# Achievements and future development of Station Renaissance

February 2005

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Life-style Business Development Headquarters
East Japan Railway Company



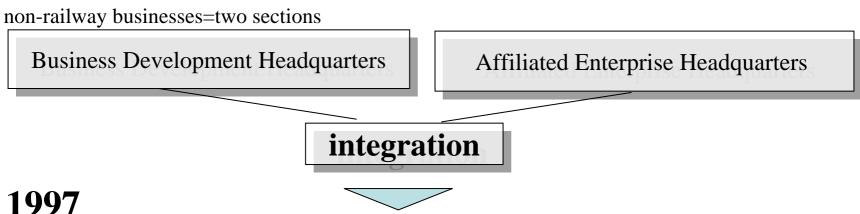
# I. Non-railway businesses of JR-EAST

# Life-Style Business Development Headquarters

#### 1. During the JNR age

Mainly railway business

#### 2. 1987 ~privatization~



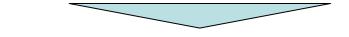
3. 1997

Life-style Business Development Headquarters

#### **Current Railway Business Situation**

# **Environmental changes**

- 1. Fewer children and rapidly ageing population
- 2. Severer competition with other transport media
- 3. Returning of residents to the center of Tokyo



The decline is faster than we expected

### **Basic Approach to Business Development**

- 1. Collaboration of railway and life-style service businesses = two inseparable elements of management
- 2. Effective utilization of stations and other station-related assets
- 3. Market to our 16 million passengers per day

