



TORONTO MODEL UNITED NATIONS II

**STRAWBERRY
PRODUCTIONS**

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Director's Letter

To the staff of StrawPro,

On behalf of myself, the dais of Strawberry Productions LTD., and TMUN staff as a whole, I warmly welcome you to this year's iteration of TMUN. Firstly, a little bit about myself. My name is Gordon Zeng, and I am the director of this committee. I am currently a grade 10 student enrolled at St. Roberts CHS, and I have been doing Model UN for three years at this point. In my spare time, I am known for my love for war crimes and video games. I am also quite fond (this is an understatement) of anime and manga.

Speaking of which—this committee is one that I came up with at three in the morning while I was reading manga. This committee is based loosely on the world of *Oshi No Ko* written by Aka Akasaka and Mengo Yokoyari. And yes, this background guide will contain heavy spoilers for the events of *Oshi No Ko*, so if you want to read it, I highly suggest you do that now before you continue this background guide. In addition, now would be a good time for me to mention that this background guide will contain topics such as murder and suicide, so proceed with caution.

In terms of specific details about the committee, each delegate will be representing a member of the entertainment industry, ranging from actors to directors. This committee's purpose is to be a deep dive into the entertainment world at large and uncover some of the deeper darker aspects of it. As this is a crisis committee, I would strongly encourage delegates to come in with a plan of action. In the entertainment industry, anything is possible and the only limit is your creativity. My dais and I have prepared an elaborate crisis arc for this committee as well, so there is no need to worry about the committee being dull.

On a more logistical note, there are several characters in this committee who do not originate from the *Oshi No Ko* universe. Some characters are from other anime, as well as some people from the real world as well. For the purpose of this committee, we will be pretending that every character is in the *Oshi No Ko* universe. Those who are not from the *Oshi No Ko* universe will be mentioned in the character matrix at the end of this guide. We will also not be following the plot of *Oshi No Ko*, which

means that characters may not be the exact same as they are in the original work. After all, the people who make the decision for this committee are you. The delegates.

So, join us at Strawberry Productions. Not everything is as it seems, and in this industry, everyone has a lie or two of their own. Be careful not to let these lies leak out to become general knowledge of the committee, because who knows who will use that opportunity to backstab you. My dias and I eagerly await you in the halls of TMUN, at Strawberry Productions LTD.

Good Luck, and enjoy the committee. Make sure you shine above the others, all in the name of success.

Sincerely,

Gordon Zeng

Director of Strawberry Productions LTD.

zenggordon9@gmail.com

Committee Background

“Didn’t you say it was everyone’s dream?”

-Miyako Saitou, Former COO of Strawberry Productions

For millennia, the world has been ruled by two things: money and entertainment. These two things often came hand in hand, where only the rich could afford to be entertained, while the poor worked every day, just to live. However, that is no longer the case. With the rise of television and the internet, entertainment is no longer only accessible to the rich. Rather, we now live in a world where anyone with internet access can access entertainment. Nowadays, having entertainment is the norm, and anyone can come home expecting to have something new waiting for them.

With the increase of people able to access entertainment, the demand for entertainment rose with it. As such, new jobs are now available to fill this ever-growing void of entertainment. Now, there are actors being paid millions to work on movies; idols whose only job is to seem perfect for the audience, and humanity has even reached a point where anyone can enter the entertainment industry, by simply pulling out their phones and pressing the record button. All this means that the market is becoming increasingly saturated with entertainers and it’s much harder to become popular in this day and age.

Enter Strawberry Productions, also known as StrawPro, a group that manages up-and-rising talents. First founded in 2014, the company first became known for managing the hit idol group B-Komachi. At the time, the idol market was extremely over-saturated, and most idols couldn’t last longer than a few months. Despite this, StrawPro was able to produce a new idol group and bring them to the top of the industry. This was due to the influence of one person. Ai Hoshino. She shone like a star, even on a stage full of other stars. Her beauty was unimaginable, and she captivated the hearts of everyone who watched B-Komachi. She was synonymous with B-Komachi, and eventually, with StrawPro.

