

Year 2023

The 32nd National High School Manga Championship (Manga Koshien)
Implementation Outline for Overseas Schools

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Manga Kingdom Tosa Promotional Committee
(Manga Koshien Office)



1 Outline of Manga Koshien

This competition started in Kochi Prefecture in the year 1992, to determine the best high school manga team. Teams of three to five students compete by creating a one-page manga based on a given theme, within their allocated time limit.

Kochi Prefecture holds this competition to support the cultural activities of high school students, and to promote inter-regional and inter-generational exchange by gathering such students from both Japan and abroad.

It is also expected that through Manga Koshien, students will be able to develop their abilities of creativeness and expression, through their efforts in creating a story out of the given theme. They will also be able to develop their teamwork and concentration by working as a team and creating a work in a short span of time. Through Manga Koshien, budding manga artists may also be scouted by publishing companies through the scouting system.

2 Event Dates

Announcement of the preliminary themes:	April 7th, 2023 (Friday)
Deadline for the preliminaries:	June 8th, 2023 (Thursday) 24:00
Preliminary Judging:	June 16th, 2023 (Friday)
Main Round:	August 5th and 6th, 2023 (Saturday and Sunday)

3 Event Venues (to be confirmed)

Preliminary Judging:	Main Hall, Kochi Prefectural Government Building (1-2-20 Marunouchi, Kochi City)
Main Round:	Kochi City Culture-Plaza CUL-PORT* (2-1 Kutanda, Kochi City)

*The venue may be changed due to the COVID-19 situation

4 Eligibility

- High school students, students in the second semester of secondary school, students in the upper grades of special schools, students up to the third year of technical colleges, and students whose years of study at special training schools and vocational schools correspond to those of senior high schools.
- Students from overseas who are equivalent to the above.
- Only one team per school is allowed to participate.
- Each team should consist of three to five students and one staff member who is responsible for escorting the team.

*Participation by students who do not fit the above criteria will be determined by the Manga Koshien Office, upon discussion.

*If a team does not consist of three to five members, it may be disqualified.

5 Guidelines for the Preliminary Round Entries

- The work must be produced solely by the students registered in the preliminary application form, in joint collaboration with each other. The use of AI technology is strictly prohibited.
- The preliminary submission deadline is June 8th, 2023 (Thursday), JST 24:00 (GMT+9).
- Entries must be submitted via the "Manga Koshien Preliminary Round Entries" website. URL of Website: https://mangaoukoku-tosa.jp/enquete.html?enquete_id=313
- The created manga must be a B4 single-page work (257mm x 364mm) based on one of the two given themes (announced in April). **there are no restrictions on panels and orientation*
- 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 .
- Analog drawings must be scanned and converted into data.
- Only one entry per school is allowed.

*Failure to meet the above requirements may result in disqualification.

Important

- 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.
- If online application is difficult due to special circumstances, applicants should contact the Manga Koshien Office by June 2nd, 2023 (Friday).

6 Preliminary Round Judging

- Date and Time: June 16th, 2023 (Friday) 9:30 onwards
- Venue: Main Hall, Kochi Prefectural Government Building
- Judges: Professional manga artist, etc. (6 people)
- Judging Method: Voting and Discussion
- Number of schools moving into the main round: 33 schools (30 from Japan, 3 overseas)
- Reserves: 8 (5 from Japan, 3 overseas)
- Results Announced: June 16th, 2023 (Friday) on the "Manga Kingdom Tosa Portal Site"

*Schools that have passed the preliminaries will be notified and asked to confirm their intention to participate in the main round by the Manga Koshien Office by e-mail or other means, after 16:00 of the preliminary judging day.

*If the Office has not received the confirmation of participation from schools that have passed the preliminaries by June 23rd (Friday), reserve schools will be moved up into the main round and asked to confirm their intention to participate.

7 Main Round

(1) Conditions for Participation, etc.

