

NLB(No one Left Behind) Project Metaverse

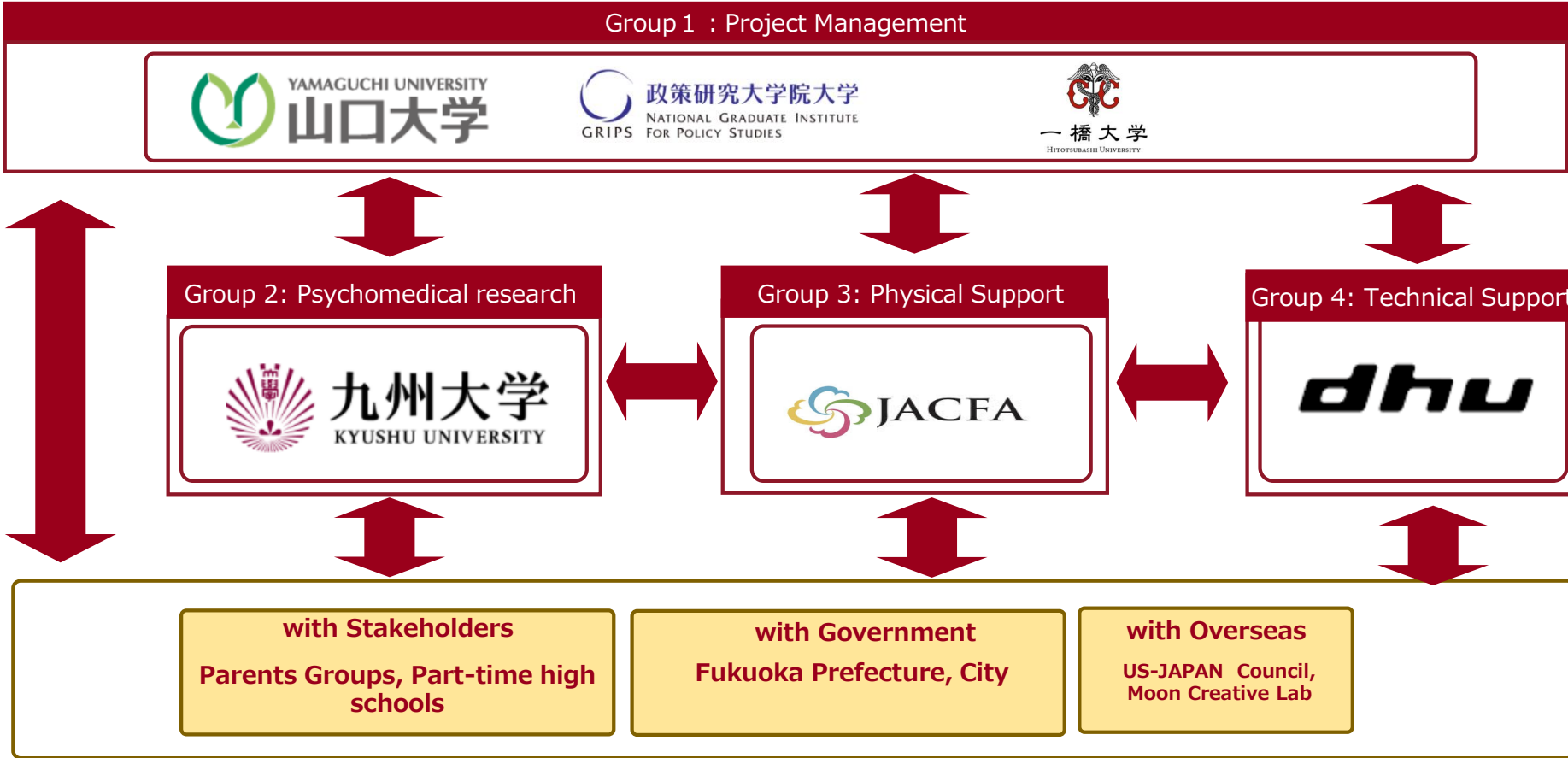


DII Seminar March 30, 2022

Yuko Hayashi, Ph.D.