With the newfound fame brought by B-Komachi, the rest of the departments of Strawberry Productions swelled, stock prices soared, and StrawPro began to dominate the entirety of the entertainment industry. They beat out the old guard, the established companies, the ones with vast amounts of capital, as nothing but a small startup. This growth, spearheaded by B-Komachi, seemed unstoppable, until, one day, everything collapsed.

On that fateful night, Ai was murdered. The world was shocked, especially the fanbase of B-Komachi. To them, it seemed as if the entire world was falling apart. The star that lit their world suddenly went out. Memorials were held around the world, and every news channel was reporting on this high-profile murder. StrawPro was left without its poster girl and at this point, the downfall of the entertainment superpower was already set in stone. Immediately after Ai's death, all StrawPro activities were halted. The police launched a full investigation, and they concluded that the murderer was a random college student who got angry over one of the tabloid articles about Ai. A week after the death, B-Komachi was dissolved. The day after that, the president of StrawPro resigned and disappeared. Without proper leadership, members of StrawPro left one by one, until eventually, there was no one left in the sprawling empire.

Now, five years after the dissolution of B-Komachi, StrawPro is beginning to try again to manage entertainers. This time, they're back with a cast that's even more extensive than last time. In addition to their idol groups, they have signed singers, actors, and YouTubers into their team of talents. Of course, with the influx of talents, there must also be a variety of support staff helping them, leading to hiring directors, producers, and so much more staff. Reborn, the new StrawPro only has one goal: To reclaim the throne that they lost five years ago.

Topic A - The Competition

“It’s fine to dream of the entertainment industry, but it’s best not to have illusions about the entertainment industry. This isn’t a place of art, but rather of business”

- Taishi Gotanda, to Aqua Hoshino

In the few years that StrawPro dropped off the face of the earth, various companies have popped up to fill its place. Some old faces from before StrawPro have returned, while other new companies have also popped up, to different degrees of success. Most notably, two companies currently dominate the industry, each controlling 30% of the total market. To reclaim the throne, StrawPro will have to defeat these two companies, ethically or otherwise...

Shinomiya Entertainment Corp.

Shinomiya Entertainment Corp., founded in 2008, is one of the biggest entertainment corporations in the market today. It found its humble beginnings as the Shinomiya Conglomerate’s (See Sponsors) advertising division, where it stayed for two years before the CEO decided it would be more financially viable to sign talents on full-time instead of hiring them from outside agencies. Coinciding with the rise of popular social media sites such as YouTube, the company was able to see initial success. However, due to its nature of starting out as the Shinomiya Conglomerate’s advertising agency, the Entertainment Corp. was speculated to have been held back by the traditional values that its parent company held. They preferred traditional mediums of entertainment such as movies and TV shows, and never expanded beyond that. As such, when StrawPro began to rise, the Corporation was unable to show enough flexibility in order to effectively combat this more modern, less centralised company. This led to both talents and consumers leaving the Corporation in droves.

During the reign of StrawPro, the corporation began to adapt. They started signing on idols, streamers, and a variety of people from less traditional mediums of entertainment, such as social media influences. This kept them in the industry for a while. On top of that, they also had a total restructuring of their ideals and visions. Now, their only goal is to make the most amount of money possible. During their lowest point, they realized the importance of having a lot of money at their

disposal, and the conglomerates only had so much to go around. They saw the dark truth behind the industry: Everything revolves around money.

After the collapse of StrawPro, Shinomiya Entertainment picked up several talents that had been left without a home and took them in. This marked the start of Shinomiya Entertainment becoming a more progressive and flexible company. Of course, all major decisions still have to go through a long system of bureaucracy and they still stick to mostly traditional media, but since the last time StrawPro was around, Shinomiya Entertainment has changed into much more of a threat than before.

Shinjo Studios

Shinjo Studios, much like the company it's named after, the Shinjo Group (See Sponsors) has only one goal: To take down the Shinomiyas. Everything else to them comes second, including money and fame.

First founded in 2012, Shinjo Studios, as well as the entirety of the Shinjo Group, is a splinter cell of the Shinomiya Conglomerate. The Group saw how corrupt the Conglomerate was, using their influence to trick governments into passing regulations that were favourable for the conglomerate without a care about the livelihoods of the individuals living in the countries. The Shinjo Group then detached itself from the Shinomiya Conglomerate to pursue a more ethical course of doing business.

