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# The Impact of Collaborating with Japanese Creators and Companies

at Dokomi 2025, Duesseldorf Germany

Speaker: FBC J-Culture (Frankfurt am Main, Germany)

# 1. Opening: Japanese Event without Japan?

- Local-only → Limitations
  - With Japan → Inspiration, Innovation
- **“Think beyond borders.”**

## 2. Purpose of this presentation

- From Experience to Collaboration
  - Real projects, real people
- **“This is not theory — it’s practice.”**

# 3. Today's Topics

## 1. Introduction

→ *Japanese guests?*

## 2. Case Studies

→ *Workshops / Premiere / Cosplay / VRChat*

## 3. Future Ideas

→ *Manga guides / Students / Food × Anime*

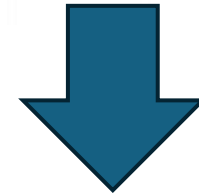
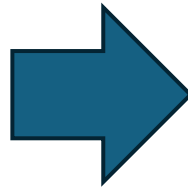
## 4. Q&A

→ *Let's talk!*

## 4. Who am I?

- Connecting Japan and Europe since 2009
  - Otaku culture + business expertise
- = J-Culture bridge

→ **“A translator, a guide, a builder.”**

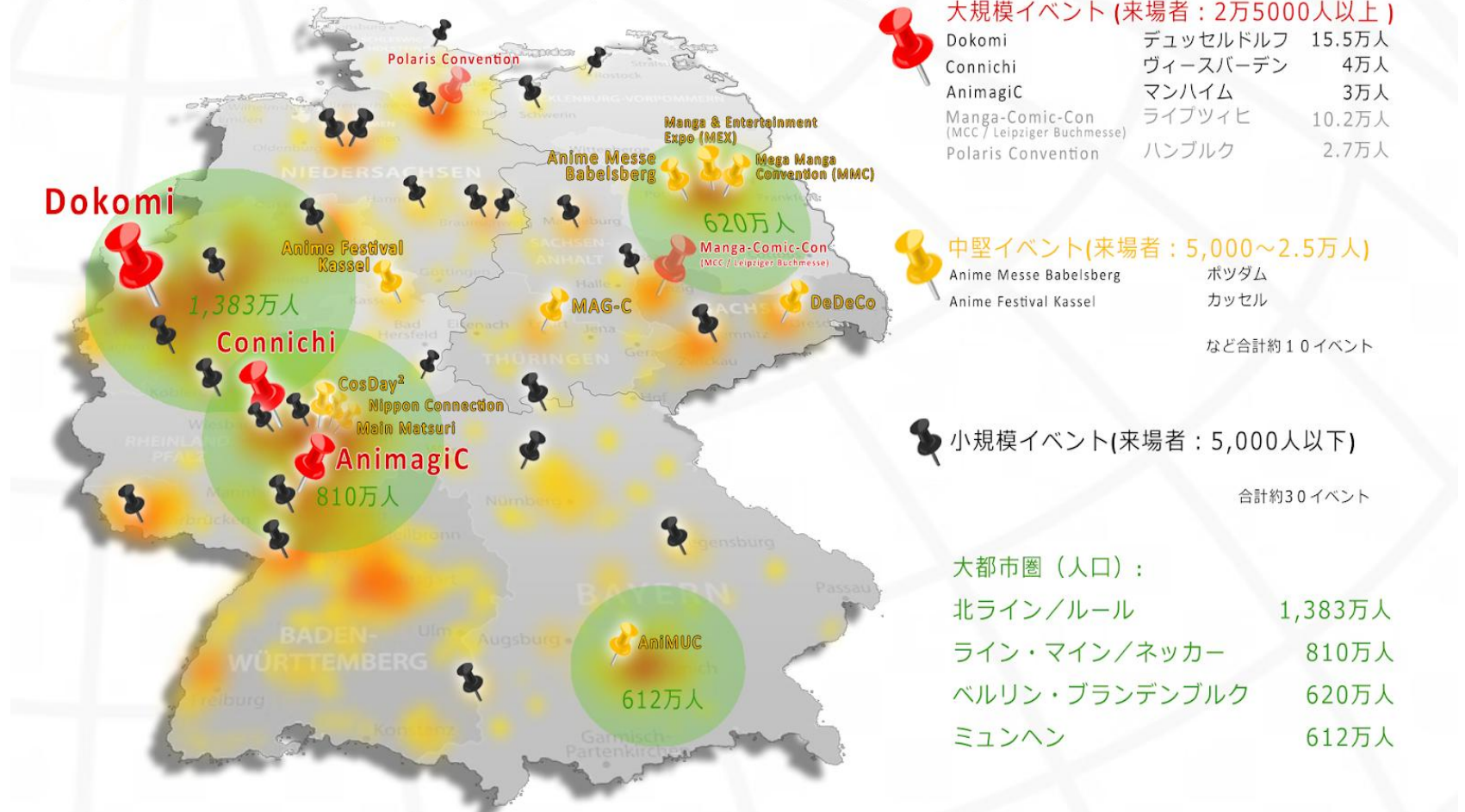


**J-Culture**

# 5. Current event landscape in Germany

Many events —  
but where are the  
Japanese guests?

