

EntryNo4. Hiromu Suwa "REBUILD" Connect with society

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Hello, everyone. I am Hiromu Suwa, a second-year student at Keifu High School and the representative of Nomadik e-Sports.

The social issues I want to solve are "social isolation due to school non-attendance" and "the decline and difficulty in passing on traditional culture."

At first glance, these may seem like separate problems, but both are issues that begin with losing one's "connection to society."

In fact, when I was in my second year of junior high, I developed "Orthostatic Dysregulation," which left me bedridden for a time, caused me to miss school, and made me lose this "connection to society."

But my encounter with a racing simulator allowed me to reconnect with society once more.

That is why I am working to spread the use of racing simulators and to Re:Build—or reconstruct—these connections to society.

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Are you all familiar with a condition called Orthostatic Dysregulation disorder? It is said to affect about 10% of junior high and high school students, and it is estimated to account for about 30-40% of all cases of school non-attendance.

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At that time, no matter how much I slept, the physical fatigue never went away. I would sleep as if I had fainted, and when I woke up, I was hit with a feeling like seasickness—a severe headache, dizziness, and nausea. I spent my days just staring at the ceiling.

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Just as I was about to give up on my education, my dreams, and my hopes, I consulted my father. He showed me a racing simulator, and I was filled with awe, shock, and hope. I wanted to try it myself, so I immediately entered the Wakayama qualifiers for the National Sports Festival.

Before I knew it, I was completely absorbed, and my world was transformed.

For the first time in a long time, I felt "connected to society."

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So, why a racing simulator?

Games are sometimes cited as a cause of school non-attendance, but from my own experience, I am convinced that having "something you can be passionate about" is what truly helps a person get back on their feet.

When I was engaged, I found learning, new encounters, and challenges—so much so that I forgot I wasn't attending school.

And so, last August, I opened "NOMADIK e-Sports" in Wakayama Prefecture, a place where people can experience a professional racing simulator.

Our activities have been guided by the principle of "NEVER GIVE UP & REBUILD"—rising from hardship and continuing to connect with society.

And today, I have recovered enough to be able to stand on this stage.

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We have actually received feedback like this from customers of a wide range of ages.

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After running NOMADIK for a year, I felt that e-sports has a lot of potential, including for dementia prevention, alleviating physical inactivity, and promoting communication.

On the other hand, I also realized there were significant challenges: the high initial cost, the required installation space, and the difficulty of multi-purpose use. These were very large obstacles.

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To solve these issues, we will develop a wooden multi-purpose desk.

This multi-purpose desk will not only feature a space-saving design that allows it to be used as both a racing simulator and a study desk, but it will also be environmentally friendly by utilizing local scrap wood. Furthermore, it will contribute to the succession of culture by incorporating traditional techniques, such as lacquerware, into its design.

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Through our commitment to the SDGs, we aim to build a business model that is both environmentally friendly and protects traditional culture by developing the REBUILD Racing Frame.

With materials provided free of charge from the "Scrap Wood BANK" of Moriken Co. in Wakayama, we will develop a total of nine REBUILD Racing Frames, three of each model, combining laminated wood and scrap wood as shown on the .

Kishu Model: Featuring Negoro-nuri lacquerware from my local Kishu region.

Wajima Model: Featuring Wajima lacquerware from Noto, which I saw with my own eyes after the earthquake.

Kansai Expo Model: Utilizing a design with the mascot character, which I want to leave behind as a tangible legacy for the future.

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On the financial side, leveraging my experience with a previously successful grant application, I plan to raise 6 million yen from a "Monozukuri Subsidy" and 3 million yen through crowdfunding.

For our corporate partners, we will offer benefits such as logo engraving, social media collaborations, and advertising. For sales, we plan to include one year of free maintenance service.

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Toward a society where anyone can rebuild their dreams. To a place where even those who don't attend school can reconnect with society.

This is my own story, and it is also a message I want to deliver to others who are struggling in the same way.

Something you can be passionate about is the best medicine. And "Re:Build" is the word that brought me back to life.

This is the answer I arrived at after experiencing school non-attendance myself. I want to spread this "REBUILD" concept to help others reconnect with society and to help someone stand up again.

Thank you for your attention.