

# DIG SHIBUYA 2026 Call for Co-Creation Project



SHIBUYA CREATIVE TECH Executive Committee (Shibuya-ku, Tokyo; Kenji Onishi, Executive Committee Chairman), together with Shibuya City, will hold "DIG SHIBUYA 2026" in February 2026 in the area around Shibuya Station and other locations to experience the latest culture through the fusion of technology and art.

We are looking for communities, organizations, and companies that agree with the event's purpose and are willing to work with us on your original projects to make the event successful. We plan to provide a venue for the selected participants to exhibit their projects simultaneously at the event.

If your community, organization, or company (※1) is interested in participating in the event, please complete the application form below.

※1 : Communities, organizations, companies = startups, NPOs, labs/institutes, artist collectives (organizations), universities, corporate R&D departments, etc.

(Note) The solicitation and selection of Co-Creation Project will be conducted under the following structure.

SHIBUYA CREATIVE TECH Executive Committee: hereinafter referred to as the "Executive Committee".

Co-Creation Project selection committee members: hereafter referred to as "Selection Committee Members".

The Selection Committee Members appointed by the Executive Committee will review and select the projects.

< Selection Committee Members>

- Kyoko Kunoh (Artist / Ambassador of Ars Electronica)
- Taihei Shii (CEO, Startbahn, Inc.)
- Takayuki Suzuki (ParadeAll CEO)

- Keisuke Toyoda (Architect / Project Professor Institute of Industrial Science The University of Tokyo / NOIZ )
- Yuri HAYASHI,ONO (Board member of Shibuya Innovation Institute)

Executive Committee Secretariat, hereinafter referred to us as” Secretariat”.

Shibuya Television Ltd., commissioned by the Executive Committee, will be in charge of administrative communication and procedural guidance.

### **Details of Call for Proposals:**

We are looking for original exhibition and event plans in the fields of technology, art, and culture that you would like to implement as a collaborative project of DIG SHIBUYA 2026.

### **Qualifications and Eligibility:**

- Must have a track record of activities as an organization, such as a startup, NPO, lab/institute, artist collective (organization), university, corporate R&D department, etc.
  - Must have a track record of activities involving the latest technologies (web3, AI, XR, etc.) in art, culture, music, fashion, games, animation, etc.
  - Wish to disseminate the project through exhibitions and events in Shibuya
  - Communities, organizations, and companies that meet or strictly adhere to all of the following eligibility requirements
- ※ Projects / Organizations whose main activity location is Shibuya City will receive extra points in the evaluation process.

#### **<Eligibility Requirements>**

- ① Projects must consist of more than one person (individual participation is not allowed).
- ② The project is possible to implement in a chosen venue during the event period.
- ③ The project must aim at global dissemination.
- ④ The applicant must be able to respect diverse opinions and backgrounds and be able to communicate respectfully and pleasantly with the people involved in the project and other participants.

- ⑤ To refrain from any harassment, discrimination, or fraudulent or dishonest acts, including scamming and pyramid schemes
- ⑥ Have no history of activities in violation of laws and regulations
- ⑦ No delinquent payment of national or local taxes, etc.

(Note) If any violation of the above eligibility requirements is found, the applicant will be excluded from the selection process or the decision to participate will be cancelled.

### **Entry-level category:**

Please select one of the application categories.

1. Outdoor exhibition section (Outdoor installations, art exhibits and performance stages)
2. Indoor exhibition section (Indoor exhibitions, experiential space production, and performances in galleries and event spaces)
3. Visual works category (Posting on street visions)
4. Virtual space category (Works in virtual space, including VR/XR)

### **Venues:**

The following venues are being considered by the Executive Committee. The venues to be provided for each project will be decided upon consultation between the Executive Committee and the Selection Committee Members. Please understand that we may not be able to meet your requests.

- Street vision in Shibuya
- The first to fourth Western-style rooms and Japanese-style rooms on the second floor of Kinro Fukushi Kaikan (Labor Welfare Hall)
- Shibuya Park Avenue (from Shibuya PARCO to Yoyogi Park intersection)
- Kitaya Park
- Other gallery spaces in the neighborhood, etc.