That led to the eventual creation of Shinjo Studios. The group was threatened by the amount of influence that the Conglomerate had on their general public using entertainment and was determined to stop it. Shinjo Studios, at its core, is a propaganda machine, spewing out how evil the Shinomiya Conglomerate is. However, this strategy did not please the general public, many of whom's favourite shows and actors were signed onto Shinomiya Entertainment.

Despite seeing initial failure, Shinjo Studios learnt from its mistakes. It started signing on defectors from Shinomiya Entertainment and began to cultivate talent at a speed never seen before. However, its speed of growth was still not enough to take down Shinomiya Entertainment. To do that,

they needed something else, a third party to take it down for them—something extraordinary. That something came in 2014, taking the form of Strawberry Productions.

When StrawPro came into the scene, the Shinomiya Entertainment empire began to collapse. All the roles and jobs were being taken by members of StrawPro, and people began to abandon ship and join StrawPro. All of this worked out perfectly for Shinjo Studios. Even though they had some people leave for StrawPro, they still retained the core of their talents. This meant that they were able to keep doing what they had been doing before, while also stealing market share from Shinomiya Entertainment.

During the fall of StrawPro, Shinjo Studios was able to pick up a few key talents. These talents allowed Shinjo Studios to gain more and more attention, until eventually, they were able to stand side by side on the same stage as Shinomiya Entertainment. Now, for them, all that's left is to take down Shinomiya Entertainment once and for all.

Present Day

Now that StrawPro has returned from the grave, both Shinomiya Entertainment and Shinjo Studios are watching StrawPro with adhesion. Both of them have been burned in some way by StrawPro the first time around. They are extremely wary that StrawPro is not just a one-hit wonder and will reclaim its throne.

Shinomiya Entertainment is afraid that the resurgence of StrawPro will cause them to lose a lot of the market share that they are competing with Shinjo Studios for. They're extremely afraid that they will go back into the dark ages of no funding, and this time, there's no guarantee that the Shinomiya Conglomerate will bail them out this time. For Shinomiya Entertainment, it's in their best interest to prevent a repeat of the first time.

Shinjo Studios, on the other hand, is taking a more neutral approach to the revived StrawPro. The first time, it helped them grow, but more importantly, it helped them bring Shinomiya Entertainment to its knees. As long as StrawPro doesn't harm the main goal of Shinjo Studios, that

goal being to destroy Shinomiya Entertainment, they will stay neutral to StrawPro. In addition, if their goals align, they may even be willing to team up.

Sadly, StrawPro isn't in the place that it used to be. They lack funding, and most of all, they lack a star. StrawPro originally succeeded mainly due to the efforts of one person, Ai Hoshino. Without her, StrawPro doesn't have anything differentiating it from every other company. So, that's the situation for Strawberry Productions at this moment. No star, no capital, no fanbase, and enemies wanting to take them down at all costs.

Guiding Questions

1. How should Strawberry Productions Engage with other companies? Should all companies be engaged in the same way?
2. If Strawberry Productions is to make a company its enemy, what measures can be taken to ensure the survival of StrawPro?
3. What would the ideal world for StrawPro look like? How would we get there?
4. What is your role in this company?
5. Will you side with an outside company to increase your own fame or remain neutral?

Topic B - The Projects

“The illusions held by fans are shattered once they come to know the real person.”

- Mayasa Kaburagi

Every entertainment company must have at least one project it's working on. Otherwise, they become forgotten. Unfortunately, with five years of inactivity, Strawberry Productions is no longer relevant in most people's minds. Besides its lasting image as a company with a murdered idol, StrawPro will need to beat out its competitors using new and innovative methods. It's time to prove that StrawPro isn't just a one-hit wonder.

Sadly, the upper management of StrawPro is currently swamped with work, getting contracts and signing on new talents. As such, they are unable to help the members of StrawPro create projects. Thankfully, they have allocated full creative freedom to all members, allowing them to come up with projects themselves.

Projects can be started by anyone. However, the biggest and most successful projects are the ones that are done as a collaboration between several big names. Thankfully, StrawPro has just that. Several big names have worked together in the past in order to create various hit successes. One of the key examples of this would be the show *Love Now*.



