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Japan Newsletter

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Introduction

Welcome to the Fourth Edition of the Japan Newsletter

Transparency is the theme running through this section, and the widening gap between Japan's traditionally permissive stance on AI training and the growing pressure - regulatory and reputational - to show your work. This is not an abstract debate. On August 25, the government formally adopted its Principles Code, calling on generative AI operators to disclose how they train their systems. It is a soft-law instrument, but one that arrives alongside the first real litigation testing these questions in Japanese courts, and a rights-holder community no longer content to raise concerns quietly.

Our interviews bring together key perspectives on what this shift means in practice: how law firms themselves are adapting to AI, where Japan's copyright framework actually draws its lines, and where the real opportunities lie in monetizing IP. We are extremely grateful to Satoshi Sato, General Manager of the Intellectual Property Department at Rakuten Group, Inc., who shared with us his perspective on how AI is reshaping patent strategy, enforcement, technical standards and the work of in-house IP teams, as well as the regulatory challenges facing global technology companies.

This newsletter is produced for international law firms, counsel and business professionals with an interest in the Japanese market. If you have news, a transaction, or an expert perspective you would like to bring to an international readership, we would like to hear from you. Please contact us directly to discuss featuring your news in a future edition.

Editor
Lee Saunders

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Japan's Different Rules for AI: Why Local Context Matters



Isaku (Isaac) Uchiyama
VP Asia Pacific / Head of Tokyo Office
Nishlis Global Legal Marketing



Japan has taken a distinctive approach to AI and copyright. Its legal framework permits certain uses of copyrighted works for AI training without permission from rightsholders, creating an environment that has generally supported AI development.

At the same time, expectations are evolving. The government's Principles Code, adopted on 25 August, calls for greater transparency around how AI systems are developed and trained, while rightsholders and industry bodies are taking a closer interest in how AI uses their content.

For companies from the US, UK, and Europe, how should a business approach AI in Japan when the legal framework may differ from the rules it already follows elsewhere? We asked three specialists to consider the legal position, the changing role of the legal profession and the commercial potential of AI for intellectual property.

The law: understand the boundaries

Yuichiro Suzuki of Kubota Law addresses the first question international businesses ask: what can we legally do in Japan?

Article 30-4 of the Copyright Act permits certain uses of copyrighted works for AI training without rightsholder consent, but with limits. The circumstances of the use, its impact on rightsholders and whether an output reproduces protected expression can all become relevant.

Suzuki's key message is not to assume that a global compliance framework answers every question under Japanese law. Japan does not currently take exactly the same approach to training-data disclosure or opt-outs as some other jurisdictions. Human creative involvement also remains important to copyright protection in AI-generated work, so records showing how contributors shaped the final output can provide useful evidence.

The profession: how AI changes legal work

Maki Kadonaga of Anderson Mori & Tomotsune, where she is Chief Knowledge Officer, considers what AI means for the legal profession. One of the biggest opportunities lies in making a firm's accumulated knowledge more accessible, including the tacit knowledge, such as professional judgement and experience, that lawyers may never formally record.

Client expectations are changing too. Japanese legal departments increasingly ask about the AI tools their lawyers use, the handling of confidential information and responsibility for AI-assisted work. As in-house teams use AI for research and initial drafting, external counsel may need to emphasise judgement, strategic advice, and specialist knowledge, which could affect how international companies assess firms.

The opportunity: finding value in IP

Aaron Mollin of IPDefine takes a commercial view: how can companies use AI to find value in the IP they already own? Rather than focusing only on infringement risk, he argues AI can help identify valuable opportunities in patent portfolios, including patents that other companies may already be using. AI supports the initial analysis, and specialists then assess the evidence and commercial value. He sees particular potential in semiconductors and telecommunications, where portfolios can be substantial.

A Japanese market perspective

From my perspective working on the ground in Japan, the question for overseas companies is rarely simply, "Is this legal?"

Japan can appear unusually permissive when its AI copyright rules are viewed from overseas. But that does not mean Japanese companies, clients or consumers will be equally comfortable with every use the law technically permits. Trust, reputation, and the ability to explain how something is being done can be just as important as the legal position. "Our lawyers have confirmed we can do this" is only the beginning of the conversation.