Professor , Graduate School of Innovation and Technology Management,
Yamaguchi University

cross/multi-disciplinary team formation for survey / research

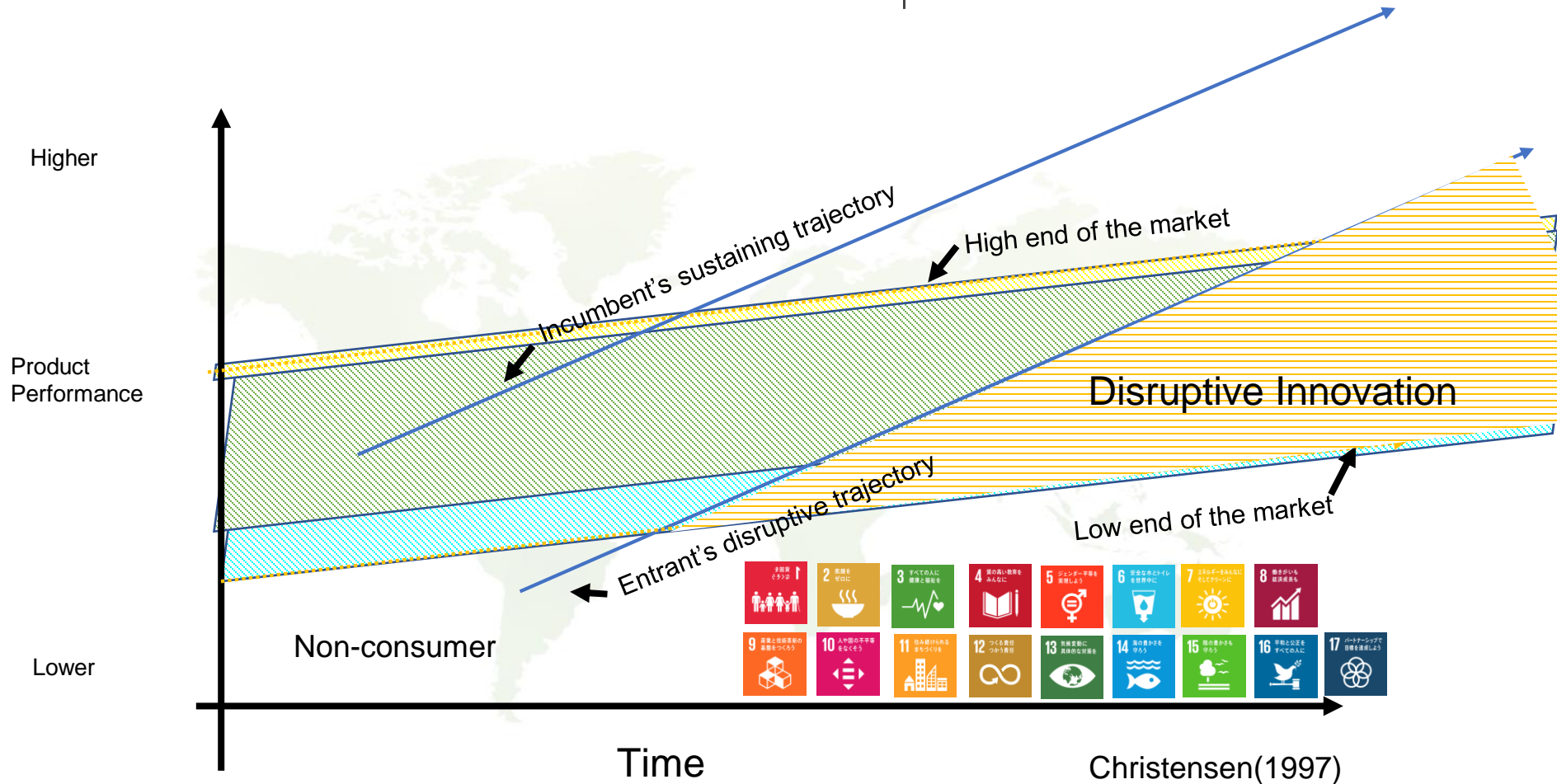


No one Left Behind



Source: <https://www.un.org/sustainabledevelopment/sustainable-development-goals/>

