



# PEACE PARK TOUR VR

VR lets you experience the day of the disaster in Hiroshima, and before and after.

During this unique tour of Hiroshima Peace Park, you will stop at several points along the way to put on your VR headset and be transported back in time. Based on the testimonies of atomic bomb survivors and photos from the time, VR renderings allow you to experience Hiroshima's cityscape before the atomic bombing, the burnt plain of August 6th, and the city's incredible recovery. This experience is led by Hiroshima's local English-Speaking tour guides, who field questions and facilitate dialogue along the way. And the end of this tour, we talked about what we thought of each other.

## Highlights of VR tour



**English-Speaking guide available**



**VR goggles**



**Nakajima district**  
Before the A-bombing



**Depart from Rest house**  
location of nearest A-bomb survivor.



**Riverside view of A-bomb Dome**  
Through the VR headset, you can see and feel the townscape before and after "the moment".



**One year after the bombing**  
The film tells you the story how people stand up and step forward from the ashes with A-bombed buildings. We'll pursue world peace.

### Service

Operating Everyday  
from 10:30 -11:50  
am (80min.)

### Price

Adult 5,000 JPY  
Child (6-11yrs) 2,500 JPY

- Duration: approx. 80 minutes
- Capacity 1 - 6 guests
- English speaking guide service
- VR goggle rental/ insurance included

Note: This VR tour does not visit Peace Museum.

Cancel policy: 10 to 8 days prior to the start of the tour: 20% of the tour fee; 7 to 2 days prior to the start of the tour: 30% of the tour fee. One day prior to the start of the tour: 40% of the tour fee. On the day of the tour: 50% of the trip fee. Cancellation or no-show after the start of the trip: 100% of the trip fee.

### Booking Info.

email: [syosha-int@tabimachi-gh.co.jp](mailto:syosha-int@tabimachi-gh.co.jp)  
Name, Date, Phone number, Number of Guests(Adult, Child)

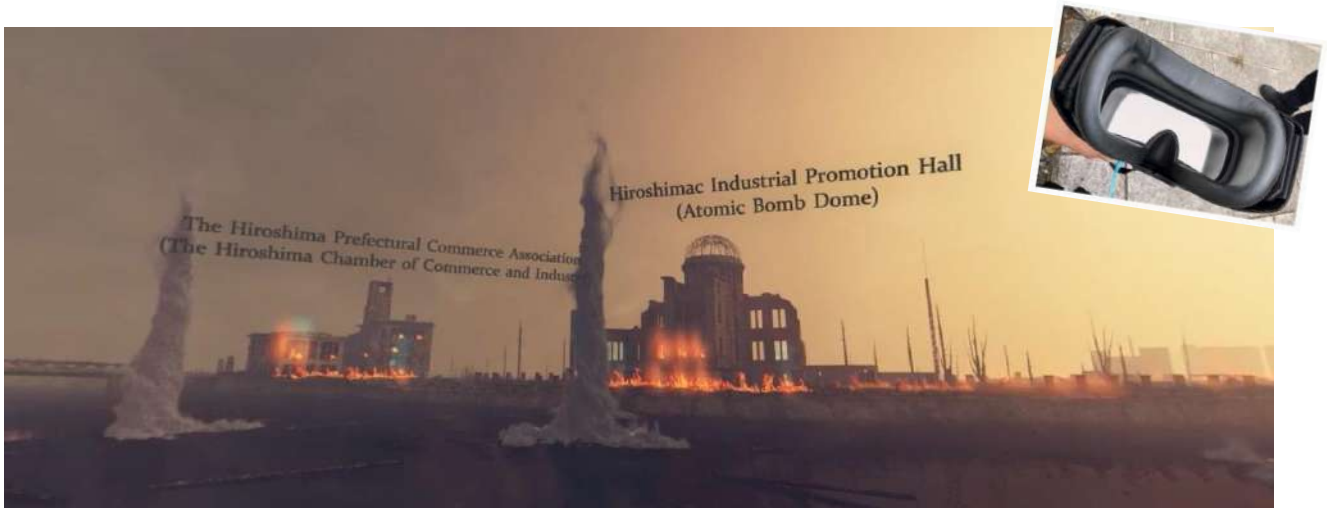


Note:  
Please come to Rest House  
(Departure point) and finish  
reception procedure 5 minute in  
advance of the tour starts.



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## 【Background】

The number of “Hibakusha”, or A-bomb survivors, has been gradually decreasing in the nearly 80 years since the war, which means we are losing precious opportunities to hear their testimony directly and learn about what happened on that day. We also face the issue that unfortunately, only a few A-bomb survivors speak English, and this makes it difficult to share globally what happened and express our thoughts for world peace. The current project started when our president felt a sense of crisis over the decrease in the number of A-bomb survivors.

So, why are we, “FUJITA”, a general contractor company, tackling this project?

The reason is that we have a strong desire to contribute to Hiroshima, a place we helped found, where we have built numerous projects including the Hiroshima Red Cross Hospital & Atomic-bomb Survivors Hospital here in Hiroshima. We have experience using XR technology through our business in the construction industry and believe able to solve any issues with it.

## 【Project Structure】

We’ve produced these contents over two years of various discussions, research, and verification, and with support from Dr. Hirose Michitaka, an authority of VR (University of Tokyo), Also supporting us were CAD CENTER CORPORATION, who worked on projection mapping at Hiroshima Peace Memorial Museum, Dr. Inai of the International Youth Association Hiroshima, who served Peace Education, and Dr. Mizumoto of the Hiroshima Peace Institute.

Tabimachi Gate Hiroshima (tour operator based in Hiroshima) will be taking over the contents and operating it as a VR tour. We also received participation from Dr. Aizawa, a Director of the University of Virtual Reality Educational Research Center, The University of Tokyo in producing the browser version. We utilized a movie map developed by them.

The web version is being produced in cooperation with Hiroshima Television Broadcasting Co., Ltd. by the end of July. Besides, he and the VR center developed a movie map and we utilize it for this project.