Figure. Love Now Episode 1 thumbnail

Love Now - Case Study

Love Now was produced by Mayasa Kaburagi, and it was a show with a simple premise. Several famous celebrities from different parts of the entertainment industry came together on a simple dating show. Set in a high school environment, the cast consisted of several notable characters including Aqua Hoshino, Mem, and Akane Kurokawa. However, with people who are so young, some things are bound to go wrong.

Love Now also had some less-known cast members, such as Yuki Sumi, who faded from relevance after this show. However, during the show, Yuki was able to steal the hearts of the millions of people watching the show, cementing herself as the main character of this reality dating show. Due to her striking presence, it became hard for others to take a key role in the show anymore. All of this bothered Akane, whose only goal on the show was to become more popular in order to get more work in the future. She tried to become more popular but kept getting blocked by Yuki, who refused to give up any of the spotlight. People online began to forget her as just another, insignificant background character. This continued for several weeks, before eventually, something snapped.

In the next episode of Love Now, something happened that shocked the world: Akane Kurokawa slapped Yuki Sumi.

“The internet does not forgive”

- Aqua Hoshino

In one fell swoop, Akane’s reputation plummeted. She was seen as a jerk who was willing to do whatever she could in order to get what she wanted. The internet, being keyboard warriors, immediately took up arms. Criticism began pouring in from every faucet, and every day, it got worse. When Akane attempted to post an apology, the hate only got worse. Death threats began pouring in, and the entire internet was up in arms against Akane.

However, behind the scenes, everything was already resolved. Akane and Yuki already made up. Both parties have forgiven each other and the cast of the show has already moved on. However,

due to interference by the crew, Akane was painted out to be a villain in the show. This is the power of editing, capable of making anyone seem like a villain.

In the end, this event turned into a huge scandal, after Akane attempted to commit suicide. Thankfully, the attempt failed after someone caught her and stopped her. In response, the cast members released a video of their own highlighting the cast members getting along in order to dispel any belief that there was still conflict among them. In the end, the scandal was settled, fated to be lost to the hands of time. However, this conflict wasn't the last time scandals happened because of the crew of shows.

Dig Deep, One Chance! - Case Study

Dig Deep, One Chance! was the brainchild of Aqua Hoshino, starring himself and his twin sister, Ruby Hoshino. The show was produced by Mayasa Kaburagi once again and had episodes directed by Tetsu Urushibara. The show follows a simple format where every week, they explore a new, extremely random, topic. However, sometimes, for the purpose of attracting more of an audience, these topics will get controversial. And with that, the stage is set for yet another scandal.



The fateful episode was about cosplayers, and the chaos began the day before shooting. At the last moment, production was forced to switch the theme of the episode from the manga series *Tokyo Blade* to something else due to copyright issues. Following this, all the cosplayers were forced to switch cosplays for shooting the next day. However, that was only the beginning of the troubles. During the interview portion of production, director Tetsu Urushibara began to encourage the interviewer to ask sensual questions to the cosplayers in an effort to gain more engagement. However, some of the guests didn't like this and expressed their displeasure on social media. This once again sparked outrage on the internet.

The outrage from this episode was so bad, that it was never aired. Immediately, the show went into crisis management mode. They apologised for the issues that happened on set and suspended

Tetsu Urushibara from further episodes. The entire situation looked fatal to the future of the show. However, one person was able to come up with a way to save it.

On this show, Ruby Hoshino acted as an interviewer, and due to the rushed nature of the cosplay episode, several of the people in that episode were her personal friends. As such, she convinced production to produce a new apology episode for this controversy. The episode highlighted the stress that the directors were under to make new episodes and get good ratings. It also highlighted the copyright laws surrounding the reason why the cosplayers were forced to change at the last moment. The episode ended with Director Urushibara cosplaying and apologising for the controversial episode to the guests of said episode. Eventually, this controversy was also lost to the time.

Talent vs. Production

Both of the case studies highlight a key problem in the industry: the production teams have too much power. They are able to make bad decisions with no one being able to stop them. They can manipulate clips to make even an angel look like the devil. Production holds all power in the creation of a lot of things. However, that doesn't mean the talents can't strike back.

