

REVIEW 2019

English Version

Broadmedia & Entertainment
Inter BEE

REVIEW 2019

English Version

■ Organizer

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REVIEW 2019



#interbee2019

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Photo by : Shigeharu Yoshihara
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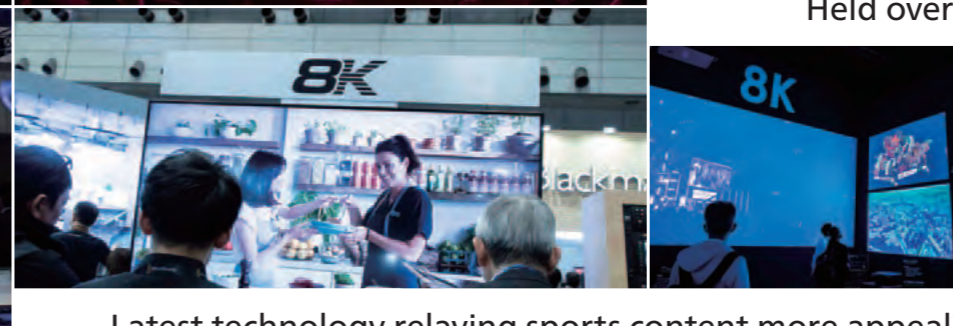
Broadmedia & Entertainment



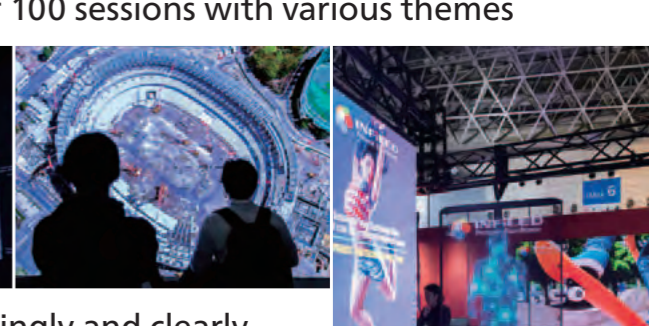
Held over 100 sessions with various themes



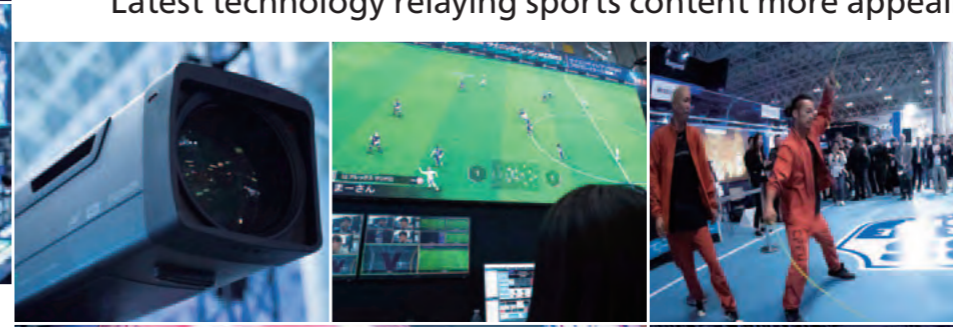
Recorded over **40,000** visitors!



Latest technology relaying sports content more appealingly and clearly



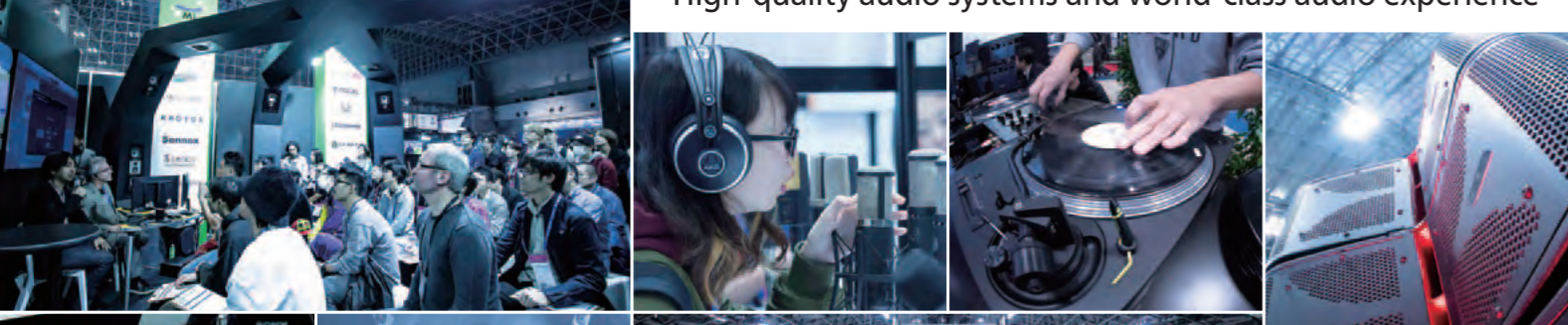
Shared aims and rapid progression to new technologies that practically apply IP / 5G / AI



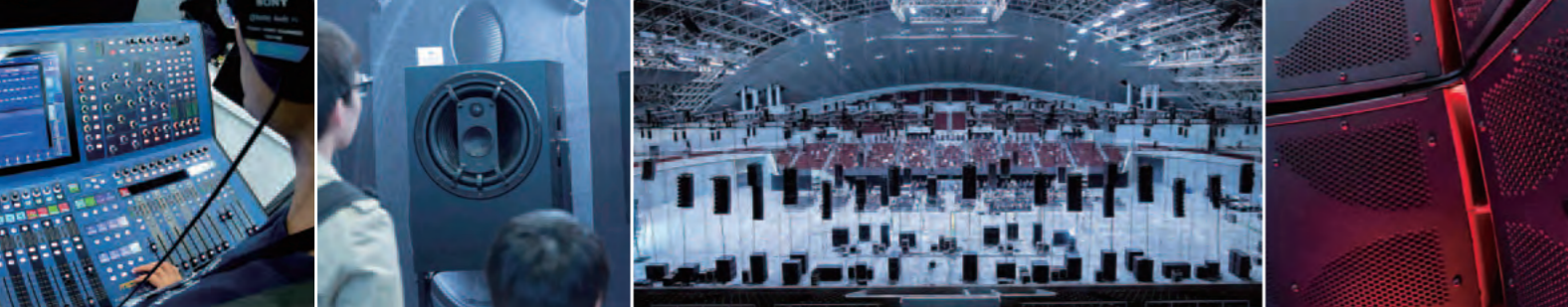
High-quality audio systems and world-class audio experience



Supporting evolving visual expression and a creative environment



1,158 company/groups exhibitors (highest ever)



INTER BEE **SPORT**

SPORT×TECHNOLOGY×ENTERTAINMENT

Expanding the scope of new dimension sports content



With the Tokyo 2020 Olympics and Paralympics coming next year, this year's Inter BEE established "INTER BEE SPORT" as a new special program focusing on sports and sports content, and these topics were also reflected in keynote speeches and the exhibition. Sport is said to be one of the strongest 'killer contents', and it is gaining in influence in the areas of live viewing, broadcasting, and Internet coverage. So, what does new dimension sports content through SPORT×TECHNOLOGY×ENTERTAINMENT actually mean? It was an attempt to show the now and future in regard to sports content - content that is continuously expanding in scope.

At the keynote speech venue, the theme of all sessions on the first day was sports contents. The opening keynote speeches were given by a wide range of guests from Japan and abroad including Gordon H. Smith, the President and CEO of the National Association of Broadcasters (NAB); Daichi Suzuki, the Commissioner of the Japan Sports Agency; Kazutaka Ogata, Director of Broadcast Engineering Department of NHK; and Sotiris Salamouris, CTO of the Olympic Broadcasting Services (OBS), each talking about the future of sports and contents from their respective perspectives.

The INTER BEE CONNECTED keynote speeches from the afternoon were "Sports broadcast philosophy" in broadcasting media, followed by keynote speech 2, "Increasingly bright future of sports through digital technology", which focused on future sports content from various stages apart from broadcasting. This subject was approached from various angles at each session. The special session held at the International Conference Hall on the second day covered SVG supporting sports content production all over the world as well as the "Advanced Technology on Sports Image Production" session held by OBS, NHK, and Canon Inc.

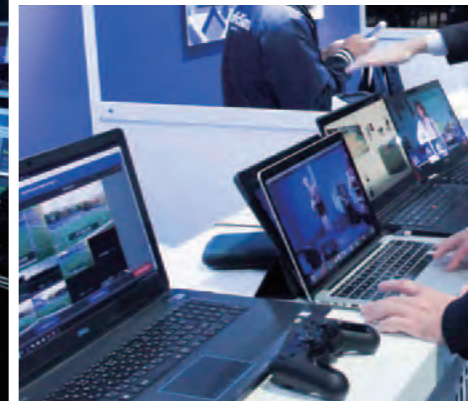
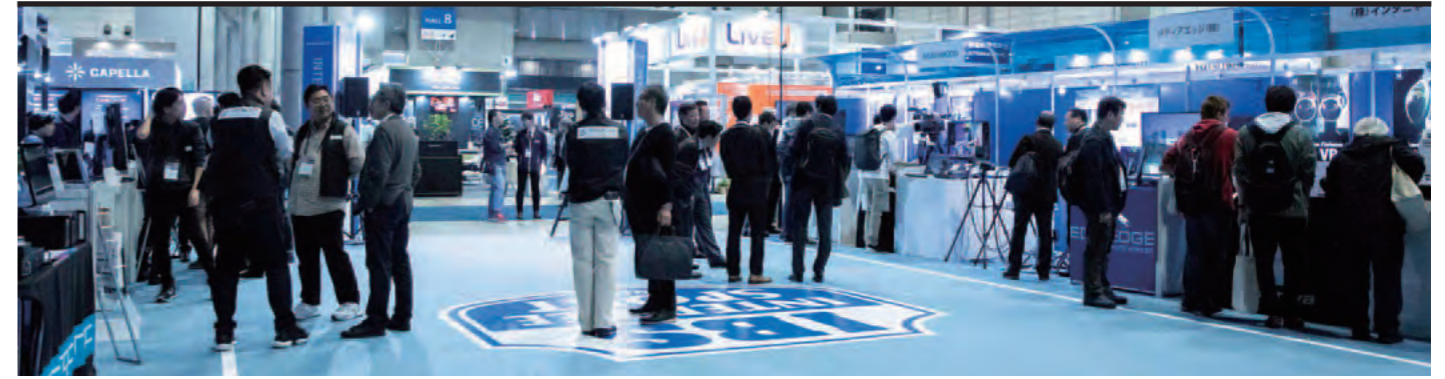
Date:	Nov. 13-15
Place:	Exhibition Hall 7
Area:	228sqm
The Theme of Keynote Speech:	Toward to 2020
The Number of Sessions:	4 Session
The Number of Speakers:	21 speakers
The Number of Audiences:	1427 audiences (Total)
The Number of Exhibitors:	10 exhibitors





The Japan Rugby World Cup finished about 10 days before Inter BEE. It was a tournament when the Japanese team made unprecedented progress, but when looking back from a content perspective, it was a sporting event in which a wide variety of new production and distribution approaches were adopted, making it really powerful as a spectacle of entertainment.

INTER BEE CONNECTED keynote speeches adopted a fresh approach by focusing on this world cup, still fresh in the minds of many, while spotlighting the philosophy of sports content with an eye on next year's Olympics and Paralympics.



"INTER BEE SPORT" was the first time that Inter BEE has created a category for a specific topic. This category provided information on the progress and innovation driven by technology and services in sports content production and distribution, with a view to creating new business opportunities and expanding the market. 10 companies provided booths, drawing many visitors.

Live events included a thrilling and acrobatic performance given by the professional double-dutch team, "REGSTYLE", who have won three consecutive world championships.



INTER BEE IP PAVILION

IP Equipment Connection Demo and 4K/HD Full-IP Outside Broadcast Vehicle Exhibition “Path to the future” seen from keynote speeches and reports of specific case studies



IP conversion when constructed in total from the filming to the delivery stage may enable maximum efficiency, and Japan is gradually heading in this direction.

At the “INTER BEE PAVILION”, which introduces the increasingly large number of actual IP-based case studies, 26 companies participated in the “IP Equipment Connection Demo”.

This equipment demo was conducted under the three themes of “SMPTE ST 2110 (Video/Audio) Interoperability”, “SMPTE ST 2110-30 DANTE (Audio) Interoperability”, and “SMPTE ST 2022-6 Interoperability”. Many visitors experienced the world of interoperability through a demo of IP live transmission production technology.

At the neighboring booth, Nara Television exhibited a 4K/HD full-IP outside broadcast vehicle. Visitors were free to tour the inside of the vehicle, which can be operated the same as standard outside broadcast vehicles despite the IP conversion. Adopting NMI, even for HD systems, for 4K/HD all-IP outside broadcast vehicles using IP live transmission technology enabled a video system without an SDI routing switcher and IP has also been adopted for sound. Furthermore, at the relay technology seminar held in the INTER BEE PAVILION, there was an introduction to activities relating to companies’ IP live transmission and related technology. In addition, NHK and the NHK Science & Technology Research Laboratories gave a presentation for the first time about the basics of IP networks, monitoring IP program production systems, and ST 2110 interconnection verification, and SKY Perfect JSAT Corporation and Nara Television gave a presentation on introduction case studies. Many visitors listened intently to these presentations.

Date:	Nov. 13-15
Place:	Exhibition Hall 3
Area:	270 sqm
The Number of Participant Companies	
SMPTE ST 2110 (Video・Audio) Interoperability:	14 Companies
SMPTE ST 2110-30+DANTE (Audio) Interoperability:	4 Companies
SMPTE ST 2022-6 Interoperability:	5 Companies
Sponsorship / Cooperation Alliance / 2 Companies	
The Theme of Keynote Speech:	IP-based Broadcasting Technology and Introduction Examples
The Number of Sessions:	26 sessions
The Number of Audiences:	1,554 Audiences (Total)



On 15th November (Friday), INTER BEE FORUM keynote speech 6 about “IP-based Broadcasting Technology and Introduction Examples” was held. The leading IP-related theme of the “INTER BEE FORUM” was how broadcasting stations are utilizing IP technology in the IP-based broadcasting era that is already upon us. Future ideas about introduction of IP and latest initiatives such as case studies were introduced by Fuji Television, Television Tokyo, NTT Plala, Abema TV, Hokkaido Cultural Broadcasting, and Kyodo Television.

Such was the interest in this event that a satellite venue had to be speedily arranged to accommodate the 800 people that had come to the 500-people capacity venue. Despite interest in IP, attempts to introduce it have been vague and uneasy. It would seem that increasing the number of case studies and sharing information on the challenges faced will be extremely important to overcome this situation.



Co-located **DCEXPO** DIGITAL CONTENT EXPO 2019

On the front line of Japanese and worldwide digital contents
Gathering of leading-edge content technology sure to excite creators



Inter BEE was jointly held again this year with “DIGITAL CONTENTS EXPO (DCEXPO)”. This is the second time both events have been held together, commencing last year with the aim to strengthen Japanese contents technology skills and turn this into business. This jointly-held exhibition attracted many kinds of visitors including digital content creators, young video creators, and people involved with the content development sector.

About 40 companies exhibited at Content & Technology Showcase (CTS), a main feature of the exhibition established to spotlight leading-edge digital content and technology. The Innovative Technologies 2019 event discovers and promotes technology and content expected to contribute to the expansion of innovative content industries, and at this year’s event, eight specially-selected outstanding technologies were featured. In addition, the world’s largest CG and outstanding technologies taken from “SIGGRAPH”, the international conference on interactive technology were introduced, thrilling creators from diverse areas including AI, VR, MR, and touch and taste technologies. Further, six unique exhibition/demos selected from an open call for participants as part of the “Program to Improve the New Content Creation Environment (Content Development Business Matching Program)” promoted by the Ministry of Economy, Trade and

Industry were held, as well as business matching/pitching activities, and co-held workshops, so a lot was going on throughout the venue.

A wide variety of conferences were also held. These included the DCEXPO stage in the DCEXPO venue, three sessions held at the International Conference Hall and INTER BEE FORUM on the first day, and two collaborative project sessions held at INTER BEE IGNITION on the second day. At the DCEXPO keynote speeches, Mr. Tomohiro Ishizu, a senior research fellow at the University of London, and Takashi Kawai, a professor at Waseda University gave a speech on the “Future of digital contents and neuroaesthetics”, which outlined a fresh approach to the possibilities of digital contents and media communication from a neuroaesthetics perspective. In addition, the “ASIAGRAPH2019 Tsumugi Awards and Takumi Awards” ceremony and talk sessions were held as well as sessions tackling the theme of video expression by CG/VFX. On the INTER BEE IGNITION stage, the latest VR research in Japan and the US was introduced by Ms. Danielle Belko from Facebook, who is leading the way in VR/AR research, and Michitaka Hirose, a professor at Tokyo University. There was also a talk show featuring Virtual VTuber, Megu Shinonome, and a wide variety of themes from the front line of digital contents were taken up by passionate lecturers.



INTER BEE ((5G))

Possibilities of 5G in the fields of media and entertainment Rising expectations about the start of commercial services



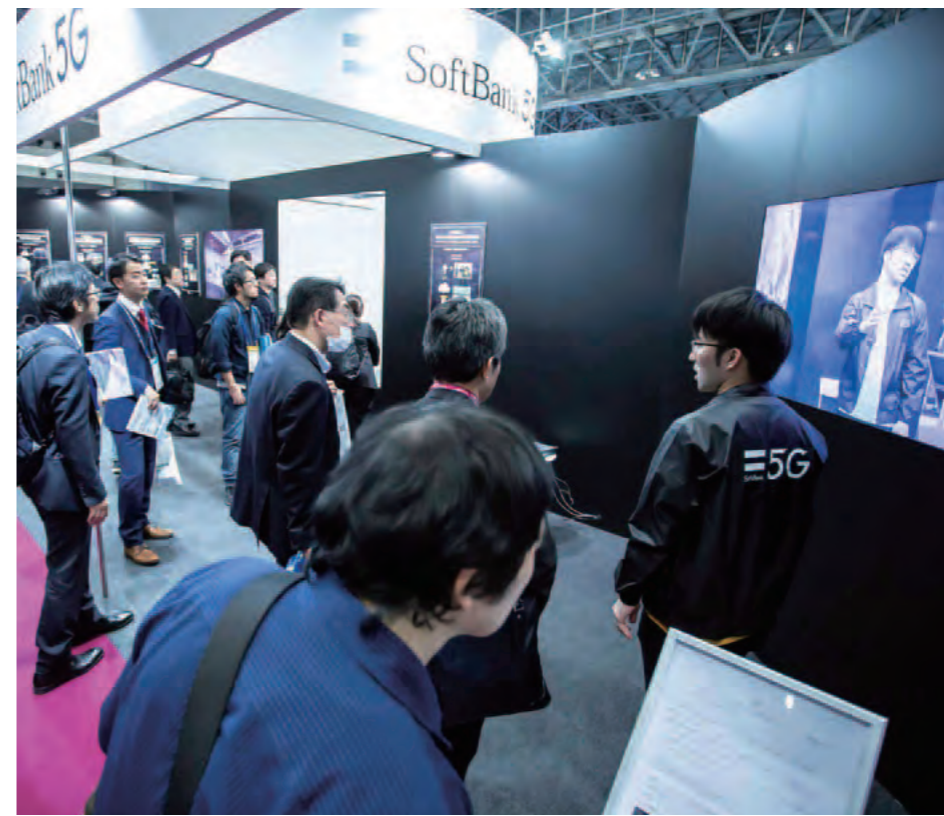
5G commercial services started in 2020. Preliminary services have already started and we have finally entered the preparatory stage of fully-fledged use. It is envisaged that 5G will be used in a variety of business situations, but it is also expected to be utilized in the media and entertainment sectors. This particularly applies to the production, editing and transmission of 4K/8K rich contents.

Held for the second time as a special program, “INTER BEE 5G”, was joined by the Softbank Corporation, who exhibited a trial 5G Base Station for the first time. It was an actually licensed wireless station that provided an experimental 5G communication link over a range of about 300 to 400m, so it was very authentic.

“5G Session 2019” was held at the keynote speech venue. Held for the third time, a number of key personnel in charge of technology promotion at four 5G carriers (NTT DoCoMo, KDDI, Softbank, and Rakuten Mobile) gave speeches in which they talked about their companies’ aims for 5G and the possibilities and future of this technology.

Additionally, some exhibitors’ booths took a more specific approach to 5G use, and as far as the media and entertainment-related industries and Inter BEE are concerned, this is an area that is very much expected to take off from next year.

Date:	Nov. 13-15
Place:	Exhibition Hall 8
Area:	180sqm
The Theme of Keynote Speech:	5G Session 2019
The Number of Speakers:	4 speakers
The Number of Audiences:	709 audiences



The Softbank booth at “INTER BEE 5G” exhibited a system that blurs in real-time people appearing in 4K video. The use of 5G in high-resolution video was promoted by, for example, conducting a demo in which images were actually transmitted and processed from the base station and displayed in real-time.

In addition to the INTER BEE 5G venue, real examples of 5G use in the video sector were proposed. For example, NHK Technologies, Inc. used a Rakuten Mobile circuit to transmit 8K live images via a 5G network, and those images were distributed to terminals in the booth from the cloud and back again via the 5G network.



INTER BEE FORUM

Expectations of evolving contents and the things that lie ahead Exploring the 2020s amid an ever-expanding media environment



All sessions at this year's INTER BEE FORUM were a great success. The number of sessions held at the International Conference Hall was 36 and, including the special programs in the exhibition hall, more than 100 sessions were held in total; all of which were packed with enthusiastic listeners.

The "Current and Future Trends of Collaboration between Broadcasting and Internet" session held at the keynote speeches venue on the second day drew the largest crowd. Ms. Yuka Mishima, the Director of the Promotion for Content Distribution Division, Information and Communications Bureau in the Ministry of Internal Affairs and Communications, gave a speech about the online delivery of broadcasting contents and use of viewing data. At the ensuing panel discussion, speeches were given and discussions were held concerning the many issues and future outlook for collaboration between broadcasting and the Internet. These included issues regarding hybridcast, now in its 6th year, as well as competition with OTT services, local stations and monetization, Internet infrastructure problems and 5G expectations, and use of viewing data in business.

The special session, titled "Now or never, Radio Management", attempted to take on new challenges through Internet collaboration. At the technical session, there was an "In-depth discussion about 4K/HDR and 2K/SDR cross-conversion and operation", which is key to video content production, and "Latest Audio Technology and Next-Generation Audio Creation", which provided information about the front line of audio production. This was followed by "Total Request for Web Sound Engineers!" a request-format session, and then "Urgent program: Natural Disasters and the media 2019". All sessions attracted many listeners. Keywords were sports, AI, 5G, IP, 4K/8K content production, and radio. How will we continue to provide content in the future amid the ever-evolving and expanding media? Whatever the session, all eyes were keenly focused on exploring the media and content of the 2020s.

