

あそぶ  
がっこ。



LAUGH & PEACE  
ENTERTAINMENT SCHOOL OKINAWA







Yoshimoto Kogyo is a Japanese entertainment powerhouse that manages 6,000 talent personnel and has a capability of establishing comprehensive strategies that involve planning, production, PR and distribution in the entertainment industry.

The talent roster includes comedians, actors / actresses, artists, and athletes; there are multiple Yoshimoto live theaters located throughout Japan and Yoshimoto produces 5,000 TV shows annually.

Yoshimoto is also engaged in different businesses that span from creating non-linear TV content (feature films, digital content, publication and distribution of DVDs, CDs and books) to hosting annual international film festivals; sports consulting to utilizing our expertise in the field of education and job training.

Yoshimoto expanded its business from Osaka to all of Japan's 47 prefectures including a headquarter in Tokyo; now with presence in Asian countries and broadening the horizon to the world.

# Yoshimoto Kogyo has created a place where you belong under the pretext of a school.

Yoshimoto is a place  
for many different people  
to find where they belong and live their lives.  
So the school we created is **for anyone to learn,**  
to have fun with work  
and bring joy to others.  
This school created by Yoshimoto  
**is a school of fun.**

This school is one of the projects by Yoshimoto,  
with the concept of seeking for something interesting  
and facing it head on.  
It is like a great festival involving not only the whole  
islands of Okinawa,  
but the whole Japan and the whole world.

**Here at our school  
you can get a life that you cannot have anywhere else.**



## LAUGH & PEACE ENTERTAINMENT SCHOOL OKINAWA





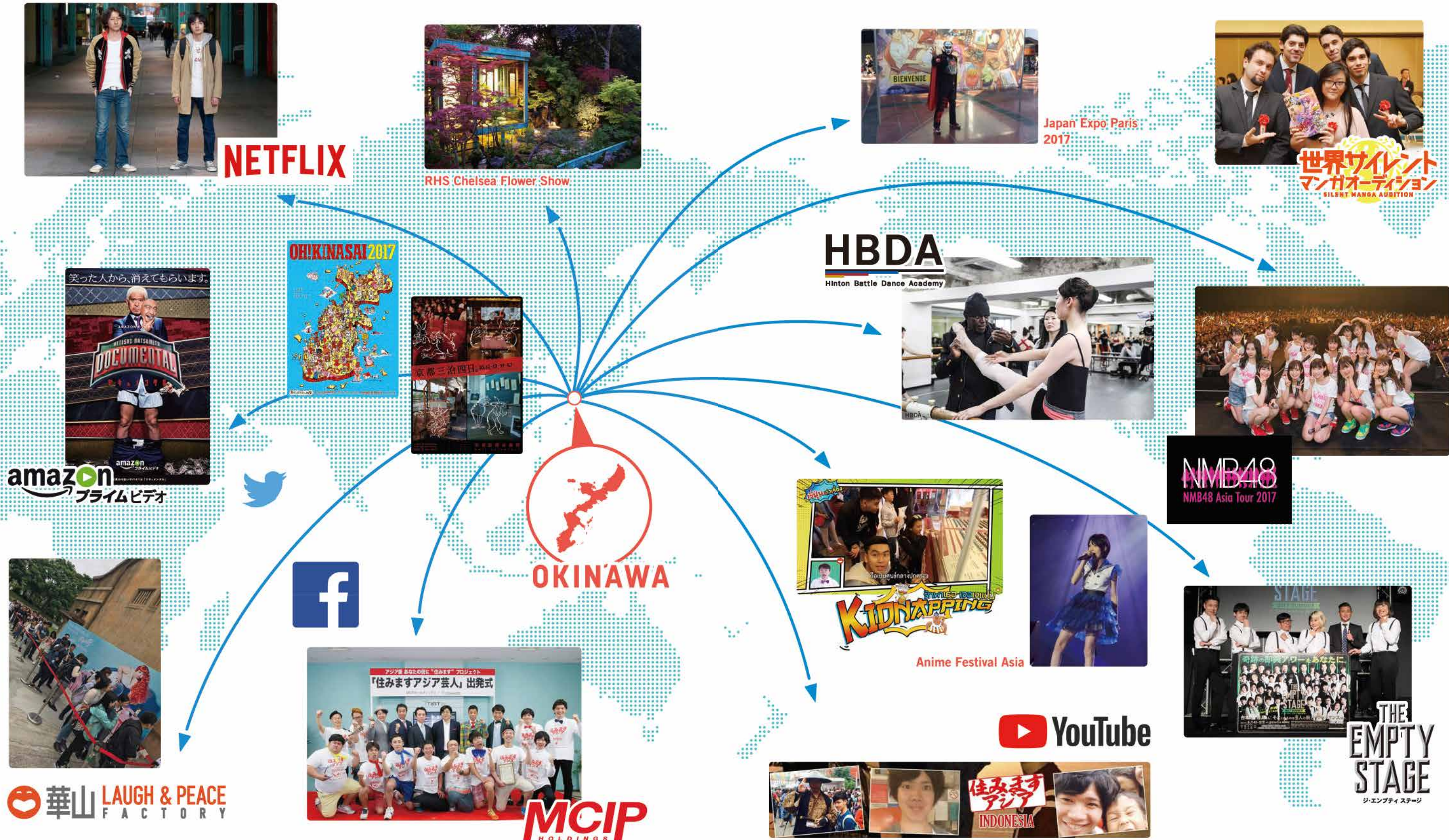
# あそぶガッコ。 Asobu Gakko





# A life starting in Okinawa and expanding worldwide

# Amazing, unique experiences





# Departments and Courses at Laugh & Peace Entertainment School Okinawa

## Manga Course Department of Creative Arts

The largest network of manga artists in the world 'Silent Manga Audition'.

Study under a systematic curriculum that includes the production expertise of major manga artists and editors of the world's largest manga network Silent Manga Audition operated by Nobuhiko Horie, Tsukasa Hojo and Tetsuo Hara. Students will have the opportunities to work with for professionals even before graduating from school. Panel layout in manga is the foundation of video production which enables a world of possibilities in all kinds of content production. It paves the way to gain popularity across the globe starting off from Silent Manga Audition. Collaboration of Coamix & Yoshimoto makes it possible to share contents to a maximum degree with the world.



