Item 3

Participants: Kanagawa Prefectural Government, Yokohama City Hall

NEC Corporation, LINE Corporation, KDDI CORPORATION, DeNA Co., Ltd.,

YOKOHAMA DeNA BAYSTARS BASEBALL CLUB, INC, Yokohama Stadium Co., Ltd.

Related Ministries: Ministry of Economy, Trade and Industry, Japan Sports Agency, Ministry of Internal Affairs and Communications

Days of the game (within the stadium)

Follow up

Target Capacity (at maximum): 80%(Oct. 30th), 90% (Oct. 31st), 100% (Nov. 1st)

- 1 Verification of the infectious risks along with watching games
- ②Verification of the infectious risks along with the big flow of people
- ③Construction of the system to prevent the spread of diseases

Simulation by utilizing "Fugaku" etc

- Measurement of airflow, CO2
- Simulation of the trajectory of airdrop when cheering with mask

<u>Utilization of LINE (QR code etc) (with LINE/KDDI)</u>

- Measurement of the flow of people at/ before/ after the game by QRcode (LINE), GPS (KDDI), beacon, questionnaire
- Notification of the clusters

Analyze by the image of HD camera/ identification of challenges (with NEC)

- Inside the stadium
 - Stand (the rate of wearing masks)
 - Shared facilities e.g restroom, merchandise (the state of crowd)
- Outside the stadium
 - The flow of people at the entrance/ exit

Utilization of "COCOA" (with DeNA)

- Incentives with installing
- Easy measurement of the installing rates



Verification of the effectiveness of the restricted entry/ exit

- Diversification of the notification
 - centerfield screen vision
- Staggered entry/ exit by holding pre-/ post- game events



*Implement infectious control measures in the verification