Date:	Nov. 13-15
Place:	International Conference Hall
Area:	1,947 sqm (5 Rooms)
The Number of Sessions:	36 sessions
The Number of Speakers:	138 speakers
The Number of Audiences:	8,598 audiences (Total)



INTER BEE EXPERIENCE *X-Speaker*

World class in reality and in name

Experience the largest-ever collection of 18 speakers featuring 15 domestic and internationally famous brands



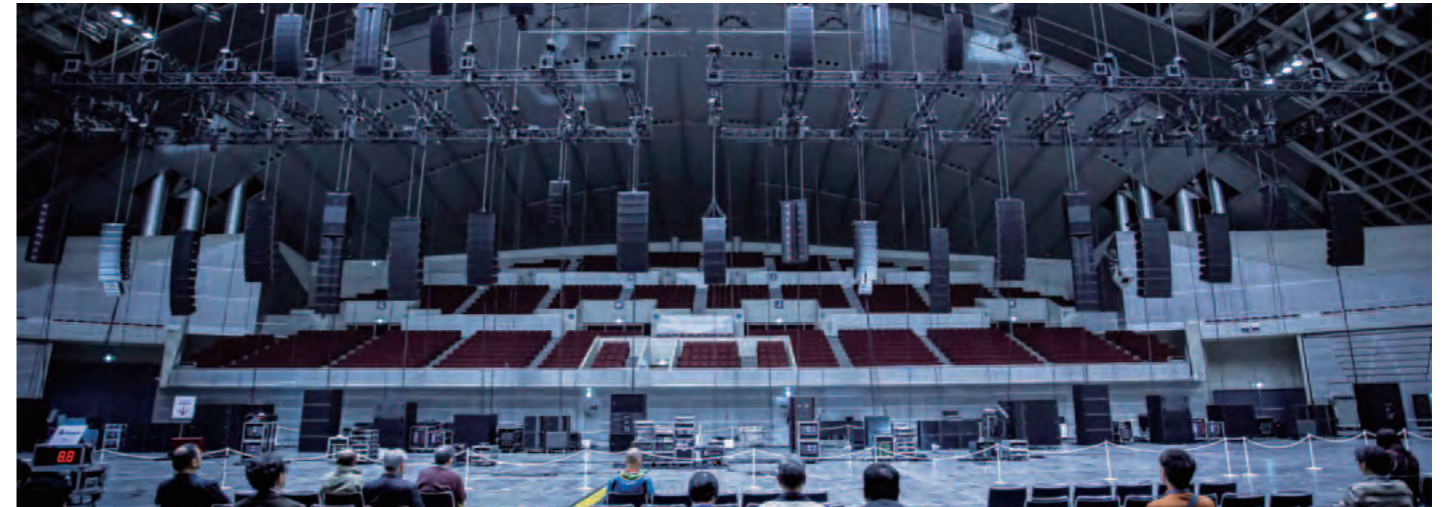
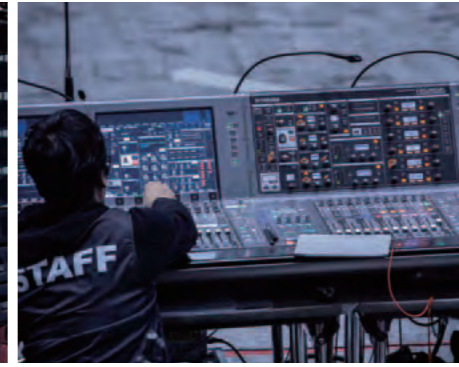
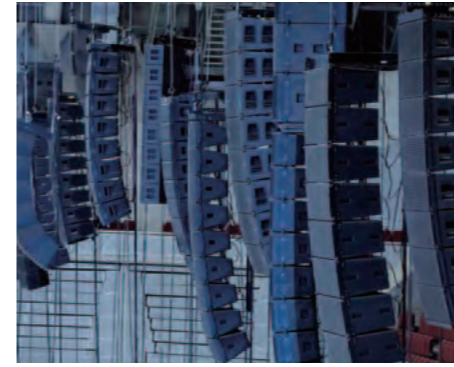
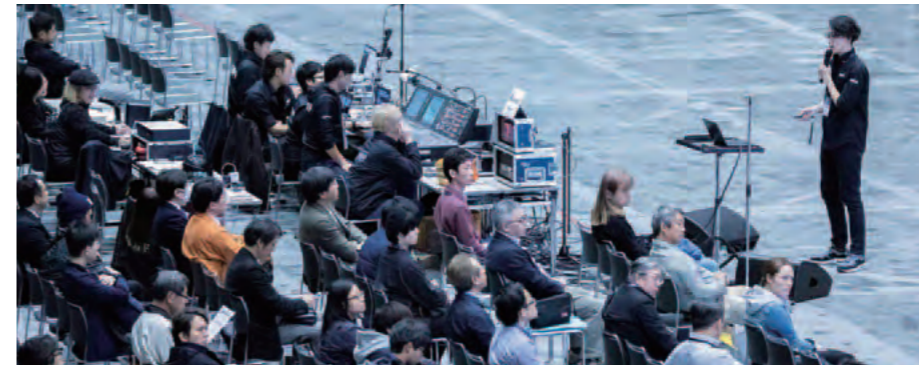
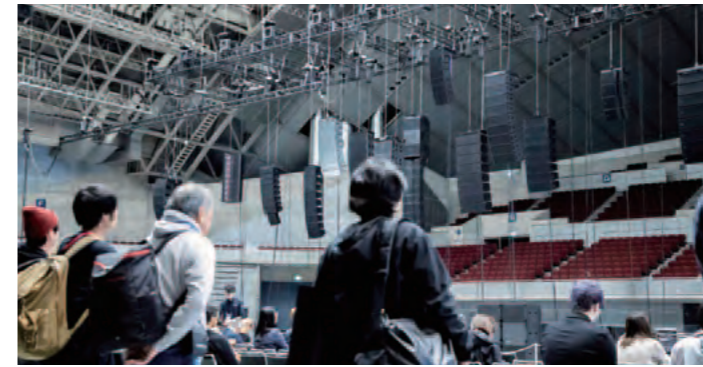
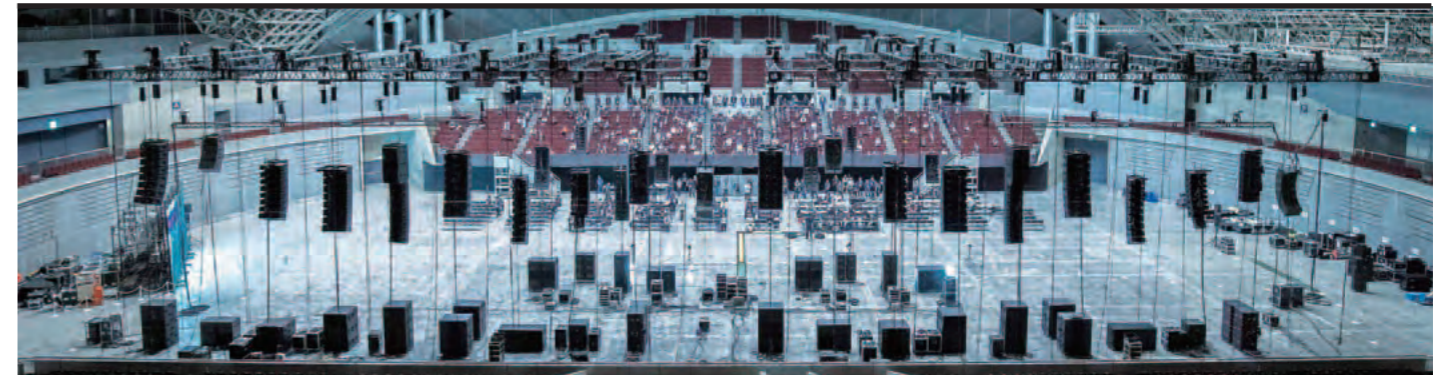
At this year's INTER BEE EXPERIENCE: X-Speaker (SR speaker experience demo), 18 SR speakers featuring 15 brands were used, making it the largest ever staged to date. Having this many famous domestic and international brand SR speakers all under one roof and being able to hear them firsthand is an extremely rare and valuable opportunity anywhere in the world. Indeed, this year's event could be called a truly world-class trial listening event.

Particularly significant was the use of four point source speakers. Compared to line array speakers, point source speakers, which are designed for small spaces, have evolved remarkably. In addition to high sound quality and a sound pressure that exceeds expectations, it was an overwhelming contest between each speaker.

The line array speakers consisted of four small and ten medium/large products. Again, this year all products were flown from trusses hanging from the venue ceiling, and one could only look in awe at their majestic appearance. Some brands were new while others were making a reappearance, and over the three days of the exhibition, trial listening events were laid on to perfectly demonstrate the uniqueness and merits of these speakers.

Many visitors come to this event every year, but this year there were around 4,400 new visitors and about 6,600 in total. There has been increased interest in sound-related technologies at Inter BEE overall, and it could be said that this X-Speaker symbolizes that. As the weight of importance placed on the live entertainment market increases every year, there is continued interest in INTER BEE EXPERIENCE X-Speaker – an once a year opportunity to experience a collection of SR speakers that provide a world-class live sound.

Date:	Nov. 13-15
Place:	Event Hall
Area:	3,098 sqm (Arena)
The Number of Products Brands:	15 brands, 18 Products
The Number of Presentations:	36 presentations
The Number of Audiences:	6,601 audiences (Total)



INTER BEE EXPERIENCE X-Headphone | X-Microphone

Once again a great success – the headphone/microphone trial listening experience
A place bustling with young creators and students

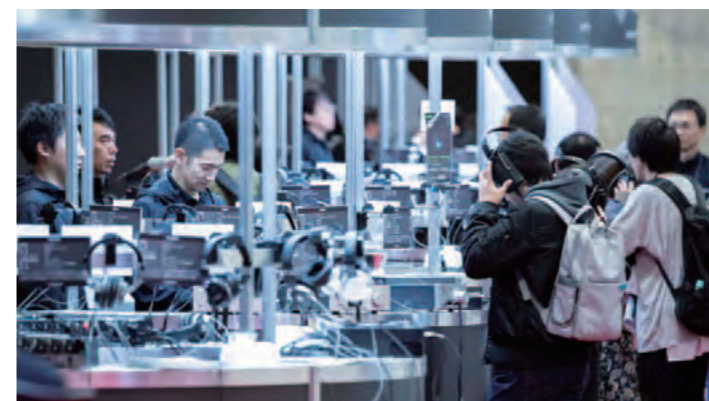


The INTER BEE EXPERIENCE: X-Headphone X-Microphone (headphone and microphone trial listening exhibit) was held for the fourth time this year. This event has truly established itself as an opportunity to freely and casually experience professional-grade headphones and microphones. Many visitors gathered at Exhibition Hall 1 again this year, and the highest ever number of visitors (over 5,000) came over the three-day period.

Many producers involved with sound and voice production such as PA and broadcasting studio staff visit this venue every year to experience new products and equipment they have never used before. The increasing number of younger people such as young creators and students was particularly striking this year. This could be the effect of the digital contents EXPO co-hosted with Inter BEE since last year or the increasing number of young creators who undertake video and sound/voice production alone such as videographers. Providing a place for such people to actually experience high-quality headphones and microphones is becoming more beneficial as it is, of course, an excellent opportunity for students to become involved with next-generation sound production.

Amid growing needs for quality and volume in image and video considering the increasing amount of video content on the Internet every year and the practical application of 5G, the importance of sound and voice that appeals to the senses of viewers is required. In addition, interest in sound technology is raising again as the live entertainment sector flourishes, and production quality is advancing to the next step. This year's event showed that X-Headphone X-Microphone has become an invaluable place to interactively support creators producing next-generation content.

Date:	Nov. 13-15
Place:	Exhibition Hall 1
Area:	338 sqm
The Number of Products Brands:	Headphones 8 brands Microphones 11 brands
The Number of Visitors:	5,038 audiences (Total)



INTER BEE IGNITION

**How will media expand?
Three-days when the mediatization of everything was prophesized**



By proactively focusing on a world of image expression set apart from former broadcasting media, INTER BEE IGNITION started as an effort to blaze a new path for Inter BEE. In keeping with its 'explosive' name, the overall theme for INTER BEE IGNITION, now in its fourth year, was "Expanding media doesn't stop at video", a topic that we thought would generate lively discussion.

The INTER BEE IGNITION keynote speeches were held at the International Conference Hall on the second day of the exhibition. Under the title of "Activists in the Era in which Everything Outside of Film is Made into Media", Prof. Ichiya Nakamura, a driver of various digital media projects gave a speech, which was followed by a panel discussion involving guest panelists and a video commentator.

At the INTER BEE IGNITION venue, the five keywords of "education", "nightlife", "urban", "mobility", and "niche media" were set as ignition points of the expanding media. Guest panelists from various sectors and positions were invited to take part in lively discussions about how ordinary people, society and the digital media industry would change and evolve due to various social situations being mediatized.

In addition, in keeping with the overall theme, boundless information was disseminated through a variety of events. These included the annual Awards Ceremony for the Lumière Japan Award 2019, given by the Advanced Imaging Society Japan Committee; introduction of the latest VR research in Japan and the US, which is a collaborative project held with DCEXPO; and a talk show featuring the 3DCG virtual VTuber, Megu Shinonome.

Date:	Nov. 13-15
Place:	Exhibition Hall 6
Area:	558sqm
The Theme of Keynote Speech:	Activists in the Era in Which Everything Outside of Film is Made into Media
Capacity of main stage:	110 seats
The Number of Sessions:	12 sessions
The Number of Speakers:	40 speakers
The Number of Audiences:	1,331 Audiences (Total)
The Number of Exhibitors:	8 exhibitors





At the close of the first day, there was an opening party called, "Beer Bash - INTER BEE IGNITION Masterminds Discuss Media Theory". At this inaugural event, the advisory board members, who had engaged in many discussions up until the holding of Inter BEE, talked with a drink in one hand in a relaxed atmosphere about their thoughts and ideas about the ever-expanding media.

This session and the previous nightlife session were streamed live via the live streaming site, "DOMMUNE", which was presided over by panelist, Mr. Naohiro Ukawa. On that day, over 14,000 viewers were counted.



The INTER BEE IGNITION exhibition area is probably the place where you can see the most unique exhibits in the whole of the Inter BEE venue. At this year's exhibition, there were booths that covered new video expression and video communication, and many interested visitors took part in firsthand experiences.

Like this event's name suggests, both the stage sessions and exhibition area are 'points of ignition', and it is hoped that, in this constantly diversifying and expanding media environment, INTER BEE IGNITION will continue to be a place to explore unique innovation and business generated by technology and content inspired by new ways of thinking.



INTER BEE CONNECTED

Greatly changing media environment over the past 5 years
Enthusiastically communicating the next 5 years of broadcasting and video media

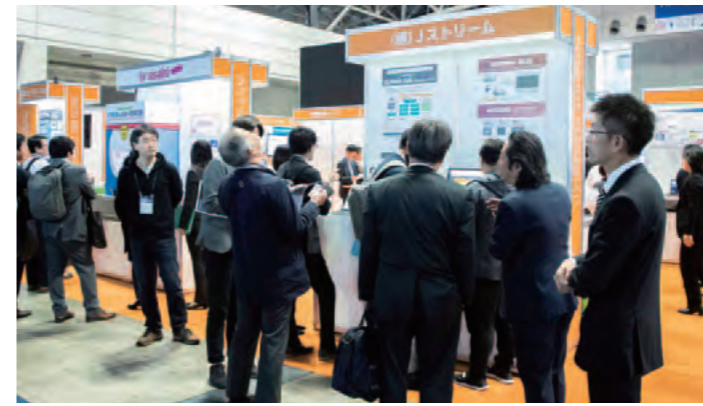


This is the sixth year that INTER BEE CONNECTED has been held as a special program. Over that period, broadcasting and media environments such as television have changed greatly. Marking this milestone of five years since its inception, INTER BEE CONNECTION held a succession of enthusiastic sessions looking at the next five years ahead.

This year's keynote speeches were held at the International Conference Hall, and the topic of all the sessions on the first day was sports content. The afternoon keynote speech was titled, "Sports broadcast philosophy-Toward to Tokyo 2020". Akira Tanaka, the President of WOWOW Inc., which has enjoyed great success in broadcasting sports TV programs, was invited to be the facilitator. Many subjects, including professional baseball, the Rugby World Cup and the Tokyo Paralympics, were covered by a wide selection of guests, and the role of content created by TV in the field of sports was introduced at this session.

The INTER BEE CONNECTED sessions were opened by "Television Advertising in 10 Years: Imagined Using Viewing Data", and the ensuing sessions were a great success on all days. Particularly popular were "Casual Video Viewing by the Younger Generation" on the first day, "Discussing the Next Step in Image Media with GYAO and AbemaTV" and "Media Strategy for Attacking Key Networks" on the second day, and "Business Outside of Broadcasting at Local Stations 2.0" on the final day. Each of these sessions attracted over 300 listeners, greatly exceeding the 200-seat capacity of the venue. How will broadcasting and video media change and evolve, and what kind of strategy and business is necessary? Each session looked at the future from varying perspectives and themes, and it could be said that greater interest in these subjects has emerged.

Date:	Nov. 13-15
Place:	Exhibition Hall 7
Area:	588 sqm
The Theme of Keynote Speech:	Sports broadcast philosophy -Toward to Tokyo 2020
Capacity of main stage:	200 seats
The Number of Sessions:	13 sessions
The Number of Speakers:	55 speakers
The Number of Audiences:	3,559 audiences (Total)
The Number of Exhibitor's Presentation:	17 sessions
The Number of Exhibitors:	16 exhibitors





Television Advertising in 10 Years
Imagined Using Viewing Data



Casual Video Viewing by the Younger Generation
Hints for Future Video Services by Analyzing Viewing Conditions

This year's INTER BEE CONNECTED attracted the highest ever number of visitors, exceeding 3,000 people over the three-day period. Amid major environmental changes such as, viewing data which is a standard topic on the first day, changing viewers and consumer behavior, Internet video media and SNS, as well as 5G and media communication, how should key stations and TV program production evolve as well as local media and advertising? Many visitors came and listened keenly to the sessions, which all looked at and considered reform efforts from an ongoing perspective.



Clarification Through Data!
The Latest Trend for "Quality and Value"
When Viewing Sports Programs!?



How Should Advertisers and
the Television Industry Respond to Changes in
Consumer Behavior?



Discussing the Next Step in Image Media with
GYAO and AbemaTV



Media Strategy for Attacking Key Networks



What Happens When the Internet is Excited?
Program Production and SNS Utilization



After Hours!
Will TV Really Survive!?
How Will TV Change? What Will TV Do?



Continuing on from last year, this was the second time we held "After Hours!" It took place at the end of the second day, and the topic this year was "Will TV Really Survive!? How Will TV Change? What Will TV Do?" At this event, participants sat with a drink in one hand around a round table and entered into a free-for-all discussion with no boundaries between those seated on or in front of the stage. This year's provocative topic drew a great number of visitors from various industries with a vested interest in the future of TV, particularly people working at TV stations, and it was an evening full of frank discussion. The event closed with a "Wrap-Up Talk Show" where the advisory board members both marked the sixth year of INTER BEE CONNECTED and drew a curtain on this passionate three day event by discussing "The Past 5 Years and the Next 5 Years."



Impact of 5G on the Broadcasting Business



Local Stations 2.0:
The Triangle of Broadcasting x Internet x Local Society



Overseas Expansion of Broadcast Contents:
Is Streaming the Next Step?



INTER BEE CONNECTED Wrap Up
The Past 5 Years and the Next 5 Years



塚本 幹夫

INTER BEE CREATIVE

**Colorful collection of Japanese and Hollywood creators take the stage
A stimulating and passionate session not only about technology**



At this year's INTER BEE CREATIVE, sessions approached a variety of issues such as 'what is the real power of Japanese contents?' and 'what are evolutionary young creators aiming for?' from various angles. A passionate audience numbering more than previous years assembled to address these questions over the three-day period.

The INTER BEE CREATIVE keynote speeches on the third day of the exhibition provided a fitting finale to the keynote speeches held at the International Conference Hall. The movie director, Mr. Isao Yukisada, took the stage to engage in positive exchange with the Asian film industry. Entitled "Calling All Japanese Creators! Step into a New World!", his speech covered the personal path he has followed as well as talk about the difficult challenges he faced when filming in China. He also talked passionately in a conversational style about what Japanese video creators need to make the move into the outside world.

The sessions held over the three-day period showed the current power of contents produced in Japan and Hollywood. Taking the stage for Japan was the technical production team for the NHK period drama, "Idaten", the first ever to be produced in 4K. The team introduced, among other things, the latest visual effects technology and the challenges that came with that. Taking the stage for Hollywood was Mr. Elliot Newman, the visual effects supervisor for "The Lion King", the live action film that was the talk of the town after its release this summer. Mr. Newman held a session entitled, "The Making of the Lion King", over a two-day period from 14th to 15th November. Many other movie directors, videographers and technical creators took the stage to take part in a wide variety of sessions that introduced the latest technological trends and stimulated young creators.

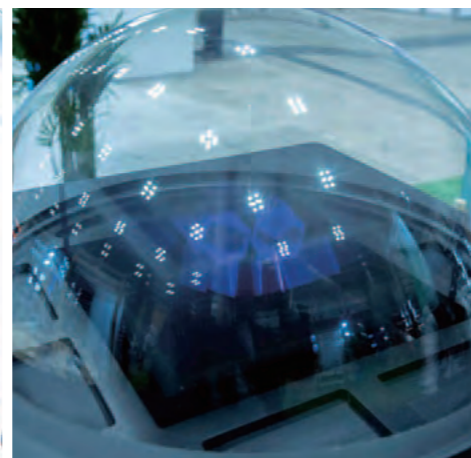
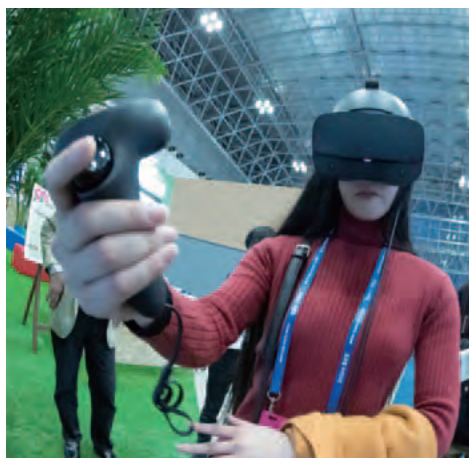
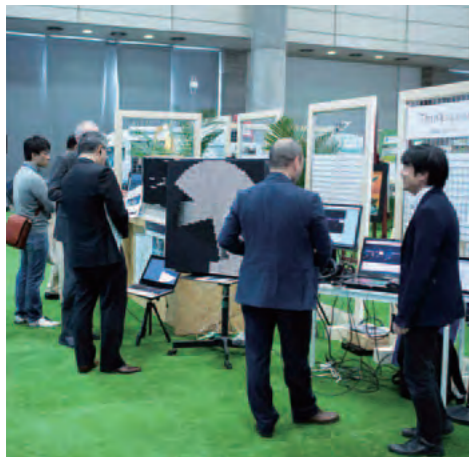
In the exhibits area, the annual video production and post-production-related booths were set up by the Japan Post Production Association. At INTER BEE CREATIVE MEET-UP, workshops and hands-on experiences were conducted.

Date:	Nov. 13-15
Place:	Exhibition Hall 8
Area:	481sqm
The Theme of Keynote Speech:	Calling All Japanese Creators! Step into a New World!
Capacity of main stage:	102 seats
The Number of Sessions:	16 sessions
The Number of Speakers:	24 speakers
The Number of Audiences:	2,066 Audiences (Total)
The Number of Exhibitors:	7 exhibitors

CREATIVE MEET-UP

Date:	Nov. 13-15
Place:	Exhibition Hall 8
Area:	557sqm
The Number of Participant Companies:	16 companies





INTER BEE CREATIVE MEET-UP

Now in its third year, INTER BEE CREATIVE MEET-UP is another special event. This new and original event aims to gather professionals and amateurs from all areas of expertise and provide opportunities for them to take part in experiences and promote interaction and network-building. It also encourages users to come up with new ideas and take on new challenges and creates exhibitions and spaces to inspire them. Creating a place for the creators producing the next generation of contents to come together is especially important for Inter BEE.

In that respect, the workshops conducted over the three-day period attracted many participants on consecutive days and were a great success. The sessions covered leading-edge video production technology to online video marketing and effectiveness measurement, motivating young content creators such as videographers more than ever.





Record number of 1,158 companies/groups participated in the exhibition
The comprehensive media event, Inter BEE 2019, opens!!

From 10 a.m. on the opening day of 13th November, the Opening & Keynote was held at Convention Hall A of Makuhari Messe International Conference Hall. The opening of Inter BEE 2019 was proclaimed at the venue with the holding of the Opening Session ahead of the various speeches in "Keynote Speech: Toward 2020".

"Realizing user experiences that give spiritual happiness through contents"

Society is changing greatly due to digitization and conversion to a data-driven society, which are progressing in line with rapid technological innovations throughout the world. Amid such changes, JEITA is attempting to make reforms that help to solve social problems in partnership with various industries with the ultimate goal being the Ultra-Smart Society (Society 5.0) that Japan is striving towards. Inter BEE is also striving to making great changes as a comprehensive media event that covers "making", "sending" and "receiving" contents to realize user experiences that give people spiritual happiness.

Finally, next year is 2020 when the Tokyo Olympics and Paralympics will be held. With an eye on 2020, the theme for this year will be sports. A variety of sports-related sessions were prepared and INTER BEE SPORT was put on as a special exhibition program. I would like you to use this year's Inter BEE as an opportunity to understand the importance of broadcasting and contents in sports.



Mr. Nobuhiro Endo
 Chairman,
 Japan Electronics and Information Technology Industries Association (JEITA)



"Incorporating new technologies and business models and creating new broadcasting and contents in partnership with a diversity of industries"

I am delighted from the viewpoint of the Ministry of Internal Affairs and Communications that, at this year's Inter BEE, exhibitions and discussions placed emphasis on themes such as 4K/8K and broadcasting and Internet collaboration.

New 4K/8K broadcasts provide images with meticulous clarity and a sense of presence, and the recent enthronement ceremony, celebration parade and rugby world cup among others were broadcast in this format. The Tokyo Olympics and Paralympics will be held next year, and sports was a major theme at this year's Inter BEE. I hope that the public and private sectors will work together in helping to popularize 4K/8K and put in place an infrastructure to receive such images so that they can be enjoyed by even more viewers.

The broadcasting environment has changed greatly. While protecting the goodness of broadcasting itself, I hope that we can continue to push on with positive initiatives that seek to incorporate new technology and business models and create new broadcasting and contents in partnership with various other industries.



Mr. Hiroshi Yoshida
 Deputy Director-General for Information Communication Bureau,
 Ministry of Internal Affairs and Communications (MIC)

"Hopes for new viewing styles and development of diverse services through more vibrant mutual exchange"

I myself have visited Inter BEE on numerous occasions since the digitization of broadcasting, and major developments have taken place since then. At that time, I expected that more and more people would be involved in markets created by mutual exchange between broadcasting and digital contents. At Inter BEE 2011, there were 800 company exhibitions but that number now exceeds 1,000 companies. In addition, in 2011, there were 30,000 visitors but the number of visitors last year was over 40,000. That expectation has now become reality.

5G will finally start next year and 4K/8K contents will finally be distributed via the Internet. Elements such as big data and AI will be added to content distribution technology, so added value continues to increase. It is hoped that Inter BEE will inspire the development of new services and equipment from a connected industry perspective.

New and diverse viewing styles are expected for the Tokyo Olympics and Paralympics. It is hoped that mutual exchange and information-sharing between the people coming to Inter BEE today will lead to the development of new viewing styles and diverse services.



Mr. Yoichi Ogasawara
 Deputy Director-General for IT Strategy,
 Ministry of Economy, Trade and Industry (METI)



Inter BEE - continuing to pioneer an abundance of experiences
Intensifying societal trends with 'sport' as the keyword

At sundown on the opening day, supporting and cooperating organizations as well as VIPs from exhibiting companies were invited to take part in the "Inter BEE 2019 Reception". The glamorous venue served as a place for exchange between top management from various industry and profession types including the broadcasting industry, equipment manufacturers, and the contents industry.

"Seeking to develop Inter BEE as a major place to get together with others and make things happen"

Thanks to your help, Inter BEE was held for the 55th time this year. It was held with the largest number of exhibitors to date - 1,158 companies. We would like to express our gratitude to all the groups that cooperated with us and to the government agencies concerned for their support.

JEITA has worked as a sponsor to change Inter BEE to a contents-centric event. This will be the second time Inter BEE was jointly held with DCEXPO.