Non-consumer and Disruptive Innovation



INCLUSIVE Society= A society where each person's diverse happiness can be realized

= Optimization of well-being, Optimization of human resources

Long-term goals in 2030-2050

- More **index for well being** and QOL than GDP
- Develop **individual talents**
- If failed, you could **redo** and return to community
- **Various occupational forms** including working in cyberspace(having multiple jobs, Prosumer, Earning automatically like NFT)



Medium-term goals in 5years

- AB1. Matching users and supporters nation wide and world wide
- AB2. diverse communities for users to belong by peer supporters
- CDE1. New jobs, job trainings (Mirror city)
- F1. How to scale Wellbeing
 - F1.1 job matching
 - F1.2 biomarkers

Short-term goals in 2years

- a. Reception, Place to stay, Counselling rooms in Cyber space
- b. Fusion of Physical and Cyber space
- c. Step by Step Exposure Therapy
- d. Education
- e. New jobs, job trainings
- f. Questionnaires

Problems

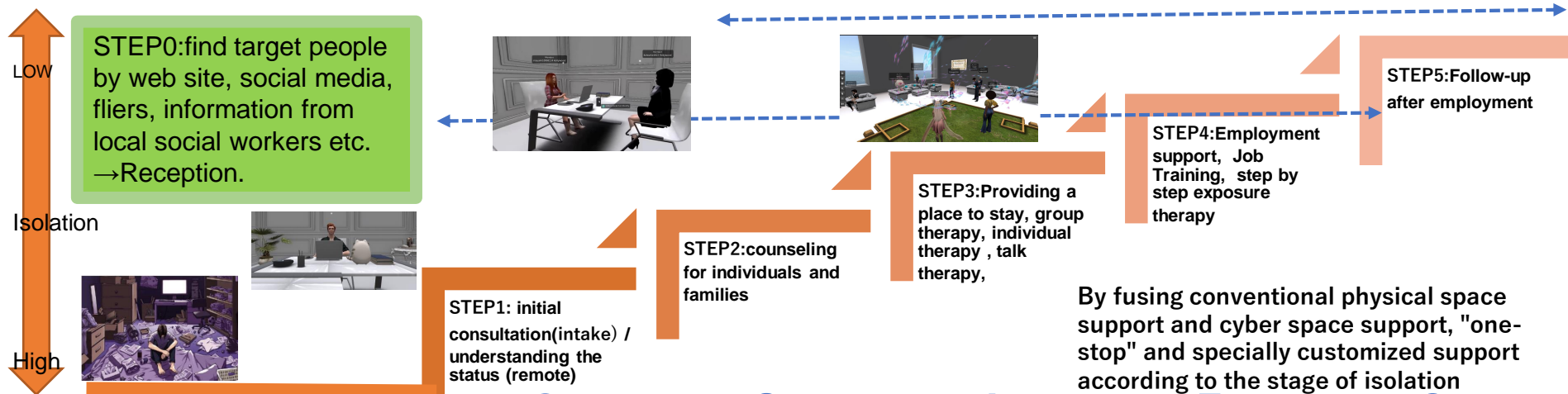
- Unemployed people has increased in pandemic.
- Support (consultation, vocational training, place to stay) became more difficult with social distance.
- Invisible Hikikomori people (young Hikikomori is estimated 2.3% of the working-age population (Cabinet Office survey))
- Lack of attribution to Society
- The causes of isolation, such as physical, economic, mental, and environmental factors, are complex and difficult to understand.
- Support agencies' like non-profit organizations are vulnerabilities and have insufficient support staffs.