4. Enhancing Group company value and achieving higher profitability

#### **Business composition of Life-style Services Business by segment**

#### **Breakdown of operating turnover**

**Turnover: \2,542.1 billion** 



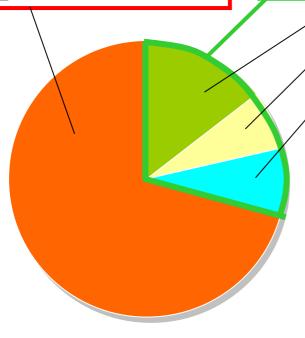


**Station space-using business: 14%** 

**Shopping/office business: 7%** 

Other business: 8%

**Current status** 



**■**Transportation

Turnover: 1,798.1 billion

**■**Life-style Services Business

Turnover:  $\sqrt{744.1}$  billion

**Station Space Utilization: 366.4** 

**Shopping centers** 

& Office buildings : 175.2

Other business : 202.5

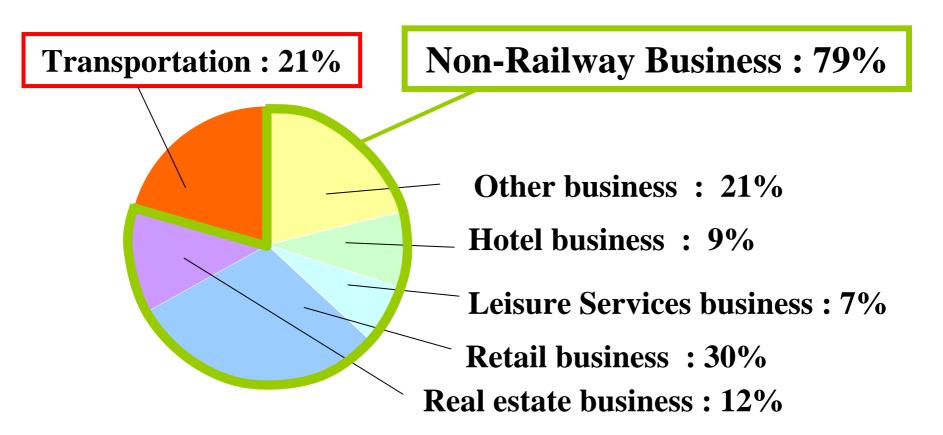
Year ending in

**March 2004** 

# <Case> Tokyu Corporation Income from Non-railway Business (by segment)

#### **Breakdown of operating turnover**

**Turnover: \1,223 billion** 



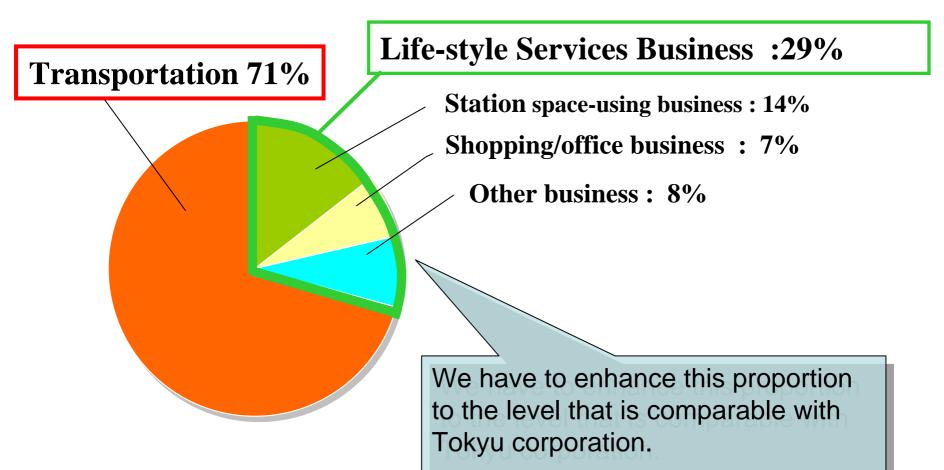
Year ending in March 2004

#### **Business composition of Life-style Services Business by segment**

#### **Breakdown of operating turnover**

**Turnover:** \2,542.1billion

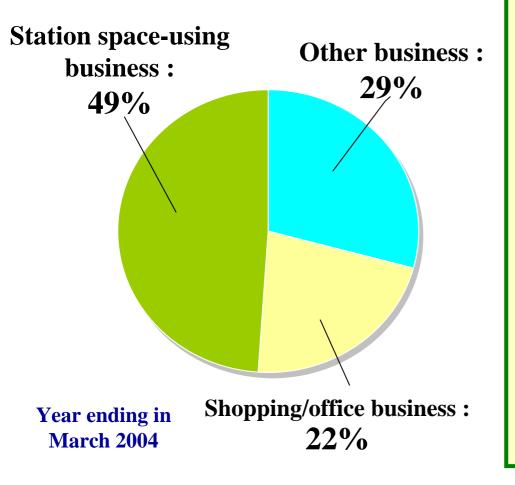
Year ending in March 2004



#### **Income from Life-style Services Business (by segment)**

#### **Breakdown of operating turnover**

Turnover: \751.3 billion



#### [Current status]

■Station space business

Turnover \366.4 billion

Retail sales, food & drink in station

#### **■Shopping/office business**

Turnover \175.2 billion

Shopping centers : 119

(Tenant turnover \960 billion)

Office buildings : 15

(Rentable area:104,579 m²)

#### **■**Other business

Turnover \202.5 billion

Hotels :43(5,284 rooms)

Advertising :\86.4 billion

#### Station Space Using Business kiosk, nre, jefb

- Turnover: \366.4 billion
- ■Operating profit/turnover rate 7.4% (March 2004)

**■**Conventionally,



< Recent development>

- ○Convenience store :NEWDAYS(372)
- ○Mujirushi ryohin com KIOSK(18)
- ○Bookstore : BOOK GARDEN(18)
- ○Barber shop : QB HOUSE(28)
- Ouick massage: Temomin(4)

**■**Currently,



\* ( ) No. of shops

#### **Shopping and Office Business**

#### <Station Building>

■Sales by Tenants:\960 billion

**■**Operating profit/turnover rate: 26.4%

■44 group companies

(March 2004)

Conventionally,

One station building per station

One station building per company

Currently,

- ■Flagship station building ⇒ Restructuring (Scrap&Build)
- ■Composite station building (Commercial facilities/offices)

Recent development

⇒Flagship: Atré(9), LUMINE(13)

 $\Rightarrow$ Complex(6): JR Shinagawa East Bldg.





#### **Hotel Business (Others business)**

■Turnover : \43.8 billion

■19 group companies

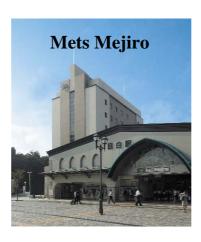
(March 2004)

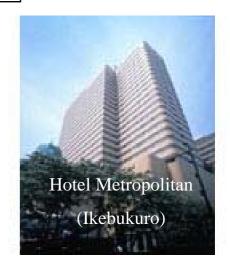
\* ( ) No. of hotels

- ■City Hotel type(11)
  Hotel Metropolitan, Tokyo Station Hotel,
  Hotel Edmont, etc
- ■Business Hotel type (15) Hotel Mets chain
- Others(17)
  Hotel Dream Gate Maihama
  Folklore
  Familio

etc.

