

To: The Principal

Participation in the 35th National High School Manga Championship (Manga Koshien)

Greetings from Kochi Prefecture, Japan.

Every year since 1992, the Kochi Prefectural Government of Japan has hosted a manga competition for high school students. Known as Manga Koshien, this event supports the growth of cultural activities and international exchange through manga. We are pleased to provide information on the upcoming 35th Manga Koshien and would be honored if your school would consider participating.

Details

**1. What is the Manga Koshien?**

Manga Koshien is an international manga competition for high schoolers. Students form a team of three to five people and create a single-page manga based on a given theme to compete for the title of "Number One Manga Team".

**2. Implementation Outlines**

The 35th National High School Manga Championship (Manga Koshien) Implementation Outlines can be found on the Manga Koshien website.

URL: <https://mangaoukoku-tosa.jp/manga-koshien/35/>

**3. The Preliminaries (no entry fee)**

A. Announcement of Preliminary Themes:

April 8th, 2026 (Wednesday) 10:00 AM (JST)

B. Preliminary Themes\*:

"National Treasure" OR "Update"

\*Please choose one of these two themes and create a single-page manga.

C. Size of Work:

B4 (257x364mm), 1 sheet

D. Deadline for the Preliminaries:

June 11th, 2026 (Thursday) 12:00 AM JST (Midnight, the start of June 11th)

E. Results Announced:

June 19th, 2026 (Friday)

*From the submitted entries, 33 schools (30 from Japan, and 3 from abroad) will be selected to participate in the main round of the competition.*

F. How to Apply:

Please submit the data of your work using the form on the Manga Koshien website.

Link: <https://mangaoukoku-tosa.jp/manga-koshien/35/>



(If the work is non-digital, please scan and submit the data of your work.)

*As there is a lot to be entered into the online application, like school details, students are recommended to submit a draft application even before completing their final work. Once a draft application is sent in, applicants will receive a login and password. With this, they can update their initial information and replace their uploaded work.*

G. Things to Note when Applying:

- The work must be produced solely by the students registered in the preliminary application form, in joint collaboration with each other.
- Only one entry per school is allowed.
- Teams are free to choose the color, panel layout, and tools used to create their works, including digital technology.
- The work must be two-dimensional.
- Works must be no more than 10MB in size and exported as JPEG, PNG, or GIF (do not include animations). Ensure that they are in RGB color, as CMYK formats are not supported.
- The recommended resolution is approx. 350 dpi for color and 600 dpi for monochrome. (Before submitting your application, save your data, print it out on B4 paper, and confirm the resolution is acceptable.)
- If online application is not possible due to special circumstances, applicants may be permitted to apply via email. In this case, please contact the email address provided under the Inquiries section (page 9) and include the same information as required for the online application, such as school details and applicant information.

**4. The Main Round (participation fee required)**

- The main round will be held in Kochi Prefecture, Japan.
- On the day of the main round, one theme will be chosen from three previously announced themes, and contestants will create their work based on it.
- Dates: Saturday August 1st, 2026 (Contest)  
Sunday August 2nd, 2026 (Results and Closing Ceremony)
- Participation Fee: JPY 50,000 per person  
(Applicable to 3-5 contestants and 1 supervising teacher)  
The travel (round trip) from the participating school's station to Kochi Ryoma Airport in Japan, and accommodation (including food and drink) will be arranged and paid for by the Manga Koshien Office.

**5. Copyright and Production of Submitted Works**

*By submitting an application, you agree to comply with the following guidelines. Please note that violations discovered during the judging period may result in disqualification or the withdrawal of awards. For further production details, please refer to the “Requests and Points of Concern Regarding Original Artworks” document.*

Guidelines for Submitted Works:

- Works must be created in the spirit of creativity and originality. Participants are encouraged to collaborate with their team members, but they must produce the work using their own skills.
- Only original, unpublished works can be submitted.
- Participants must not depict anything that may go against public morals or make others uncomfortable.
- Participants must be careful so that the work does not infringe on a third party’s copyright, privacy, trademark or publicity rights, or right to likeness.
- The use of copyrighted works is strictly prohibited.
- Participants must not use any works already in the public domain.
- Works for which generative AI was used for the story, composition, or production with little to no editing may be disqualified during judging.
- In the event that a copyright infringement-related problem arises, the artists or the artists’ affiliated school will bear the responsibility for the infringement. The Manga Koshien Office will bear no responsibility in the matter.