Based on the three keywords of "make", "send" and "receive", we have tried to turn this event into one that provides an abundance of experiences centered on broadcasting and digital contents, and it is actually becoming such an event. It is our mission to further develop such things and we are seeking to develop Inter BEE into a major place to get together with others and make things happen. In particular, this year is the year of the rugby world cup and next year sees the major events of the Tokyo Olympics and Paralympics, so the keyword of sports played a major role this year. Amid such major social movements, we would like you to make use of this year's Inter BEE and as the sponsor we would like to initiate a variety of new movements in preparation for next year.



Mr. Keiichi Kawakami
 Executive Senior Vice President,
 Japan Electronics and Information Technology Industries Association (JEITA)

"Ensuring that viewers enjoy the real feeling of watching sport even more"

At this year's Inter BEE, exhibits focusing on new sports contents have been provided and they are attracting great interest. This year's rugby world cup was really exciting thanks to the brilliant performance of the Japanese national team. In addition, when looking back at this year, Japanese sports stars from the worlds of golf, tennis, athletics, soccer and table tennis and so on have produced some excellent results.

Broadcasting stations have brought these impressive feats to viewers while actively incorporating new technology. Finally, next year, the Tokyo Olympics and Paralympics will be with us. We have been making preparations to ensure that viewers enjoy the real feeling of watching sport even more, so please look forward to that.

A large number of typhoons made landfall on the Japanese islands this year, causing catastrophic winds and repeated rain storms. This caused severe damage across the country including the capital. I would like to express my sympathies to the disaster victims who are still living in difficult conditions".

While facing the immediate danger, many broadcasting stations devised various ways to speedily and accurately relay the information to viewers while doing their utmost to maintain broadcasting equipment. As meteorological disasters worsen and fears of a major earthquake heighten, I hope to continue to rely on the warm support of all concerned to take all contingencies into account as a broadcasting station.



Mr. Tadahisa Kawaguchi
 Chairman of Special Technical Committee,
 The Japan Commercial Broadcasters Association (JBA)

2020 will be an exciting year for Japan with 4K/8K

Over the past few years, I have felt that Inter BEE has been introducing the latest broadcasting equipment and facilities as well as cloud technology, cyber-security, and new video expression such as AR and VR while evolving and developing into a comprehensive media exhibition centering on broadcasting. While maintaining standard broadcasting technology such as video and audio baseband signal processing, modulation and demodulation, and RF transmission technology including sending/receiving, the NHK Group has been training its engineers to have specialist skills in the IT sector in order to build a stronger organization built on such skilled workers. As the world of broadcasting continues to see major changes, I am certain that providing places for many industry insiders and experts to gather such as Inter BEE will become increasingly important in the future.

The broadcasting of and public viewing throughout Japan of the rugby world cup was a great success. Next year sees the Tokyo Olympics and Paralympics. Topping even the excitement of the rugby world cup, we hope to enjoy these events with everyone in Japan in 4K/8K. NHK will continue to give its all to achieve such goals.



Mr. Keiji Kodama
 Director of Engineering Administration Department,
 Japan Broadcasting Corporation (NHK)

"Making a shift to contents and covering a wide range of sectors"

I would like to offer my heartfelt congratulations for boldly making a shift to a contents event. This year will be the 55th Inter BEE. Starting the year following the previous Tokyo Olympics, Inter BEE seems to have a deep relationship with the Olympics and broadcasting. Covering an extremely wide area such as contents combining video and sound as well as transmission and distribution, the industries involved with Inter BEE are no longer just the broadcasting industry. Thus, there may be a need to rename the exhibition to reflect its wider scope.

I had the honor of viewing the exhibits. It is excellent to see that Inter BEE is expanding while absorbing new technologies of engineers such as 5G, AI and IoT. I hope that the exhibition will continue to expand".



Mr. Fusaki Matsui
 Representative Director,
 Association of Radio Industries and business (ARIB)

Spreading eccentric yet delicate contents

Contents are an evolving organism. Delivering even more interesting contents that will lead the global market is vital. Software and hardware are closely connected and sport and art are two sides of the same coin. To ensure that digital contents liven up Inter BEE in the future, I hope we can deliver exquisite and original contents that express the beauties of nature.



Mr. Yoichiro Kawaguchi
 Chairman,
 Digital Content Association of Japan



Audio-Technica was established in 1962, one year before the inaugural Inter BEE exhibition. The company provides the microphones every year for the Grammy Awards ceremony and it was these very microphones that caught the memorable “so da ne~” phrase famously uttered by the Japanese women’s curling team at the Pyeongchang Winter Olympics/Paralympics. A world-famous audio brand, Audio-Technica reinforced its corporate brand at this year’s Inter BEE by securing an exhibition space twice bigger than before, from where it provided a comprehensive showcase of its products. We spoke to Ms. Keiko Okada (Advertising Team, Advertising and Sales Promotion Section, Marketing Department) about the aims and themes of the exhibits as well as the role of Inter BEE, and Mr. Noriyuki Tsuchiya (Professional SS Section, Professional Audio Sales Division) about the aims of their Inter BEE exhibition.

Ms. Keiko Okada (Left)
Marketing Division
Advertising & Promotion Department
Audio Technica Corporation

Mr. Kazuhiko Konno (Center)
Manager
Professional Audio Sales & Marketing Division
Professional SS Department
Audio Technica Corporation

Mr. Noriyuki Tsuchiya (Right)
Professional Audio Sales & Marketing Division
Professional SS Department
Audio Technica Corporation



Exhibiting a lineup of professional audio products Conducting demos in lifelike-sized spaces

■ What are the themes and aims of your exhibition?

Ms. Keiko Okada responds, “Previously, we mainly displayed conference systems, but we have gone for an exhibition that includes the professional audio division. It’s an inter-department Audio-Technica professional audio exhibition, so we have been able to show our wide product lineup and business development.” She goes on to say, “Utilizing more room this year, we have created an interactive space based on a philosophy of showing solutions by example. We have created three lifelike-sized spaces, including conference room and recording studio spaces, from where customers can test the quality and effects of our products.”

“The height of the exhibition area is higher than before allowing us to provide an interactive exhibition. This is the first time I have been involved with this exhibition, but I got the feeling that the number of visitors on the first day was higher than normal. Having such an open space had

a major impact”. (Ms. Okada)

“We also laid on a coffee stand for the first time, providing visitors with freshly-made coffee, so it was a pleasant space with a delicious aroma. It also helped create an atmosphere in which our visitors could view the exhibition at leisure. We tried to create a space that drew in new customers while valuing our existing customers.”

■ Announcement of 5 new products

At this year’s exhibition Audio-Technica exhibited a larger product lineup and announced five new products aimed at professional users. These included a digital smart mixer co-developed with TASCAM, and an infrared boundary microphone. Mr. Tsuchiya gave us a rundown of these products’ features.

“The first one is the “ATDM-1012” digital smart mixer. Based on the basic functions of the “ATDM-0604” released two years ago, we have enhanced the processing function. We simultaneously developed a DANTE model that incorporates the DANTE input/output power of our first DANTE. The microphone manufacturer is DANTE. Communication is easy, good expansion, and a digital signal that reduces noise. It can send DANTE signals, so it can be adapted by, for example,

switching images as a tally.” (Mr. Tsuchiya (here and below))

“The second is the new “ATW-A808HH1” wall-mounted antenna. It is a wall-mounted whip antenna that is perfect for installation in conference and seminar rooms. It is effective in conference rooms with design restrictions, and it is also structured to be connected directly to “ATW-B80WB” antenna boosters, enabling B-band wireless systems to be installed stress-free.”

■ Upgrading the ATUC Series conference system Voting function newly added

“The third one is the “ATW-A410P”. This covers 470 to 990MHz and is effective at operating a wide range of frequencies including WS-band as well as B-band. In addition, the ATT supports -10 to +12dB and can be flexibly changed according to operation.”

“The fourth one is the “ATIR-T860” infrared boundary microphone. This can be operated with existing infrared microphone systems. It can be used up to 8 wavelengths. It can switch microphone directivity between front hemisphere connectivity and omnidirectional. It is a wireless boundary system perfect for TV/Web conferences.”

“The fifth one is the “ATUC-50DUa+ATUC-VU”. The “ATUC-50DU” microphone unit of the “ATUC

Series” conference system has been upgraded. It enables supply of power to run the newly-added “ATUC-VU” voting unit. It is also perfect for conference situations that require a voting function.” (end of Mr. Tsuchiya interview)

■ “Application process can all be done online” Streamlined application process praised

Ms. Okada spoke as follows about the role of Inter BEE and more specific wishes such as venue management, and she gave her appraisal of the event.

“In addition to broadcasting and video, Inter BEE plays an important role as a place to showcase B2B and B2C audio. Another plus is that the exhibition application process can all be done online. Not having to submit and post documents is a great help. I also think that the booth allotment lottery method is clever. It all went smoothly without a hitch and there was no waiting time.”

Audio-Technica is a global audio brand that has achieved a great deal of success as a major player in fields such as music and sport, and the company has apparently started its preparations for the 2020 Tokyo Olympics.



Tripod system that enables smooth settings
A lineup we want you to “wear out” at the booth
 Vitec Production Solutions Ltd.



Vitec Production Solutions Ltd. provides peripheral equipment, such as tripods and studio equipment, for professional videographers. At Inter BEE 2019, their booth displayed the 100mm bowl “Flowtech 100 Series” tripod system, and many visitors were able to come and try them out. The booth layout included a studio corner and a lineup of studio equipment such as pedestals and a prompter system, which visitors were free to try out.

The Vitec Production Solutions Ltd. booth was set up to allow visitors to test the products and to provide a place for communication. We asked Ms. Yuki Sawazaki, a Sales and Marketing manager at Vitec, about the aims of his company’s exhibition at Inter BEE 2019.



Ms. Yuki Sawazaki
 Japan Field Marketing
 Sales/Marketing Department
 Vitec Production Solutions KK

Promoting products’ user-friendly qualities including their new tripod system

■ What were the themes and aims of your exhibition?

“We at Vitec Production Solutions Ltd. released our new “Flowtech 100 Series” tripod system in 2019. Our previous Flowtech 75 had a 75mm bowl, but the new Flowtech 100 features a 100mm bowl, enabling even heavier equipment to be used with it. In addition, market recognition of our Flowtech 100 product is still lower than the existing Flowtech 75, so we devised a booth primarily focused on raising the profile of the Flowtech 100.”

“In addition to tripod systems, we put on a studio corner at the back of the booth. We have provided studio equipment for many years so, going back to our roots, we exhibited our lineup of studio equipment such as tripods for professional video equipment and prompter systems.”

■ Tripod system that enables efficient filming with its high-speed setting mechanism

“Our three main tripod brands (Vinten, Sachtler, OCONNOR) were on display at Inter BEE 2019, and

we placed our Flowtech 100 products for the three brands at the front of the booth. We used a consistent design for the Flowtech 100 products given that they belong to the same group. In addition, each brand is distinguished by the colors of the quick release brake lever and rubber feet.

“The Flowtech Series is a breakthrough tripod system made from carbon fiber that enables the three legs to be set very easily. With most tripods, each leg is locked in two places, so the height cannot be changed without releasing and adjusting each lock. The Flowtech Series tripod system is equipped with a quick release brake, which when released allows the height of the three legs to be freely changed. In addition to a mid-level spreader and ground spreader, it can also be used without a spreader, enabling filming under a variety of conditions. The ground spreader can be adjusted simply by pressing a button on the leg, allowing it to be set without stooping.”

“The Flowtech Series is a tripod system that eases the burden of setting a tripod for filming and can be set in a short time. Even when filming alone, because you do not have to crouch down or adjust many places, you can set it up with little effort and in a short time, and this is something that we would like visitors to experience at the booth.”

“Each of our brands has their own areas of strength. For Vinten, it is news reporting, for Sachtler, production, and for OCONNOR, movies. We had previously only provided Flowtech 100 for the two Vinten and Sachtler brands, but we have now released this product under the OCONNOR brand, and visitors were able to test all three brands at the booth.

“At the professional video studio corner, we exhibited our Auto Script brand prompter and our lineup of Vinten quattro pedestals. We are unable to go out and show this product lineup to places like regional broadcasting studios, so we hope that they take this opportunity to see them at Inter BEE.”

■ Valuable opportunity for consumers to experience our products

“Inter BEE is the largest video-related exhibition in Japan and is visited by many. We see it as a valuable opportunity for consumers to view our lineup of products. I think it is really worthwhile because consumers can try out the product and we get to hear their impressions and feedback on how they found using it.”

“Our products have a high profile in the professional video sector. On the other hand, I hope that our range of users expands even more. I think

that our products can be used in Web production, by freelance video creators, by videographers, and birdwatchers among others. A variety of consumers come to Inter BEE, so we would be pleased if our products are fully tried and tested by lots of different consumers who experience firsthand their features and qualities.”

“As a valuable place to meet consumers, we are thinking about exhibiting at Inter BEE next year as well. If we were to request something from Inter BEE, it would be to put on an event like this twice a year rather than just the once in November. I hope that you will give us more opportunities to have our products worn out by consumers while hearing their opinions.”



The Vtuber, "Rimu", debuts at Inter BEE
Dialog with visitors and proposing comprehensive solutions
 such as stereophonic sound
 Takenaka / Syndirect



Takenaka and Syndirect of the Symunity Group put on a stage for their produced Vtuber, "Rimu" at the company's booth. Syndirect were in charge of planning and producing the event and live performances while Takenaka took control of planning video, audio and lighting, content production, and operations at the actual event.

"Rimu" made her debut at this year's Inter BEE live stage together with various solutions including immersive audio using nine speakers on a stage created by the company, an LED panel that can be designed by combining curved lines, and real-time events using applications.

We spoke to Ms. Nao Masui, the public relations manager at Takenaka / Syndirect, about the company's exhibition aims and the future plans for the Vtuber, "Rimu".



Ms. Nao Masui
 Public Relations Department
 Symunity Co. Ltd.

Experiences combining the real and virtual
Variety of performances utilizing video, sound and lighting

■ What were the themes and aims of your exhibition?

"Takenaka is striving to be a "Real & Virtual Experience Provider". In addition to spatial productions developed over many years, the company has added virtual performances and contents such as solutions using VR and smartphones. This prompted us to think about realizing entertainment that combines the virtual and real, so as part of that we got to work on the Vtuber project."

"We put on a stage at Inter BEE incorporating four solutions that we had developed, which we hoped would be seen by people in the industry, especially those involved in broadcasting and putting on shows such as live events. This was the first time that we had unveiled "Rim", and we hope that she will continue to appear as a Vtuber. We also hope that she will be promoted on various other stages and grow with the people in the industry."

■ Three-dimensional performance of Vtuber's voice using immersive audio

"At the presentation of our first solution, 'immersive audio', we conducted a demo that three-dimensionally changed the position of Rimu's voice to make it sound like she was moving around the venue. This was achieved by 9.1ch audio using nine speakers. We also put on performances on the live stage that made full use of immersive audio for voice and music. In addition to technical aspects, Takenaka's distinguishing feature is providing performances that use immersive audio synchronized with a Vtuber and video."

■ Stage design combining various shapes and LED

"The second solution was a diverse range of LED displays and stage design. At this year's event, we conducted stage design combining various shapes and types of LED such as circular, triangular and see-through, and this was the first time such LED had been displayed. Because we can build freely-shaped LED with curvy displays, they can be used for a wide range of events. We use 3D simulation software to visualize and intuitively and visually create video and lighting design, so we can flexibly meet customers' needs."

"We produced a feeling of depth by installing this LED in three layers on the stage. Also, this unusual stage shape really grabbed people's attention."

■ Interactive stage performance with participants

"We have an interactive event package called "Join Visual" for stage performances using smartphones in real-time. This package can enhance the enjoyment of an event by allowing participants to make comments or vote and those results are visualized in real-time, which is an effective way to connect the stage with visitors."

"At the venue, by tapping on a heart shape on the web, you can send 'energy' to Rimu, so the more people tap the more high-spirited Rimu becomes. You can also write a comment on the web and that is reflected in real-time on the LED display."

"When Rimu reacts in real-time to visitors' questions, this really helps to involve the customers. By reading QR code displayed at the venue, you can comment or vote from the web page without having to download an app. This ease-of-use will encourage people to use it at the venue."

■ Vtuber performance combining the real and virtual

"The last and fourth solution was the Vtuber, "Rimu". We started making Rimu four years ago, since when we have worked on character settings, design, modeling, and system verification among other things. We have worked, first and foremost, to

perfect Rimu as a Vtuber, and we have come up with innovative performance-related solutions, such as how to show a virtual presence interact with real people and how to show the association between virtual and real things."

"The Rimu seen on the screen is not only displayed in the LED display on the stage, she also gives the impression of being 'right there' with you through her interaction with the facilitator actually on the stage and with visitors at the venue."

■ Praise for Inter BEE's promotion efforts

"As a place where many people from the industry get together, I thought that Inter BEE would be a good opportunity to debut Rimu. One area in which Inter BEE differs greatly from other exhibitions is the various ways it promotes the event. For example, there is the pre-event interview in the Inter BEE Online magazine, SNS activities, and the VOD video coverage at the venue. The number of people who took an interest after seeing us on SNS was by no means low."

"Many people at the venue were stopped in their tracks at the sight of Rimu's smooth movement. The curvy LED display on the stage and stage performance features also grabbed visitors' attention."



Sending video data safely and smoothly to remote locations
Presenting video transmission services that only a video production company can
 Fairway



Fairway is a video production company with a history dating back 33 years. From 2000, the company entered the IT business and has been providing solutions to the IT problems the company itself faces as a video production company. The company has exhibited at Inter BEE many times, and this was the fourth consecutive exhibition in recent years. At Inter BEE 2019, Fairway presented its "ixBee" and "ixPyder" communication services which are centered around video transmission.

We asked Ms. Wakako Nomuro, a director of the Planning and Promotions Department at Fairway, about the significance of a video production company providing services that extend as far as communications services, and about the appeal of Inter BEE to visitors.



Ms. Moe Yoshida (Left)
 Planning and Promotion Department
 FAIRWAY Corporation

Ms. Wakako Nomuro (Right)
 Manager
 Planning and Promotion Department
 FAIRWAY Corporation

Greater speed and reliability by bundling multiple general lines
A communication service for video transmission at an affordable cost

■ What are the themes and aims of your exhibition?

"At the previous Inter BEE 2018 exhibition, we mainly exhibited our dedicated "GANTAI" editor, which makes it easier to perform mosaic processing. At Inter BEE 2019, our exhibition centered around a new communication service that achieves stable video transmission at an affordable cost. With the holding of the 2020 Tokyo Olympics and Paralympics, 4K/8K production is expanding. However, high-definition video transmission is expensive and is unusable unless you're a major corporation. To easily facilitate the public viewing of high-definition video including 4K/8K, Fairway started a new service. And that service is "ixBee".

"On the walls of the booth, we put our concept into writing: "When you own data it is just property, but when you share and use it with someone else it becomes an asset, from which new value emerges." When carrying out our work as a video production company, there are times we are not very focused on our existing products and services. By presenting services that

enable data to be shared and used, we hope that visitors will take the chance to create new value."

■ Bundling 1Gbps general lines to provide speedy and reliable communication

"The "ixBee" communication service was our chief exhibit at Inter BEE 2019. ixBee is predominately a communication service for video transmission, and it not only facilitates communication between two locations, it can also connect three or more locations. Standard and relatively low cost general lines up to 1Gbps are sometimes used as video transmission lines, but the bandwidth may be insufficient and unstable. However, if you want to use lines exceeding 1Gbps, the next option is a dedicated 10Gbps ethernet line. The cost is far higher than a 1Gbps line, so access is difficult for small and medium-sized enterprises. To find something in-between, we decided to develop and provide the ixBee communication service."

"Specifically-speaking, we use a patent-pending technology that bundles multiple 1Gbps lines, helping to maintain high-speed and stable communication. Additionally, we set a use cost that does not rise to the same level as 10Gbps dedicated lines. In the case of a package that connects two locations, two general lines are bundled to enable speed equivalent to up to 2Gbps. To connect three or more locations, we

provide a customized service configured to pass via Fairway's data center. In this case, the number of lines to be bundled can be set flexibly."

"On the booth stage, a video transmission demonstration using ixBee was conducted with the Fairway head office. The communication environment can be inferior at Makuhari Messe when holding an exhibition. Through this demonstration, I think that we were able to show that stable video transmission is possible by bundling two or more lines. While the dedicated 10Gbps lines are fast, it is only one line and if that is disconnected, communication is also disconnected. On the other hand, ixBee bundles multiple lines so even if there is a problem with one line, communication can continue."

"This ixBee patented technology of communicating with bundled lines is not only low-cost and stable, it also helps to improve security-based reliability. Viewed from the perspective of the data sender, data is dispersed over and sent via multiple lines, so even if the data is intercepted, the actual data content is not leaked. Such features are not limited to video transmission, you can also use them when secure and high-speed communication is required."

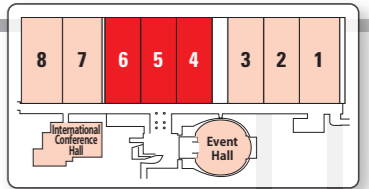
■ Our biggest advertising push all year and a great opportunity for interaction between exhibiting companies

"Appearing at Inter BEE is our biggest advertising

push of the year, and it has a major effect. The last few times we have been able to put up our booth in the same place, with some visitors saying, "you were here last year weren't you?", so this has helped raise our company profile. The Inter BEE Secretariat Office also takes care of us, which is a great help to exhibiting companies."

"On the other hand, grabbing the interest of visitors to your booth is by no means easy. The area between the nearest train station, Kaihinmakuhari, and the Makuhari Messe venue is covered in advertisements of the major companies, and small and medium sized enterprises (SMEs) cannot compete with that. If there was a way for SMEs to get more exposure by arranging a place on the journey between the station and the venue for low-cost outdoor advertising, then we would be able to promote ourselves better."

"Many people from related industries come to the venue, but exhibiting companies are unable to visit other booths and communicate with them. I think that it is particularly difficult for SMEs to interact and exchange information. Exhibiting companies could become mutual customers, so if there was an opportunity for exchange and collaboration between SMEs, the effect of exhibiting would surely be higher."



Hall 6

Hall 5

Hall 4

Video Production/ Broadcast Equipment

ROKE-BENTO Grandprix

6404
NHK/JEITA

6113
Sony/
Sony Imaging Products & Solutions/
Sony Business Solutions

5306
FUJIFILM

5108
ITOCHU
Cable Systems

4612
Toshiba Infrastructure
Systems & Solutions/
Toshiba Lighting & Technology/
TOSHIBA DIGITAL SOLUTIONS/
KIOXIA

4314
Canon/
Canon Marketing Japan

4206
FOR-A

6403
PHOTRON

6210
Avid Technology

6112
FUJITSU

5409
IDK/
ARVANICS

5305
SHOTOKU/
RENT ACT
SHOTOKU

5107
Cosmic
Engineering

4611
MITOMO

4416
SIGMA

4313
Kenko Professional
Imaging/
Kenko Tokina/
SLIK/MISONICS

4205
IMAGENICS

6402
NGC

6304
TAC SYSTEM/
ADDER
Technology

6209
JVC
KENWOOD

6111
FilmLight
6110
Lambda
Systems

5609
ISHIKAWA
TRUNK
5608
Hirakawa
Hewtech
5607
Sumitomo
Electric
Industries

5206
Traffic
Sim
5207
Well Buying
Industrial
5208
ANRITSU
5209
FUJUYO VIDEO
INDUSTRY
5205
Fuchu
Giken

4704
P-tec
4705
Nitze
4701
SEMTECH
4702
M3L
4609
IBEX
Technology
4610
Network
Electronics
Japan
4608
SHENZHEN
PTN ELECTRONICS
4607
Gigatronix
4606
Kawasaki
Heavy
Industries

4513
CrossImaging
4512
ONLY
STYLE
4511
AIM
Electronics
4414
DENSTRON
4415
Synergy
4413
CamCast7
4311
Vocas
Japan
4312
CORETECH/
ELGO
JAPAN
4310
ADTECHNO

4204
VIDEOTRON

6401
Amazon Web
Services Japan

6303
Tokyo
Broadcasting
System
Television

6206
ALVIX
6207
Internet
Initiative
Japan /
JOCND
6205
THREEM

6109
SHENZHEN
JANTRONICS
6108
NISHIMU
ELECTRONICS
INDUSTRIES

5503
VILLAGE
island
5504
InnoQos/
Caton
Technology
Japan
5502
5501
Scenes
5403
Kowa
Optical
Products
5404
AIC/UAC
5401
Japan
Weather
Association
5408
KOIKE
5406
5405
SWIT
ELECTRONICS
5302
Attain
Teleforce
5301
Soliton
Systems

5203
Nash Studio
5204
Eiden
5202
ONTEC
5201
JP

5102
ComWorth
5103
APCOT
5101
Extron Japan
4604
Technical Farm
4605
HISC
4603
DVC
4602
DUPLEX
4601
CANVASS

4509
BROAD-
DESIGN
4510
I.S.X/
OptoMedia
Technology
4411
Settsu Metal
Industrial
4412
ZHIYUN
Tech
4309
ZHANGZHOU
SEETEC
Research
Institute of
Systems Planning
4308
KATO
VISION
4307
KATO
VISION

4203
JAPAN
MATERIAL

- 4107 HD Vietnam
- 4106 Wise Advanced JUNS
- 4105 Teledyne Japan
- 4104 SUZUMARU
- 4103 IYUNO MEDIA GROUP
- 4102 Microboards Technology
- 4101

INTER BEE IGNITION
6602 Advanced Imaging Society
Lumiere Japan Awards 2019
6603 Advanced Imaging Society,
Japan Committee
6605 Cyber NamuNamu
6601 Epson Sales Japan
6607 Pi PHOTONICS
6606 Startbahn
6604 Synamon

Video Expression/Professional Lighting

6302
H.Ito & Company
6204
INFILED Japan

6107
Aputure
Imaging
Industries
6106
Image/VISION
6105
Dongguan FilmSpider
Cultural

5606
Chainzone
Technology
(Foshan)
5605
Milleruntech
D601
TOPPAN
PRINTING
D514
Bunkyo Univ.
D515
PIONEER
D513
Linked
Brain
D512
Pocket
Queries
D409
Hashilus
D410
Hashilus
D408
Hashilus

D310
Alpha
Code
D311
OCTRSE
D309
GRAPS
D205
Noitom
D207
Looking Glass Factory
D208
Nextremer
D104
ASIAGRAPH CG
Art Gallery
D307
WIN
Frontier
D308
Adobe
Research
D306
The Univ.
of Tokyo/
Sony CSL
D305
Dai Nippon
Printing
D202
Paronym
D203
The Art of Yoichiro
Kawaguchi
D201
NIPA
(National IT Industry
Promotion Agency)
D211
TL-Industry
D212
D&P
D213
TryCatchMedia
D214
Spacosa
D215
Pison Contents
D216
ROWAN
D217
MARVRUS
D218
IDEACONCERT
D219
Apposter
D220
Circus Company
D221
NIPA

4506
Kato Electric
Industry
4505
Raritan
Japan
4504
Takahashi
Construction
4407
INTOPIX
4408
Sunmoun
4406
Cominix
4405
Keysight
Technologies
4306
Memory
-Tech/
radius
4305
Musashi
Optical
System
4304
Belden
Japan/
TOMOCA
Electronics

4202
DIGIcas

6301
TOKYO BUTAI
SHOWMEI
6202
Agai
Trading
6203
GODOX
Photo
Equipment
6201
Film Gear
(International)
6103
SW-ELECTRIC
6104
ProFound
6101
Aladdin/
SHOOTEC-
JAPAN
6101
PROKIZAI
.COM

5603
Net One
Partners
5604
Fuji Electric
Lamp
Industrial
5602
KIC
5601
Zhengzhou
Generalink
Lighting
Equipment

Stage
Jichi Medical Univ./Univ. of Tokyo/Precision/
The Japanese Society of Internal Medicine
Tokyo Metropolitan
Univ./IDEA
D406
KUMONOS
D405
Rocket
Road
D404
Solidray
D403
D402
D401
KADEN, Tokyo
Metropolitan Univ.
The Univ. of Tokyo/
Osaka Univ./Meiji Univ.