Backcasting

Problem solving

Fusion of Cyber Space and Physical Space

a. Fusion of Physical and Cyber space



| | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| A Prefectural youth consultation counter | ● | | | | | |
| B Youth support station | | ● | ● | ● | ● | ● |
| C Hikikomori support center | | ● | ● | ● | | |
| D Kyushu University Hospital | | ● | ● | ● | ● | |

Physical space

6

2018 Report on employment status of registered people to Fukuoka Youth Support Station

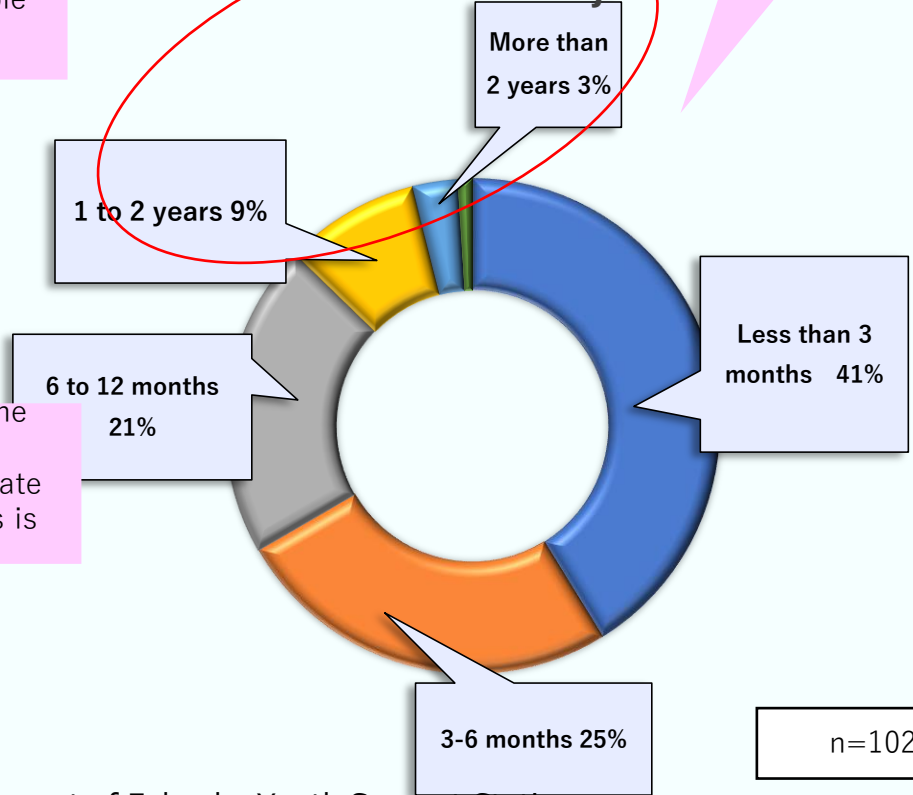
| | |
|------------------------------------|----------------------|
| 2018 | People |
| newly registered | 313 |
| Got jobs | 102 |
| Experienced Job (more than 5 days) | 1200 (people · days) |

| Employment status | n | % |
|-----------------------|------------|---------------|
| Full time | 22 | 18.8% |
| Contract/Commissioned | 13 | 11.1% |
| Temporary | 19 | 16.2% |
| Part time | 62 | 53.0% |
| others | 1 | 0.9% |
| Total | 117 | 100.0% |

About 28% of newly registered people got jobs.

Part time is the highest Job retention rate after 6 months is 79.1%

Period to find jobs



As time goes by, finding jobs get difficult

n=102

Three Pillars of Metaverse



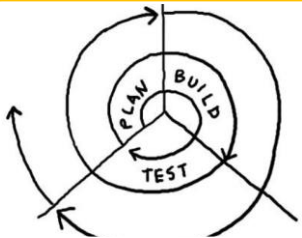
Anonymity

- Regardless of age, gender, or title
- Start over even if you make a mistake



Availability

- Regardless of time, place, person
- Match jobs to people, users to supporters, products to consumers