Recent headlines show the direction of travel. The August 2026 Principles Code focuses on transparency and explanation rather than simply drawing another legal boundary: participating AI companies are expected to disclose aspects of how their systems are developed and trained, and to explain why if they do not follow particular principles. At the end of September, the Tokyo District Court ruled that the unauthorised commercial use of an AI-generated imitation of voice actor Kenjiro Tsuda's voice infringed his publicity rights. It was not a copyright-training case, but it shows Japanese courts confronting where AI innovation meets the rights of creators and individuals.

Alongside the litigation brought by Nikkei, Asahi and Yomiuri against Perplexity, these developments make it harder to call Japan simply an "AI-friendly copyright jurisdiction." The framework may facilitate innovation, but the commercial and social environment is increasingly attentive to accountability, attribution, and the treatment of rightsholders.

This creates a distinction between legal permission and market permission. You may be able to use data in Japan in ways that would be difficult elsewhere, but if customers, creators, partners, or employees do not understand how it is used, the reputational consequences can outweigh the legal advantage.

Companies entering Japan succeed most when they resist importing their global policy wholesale and ask how it will be understood locally. That does not mean a separate AI strategy. It means giving local management and advisers a real voice, understanding expectations around transparency, confidentiality, and intellectual property, and being prepared to explain not only what the company is entitled to do, but why it has chosen to do it.

That is where the real opportunity lies. Japan remains highly interested in AI and its economic potential. The challenge is not to approach Japan defensively, but to combine that opportunity with the trust and local understanding the market expects. Companies that do both will be in a much stronger position as Japan's AI market develops.

We are immensely grateful to our professional experts in this magazine who address the specifics of these trends.



Fireside Chat Section

Judgment: The Lawyer's Edge in the AI Era



Maki Kadonaga
Partner and Chief Knowledge Officer, Anderson Mori & Tomotsune (AMT)



From a Chief Knowledge Officer's perspective, how is generative AI changing the way law firms think about internal knowledge as an asset rather than simply a resource for lawyers to search?

Generative AI is shifting internal knowledge from a passive repository into an active strategic asset. The value lies in structuring, tagging, and continuously improving that knowledge so AI can retrieve, synthesize, and repurpose it at scale. This changes the KM agenda: the goal is no longer only "find the right document," but "make institutional know-how machine-readable, reliable, and reusable." Firms that treat knowledge as data with governance, metadata, and quality control will create a durable advantage in speed, consistency, and client service.

What types of law-firm knowledge are most valuable for AI—precedents, deal experience, litigation know-how, client alerts, internal memoranda, or something else—and where do you see the greatest practical opportunities?

The most valuable knowledge for AI is not a single knowledge category, but knowledge that has repeatability, context, and outcomes. In addition, structured explicit knowledge such as templates and precedent documents can now be used more broadly than before, provided it is properly organized and maintained. Equally important, however, is tacit knowledge: the insights, judgments, and thought processes that lawyers have historically relied on but not always articulated. In specialized legal practice, the key to improving AI performance is how effectively this tacit knowledge can be converted into explicit knowledge and incorporated into the system.

Are Japanese corporate legal departments beginning to expect their outside counsel to have clearer policies around how AI is used in producing legal work, and what kinds of questions are clients now asking their law firms?

Yes. Until recently, this type of explanation was more often requested by overseas clients, but over the past few months Japanese corporate legal departments have also increasingly sought clearer explanations of how AI is used, particularly in relation to confidential information, quality control, and accountability. In response, we believe that maintaining transparency is essential to building and sustaining trust with clients, and we therefore provide clients with a careful explanation of our security measures, the intended uses of AI tools, and our broader AI governance framework, ensuring that clients fully understand and consent to our use of AI on that basis.

Do you think AI will change the traditional relationship between law firms and in-house legal teams by allowing companies to retain and reuse more legal knowledge internally rather than repeatedly purchasing similar advice?

The adoption of generative AI is reshaping the relationship between law firms and in-house legal teams.

Elevating the Focus of External Counsel: With preliminary research and initial drafting increasingly managed in-house through AI, corporate legal departments are focusing their external inquiries on higher-stakes, complex challenges. Law firms are increasingly relied upon for authoritative validation, navigating unprecedented legal risks, and providing the trusted institutional backing necessary for critical decisions.