\* No. of member hotels / 43 Total no. of guest rooms / 5284

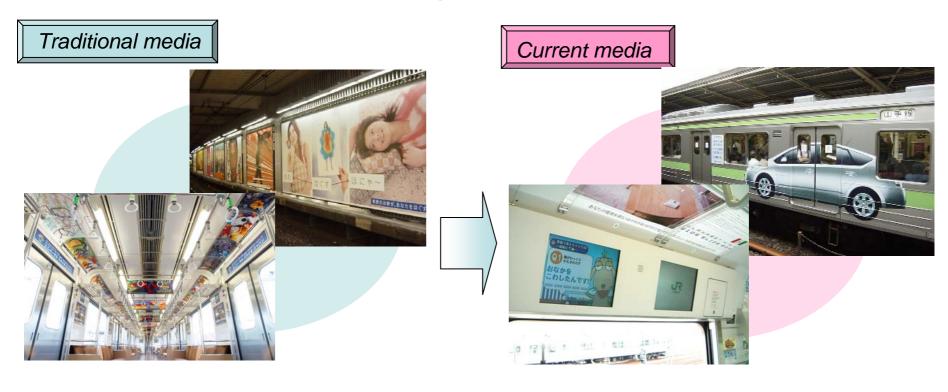






#### Advertising and publicity (Other business)

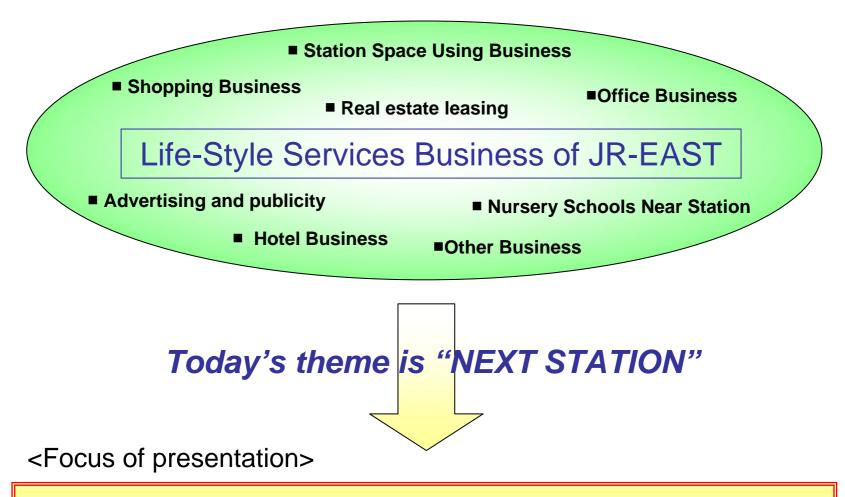
- ■Turnover: \86.4 billion (March 2004)
- ■1 operating company and 1 working company
- ■Traditionally, we have developed posters in stations and railcars, and signboard advertisements
- ■Currently, we are developing new advertisement media including railcar body advertising, moving-image advertisements in railcars (E231 series) and stickers on automatic ticket gates.



# **II. Realization of "NEXT STATION"**

~ Station Renaissance ~

# Today's theme



STATION RENAISSANCE OF JR-EAST

### Station Renaissance

**■**Station Renaissance is

**Large-scale development** 

~ Development Case ~

# Ueno Station Renaissance

# **Ueno Station**

# 1. History

■Jury 1883 : Operation commenced between <u>Ueno</u> and Kumagaya

■September 1923: Station building burned down during the Great Kanto

**Earthquake** 

■April 1932 : New station building (current building) completed

■March 1985 :Opetation of Tohoku Shinkansen started between <u>Ueno</u> and

Morioka

■June 1992 : Tohoku Shinkansen extended from <u>Ueno</u> to Tokyo

# 2. Issues

With the exception of Shinkansen facilities, most facilities were constructed between the 1920s and the 1930s – after the Great Kanto Earthquake of 1923.

- **■**Complicated and inconvenient old station facilities
- ■Overall deterioration and out-dated facilities, with some inefficiently managed
- ■No fire or earthquake disaster prevention facilities











⇒ Making a customer- friendly station







⇒Creating a customer – friendly station

= Creating an easy-to-use station

Before refurbishment: Front entrance (outside)



After refurbishment: Front entrance (outside)



⇒Renovation station appropriate for the region

Before refurbishment: Concourse outside the central ticket gate



The concourse *⇒ gloomy and cluttered* 

After refurbishment:
Outside the central ticket gate (Grand Concourse)



⇒ We named the area "Grand Concourse"