## Computer Graphics /Animation Course Department of Creative Arts

Hands on Learning through establishing a new production and planning company in Okinawa and joint projects with overseas studios.

3D computer graphics are utilized in a variety of different fields including movies, visual effects, anime, video games and digital modeling. This is a field that makes it easy to enter the international entertainment industry compared to other fields. We offer practical and individual training by teachers who are currently active in the 3D computer graphics industry. We also intend to develop fundamental skills essential for a Content Director/Creator such as planning, story creation and storyboarding through our program. Students are granted with the opportunity to receive a project-based education at a 3D computer graphic studio in Okinawa jointly operated by Yoshimoto and THE FOOL. We also intend to offer short-term study abroad programs at overseas studios.

©Gynoid Co., Ltd. Illustration by ADOX



## Performer Course Department of Performing Arts

Internationally recognized teaching methods to be implemented, enabling students to debut while in school.

We have brought all the elements necessary to become a world class performer such as Dance, Singing, Acting and Voice Acting together to mould the students to response to any kind of media or demand around the world. Students will have the opportunity to perform in more than 5,000 types of contents annually produced by Yoshimoto in all kinds of media within Japan and overseas utilizing the expertise in production and management and also in joint projects with other courses. In addition, these opportunities will add color to your profile when you perform in the real world after graduating.



## Production Course Department of Performing Arts

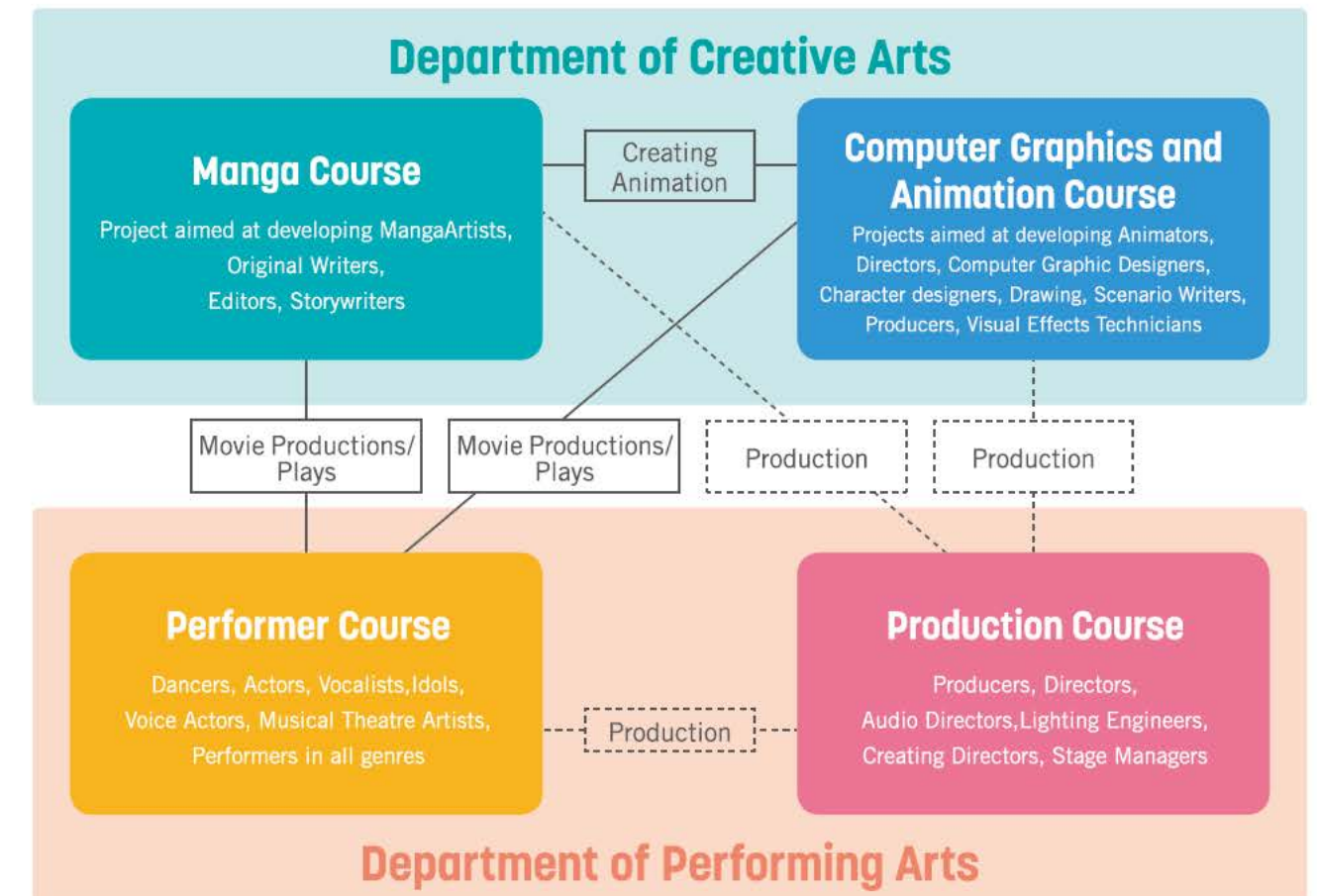
Collaboration of Yoshimoto's 105 years of expertise with the world's most advanced digital media contents.

The Production Course allows you to utilize live entertainment spaces of Yoshimoto located in Japan and overseas creating a unique learning experience. In collaboration with the expertise of 105 years of Yoshimoto along with the global multi-media studio with cutting edge technology, "Moment Factory" providing students with opportunities to take part in various different projects. These opportunities would enhance skills in planning and implementing projects and in producing novel contents.



## Correlation : Manga-CG/Anime-Performer-Production Course

These 4 courses aim to produce contents to be disseminated around the world while mutually impacting each other. Manga are turned into Anime which are then transformed into live shows and plays. Nurturing the production staff required to carry this operation enables one single project to be expanded to multiple areas.