- Participating Students: Only students registered in the preliminary entry form
 - ◇ Changes or an increase in participating students are not permitted
 - ◇ Only a reduction in the number of students is permitted in the case of unavoidable circumstances, such as health issues
 - ◇ If due to a reduction in the number of students, the participating team fails to meet the minimum participatory qualifying criteria of 3 students per team, the Manga Koshien Office will make a decision after a discussion
- Escort: A teacher or staff of the participating school
- Entry Fee: JPY 30,000 per overseas participant
 - ◇ To be paid to the designated account by the specified date (Late July)
 - ◇ Eligible participants are the competing students and one escort
- Travel Arrangements: The Manga Koshien Office will handle the travel arrangements by allocating a portion of the participation fee to it
 - ◇ The Manga Koshien Office will pay for the transportation between the school's nearest station to Kochi Ryoma Airport, as well as accommodation (including meals)
 - ◇ Students other than those participating in the main round, and additional escorts, are required to bear the costs of transport and accommodation by themselves
- Participation Method:
 - ◇ Japan high schools are required to come to the actual venue
 - ◇ Overseas high schools may participate online if they have difficulty traveling to the actual venue

(2) Art Materials and Equipment used in the Competition

- Except for the competition board (B2-sized illustration board) that will be provided by the Manga Koshien Office, all other art materials and equipment should be prepared by the participating school
- The Office will provide one power supply outlet for each competition booth
 - ◇ Participants should not exceed 1,500 watts when using the outlet, and The Office will not be held responsible for any malfunctions or problems with any equipment
 - ◇ Overseas equipment may require an adaptor or transformer to fit Japan's power supply outlet
- Analog Drawings
The following art materials are available at the competition venue and can be used for free. 1) Brushes 2) Paints (Liquitex) 3) Buckets (for washing brushes) 4) Palettes 5) Paper (for drafts)
 - ◇ A booth selling stationeries and art materials will also be set up at the venue

- Digital Drawings
 - ✧ Participants must print out their artwork on paper and paste them on the competition board by the end of the competition
 - ✧ All schools are to prepare their own printing equipment (printers, etc.) as well as the environment (Wi-Fi, etc.) required for them to submit their work
 - ✧ The Office will prepare an on-site printer to print the submissions of overseas online participating schools. Schools participating in Kochi are also permitted to use the on-site printer. However, schools should note that when using the on-site printer, various issues, such as congestion caused by multiple schools printing simultaneously or particular schools monopolizing the printer, may occur. Schools are advised to hand over their USB, etc., containing the data to be printed to the on-site printing staff at least 15 minutes before the end of the competition.
 - ✧ The use of the on-site printer beyond the designated time is not permitted
 - ✧ Participants intending to use the on-site printer are recommended to use the drawing canvas template prepared by The Office. It is available for both Clip Studio (CLIP) and Photoshop (PSD).
 - ✧ The Office assumes no responsibility for any malfunctions or problems with the on-site printer

- Advance dispatch of required art materials and equipment
 - ✧ Required art materials and equipment can be sent to the venue in advance
 - ✧ Schools wishing to send such items in advance are to contact The Office
 - ✧ Arrived packages will be placed at their respective school booth by The Office
 - ✧ The costs and other expenses for shipping shall be handled as follows
 - From School to Competition Venue: Sent by school by prepayment
 - From Competition Venue to School: Schools should prepare the necessary cardboard boxes, postage slips, etc., and place their packed items in a designated area at the venue (shipping paid for by the school upon delivery)

(3) Schedule (tentative)

Schools outside of Kochi Prefecture (including overseas): 4D3N

Schools within Kochi Prefecture: 3D2N

- Mid-July, 2023
Online briefing session for schools in the main round (only escorts are to attend)
Explanation of the competition rules and guidelines will be given
◇ The detailed schedule will be announced after discussions with schools in the main round

- August 4th, 2023 (Friday)
High schools' arrival and overnight stay in Kochi Prefecture

