



DAY-4 25th December

“Thinking about Sustainable Society”

“More than just a board game..”

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During the afternoon sessions, several students from Keio SFC came to introduce us a unique board game called “Logy&Nomy”. The game is designed to raise awareness of the importance of international cooperation in tackling environmental issues. It was incredibly fun to play yet also insightfully educational. Through this, we learned that prioritizing public interests eventually benefited the economy. An example of this is when the developed countries share their technology and invest in developing countries to allow them to



maximize the limited resources in a sustainable way. On the other hand, upon reflection, we realized some of the differences between the game and reality. We acknowledged that international cooperation isn't as simple as it sounds due to its intricate nature; how historical backgrounds and political dichotomies inhibit universal global development. It was also quite interesting to learn several facts about other countries' environmental problems. By the end of the game, all of us were already wondering how to buy the game to bring back to our countries!

“Vibrant Vision”

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We were most intrigued by the ingenious game “Logy&Nomy” which reminded us of the importance of considering trade-offs when making decisions – especially the inevitable conflict between economic development and environmental sustainability. Most of all, we reflected on how we willingly gave humanitarian aid and shared resources during the game, but in the real world, complex factors such as political agendas, differences in religion and culture mean that international cooperation is not always the case. This brought our vision to life – building trust between a competent, honest government and an active citizenry to foster peace and equality among and within nations. We aim to achieve this with the little influence we have as youth by utilizing our strengths as individuals active in diverse fields ranging from culture, environment, economy and politics in order to inspire interest and action about these issues in youth from ASEAN and Japan. This is important because we think that the biggest difference between the game and the real world is that this game stops after eight rounds. But the world does not.





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“Thinking about Sustainable Society”

“Cooperate, not exploit!”

Today, we played a game called “Logy&Nomy” conceptualized by Keio SFC High School, which is a game that simulates the real world. Our goal was to generate as much total revenue as possible among the 4 countries. Although we discussed a strategy, it did not go as planned as we ended up drawing many disaster cards, and our resources and money were taken away by natural disasters. As the game continued, we had chances to negotiate and trade resources. We decided to transfer the resources to the countries strong in industrial production. Despite doing this, it did not turn out successful and we generated the least amount of revenue compared to the other TYCA groups. After analyzing and reflecting, we realized that we should not have exploited the least attractive countries of their resources and instead, cultivated their comparative advantage. This relates to our vision for a prosperous Asia. By providing an equal ground for development, all countries in Asia can enjoy economic growth. At the same time, being resilient to natural disasters would lead to a prosperous community. We believe these important ideas can shape our vision.



“Together We Are Stronger”

We started off the day by heading to the Setagaya Incineration Plant, which surprised us very much by the sheer amount of garbage. When we went back, we were introduced to a game called “Logy&Nomy”. It taught us the basic idea of how the environment of a country is closely tied to its development. In the first round, our goal was to win as an individual. We were more concerned on developing our own country, even to the detriment of the other countries. The second round’s objective was to get the highest combined “gold” (the currency we used in the game) in a group. We had to change our tactics and work as a group, helping each

other out and equaling our resources to obtain equilibrium. At the end, we were almost first place with a total amount of 26,650 gold. We learnt that we need to cooperate as a group, supporting each other with what each country needs, and working together to achieve the same objective. In this case, it would be striving for sustainability and the various SDGs. We feel like we can improve our situation in a global scale by applying cooperation between different parties.

