minutes including dialogue	90 minutes including dialogue	90 minutes including dialogue	90 minutes including dialogue

Opinion board

Attendees will be asked to provide comments in response to the following questions.

Please let us know what you felt after coming to Science Agora today

What did you find interesting or fun?
What did you find scary or unpleasant?
What do you think would make the event better?

Since Science Agora 2017, we have been collecting opinions about topics like our new logo and expectations for science and technology through these boards, which are installed at the venue (Left photo: board 1 is the opinion board, and board 2 is the report board).
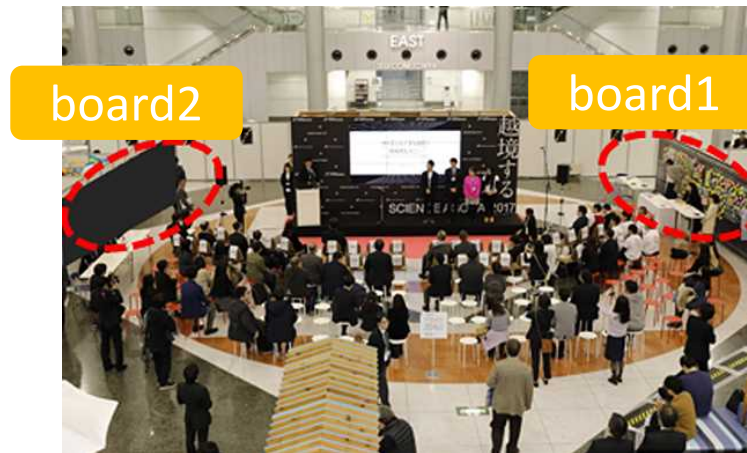
Report board

For sessions (including workshops), a board will be set up at the venue to post the content (reports) discussed (including during online sessions). For both online and in-person events, we ask that submissions be made within 90 minutes of the session ending (required for all exhibits). We ask for your cooperation as the content will be shared with attendees who were unable to participate in that program.

Content can also be shared with those who could not attend a session due to time conflicts.

Highlight sessions include graphic recordings

Each report will be posted on the web at a later date!
Note: Submission required

Report submission (for both sessions and booths)

Please submit a brief report of the session after it has been held. We expect the following kinds of content to be reported in 2023, both for sessions and booths.

1) **The vision of the future discussed**

2) **Opinions and issues raised during discussions within the session, including dialogue**

3) **Relevant keywords**

At the venue, attendees who read the reports can attach stickers that say things like "this resonated with me" or "this made me think."

Booth reports will not be posted on the day of the event, but since they will be posted on the website, please submit them within 90 minutes after the exhibit space has been vacated, or at the latest the day after the program was implemented.

Timeline ★ Indicates preparation by the contributors

6/1[Thu] ● **Start of the call for applications**
★ Review the direction of the content, contact speakers, secure necessary expenses, and submit application forms

6/30[Fri] ● **Noon(Japan time) Application deadline**

Late Jul. to early Aug. ● **You will be notified of the results after review by the Science Agora 2023 Promotion Committee**
★ Contact speakers and collaborators

Mid-Aug. ● **Register information for publication** Note: Schedule below is subject to change
★ Register information for publication (including Japanese), submit Presenter Letter of Consent

Late Sept. ● **Contributor manual published, website opens**
★ Download manual and review contents, launch presentation advertising

Early Oct. ● **Prior registration for Science Agora opens**

10/26[Thu] ● **Science Agora Online**
⟨ ★ Live delivery includes script preparation, rehearsals, etc.
28[Sat]

11/17[Fri] ● **Pre-event (1 event planned.** Note: In Japanese.**)**

● **Booth setup**

18[Sat] ● **On-site events@Telecom Center Building (Odaiba, Aomi))**
⟨ ★ Session plans should be submitted to the Secretariat with a report on implementation details.
19[Sun]

Science Agora 2023 Promotion Committee

Masahiko Inami
Special Advisor to the President for The University of Tokyo, Deputy Director / Professor for Advanced Science and Technology

Mari Oshima
Professor, Interfaculty Initiative in Information Studies/Institute of Industrial Science, University of Tokyo; Director, Office for the Next Generation (ONG)

Yoko Kamimura
Chief Evangelist/Community Designer/Partner, SUNDRED Corporation

Kaede Sari
Consultant, NAD Lab, Nikken Sekkei Ltd.