While the companies support the producers, talents have the support of the public. To the public, most of the production team is seen as faceless figures who appear on the credits. The fans support the talent and not the production. In this delicate way has the power balance between the talents and the production been maintained. Without one, the other cannot exist, and the best products are the ones that are created as a partnership between the two sides. Here is an example of this.

Tokyo Blade - Case Study

Tokyo Blade is a play adapted from the famous manga of the same name written by Abiko Samejima. Its cast consists of several famous performers, such as Aqua Hoshino, Kana Arima, and Akane Kurokawa. It was produced by Sumiaki Raida and directed by Toshirou Kindaich. The script was co-written by Goa and Abiko Samejima.

In this play, the cast and crew actually worked together perfectly. The crew trusted the actors knew what they were doing and gave them a script that required a lot from the actors. Meanwhile, the actors knew perfectly well what the crew wanted from them and performed their duties to perfection. When the cast had issues, the crew was always willing to help and explain. This is one of the greatest examples of Talent and Production working together to produce a near-perfect product for the audience to enjoy.



Guiding Questions

1. Which type of character are you? A talent or part of Production?
2. What powers do you obtain from being your type of character? How can you use this power to your advantage?
3. Both of the case studies discuss controversies. How can you work to avoid controversies that can ruin your reputation?
4. If controversy does occur in your production, what can you do to minimise the damage? Can you flip it to make your show more popular?

Conclusion

The future of StrawPro is in your hands. Your every move will decide the future of both yourself and everyone in the company. With several companies rising into power during the time of StrawPro's absence. It no longer has its old sponsors, management, or even talents. All that's left of the former entertainment empire is a name, a dream, and the creativity of its members. So, members of StrawPro, I trust that your creativity will be enough to bring this company from the ruin. Anything is permitted in this world, no matter how inequitable.

All in the name of success.

Mechanics

Sponsors

Sponsors are the people you need to please in order to get yourself the money required for projects. During the committee, sponsors may align themselves with either a person or a project, and each sponsor can only sponsor so many things at once before they run out of money. It may be in your best interest to secure one quickly.

However, scandals, bad project performance, and overall decreases in popularity can lead to sponsors dropping both projects and people as they lose faith in their ability to carry out their duties. It is essential for delegates to ensure that they are upstanding and that nothing bad about them gets revealed.

Note: Sponsors for a person will increase the success of private directives. Sponsors for a project will increase the success of public directives/resolutions.

Shinomiya Conglomerate

The Shinomiya Conglomerate is a multi-billion dollar company. Their subsidiary companies range from manufacturing to arms distribution, and of course, the Shinomiya Entertainment Corporation. Notability, the Conglomerate has influence over the entirety of East Asia, to the point where they are able to indirectly affect political decisions. This company will make suitable sponsors for anyone who seeks great wealth and power. However, the Conglomerate is also known for its unfair business contracts.

Note: Half of the Shinomiya Conglomerate's funding goes to Shinomiya Entertainment Corp. as long as the Corporation exists.

Max people/projects they can sponsor: 12

Shirogane Inc.

Shirogane Inc. is a relatively new entry to the world of business and is seen as an upstart in the eyes of the wider community. Due to its new status, it doesn't hold the biases that older corporations might hold against innovation. However, the funding that Shirogane Inc is able to provide is also limited for the same reason. This is a good company to seek out when attempting new and innovative endeavours.

Max people/projects they can sponsor: 6

Shijo Group

The Shino Group is a group that was created purely out of spite of the Shinomiya Conglomerate. They condemn the unethical practices that the Conglomerate uses to get what it wants, and their only goal is to bring down the Conglomerate. These are some of the more level-headed investors, willing to sponsor any project for good reason. They also have a decent amount of money, as expected of someone trying to take down an entire Conglomerate.

Max people/projects they can sponsor: 12

Note: A third of the Shinjo Group's funding goes to Shinjo Studios as long as the Studio exists.

Influence Metre

The influence metre represents how much influence you have over sponsor companies. The higher your influence, the more likely they are to sponsor you and your work. Production-based characters will have an easier time gaining influence. This metre is measured on a scale of 1-10. All characters start at a value of 0.