D111
CENOTE
D112
Miecle
D113
DoGA
D114
Hashilus
D115
MESON
D116
PIONEER
D117
JETRO
D402
Sanwa Pro Light/
PANTHER GmbH
4001
Sanwa Cine Equipment Rental/
EGRIPMENT
SUPPORT SYSTEMS

4503
INNNOTECH/QNAP
4502
Japan
Communication
Equipment
4501
Fuji Light
Commercial
Trading
4402
Dai-ichi Denpa Kogyo
Black Box
Network
Services
4403
4404
CINEMAX
4401
NTT Group
MIDORIYA ELECTRIC
4303
4301
TAKE/
Hyundai
Fomex
4302
FLUKOMA
INDUSTRY

4201
Vitec Production
Solutions/
Vitec Imaging
Distribution

MEDIA PARTNER

ELV

ELV

ELV

1F

Presentation Room

Amazon web Service
Suite Room

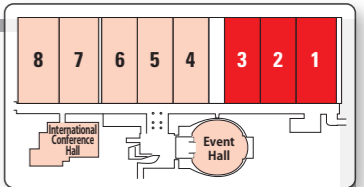
Press Room

Secretariat Office

Business Meeting Room

Meeting Room

2F



Hall 3

Hall 2

Hall 1

Video Production/ Broadcast Equipment

Professional Audio Equipment

4 Hall 3

4 Hall 3

3508 Kyoshin Communications

3114 ASTRODESIGN/
DELTA ELECTRONICS

2514 Panasonic/
Panasonic System Solutions Japan

3507 ASACA

3313 EMC Japan

3314 Spin Digital Asia Pacific

3113 NHK Technologies

2513 HEIWA SEIKI KOGYO

3408 UNITEX

3311 JEITA
Tape Storage
Technical
Committee

3112 3MIM

2711 ITOCHU
Techno-
Solutions

2712 Turbo
Systems

2612 Nikon/
Niko Systems

2512 Otaritec

2511 Otaritec

2510 Otaritec

3407 Harmonic
Japan

3310 Stack
Electronics

3309 OA
LABORATORY

3111 Nekojarashi/
Morpho

2709 Miharu
Communications

2611 EIMAGE
STUDIO
EQUIPMENT

2510 Canare Electric

3607 NANLITE

3606 HOSOGIKEN

3605 Ornu
Vision

3506 Media Garden/
KOKUSAI SHOMEI/
nac Image Technology

3505 TAKENAKA/
Syndirect

3205 INTER BEE IPAVILION

3110 NIPPON
CONTROL
SYSTEM

3109 Tektronix

2609 NICCABI/
Planhet

2610 Tanaka
Denki

2509 MOUBIC

2507 LSI JAPAN

2508 TELCOM

2414 Hitachi Kokusai
Electric

2213 TECHNO HOUSE

2413 Otaritec

2212 d&b audiotechnik
Japan

2113 COSMO SOUND

2114 Yamaki Electric

2112 S.C.
Alliance

1514 ARTWIZ

1313 ICONIC

1311 TECH TRUST
JAPAN

1312 Crescent

1211 Yamaha Music Japan

1210 TAMURA

1209 Panasonic/
Panasonic System
Solutions Japan

1208 Bestec Audio/
Beetech

1207 Onkyo Tokki

1206 Sennheiser Japan

1205 Bose

1204 SANKEN
MICROPHONE

1203 SANKEN
MICROPHONE

1202 SANKEN
MICROPHONE

1201 SANKEN
MICROPHONE

1116 Aiuto

1115 Sennheiser
Japan

1113 SHIROSHITA
INDUSTRIAL

1112 REWIRE

1114 Yamaha
Music
Japan

1111 STAX

1110 Shure Japan

1109 Shure Japan

1101 Sony Marketing

1102 UETAX

1103 SANKEN
MICROPHONE

1107 Sennheiser
Japan

1104 Roland

1105 Tech Trust Japan

1106 MI Seven
Japan

1108 OTARITEC

3504 AT Communications

3406 GIN-ICHI

3308 MEDIA LINKS

3204 Star Communications/
TVU Networks

3107 DTS
INSIGHT

3108 Seiko
Solutions

2708 THAMWAY

2506 Morisawa

2504 Laguna
Hills/
DATATON

3405 PROLYTE

3404 EMIC

3306 RIP-TIE

3305 ARMOR

3105 datadock

2706 Ark
Ventures

3503 NKL/
Backstage Equipment/
IDeomotor Robotics/
Cartoni SpA/
Grip Factory Munich

3403 INTERTEC

3402 MINRRAY INDUSTRY

3401 Japan Radio

3303 SENKO SANGYO

3304 RF
DESIGN

3202 KUPO

3104 ELSA
Japan

2703 JAVCOM

2704 ASCOT

2601 Prosper Electronics

2503 Mitsui
Bussan
Aerospace

3401 HIROSE
ELECTRIC

3302 RF
DESIGN

3301 ATV

3201 Guilin Feiyu
Technology

3102 Tatsuta
Tachii
Electric
Cable

3101 MetaData

2701 TV Asahi
Service/
StellarLink

2602 Velbon/
MILLER

2501 Meiko
Electronics

3004 NEP

3003 HAKOUMA×METALTOYS

3002 bat factory

3001 METAL TOYS

2006 Studio
Equipment

2005 Wellcraft

2004 Kansai Broadcasting
Equipment Exhibition

2003 Rikei

2002 Deity Japan LLC

2405 Sun
phoenix

2406 DSP
Japan

2407 Hosono Service Center/
KAWAKAMI SANGYO

2309 Continental
Far East

2310 Groove

2311 Hook Up

2206 eastaudio

2204 eastaudio

2404 Hosono Service Center/
KAWAKAMI SANGYO

2308 MEDIA
PLUS

2307 Studio
Equipment

2203 STAGE SOUND ASSOCIATION OF JAPAN

2103 Italian
Sound
Design
Japan

2102 Bosch Security
Systems

2101 Haraka
Musen
Denki

2402 Neutrik

2403 TASCAM/
TEAC

2303 AZDEN

2304 Tanizawa
Seisakusho

2305 PLANNING

2301 MTS &
JAPAN STAGE SOUND
BUSINESS COOPERATIVE

2201 YAMAHA
SOUND
SYSTEMS

2104 MOGAMI
WIRE &
CABLE

2105 MOA

2107 DIGITAL LABORATORY

2106 CAEL
WORKS

2108 High Resolution

2109 SOUTHERN ACOUSTICS

2110 REWIRE

2111 Fraunhofer
IIS

1513 Audiobrain/
MARTIN AUDIO JAPAN

1511 digicom

1512 ZOOM

1510 Dan Dugan
Sound Design

1509 UETAX

1507 PULSE

1506 Eastern
Sound
Factory

1407 Fourbit

1408 Denon

1406 Professional/
RANE/
Marantz
Professional

1306 Solid State
Logic Japan

1305 SANKEN
MICROPHONE

1304 NTL
Japan

1303 ONZU

1302 Dream

1404 Luminex
Japan

1403 Mix
Wave

1401 Cornes
Technologies

1402 ResoNetz Airforc

1009 Ampere

1008 Volt Ampere

1007 A.O.M.

1006 Toray Plastics Precision

1005 Comodo Mattina

1004 Miyaji Import
Division

1001 Free
birds

2401 TASCAM/
TEAC

2402 Neutrik

2403 TASCAM/
TEAC

2404 Hosono Service Center/
KAWAKAMI SANGYO

2405 Sun
phoenix

2406 DSP
Japan

2407 Hosono Service Center/
KAWAKAMI SANGYO

2408 Catch Me/
APPLAUSE
SYSTEMS

2409 Catch Me/
APPLAUSE
SYSTEMS

2410 FBT Electronica

2411 FBT Electronica

2412 MATSUDA
TRADING

2413 Otaritec

2414 Hitachi Kokusai
Electric

2415 Hibino/
hibino chromatek Div/
Hibino Intersound/
Hibino Lighting/
ELECTORI

2420 Catch Me/
APPLAUSE
SYSTEMS

2421 Catch Me/
APPLAUSE
SYSTEMS

2422 Catch Me/
APPLAUSE
SYSTEMS

2423 Catch Me/
APPLAUSE
SYSTEMS

2424 Catch Me/
APPLAUSE
SYSTEMS

2425 Catch Me/
APPLAUSE
SYSTEMS

2426 Catch Me/
APPLAUSE
SYSTEMS

2427 Catch Me/
APPLAUSE
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2428 Catch Me/
APPLAUSE
SYSTEMS

2429 Catch Me/
APPLAUSE
SYSTEMS

2430 Catch Me/
APPLAUSE
SYSTEMS

2431 Catch Me/
APPLAUSE
SYSTEMS

2432 Catch Me/
APPLAUSE
SYSTEMS

2433 Catch Me/
APPLAUSE
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2434 Catch Me/
APPLAUSE
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2435 Catch Me/
APPLAUSE
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2436 Catch Me/
APPLAUSE
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2437 Catch Me/
APPLAUSE
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2438 Catch Me/
APPLAUSE
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2439 Catch Me/
APPLAUSE
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2440 Catch Me/
APPLAUSE
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2441 Catch Me/
APPLAUSE
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2442 Catch Me/
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2443 Catch Me/
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2444 Catch Me/
APPLAUSE
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2445 Catch Me/
APPLAUSE
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2446 Catch Me/
APPLAUSE
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2447 Catch Me/
APPLAUSE
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2448 Catch Me/
APPLAUSE
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2449 Catch Me/
APPLAUSE
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2450 Catch Me/
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2451 Catch Me/
APPLAUSE
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2452 Catch Me/
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2460 Catch Me/
APPLAUSE
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2461 Catch Me/
APPLAUSE
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2462 Catch Me/
APPLAUSE
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2463 Catch Me/
APPLAUSE
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2464 Catch Me/
APPLAUSE
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2465 Catch Me/
APPLAUSE
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2466 Catch Me/
APPLAUSE
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2467 Catch Me/
APPLAUSE
SYSTEMS

2468 Catch Me/
APPLAUSE
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2469 Catch Me/
APPLAUSE
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2470 Catch Me/
APPLAUSE
SYSTEMS

2471 Catch Me/
APPLAUSE
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2472 Catch Me/
APPLAUSE
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2473 Catch Me/
APPLAUSE
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2474 Catch Me/
APPLAUSE
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2475 Catch Me/
APPLAUSE
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2476 Catch Me/
APPLAUSE
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2477 Catch Me/
APPLAUSE
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2478 Catch Me/
APPLAUSE
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2479 Catch Me/
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2480 Catch Me/
APPLAUSE
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2481 Catch Me/
APPLAUSE
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2482 Catch Me/
APPLAUSE
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2483 Catch Me/
APPLAUSE
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2484 Catch Me/
APPLAUSE
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2485 Catch Me/
APPLAUSE
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2486 Catch Me/
APPLAUSE
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2487 Catch Me/
APPLAUSE
SYSTEMS

2488 Catch Me/
APPLAUSE
SYSTEMS

2489 Catch Me/
APPLAUSE
SYSTEMS

2490 Catch Me/
APPLAUSE
SYSTEMS

2491 Catch Me/
APPLAUSE
SYSTEMS

2492 Catch Me/
APPLAUSE
SYSTEMS

2493 Catch Me/
APPLAUSE
SYSTEMS

2494 Catch Me/
APPLAUSE
SYSTEMS

2495 Catch Me/
APPLAUSE
SYSTEMS

2496 Catch Me/
APPLAUSE
SYSTEMS

2497 Catch Me/
APPLAUSE
SYSTEMS

2498 Catch Me/
APPLAUSE
SYSTEMS

2499 Catch Me/
APPLAUSE
SYSTEMS

2500 Catch Me/
APPLAUSE
SYSTEMS

1F

2F

Registration

Event Hall
INTER BEE EXPERIENCE X-Speaker

Professional Audio Equipment Hall 1-2

- 1009 Ampere Inc.
- 1007 A.O.M. Corporation
- 1505 ACOUSTIC FIELD INC.
- 1502 Acoustic Technical Laboratory
- 2409 APPLAUSE SYSTEMS Co.
- 1514 ARTWIZ Inc.
- 2210 Audinate Pty. Ltd
- 1513 Audiobrains Co.,Ltd
- 1310 Audio-Technica Corporation
- 2303 AZDEN CORPORATION
- 1208 Beetech Inc.
- 1208 Bestec Audio Inc.
- 2103 Bosch Security Systems Ltd.
- 1205 Bose
- 2106 CAEL WORKS INC.
- 2409 Catch Me Corporation
- 2408 Cear, Inc.
- 1005 Comodo Mattina INC
- 2309 Continental Far East Inc.
- 1401 Cornes Technologies Limited
- 2113 COSMO SOUND Co., Ltd.
- 1312 Crescent Co., Ltd.
- 2209 CRYPTON FUTURE MEDIA, INC
- 2212 d&b audiotechnik Japan K.K.
- 1510 Dan Dugan Sound Design
- 1405 Denon Professional
- 1511 digicom Ltd.
- 2107 DIGITAL LABORATORY, INC.
- 1301 Dream Inc.
- 2407 DSP Japan Ltd.
- 2204 eastaudio inc.
- 1506 Eastern Sound Factory Co., Ltd.
- 1515 ELECTRO CO., LTD.
- 2411 FBT Electronics S.p.A
- 1302 Fostex Company
- 1407 Fourbit Corporation
- 2111 Fraunhofer IIS
- 1001 Freebirds Inc.
- 1307 Genelec Japan, Inc.
- 2310 Groove co., ltd.
- 2102 Hanaoka Musen Denki Co.,Ltd.
- 1315 Hibino Intersound Corporation
- 1315 hibino pro audio sales Div.
- 2108 High Resolution Co., Ltd.
- 2206 Hook Up, Inc.
- 1501 Hosa Technology Japan
- 2404 Hosono Service Center, Inc.
- 1313 ICONIC CORPORATION
- 2203 Italian Sound Design Japan Inc.
- 2305 JAPAN STAGE SOUND BUSINESS COOPERATIVE
- 2308 JES International
- 2404 KAWAKAMI SANGYO
- 1501 Kikutani Music Co.,Ltd
- 2308 KOTOBUKI Co.,Ltd
- 1404 Lumindex Japan K.K
- 1405 Marantz Professional
- 1513 Martin Audio Japan Inc.
- 2412 MATSUDA TRADING CO., LTD
- 2211 Media Integration, Inc.
- 2306 MEDIA PLUS CO., LTD
- 1308 MI Seven Japan, Inc.
- 1403 Mix Wave, Inc.
- 1004 Miyaji Import Division
- 2104 MOGAMI WIRE & CABLE CORP.
- 2207 MORSON JAPAN CO., LTD.
- 2105 MQA LTD.
- 2301 MTS & PLANNING Co., Ltd.
- 2402 Neutrik Limited
- 2410 Nilson Electro Harmonix
- 1515 Nilson Onkyo Engineering Co., Ltd.
- 1304 NTI Japan Limited
- 2001 Onkyo Digital Solutions Corporation
- 1207 Onkyo Tokki Ltd
- 1303 ONZU, Inc
- 2413 Otaritec Corporation
- 1209 Panasonic Corporation
- 1209 Panasonic System Solutions Japan Co., Ltd.
- 2101 Penn Fabrication Japan INC
- 1507 PULSE Co., Ltd.
- 1405 RANE
- 1402 ResoNetz Airfolc Inc.
- 2110 REWIRE INC.
- 1305 Ronk Japan Corporation.
- 2112 S.C.Alliance Inc.
- 1406 SANKEN MICROPHONE CO., LTD.
- 1206 Sennheiser Japan K.K.
- 2208 SHIZUKA Inc.
- 1314 Shure Japan Limited
- 1202 Sigma Systems Engineering Co., Ltd.
- 1306 Solid State Logic Japan K.K.
- 2403 Soundpure Corporation
- 2406 soundwhale
- 2109 SOUTHERN ACOUSTICS Co., Ltd.
- 2304 STAGE SOUND ASSOCIATION OF JAPAN
- 2307 Studio Equipment Corporation
- 2405 Sunphonix
- 1203 Suyama Dental Laboratory Co., Ltd.
- 1309 Synthax Japan Inc.
- 2408 Taguchi Craftec Co.,Ltd
- 1210 TAMURA CORPORATION
- 2302 Tanizawa Seisakusho, Ltd.
- 2401 TASCAM/TEAC CORPORATION
- 1408 Tatsuta Tachii Electric Cable Co.,Ltd
- 1311 TECH TRUST JAPAN CO.,LTD.
- 1515 TECHNO HOUSE INC.
- 1006 Toray Plastics Precision Co., Ltd.
- 1509 UETAX Corporation
- 1008 Volt Ampere Inc.
- 1504 Watanabe musical instruments Co.,Ltd.
- 2311 Wind Audio Japan Co.,Ltd
- 2111 Yamaha Music Japan Co.,Ltd.
- 2201 YAMAHA SOUND SYSTEMS INC.
- 2114 Yamaki Electric Corporation
- 1512 ZOOM CORPORATION

X-Microphone

- 1106 MI Seven Japan, Inc.
- 1108 OTARITEC Corporation
- 1104 Roland Corporation
- 1103 SANKEN MICROPHONE CO., LTD.
- 1107 Sennheiser Japan K.K.
- 1109 Shure Japan Limited
- 1101 Sony Marketing Inc.
- 1105 Tech Trust Japan Co., LTD.
- 1102 UETAX Corporation

X-Headphone

- 1116 Aiuto Co., Ltd.
- 1112 REWIRE INC.
- 1115 Sennheiser Japan K.K.
- 1113 SHIROSHITA INDUSTRIAL CO.,LTD.
- 1110 Shure Japan Limited
- 1111 STAX Limited
- 1114 Yamaha Music Japan Co.,Ltd.

Video Production / Broadcast Equipment Hall 2-8

- 3502 ACEBIL JAPAN CO., LTD
- 6304 ADDER Technology
- 4310 ADTECHNO Inc.
- 5404 AIC,inc
- 4512 AIM Electronics
- 4411 Airbus Helicopters Japan co.,Ltd.
- 7312 AJA Video
- 6206 ALVIX Corporation
- 6401 Amazon Web Services Japan K.K.
- 8410 ANGELBIRD
- 5105 ANRITSU CORPORATION
- 5103 APCOT Corp.
- 2505 Ark Ventures Inc.
- 3305 ARMOR Co.,Ltd
- 5409 ARVANICS Corporation
- 3507 ASACA CORPORATION
- 8310 ASANUMA & CO., LTD.
- 7311 ASC Corporation
- 2704 ASCOT Co.,LTD
- 7204 ASK/DSTORM
- 3114 ASTRODESIGN, Inc.
- 3504 AT Communications K.K.
- 5304 ATEN JAPAN CO., LTD.
- 5302 Attain Corporation
- 3301 ATV Corporation
- 6404 AVC Board, Japan Electronics and Information Technology Industries Association
- 6210 Avid Technology, KK
- 3503 Backstage Equipment, Inc.
- 3002 bat factory
- 7310 BAY technologies, Inc.
- 4304 Belden Japan/TOMOCA Electronics Company
- 8213 BIOS CORPORATION
- 4402 Black Box Network Services Co., Ltd.
- 8216 Blackmagic Design
- 4509 BROAD-DESIGN Co., Ltd
- 4413 CamCast7 Inc.
- 2510 Canare Electric Co., Ltd.
- 4314 Canon Inc./Canon Marketing Japan Inc.
- 4601 CANVASS Co.,Ltd.
- 7511 Capella Systems, LLC
- 7510 Carina System Co., Ltd.
- 7101 Carl Zeiss Co., Ltd.
- 3503 Cartoni Spa
- 5504 Caton Technology Japan Co., Ltd
- 7407 CHIEF/AVC
- 4404 CINEMAX CORPORATION
- 7408 COMART SYSTEM Co., Ltd
- 4406 Cominix Co., Ltd.
- 5102 ComWorth
- 8108 CORE MICRO SYSTEMS INC.
- 4312 CORETECH Co., Ltd.
- 4303 Cosmic Engineering Inc.
- 8214 Creative Core Co.,Ltd.AZABU Leasing
- 4513 CrossImaging Inc.
- 7412 CTCSP Corporation
- 4403 Dai-ichi Denpa Kogyo Co.,Ltd.
- 3105 datadock Inc.
- 2504 DATATON
- 4703 datavideo japan
- 2002 Deity Japan LLC
- 3114 DELTA ELECTRONICS,INC.
- 5507 DEMP A PUBLICATIONS, INC.
- 4414 DENSISTRON
- 4202 DIGicas LLC
- 3107 DTS INSIGHT Corporation
- 4602 DUPLEX CO.,LTD
- 4603 DVC Co.,LTD
- 4001 EGRIPMENT SUPPORT SYSTEMS
- 5204 Eiden Co.,LTD
- 2611 EIMAGE STUDIO EQUIPMENT
- 7510 EIZO Corporation
- 2115 ELECTORI CO., LTD.
- 4312 ELGO JAPAN Inc.
- 3104 ELSA Japan Inc.
- 3313 EMC Japan K.K.
- 3404 EMIC CO.,LTD
- 5408 ERG VENTURES CO.,LTD
- 5101 Extron Japan
- 6111 FilmLight
- 4206 FOR-A COMPANY LIMITED
- 5205 Fuchu Giken Inc.
- 4501 Fuji Light Commercial Trading Co., Ltd
- 5306 FUJIFILM CORPORATION
- 4302 FUJIKOWA INDUSTRY CO., LTD.
- 6112 FUJITSU LIMITED
- 5104 FUJHOW VIDEO INDUSTRY CO., LTD
- 5406 GANSUI CORPORATION
- 4607 Gigatronix Ltd
- 3406 GIM-ICHI
- 8311 GoMax Electronics, INC.
- 7313 Grass Valley K.K.
- 3503 Grip Factory Munich GmbH
- 3201 Guilin Feiyu Technology
- 3003 HAKOUMA-METALTOYS
- 4007 Harmonic Japan G.K.
- 4107 HD Vietnam
- 2513 HEIWA SEIKI KOGYO CO., LTD.