- August 5th, 2023 (Saturday)
09:30 - 10:25 Opening ceremony
10:30 - 16:00 Round One
16:00 - 17:00 Judging of Round One
17:00 - 17:15 Announcement of results
17:15 - 18:50 Judge critique of all 33 Round One entries*
19:00 End of Competition Day One
*Live-broadcasted critiques can be viewed again as archived materials

- August 6th, 2023 (Sunday)
09:30 - 15:00 Round Two
15:00 - 16:00 Judging of Round Two
16:10 - 16:50 Prize presentation and closing ceremony
17:00 - 18:50 Free time
19:00 End of Competition Day Two
*Schools from outside of Kochi Prefecture will stay for a night

- August 7th, 2023 (Monday)
08:00 - 15:00 Tour of manga-related facilities and more in Kochi Prefecture
(only for those interested - additional fees required)
Return Journey (Those wishing to extend their stay will have to bear the extra costs of accommodation, etc. by themselves)

(4) Outline of the competition

- Round One
 - ✧ Competing schools: All 33 schools in the main round
 - ✧ Venue: Each school's booth in the main competition hall
 - ✧ Theme: One of the five previously notified themes will be chosen
 - ✧ Drawing size: B2 size
 - ✧ Time limit: 5 hours 30 minutes
 - ✧ Results announced: August 5th, 2023 (Saturday), 17:00
 - ✧ Awards given to: 10 schools

- Round Two
 - ✧ Competing schools: All 33 schools in the main round
 - ✧ Venue: Each school's booth in the main competition hall
 - ✧ Theme: One of the five previously notified themes will be chosen
 - ✧ Drawing size: B2 size
 - ✧ Time limit: 5 hours 30 minutes
 - ✧ Prize presentation and closing ceremony: August 6th, 2023 (Sunday)
16:10-16:50
 - ✧ Awards given to: 10 schools

- Talking and Mingling Event
 - ✧ Participants: Main round contestants, local high school staff, judges, etc.
 - ✧ Date and Time: To be confirmed
 - ✧ Venue: To be confirmed

(5) Prizes

- Top Prize (Winner's Flag, Commemorative Trophy, Prize Money of JPY 300,000)
- Second Prize (Plaque, Prize Money of JPY 200,000)
- Third Prize (Plaque, Prize Money of JPY 100,000)
- Chief Judge's Prize (Plaque, Prize Money of JPY 50,000)
- Manga Kingdom Tosa Promotion Association Chairperson Prize (Plaque, Prize Money of JPY 50,000)
- Mitsubishi Electric Prize (Plaque, Souvenir)
- ANA Prize (Plaque, Souvenir)
- Kochi Prefecture and Municipalities Promotion Association Prize (Plaque, Souvenir)
- Kochi Prefecture High School Culture Confederation President's Prize (Plaque, Souvenir)
- Obiyamachi-suji Association "Obiyamachi Prize"
- Special Prizes:
 - ✧ Ebook Japan Prize (selected all works in Round One)

- ◇ Yanase Takashi Prize (selected from all works in Rounds One and Two)
- ◇ Guest Judge Prize (selected from all works in Rounds One and Two)

(6) Scoutship Development Program

- During the competition, representatives from editorial departments of major publishers will visit each booth for scouting.
- Students who catch the attention of the scouting representatives from major publishers at the main round venue will be able to take part in a development program aimed at helping them to become professional manga artists.
 - ◇ In order for scouting representatives to judge the potential of each student, all students are encouraged to bring and display a large number of their past works, including illustration collections and story manga, in front of their competition booth.
 - ◇ The Manga Koshien Office will provide a table (650mm in width and 450mm in depth) for students to display their works in front of their respective booths.
- Overseas students that are scouted by the publishers should communicate directly with them. Students stand a chance to professionally debut if all goes well.

