

DISCOVER JAPAN

Design Concept

Basically, the design of every structure built is inspired by futuristic element and adding in with Japanese culture fundamental. 1,230 ft. high of Dream Tower is featured with majestic futuristic element and Japanese traditional origami, plus expected to be the new landmark of Osaka. For the Pavilion, the roof textures are inspired by participants country flags, while its wide architecture is representing Japanese Zen culture which brings the meaning of 'emptiness'. Hence, this could be sustainable future urban that promotes Japanese culture at the same time.

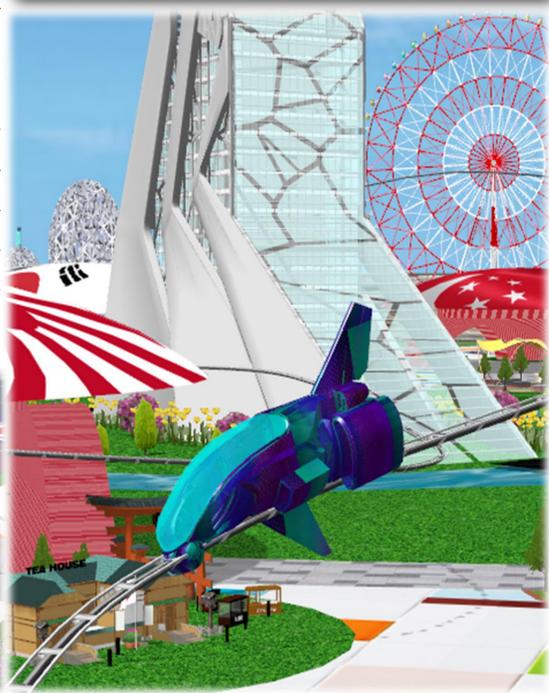
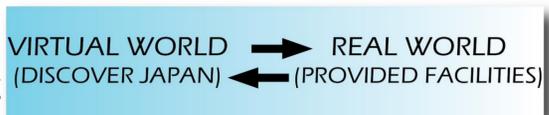
Planning Concept

Approximately 28 million of visitors are expected to visit this Osaka World Expo 2025 including 3 million people from overseas. As to take the chance, Discover Japan is well-planned to be a promotion medium of unremarkable prefectures which have great tourism potentials (minor tourism spot) for foreigners; Yamaguchi, Aomori, Fukuoka, Yamagata and Kanazawa. These five prefectures' names will be five pit-stops of jet coaster in Discover Japan. Beside concentrating on the entertainment and technology, green recreation areas and safe pedestrian spaces also have been focused on.



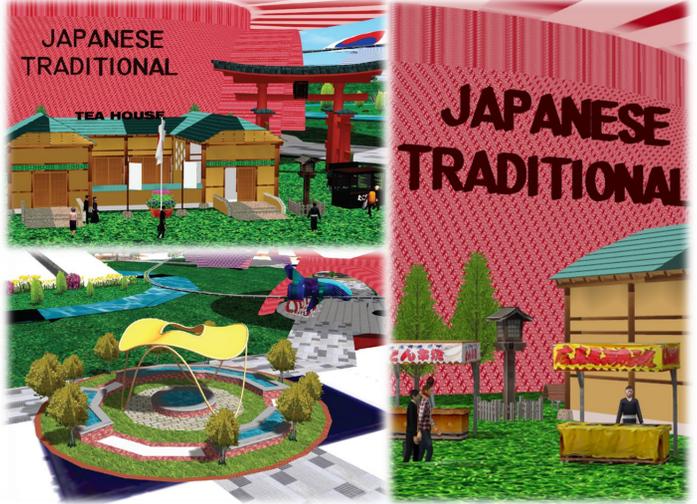
Discover Japan Entertainment

Discover Japan would be the main entertainment, featuring two ways educational enjoyment between real and virtual world and will be a combination of AR/MR technologies, moderate-speed jet coaster and minor tourism spots' amusement. For instance, visitor can experience Japanese tea ceremony virtually at Kanazawa's pit stop and directly can experience it at provided Tea House in Japanese Traditional section. 10 passengers capacity of a jet coaster is set up for a track between two pit-stops and visitors can experience the enjoyment along the riding and at the pit-stop as well.



Japanese Traditional Section

Tea House for Japanese tea ceremony, Japanese traditional food stalls and mini Japanese park are set up here especially for foreigners to learn Japanese culture. Five green recreation spaces are established between three Pavilion so that they will be easily accessible to everyone.



Pavilion

Main exhibitions and events will be held here with the application of AR/MR technologies.