- 2115 hibino chromatek Div.
- 2115 Hibino Corporation
- 2115 Hibino Intersound Corporation
- 2115 Hibino Lighting Inc.
- 5607 Hirakawa Hewetech Corp.
- 3302 HIROSE ELECTRIC CO., LTD
- 4605 HISC Inc.
- 2414 Hitachi Kokusai Electric Inc.
- 3606 HOSOGIKEN K.K.
- 4301 Hyundai Fomex Co.,LTD.
- 4510 I.S.X Corporation
- 4609 IBEX Technology Co., Ltd.
- 7411 Ideal Systems Japan Co., Ltd.
- 3503 Ideomotor Robotics Co., Ltd.
- 5409 IDK Corporation
- 8503 IDX Company, Ltd.
- 7314 IKEGAMI TSUSHINKI CO., LTD.
- 7308 Image Matters
- 4205 IMAGENICS
- 5504 InnoQos Corporation
- 4503 INNOTECH CORPORATION
- 8105 Insta360
- 6207 Internet Initiative Japan Inc.
- 3402 INTERTEC Co.,Ltd
- 4407 INTOPIX SA
- 5609 ISHIKAWA TRUNK Co., Ltd.
- 5108 ITOCHU Cable Systems Corp.
- 2711 ITOCHU Techno-Solutions Corporation
- 4102 Iyuno Media Group
- 6404 Japan Broadcasting Corporation
- 4502 Japan Communication Equipment Co., Ltd.
- 4203 JAPAN MATERIAL Co., Ltd.
- 3401 Japan Radio Co., Ltd.
- 5401 Japan Weather Association
- 3311 JEITA Tape Storage Technical Committee
- 6207 JOC-DN Inc.
- 5201 JP-GENERATORS CO.,LTD
- 4105 JUN'S inc.
- 6209 JVC/KENWOOD Corporation
- 8212 KanDao Technology Co.,Ltd.
- 2003 Kansai Broadcasting Equipment Exhibition
- 4506 Kato Electric Industry, Ltd.
- 4307 KATO VISION CO.,LTD
- 4606 Kawasaki Heavy Industries, Ltd.
- 4313 Kenko Professional Imaging Co., Ltd.
- 4313 Kenko Tokina Co., Ltd.
- 4405 Keysight Technologies
- 4612 Kioxia Corporation
- 5407 KOIKE CORPORATION LIMITED
- 3506 KOKUSAI SHOMEI Co.,Ltd.
- 2703 Kondo Broadcast Systems Inc
- 5403 Kowa Optical Products Co.,Ltd
- 8411 KUBOTEK Corporation
- 3202 KUPO CO., LTD.
- 5106 K-WILL Corporation
- 3508 Kyoshin Communications Co.,LTD.
- 2504 Laguna Hills, Inc.
- 6110 Lambda Systems Inc.
- 7205 Leader Electronics Corporation
- 8215 LiveU Ltd.
- 2507 LSI JAPAN CO., LTD.
- 4702 M3L Inc.
- 8310 Marumi Optical Co., Ltd.
- 2604 Matsuura Kikai Seisakusho Co., Ltd
- 3506 Media Garden Inc.
- 3308 MEDIA LINKS CO., LTD
- 2501 Meiko Electronics Co., Ltd
- 7202 Mellanox Technologies Japan KK
- 4306 Memory-Tech Corporation
- 3101 MetaData
- 3001 METAL TOYS
- 4101 Microboards Technology Inc.
- 4303 MIDORIYA ELECTRIC CO., LTD.
- 2709 Miharu Communications Inc.
- 2602 MILLER
- 3403 MINRRAY INDUSTRY CO.,LTD
- 4313 MISONICS
- 4611 MITOMO Co.,Ltd.
- 2503 Mitsui Bussan Aerospace Co., Ltd.
- 2506 Morisawa Inc.
- 3111 Morpho, Inc.
- 2509 MOUNIC INC.
- 4507 MOVOTON COMPANY, JAPAN LTD.
- 8312 Musashi Co.,Ltd
- 4305 Musashi Optical System Co., Ltd.
- 3506 nac Image Technology Inc.
- 7101 nac Image Technology Inc.
- 7410 nac Image Technology Inc.
- 2608 NANJING NAGASOFT CORPORATION
- 3607 NANLITE
- 5203 Nash Studio Inc.
- 7206 NEC Corporation
- 3111 Nekojarashi Inc.
- 3004 NEP Inc.
- 4610 Network Electronics Japan Co.,
- 8207 NEWX CORPORATION
- 6402 NGC Corporation
- 3113 NHK Technologies,Inc.
- 2609 NICCABI CORPORATION
- 5506 NIKKATSU CORPORATION
- 2612 Nikon Corporation
- 2612 Nikon Systems Inc.
- 3110 NIPPON CONTROL SYSTEM Corporation
- 3501 Nippon Video System Co., Ltd.
- 6108 NISHIMU ELECTRONICS INDUSTRIES CO.,LTD.
- 4705 Nitze
- 7309 NIXUS Hokkaido Nikko Telecommunications, Co., Ltd.
- 3503 NKL Inc.
- 2702 NPO JAVCOM
- 4401 N1 Group
- 4401 NTT Bialink, Inc.
- 4401 NTT TechnoCross Corporation
- 3309 OA LABORATORY CO.,LTD.
- 3605 Oinu Vision co.,Ltd
- 3602 ONCE SPORT
- 4511 ONLY STYLE Inc.
- 5202 ONTEC CO., LTD.
- 4510 OptoMedia Technology Inc.

- 2512 Otaritec Corporation
- 2514 Panasonic Corporation
- 2514 Panasonic System Solutions Japan Co., Ltd.
- 4002 PANTHER GmbH
- 6003 PHOTRON LIMITED
- 2609 Planet Co., Ltd
- 2409 PLAY, inc.
- 5209 PRIMOCASE TECH. INC.
- 3405 PROLYTE Doughty Inc.
- 2601 PROSPER ELECTRONICS Co., LTD
- 4704 P-tec Co., Ltd
- 4503 QNAP Inc.
- 4306 radius co.,Ltd.
- 4505 Raritan Japan
- 8109 RED DIGITAL CINEMA / RAID
- 5305 RENT ACT SHOTOKU CORP
- 4308 Research Institute of Systems Planning, Inc.
- 3304 RF DESIGN Co.,Ltd
- 2511 Riedel Communications GmbH & Co. KG
- 2004 Rikei Corporation
- 3306 RIP-TIE Inc.
- 8412 Roland Corporation
- 7413 Sakura Eiki Co., Ltd.
- 8107 SALON FILMS HONG KONG LTD.
- 8215 Sanshin Electronics Co., Ltd.
- 4001 Sanwa Cine Equipment Rental Co., Ltd.
- 4002 Sanwa Pro Light, Inc.
- 5501 Scenes Co., Ltd.
- 2214 2ndstage
- 5503 SEH TECHNOLOGY
- 3108 Seiko Solutions Inc.
- 4508 SEIKOH GIKEN Co., Ltd.
- 4701 Semtech Corporation
- 7302 Servants International Corporation
- 4410 Settsu Metal Industrial Co.,Ltd.
- 5209 SHANPU CO., LTD.
- 6208 Shenzhen LEDA Optoelectronics Co.LTD
- 6109 SHENZHEN LIANTRONICS CO.,LTD.
- 4608 SHENZHEN PTN ELECTRONICS LIMITED
- 5305 SHOTOKU CORP
- 4416 SIGMA CORPORATION
- 4313 SLIK CORPORATION
- 5301 Soliton Systems K.K.
- 6113 Sony Corporation/Sony Imaging Products & Solutions Corporation
- Sony Business Solutions Corporation
- 3314 Spin Digital Asia Pacific Inc.
- 3310 Stack Electronics Co., Ltd.
- 3204 Star Communications
- 2701 StellarLink Corp.
- 3603 studio EBIS
- 2006 Studio Equipment Corporation
- 5608 Sumitomo Electric Industries, Ltd.
- 4408 Sunmulon Co., Ltd.
- 4103 SUZUMARU Co.,LTD.
- 5405 SUZUMARU CO.,LTD
- 3505 Syndirect Inc.
- 4415 Synergy K.K.
- 6304 TAC SYSTEM, INC.
- 5209 Taiwan Electrical and Electronic Manufacturers' Association (TEEMA)
- 4504 Takahashi Construction Co., Ltd.
- 4301 TAKE INC.
- 3505 TAKENAKA Co Ltd
- 2610 Tanaka Denki Co., Ltd.
- 3102 Tatsuta Tachii Electric Cable Co.,Ltd
- 4604 Technical Farm Co., Ltd
- 2213 TECHNO HOUSE INC.
- 3109 Tektronix
- 2508 TELCOM
- 4104 Teledyne Japan Corporation
- 5303 Teleforce Co., Ltd.
- 2708 THIAMMAY CO., LTD
- 8211 THIRDWAVE Corporation
- 3112 3MIM Co., Ltd
- 6205 THREEM Inc.
- 5506 TMS CORPORATION
- 8303 Tokyo Broadcasting System Television, Inc.
- 7308 TOKYO ELECTRON DEVICE LTD.
- 8402 Top Corporation
- 4612 TOSHIBA DIGITAL SOLUTIONS CORPORATION
- 4612 Toshiba Infrastructure Systems & Solutions Corporation
- 4612 Toshiba Lighting Technology Corporation
- 8313 Totsu International Co.,Ltd.
- 5206 Traffic Sim Co., Ltd.
- 2712 Turbo Systems Co., Ltd.
- 2701 TV Asahi Service Co.,Ltd.
- 3204 TVU Networks
- 5404 UAC CORPORATION
- 3408 UNITEX Corporation
- 3106 ValueHD Corporation
- 2602 Velbon Corporation
- 3601 VENUSLASER INC.
- 4204 VIDEOTRON Corp
- 5502 VILLAGE island Co., Ltd.
- 7203 Visual Graphics Inc.
- 4201 Vitec Imaging Distribution KK
- 4201 Vitec Production Solutions K.K.
- 4311 Vocas Japan
- 5207 Well Buying Industrial Co., Ltd.
- 2005 Wellcraft Co.,LTD
- 4106 Wise Advanced Co., Ltd
- 3604 YOSHIMI CAMERA CO., LTD.
- 5208 YUAN HIGH-TECH DEVELOPMENT CO., LTD.
- 5505 YUASA CO., LTD
- 4412 ZHANGZHOU SEETEC
- 5402 Zhejiang Loctek Intelligent Motion Technology Co. LTD
- 4309 ZHIYUN Tech

INTER BEE SPORT

- 7514 Bimedia, Inc.
- 7513 Cinfo
- 7519 Entaniya Co.,Ltd.
- 7516 EXCEL INC.
- 7514 INFOCITY GROUP
- 7514 INFOCITY, Inc.
- 7517 Japan Broadcasting Corporation
- 7521 JVC/KENWOOD Corporation
- 7520 MEDIAEDGE Corporation
- 7518 Musashi SI Co., Ltd.

INTER BEE IP PAVILION

- 7515 NGC Corporation
- 7514 TECHNINET Co., LTD.
- 7512 Traffic Sim Co., Ltd.
- 3205 AIMS The Alliance for IP Media Solutions
- 3205 ALAXALA Networks Corporation
- 3205 ASK/DSTORM
- 3205 Clear-Com
- 3205 FOR-A COMPANY LIMITED
- 3205 FUYOH VIDEO INDUSTRY CO., LTD
- 3205 HC Networks, Ltd.
- 3205 Leader Electronics Corporation
- 3205 Matrox/JAPAN MATERIAL Co., Ltd.
- 3205 MATSUDA TRADING CO., LTD
- 3205 MEDIA LINKS Co., LTD
- 3205 Mellanox Technologies/Macnica
- 3205 NEC Corporation
- 3205 Net One Systems Co., Ltd.
- 3205 NIPPON TELEGRAPH AND TELEPHONE CORPORATION
- 3205 Panduit Corp. Japan Branch
- 3205 Seiko Solutions Inc.
- 3205 Sony Business Solutions Corporation
- 3205 TAMURA CORPORATION
- 3205 TASCAM/TEAC CORPORATION
- 3205 Yamaha Music Japan Co.,Ltd.

Video Expression / Professional Lighting Hall 6

- 6202 Agai Trading Corporation
- 6102 Aladdin
- 6107 Apature Imaging Industries Co., Ltd.
- 5606 Chainzone Technology (Foshan) Co., Ltd.
- 6105 Dongguan Filmspider Cultural
- 6201 Film Gear (International) Ltd.
- 5604 Fuji Electric Lamp Industrial Co.,Ltd.
- 6203 GODOX Photo Equipment Co. Ltd
- 6302 Hito & Company Ltd.
- 6106 Image/VISION Co.,Ltd.
- 6204 INFILED Japan co., ltd
- 6202 KIC Corporation
- 6002 LIVEGEAR Inc.
- 5605 Milerintech co.Ltd.
- 5603 Net One Partners Co., Ltd.
- 6104 ProFound
- 6101 PROKIZAL COM INC.
- 6103 SAN-EI ELECTRIC CO.,LTD.
- 6003 SHENZHEN GLOSHINE TECHNOLOGY CO.,LTD.
- 6002 SHENZHEN HONGMAO YUANZE OPTOELECTRONIC CO.,LTD
- 6102 SHOOTEK-JAPAN CO., LTD.
- 6301 TOKYO BUTAI SHOWMEI CO., LTD.
- 5601 Zhengzhou Generalink Lighting Equipment Co., Ltd.
- 6602 Advanced Imaging Society Lumiere Japan Awards 2019
- 6603 Advanced Imaging Society, Japan Committee
- 6605 Cyber NamuNamu
- 6601 Epsos Sales Japan Corporation
- 6607 PI PHOTONICS, INC.
- 6606 Startbahn, Inc.
- 6604 Synamon Inc.

ICT / Cross-Media Hall 7-8

- 7405 Advanced Media, Inc.
- 7307 Arista Networks Japan Limited.
- 8218 Association of Radio Industries and Businesses (ARIB)
- 8401 Atomos Global Pty Ltd
- 8501 Blackmagic Design
- 7503 CCBN
- 8406 Cisco Systems G.K.
- 8407 Cloudian KK
- 7406 DATABROAD CORPORATION
- 7004 Digital Processing Systems Japan K.K.
- 7003 EIDOS Inc.
- 7509 ELMO COMPANY, LIMITED
- 8208 Nextremer Co., Ltd.
- 7301 Explorer Inc.
- 8502 FAIRWAY CORPORATION
- 7504 Fastly K.K.
- 8402 Fiber 26 Network Inc.
- 8405 Flashback Japan Inc.
- 7305 FUJIMIC, INC.
- 8101 FUTABA CORPORATION
- 7306 HC Networks, Ltd.
- 7505 INISOFT JAPAN G.K.
- 7303 INTAGE Inc.
- 8302 I-O DATA DEVICE Inc.,
- 7404 ITG Marketing, Inc
- 7404 Japan Broadcast Solutions Inc.
- 7005 Kaga Solution Network Co.,Ltd.
- 7507 KOBA 2020 (KOREA E & EX)
- 8404 Macro Image Technology Inc.
- 7401 MEDIACAST CO., LTD.
- 8001 MEDIAEDGE Corporation
- 8102 MIC Associates, Inc.
- 7201 Microsoft Japan Co., Ltd.
- 8201 NAB SHOW
- 7302 Nekojarashi Inc.
- 7501 Newmedia Co.,Ltd
- 7404 onsitestandard corporation
- 7301 PALTEK CORPORATION
- 8301 PLAT EASE Corporation
- 7002 PlayCanvas Management Office
- 7404 Project White Co.,Ltd.
- 7506 SAKURA Internet Inc.
- 7404 SAMSUNG JAPAN CORPORATION
- 7404 SEIJIN SHOJI CO.,LTD
- 8217 SET Brazilian Society of Television Engineering)
- 7402 Shenzhen suofei Xiang
- 7402 Sightron Japan Inc.
- 7304 Spectee Inc.
- 8403 Sunphonix
- 8303 Techno Mathematical Co., Ltd.
- 8203 The Institute of Image Information and Television Engineers
- 7502 TID Limited
- 7302 TOHOKUSHINSHA FILM CORPORATION
- 8202 UNIXON SYSTEMS CO., LTD.
- 7404 Visual Technology, Inc.
- 8306 YANGZHOU JINGCHENG ELECTRONICS CO.,LTD

INTER BEE CONNECTED

- 7119 ATTRACTOR Co., Ltd.
- 7106 Crypto Groundswell, Inc
- 7102 Hewlett-Packard Japan, Ltd.
- 7114 Hokuriku Denwa Kouji Co., Ltd.
- 7118 IPEC Forum
- 7107 IPTV Forum Japan
- ACCESS Co., Ltd.
- Fuji Television Network, Inc.
- Nippon Television System Corporation
- TOKYO BROADCASTING NETWORK HOLDINGS, INC.
- Tokyo Metropolitan Television Broadcasting Corp.
- TV Asahi Corporation
- 7110 Japan Broadcasting Corporation
- 7109 J-Stream Inc.
- 7116 Lighlight Networks Japan K.K
- 7115 LivePark Inc.
- 7108 Movion
- 7104 Multiscreen Broadcasting Study Group
- 7105 ORCA Production, Inc.
- 7103 SoundUD Consortium
- 7117 Top Creation Co.,Ltd
- 7113 TV Asahi Corporation

INTER BEE CREATIVE

- 8605 Digital Garden Inc.
- 8601 FELLOWS Inc.
- 8608 Japan Post Production Association
- 8602 L'espacio Vision Co., Ltd.
- 8606 Onkio Haus Inc.
- 8603 Panasonic Visuals Co., Ltd.
- 8604 Q-TEC, Inc.
- 8607 Sony PCL Inc.

MEET-UP Hands On Area

- 8613 Anime Tokusatsu Archive Centre
- 8611 Audio Visual Communications Ltd.
- 8611 SCENES Co., Ltd.
- 8609 TASCAM/TEAC CORPORATION
- 8612 Think DESIGN

INTER BEE 5G

- 8309 SoftBank Corp.

IABM Pavilion

- 8104 IABM
- 8104 BLUEFISH444
- 8104 Masstech Innovations
- 8104 SINGULAR.LIVE
- 8104 SOONWELL CO., LTD
- 8104 WOODKY TECHNOLOGIES
- 8104 WOODY TECHNOLOGIES

DCEXPO Hall 5

- 0509 ALE Co.,Ltd.
- 0310 Alpha Code Inc.
- 0219 Apposter Inc.
- 0104 ASIAGRAPH CG ART GALLERY
- 0514 Bunkyo University Faculty of Information and Communication
- 0220 Circus Company INC.
- 0212 D&P Co.,Ltd.
- 0305 Dai Nippon Printing Co., Ltd.
- 0503 DEIPO
- 0508 Doublenest
- 0501 Forest Dyme Systems Corporation
- 0309 GRAPS Co., Ltd.
- 0410 Hashilus Co., Ltd.
- 0209 HAUTECOUTURE Inc.
- 0218 IDEACONCERT
- 0402 KADEN Project 2019, Graduate school of System Design, Tokyo Metropolitan University
- 0406 KUMONOS Corporation
- 0513 Linked Brain Inc.
- 0207 Looking Glass Factory
- 0217 MAVRUS, Inc.
- 0515 mountain studio
- 0208 Nextremer Co., Ltd.
- 7301 Explorer Inc.
- 0205 Noitom International, Inc.
- 0311 OCTRICE Ltd.
- 0507 Parity Innovations Co. Ltd.
- 0202 Paronym Inc.
- 0409 PIONEER CORPORATION
- 0215 Pison Content, Inc.
- 0512 Pocket Queries, Inc.
- 0216 ROWAN
- 0502 SIGGRAPH Asia 2019 Japan office
- 0304 SmileBoom Co.,Ltd.
- 0403 Solidray Co.,Ltd.
- 0214 Spacosa Corp.
- 0203 The Art of Yoichiro Kawaguchi
- 0211 TL-Industry Co., Ltd
- 0506 Tokyo Metropolitan University, Systems Desgin, IDEEA Lab.
- 0601 Tappan Printing Co., Ltd.
- 0213 TryCatchMedia, Inc.
- 0308 WINFrontier Co.,Ltd.

Innovative Technologies 2019

- 0303 exiii inc.
- 0408 Hashilus Co., Ltd.
- 0407 Ishikawa Senoo Lab (University of Tokyo)/ Watanabe Lab (Tokyo Institute of Technology)
- 0404 Jichi Medical University (University of Tokyo/ Precision inc/ The Japanese Society of Internal Medicine
- 0306 Rekimoto Laboratory, The University of Tokyo / Sony Computer Science Laboratories, Inc.
- 0405 Rocket Road Co., Ltd.
- 0302 SQUARE ENIX CO.,LTD.
- 0401 The University of Tokyo/ Osaka University/ Meiji University
- 0307 Adobe / Adobe Research

techBiz Creation & Matchmaking

- 0111 CENOTE Inc.
- 0113 DoGA Co.,Ltd
- 0114 Hashilus Co., Ltd
- 0115 MESON inc.
- 0112 Mleede Inc.
- 0116 PIONEER CORPORATION
- 0117 Japan External Trade Organization (JETRO)

INTER BEE FORUM

11.13 (Wed.)

Convention Hall A, 2F International Conference Hall

KN-131 Keynote Speech 1 English/Japanese Interpreting Available

Inter BEE 2019 Opening & Keynote

Opening Session

Greeting from Organizer Japan Electronics and Information Technology Industries Association

Greeting from Guests Ministry of Internal Affairs and Communications, Ministry of Economy, Trade and Industry

Keynote Speech Toward 2020

Capitalizing on Broadcast Innovation to Deliver the Best Sports Content

Gordon H. Smith
President and CEO
National Association of Broadcasters

The future of sports through integration with other industries

Daichi Suzuki
Commissioner of the Japan Sports Agency

Beyond 2020 Tokyo The evolution of broadcasting technology does not stop

Kazutaka Ogata
Director of Broadcasting Engineering Department
JAPAN BROADCASTING CORPORATION

Tokyo 2020 Video Production

Sotiris Salamouris
Chief Technology Officer
OBS

KN-132 INTER BEE CONNECTED Keynote Speech Sign language Interpreting Available

Sports broadcast philosophy -Toward to Tokyo 2020

Akira Tanaka
President
WOWOW Inc.

Tsukasa Imamura
CEO
Yomiuri Giants

Tomohiro Okabe
Director
Nippon Television Network Corporation

Kohei Mochizuki
Director
Nippon Television Network Corporation

Tetsu Kuchigochi
Executive Producer,
IPC & WOWOW
Paralympic Documentary Series "WHO I AM"
WOWOW Inc.

Miki Matheson
IPC & IOC Education Committee Member
Nagano Paralympic Winter Games
Gold Medalist

KN-133 Keynote Speech 2

Sports Content will shine with Digital Technology

Toshiaki Hirose
Former Captain of the Japan National Rugby Team
CEO of HIRAKU Actor

Dr. Kenji Kitatani
Executive Vice President, Asia
Executive Director of Japan
Anschutz Entertainment Group (AEG)

Takayuki Hioki
Managing Director,
Sports Branding Japan Co. Ltd.
Executive Producer,
The Tokyo Organising Committee of the Olympic and Paralympic Games

Hideo Mizawa
Chief Strategy Officer,
DOME Corporation
Moderator:

Toru Sano
Producer, Senior Director
Sport Division, President's Office
Nippon Television Network Corporation

International Conference Room, 2F International Conference Hall

SP-131 Special Session 1

Now or never, Radio Management ~Considering from Audio Media Market Asking to All of Management, Sales, Planning, Production and Technology

Ritsuya Oku
Fellow Dentsu Institute/Chief Executive Director
Dentsu Media Innovation Lab
DENTSU INC.

Makoto Koide
SHSEIDO JAPAN CO.,LTD., Executive Manager
Strategic Communication Department
JAPAN ADVERTISERS ASSOCIATION INC., Managing Director

Takahiro Aoki
President
radiko Co.,Ltd

Hideyuki Oki
Radio Division General Manager
Hakuhodo DY media partners Inc.

Toru Arakawa
Executive Vice president
Glider associates, Inc.

Oto Yoshihiro
Department of Journalism, Professor
Sophia University

Isamu Yoshii
Publisher
New Media magazine

SP-132 Special Session 2 English/Japanese Interpreting Available

Advanced Imaging University 2019

Ergonomics / Human Factors PoC for VR Technologies

Entertainment Technology 2020: Hollywood's NextGen Transition

Holographic Displays and a Glimpse Inside Light Field Lab.

Takashi Kawai
Japan Committee Chair
Advanced Imaging Society

Jim Chabin
President & CEO
Advanced Imaging Society

Jon Karafin
CEO & Founder
Light Field Lab, Inc.

SP-133 Special Session 3 English/Japanese Interpreting Available

Introduction of using Microsoft Azure and AI in the broadcasting industry

George Hawkey
Global Partnerships, Media & Communications Director
Microsoft Corporation

Hatakeyama Daiyu
Senior Cloud Solution Architect, Data and AI Architect Division
Microsoft Japan Co., Ltd.

SP-134 Special Session 4 English/Japanese Interpreting Available

Global Media Business & Technology Drivers of Change

Lorenzo Zanni
Head of Insight & Analysis
IABM

Room 104, 1F International Conference Hall

TC-131 Technical Session 1

Thorough discussion of 4K/HDR and 2K/SDR cross-conversion and operation

Toshiyuki Ogura
Chief Distinguished Engineer/Technology Strategy Sec., TV Business Group
Sony Home Entertainment & Sound Products Inc.

Tsukuru Kai
Director, Technology Strategy Development, Engineering & Technology
Nippon Television Network Corporation

Imatsuka Makoto
Postproduction Technical Coordinator / Senior Colorist
Q-TEC,INC

Hirokazu Kitamura
IT Development Division Internet Delivery Engineering Department Engineering Division
Technical Production Center
TV TOKYO Corporation

Mori Toshifumi
Director CTO
JVC/KENWOOD VIDEOTECH CORPORATION

Isamu Yoshii
Publisher
New Media magazine

Room 201, 2F International Conference Hall

TC-132 Technical Session 2

ASIAGRAPH2019 Tsumugi & Takumi Awards and Talk Session

Akira Senju
Composer

Nakano Nobuko
Higashi Nippon International University

Yoichiro Kawaguchi
Artist and Professor Emeritus
at the University of Tokyo

TC-133 Technical Session 3

SIGGRAPH: Video expression through CG/VFX

Diana Arellano
ADM SIGGRAPH
External Relations Committee
Chair Pipeline Team Leader,
Mackiesision,
Part of Accenture Interactive

Koji Matsunaga
CG / VFX Supervisor,
NHK-VFX ROOM
Japan Broadcasting Corporation

Hidechi Tamegaya
Media Technology Consultant

TC-134 Technical Session 4

Future of Digital Contents and Neuro Aesthetics

Tomohiro Ishizu
Senior Research Fellow
University College London

Takashi Kawai
Professor,
Department of Intermedia Art and Science,
Faculty of Science and Engineering
Waseda University

11.14 (Thu.)

Convention Hall A, 2F International Conference Hall

KN-141 Keynote Speech 3

Current and Future Trends of Collaboration between Broadcasting and Internet

Keynote Speech: Latest Broadcast service trends by Broadcast and Communication Cooperation

Jun Murai
Chief Director of IPTV Forum

Yuka Mishima
Director, Promotion for Content Distribution Division, Information and Communications Bureau
Ministry of Internal Affairs and Communications

Special Session: Current and Future Trends of Collaboration between Broadcasting and Internet

Keiko Murakami
Principal Researcher, Broadcasting Culture Research Institute, Media Research & Studies Division
NHK Broadcasting Corporation

Masaru Takechi
Senior Research Engineer Advanced R&D Department
NHK Engineering System Inc.

Masashi Ito
Supervisor, Research and Development,
Technical Department.

