ABSTRACT

"Discover Tomorrow" is the international slogan of 2020 Summer Olympics in Tokyo. One can experience the game based on the venue of the Olympic selection in this session. This game you will teach what one should learn by utilizing the experiences of the past. Mankind needs to facilitate decision making by classifying things. Not necessarily chance is a lot in whatever occurs in real life. The classification of the experience of the past are needed in order to take advantage of it during the occurrence. In some cases, this generalization may be the cause of failure in real life. If the game involves more than one player, a good strategy changes when the number of players changes. This is because there is also a need to consider factors such as cooperation and competition in the game with more than one player. In other words, one can utilize a game to play with the number of different players.

Our team decided to model the venue of the Olympic selection. In this venue selection, venue is determined by a two-stage election; of a final selection and a preliminary selection. The Application city becomes the formal candidate by a judgment of the IOC Executive Board. The IOC member to conduct the vote in the official candidate cities, a host city is determined by that result. We modeled the venue selection of the host city of the Olympic Games by using the selection process used to select Tokyo. The player takes the role of a representative of the applicant city, and aims to attract the Olympic committee to select his/her city in this game. The intent is to improve the assessment of one’s own city while investing the needed resources in order to be selected.

The aspect of city appeal is point of this game. The player can select a new cities or go back to some point of the game and play a different set of assumptions. The player can also reproduce the specific situation. It is possible to see numerically the cause of different outcomes.