Popularity Metre

The popularity metre represents how popular you are with the general public. The higher your popularity, the more likely your projects will succeed and the more fans you can rally to your cause. Talents will have an easier time gaining popularity. This metre is measured on a scale of 1-10. All characters start at a value of 0.

Character Matrix

Production

Taishi Gotanda

An award-winning director, Taishi Gotanda is a man with considerable influence over the world of entertainment. He specializes in producing movies and TV shows and sees the world in a progressive way.

https://oshinoko.fandom.com/wiki/Taishi_Gotanda

Tetsu Urushibara

As a director for a TV show, Tetsu Urushibara specializes in creating things that garner audience attention. However, sometimes this is done through very unethical methods. He often ignores the advice of others and has a tendency to overwork the staff that are placed under him.

<https://oshinoko.fandom.com/wiki/Characters/Minor> (ctrl + f the name)

Chu2

Tamade Chiyu, or Chu2 as she is known, is a producer who specializes in making music. She founded the hit band Raise A Sulien. She is widely regarded as one of the best music producers in the entire world, and her band has performed on several of the world's most prestigious stages.

https://bandori.fandom.com/wiki/Tamade_Chiyu (From Bandori (Bang Dream! Girls Band Party!))

Masaya Kaburagi

Masaya Kaburagi is a movie producer who also cultivates talent, going as far as to threaten the success of a show for the purpose of cultivating talents he can use in the future. Some of these talents include now-famous actors Aqua Hoshino and Kana Arima.

https://oshinoko.fandom.com/wiki/Masaya_Kaburagi

Toshirou Kindaich

Toshirou Kindaich is a director who specializes in theatrical performances. He is also the head of a theatre troupe named Lala Lai, which was bought out by StrawPro. He is highly skilled in producing theatrical works, and his troupe produces many famous theatre actors. The most prominent of which being Akane Kurokawa.

https://oshinoko.fandom.com/wiki/Toshirou_Kindaichi

Goa

Goa is a scriptwriter who specializes in adapting books into scripts. He worked on the Tokyo Blade adaptation, which was a massive success. He has a very good work ethic and will go out and read the source material several times before adapting it into a script. He is widely regarded as one of the most skilled writers in the entire industry.

<https://oshinoko.fandom.com/wiki/Goa?so=search>

Kazuma Satou

An editor who is extremely competent, but also lazy at the same time. He has a habit of procrastination and leaving everything till the last minute. However, he is still a great editor who worked on *Dig Deep One Chance!* as well as the show *Konosuba*.

https://konosuba.fandom.com/wiki/Satou_Kazuma (From Konosuba)

Subaru Natsuki

An editor who is also broke beyond comparison. All his money seems to disappear the moment he gets his paycheck. However, his editing skills are top-notch. Known for his work on *Love Now* and *Re:Zero*, he is someone who is capable of editing top-notch products.

https://rezero.fandom.com/wiki/Natsuki_Subaru (From Re:Zero)

Abiko Samejima

The author of the hit-selling manga series Tokyo Blade, which has sold over 5 million copies since its release, Abiko Samejima intends to continue working on her series. However, after also working on the Tokyo Blade script, she has also begun to write scripts for movies and plays.

https://oshinoko.fandom.com/wiki/Abiko_Samejima

Sumiaki Raida

Producer who specializes in making events come to fruition. Responsible for producing Tokyo Blade, his works are known far and near. He cares deeply about the staff under him, but the reason he works in this industry is to see the smiles of the people who come out of his plays.

https://oshinoko.fandom.com/wiki/Sumiaki_Raida

Ayase

A musical producer with a humble start. Ayase started his career making songs with Hatsune Miku, before being recruited by Sony Entertainment to form YOASOBI. Following that, YOASOBI topped the Japanese music charts several times, and ended up being the first Japanese band to top the global Billboard 100 with their hit song “Idol”.