Agility

- Prototype tests
- Step by Step Exposure therapy

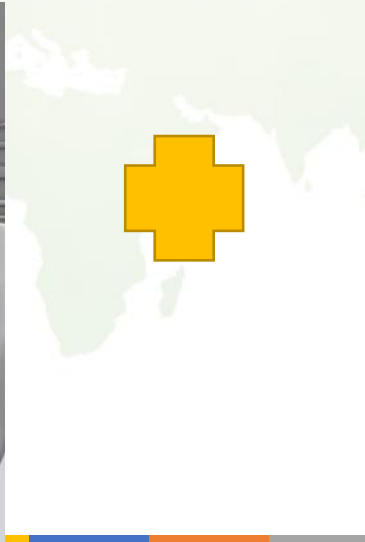
Place to stay , interact, and learn

- Just stay
- Meet and greet
- Communication workshops
- Workshops with psychological methods (Cognitive behavior, Morita method etc.)



Counselling Room

Counselling Room



Findings from Questionnaire(n=24)

Agree to Metaverse

WHY?

1. Q10. I want to play again in the Metaverse space (4.47 / 5)
2. Q5. I want to go to another place in the Metaverse (4.40 / 5)
3. Q9. I want to construct Metaverse spaces and make items by myself (4.13 / 5)

Disagree to Metaverse

WHY?

1. Q18. Appearances of avatars look friendly (2.53 / 5)
2. Q17. How to make avatars move is easily (2.60 / 5)
3. Q16. consultation by Avatar is easier than consultation in physical space (2.73 / 5)

3 reasons to Agree Metaverse

1. New scenery and space



3. New unusual, unreal experiences



2. Interaction with people



3 reasons to Disagree Metaverse

1. unstable internet access
2. difficult and complicated operation
3. anxiety: Vague anxiety rather than anxiety about something special except dizzy feeling



| | Registered Users since 2020 | Japanese by MIC |
|------------------------|-----------------------------|-----------------|
| WIFI | 54.7% | |
| Mobile phone or tablet | 72.5% | 96.1% |
| PC | 53.0% | 69.1% |

Access to invisible people



- Direct access to Reception
- Go outreach and give a link.
- staffs are looking for in Cyber space in Metaverse?



Reception

- Open café in Metaverse for consultation?



Outreach



自立・就労支援施設 **サポステ**
福岡若者サポートステーション

相談無料
企業・団体の皆様へ

ホーム 相談窓口 サポステ塾 交流会・家康セミナー 就労体験 ステップアップ アリスベースの研修

ここから始まる、新しい一歩。

働きたいけれど、どうしたらいいのかわからない・・・
働きたいけれど、自信が持てずその一歩が踏み出せない・・・
一緒に、きっかけを見つけてみませんか。

お問い合わせ・相談予約はお気軽に!
092-739-3405
受付時間・月～金10:00～17:00 (土・日・祝・年末年始休)

お問い合わせフォームはこちらから

Who helps register

| | |
|----------------------|-------|
| him/herself | 38.7% |
| parents | 20.3% |
| Relatives /friends | 8.9% |
| Employment agency | 6.9% |
| Others organizations | 25.6% |

Step by Step Exposure therapy and Job Training

- go excursions



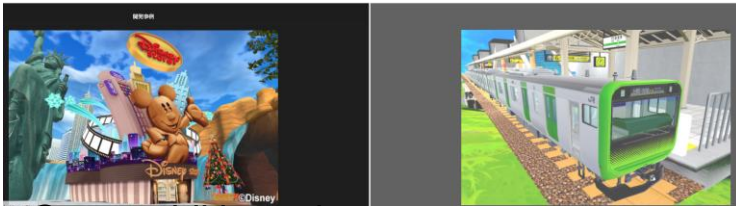
- commute in Mirror city



Source: second life



- Dekasegi? Go to migrant work to other Metaverse plat forms



Source: hikky.co.jp



Thank you for your
attention!

Please join us.
If you are interested in
NLB Project, please
contact

hayashiy@yamaguchi-
u.ac.jp



一橋大学
HITOTSUBASHI UNIVERSITY



九州大学
KYUSHU UNIVERSITY



JACFA

dhu



政策研究大学院大学
NATIONAL GRADUATE INSTITUTE
FOR POLICY STUDIES