## Liberal Arts (Active Learning)/Industry and Academia Collaboration Projects

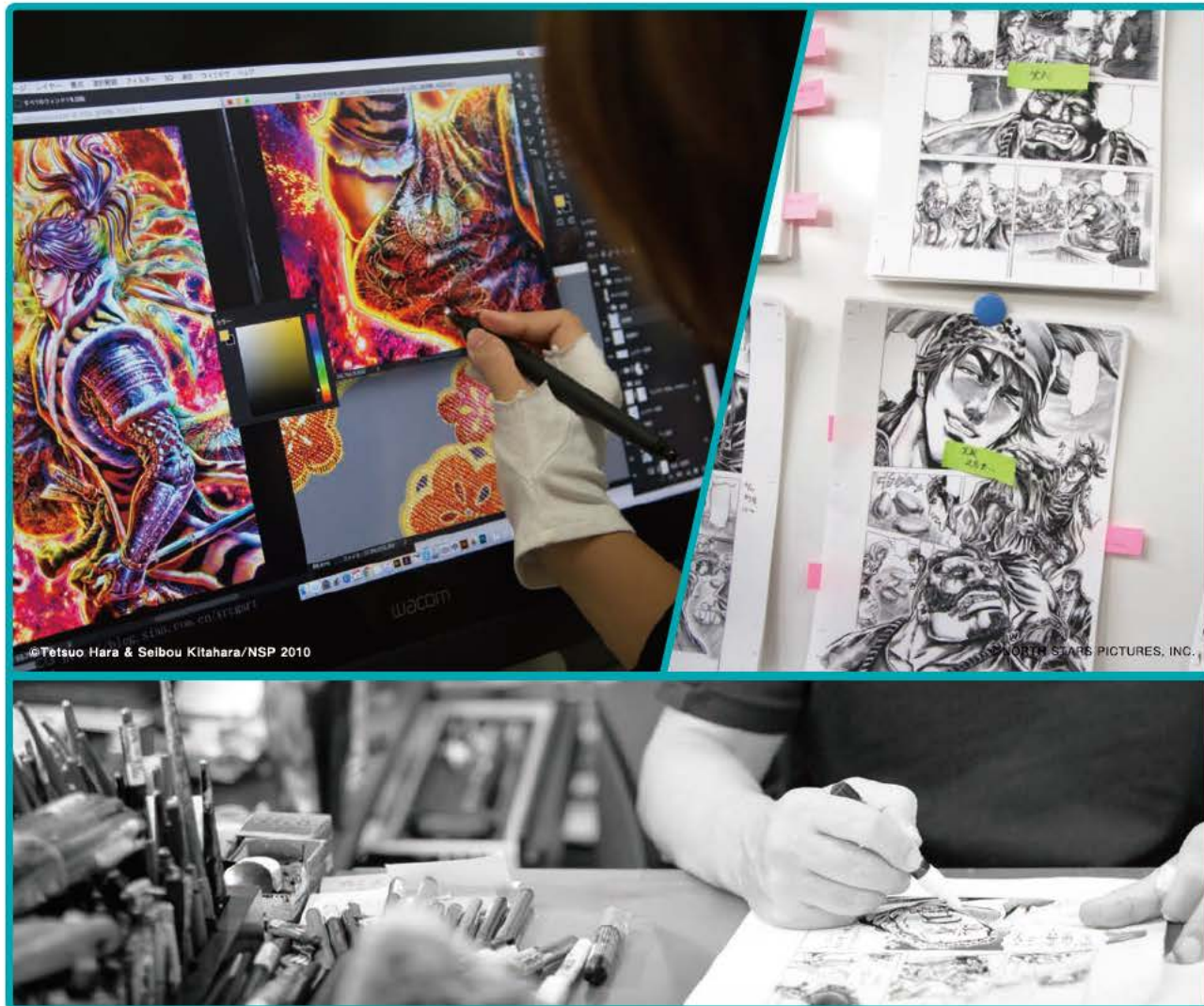
Our liberal arts subject involve "Active learning while having fun" together with Yoshimoto comedians in the areas of language, culture, business, digital technology and art which are necessary to play an active role on the global stage. This leads to development of skills with outstanding human qualities who can think flexibly and out of the box and eventually reaching the concept of Cool Japan. With an aim to work together with community, our school takes part in tie-up projects utilizing the platform of Yoshimoto Kogyo by conducting workshop tours in Okinawa, Japan and Asia. We also intend to carry out different activities in the first floor of the school with the participation of children in the community including a café exclusive for children.

Language	Culture	Business	Digital Media	Art	Industry and Academia collaboration projects
Learning foreign languages through interesting novel methods English Chinese	Culture and History Planning and creating TV travel shows Appearance as a reporter	Developing new business ideas and ventures related to Okinawa Tourism Industry and contribute to the community	Every student will act as a YouTuber Planning and production of online contents Editing and dissemination of contents	Go for it! The Chelsea Project Crowd funding using art	Collaboration Projects through the platform of Yoshimoto Laugh & Peace Tour Events in First Floor of the school (Event Space) Cafeteria Exclusive for Kids



# MANGA COURSE

Manga artists, original writers, editors, storywriters, Development projects



**Compete with professionals. Start creating manga from day one at school. Get your manga turned into anime and share with the world.**

Manga is a popular form of entertainment in Japan and a culture which is admired and adored by many people all over the world. As you know, manga characters go out into the world and transcend national and language barriers as core of the contents industry. Moreover, manga can be created with a single pen and single sheet of paper. Professional Manga Artists and Editors who have created manga for leading comic magazines for many years offer practical expertise and a curriculum hence develop your innate skills which will surprise the world starting from Okinawa.

## 3 features of MANGA COURSE

### MANGA 1 FEATURE

#### Yoshimoto Kogyo will publish a Comic Magazine Scheduled to be Released Worldwide

Outstanding works by students will be included in media produced by the Coamix Group on manga magazine such as *Monthly Comic Zenon*, the online magazine *Zenyon!* a also on the electronic manga app *Manga Hot*. In addition, Yoshimoto Kogyo will publish its own comic magazine, to be released around the globe.