Jun Murai
Chief Director of IPTV Forum

KN-142 INTER BEE IGNITION Keynote Speech

Activists in the Era in Which Everything Outside of Film is Made into Media

Ichiya Nakamura
Professor,
Keio University Graduate School of Media Design
Keio University

Mariko Nishimura
CEO
HEART CATCH INC.

Mai Shiotani
Editor in chief milieu

Seiichi Saito
ARCHITECTURE, Rhizomatics Co.,Ltd.

Atsushi Fukuda
Brand Consultant

Mika Takagi
Director, Media and Content Industry Division
Ministry of Economy, Trade and Industry

KN-143 Keynote Speech 4

5G Session 2019

The Reality of 5G and its future

Yuji Aburakawa
Director of 5G Laboratories
NTT DOCOMO, Inc.

Possibilities and Outlook of 5G - Activities of KDDI

Seiichiro Sakai
Expert, Mobile Network Technical Development Division,
KDDI CORPORATION

Potential of Images and 5G

Funayoshi Hideto
Director Advanced Business Planning Dep., Advanced Technology Div.
SoftBank Corp.

What does Rakuten Aim at with 5G?

Keiichi Kubota
Director, Infra development section, Technology Strategy Dep., Network division
Rakuten Mobile Inc.

Co-located Session

ZENEIKYO Forum 2019 in Makuhari Admission Free

► Forum:
International Conference Hall 1F Room 104
► After Session Gathering:
International Conference Hall 1F Room 105
► Organizers:
National Board of Regional Visual Industry Associations
Visual Industry Associations
► URL: www.zeneikyo.jp

11.14 (Thu.)
13:30 ▶ 13:40 Opening Salutations
13:40 ▶ 14:15 Ministry of Economy, Trade and Industry Presentation
14:15 ▶ 14:45 Ministry of Internal Affairs and Communication Presentation
14:45 ▶ 15:00 Intermission
15:00 ▶ 15:40 Motion Picture and Television Engineering Society of Japan Presentation
15:40 ▶ 16:00 Intermission
16:00 ▶ 17:45 National Board of Regional Visual Industry Associations 2019 Gen-Pin Results and Ceremony
18:00 ▶ 19:30 After Session Gathering

International Conference Room, 2F International Conference Hall

SP-141 Special Session 5 English/Japanese Interpreting Available

Advanced Technology on Sports Image Production

Ken Kerschbaumer
Editorial Director
Sports Video Group

Sotiris Salamouris
Chief Technology Officer
OBS

Tetsuya Itsuki
Broadcasting Engineering Department,
NHK Science & Technology Research Laboratories

Atsushi Date
SV System Senior Principal Architect
SV Business Development Center
Image Solutions Business Operations
Canon Inc.

Takashi Miyamoto
Venue Technical Manager in UHD/HD
OBS

Lavinia Marafante
IBC Planning & Operations Manager
OBS

SP-142 Special Session 6 English/Japanese Interpreting Available

Latest Examples of Utilizing Cloud in Media Industry 2019

Cloud Enabled Innovation in Media

Ishit Vachrajani
Enterprise Strategist
Amazon Web Services, Inc.

Cloud Strategy in Fuji Television - Now Future -

Kanamori Takehiko
Technical Department Planning Manager
Fuji Television Network, Inc.

Paid live streaming service with serverless architecture

Kazuki Miura
Contents Business Bureau Net Digital Division
Hokkaido Television Broadcasting Co., Ltd.

Cloud Use Case in U-NEXT

Takatashi Kakimoto
VP of Business Development
U-NEXT Co., Ltd.

The future of Television viewing with Alexa

Kiyonori Kitasako
Sr. Manager /
Solution Architect
Principle Solutions Architect Solutions Architecture
Amazon Japan G.K

Cloud Media Workload

Kenji Kaname
Solution Architect
Amazon Web Services Japan

SP-143 Special Session 7

Principle of Human-oriented AI Society and the Role of Broadcasting Media

Chigono Akihiko
Executive Director, Chief of Engineering
Japan Broadcasting Corporation

Osamu Sudoh
Professor, Ph.D.
Graduate School of Interdisciplinary Information Studies,
The University of Tokyo

Yutaka Kidawara
Universal Communication Research Institute Director General
National Institute of Information and Communications Technology

Kohei Kawakami
Digital Content Production,
Engineering & Technology Technology Strategy Development
Nippon TV

Seiji Yamaguchi
Cross-Media Station Director
NPO FM Wakayama

Takahiro Mochizuki
Senior research engineer
NHK Science & Technology Research Laboratories

Isamu Yoshii
Publisher
New Media magazine

Room 201, 2F International Conference Hall

TC-142 Technical Session 6 Consecutive Translation

Latest Audio Technology and Next-Generation Audio Creation

Dante Operation Examples and Latest Information

Kenji Ishibashi
Assistant Manager, Marketing Department, PA Division
YAMAHA MUSIC JAPAN CO., LTD.

Moving to IP

Henry Goodman
CALREC AUDIO LTD.

Immersive Audio in Protocols

Yosuke Maeda
Media Integration

Intelligent Audio Technology with New Workflows and Machine Learning

Jonathan Wynner
Education Director
Izotope, Inc.

Takehiko Abe
Senior manager, production systems, systems development & technical/maintenance center
tv asahi corporation

TC-143 Technical Session 7

Total Request for Web Sound Engineers! --Answering All Questions from Basics to Advanced Techniques

Noriyasu Yamadera
oshwald

KOICHI HIROKAWA
SOUND ENGINEER
STAR-i-TECH

Kazuo Takei
President
Public address Inc.

Toshikuni Hashimoto
President
T-SPEC CO.,LTD.

Norio Ookawa
Freelance Sound Engineer

Kohichi Hanzawa
President
Innovation, Inc.

INTER BEE FORUM

11.15 (Fri.)

Convention Hall A, 2F International Conference Hall

KN-151 Keynote Speech 5

IP-based Broadcasting Technology and Introduction Examples

Presentation
Outsourcing the Implementation of IP and Connecting with Network Service Streaming Systems

Masashi Ito
Supervisor of Research and Development, Technical Department
FUJII TELEVISION NETWORK, INC.

Case Report
IP Remote Production Initiatives at the TV Tokyo Music Festival 2019

Masanori Ohsaki
Engineering Division, Engineering Promotion, Research & Development Department
TV TOKYO Corporation

IP Technology and the Operation of Hikari TV

Noriyuki Kudo
Network Engineer Department Senior Manager
NTT Plala Inc.

AbemaTV's Growth and IP Production

Nobuteru Kondo
Technical division
AbemaTV, Inc.

Supporting the Implementation of IP at Network Operation Centers

Yasuyuki Kikuya
General Manager Technical Department
Hokkaido Cultural Broadcasting Co., Ltd.

Manufacturing and Operation of Outside Broadcasting Vehicles with Video Over IP

Jun Kawasaki
Technical Production Division
Kyodo Television, LTD.

Isamu Yoshii
Publisher
New Media magazine

KN-152 INTER BEE CREATIVE Keynote Speech

Calling All Japanese Creators! Step into a New World!

World-class Japanese Technical Ability and Mental Strength. What is Required in Today's Japanese Film Industry? Powered by DigiCon6 Asia

Isao Yukisada
Film Director

Takafumi Yuki
INTER BEE CREATIVE Forum Director



International Conference Room, 2F International Conference Hall

SP-152 Special Session 9

English/Japanese Interpreting Available

Cutting edge IP Production Infrastructures

Zurich, Swiss – TPC's complete IP adapted Sports & Technology Center

Andreas Lattmann
Chief Technology Officer
tpc

Munche, Germany – Overview of Plaza Media's complete IP adapted Equipment

Simon Roehrs
Sales Director APAC
LAWO AG

13:00
14:30

Moderator: **Takehiko Abe**
Senior manager, production systems, systems development & technical maintenance center
Ivashi corporation

SP-153 Special Session 10

CDN Session 2019

Security Measures toward Simultaneous Distribution & 2020

Norihiko Matsuno
Solution Engineer
Akamai Technologies GK

CDN Integrated with Video Distribution – Amazon CloudFront

Yoshihisa Nakatani
AWS Solutions Architecture Sr. Solutions Architect
Amazon Web Services Japan K.K.

15:00
17:00

JOCODN The story so far and the story from here

Kazunori Fukuda
Board Director
JOCODN Inc.

QoE and Measures Required in the Times of Simultaneous Distribution by Internet

Daisuke Asano
CDN & Video Platform Business Unit/Product Promotion Department/General Manager
J-Stream Inc.

Room 201, 2F International Conference Hall

TC-151 Technical Session 8

Emergency Session: Natural Disasters and the Media 2019

10:30
12:00

Hayakawa Eiji
Programming Div.
Nagano Broadcasting Systems, Inc.

Masanobu Murakami
Manager
Media Design Department
Fukushima Central Television Co., Ltd.

Go Hayasaka
Media Business, Master
Chiba Television Broadcasting Corporation.

Osamu Sakai
Media Consultant

TC-152 Technical Session 9

Current Conditions and Expectations for Evolution of Production/Services for Appealing 4K8K Contents

From Rural Areas to the World! –Charming Craftsmanship of Kansai Television in 4K8K Contents

Yoshiyuki Shimizu
Production Engineering Department/Production Engineering Center Senior Staff
Kansai Television Co. Ltd.

Diverse Vision: Futuristic Media Technology for Expanding Representation Space

Tomoyuki Mishina
Head of Spatial Imaging Research Division/Science & Technology Research Laboratories
Japan Broadcasting Corporation

12:30
14:30

4K Remastering of Old Movies: The Richness and Difficulty of Film

Ryohei Mito
Sales Promotion Group, Film & Archiving Division
IMAGICA Lab. Inc.

How Will 4K8K Evolve Artistic Settings and Makeups?

Masaki Miyoshi
Deputy Head of Program Design Center
Production Design Division
Japan Broadcasting Corporation

Moderator

Seiji Kunishige
Joshi University of Art and Design

TC-153 Technical Session 10

Evolution of Digital Media and International Standards --From Compression for Transmission/Storage to Utilization--

15:00
17:00

Encoding, Standardization, and Utilization of Video Media

Kohtaro Asai
Communication Systems Group, Technical Advisor
Mitsubishi Electric Corporation

AR/VR Support and the History of Audio Information Compression

Akihiko Sugiyama
Visiting Professor, Faculty of System Design
Tokyo Metropolitan University

Moderator

Tomohiro Hase
Professor, Faculty of Science and Technology
Ryukoku University

Conference Sponsor Session

Venue: Room 103/104, 1F International Conference Hall

CS1-132 Overcome the Challenges of Live and on demand video streaming

Steve Miller-Jones
VP of Product Strategy
Limelight Networks, Inc.

Masami Onodera
Product Manager
LivePark Inc.

11.13 (Wed.)

CS1-133 Technical Essence of Broadcasting IP Transformation - Multicast, Timing, Automation, Visualization & Network Design

Koichi Hyodo
System Engineering Manager
Arista Networks Japan Limited.

Naoya Hashimoto
NS Research & Development Sec.
NS Development Dept.
Network Solutions Div. Manager
SEIKO SOLUTIONS INC.

15:00
17:00

CS2-133 The Future of Artificial Intelligence in Broadcasting -Case studies how AI powers the next generation of broadcasting and Spectee' view of broadcasting future.

Kenjiro Murakami
CEO, Spectee Inc.

10:30
12:00

CS1-141 Broadcast Production in the Cloud with SRT Hub & Microsoft Azure

Minoru Sakota
Manager,
Solution Design and Consulting
Avid Technology KK

Takashi Okawa
Cloud Solution Architect
One Commercial Partner
Partner Technology Group
Cloud Architect Div.
Microsoft Japan Co., Ltd.

11.14 (Thu.)

CS1-142 Enhance your media presentation using Web3D. The next generation of Web expression brought to you by PlayCanvas

Shuji Munakata
Evangelist
PlayCanvas Promotion Office

Yuta Kido
Evangelist
PlayCanvas Promotion Office

12:30
14:30

CS1-143 IP technology Seminar for SDI Engineers

Yoshihiro Sakamoto
Development Dept
Leader Electronics Corporation.

15:00
16:30

CS1-151 What "Automatic Captions" should be.

Notomi Fumihito
Terrestrial Broadcasting Division Information and Communications Bureau
Ministry of Internal Affairs and Communications

Hiroki Sakanashi
Multiscreen Broadcasting Conference
Kansai Television Co. Ltd.

10:00
12:00

CS2-151 TOEI Animation: No more All-nighters! Storage and System Admin then and now Foundation for Knights of the Zodiac and Pretty Cure

Suda Hiroyuki
Emeritus professor
The National University Corporation of Tsukuba University of Technology

Hisashi Kawai
National Institute of Information and Communications Technology

11.15 (Fri.)

CS1-152 From Rio to New York via Amsterdam - Development and trends in (OTT) video distribution -

Kosuke Yamashita
TOEI ANIMATION CO., LTD.

Kenji Amano
EMC JAPAN K.K.
Advisory Systems Engineer
Systems Engineering
Unstructured Data Solutions

10:30
12:00

CS2-152 The World's First Video + MQA-Encoded Immersive Audio Distribution

Itaru Kitazawa
CEO
ORCA Production, Inc.

Dirk Griffioen
CEO
Unified Streaming
(The Netherlands)

12:30
14:30

CS2-152 The World's First Video + MQA-Encoded Immersive Audio Distribution

Bob Stuart
CTO
MQA LTD.

14:00
16:00

Co-located Session

The 56th JBA Symposium of Broadcast Technology

Admission Free

Venue: 3F, International Conference Hall, Makuhari Messe
Sponsored by: The Japan Commercial Broadcasters Association

	Room 301	Room 302	Room 303
11.13 (Wed.)	10:30 ▶ 17:35 Production Engineering	10:30 ▶ 17:10 Broadcast Engineering	10:30 ▶ 17:10 File-based
11.14 (Thu.)	10:30 ▶ 12:10 Information Transmission / Network	10:30 ▶ 12:10 Pictorial Image Technology	10:30 ▶ 12:35 Transmission
11.15 (Fri.)	10:30 ▶ 16:20 Production Engineering	10:30 ▶ 12:10 Pictorial Image Technology 13:00 ▶ 16:20 Datacasting / Digital Service	10:30 ▶ 16:45 Sound Broadcasting / Audio

INTER BEE IP PAVILION

Demonstration of IP Live transmission technology in Japan Today's Interoperability

Demonstration of the IP Equipment connection

Venue: Exhibition Hall 3 (3205/3206)

SMPTTE ST 2110 (Video-Audio) Interoperability

Ask Corporation / DStorm, Inc., Clear-Com, Seiko Solutions Inc., Sony Business Solutions Corporation, NIPPON TELEGRAPH AND TELEPHONE CORPORATION, Net One Systems Co., Ltd., FOR-A COMPANY LIMITED, MATSUDA TRADING CO., LTD, Matrox / JAPAN MATERIAL Co., Ltd., Mellanox Technologies / Macnica Altima Company, Leader Electronics Corporation

SMPTTE ST 2110-30+DANTE (Audio) Interoperability

TEAC CORPORATION, TAMURA CORPORATION, YAMAHA MUSIC JAPAN CO., LTD.

SMPTTE ST 2022-6 Interoperability

HC Networks, Ltd., NEC, FUJOH VIDEO INDUSTRY, FOR-A COMPANY LIMITED, Media Links Co., Ltd.

Support

AIMS (Alliance for IP Media Solutions)

ALAXALA Networks Corporation Panduit Corp. Japan Branch

Full IP Broadcast Vehicle with 4K/HD support.

Prepared by: NARA TELEVISION CO., LTD.

Relay seminar

Theme : IP Live stream +related technology, case study

Venue: Exhibition Hall 3 (3206) Attending Method: Visit the IP Pavilion

11/13 (Wed.)	Session Theme / Company name
13:00 ▶ 13:20	Basics to IP Networking NHK Science&Technology Mr. Koyama
13:30 ▶ 13:50	Standardized trends of SMPTE SMPTTE Asia Regional Governor / NEC Corporation Mr. Sugawara
14:00 ▶ 14:20	Broadcasting system & PTP (Basic) Leader Electronics Corporation Mr. Nozaki
14:30 ▶ 14:50	Broadcasting system & PTP (Intermediate) Seiko Solutions Inc. Mr. Hasegawa
15:00 ▶ 15:20	NMOS Overview and Trends AMWA Board Member/Sony P&S Mr. Sakuragi
15:30 ▶ 15:50	Monitoring IP Program Production System NHK Science&Technology Mr. Koyama
16:00 ▶ 16:20	Realization of IP by SDN Mellanox Technologies Japan Mr. Taguchi
16:30 ▶ 16:50	The bridge between NDI® Version 4.0 and ST 2110 DSTORM, INC. Mr. Stoer

11/14 (Thu.)	Session Theme / Company name
11:30 ▶ 11:50	[Case Study : SKY Perfect TV] Sky Perfect TV JSAT Corporation Mr. Ishiguro
12:00 ▶ 12:20	[Case Study : Nara Television] 4K Outside Broadcasting Nara Television Mr. Asai
12:30 ▶ 12:50	ST 2110 Interconnect verification NHK Science&Technology Research Laboratories Mr. Kitajima
13:00 ▶ 13:20	Construction of IP Transmission System Sony Business Solutions Corporation Mr. Kogai
13:30 ▶ 13:50	Standardized trends of SMPTE SMPTTE Asia Regional Governor / NEC Corporation Mr. Sugawara
14:00 ▶ 14:20	Broadcasting system & PTP (Basic) Leader Electronics Corporation Mr. Nozawa
14:30 ▶ 14:50	Broadcasting system & PTP (Intermediate) Seiko Solutions Inc. Mr. Hasegawa
15:00 ▶ 15:20	RPTP (PTP over WAN) Request to the Next Generation Media Links, Network Additions, FNETS, IJ Mr. Koyama
15:30 ▶ 15:50	NMOS Overview and Trends AMWA Board Member/Sony P&S Mr. Sakurai
16:00 ▶ 16:20	Realization of IP by SDN Mellanox Technologies Japan Mr. Taguchi
16:30 ▶ 16:50	The bridge between NDI® Version 4.0 and ST 2110 DSTORM, INC. Mr. Stoer

11/15 (Fri.)	Session Theme / Company name
13:00 ▶ 13:20	Basics to IP Networking NHK Science&Technology Research Laboratories Mr. Kawaragi
13:30 ▶ 13:50	Standardized trends of SMPTE SMPTTE Asia Regional Governor / NEC Corporation Mr. Sugawara
14:00 ▶ 14:20	Broadcasting system & PTP (Basic) Leader Electronics Corporation Mr. Nozaki
14:30 ▶ 14:50	Broadcasting system & PTP (Intermediate) Seiko Solutions Inc. Mr. Hasegawa
15:00 ▶ 15:20	NMOS Overview and Trends AMWA Board Member Sony P&S Mr. Sakuragi
15:30 ▶ 15:50	Monitoring IP Program Production System NHK Science&Technology Research Laboratories Mr. Kawaragi
16:00 ▶ 16:20	Realization of IP by SDN Mellanox Technologies Japan Mr. Taguchi

INTER BEE EXPERIENCE

X-Speaker SR Speakers Demo & Presentation

▶ Venue: Event Hall, Makuhari Messe
 ▶ Supported by Stage Sound Association Japan, Japan Stage Sound Business Cooperative
 ▶ Media Partners:



Global Scale! Record breaking 18 products from 15 brands

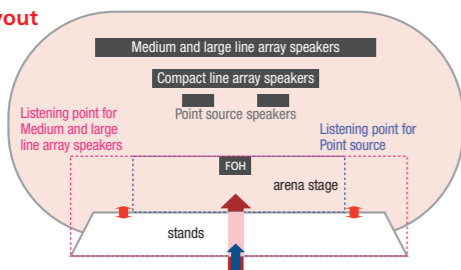
The nations largest SR speaker demo will be held once again this year. Gathering attention nationwide as well as overseas, this exhibit has 18 products from 15 brands making it the largest world-class listening demonstration.

Presentation Schedule

11.13 (Wed.)	11.14 (Thu.)	11.15 (Fri.)
10:30 d&b audiotechnik	10:30 dBTechnologies	10:30 RCF
11:10 YAMAHA	11:10 NEXO	11:10 Bestec Audio Inc.
11:50 NEXO	11:50 VUE audiotechnik	11:50 d&b audiotechnik
12:30 CODA	12:30 ZEAW	12:30 Martin Audio Japan Inc.
13:20 Bose Corporation	13:10 Bose Corporation	13:10 Turbosound
14:00 REWIRE INC	14:20 d&b audiotechnik	13:50 dBTechnologies
14:40 RAMSA	15:00 YAMAHA	14:30 NEXO
15:20 JBL	15:40 NEXO	15:10 VUE audiotechnik
16:10 RCF	16:20 CODA	15:50 ZEAW
16:50 Bestec Audio Inc.	17:10 Bose Corporation	16:30 Bose Corporation
17:30 d&b audiotechnik	17:50 REWIRE INC	
18:10 Martin Audio Japan Inc.	18:30 RAMSA	
18:50 Turbosound	19:10 JBL	

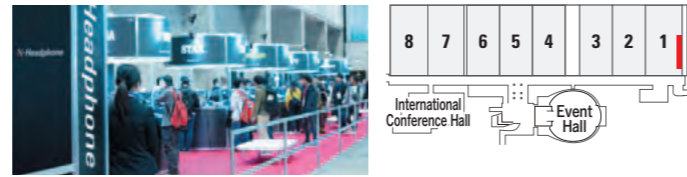
■ Point source speakers
■ Compact line array speakers
■ Medium and large line array speakers
 Equipment Assistance: Yamaha Music Japan Co., Ltd., Martin Audio Japan Inc.

Exhibiting layout (Event Hall)



X-Headphone | X-Microphone

▶ Venue: Exhibition Hall 1 (Professional Audio Equipment)



Free trial for High quality audio equipment

Openly experience professional grade audio equipment in this exhibition, with well-known brands showcasing their high quality devices.

X-Microphone Product Brand / Participant Company

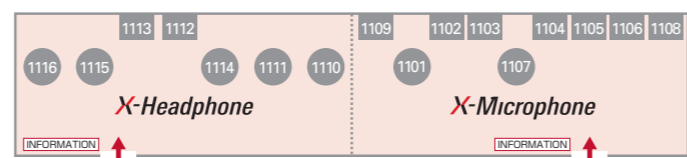
1101	Sony Marketing Inc.	SONY
1102	UETAX Corporation	UETAX
1103	SANKEN MICROPHONE CO.,LTD.	sanken
1104	Roland Corporation	ASTON MICROPHONES
1105	Tech Trust Japan Co., LTD	SCHOEPS Mikrofone
1106	MI Seven Japan, Inc.	AUSTRIAN AUDIO
1107	Sennheiser Japan K.K.	SENNHEISER NEUMANN.BERLIN
1108	OTARITEC Corp.	ROSELLE PRO AUDIO
1109	Shure Japan Limited	SHURE

X-Headphone Product Brand / Participant Company

1110	Shure Japan Limited	SHURE
1111	STAX Limited	STAX
1112	REWIRE INC	PHONON
1113	SHIROSHITA INDUSTRIAL CO.,LTD.	SOUNDWARRIOR
1114	Yamaha Music Japan Co., Ltd.	YAMAHA
1115	Sennheiser Japan K.K.	SENNHEISER NEUMANN.BERLIN
1116	Aiuto Co., Ltd.	ULTRASONE

Equipment Assistance: TEAC Corporation / Yamaha Music Japan Co., Ltd.

