

Internationalisation Series: Next-Gen and Beyond - Navigating Japan's Gaming and VR Landscape, Tokyo

	Agenda
Pre-Trip Lessons Session A (9 am to 5 pm)	<p>Session A: Introduction Understanding AI & VR Technology Applications of Artificial Intelligence How AI is used to enhance gameplay, create adaptive challenges, and personalise player experiences. Discussion on the application of AI for strategic game planning, real-time decision-making, and training of e-sports athletes.</p> <p>Explore the advanced technology used in e-sports and game development in Tokyo, including VR and AR enhancements. Deep dive into the latest gaming innovations and tech demos from leading Singapore developers, with group discussions. Networking in Tech and Gaming Industry: Tips and strategies for building valuable connections with key players in the tech and gaming industries.</p>
Pre-Trip Lessons Session B (9 am to 1230pm)	<p>Session B: Introduction to Tokyo's Gaming Ecosystem History and Influence of Tokyo in the Global Gaming Scene: Discussion on Tokyo's impact on gaming culture worldwide, including the development of iconic games and genres. Discussion on the history and influence of Tokyo in shaping global digital trends.</p> <p>Networking in Tokyo's Gaming Industry: Tips and strategies for building valuable connections with key players in Japan's tech and gaming industries. Trip briefing.</p>
Day 1	<p>Flight to Tokyo.</p> <p>Welcome & Icebreaker: Kick off with introductions, interactive icebreakers, and small-group discussions to help participants connect, share expectations, and set the tone for the Tokyo immersion trip.</p> <p>Welcome dinner.</p>

Day 2	<p>Breakfast is provided.</p> <p>Morning Session: Landscape in Japan Gaming.</p> <p>Lunch is provided.</p> <p>Afternoon Sessions Interactive Q&A: Engage with company representatives to understand their strategies and market positioning.</p> <p>Possible Visits: Sony Headquarters, HADO ARENA.</p>
Day 3	<p>Breakfast is provided.</p> <p>Morning Workshop: Building and Managing Gaming Communities Case Studies</p> <p>Lunch is provided.</p> <p>Afternoon sessions Possible Visit: SoVeC and Justincase</p> <p>Happy Hour Networking Dinner Meet Local Industry Professionals: Expand Your Professional Network. Collaborative Discussions: Engage in informal discussions about industry trends and opportunities.</p>
Day 4	<p>Breakfast is provided.</p> <p>Workshops: AI Workshop at Waseda University Introduction to practical AI and its applications across different industries.</p> <p>Lunch is provided.</p> <p>Afternoon sessions Possible Visit: AI Startup Visit, an immersive learning session on AR and VR technologies.</p>
Day 5	<p>Breakfast is provided.</p> <p>TOKYO GAME SHOW 2026</p> <p>Lunch is provided.</p>

	Attend a gaming conference to gain insights into current trends and network with industry professionals.
Day 6	Breakfast is provided. Assessment: Participant's trip reflection Trip Summary and closing, assessment Flight back to Singapore