### MANGA 2 FEATURE

#### Top-level Manga Artists and Editors as Faculty

The faculty is comprised with world-leading editors and manga artists with hit titles who are actively working for the publisher. Core members include the former chief editor of the *Weekly Shonen Jump* Nobuhiko Horie, the creator of *City Hunter* and *Cat's Eye* Tsukasa Hojo and the creator of *Fist of the North Star* and *Keiji Tetsuo Hara*.

### MANGA 3 FEATURE

#### Master Only the Core Skills Required to Become a Manga Artist

The most vital skill for a manga artist is to have the strong desire to want to make the reader happy. With the backup of the publishing company which has had a lot of writers make their debut and produced many hit manga titles, we provide a curriculum and environment to thoroughly learn what is actually necessary to create manga.

## Study Plan

First Year 1st Semester	First Year 2nd Semester	Second Year 1st Semester	Second Year 2nd Semester
Completion of 8-page NAME-the draft story board	Complete a short manga name-the draft storyboard	Submit a non-serial short manga work you created throughout Second Year to publishers for potential publication debut	
<ul style="list-style-type: none"><li>· Character Contest</li><li>· Manga name contest</li></ul>	<ul style="list-style-type: none"><li>· 4 panel manga contest</li></ul>	Short manga and gag manga contests (8pages, 15pages, 32pages)	
The goal is to publish a manga magazine as graduation work included in the curriculum over years 1 and 2. You will work on the entire process of producing a manga magazine from building the concept and naming the magazine, to creating draft (contents and number of pages), manga production, design, proofreading and printing.			

### CURRICULUM

- Character analysis
- Learning of character elements
- Drawing techniques for facial expressions, full body, movement, background, etc.
- Tone and coloring
- 4 panel manga creation
- Story outline
- Plot writing
- Scene division
- Name chart creation
- Panel layout
- Naming techniques
- Japanese manga theory
- Manga editing theory
- Manga publishing industry and more!

### CAREERS AFTER GRADUATION

- Manga Artist
- Assistant to Manga Artist
- Manga Editor



# COMPUTER GRAPHICS AND ANIMATION COURSE

Animator, Director, Computer Graphic Designer, Character Designer, Drawing Artist, Scenario Writer, Producer, Visual Effects Technician



## Nurturing Animation Creators by inculcating human qualities

We aim to nurture animation creators with a high level of creative skills through increasing not only technical skills, but overall human qualities as well. Interacting with people and exchanging opinions allows you to ascertain what people want, come up with a plan based on the ideas, and complete the production of the projects while taking the lead. Today, creators with a wide range of skills, rather than a single technical skill, are in demand all over the world.

Okinawa is a perfect environment to be in sync with nature, which is one of the essential aspects to improve such human qualities. Here, students have the opportunity to study the latest digital technology to become world class animation creators with great human qualities. In addition, the students will have diverse opportunities to create works for corporate entities, various different types of media and international film festivals and shine into the world utilizing the strengths of Yoshimoto Kogyo.

## 3 features of CG-ANIME COURSE

### CG-ANIME 1 FEATURE

#### Practical Curriculum to Reach the Global Level

To provide international exposure and training, we intend to collaborate with overseas studios to develop students to become independent preparing them for international business. Before graduation, we would organize presentations to present works to an audience related to the industry. Great animation contents will be sent for the Film Festivals worldwide under the New Comer category.

### CG-ANIME 2 FEATURE

#### Unique Experience at the Newly Established Animation Production Company

The Unique Opportunity for Students to Study Onsite at the Production Company to be established in Okinawa. Creators who would work in this cutting edge animation company (affiliated business of Yoshimoto Kogyo) will provide instructions for students through actual projects. In addition, a special lecture will be available outside of the school enabling students to experience real work at professional worksite with the teachers.

### CG-ANIME 3 FEATURE

#### Learning Software and Hardware at a World Class Cutting Edge Facility

Utilizing hardware and software helps students to increase their quality and knowledge. In addition to digital tools used by professionals, students can learn higher-than-industry-standard applications including Autodesk Entertainment Creation Suite, NUKE, MARI, ZBrush, AdobeCreative Cloud, HOUDINI and Pencil+4. The most advanced work station machines will be available to maximize student's learning experience.

## Study Plan

First Year 1st Semester	First Year 2nd Semester	Second Year 1st Semester	Second Year 2nd Semester
Learning the basics of computer graphics and animation production.	Presentation on producing a storyboard for a video.	On the Job Training⇒Through creative activities over a year.	
Each student would make their own plan for 15 seconds commercial.	Overseas Training⇒Creating portfolio for seeking employment.	Career Guidance⇒Creator Course/Specialist Course (Technicians)	Job Searching Process
To organize a short animation festival in a overseas venue. Students will challenge themselves to create computer graphics animation aiming to make appearance at movie theaters, on Internet and TV			

### CURRICULUM

- Planning
- Presentation
- Inculcating World Views and Concepts Related to Character Design
- Character Design
- Mood Board
- Script Writing Techniques
- Storyboards
- Modeling
- Rigging
- Animation
- Effects
- Writing
- Rendering

### CAREERS AFTER GRADUATION

- Animation Creator
- Animator
- Computer Graphics Designer



# PERFORMER COURSE

Dancer, Actor, Vocalist, Voice Actor, Idols, Musical Theatre Artists, performers in all genres



## Dancing, singing, acting, voice acting Be a performer on an international stage.

Performers adorn the glamorous center stage of the entertainment industry. There are many types of performers such as dancers, singers, actors and voice actors. The curriculum of the Performer Course is established according to global standards aiming to develop performers who can perform internationally. Dancing, singing, acting and voices acting are all closely related. For an example, recently voice actors require acting and singing skills. Therefore, our curriculum aims to initially study all the basic skills and then improve upon the student's desired path. Our dance program is produced by Hinton Battle, a Broadway legend with 3 Tony Awards. As for the vocal training program, we are the first Japanese educational institution to introduce the EVT-Estili Voice Training program. Our acting curriculum includes a wide range of acting training session with the cooperation of Hollywood Actor Masi Oka. The voice acting program includes a practical curriculum from Voice Director Yukio Nagasaki who has an extensive experience in teaching voice acting.