8 Judges (tentative) *listed without honorifics

(1) Preliminary Round Judges

- Yamane Aooni (Chief Judge, Director of the Japan Cartoonists Association)
- Kusaka Riki (Manga Artist)
- Moo. Nenpei (Manga Artist)
- Hinomoto Meguru (Manga Artist, Past Participant of Manga Koshien)
- Chisato (Chairperson of the Kochi Manga Group)
- Iwagami Yoshihiro (Director General of the Kochi Manga Group Kujira)

(2) Main Round Judges

- Preliminary Round Judges (All 6 Judges)
- Est Em (Manga Artist)
- To be confirmed (Manga Artist)

(3) Permanent Honorary Jury Chairperson: Yanase Takashi

Honorary Jury Chairperson: Makino Keiichi

9 Judging Process

The judging occurs primarily with judges casting votes

(1) Preliminary Round Judging Process

- 30 local schools will be selected to participate in the main round, and 5 reserve schools will also be selected (with ranking).
- 3 overseas schools will be selected to participate in the main round, and 3 reserve schools will also be selected.
- Judging is done by voting and discussion.
- In the event of multiple works having an equal number of votes, the judges will decide the result by discussion.

(2) Round One Judging Process

- Each judge has 10 votes, and they will place one vote per work of their choice.
- The 10 works with the highest number of votes will be selected.
 - ◇ In the event of multiple works having an equal number of votes, the judges will decide the result by discussion.

(3) Round Two Judging Process

- Each judge has 10 votes, and they will place one vote per work of their choice.
- The 10 works with the highest number of votes will be selected.
 - ◇ In the event of multiple works having an equal number of votes, the judges will decide the result by discussion.

(4) Determination of Award-Winning Works

- Decisions will be made for the following awards from 1 to 10. 1)Top Prize 2)Second Prize 3)Third Prize 4)Chief Judge's Prize 5)Manga Kingdom Tosa Promotion Association Chairperson Prize 6)Mitsubishi Electric Prize 7)ANA Prize 8)Kochi Prefecture and Municipalities Promotion Association Prize 9)Kochi Prefecture High School Culture Confederation President's Prize 10)Obiyamachi Prize.
- Judging Process for Prizes 1 to 3
Each judge has three votes, and they will place one vote per work of their choice from the 20 selected works from Rounds One and Two. Prizes are determined in order of works receiving the most votes.
- Judging Process for Prizes 4 to 10
Each judge has seven votes, and they will place one vote per work of their choice from the remaining 17 selected works. Seven works receiving the most votes will be selected, and their respective prizes will be decided in accordance with the wishes of the sponsoring companies.

- ✧ In the event of multiple works having an equal number of votes, the judges will decide the result by discussion.

10 Other

- The method of holding the event may be subject to change due to COVID-19, etc.
- The copyright of works created in the preliminary round and in the main round belong will belong to the Manga Koshien Office.
- Works created in the preliminary round and in the main round will not be returned.
- 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.
- The work must not infringe third-party copyright, image rights, privacy rights, etc., and the adding on of photographs or copies of materials that would constitute a copyright violation is prohibited.
- In the event of any problems arising from infringement of rights, the school concerned must bear full responsibility, and the Manga Koshien Office will not be liable for any losses or reparations that may result.
- There will be media coverage and filming at the main round.
- Footage taken may be used to publicize the event (e.g. in newspapers, on the TV, on the internet, on websites, etc.)
- Photographs, videos, etc. taken of students may be used to publicize the event (e.g. newspaper publications, TV and web broadcasts, publication on websites, etc.)

11 Inquiries

Manga Kingdom Tosa Promotion Association, Manga Koshien Office

(located in the Culture and International Affairs Division, Kochi Prefectural Government)

1-2-20 Marunouchi, Kochi City, Kochi Prefecture, JAPAN 780-8570

Tel: 088-823-9711 FAX: 088-823-9296

Email: manga-koshien@ken.pref.kochi.lg.jp

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