開催概況：アニメコンベンション（ドイツ、2025年）



# 6. Why aren't there more Japanese guests?

- Budget?
  - No connections?
  - Don't know what to ask them to do?
- **Let's explore the reasons — and solutions.**

# 7. Case studies by collaboration type

## ① Stage/Workshop Interaction

Nobuyoshi Habara  
(Director)

Kia Asamiya (Manga Artist)



# 7. Case studies by collaboration type

## ① Stage/Workshop Interaction

Yuki Mukai (Producer)

← ↑ Yuichi Nakazawa  
(Animator/ Director)

# 7. Case studies by collaboration type

## ① Stage/Workshop Interaction

Live drawing,  
on-stage  
workshops,  
direct feedback

Tomoko Fukui (Between  
Animation Director,  
NAFCA)

# 7. Case studies by collaboration type

## ① Stage/Workshop Interaction



Mayumi Nagashi  
(Manga Artist)

Seeing is believing — the artist  
at work is the show itself

# 7. Case studies by collaboration type

## ② Anime studio cooperation

Premiere events = biggest buzz

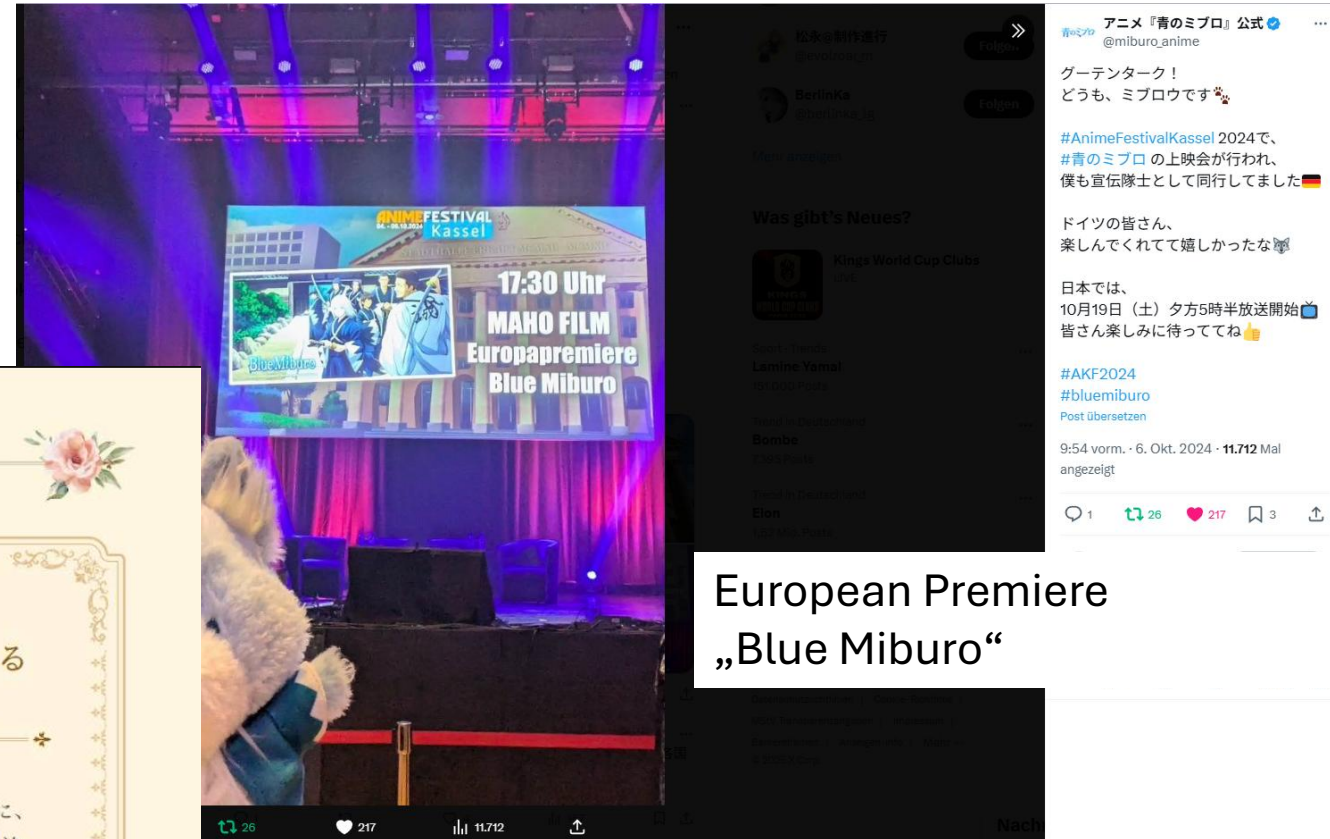
„Blue Miburo“

„A Playthrough of a Certain Dude's VRMMO Life “

# 7. Case studies by collaboration type

## ② Anime studio cooperation

- **World Premiere Screening**
- **Internatinal Attention!**



# 7. Case studies by collaboration type

## ③ Manga artist Exhibition

Mitsunori Zaki

Artist booths = silent but powerful

Kia Asamiya

Satoshi Shiki

# 7. Case studies by collaboration type

- Cosplayer

Cosplay × local towns  
= perfect photo ops!

chamomile\_chami

# 葬送のフリーレン

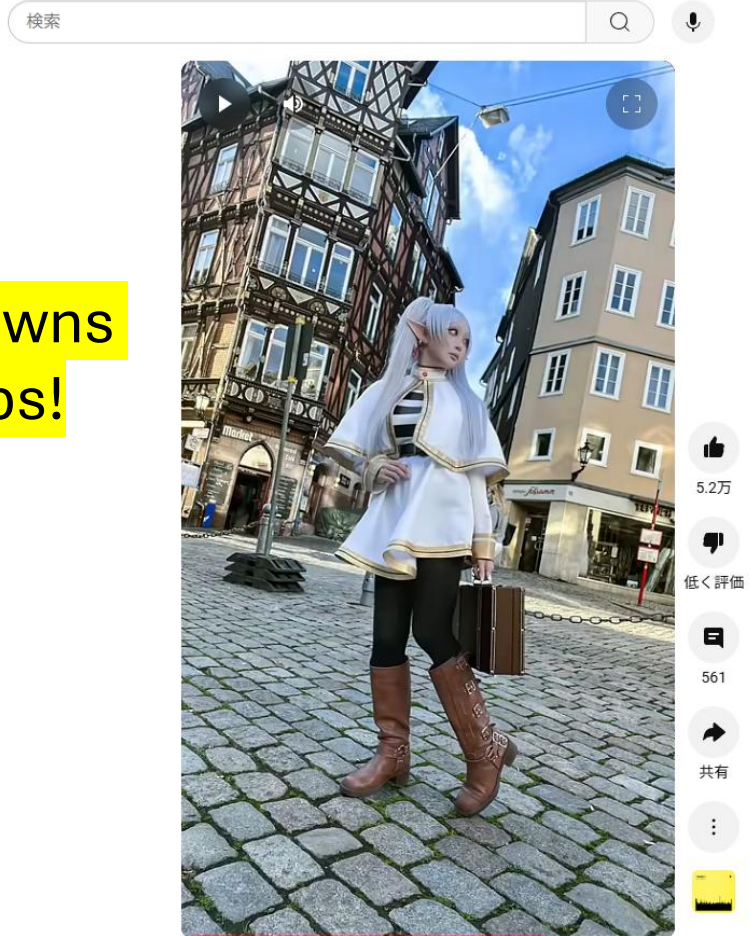


@ChamomileCHcos  
play

チャンネル登録

ドイツに行ってフリーレンのコ  
スプレしてきた #葬送のフリー  
レン #frieren #cosplay

🎵 勇者・YOASOBI



# 7. Case studies by collaboration type

## ④ Digital / VR experience

Hitoshi Sumiya  
(TAMTO, TAM)

- *VRChat = global, but still language-divided*
- *Japanese digital creators need more visibility*