\* EVT- Estili Voice Training™ is a science-based voice training method established by Jo Estili in 1988. This innovative method advocated by many performers around the world enables skilled control of your voice. Singers from over 500 companies worldwide who perform at venues such as Madison Square Garden and the Sydney Opera House (or any other theatres in famous theatrical districts including Broadway and Covent Garden) have followed this method, which is also introduced at institutions of higher education worldwide.

## 3 features of PERFORMER COURSE

### PERFORMER 1 FEATURE

#### Practical Knowledge from Experienced WorldClass Teachers

The Performer Course offers a curriculum from world class performers and instructors who have succeeded in their respective fields of entertainment. With their brilliant careers they have built up, the teachers will be able to guide the students to greater heights.

### PERFORMER 2 FEATURE

#### Study All Genres First and Find Out What You Want to Become

It is natural for students to have different thoughts about their ideal performer which they want to become. The Performer Course enables students to try out all curriculums such as dancing, singing, acting and voice acting. Afterwards, students can take lessons based on their own choice, where they would start from basics and specialize in that particular field.

### PERFORMER 3 FEATURE

#### Increasing the potential as a professional performer after graduation

We would hold a graduation performance as an opportunity to show case 2 years of hard work. This graduation performance, scheduled to be carried out in front of an audience comprised of representatives from a wide variety of fields in the entertainment industry. This would not be the students' goal the entrance or the starting point towards a career as a professional. This type of practical experience and networking with people will play a major role in creating a promising successful career as a professional performer.

## Study Plan

First Year 1st Semester	First Year 2nd Semester	Second Year 1st Semester	Second Year 2nd Semester
Basic Lessons		Specialized Lessons	
Basic Lessons in All Performance Styles Unique Learning Experience: Attending Lessons of all genres.		Taking specialized lessons (advanced), Graduation Performance	
Laugh & Peace Tour held in Japan and overseas			

### CURRICULUM

- Dance Lessons (Ballet, Modern, Hip hop, Tap)
- EVT Voice Lessons
- EVT Official Course
- Vocal
- Performance
- Entertainment History
- Acting Lessons
- Improvisation Lessons
- Voice acting Lessons
- Audio Class
- Industry Practice Course
- Graduation Performance
- and more!

### CAREERS AFTER GRADUATION

- Dancer
- Singer
- Actor
- Voice actor (anime, dubbed foreign movie)



# PRODUCTION COURSE

Producer, Director, Audio Technician, Lighting Operator, Technician, Artist, Creator



**Create novel entertainment aiming the international level utilizing the most advanced technology.**

The ability required for this field is to know the magic to change any atmosphere into entertainment. Let's say you take a large forest as a stage and turn it into an entertainment space using the latest technology such as projection mapping as well as drone and robot technology. To enable students to master these techniques, we plan to implement a curriculum in collaboration with the global multimedia entertainment studio, Moment Factory. We also offer the expertise of Yoshimoto Kogyo which developed over many years including basic direction/production techniques of concert/performance production such as audio, lighting, stage setting, scenic design, video production, costumes and makeup. Our aim is to nurture the next generation of producers who can contribute in an international.

## 3 features of PRODUCTION COURSE

### PRODUCTION 1 FEATURE

#### Be a Part of Okinawa International Movie Festival

Okinawa International Movie Festival held in all the islands of Okinawa comprised of many entertainment events and works from all around the world. At the same time, we will hold our school festival. This festival would give exposure to students to apply their ideas for work from planning to production and management, and allows them to experience the true charm of live performance entertainment.

### PRODUCTION 2 FEATURE

#### Have fun while working

Yoshimoto Kogyo offers activities which allow students to experience the importance of entertaining both yourself and others. Yoshimoto Kogyo is a company with manages 6,000 talent personnel and produces 5000 TV shows annually.

### PRODUCTION 3 FEATURE

#### Learn and experience from forefront of the world

Another feature of this course is that students can learn and experience world class technology. We plan to implement programs where students can learn from the forefront of the world through programs with the multimedia entertainment studio, Moment Factory which is a global leader in digital technology.

## Study Plan

First Year 1st Semester	First Year 2nd Semester	Second Year 1st Semester	Second Year 2nd Semester
Fundamentals of Live Art	Production of Live Art	Onsite Training by Professionals Okinawa International Movie Festival	Participation in professional worksites Cool Japan Park, etc. (Tokyo, Osaka, etc.)
Introduction to Audio, lighting, stage setting, video, etc., stage	Planning, Production, Direction, Management	Highly advanced production techniques	Graduation Works
Planning and production Okinawa International Movie Festival Planning and producing the Laugh & Peace Tour in Japan and overseas Planning and production in Yoshimoto projects (outside the curriculum)			

### CURRICULUM

- Art Administration
- Production Techniques
- Basics of Lighting, Audio and Stage Management
- Theater Production
- Concert Production
- Project Conceptualization
- Live Art
- Projection Mapping
- Drone Filming
- and more!

### CAREERS AFTER GRADUATION

- Producer, promoter
- Stage Engineer
- Live Concert Production
- Stage Manager, Stage Director



# LIBERAL ARTS



ABOUT  
LIBERAL  
ARTS

## Learn beyond course borders with active learning while having fun

Playing a vital part in Cool Japan, the Japanese entertainment industry is recently looking for talent who can appeal to the audiences from all over the world, and not only Japan. We offer students an opportunity to learn and fuse a wide variety of genres such as dancing, vocals, acting, voice acting and performance to acquire a sense to detect the flow of the times and global expression skills which can be understood all around the world. This can create talent who can success worldwide in response to unprecedented entertainment demands. Our liberal arts study provides a high level of education unparalleled in Asia which fuses traditions and innovation while incorporating groundbreaking methods and techniques used overseas.

Learn together with your friends  
at Yoshimoto

## Play around & learn difficult subjects

### METHOD 1

#### LANGUAGE

### Performing manzai stand-up bits, skits and comedy in English and Chinese

We have a foreign language curriculum from Joe Lee, a multilingual teacher who could speak 15 languages. Performing manzai stand-up bits, skits and comedy in English and Chinese is a completely different approach than normal vocational school teaching enabling students to learn language skills which they can utilize overseas.