Before refurbishment: Shinobazu exit underpass



underpass ⇒ gloomy and cluttered

#### After refurbishment: Shinobazu exit underpass



#### Refurbishment of Front entrance (inside)



#### Information services space "Break"





⇒ We established the "Break" information services space

#### A station with a cultural flavor







■Enjoying time in the station①

Concert of Tokyo National University of Fine Arts and Music



■Enjoying time in the station②

# Birth of the shopping street "atré Ueno"

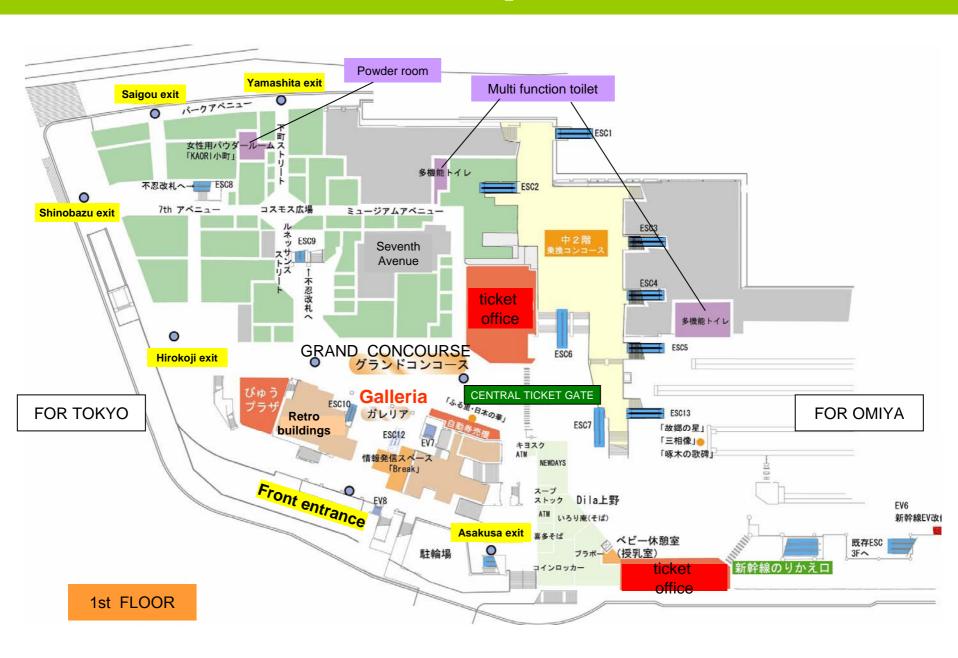
- Development Case (Ueno Station)

■Development concept

"Fusion of the station and the community; synergy with the community"

- ■Retail area : 6,000m² (retail: 4,000m²; food and beverages: 2,000m²)
- ■No. of tenants : 54 (8 of which are local tenants)
- **■**Target group: All station users
  - ⇒ Strategically targeting females in their 20s and 30s living in the Tokyo metropolitan area
- **■**Features
  - ONanabangai (Seventh Avenue) Shopping zone combining the atmospheres of both the new and old towns
  - ORetro Building Food and beverage zone fully utilizing the atmosphere of the classic station building
- Operating company: The EKIBIRU Development Co., TOKYO

(Wholly JR East-owned subsidiary)



# Birth of the shopping street "atré Ueno"

Development Case (Ueno Station)







- Nanabangai (Seventh Avenue)
  - ☐Retail sales
  - ☐Foods & cafe

atré Ueno

# Birth of the shopping street "atré Ueno"

Development Case (Ueno Station)







#### **■Retro Building**

- · Restaurant zone (food and beverages)
- Hard Rock Cafe opened an outlet for the first time in a station