[https://en.wikipedia.org/wiki/Ayase_\(music_producer\)](https://en.wikipedia.org/wiki/Ayase_(music_producer)) (Woah wikipedia (yes this is a real person))

Talent

Aqua Hoshino

An Actor and the twin brother of Ruby Hoshino. He first debuted in a movie directed by Taishi Gotanda and co-starring Kana Arima. Since then, he has been on both Love Now and Dig Deep One Chance! His connections in this industry are vast, and he will do whatever it takes to achieve his goals

https://oshinoko.fandom.com/wiki/Aqua_Hoshino

Ruby Hoshino

The leader of the revived B-Komachi and the twin sister of Aqua Hoshino, Ruby is extremely talented as an idol, with some even equating her star power to the one of the late Ai Hoshino. In addition to being an idol, she also served as a reporter in the TV show *Dig Deep One Chance!*

https://oshinoko.fandom.com/wiki/Ruby_Hoshino

Kana Arima

An actor who was formerly a child genius, acting in many roles throughout her childhood. However, since becoming a teenager, her job opportunities have decreased. However, despite this, she is still instantly recognizable by fans and producers alike, giving her a great opportunity to go back to doing what she loves. She is currently also a member of the revived B-Komachi.

https://oshinoko.fandom.com/wiki/Kana_Arima

Akane Kurokawa

A theatre actor who captures the hearts of everyone who watches her, Akane Kurokawa was inspired to begin acting by Kana Arima. However, after a terrible first encounter with her, Akane has sworn to never end up like her. Akane hails from the Lala Lai Theater company and has deep connections with several people still in that space.

https://oshinoko.fandom.com/wiki/Akane_Kurokawa

Mem

A streamer who had a dream to become an Idol. At a young age, her mother encouraged her to pursue what she loved. However, after her mother got sick, she had to go work odd jobs in order to support her family. After her mother recovered and she sent her siblings to university, she became a popular streamer. She was also in *Love Now* and was recruited into the revived B-Komachi soon afterwards.

<https://oshinoko.fandom.com/wiki/Mem-Cho>

Yukina Minato

Lead singer and songwriter for the band Roselia, Yukina always strives for perfection in her songs. She believes in the power of her band members and herself, and that through hard work alone they can reach the top of the industry. She has even gone as far as to turn down offers from Chu2.

https://bandori.fandom.com/wiki/Minato_Yukina (From Bandori)

Sweet Macaron

Sweet Macaron is a Virtual Idol. She performs exclusively online and has never made a live event. She was inspired by her brother to pursue this. Takane Sora, the girl under the persona, is actually a very timid girl afraid of social interaction, as opposed to her outgoing online persona. During her time as Sweet Macaron, she has amassed a massive following of supporters.

<https://tvtropes.org/pmwiki/pmwiki.php/Characters/IFellInLoveSoITriedLivestreaming> (Click on Takane Sora)

Yui

Lead singer and songwriter for the band Girls Dead Monster, which was originally a school band. After their first singer disappeared under mysterious circumstances, Yui was recruited in order to fill the position. Despite her young age, she has been able to help Girls Dead Monster turn from a school band to an international phenomenon.

<https://angelbeats.fandom.com/wiki/Yui> (From Angel Beats!)

Rie Takahashi

A genius voice actress who has worked on several hit anime, such as Re:Zero and Konosuba, Rie Takahashi has made a name for herself not only in Japan but also worldwide. She is often regarded as one of the most talented voice actresses of the modern era. Being a Japanese voice actress, she is also extremely good at singing.

https://en.wikipedia.org/wiki/Rie_Takahashi

Bocchi

The guitarist and songwriter for Kessoku Band. Bocchi, real name Hitori Gotō, is a shy and quiet person. She has always wanted to be in a band, but her introversion has prevented her from ever trying to create one. It took her to be practically kidnapped before she was able to join a band, and even then, she often took to performing in a box. Maybe this was destined to be as her first name literally means alone.

https://bocchi-the-rock.fandom.com/wiki/Hitori_Gotoh

Hatsune Miku

Hatsune Miku is an iconic virtual pop star, renowned for her turquoise pigtailed hair and futuristic appearance. She's a digital vocaloid created by Crypton Future Media, known for her youthful, anime-style appearance. Miku represents a fusion of technology and music, captivating audiences worldwide with her catchy tunes and engaging concerts despite being a virtual entity.

Hatsune Miku has released over 100,000 songs from thousands of creators, and has had several sold out concerts. For the purposes of this committee, Miku is now a sentient AI, capable of communicating with the other members of StrawPro.

https://en.wikipedia.org/wiki/Hatsune_Miku