### METHOD 2

#### CULTURE

### Explore culture and history of Okinawa to plan, produce/appear in travel shows

Students get to know Japanese entertainment history and learn Okinawan performing arts and history of the Ryukyu Kingdom to deepen their understanding of current Okinawa entertainment. They also get to experience excitement of planning, producing, broadcasting and appearing in a show to convey the charm of Okinawa.

### METHOD 3

#### BUSINESS

### Develop new business ideas and ventures related to Okinawa Tourism Industry and contribute to the community

Students will study on how to utilize entertainment in Okinawa for business and make connections to tourism, community and local vitalization to develop new ventures. In addition, together with Yoshimoto, students will learn how to create new contents and how it could contribute to solve social problems in Okinawa, Japan and Asia based on the theme of social business.

### METHOD 4

#### DIGITAL

### Everyone is a YouTuber! From planning, production, editing and streaming

First try it out. Students learn digital skills necessary for design or other aspects of contents production by actually making contents while studying how to share information to gain attention from the world through activities such as making contents, video game walk-throughs and simple video shooting and editing for YouTube. Find joy through bringing excitement to the world with your own free thoughts.

### METHOD 5

#### ART

### Seek interesting ideas together with traditional artists, designers and artists

The world famous garden designer Kazuyuki Ishihara possesses the world's top garden design techniques. Students not only learn gardening, but they also learn construction planning and perspective creation using computer graphics. Students will also produce collaboration works of traditional art and various projects for commercialization and monetization using crowd funding.



# OUR TEACHERS

The top class professionals successful both in Japan and around the world teach our students to be also a successful professional on a global scale.

Manga writer / editor

## Nobuhiko Horie

Nobuhiko Horie started Coamix Co., Ltd. in 2000 after working as chief editor at *Weekly Shonen Jump*. He began *Weekly Comic Bunch* in 2001 and *Monthly Comic Zenon* in 2010. Currently he is putting efforts into scientific analysis of manga while working on a number of different projects as an original writer for manga.

### Monthly Comic Zenon

Horie was the first chief editor of *Monthly Comic Zenon* while holding the position of CEO at Coamix. Serial titles he wrote in this magazine includes the *Ikusa no Ko* and *Gifu Dodo!!* series produced by Tsukasa Hojo and Tetsuo Hara.



Video producer

## Shunsuke Koga

Koga is a producer who works on various different projects focusing on movies and computer graphic animation. His major works include *Oshin*, *Tono, Risoku de Gozaru!* and the worldwide Netflix series *Hibana: Spark* (based on a novel by Naoki Matayoshi). He is a former professor at Kyoto University of Art & Design and the CEO of THEFOOL.

### Netflix original drama series Hibana:Spark

The Akutagawa award winning novel *Hibana* from Naoki Matayoshi is a huge hit selling over 2.5 million copies. The live action version of this novel which garnered a lot of attention went down a new path by choosing to go with Netflix instead of theatrical movie adaptation or release as a television drama. As the executive producer, Koga creates the overall blueprint for the series which is available in 190 countries around the world.



MANGA



COMPUTER GRAPHICS  
ANIMATION



PERFORMER



PRODUCTION



LIBERAL ARTS

Actor / Dancer / Choreographer / Singer

## Hinton Battle

Battle started ballet when he was 9 years old and made his Broadway debut in *The Wiz* in 1975. He is the first African American to win 3 Tony Awards which is the highest honor in the American theater industry. He has also appeared in movies such as *Chicago* (1997) and is active as a choreographer and jazz singer.

### Hinton Battle Dance Academy

Hinton Battle Dance Academy, which opened in April 2017, is one of the top dancer training institutions in Japan. Including Hinton Battle, internationally successful performers work here as teachers. Around 30 students who are selected after a strict selection process take a 3 year curriculum focusing on the 4 genres of ballet, modern, hip hop and rhythm tap.



Actor / producer / scriptwriter

## Masi Oka

Oka was a regular on the American drama *HEROES* and has established himself as the most well-known Japanese actor. He also has experience as an engineer at Industrial Light & Magic which was established by George Lucas and currently is active as a producer and scriptwriter.

### Netflix original movie Death Note

Oka also works as an advisor for overseas strategies of Japanese companies based on the concept of "thinking like an American with the heart of a Japanese person". He took part in the Hollywood version of *Death Note* which was released in August 2017 as a producer. He is currently working on producing the live action film of the popular video game *Mega Man*.





## Sound director

# Yukio Nagasaki

Nagasaki has worked as a music producer in a number of anime works such as *City Hunter* and *Mobile Suit Gundam: Char's Counterattack*. He has a lot of experience in production including video games such as *Gran Turismo* and with artists such as *Kahoru Kohiruimaki* and *George Tokoro*.

### Love Live! Series

Among other numerous works of production Nagasaki has been involved such as anime movies, live action movies, TV anime series and video games, the *Love Live!* series for which Nagasaki works as the voice director has created a significant movement in recent years. With the idol group as the story's main characters, there are many live scenes making the role audio plays extremely important.



©2017プロジェクトラブライブ! サンシャイン!!



## Stage producer

# Saburo Maeda

Previously having taken up a post as manager at Sunshine Theater and as the executive manager of Meijiza Theater, Maeda currently works as the president and representative director of the Kyodo Factory and a councilor for the Toshima Mirai Cultural Foundation. He has been involved in stage production and producing for many years, and he also puts his efforts into public theater activities.

### Shelter Nanyo Hall

Maeda has been involved in the Shelter Nanyo Hall located in Nanyo City, Yamagata, since before it opened. With a huge success with over 200,000 visitors in less than 2 years since opening, this hall was also used as a rehearsal place for the first Japan tour of musical *Blast* with around 40 foreigners staying here for 8 weeks. This model case has changed the look of the town vitalizing the region with entertainment.



©SAUHAUSNEO



## Garden designer

# Kazuyuki Ishihara

Ishihara started studying the mainstream of ikebana flower arrangement school Ikenobo at the age of 22. Since then, he has been fascinated by flowers and nature and has been active not only in Japan, but all over the world. He has received many awards including 6 consecutive gold medals at the top international gardening show, the RHS Chelsea Flower Show. He is also the CEO of the Kazuyuki Ishihara Design Laboratory.