atré Ueno

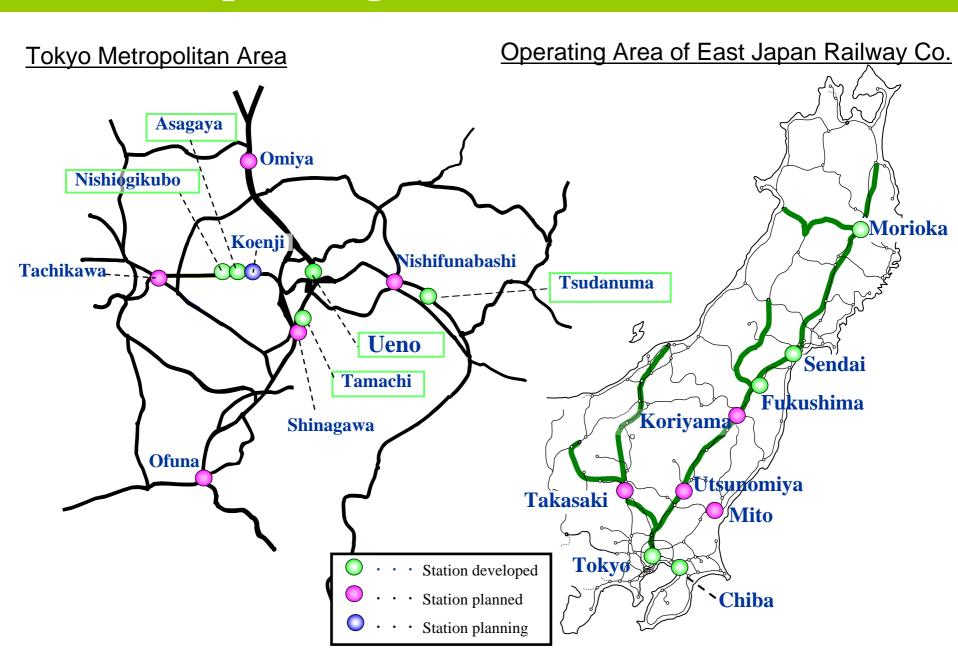
# Effects of Ueno Station Development

- 1. Increase in railway users
- 2. atré Ueno breaking estimated sales
- 3. More people shopping and sightseeing in areas around Ueno Station ⇒ shower effect
- 4. Area revitalization through collaboration with the local community



Co-existence and co-prosperity with local communities and stations to form a harmonious city

# **Spreading Station Renaissance**



# Problems of Station Renaissance ①

# **■**Cost reduction

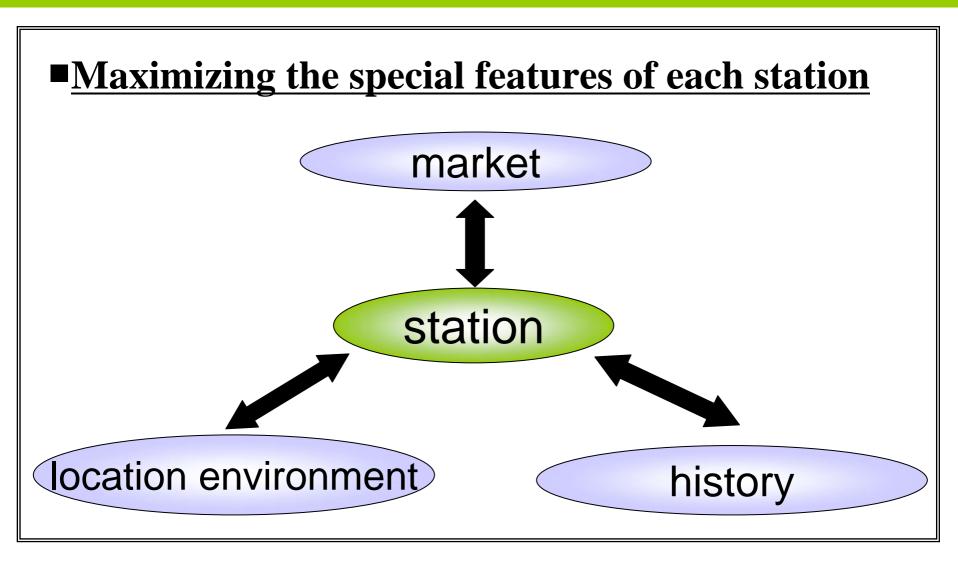
• We have to consider how to reduce infrastructure development costs

review of how to order

review of construction method

shortening of construction schedule

# Problems of Station Renaissance 2

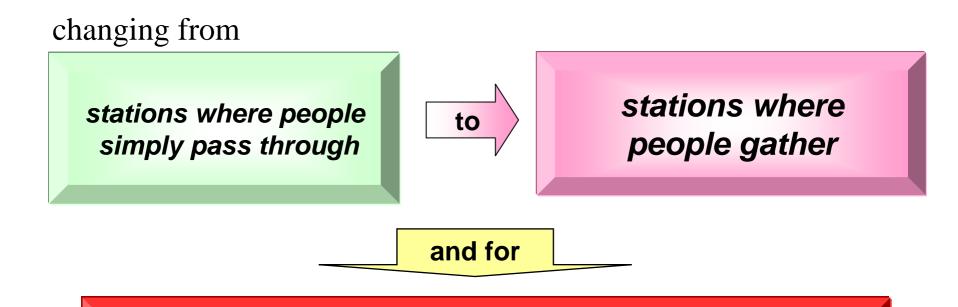


# Problems of Station Renaissance 3

Ensuring the flexibility of shop change in the shopping space of each station shopping zone Change in customer's tastes quickly changing shops Change timely freely In competition

#### **Problems of Station Renaissance**

Overcoming the above problems is needed for · · ·



Maximizing our business resources