The Premium on Specialized Insights: While AI can synthesize existing knowledge, it lacks the ability to navigate unprecedented legal landscapes. External counsel is sought not for routine drafts, but for nuanced, bespoke advice and strong interpersonal communication capabilities that align with a company's broader strategic goals.

Ultimately, the law firm-client dynamic is transitioning from discrete, query-based consultations to a deeper, more collaborative alliance centered on trust, high-value judgment, and strategic synergy.

Anderson Mori & Tomotsune is one of Japan's largest and most established full-service law firms, counted among the country's "Big Four." The firm has over 700 professionals across 15 locations, and it advises Japanese and international clients on M&A, finance, dispute resolution, IP, technology and more.

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Fireside Chat Section

What Foreign Companies Need to Know About AI and Copyright in Japan



Yuichiro Suzuki
Senior Associate, Attorney-at-Law,
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How are regulators actually deciding, case by case, when training crosses into "unfairly harmful"?

Under Article 30-4 of the Japanese Copyright Act, using works to train AI is generally allowed without the consent of the rightsholder, because it is treated as a use that is not for "enjoyment", in other words information analysis. This is one reason why Japan is sometimes called a "machine learning paradise". The limit comes from the proviso of the Article 30-4, which excludes any use that would "unreasonably prejudice the interests of the rightsholder". It would exclude the case where a purpose of "enjoyment" exists at the same time, for example a system that is designed to reproduce specific works. The 2024 "Approach to AI and Copyright" published by the Agency for Cultural Affairs gives useful guidance, but it has no binding force. In the end, the line is drawn by the courts. We see that the main issues would be whether the dataset replaces a market that the rightsholder actually serves, whether the outputs reproduce protected expression and so on.

If we already meet Europe's transparency standards, what more do we need to do for Japan?

We see that the EU standard is a good starting point, but by itself it is not a safe position in Japan.

The EU AI Act focuses on transparency and on respecting requests from rightsholders to opt out of text and data mining. In Japan, there is no similar duty to disclose training data, and there is no way for rightsholders to opt out under Article 30-4. For this reason, meeting the EU standard does not automatically mean that you meet the Japanese standard. What matters in Japan is different. The main questions are whether you avoided technical access controls when you collected the data,

whether your dataset replaces a market that the rightsholder serves, and whether your outputs are similar to, and based on, specific works.

Since enforcement is reputational, how should a foreign company weigh that risk differently than a Japanese one would?

A foreign company faces the same copyright law as a Japanese company. However, there are two differences that are worth noting. First, foreign companies often have less access to Japan's informal industry channels, which operate in Japanese, and in which pressure from rightsholders often builds up before it becomes public. A recent example is the reaction to OpenAI's video tool Sora 2 in late 2025. Soon after its release, an industry body called CODA, whose members include major Japanese publishers and film and animation studios, sent OpenAI a formal request to stop using its members' works for training without permission, and other rightsholders issued a joint statement. Much of this pressure formed through industry bodies, and in Japanese first, so a company that is not close to these channels may notice the concern only after it has become public.

Second, damage to reputation can spread back to the company's home market and become larger there.

The more important point, however, is that the risk is no longer only about reputation. Civil litigation against AI companies is now actually taking place in Japan, as explained earlier. A foreign company should therefore prepare for the possibility of being sued here in Japan, and not only criticized.

What records should we be keeping now to prove a human meaningfully contributed to AI-assisted work?

The AI itself cannot be the author. In Japan, the output of an AI is protected by copyright only when there is both a human "creative intention" and a human "creative contribution". Whether this level is reached is judged case by case. The factors include the amount and the content of the prompts and inputs, the number of times the output was generated, and the choice made among several outputs. Simple effort is not enough.

In practice, we recommend keeping records at the time of the work. These include the different prompts that you tried and how detailed they were, how many times you generated the output, your decisions on selection and editing, and drafts that were made by a person. This is the evidence that shows that a human, and not the model, shaped the expression.

With multiple Japanese agencies issuing separate AI guidance, where are foreign companies most likely to fall through the cracks?

The most common problem would be to treat this matter only as a copyright issue. Copyright is handled by the Agency for Cultural Affairs. However, AI governance in

Japan also involves several other bodies. These include the METI and the Ministry of Internal Affairs and Communications, which issue the AI Business Operator Guidelines, the Personal Information Protection Commission, which deals with training data that contains personal data.