## 7. Case studies by collaboration type

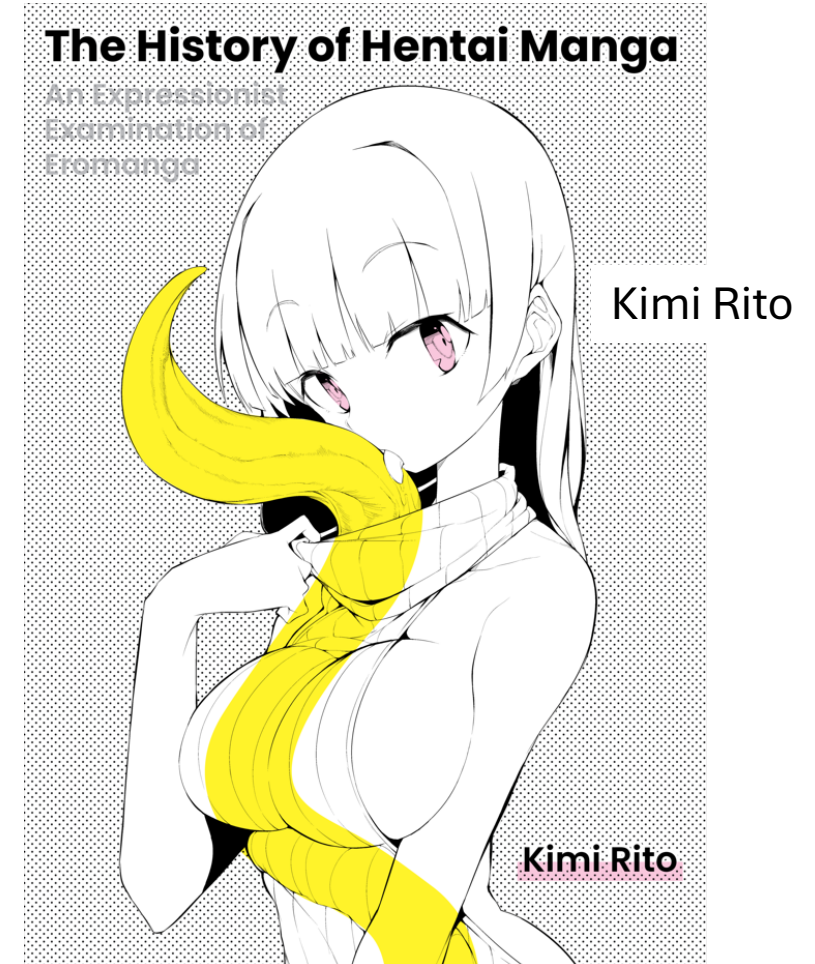
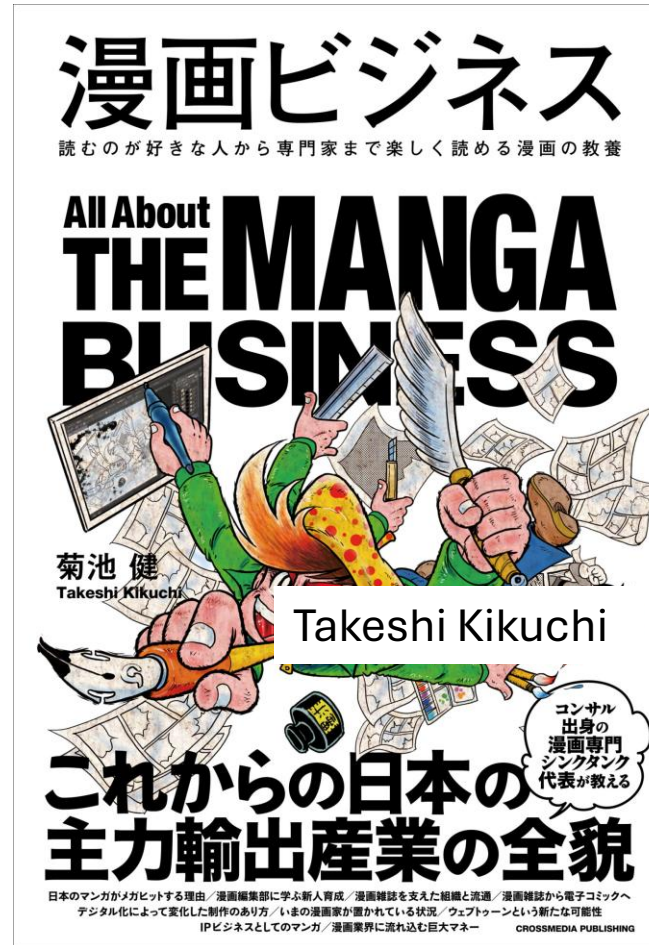
- *Creator vs. content — different logistics*
- *Good coordination = good experience*

## **8. Off-topic: Respect the coordinators!**

- No coordinator, no project
- We are your bridge to Japan.