Examples of Violations:

- Depictions of existing characters or characters resembling them
- Use of "free-to-use" assets or stock materials (however, screentones are permitted).
- Production of works that resemble existing copyrighted works, regardless of whether generative AI was used or not.
- Use of AI generated materials.

Regarding the Rights of Submitted Works:

- All copyright for both preliminary and main round entries shall remain with the authors. However, the authors shall not exercise their moral rights against the Manga Koshien Office (including any contractors to whom the Office may outsource this project).
- The Manga Koshien Office (including contractors commissioned by the Office for this project) shall be entitled to use the work, in whole or in part, free of charge (including reproduction, public transmission, editing, translation, and adaptation) for the following purposes, regardless of the medium or method used, such as television, radio, newspapers, magazines, books, internet distribution, or pamphlets:
  1. Publication in materials issued by the Office
  2. Publication by the Office or in media approved by the Office
  3. Publication at exhibitions or similar events organised, co-organised, sponsored or approved by the Office
  4. Other publications deemed necessary by the Office within the scope of the Manga Koshien and 'Manga Kingdom Tosa' initiatives
- Entries submitted for the preliminary and main round shall not be returned, and ownership shall be transferred to the Manga Koshien Office. However, this shall not apply to entries determined to be disqualified or to have their awards revoked during the judging of the main round.

**6. Use of Personal Information and Portrait Rights**

- Personal information submitted by participating schools will be used solely for the purposes of organising and conducting this event.
- The Manga Koshien Office may provide information to authorized members of the press and media, or may be subject to interviews by such parties.
- For event publicity and initiatives undertaken by Manga Kingdom Tosa, the Manga Koshien Office may use photographs, videos, and other materials depicting participants and competition scenes if deemed necessary.

Yours Sincerely,

Hamada Seiji  
 Governor  
 Kochi Prefectural Government, Japan

【For Inquiries】  
 In-Charge: ○○, ○○  
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 Manga Kingdom Tosa Office, Kochi Prefectural Government, Japan  
 1-2-20 Marunouchi, Kochi City, Kochi Prefecture, 780-8570 JAPAN  
 Tel: (+81) 88-823-9711 Fax: (+81) 88-823-9296  
 Email: manga-koshien@ken.pref.kochi.lg.jp

## **Request and Points of Concern Regarding Original Artpieces**

We ask that all participating schools read and acknowledge the following points of concern pertaining to copyright issues.

The Manga Koshien Implementation Outline states the following concerning the production of works for submission:

- Submissions are limited to unreleased original works
- Participants must ensure that their submissions do not infringe on a 3rd party's copyright, likeness, trademark, or personality rights

However, Manga Koshien has received submissions in the past that may not be considered unreleased original works, or works with potential copyright concerns. Examples of such works include:

- Submissions found to be resembling existing works in the public domain
- Submissions using free-to-use elements
- Submissions depicting existing characters

To prevent any issues in this regard, and for students to create pieces of art without worry, we would like to make sure that participating schools understand the importance of copyright laws.

**We ask that all participating schools utilize the following educational resources.**

Additionally, please refer to sections 8 and 9 of the Implementation Guidelines found on the Manga Kingdom Tosa website. URL: <https://mangaoukoku-tosa.jp/manga-koshien/35/>

We appreciate your understanding on this matter.

## 1. Educational Resources

- (1) #01 Respecting Other People's Copyright (Provided by the Agency for Cultural Affairs)

URL: <https://www.youtube.com/watch?v=oLOWPJHDK60>



- (2) #02 Respecting Your Own Copyright (Provided by the Agency for Cultural Affairs)

URL: <https://www.youtube.com/watch?v=i4CBIJdQEug>



- (3) First Steps for Using Generative AI: Basic Use and Points of Caution  
(Provided by the Ministry of Internal Affairs and Communication)

URL:

[https://www.soumu.go.jp/use\\_the\\_internet\\_wisely/special/generativeai](https://www.soumu.go.jp/use_the_internet_wisely/special/generativeai)

( We have taken an excerpt from " First Steps for Using Generative AI: Basic Use and Points of Caution" and translated the slides into English. The translated slides can be found on our website)



*Note: the resources state that if you generate content that resembles existing work, you need to gain permission from its copyright holder. However, please understand that Manga Koshien will not accept such works, even with permissions, as submissions must be original, unpublished works.*

## 2. How to Use the Educational Resources

After viewing videos (1) and (2), have a group discussion with the participating students and supervising teacher about copyright laws and original works.