### RHS Chelsea Flower Show

This world's top flower show has over 100 years of history. Ishihara won the gold medal 3 consecutive years from 2006 and 6 consecutive years from 2012. He has also won double awards with the Best Garden Award given to the top garden in the category 4 times. In addition, he received the top prize, the President's Award, at the 2016 event.



## Historian

# Kurayoshi Takara

Specialized in Ryukyu history, Takara has worked as a specialist at the Okinawa Historical Document Editing Center, chief of the Urasoe City Library and a professor at the Faculty of Law and Letters, the University of the Ryukyus. He was on the committee for the restoration of Shuri Castle and was a supervisor for the NHK taiga drama series *Ryukyu no Kaze*. He served as the vice governor of Okinawa under Hirokazu Nakaima from 2013 and he currently is an honorary professor at the University of the Ryukyus.

### Shuri Castle restoration

Takara was in charge of background research based on his vast knowledge of the Ryukyu Kingdom during the Shuri Castle restoration which began in the mid 1980s. He gathered a massive amount of documents and played a leading role in restoring this symbol which burnt down during the war. The restoration which he said, "I have spent half of my life's energy on," is currently in the final stages and is scheduled to be complete in fall 2018.



## Language lecturer

# Joe Lee

Lee spent his childhood in England and came to Japan in 1995. He started his career as an interpreter and translator since being enrolled at Tokyo University of Foreign Studies. After graduating, he was involved in the Taiwan High Speed Rail Project and overseas affairs by members of the House of Councilors. He has also worked as an interpreter for events such as the WBC (baseball), AFC Asian Cup and the Tokyo International Film Festival.

### Fluent in 15 languages

Lee has mastered various different foreign languages including Chinese, English, Japanese, French and Spanish. He says the trick to learning languages is "Just like sports, your language skill will gradually get rusty if you don't speak it. Therefore, I always train to polish up my skills." His success in acquiring foreign languages is a product of his hard work and having an interest and a necessity to learn.



## University professor

# Yoshiro Shimoji

As an Okinawa prefectural official, Shimoji took up various posts such as the first chief of the Hong Kong Okinawa Prefectural Office, the chief of the Tourism Promotion Section and the chief of the Tourism Planning Section. He is an expert on tourism policies and has made great contributions to vitalizing Okinawa. Professor at the Faculty of Global and Regional Studies of the University of the Ryukyus (Tourism Planning and Development) from 2013.

### Research on tourism policy and culture

Tourism consists of various different elements such as food, music, performing arts and nature and it includes studies in areas such as economics, business science, geography and cultural anthropology. Shimoji has a successful history of researching methodology to provide support for Okinawa from business and political standpoints.







Laugh & Peace Entertainment School Okinawa (Accredited school)

[Establishment]  
April 2018

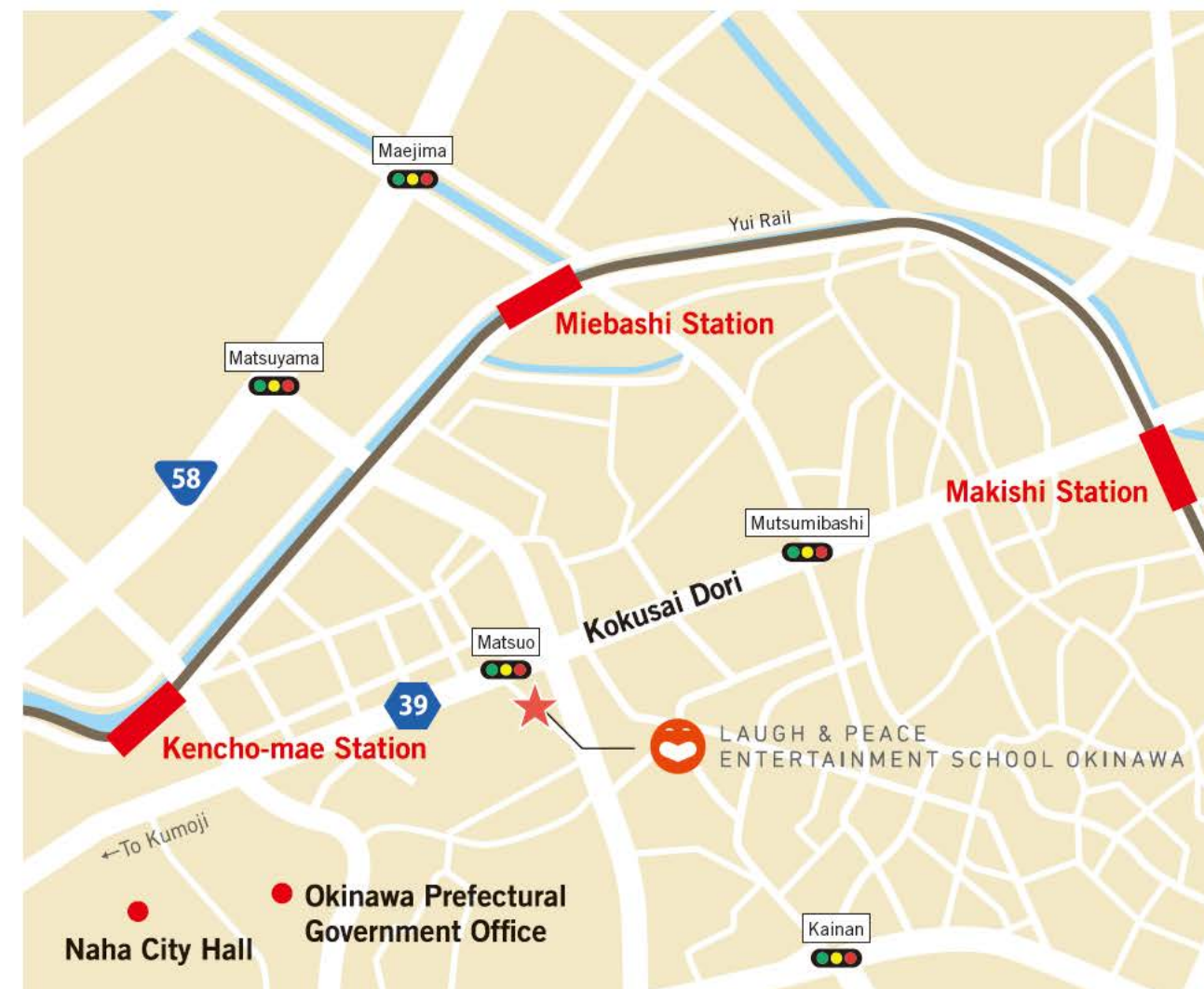
[Program]  
Specialized program in cultural education