Ryoichi Shinkuma
Professor, Shibaura Institute of Technology; CTO, Hyper Digital Twins Co., Ltd.; Chair of MEIS Society

Shoko Takahashi
CEO, Incubion Inc.

Tatsuya Honda
Ontenna Project Leader, Social Technologies Implementation Office, Converging Technologies Laboratory, FUJITSU LIMITED

Taichi Masu
Assistant Professor, Harris Science Research Institute, Doshisha University

Masaharu Shiozaki
Vice President of JST

Yuko Morita
Specialist, Department of Planning and Management, Research Institute of Science & Technology for Society, JST

Application process

Download the application forms from the official Science Agora website, fill in the necessary information, and send it by email to the JST Science Agora Secretariat at agora@jst.go.jp.

Please submit one application form for each program (if you would like to apply for 2 programs, 2 application forms are required).

Multiple applications are possible, but **a large number of applications does not increase the probability of your program being accepted. Please submit the number of applications you are able to implement in the event that all programs are accepted.**

In accordance with the rules of notation, some Japanese-language titles and names of exhibitors may be modified.

How to fill out the application form

	Item	Content	
1	Contributor name	Enter the name of the presenting organization in Japanese and English	
2	URL of organization website	If the presenting organization has a website, please enter the URL	
3	Session title	Enter the title of the session in Japanese and English	
4	Organization type	Please select the type that best represents your organization. If there is no appropriate type, please select "Other"	○ University/Research Organization ○ School (elementary/junior high/high school ○ Museum ○ Media ○ Corporation ○ Governmental Organization ○ NPO/NGO/etc. ○ Non-organization (gathering of volunteers/etc.) ○ Other
5	Representative Name & Position	Please enter the name of the representative of the session who will receive communications from the Science Agora Secretariat in Name (Position) format	Example: John Science (XX Department of JJ)

	Item	Content	
6	Past Presentations	Please select whether you have previously participated as a contributor at Science Agora	○ First time participating ○ Have participated once ○ Have participated multiple times
7	Exhibit Format	Please select the type that most closely matches your session. Requests may not always be granted. Note: For online sessions, it is recommended to hold a 60-minute main session plus 30-minute dialogue time, for a total of 90 minutes. Note: Please indicate any session date and time preferences in the Special Notes section. Note: On-site sessions using the open space for 90-minute time slots can be designed freely, but please be aware that the longer time limits the number of participants. Note: For on-site contributors requiring more than one space, 20,000 yen (tax included) will be charged for each additional space.	○ Online: Up to 90 minutes on any day between Thursday, October 26 and Saturday, October 28. (free of charge) ○ On-site session in the open space: Up to 90 minutes on either Saturday, November 18 or Sunday, November 19. (free of charge) ○ On-site session in the open space: Up to 120 minutes on either Saturday, November 18 or Sunday, November 19. (payment required) ○ 1booth, 2days (free of charge) ○ 2booths, 2days (payment required) ○ 3booths, 2days (payment required) ○ 1booth, one day only (free of charge)

	Item	Content	
8	Envisioned attendees	What kind of people do you assume will come to see your program?	• Elementary school and younger • Junior high, high school • Technical, vocational, or junior college, university, graduate school • Researcher (humanities, social sciences) • Researcher (natural sciences) • Company employee, etc. (specialist, technical field) • Company employee, etc. (administrative) • Teacher • Homemaker, retired, unemployed • Other
9	5 topics	Please refer to page 12-15 of the Application Guidelines and select up to two topics that you think will be of interest to your envisioned attendees	• Curious about nature • Curious about society • Curious about sports and the arts • Curious about leisure and entertainment • Curious about social issues
10	Program outline	Please provide an outline of your program **for publication on the official website** (may be reprinted). What will you consider and engage in dialogue about through this program to achieve the goals of your usual activities?	Text entry