After reading powerpoint (3) on our website and the included notes, have a group discussion with the participating students and supervising teacher about things to watch out for when using generative AI.

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

Manga Kingdom Tosa Promotional Committee

Manga Kingdom Tosa Office, Kochi Prefectural Government, Japan  
1-2-20 Marunouchi, Kochi City, Kochi Prefecture, 780-8570 JAPAN

In-Charge: Honkou、Mori

Tel: (+81)88-823-9711 Fax: (+81)88-823-9296

Email: [manga-koshien@ken.pref.kochi.lg.jp](mailto:manga-koshien@ken.pref.kochi.lg.jp)

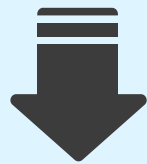
1	What is “generative AI”?	Basic Knowledge
		Changes brought about by generative AI
2	How is generative AI used?	Uses of generative AI
		How to use generative AI services
3	What should you be careful of when using generative AI?	Information accuracy
		Information output
		<b>Infringement of intellectual property rights</b>
		User ethics
	Conclusion	Conclusion and additional resources



## Using generative AI could result in the infringement of intellectual property rights.

### Example 1

You generate and upload something and sell reproductions.  
It resembles an existing work.



**Copyright**

### Example 2

You generate a logo or design and use it for commercial purposes.  
It resembles an existing registered logo or design.



**Trademark**

### Example 3

You generate something that includes the name or likeness of a public figure and use it for commercial purposes.



**Personality Rights**

**Misuse could result in civil lawsuits or criminal penalties.**

Example

If the AI generates an image resembling an existing work used in its training data, it could cause a copyright dispute.

Artists overseas have filed lawsuits against image-generating AI developers, claiming their works were used for AI training, and that their copyright was infringed.

“Generate an image of a robot holding a hamburger in the style of \_\_\_\_\_!”

(example prompt for AI image generator)



✗Bad

Users without knowledge on copyright laws could upload AI-generated images onto public domain, resulting in copyright infringement and could potentially leading to a lawsuit.



Output ※1



Artist's Works ※1



To avoid infringing on others' intellectual property rights, make sure your work does not resemble things that already exist or people in real life.

Avoid the following prompts



“Come up with a logo similar to \_\_\_\_\_”



“Draw me a character from \_\_\_\_\_”

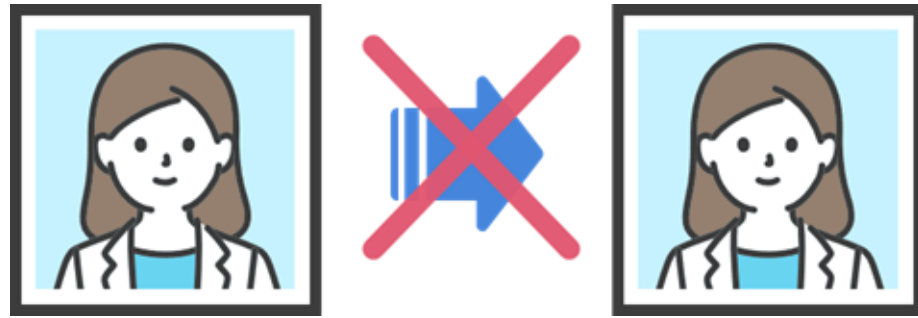


“Generate a picture of someone who looks just like \_\_\_\_\_”