In addition, foreign companies may sometimes assume that meeting EU rules is also enough for Japan. As explained earlier, the Japanese framework is built on a somewhat different basis, so compliance in Europe may not always cover the position in Japan.

In practice, how often is the "unfair harm" rule actually enforced against foreign companies, versus staying mostly theoretical?

We think that the proviso of Article 30-4 of the Japanese Copyright Act itself has not yet been tested against an AI company in a decided case, so in this sense it is still mostly theoretical. However, this kind of litigation has now begun. In August 2025, three major Japanese newspapers, starting with the Yomiuri, sued the US company Perplexity AI in the Tokyo District Court for infringement of the reproduction right and the public transmission right. The damages claimed were in the billions of yen.

If our company is based abroad but our AI-generated content reaches the Japanese market, whose law governs a dispute?

It depends on the facts. Being based abroad does not protect you. When acts of use, or the resulting damage, take place in Japan and involve Japanese works, Japanese copyright law can apply, and the Japanese courts may accept the case. The Perplexity litigation, in which a US company is being sued in Tokyo, is a good example. The exact analysis of which law applies depends on the conflict of laws rules in Japan and on the specific acts involved, and it should be considered case by case.

Does light editing or curation of AI output count as enough human involvement to establish ownership?

Basically, no. Because ownership in Japan depends on a real creative contribution, light editing, or selection by itself is usually not enough. Choosing a favorite from a group of outputs, or giving a short prompt, will probably not be sufficient.

On the other hand, substantial arrangement, meaningful editing, and elements that were made by a person can be protected in those parts. It is better to be able to point to specific creative choices that a person made when shaping the final expression.

Is there any public record of companies that have been named or warned, or does that stay within industry circles we wouldn't see?

We think that there is no government list of companies that have been named or warned, of the kind that the question suggests.

The Japanese AI Promotion Act, which came fully into force in September 2025, is designed mainly to promote AI. The government can investigate serious cases that cause harm to rights, and can give guidance and advice, but there are no penalties and no public list of sanctions. What is public, however, is the litigation. Court filings, such as the newspaper cases against Perplexity, and Japan's first criminal referral over an AI generated image in late 2025, are on the record. Pressure from industry is also visible in the news. For example, as mentioned above, groups of Japanese rightsholders publicly asked OpenAI to make changes to its Sora video tool.

If a Japanese company claims our AI output copied their work or style, what does resolving that dispute actually look like, and how does it compare in cost and time to a similar dispute in the US or Europe?

First, "style" by itself is not protected in Japan. The look or the manner of an artist is treated as an idea, which is not protected. A claim that can succeed needs both similarity to protected expression and reliance, or derivation. Reliance can sometimes be assumed when the work was included in the training data. A dispute is usually handled as ordinary infringement litigation in the Tokyo or Osaka District Court, both of which have special divisions for IP cases. It usually begins with warning letters, and it is often settled. Compared with the United States, litigation in Japan generally has no jury, much more limited discovery, and lower headline damages. A contested case often takes more than one year. For these reasons, it tends to be more predictable and less expensive than similar litigation in the United States.

Kubota is a Tokyo-based IP-focused law firm whose history goes back to 1994, when it began as the Kubota Law & Patent Office. It merged with the Tokyo office of Lovells (now Hogan Lovells) in 2008 and went independent again in 2015. The firm is known for patent litigation across all technologies, and it also handles a large volume of trademark work, including prosecution, enforcement and customs actions.

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Fireside Chat Section

AI, IP and the Next Generation of Patent Strategy



Satoshi Sato
General Manager, Intellectual Property Department, Rakuten Group Inc.



Satoshi Sato, General Manager of the Intellectual Property Department at Rakuten Group, Inc., shared with us his perspective on how AI is reshaping patent strategy, enforcement, technical standards and the work of in-house IP teams, as well as the regulatory challenges facing global technology companies.

As AI becomes increasingly embedded across technology businesses and their products and services, how is it changing the way companies think about intellectual property strategy and protection?

In my observation, patents will be at the center of legal protection for innovation related to generative AI. Industrial players in the US and China are investing heavily in R&D for AI-related technologies as well as patent prosecution. A number of different models, such as Generative Adversarial Networks, Large Language Models, and Variational Autoencoders, are increasingly subject to patent activity by industry players, as highlighted in recent patent landscape reporting by WIPO.