	Item	Content	
10	Necessity of an ethical review	Does the content of your program, such as questionnaires, interview surveys, or behavioral studies (including personal history and video) that <u>involve personal information</u>, use of samples provided by visitors, human genetic analysis research, genetic recombination experiments, animal experiments, etc., require approval procedures by an ethics committee, etc. inside or outside the research institution?	○Approval has already been obtained ○Approval is pending ○The program contents do not require approval procedures Note: If a program that requires approval is ultimately unsuccessful in obtaining such approval, the contributor will not be allowed to exhibit
11	Speakers, etc. (online)	Please indicate the name and position of the scheduled speaker(s) (may be listed when still being negotiated)	Text entry
	Speakers, etc. (on-site events)	For workshops and other session-type events, please provide information on the speakers. For booth exhibits, please provide information on the presenters and special guests (may be listed when still being negotiated)	Text entry
12	Organization flow (online)	Please describe in detail how you will manage the 60-minute session, including a timetable (time allotted for the speakers) and materials to share with the viewers.	Text entry

	Item	Content	
12	Organization flow (online)	After referring to page 18, if there will be time for dialogues, please describe what kind of dialogue will take place during the 30 minutes. If there will not be time for dialogues, please describe how you will incorporate dialogue elements in the main session.	
		Do you want to use the Secretariat's Zoom account, which can be lent to you free of charge during the implementation and rehearsal of your session?	○Yes ○No
	Organization flow (on-site events)	Please describe in detail how the talk will proceed on the day of the event, including the time allotted for the speakers and materials to share with the attendees.	
		Please attach a detailed image showing the exhibit items you will bring in and how things will be laid out (photos are welcomed)	If available, a URL for a record of a past event implemented by the contributor (public video, blog, etc.)
		Please check any applicable items	Use of water exceeding 1 liter / Use of electricity exceeding 0.5kW/ Bringing in living creatures / Charging a fee or selling products / Serving food or beverages / Generating sound, light, smell, etc. / Use of heat sources (use of open flame is prohibited) / Use of chemicals / Other

	Item	Content	
12	Organization flow (on-site events)	Please provide a detailed description of the content	Text entry
13	Preparations and operations	(Preparations stage) How many people will be involved in your preparations up to the implementation date? (When implementing the program) Please describe the composition of your event staff on the day.	Text entry (Preparations stage) (When implementing the program)
14	Japanese-English support	Are you able to support Japanese-English in your presentation? (We recommend providing language explanations of your session or explanatory materials in both Japanese and English)	○ We can arrange an interpreter/materials in both Japanese and English ○We can provide materials in both Japanese and English ○Not possible
15	Advertising plan	Please indicate the schedule and manner in which you will advertise your session (flyers, social networks, email newsletters, etc.) in addition to the 6 posts on social media requested by the Secretariat (described on page 10-11)	
	Social media account	Please inform us of the social media account you will use to disseminate information about your program (described on page 10-11)	Text entry

	Item	Content	
15	Introduction of the program for dissemination of information	Please enter the summary you will use to introduce your program with disseminating information via social media in mind (around 40-60 words) Note: Please see page 10-11 for details	Text entry
	Slogan	Please enter the slogan you will use with disseminating information via social media in mind (around 20-30 words) Note: Please see page 10-11 for details	Text entry
16	Special notes	Please inform us if you have any special requests regarding the implementation date for your program, etc.	Text entry

LOGO CONCEPT

The moment of discovery or revelation brings enormous joy. This logo represents the feeling of that moment.
Showing one element replicated and linked with other elements, it is the symbol that shows the full breadth of many elements gathered in one place. Its imperfect form shows that the future is still under development. It expresses the enormous power of dialogue and shared discoveries to create the future.

SCIENCE AGORA

We look forward to inquiries regarding presenting at or sponsoring Science Agora 2023.