

Notification Regarding Start of Consideration for regist ART Token Project

regist ART Inc. (hereinafter, the “Company”) hereby announces that it has started to consider entering into a service agreement with Turingum K.K. (Head Office: Minato-ku, Tokyo; Representative Director: Shuhei Mise; hereinafter, “Turingum”), which is a consolidated subsidiary of Kushim Inc. (Head Office: Minato-ku; President and Representative Director: Hiroki Nakagawa; hereinafter, “Kushim”). The service agreement will cover the development of the crypto asset regist ART token (*provisional name) and incidental smart contracts, as well as consulting services for initial token offering support on exchanges worldwide and other liquidity enhancement measures. The regist ART token will be used as remuneration for the service agreement.

1. Overview of the regist ART Token Project

This project will provide new services using next-generation technologies.

One of the project’s services will be to integrate the real and virtual worlds by introducing virtual reality (VR) to Japan’s most well-known art museums, art festivals and other venues. The project’s goal is to build a platform that not only displays real art works from museums and art festivals in a VR space, but also introduces VR to real works of art from ordinary art collectors and creates private VR art museums. The platform will also provide an NFT trading market for individuals, galleries and other participants.

Real art museums allow visitors to directly view actual art works. Visitors, on the other hand, face both time and physical constraints. For example, visitors may be subject to viewing time restrictions and may be unable to view all works of art in a collection because there is not enough display space. For art museums, the costs of each exhibition have become a significant issue.

Visitors to VR art museums are unable to view actual works of art. VR art exhibits, on the other hand, can be created in ways that are not possible in the real world. Visitors can view works of art whenever, and as often, as they want. For art museums, VR enables them to reduce exhibition costs and store archives indefinitely.

In these ways, real art museums and VR art museums complement each other. VR art museums can be said to provide website functionality, archive management and a customer database to real art museums, thereby fulfilling the roles of recording visitor data and archiving exhibitions.

Moreover, private VR art museums run by ordinary art collectors can be used to host public exhibitions of their collections for general visitors. Art collectors can also enjoy using their private VR art museums to browse their own private art collections.

Furthermore, the project will enable the NFTs that will be traded and real works of art whose images are displayed in VR art museums to be voluntarily registered on a blockchain. The project will also provide services to customers who only seek blockchain registration.

Because a work of art's history and image data can be recorded on a blockchain, this capability will significantly help to ensure the authenticity of works of art whose authenticity is in doubt.

The project plans to involve art festivals and galleries from all over the world. It intends to manage a variety of services in this economic zone efficiently and issue the regist ART token as a crypto asset format for fast digital payments.

In realizing these services, the project plans to develop a VR art museum platform and provide services together with Wildman Inc. (Head Office: Chuo-ku, Tokyo; Chief Executive Officer: Haruto Watanabe), which conducts VR development.

2. Project Team Members

1) Art Professionals

- Yasuharu Ishikawa

President, Ishikawa Foundation

Mr. Ishikawa is an art collector who was named as one of the world's Top 200 Collectors by ARTNews, a U.S. art magazine.

He organizes the Imagineering OKAYAMA ART PROJECT, which showcases his Ishikawa Collection, primarily at Okayama Castle and surrounding venues. Mr. Ishikawa serves as Executive Producer of the Okayama Art Summit, which is an international exhibition of modern art held in Okayama City every three years. He is a shareholder of regist ART Inc.

- Kazunari Shirai

Co-founder, ART WEEK TOKYO

Mr. Shirai is CEO of Sequedge Group and owner of Jitsugyo no Nihon Sha Ltd. In 2021, he established Jitsugyo No Nihon Forum (JNF), an online platform for discussion and research. In the same year, he launched ART WEEK TOKYO. He is the founder of Social Welfare Corporation Zenkoukai.

- Hideaki Fukutake

Vice Chairman of the Board, Fukutake Foundation

Director, Benesse Holdings, Inc.