Those engaged in patent prosecution must also pay close attention to patentability and enforcement. This is a phenomenon common to software inventions generally, not just AI: when patent claims cover internal processing, detecting infringement becomes extremely difficult. Developing swift and efficient ways to detect infringement will therefore be crucial to patentees.

The USPTO has also issued guidance and examples regarding the patent eligibility of AI-related inventions. Finding effective solutions has long been a key focus in IP, and AI-assisted analysis may help streamline these efforts.

You mentioned that AI-related patent infringement can be difficult to detect. Can you explain why this is particularly challenging in practice?

Patents relating to software, particularly those covering internal processes or protocols, present practical enforcement challenges. Where patented activity takes place within a system and cannot easily be observed externally, it can be extremely difficult for a patent owner to determine whether infringement is actually occurring.

AI innovation can involve patents, copyright, trade secrets, proprietary data, and other intangible assets. How should companies think about the right combination of protections when no single form of IP protection covers the whole picture?

From my perspective, there will be no fundamental shift in how AI innovation is legally protected. Combining patents, copyright and trade secrets can provide stronger overall protection for AI innovation.

In practice, however, managing these protections is more complex, as tracking how each component is safeguarded across distinct legal frameworks presents an ongoing challenge.

One interesting question for technology companies is what to protect as proprietary IP and what to share through open-source models, partnerships or wider technology ecosystems. How do you see companies approaching that balance as AI develops?

There are signs of increasing standardization of protocols between AI agents, as well as between LLMs and external resources. In my view, this could spark discussions similar to those that took place in the telecommunications sector. We may also see heightened activity from non-practicing entities (NPEs) involving standard-essential patents.

You compared emerging AI protocols and standards with developments in telecommunications. What similarities do you see, and could standard-essential patents become important in AI?

In the telecommunications industry, patent litigation has often been closely linked with technical standards. Telecommunications devices must utilize specific protocols defined by industry standards, and patents frequently cover technologies essential to implementing those standards.

If similar technical standards become widely adopted in AI, I expect comparable issues to emerge. For example, standards may develop around communication between AI agents or between large language models and external systems. The Agentic AI Foundation is one example of an organization working on common standards and protocols for agentic AI.

If patents cover technologies that become part of widely adopted AI standards, issues around standard-essential patents, licensing and potential litigation will become increasingly critical. Activity from Non Practicing Entities (NPEs) may also increase.

Generative AI is also changing the work of IP teams themselves. Where do you see the greatest potential for AI in areas such as prior art research, patent drafting, portfolio management, and other IP-related work, and where is human judgement still particularly important?

As many experts anticipate, AI will streamline document preparation and administration workflows across the legal and IP sectors. In the IP world, we are already seeing companies explore generating patent filing documentation using AI.

The USPTO has also issued guidance addressing inventorship in AI-assisted inventions, reflecting questions that are already emerging around AI's role in the patent process.

For a global technology business operating across multiple markets, AI can raise vastly different IP and regulatory questions from one jurisdiction to another. What should companies be thinking about when developing an international approach to AI-related IP?

Beyond the technical and strategic considerations mentioned, managing international AI inventions requires navigating divergent regional regulations that apply to AI.

