

## TBT Lab, JCB and Wayo Kudan Girls Junior and Senior High School launch the “Meta School Experience Project”

～Constructing a School Metaverse through Discussions with Students～

Today, TBT Lab Inc. (Head office: Chiyoda-ku, Tokyo; CEO: Hajime Tabata) announced a partnership with JCB Co., Ltd. (Head office: Minato-ku, Tokyo; Chairman and CEO: Ichiro Hamakawa, hereinafter referred to as “JCB”) and Wayo Kudan Girls Junior and Senior High School (located in Chiyoda-ku, Tokyo; Principal: Shin Nakagome), an integrated junior and senior high school in Tokyo with a history of over 125 years, to launch the “Meta School Experience Project,” an initiative to build a Metaverse for schools by engaging in discussions with students.



### What is the “Meta School Experience Project?”

Through student-led discussions, we will promote the construction of a Metaverse space with school-related contents.

The following activities are planned for FY2023.

- (1) Build a Metaverse space using “PEGASUS WORLD KIT” ※<sup>1</sup> to archive experiences from school excursions, experiential learning and study-abroad programs.
- (2) Introduce the contents of this project at the annual cultural festival to be held in September.

(Below:) Generating Metaverse spaces through photos taken by students



### Background of this Case Study

As the demand for DX utilizing the virtual domain is rapidly increasing among businesses and government agencies, the need for a Metaverse in schools, integrating various technologies and services such as gamification, AI, and ICT, is also increasing in the field of education.

In this project, we are aiming to build a model utilizing the Metaverse as a new school education tool, optimized for students through our discussions with them. Considering a model that incorporates elements of gamification so that learning can proceed according to the values of the students and based on the concept of “updating Japan through the power of games” by globally renowned game creator Hajime Tabata, we envision utilizing a concept that combines gaming technology and RPGs.

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※<sup>1</sup>:What is PEGASUS WORLD KIT (PWK)?

PWK is the technology of JP GAMES, Inc., a TBT Lab group company. It is an excellent tool for building entertainment and experiences, creating Metaverse services and game services for businesses. It has excellent user scalability features such as the RPG Editor, which allows users to create game events, and RIV Technology, which allows users to easily create a Metaverse using photos.

## **About the Future**

Based on the experience and results gained through our activities in FY2023, we will continue to work together to build the “Meta School” in FY2024 and beyond, aiming to build a new interface for school education that integrates game and VR-based teaching tools and communication tools, and to provide AI-based advice functions and personal dashboards.

### **■ Specific Study Plans (as of now)**

- Simulated learning in the Metaverse space
- “UX Class Contents” that allows students to create discussion results in Problem Based Learning (PBL) classes, a unique feature and strength of Wayo Kudan Girls Junior and Senior High School, on the Metaverse.
- A tool for junior high and high school students approaching the age of 18 to safely experience success/failure in contracting and settlements in “virtual reality” unique to the Metaverse.

### **【About TBT Lab Inc.】**

A gamification business development lab that transcends industry boundaries, established by Hajime Tabata, a game creator who has created many hit games such as FINAL FANTASY XV and is also the founder of JP GAMES, Inc. In February 2023, they launched the Japan Metaverse Economic Zone initiative with 10 domestic companies including JCB and various megabanks to promote the construction of an industrial Metaverse based on the concept of “creating new businesses in a creative way, just like creating video games.”

### **【About JCB】**

JCB is a major global payment brand and a leading credit card issuer and acquirer in Japan. JCB launched its card business in Japan in 1961 and began expanding worldwide in 1981. Its acceptance network includes about 43 million merchants around the world. JCB Cards are issued mainly in Asian countries and territories, with more than 154 million cardmembers. As part of its international growth strategy, JCB has formed alliances with hundreds of leading banks and financial institutions globally to increase its merchant coverage and cardmember base. As a comprehensive payment solution provider, JCB commits to providing responsive and high-quality service and products to all customers worldwide. For more information, please visit: [www.global.jcb/en/](http://www.global.jcb/en/)

### **【About Wayo Kudan Girls Junior and Senior High School】**

A historical girls’ school that celebrated its 125th anniversary in 2022. Their school motto is: “Look ahead and be ready for the future” (acquire the ability to cope with a future that may be difficult to predict, keep this capability in the back of your mind, and always be calm without panicking). Since 2016, they have been working on school reforms and promoting education relevant to the 21st century. In recent years, the school launched the “Connected School” concept and is developing an approach to education that will enable students to develop the skills and knowledge necessary to pioneer the future, not only

from inside the school, but also in collaboration with various organizations outside the school.

<For inquiries from the press regarding this release, please contact:>

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