

Saitama City's AI Matching Algorithm Cuts Nursery-Place Allocation From Days to Seconds

AI in Education · Good practice · Japan

Quality score: 33/100

Evidence strength: Descriptive / self-reported

Summary

Saitama City adopted a game-theory matching algorithm, built with Fujitsu and Kyushu University, to allocate 7,959 children to 311 nursery places — work that took staff days, computed in seconds while honouring eight sibling-preference rules.

Key dimensions

Dimension	Score
Evidence of learning impact	0/3
Equity & inclusion	1/3
Transparency, ethics & data protection	2/3
Teacher capability & pedagogy	0/3
Scalability & sustainability	2/3

Evaluated by C-NAPSE

Data sources

[C-NAPSE web research](#) — accessed 2026-08-13

[Saitama City Government, with Fujitsu Laboratories and Kyushu University's Institute of Mathematics for Industry](#) — accessed 2026-08-13

[Fujitsu press release – AI-based nursery school placement matching](#) — accessed 2026-08-13

[Kyushu University – Institute of Mathematics for Industry research page](#) — accessed 2026-08-13

[Japan Today – Fujitsu launches AI daycare admissions screening software](#) — accessed 2026-08-13

[Tokyo Shimbun / Sukusuku Tokyo – Minato Ward AI matching figures](#) — accessed 2026-08-13

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