Layout of the Venue (Exhibition Hall 1)



INTER BEE IGNITION

INTER BEE IGNITION Keynote Speech ▶ Venue: Convention Hall A, 2F International Conference Hall

KN-142 Activists in the Era in Which Everything Outside of Film is Made into Media

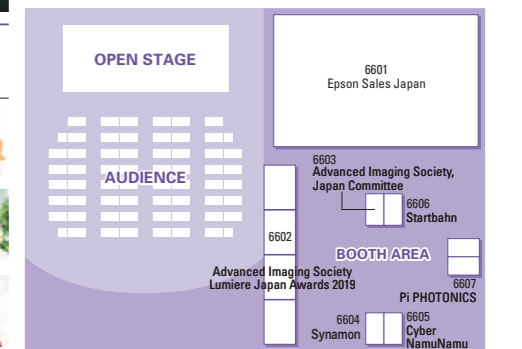
11.14 (Thu.) 13:00 - 14:30

Keynote Speech Speaker: Ichiya Nakamura Professor, Keio University Graduate School of Media Design, Keio University	Panel Discussion Panelist: Ichiya Nakamura (Professor, Keio University Graduate School of Media Design, Keio University), Mai Shiotani (Editor in chief, millieu), Seiichi Saito (ARCHITECTURE, Rhizomatiks co.,Ltd.)	Video Commentator: Atsushi Fukuda (Brand Consultant), Mika Takagi (Director, Media and Content Industry Division, Ministry of Economy, Trade and Industry) Moderator: Mariko Nishimura (CEO, HEART CATCH INC.)
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Special Session ▶ Venue: Exhibition Hall 6

11.13 (Wed.)	11.14 (Thu.)	11.15 (Fri.)
IG-131 Advanced Imaging Society Japan Committee: Awards Ceremony for Lumiere Japan Award 2019 Winners of this year of the Lumiere Japan Awards given to high quality 3D, UHD (4K/8K), VR works and the Good Practice Awards given to activities to lead the field of advanced imaging will be announced. ■ AIS-J : Good Practice Award 2019 Main Award Creating 8KVR Content "Alice and the World of Sorrow" NHK Enterprises, Inc., NHK Technologies, Inc. ■ Advance Imaging Society Japan Committee Lumiere Japan Award 2019	IG-141 Application of Media in Urban Areas: The Case of Shenzhen and Shibuya Chinese/Japanese Interpreting Available Panelist: Kazufumi Kawanoue (CEO, Aeronext Shenzhen Ltd.), Hidetoshi Ito (Business Strategy Department, Urban Development Unit, TOKYU LAND CORPORATION), Qiu Hongyan (Vice Secretary-general, Shenzhen Youth Federation) Moderator: Yoshitaka Ando (LLC, COX)	IG-151 Mobility Entertainment: The Future Form of Vehicle Interiors Panelist: TAKASHI FUKUI (New Glass Product Application, AGC Inc.), Soh Masuko (Professor of Art, University of Tsukuba, Rakuten Institute of Technology, Manager of Future Merchant Design Lab., Rakuten, Inc.), Manji Suzuki (Vice President, Innovation, DENSO International America Inc.) Moderator: Yasuji Eguchi (Yasuji Eguchi Office LLC)
IG-132 Will Education be Changed by Digital Technology? Or Will it Remain the Same? Panelist: Daisuke Asano (Director, Service Affairs Policy Division, Director, Education Industry Office/Commerce and Service Industry Policy Group, Ministry of Economy, Trade and Industry), Satoshi Yamawaki (President, Castalia Co., Ltd.) Moderator: Tomoe Ueyama (Project MINT), Taichi Sugijura (President, CINRA, INC.)	IG-142 On the Frontline of Live Entertainment Accelerated by Technology: New Trends as Seen in Projects Adopted by J-L0D Panelist: Hidenori Ushiro (SonyPCL Inc.), Hidenori Chiba (Rhizomatiks co.,Ltd.), Ichiro Kawakami (Digital Look Labo.) Moderator: Yoshitaka Ando (LLC, COX)	IG-152 Changing the World Through the Power of Images: The Challenge of Epson Panelist: Hiroaki Kanisawa (Epson Sales Japan Corporation)
IG-133 On the Frontline of Club Culture -Will nightlife in Tokyo evolve? Panelist: Naohiro Ukawa (DOMMUNE), Naho Iguchi (NION), Arina Tsukada (Editor in Chief, Bound Baw) Moderator: Naohiro Ukawa (DOMMUNE)	IG-143 [DCEXP02019] Introduction of the latest VR research in Japan and the US English/Japanese Interpreting Available Panelist: Danielle Belko (Emerging Technologies Chair, SIGGRAPH 2020/Technical Program Manager, Facebook Reality Lab.), Michitaka Hirose (Professor, Graduate School of Information Science and Technology, The University of Tokyo Director, The University of Tokyo Virtual Reality Educational Research Center) Moderator: Megumi Shinonome (High school student, VTuber)	IG-153 PassionTech Create New Possibilities for the Media Community Panelist: Shinichi Takamiya (Managing Partner, Globis Capital Partners), Hideyuki Okada (rblue Inc.), Hisayoshi Mizutani (CEO, vvt, inc.) Moderator: Jun-ya Mori (President, Inquire Inc.)
IG-134 Opening Party: Beer Bash -INTER BEE IGNITION Masterminds Discuss Media Theory Refreshments provided Speaker: Mariko Nishimura (CEO, HEART CATCH INC.), Yoshitaka Ando (LLC, COX), Taichi Sugijura (President, CINRA, INC.), Naohiro Ukawa (DOMMUNE)	IG-144 [DCEXP02019] Megu shinonome talk show Panelist: Megumi Shinonome (High school student, VTuber), Masafumi Mikami (General Producer, Senior Managing Director, Gugenka), Iku Arino (Voice actor / TV talent / Best KARAOKEst Award Japan)	Equipment Assistance: Epson Sales Japan Corporation

Exhibitor/Floor layout



INTER BEE CONNECTED

Proposing a Fusion of Broadcasting and Communication with Exhibits and Presentation

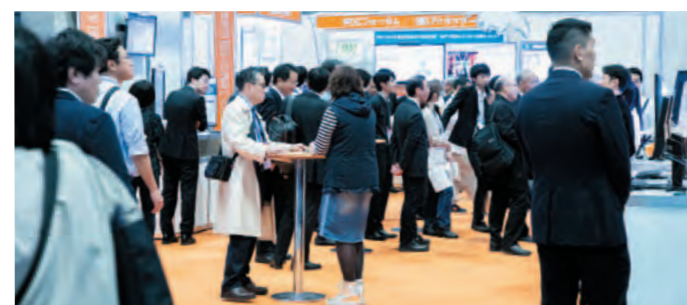
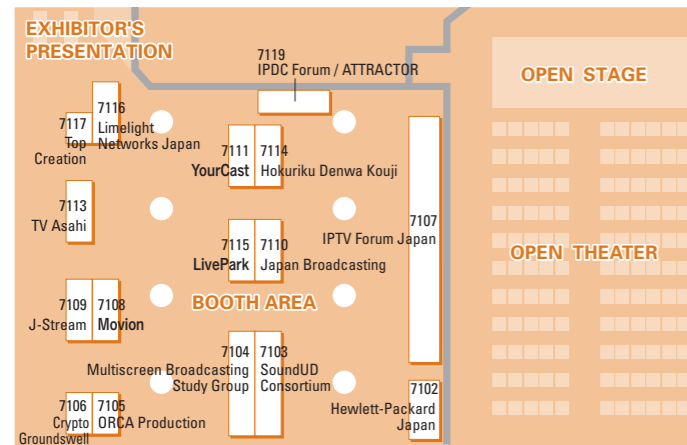
The ICT and media environment is expanding and changing on a daily basis. Against this background, media communication (including television broadcasting) is welcoming an era of unprecedented transformation. How will broadcasting change? What kind of possibilities will ICT bring about in media communication? We will explore and showcase the new business models on the frontline of broadcasting and communication.

Exhibitors Presentations

▶ Venue: INTER BEE CONNECTED Presentation Corner

11.13 (Wed.)	11:10 11:40	Introduction of "Unified Streaming," an industry-leading video streaming middleware, and its overseas cases	ORCA Production, Inc.
	13:00 13:30	Introduction of automatic caption system	SoundUD Consortium
	13:40 14:10	Automated Mass Video Production with Excel Work Style Reform and Motion Graphics	Movion
	14:20 14:50	Verification report on Low latency platform for regional video distribution by CATV, Prefecture and Regional Stations	J-Stream Inc.
	15:40 16:10	Low-latency and high-quality video distribution focused by Global broadcasters / OTT providers	Limelight Networks Japan K.K.
11.14 (Thu.)	11:10 11:40	The reality of live streaming viewers - Attitude surveys resulted by live streaming in Japan	Limelight Networks Japan K.K.
	13:00 13:30	"NFT" using blockchain technology means its potential and current status	Crypto Groundswell, Inc.
	14:20 14:50	Introduction of "Unified Streaming," an industry-leading video streaming middleware, and its overseas cases	ORCA Production, Inc.
	15:00 15:30	Introduction of automatic caption system	SoundUD Consortium
	15:40 16:10	Automated Mass Video Production with Excel Work Style Reform and Motion Graphics	Movion
11.15 (Fri.)	10:30 11:00	Introduction of automatic caption system	SoundUD Consortium
	11:10 11:40	Automated Mass Video Production with Excel Work Style Reform and Motion Graphics	Movion
	13:00 13:30	What streaming content is necessary for Broadcast stations?	J-Stream Inc.
	14:20 14:50	Low-latency and high-quality video distribution focused by Global broadcasters / OTT providers	Limelight Networks Japan K.K.
	15:20 15:30	"NFT" using blockchain technology means its potential and current status	Crypto Groundswell, Inc.

Exhibitor/Floor layout



Special Session

11.13 (Wed.)

CN-131

Television Advertising in 10 Years: Imagined Using Viewing Data

Moderator _____

10:30
12:00

Takashi Uchiyama
School of Cultural and Creative Studies, Professor
Aoyama Gakuin University

Hidetomo Handa
Vice President-Head of President's Office
Yahoo Japan Corporation

Shinichiro Mikami
President
YourCast INC.

Shunichiro Matsuse
co-director,
big data, IoTV Center INTERNET OF
TELEVISION Center,
tv asahi corporation

KN-132

Sports broadcast philosophy -Toward to Tokyo 2020

Sign language Interpreting Available

Moderator _____

13:00
14:30

Akira Tanaka
President
WOWOW Inc.

Tsukasa Imamura
CEO
Yomiuri Giants

Tomohiro Okabe
Director, Sports Division
Nippon Television Network Corporation

Kohei Mochizuki
Director, Sports Division
Nippon Television Network Corporation

Tetsu Kuchigochi
Executive Producer,
IPC & WOWOW
Paralympic Documentary Series "WHO I AM"
WOWOW Inc.

Miki Matheson
IPC & IOC Education Committee Member
Nagano Paralympic
Winter Games Gold Medalist

CN-133

Casual Video Viewing by the Younger Generation -Hints for Future Video Services by Analyzing Viewing Conditions

Moderator _____

15:00
16:00

Ritsuya Oku
Fellow, Dentsu Institute/Chief Executive Director,
Dentsu Media Innovation Lab
Dentsu Inc.

Akira Miwa
General Manager,
Media Business Innovation Department,
Dentsu Media Innovation Lab
Dentsu Inc.

Mariko Morishita
Principal Researcher,
Media Business Innovation Department,
Dentsu Media Innovation Lab
Dentsu Inc.

CN-134

Clarification Through Data! --The Latest Trend for "Quality and Value" When Viewing Sports Programs!?

Moderator _____

16:20
17:30

Kouji Fukuda
Communication Design Department2 TV Strategy manager
INTAGE Inc.

Tetsuya Ikeda
Marketing & New Businesses,
Integrated Marketing Communications, Connection Planning & MediaGroup Manager
Coca-Cola (Japan) Company, Limited

Yasushi Gunya
Co-Founder/CEO
TVISION INSIGHTS Co., Ltd.

Mamoru Yamada
General Manager Media Data Division
Communication Business Group
INTAGE Inc.

▶ Venue: Exhibition Hall 7

11.14 (Thu.)

CN-141

How Should Advertisers and the Television Industry Respond to Changes in Consumer Behavior?

Moderator _____

10:30
12:00

Kiyoyasu Ando
President
LivePark Inc.

Namai Syuichi
Manager,
Strategic Innovative Technology
KAO

Roh Makoto
Executive Officer,
Rakuten Data Marketing, Inc.
Global AD Division,
General Manager, Rakuten, Inc.

Takeshi Shimokawa
FUJI TELEVISION NETWORK, INC.

CN-142

Discussing the Next Step in Image Media with GYAO and AbemaTV

Moderator _____

13:00
14:00

Shigeki Matsuura
Director
SmartNews, Inc.

Masahide Koike
Managing Director
CyberAgent, Inc.

Yusuke Tanaka
GYAO Corporation
Corporate Officer,
Yahoo Japan Corporation
GYAO Corporation

CN-143

Media Strategy for Attacking Key Networks

Moderator _____

14:30
15:30

Mikio Tsukamoto
Standing Corporate Auditor
at Fuller, Inc.
Executive Officer & Media Strategist
at Wise Media, Inc.

Kaoruko Higuchi
SENIOR EXECUTIVE DIRECTOR
DIGITAL MEDIA
STRATEGY HEADQUARTERS
FUJI TELEVISION NETWORK, INC.

Taro Kurosaki
Nippon Television Network Corporation

Takafumi Ueki
Dentsu Inc.

CN-144

What Happens When the Internet is Excited? Program Production and SNS Utilization

Moderator _____

15:50
17:00

Osamu Sakai
Media Consultant

KO AKI
Nippon Television Network Corporation

Masahiko Kawanabe
PR Producer
TOKYO BROADCASTING SYSTEM TELEVISION, INC.

Takashi Katsume
Unit3 Lifestyle Program Production Department
Japan Broadcasting Corporation

CN-145

After Hours! Will TV Really Survive!? How Will TV Change? What Will TV Do?

Refreshments provided

Moderator _____

17:30
19:30

Takaomi Saegusa
Chief Creative Officer
C Channel, Ltd

Toshio Kuramata
Chief Producer, Digital Center
NHK Global Media Services, Inc.

Shinjiro Ninagawa
Deputy General Manager
Broadcast Technology & IT Management Division
TV TOKYO Holdings Corporation

Ikko Kambara
Headquarters for
the Tokyo 2020 Olympic and
Paralympic Games SENIOR MANAGER
JAPAN BROADCASTING CORPORATION

Ryo Kishi
Chief Creative Director, Planner
LivePark Inc.

Atsuya Takase
CEO
GENERATE ONE Inc.

11.15 (Fri.)

CN-151

Impact of 5G on the Broadcasting Business

Moderator _____

10:30
11:30

Hiroshi Saito

GOTA IWANAMI
President, INFOCITY, Inc.

Shigeru Takeda
Style Corporation

CN-152

Business Outside of Broadcasting at Local Stations 2.0: The Triangle of Broadcasting x Internet x Local Society

Moderator _____

12:30
13:30

Keiko Murakami
Principal Researcher, Broadcasting Culture Research Institute,
Media Research & Studies Division
Japan Broadcasting Corporation

Toshimitsu Ban
Content media group
BPLUST Inc

Ninomiya Yukinori
Technical Strategy Department,
Technology Bureau/General manager
Nankai Broadcasting Co., Ltd.

Masaki Kitaori
Business Promotion Division
Online Business Department
CHUKYO TV. BROADCASTING CO., LTD.

CN-153

Overseas Expansion of Broadcast Contents: Is Streaming the Next Step?

Moderator _____

14:00
15:00

Jun Iwata
tv asahi corporation

Goro Oba
Professor, School of Sociology
Bukkyo University

Hirosuke Usui
Senior Expert/Deputy President
Media Strategy and Planning Office
Tokyo Broadcasting System Holdings, Inc.

CN-154

INTER BEE CONNECTED: Wrap Up Talk Show -The Past 5 Years and the Next 5 Years

The advisory members of Inter BEE CONNECTED

Moderator _____

15:30
17:00

Mikio Tsukamoto
Standing Corporate Auditor
at Fuller, Inc.
Executive Officer & Media Strategist
at Wise Media, Inc.

Kiyoyasu Ando
President
LivePark Inc.

Jun Iwata
tv asahi corporation

Hiroshi Saito
Mainichi Broadcasting System Inc.

Osamu Sakai
Media Consultant

Keiko Murakami
Principal Researcher,
Broadcasting Culture Research Institute,
Media Research & Studies Division
Japan Broadcasting Corporation

Taira Fusegawa
Dentsu Inc.

INTER BEE CREATIVE

INTER BEE CREATIVE of 2019

Methods and techniques of expression to stir up your creativity will be presented here. This will make your ideas even more beautiful and realistic while retaining their feeling. We will create new excitement in content and creative.

INTER BEE CREATIVE **Keynote Speech** ▶ Venue: Convention Hall A, 2F International Conference Hall

KN-152 Calling All Japanese Creators! Step into a New World!

World-class Japanese Technical Ability and Mental Strength. What is Required in Today's Japanese Film Industry? Powered by DigiCon6 Asia

11.15 (Fri.) 13:00-14:30

Isao Yukisada (Film Director) / Takafumi Yuki (INTER BEE CREATIVE Forum Director)

Creative Session ▶ Venue: Exhibition Hall 8

11.13 (Wed.)

CR-132 Technical Challenges in Idaten, NHK's First-ever Taiga Drama Filmed in 4K -Introducing the Production Process for a 4K Taiga Drama

11:30-12:15 | Kouguchi Eiji (Technical Planning & Management Division Broadcast Engineering Department JAPAN BROADCASTING CORPORATION)

CR-134 An Artist of the Floating World Challenge of 8K Drama

14:00-14:45 | Naito Shinsuke (Executive producer NHK ENTERPRISES, INC.)

CR-135 Introducing the Latest VFX as Seen in Idaten, NHK's First-ever Taiga Drama Filmed in 4K

15:00-15:45 | Wataru Ishihara (Technical Operations & Engineering Division Broadcast Engineering Department JAPAN BROADCASTING CORPORATION)

CR-136 —Former Top Employee from Animal Logic's IT Department Discusses Systems in the Near Future—What is Required in the Coming Era of "Data First?"

16:00-16:45 | Alex Timbs (M&E BDM UDS Dell Technologies DELL EMC)

11.14 (thu.)

CR-142 Adobe: Latest Update on Video and Audio Products

11:30-12:15 | Reiko Tanaka (Marketing Manager Adobe)

CR-143 Exploring Breakthroughs in the Japanese Movie Industry —Let's Discover the True Strength of Japanese Creators!

13:00-13:45 | Masaharu Take

CR-144 Yuichiro Fujishiro and Kyotaro Hayashi: Shooting, Editing, and Color Grading from the Director's Perspective

14:00-14:45 | Yuichiro Fujishiro (Film Director) / Kyotaro Hayashi (Film Director) / Moderator: Tsutomu Arai (COMMERCIAL PHOTO MAGAZINE GENKOSHA)

CR-145 8K/4K High Quality Standard Evaluation content Production method

15:00-15:45 | Imatsuka Makoto (Technical Coordinator / Senior Colorist Q-TEC, Inc.) / Toshihisa Koike (Project Promotion Office Executive Producer Q-TEC, INC.)

11.15 (Fri.)

CR-151 Hollywood Super Session -The Making of Lion King Part 2

10:30-11:15 | Elliot Newman (VFX Supervisor MPC Film)

CR-152 Consideration in building HDR Production Environment

11:30-12:15 | Andy Quested (Lead BBC Production Standards BBC, Chair ITU-R Working Part 6C, Chair EBU Production Strategic Programme) / Akihiro Seino (Senior Technical Director, Entertainment Business Division IMAGICA Lab, Inc.)

CR-153 Challenge to the Advanced technology Part4

13:00-13:45 | Nakagaki Kouki (Editor Panasonic Visuals Co., Ltd.) / Ishiguro Kazuya (Colorist Panasonic Visuals Co., Ltd.) / Takeuchi Akihiro (Technical advisor Panasonic Visuals Co., Ltd.) / Yamada Toshihiro (Producer Panasonic Visuals Co., Ltd.)

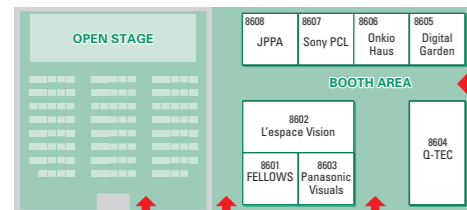
CR-154 Form of Next-Generation Video Production as Proposed by Digital Garden "One-stop Work flow" and "High-Speed Creation"

14:00-14:45 | Yamada Yuki (digital garden inc)

CR-155 Tomokazu Yamada: Past and Future as Film Directors

15:00-15:45 | Tomokazu Yamada (Film Director) / Moderator: Tsutomu Arai (COMMERCIAL PHOTO MAGAZINE GENKOSHA)

Exhibitor/Floor layout



CR-146 Hollywood Super Session -The Making of Lion King Part 1

16:00-16:45 | Elliot Newman (VFX Supervisor MPC Film)

CR-156 Retaining the Techniques and Spirit of Analog in the Future —Examples of Preservation and Restoration of Special Effects Miniatures—

16:00-16:45 | Kan Miyoshi (Chief of Secretariat Non-Profit Organization Anime Tokusatsu Archive Centre(ATAC)) / Tomoo Haraguchi (Tokusatsu Miniature and Props Restorer Non-Profit Organization Anime Tokusatsu Archive Centre(ATAC))

INTER BEE ((5G))

A new video experience through 5G's "High-speed High Capacity", "Super Low Latency", "Concurrent Multi-Connection."

▶ Venue: Exhibition Hall 8 ▶ Exhibitor: Softbank Corp.

Displaying the possibilities of Media and Entertainment. The area was used for content holders to network.



INTER BEE CREATIVE MEET-UP

Creations begins with networking. A brand new networking area for visitors and creators.

Hands On Area An area you can experience what the exhibitors are offering.

Exhibitors: Anime Tokusatsu Archive Centre, Audio Visual Communications Ltd., Scenes Co., Ltd., Think Design. Inc., TASCAM/TEAC Corporation

Workshop Area Bringing you the latest trends from content creating to content marketing.

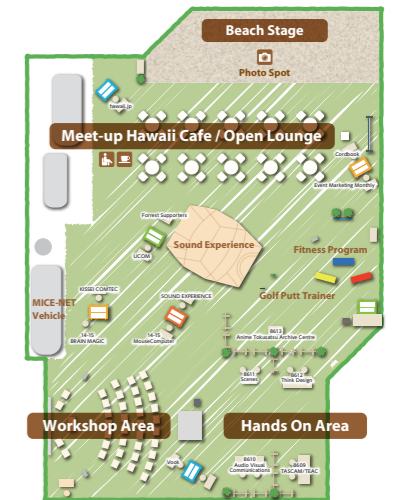
- 11/13 (Wed): 10:30▶12:00 Results for Video Content: The evolving Web Marketing. Fellows Inc.
- 13:00▶14:30 Results for Video Content: The right way to market your content from 2 Case studies. Fellows Inc.
- 15:00▶15:45 Utilizing YouTube now and in the future. Marketing strategy for Influencer Insight. BitStar Inc.
- 11/14 (Thu): 12:00▶20:00 Adobe User Meeting Powered by Vook
- 11/15 (Fri): 12:00▶16:10 VG Lab in Inter BEE by Vook

Meet-up Hawaii Cafe / Open Lounge / Beach Stage

A free area to lounge and relax to meet up with friends. The Meet-up Area was an Island themed area with Hawaiian cuisine and Hawaiian lemonade, including Polynesian dancers and Hula on stage.

INTER BEE CREATIVE MEET-UP Special Cooperation (Alphabetical)

BitStar Inc., Cordbook Inc., Event Marketing Monthly (MICE Laboratory Inc.), Fellows Inc., Forrest Supporters by National Land Afforestation Promotion Organization, Hanatomidorisha Co., Ltd., Hawaii.jp (LEILAND Inc.), KISSEI COMTEC Co.,Ltd. TACHIHI BEACH UCUM., Vook adoir Inc



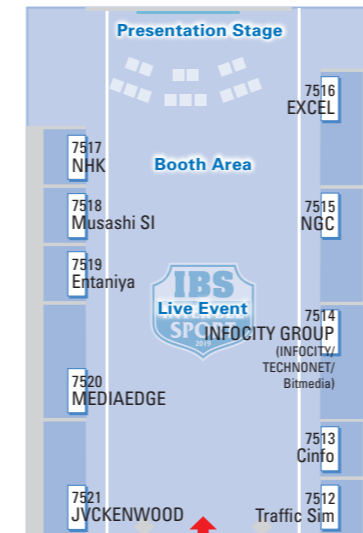
INTER BEE SPORT

SPORT×TECHNOLOGY×ENTERTAINMENT
Watching sports takes on a new dimension as sports content expands the frames of expression

Sports content is rapidly evolving as an entertainment endorsed by many as the limits of live shows, broadcast, distribution, and watching sports expands. Technology, software, tools, and services that expand the framework of expression and transform sports content will be gathered and exhibited to create new businesses.



Exhibitor/Floor layout



Exhibitors Presentations ▶ Venue: INTER BEE SPORT Presentation Stage

Lecture theme / Exhibitor name	11.13 (Wed.)	11.14 (Thu.)	11.15 (fri.)
The Future of Experience for Sports Programs INFOCITY GROUP INFOCITY, Inc. /TECHNET CO., LTD. /Bitmedia, Inc.	13:30▶13:50	15:00▶15:20	11:00▶11:20
SportxJVC • Replay and coaching solutions which has one of the largest market share in basketball and football in North America will be newly launched in Japan. • Live production system which allows you to produce rich content with a sophisticated GUI. JVCKENWOOD Corporation	16:30▶16:50	11:30▶11:50	14:30▶14:50
Live recording and content utilization on the cloud Traffic Sim Co., Ltd.	13:00▶13:20	14:30▶14:50	10:30▶10:50
QDCAM - High Speed Box Camera for Sports MEDIAEDGE Corporation	14:00▶14:20	15:30▶15:50	11:30▶11:50

Live Event

Performance of the current Double-Dutch Champions!

REGSTYLE has won the past 3 double-dutch world tournaments, with their flare of acrobatics and dance. Their performance gave an energetic atmosphere to the exhibit gathering visitors to see their performance.

Toyo University Ice Hockey presents their handling techniques!

Having been National Ice Hockey champions 10 times, Toyo University's Suzuki Director and Coach Yamaguchi along with Mr. Tokoro and Mr. Ishibashi (Current players) held a presentation and a hands-on Ice hockey handling demonstration to help spread the sport.

INTER BEE RŪKE-BENTO Grand prix

▶ Venue: Exhibition Hall 5 Cooperation: Location Japan / Locanavi!

Location Bento Grand Prix - a great success this year as well!

The leading exhibit behind the scenes that accentuates Inter BEE, Location Bento was another success this year. With the addition of new stores, a total of twelve stores with different types of cuisine has joined the Grand Prix.

[Popularity contest results/Participating stores]

◆GrandPrix: Phuket Oriental ◆Silver: Dolphin ◆3rd place: L'Azure Tokyo

Other participating stores: Asian Shokudo Altoto, Ginza WORLD DINER, HASI TO SAJI, KANAYA, Kitchen Brillante, Kitchen Himawari, Location Bento Hungry, SUNDAY, yokohama uotoki.