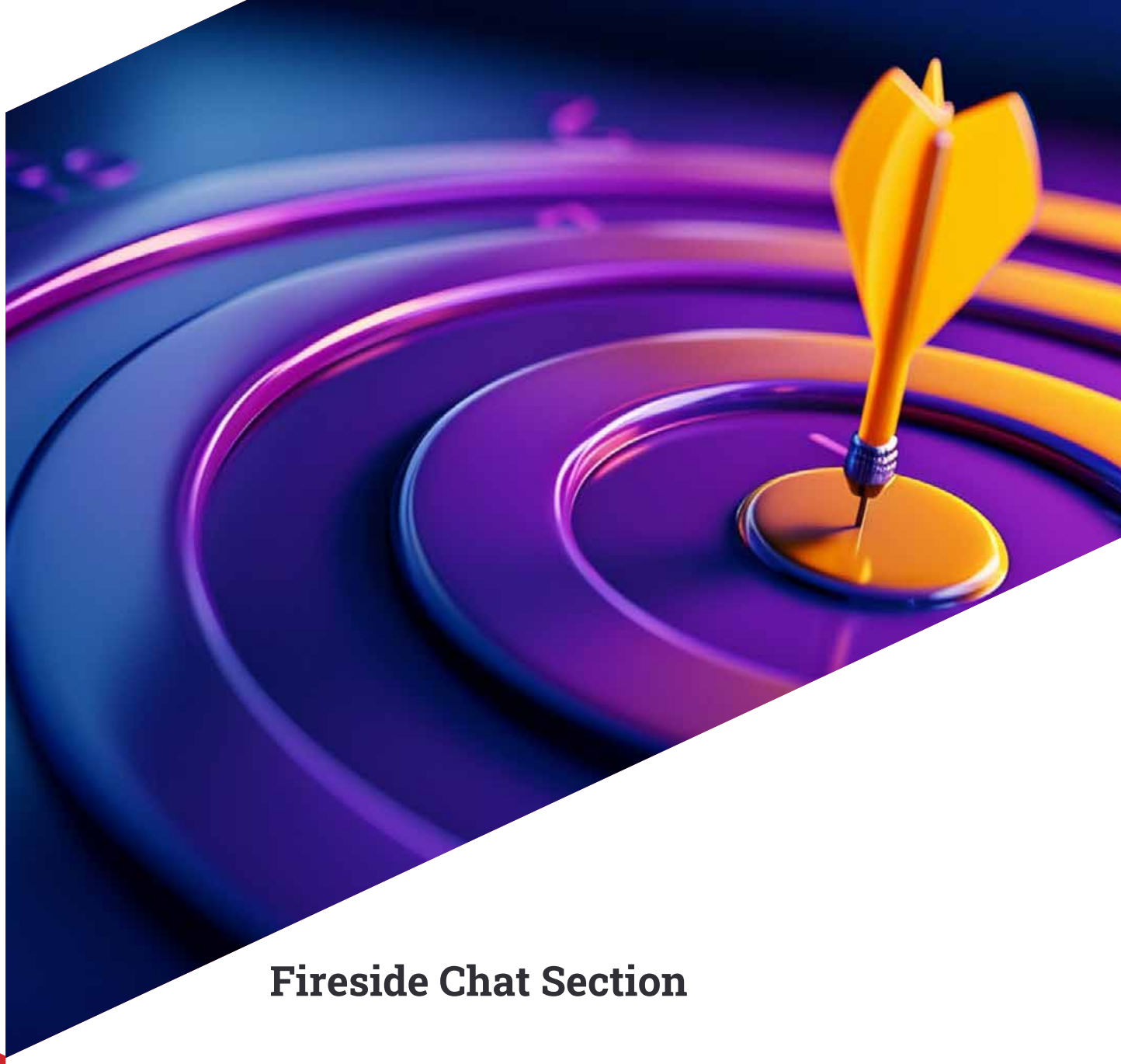
Different jurisdictions are developing different rules around AI. For a global company, which differences between countries or regions are the hardest for an IP team to manage in practice?

AI regulation is still evolving, so there are no definite answers at this stage, as regulatory frameworks remain fluid.

The EU is one particularly important region to watch, as it is developing a relatively stringent regulatory approach to AI. At the same time, many other countries and regions are likely to establish their own regulatory frameworks.

For global companies and their IP teams, the primary challenge is keeping pace with this evolving landscape and maintaining a clear view of regulatory developments across jurisdictions.

Founded as an online marketplace, Rakuten has expanded over the past three decades to offer services in e-commerce, fintech, digital content and communications to 2 billion members around the world, with operations in 30 countries and regions.



Fireside Chat Section

Rethinking Your IP Strategy in the Age of AI



Aaron Mollin
CEO, IPDefine



How should companies determine whether an existing body of content, data, know-how, or documentation is actually a monetizable IP asset?

At this stage, using anything other than AI to identify the monetization potential a single IP asset, or multiple IP assets, is an exercise in absurdity. In some cases, such as a thorough examination of a single IP asset, a good LLM will likely do the trick. For more complex endeavors, such as identifying the monetization potential of a portfolio of thousands of IP assets, a more specialized offering, such as IPDefine's AI-derived Patent Infringement Database may be the better option.