[No. of students to be admitted]  
160 (80 per year) 2 year curriculum

[Genre]  
Overall entertainment

[Departments / courses]  
<Department of Creative Arts> Manga Course, Computer Graphics and Animation Course  
<Department of Performing Arts> Performer Course, Production Course

## ACCESS



Our school is located in Naha City, the prefectural capital of Okinawa. Situated on Kokusai Dori, a street called the “miracle mile” for being the busiest area in Okinawa, Laugh & Peace Entertainment School Okinawa has easy access to Makishi Public Market, Palette Kumoji, Okinawa Prefectural Government Office and Naha City Hall, which are just a short walk away. We are also the red carpet venue for the Large All-island Festival held every year in April providing an atmosphere where you can experience entertainment firsthand.



**Access**

**7 minutes on foot from the Yui Rail Kencho-mae Station**  
**13 minutes on foot from the Yui Rail Makishi Station**

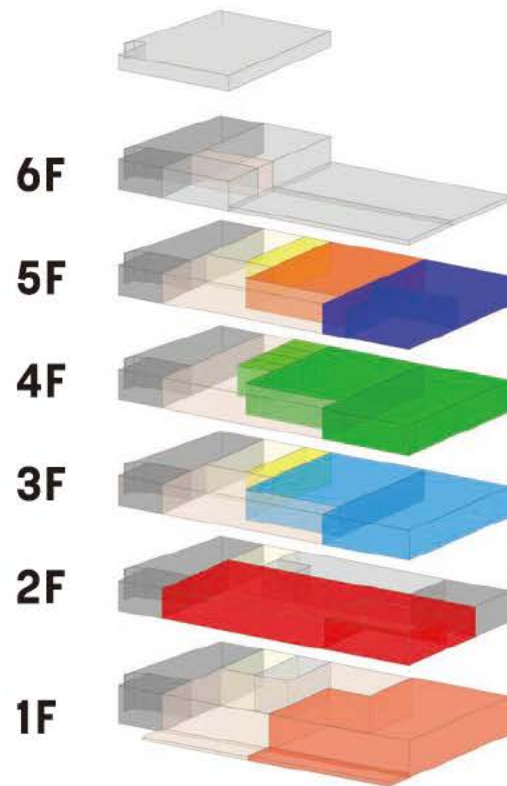
2-25 Matsuo, Naha City, Okinawa 900-0014

Phone: 098-917-1481 (main) Toll free: 0120-787-847

Website: <http://www.laughandpeace.org> E-mail: [ipinfo@laughandpeace.org](mailto:ipinfo@laughandpeace.org)



# FACILITY



1F

## Entertainment Practice Space

This is a place in which mainly students carry out entertainment programs as part of their practical learning or extracurricular activities. The space serves as a community where you can make connections with local people and tourists from around the world.

2F

## Open Library

This library is open to the public and anyone can browse free of charge. There is a wide selection of manga from famous works to the latest popular titles in addition to a complete line-up of books and magazines from various different fields focusing on the entertainment industry. You can view and borrow literature on specific subjects and magazines which cannot be found at normal book stores. There are also a lot of audio sources and materials available.

## Office and Career Center

Ask anything you need to know here for solutions.



## Opening the place to the public to interact with neighbors

The 1st and 2nd floors are open spaces where anyone is free to come and go with events held on a regular basis.

- Opening a Kid's Cafeteria in the event practice space on the first floor
- Holding Laugh & Peace Dinner Show by comedians and special guests
- Setting up a Laugh & Peace yose theater where locals can also perform
- Giving entertainment workshops in which people of all ages from children to elderly people can participate
- Holding live streaming events featuring professional comedians and TV personalities
- Participation, exhibition and appearances / performances for the Great All-island Festival as part of the school festival

3F

## Dance Studio

This dance studio focuses on space and functionality. The layout was designed to adjust the space for professional dance lessons of all genres. In addition to various different dance genres such as hip-hop, tap and ballet, the studio can also be used for acrobat and acting workshops.

4F

## Ensemble Studio

The ensemble studio is a sound proof room with a complete line-up of audio equipment enabling students to practice any kind of music, acting and performance. You can also use this space free of charge by reserving it outside of class time.

5F

## Recording Room

This recording room has a full-scale recording system. Various different lessons such as music recording, voiceovers, radio program production and voice training can be carried out in this professional environment.

## PC Room

This room is fully equipped with the latest cutting edge software and equipment to make computer graphics animation. The facilities include the latest PCs which can handle design and song-making projects.

6F

## Equipment Management Office

The reliable equipment management office is where professionals carry out maintenance. You can make a reservation to use professional equipment free of charge.

This is a place for everyone.

A space to have fun thoroughly with entertainment.

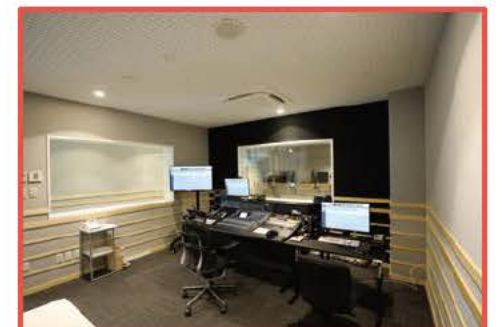
Make use of lesson rooms for dance and performances, an open library with a great collection of manga, the latest recording equipment or high-performance computers for animation production to create works that will excite the world.



DANCE STUDIO



ENSEMBLE STUDIO



RECORDING ROOM



PC ROOM