(Note) Venues are under consideration and are subject to change.

## Schedule;

月 日 (予定)	内 容
July 7 (Mon)	Application acceptance starts
July 28 (Mon)	Application deadline (until 21:00 Japanese time)
July 29 (Tue)	Document Screening begins (Selected by Selection Committee Members and Secretariat)
Aug 5 (Tue)	Announcement of the result of Document Screening (only inform the candidates who passed screening by e-mail)
Around Aug 8 (Fri)	Presentation Meeting (online)
Around Aug18 (Mon)	Announcement of the result (only inform the selected candidates by e-mail)
Feb 13(Fri)2026- Feb 15 (Sun)2026	Dig Shibuya 2026 will be held during this period The event period is subject to change

\*The schedule is subject to change depending on the status of applications.

\*The above schedule is for applications from within Japan. If you wish to apply from overseas, please contact the Secretariat.

## How to apply:

Please apply using the following Google form

**<https://forms.gle/82MEDWCj7B8STZt47>**

Application deadline: **Monday, July 28, 2025, 21:00 (Japan Standard Time)**

Please read and agree to the following precautions before submitting your application.

(Note 1) Incomplete entries may not be considered for selection.

(Note 2) Submitted materials will not be returned.

(Note 3) If you are unable to attend the presentation screening meeting, you will not be selected. (\*If you are unable to attend on the designated date, please consult with the Secretariat in advance.

(Note 4) We will not be able to respond to inquiries regarding the status of applications, the status of screening, information regarding Selection Committee Members, or information regarding candidates before the selection of winners.

### **Announcement of Selection Results:**

After the screening, only the selected applicants will be notified by the Secretariat via e-mail (sct@sib.tv).

(Note: We will not be able to respond to inquiries regarding the screening process or results.

### **Handling of personal information, portrait rights, etc.**

Personal information provided by applicants will not be used for any purpose other than this project.

The submitted information may be used in PR activities for this project such as posting on the website with the prior consent of the applicant.

Please take necessary measures to ensure that the photographs of your activities attached to the application form do not infringe on portrait rights. If any portrait rights or copyright issues arise, the applicant is responsible for resolving them.

### **Support by the Executive Committee:**

- Venues (holding locations) for rent
- Public relations, PR, and other support to attract customers
- Subsidies for operating expenses (up to 300,000 yen/tax excluded)

(Note1) There is an application process for assistance. Organizations eligible for assistance will be notified of the details after selection.

(Note2) In principle, all staffing and implementation costs necessary for the implementation of the collaborative project will be borne by the selected organization.

### **DIG SHIBUYA 2026 Event Summary**

Project name: DIG SHIBUYA 2026

Period: February 13 - 15, 2026 (tentative)

Organizers: SHIBUYA CREATIVE TECH Executive Committee, Japan Arts

Council, Agency for Cultural Affairs

Co-sponsor: Shibuya City

Supported by: Shibuya City Tourism Association, Shibuya Future Design Inc.

Commission: 2025 Japan Expo 2.0 Project (Commissioned)

Venue: Shibuya Park Avenue area, etc.

### **Purpose of this project :**

In this project, we will promote the new attractions of Shibuya both domestically and internationally by positioning more than 150 cultural and entertainment facilities and areas in Shibuya City as unique cultural assets of the city, and holding events that incorporate web3, AI, XR, and other cutting-edge technologies into a wide range of cultural activities, and developing measures to support such activities. The project also aims to revitalize culture, tourism, and industry by appealing to visitors to the city, including inbound tourists. The project will also create opportunities for Shibuya residents who live, work, study, and play in Shibuya to casually experience art, culture, and the latest technology.

### **For inquiries, please contact:**

SHIBUYA CREATIVE TECH Executive Committee Secretariat

E-mail address: [sct@sib.tv](mailto:sct@sib.tv)