Director, istyle Art and Sports Foundation

Official supporter of ECHIGO-TSUMARI ART FIELD

Mr. Fukutake has worked to revitalize communities on the islands of Naoshima, Teshima and Inujima in the Setouchi region through modern art. He oversees 34 art-related facilities in total, including art galleries as well as eight art museums, making him the manager of one of Japan's largest networks of art-related facilities. Mr. Fukutake promotes modern art in Japan and abroad, and runs community revitalization subsidy programs across the country, including support for the Setouchi International Art Triennale, which has been held every three years since 2010. He is a shareholder of regist ART Inc.

2) Financial Professionals

- Mamoru Taniya

Chairman and Director, Money Design Co., Ltd.

Chairman and Director, SDG Impact Japan Inc.

Special Advisor, CAMPFIRE

After graduating from the University of Tokyo and serving as Head of Investment, Asia at Salomon Brothers Inc., Mr. Taniya founded Asuka Asset Management Ltd. and Asuka DBJ Partners Co., Ltd. (currently Mercuria Investment Co., Ltd.).

Subsequently, he founded SDG Impact Japan Inc., which specializes in money design and ESG investment and manages the robo-advisor service THEO. In other areas, he has guided a steady stream of innovative financial service firms to success, including LIFENET INSURANCE COMPANY, HOKEN NO MADOGUCHI GROUP INC., and Gordon Brothers Japan Co., Ltd.

He developed the concept for Japan's first international boarding school UWC ISAK Japan, which is based in Karuizawa, serving as its lead originator. Mr. Taniya is a shareholder of regist ART Inc.

3) Blockchain Engineer

- Yoshinori Hashimoto

COO and Director, Turingum K.K.

CTO and Director, Kushim Inc.

Representative Director, Web3Technologies

After graduating from the Graduate School of Economics of the University of Tokyo, Mr. Hashimoto gained career experience at Japan Exchange Group, Inc. and the Corporate Strategy Department of bitFlyer, Inc. Thereafter, in 2019, he established Turingum K.K., a company that conducts activities such as R&D using blockchain technology and cryptography.

4) Management Team

- Hidemi Mavrin

CEO, regist ART Inc.

As bureau chief of ARTWEEK TOKYO, Hidemi Mavrin has been involved in management since the Company was founded.

- Genichiro Sugawara

CTO, regist ART Inc.

Director, Wildman Inc.

Mr. Sugawara joined mixi, Inc. in 2012 and worked as a Web engineer on the development and operation of the social networking service mixi. He was impressed with bitcoin in 2014 and became completely immersed in blockchain technology. As an engineer with extensive knowledge of Web3 history and industry circumstances, he currently contributes knowledge and technical expertise to various projects.

- Hiroki Nakagawa

Director, regist ART Inc.

Mr. Nakagawa has served as President and Representative Director of Kushim, Inc. since 2019. He has been involved in regist ART as a management team member since its inception.

5) Partner Companies

- Turingum K.K.

Turingum K.K. is a company that conducts R&D using blockchain technology and cryptography, contract system development, application development and crypto asset development.

Turingum K.K. is developing new blockchain apps using secure computation and blockchain technologies, bringing together engineers who are experts in the blockchain field. The company is a startup comprising a group of engineers who have contributed to the crypto and blockchain fields through R&D over many years.

- Wildman Inc.

Wildman Inc. is a company that conducts activities such as the programming of virtual spaces needed in the metaverse, content development such as VR games, and the development of tracking devices to perform full body tracking (reproducing the movement of the whole body in VR) of avatars in VR at a low cost.

Wildman Inc. has extremely strong expertise in the development of VR content, as evidenced by its track record of awards at Japan's largest game developer conferences.

- CAICA DIGITAL Inc.

Based on expertise acquired over 50 years in developing systems for financial institutions, CAICA DIGITAL Inc. has been focusing on the blockchain and crypto asset fields with its fintech strategy since 2016.

CAICA DIGITAL Inc. has the subsidiaries CAICA Exchange Holdings Inc., which has the crypto asset exchange Zaif under its umbrella, and CAICA Securities Inc., which is a Type 1 Financial Instruments Business.