Once monetization potential has been identified, in most cases you will need to enlist the help of a specialist to flesh out the elements required to prove that the monetization potential is actionable. For example, in the case of patents, often you may have an inference that a patent is infringed (and therefore monetizable); however, you might have to conduct reverse engineering to unearth the evidence required to actually enforce the patent against the infringer.

How do you put a commercial value on a proprietary dataset, content library, archive, or specialist body of knowledge for AI purposes?

Once again, AI will be able to do a pretty good job at getting you to a ballpark figure as a starting point. From there, you are best off engaging a valuation/damages specialist who will be able to conduct more detailed analysis and provide you with a real-world assessment. These expert assessments are particularly important, because without them it may be difficult to engage a law firm to represent you on a contingency basis, or a litigation funder to fund your case.

Should companies be thinking about licensing their IP specifically for AI training rather than simply trying to prevent AI companies from using it?

Honestly, I don't think any AI companies really care to license IP, as they are well aware of the fact that it will likely be more burdensome and costly in the long run to engage in complex licensing campaigns with multiple IP owners, than to simply infringe and potentially deal with the consequences later.

Does AI create opportunities to monetize IP that previously had little standalone commercial value?

This is a good question, and one I haven't had an opportunity to put too much thought into. My gut response is to say "no" because worthless IP is worthless IP, no matter how you slice it. This is particularly true of patents, wherein inherent value can only really be determined vis-a-vis infringement. If a patent isn't being actively infringed, it's essentially worthless (very low chance anyone will pay you for it). With that said, in the case of copyrighted works, the concept of IP being "worthless" is a bit fuzzier. For example, a song that sounds horrible to most people might appeal to a different, niche audience. In that case AI might be successfully utilized to identify and proliferate said music to that audience.

Where do you see the greatest IP monetization opportunities for Japanese companies specifically?

Patents. Specifically, infringed patents. Japan is literally sitting on trillions of dollars of unleveraged, infringed patents, across some of the most valuable technology areas, including semiconductor and telecommunications. Japan is essentially one patent enforcement revolution away from regaining its position as a global superpower.

How should companies decide between exclusive and non-exclusive licensing of IP for AI-related uses?

Keeping in line with my previous response, companies should not expect to be able to license their IP for AI-related uses.

Are companies spending too much time asking how to stop AI from using their IP, when they should also be asking how to get paid for it?

Yes. More specifically, they should be asking AI how to get paid for it.

Aaron joined IPDefine as Chief Legal Officer in 2022 and became CEO in 2023. The Tokyo-headquartered company brings together legal, IP, AI, and finance experts,

to manage and monetize patent portfolios owned by innovation-rich Japanese and Taiwanese companies. IPDefine's AI, the first able to identify and rate patent infringement, holds over 700 million infringement records across more than 15 million patents, and is leveraged by IPDefine in all of its monetization activities.



News in Brief

Japan sets AI transparency rules to protect copyright holders

On August 25, the Japanese government adopted guiding principles calling on generative AI operators to disclose the data and methods used to train their systems, in a bid to protect intellectual property rights amid the technology's rapid spread. The Principles Code is not legally binding, but businesses that sign on will notify the government and publish details of their learning processes, data types, and collection methods, and will disclose on request whether training data risks infringing copyright.

The code applies to both domestic and overseas operators providing AI systems and services in Japan, reflecting growing concern that texts, images, and other materials are being used for AI training without permission. Kimi Onoda, minister for intellectual property strategy, said the government would respond appropriately, including by considering further measures.

According to the Cabinet Office's own text of the code, published by the Cabinet Secretariat, the principles address how generative AI operators handle other parties' intellectual property rights in the data used for AI development and training.

Japan eyes Korea-style AI copyright enforcement system

Japan secured budget funding to explore adopting a system modeled on South Korea's AI-backed online copyright infringement response system, discussed at a bilateral Korea-Japan copyright meeting in Seoul. Read more here. (Sept 11)

Japan should be a natural adopter of AI

Japan should be a natural adopter of artificial intelligence, given its acute labour shortages, ageing population, and long-standing productivity problems. Yet workplace uptake remains sluggish and cautious compared with the US and UK. Just 8.4% of Japanese workers use AI as part of their job, according to an OECD report published late last year, against 50% in the US and 32% in the UK, per Gallup data. Singapore has posted the second-highest AI take-up rate globally after the UAE, and the highest in Asia, with 56% of workers reportedly using AI multiple times a week.

Read more here.



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