Result: Publication and Promotion

■ Publicity activities (Actual distribution of press releases)

- * Notification of start of exhibitor recruiting (2/28)
- * Notification of start of pre-admission registration (9/26)
- * Announcement of the outline of INTER BEE EXPERIENCE (10/3)
- * Announcement of the outline of INTER BEE CONNECTED (10/29)
- * Announcement of the outline of INTER BEE IGNITION (10/31)
- * Announcement of the outline of INTER BEE CREATIVE (11/6)
- * Announcement of the outline of INTER BEE IP PAVILION (11/8)
- * Announcement of Opening (11/12)
- * Set up press room (11/13-15)
- * Reported completion(11/15)

■ News Media Representative **342** people

■ WEB NEWS

@Press	Event Marketing
Advanced Media	Eventr.jp
ASCII.jp	eWarrent
AVWatch	feedclass News
AXIS Web Magazine	GASKET
CAPA Camera Web	Internet Watch
CGWORLD.jp	Itmedia News
Digital Camera Watch	Livedoor News
Developers.IO	MICE&Event Marketing

News Shooter	Screens
NIKONIKO NEWS	Sports Video Group
PANORA VIRTUAL REALITY JAPAN	Stereo Sound ONLINE
PCWatch	The Asahi Shimbun Digital
PHILE WEB	The SANKEI NEWS
PRONews	TV Technology
PRTimes	VIDEO SALON
ROCK ON PRO	VRonWEBMIDEIA
SankeiBiz	YAHOO! News

■ Newspapers and Magazine Articles in Japan

AD-Channel	Eizo Shimbun
APB (Asia Pacific Broadcasting)	EVENT MARKETING
Asahi Shimbun	FDI(Full Digital Innovation)
B-maga	FILM & DIGITAL TIMES
Business Summit Monthly	FORN
CGWORLD + digital video	FujiSankei Business i.
Chiba Nippo	Hakodate Shimbun
Commercial Broadcasting Monthly	Hoso Journal Daily
Dempa Shimbun	Hoso Journal Monthly
Dempa Times	Hosogijutu
Densen Shimbun	Kaden Ryutsu Shinbun

Keibi Hoshio Times	Stage Sound Journal
Location Japan	The Ise Shimbun
Net Hanbai Monthly	The Japan Exhibition News
NEW MEDIA	The Motion Picture & TV Engineering
Nikkei Business Daily	The Nikkan Kogyo Shimbun
PRN Magazine	TVTechnology
PRONews	VIDEO JOURNAl
PROSOUND	Video Tsushin
Science News	
Sound & Recording Magazine	
SOUND DESIGNER Magazine	

■ List of publication (Domestic)

Eizo Shimbun	Sound & recording Magazine
VIDEO JOURNAl	SOUND DESIGNER
Hoso Journal Monthly	The Japan Commercial Broadcasters
FDI (Full Digital Innovation)	FORN
PROSOUND	Nikkei Business Daily
NEW MEDIA	Dempa Shimbun
Location Japan	Dempa Times
Broadcast Engineering	PRN Magazine
Stage Sound Journal	Video Tsushin
CGWORLD + digital video	B-maga
VIDEO SALON	RadioMic Organization Report
Motion Picture & TV Engineering	

■ List of publication (Overseas)

ABU (Technical Review)	KOBA Guide Book
APB (Asia Pacific Broadcasting)	NAB DAILY NEWS
IABM Journal	Prolight + Sound
IBC DAILY NEWS	

■ Number of articles in the printed media

	Inter BEE 2019
Before the show	153
During the show	26
After the show	231
Total	410

※as of 2020.2.4

■ Inter BEE Official Mail Magazine

Delivered to the Visitors accumulated overtime.

Approx. **78,000** magazines × **27** times sent

*The number of data instances that can be distributed

■ Inter BEE Official Website

◆Page views (From January to November 2019):

537,818 views

Inter BEE Online magazine is a growing informative media site in which related events and recent industry news can be viewed throughout the year.

Number of articles posted on Online Magazine: **294**

Number of video clips posted during the show (Inter BEE TV): **123**



■ Official Facebook

◆Number of Likes received:

5,276 (an increase of **110%** from the previous year)

◆Number of Posts:

306 (including Stories)

◆Number of page transfers from the Facebook page to the Official Website:

2,134,277

◆Total video played throughout the year:

57,362



■ Official Twitter

◆Numbers of Twitter Followers:

2,619 (an increase of **172%** from the previous year)

◆Twitter:

347 Tweets

◆Annual Impression

2,426,097



■ Official Instagram

◆Numbers of Instagram Follower:

828 (an increase of **179%** from the previous year)

◆Number of Posts:

193 (including Stories)

■ #interbee2019

◆Hashtag posted:

948 times (by other users within Instagram)



■ Media Partners

Related industry journals and magazines helped support Inter BEE as media partners, graciously publishing many articles on the exhibitors.

aperza	オートメーション新聞	TVTechnology	AV Watch	映像新聞	EVENT MARKETING
PHILE WEB	ビデオSALON	CAMERA fan	Shuffle	PICTURES	放送技術
OPTICUM	電線新聞	SOUND	サテマガBi	VJ	Stereo Sound ONLINE
Hivi	PROSOUND	通信興業新聞社	HOTSHOT	電波新聞	電波タイムズ
FILM DIGITAL TIMES	Stage Sound Journal	月刊ニューメディア	GASKET	Screens	PRONews
Hj 放送ジャーナル社	楽器.me	UNI PRESS SERVICE	uni-w	Video Plus	APB



Result: Visitor Profile

Visitors by date

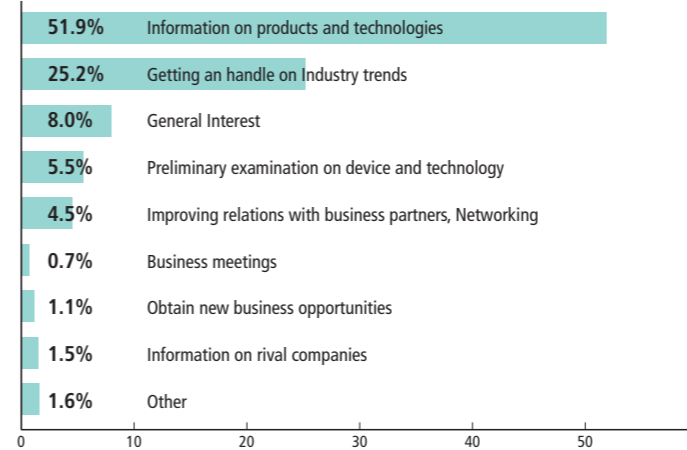
	11.13 (Wed.)	11.14 (Thu.)	11.15 (Fri.)	Total
Domestic Visitors	13,719	13,086	12,549	39,354
Foreign Visitors	536	350	135	1,021
Total	14,255	13,436	12,684	40,375

Details of Visitors by region and country

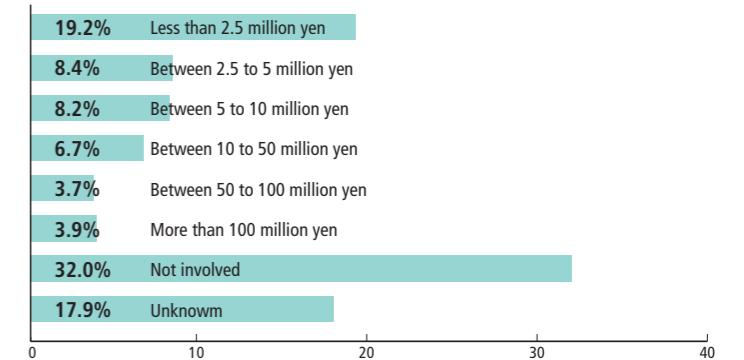
Area	Country Visitors	Country-Region / Number of Visitor
Japan	1 Country 39,354 visitors	Japan 39,354
Asia	15 Countries Region / 731 visitors	Korea 191, China 216, Taiwan 94 Indonesia 43, Hong Kong 52, Thailand 35 Singapore 37, Philippines 9, Vietnam 11 India 19, Malaysia 11, Macao 5, Myanmar 3 Bangladesh 3, Sri Lanka 2
North America	3 Countries Region / 86 visitors	US 68, Canada 17, Cuba 1
Latin America	5 Countries Region / 8 visitors	Brazil 3, Mexico 1, Argentina 1 Colombia 2, Panama 1
Europe	18 Countries Region / 92 visitors	UK 27, Italy 12, Germany 6, Spain 2 Ukraine 11, France 11, Belgium 1 Netherlands 4, Hungary 1, Czech 1, Russia 7 Portugal 1, Norway 1, Poland 2, Finland 2 Latvia 1, Austria 1, Croatia 1
Middle East Africa	5 Countries Region / 19 visitors	UAE 2, Qatar 1, Israel 8 Saudi Arabia 2, Turkey 6
Oceania	3 Countries Region / 7 visitors	Australia 4, New Zealand 1, Guam 2
Unknown		78
Total	50 Countries Region	40,375

Visitor Survey

What was your goal in coming to Inter BEE 2019? (Multiple answers accepted)



How much is your annual budget on purchasing products/services?

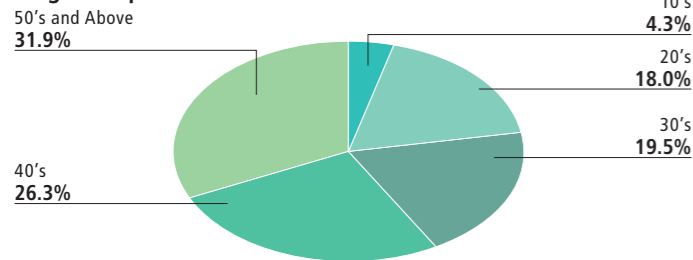


Total Registered Visitors: **40,375**

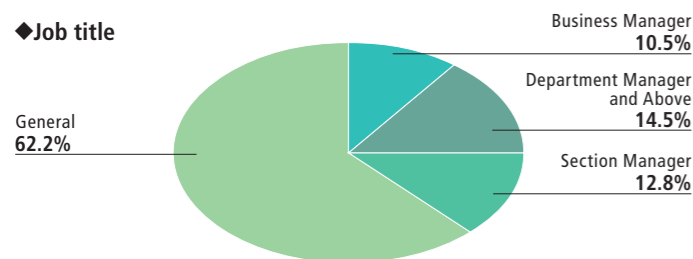


Visitor demography (Survey)

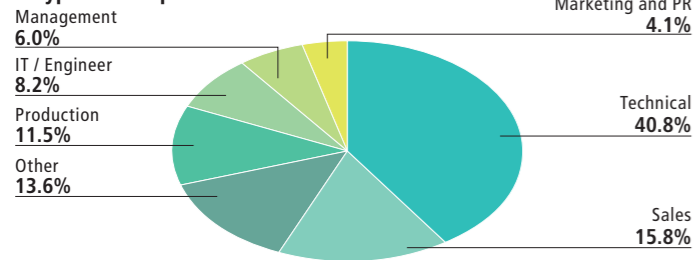
Age Group



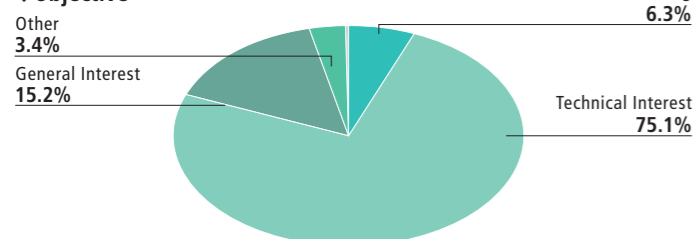
Job title



Type of occupation



Objective



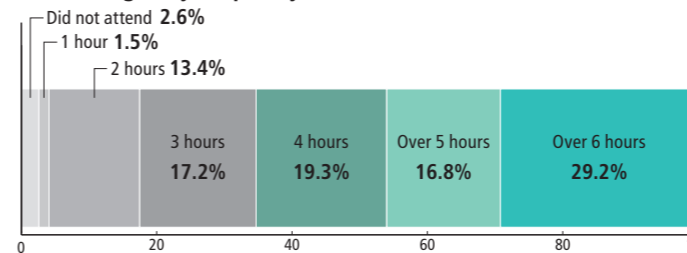
Type of Business

Equipment Manufacture	16.6%	Telecommunication Carrier	3.3%
Commercial TV Broadcaster	9.5%	Related Internet Business	3.1%
Other User	7.7%	Related Staging, Art and Lighting	2.4%
Student	7.2%	Related CATV	2.0%
Post Production	6.8%	Government Office, Organization	1.7%
Film and Video Production Company	6.5%	Facilities and Retail Stores	1.7%
Other Guest	6.4%	Content Delivery Network	1.4%
Trading Company	5.7%	Ad Agency	1.3%
Related Content Creation	4.0%	Radio Station	0.8%
Related PA Equipment	3.8%	Video Software Production Company	0.6%
Production	3.6%	Record Manufacture	0.4%
Public Broadcast Station	3.5%		

Interest (Multiple answers accepted)

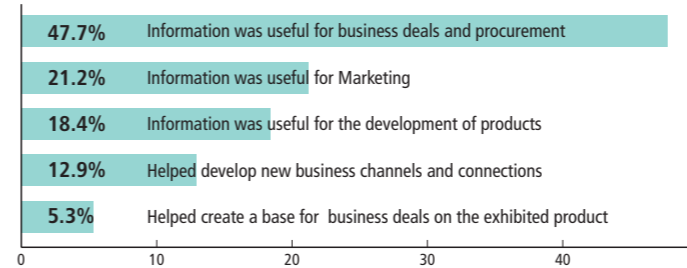
Video Equipment	55.6%	Microphone	11.0%
Audio Equipment	33.9%	VTRs, Memory Cards, Optical Disks	5.9%
Camera	25.7%	Output Systems	9.0%
Editing and Production Equipment	18.3%	Transmission Systems	8.8%
VR, AR, 3D	20.5%	Multimedia Systems	9.1%
Electronic Display	17.0%	Stand-by and Peripheral Products	6.0%
Digital Content Creation	17.1%	Lighting Equipment	10.1%
Speakers	13.6%	Digital Cinema	5.9%
Public Viewing, Projection Mapping, Digital Signage	10.3%	Measuring System	6.4%
Servers, Storage	9.7%	OTT,SNS,Second Screen	4.5%
Software	12.9%	Production Management Systems	5.4%
Mixer	11.5%	Art and Staging	5.5%
Relay System	11.6%	Electronic Power Unit	4.0%
Cloud Services	13.8%	Other	2.2%

How long did you spend your time in "Inter BEE 2019"?

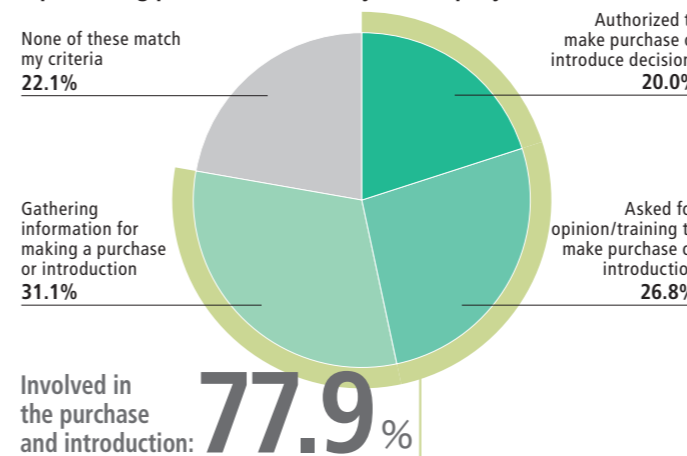


65.3% of visitors stay **4** hours.

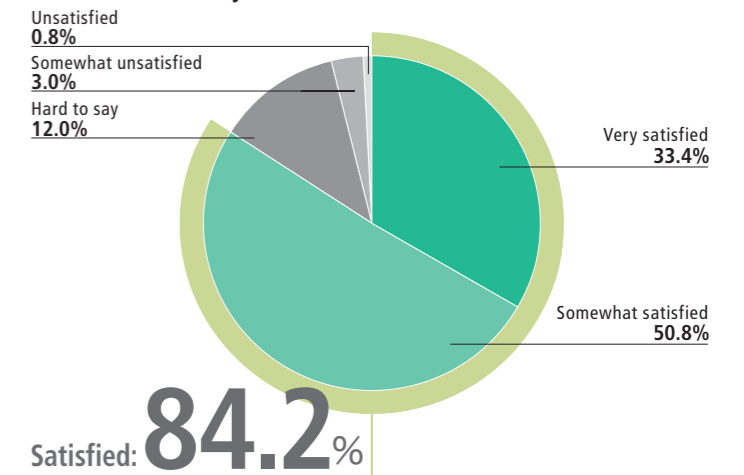
Was your visit to Inter BEE 2019 valuable? (Multiple answers accepted)



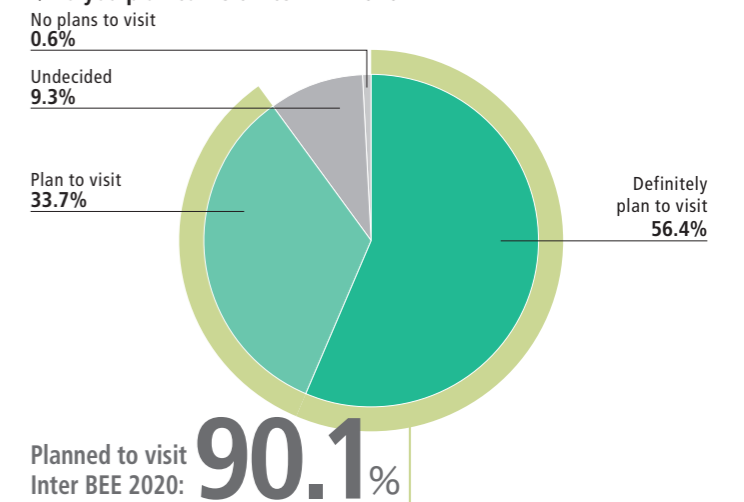
To what degree are you involved in the process of purchasing products/services in your company?



How satisfied are you overall with Inter BEE 2019?



Do you plan to visit Inter BEE 2020?



Result: Exhibitor Profile

Exhibition Status by Category

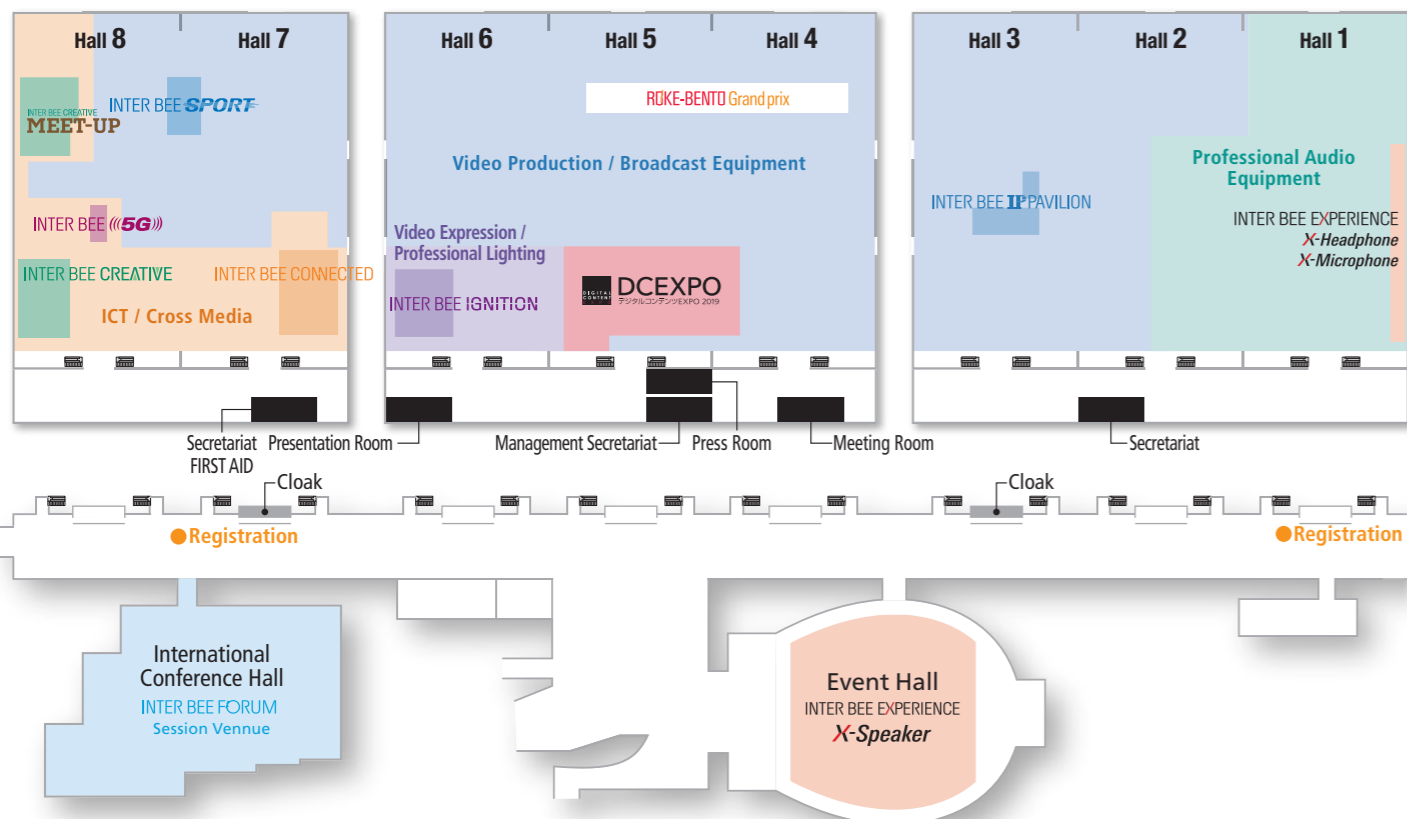
Categories	Total Exhibitors	Booths*
Professional Audio	335	416
Video Expression / Professional Lighting	52	95
Video Production / Broadcast Equipment	635	1,427
ICT / Cross Media	136	187
Total	1,158	2,125

Overseas Exhibitor by region and country

Area	Country Region / Exhibitor	Country Region / Exhibitor
Japan	1 country / 526 Co. Org	Japan / 526
Asia	7 Country Region / 130 Co. Org	China 67, Korea 26, Taiwan 25, Hong Kong 9, Singapore 1, India 1, Vietnam 1
North America	3 Country Region / 212 Co. Org	US 197, Canada 14, Brazil 1
Oceania	3 Country Region / 24 Co. Org	Australia 12, New Zealand 1, Israel 8
Europe	24 Country Region / 266 Co. Org	UK 73, Germany 66, France 22, Sweden 13, Netherland 12, Italy 11, Spain 11, Belgium 10, Switzerland 9, Austria 8, Denmark 6, Norway 6, Hungary 3, Bulgaria 2, Finland 2, Turkey 2, Czech 2, Croatia 2, Latvia 1, Portugal 1, Lichtenstein 1, Slovakia 1, Greece 1, Romania 1
	38 Total Country Region	1,158 Exhibitors

38 Total Country Region
632 Foreign Exhibitor

Floor plan

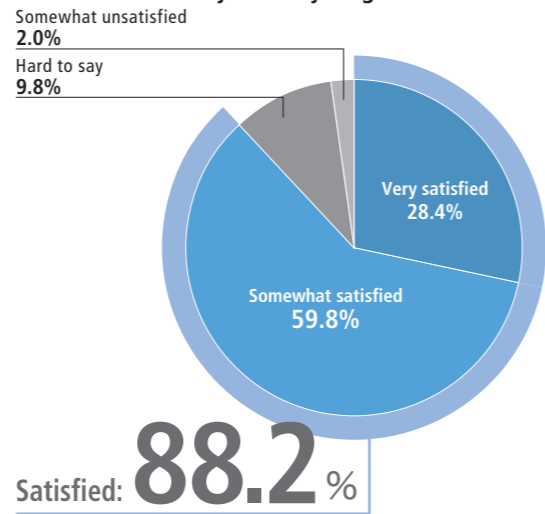


Exhibitors Survey

◆What were your main objectives for exhibiting at Inter BEE 2019? (Multiple answers accepted)



◆How satisfied are you with your goal as a Exhibitor?



Broadmedia & Entertainment Inter BEE 2019

Outline

Name

Inter BEE 2019
International Broadcast Equipment Exhibition 2019

Period

November 13th (Wednesday) 10:00-17:30 *10:00-19:50
 November 14th (Thursday) 10:00-17:30 *10:00-19:50
 November 15th (Friday) 10:00-17:00 *10:00-17:10
 * Schedule for X-Speakers Demo & Presentation (Event Hall)

Location

Makuhari Messe
Exhibition Hall 1-8 / International Conference Hall / Event Hall

Organizer

Japan Electronics and Information Technology Industries Association (JEITA)

Supported by

Ministry of Internal Affairs and Communications (MIC)
 Ministry of Economy, Trade and Industry (METI)
 *Listed by date established
 Japan Broadcasting Corporation (NHK)
 The Japan Commercial Broadcasters Association (JBA)
 The Association of Radio Industries and Bussinesses (ARIB)
 Digital Content Association of Japan (DCAJ)
 The Association for Promotion of Advanced Broadcasting Services (A-PAB)
 *No particular order

Partners

- Advanced Imaging Society Japan Committee
- Association of Media in Digital
- Camera & Imaging Products Association
- Digital Signage Consortium
- IPDC Forum
- IPTV FORUM JAPAN
- JAPAN AD.CONTENTS ASSOCIATION
- Japan Association of Audiovisual Producers, Inc.
- Japan Association of Lighting Engineers & Designers
- Japan Association of Professional Recording Studios
- Japan Association of Video Communication
- Japan Audio Society
- Japan Cable and Telecommunications Association
- Japan Cable Television Engineering Association
- JAPAN POST PRODUCTION ASSOCIATION
- Japan PublicViewing Association
- Japan Satellite Broadcasting Association
- JAPAN STAGE SOUND BUSINESS COOPERATIVE
- Japanese Society of Cinematographers
- JSL
- Mobile Broadband Association
- MOTION PICTURE and TELEVISION ENGINEERING SOCIETY of japan, Inc.
- MULTISCREEN BROADCASTING STUDY GROUP
- National Theatrical & Television Lighting Industrial Cooperative
- Next Generation Contents Distribution Forum
- Projection Mapping Association of Japan
- Radio Engineering & Electronics Association
- Specified Radio microphone User's Federation
- Stage Sound Association of Japan
- State of the Art Technologies Expression Association
- The Association of Japanese Animations
- The Institute of Image Information and Television Engineers
- Theatre and Entertainment Technology Association, Japan
- 3D Consortium
- Ultra-Realistic Communications Forum
- Visual Industry Promotion Organization

Global Partners



Managed by

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