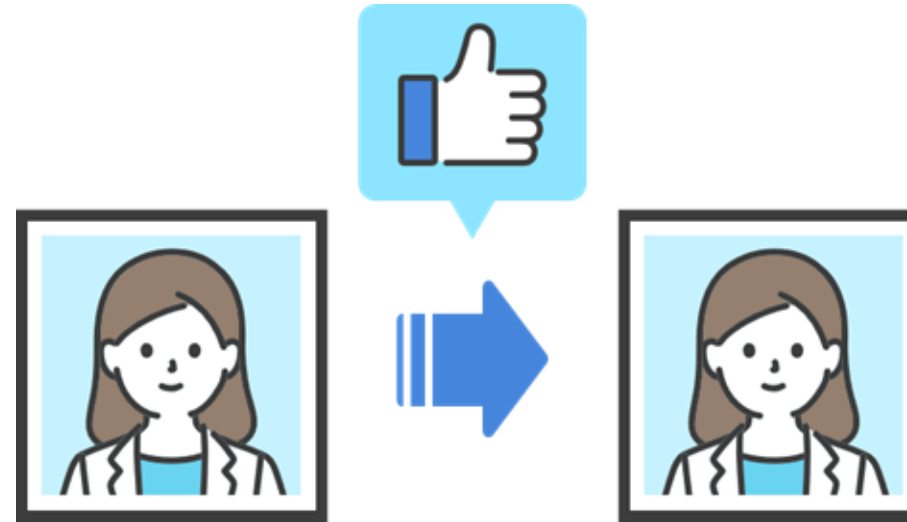
If your generated work resembles existing work or another person, you must do one of the following procedures.

Option 1



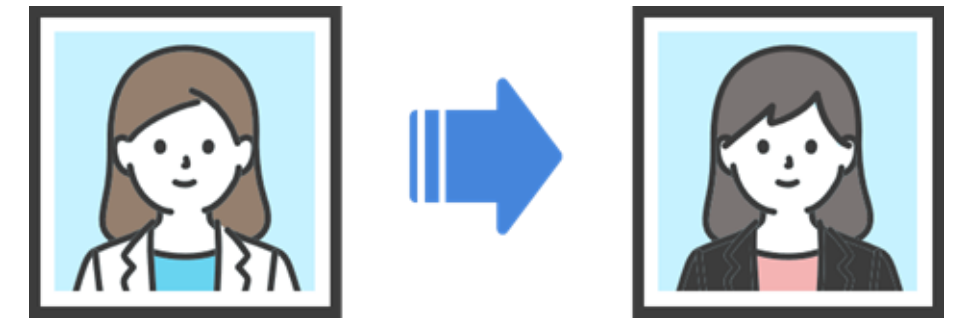
Stop using the work.

Option 2



Use the work after receiving permission from copyright holder of existing work.

Option 3



Make significant changes so it does not resemble existing work.

## Quiz

The drawing of a character you created using generative AI looks a lot like a famous character.

Which of the following is an appropriate response?

Select **all** that apply.



**A**

It's not completely the same, so it is OK to share it as is.

**B**

Avoid using the image to avoid potential trouble.

**C**

Gain permission from the copyright holder to use this image.

**D**

Modify the image to an extent where it no longer resembles the existing character.

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B

C

D

These are the appropriate responses to prevent infringing on intellectual property.

A

A

【Explanation】

It could lead to copyright infringement.

B

Avoid using the image to avoid potential trouble.

C

Gain permission from the copyright holder to use this image.

D

Modify the image to an extent where it no longer resembles the existing character.

## Quiz

To avoid infringing on intellectual property or personality rights, which of the following prompts should you **not** use?

Select **all** that apply.



A

“Create a logo that looks like \_\_\_\_’s logo”

B

“Draw a picture of a character from \_\_\_\_”

C

“Generate a photo of someone who looks just like the idol \_\_\_\_”

D

“Come up with a slogan for \_\_\_\_’s newest product”

正解

A

B

C

It's very likely that prompts A, B and C will generate something resembling a pre-existing work or person, so it's best to avoid using them.

A

A

“Create a logo that looks like \_\_\_\_\_’s logo”

B

“Draw a picture of a character from \_\_\_\_\_”

C

“Generate a photo of someone who looks just like the idol \_\_\_\_\_”

D

【Explanation】

This prompt does not immediately infringe upon any intellectual property or personality rights. However, it's still necessary to confirm whether the generated work resembles any pre-existing work or people.