## 9. Future potential for exchange

Don't just  
consume —  
understand  
and love  
deeper



## 9. Future potential for exchange

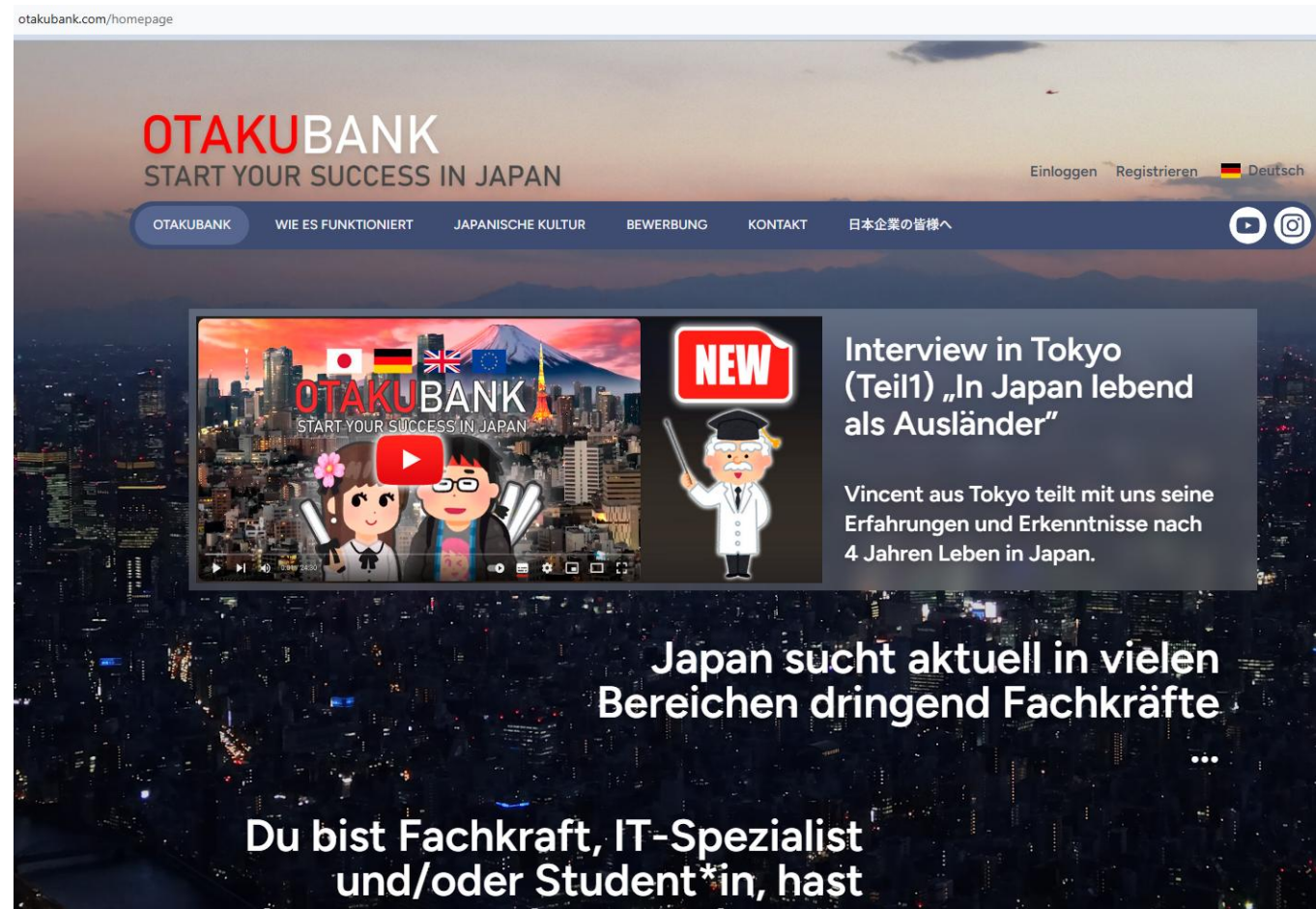
- Tomorrow's creators need real-world exchange
- Let's connect classrooms across continents

# 9. Future potential for exchange

- Anime x Food!

# 10. Bonus: What's Otaku Bank?(PR)

- Work in Japan — for real!
- Otaku Bank connects dreams with jobs



# **11. Final message**

**Let's grow up together —  
globally!**

**Otaku life can be richer,  
across borders.**

## 12. Thanks for support

MAHO FILM, NAFCA, Kia Asamiya,  
Nobuyoshi Habara, Satoshi Shiki,  
Mayumi Nagashi, Mitsunori Zaki, Hiroji  
Mishima, Hitoshi Sumiya,  
chamomile\_chami, Kimi Rito, Takeshi  
Kikuchi, Noriko Toyoda.