COVID-19 Community Mobility Report

Japan  May 21, 2020

Mobility changes

This dataset is intended to help remediate the impact of COVID-19. It shouldn’t be used for medical diagnostic, prognostic, or treatment purposes. It also isn’t intended to be used for guidance on personal travel plans.

Each Community Mobility Report dataset is presented by location and highlights the percent change in visits to places like grocery stores and parks within a geographic area. How to use this report.

Location accuracy and the understanding of categorized places varies from region to region, so we don’t recommend using this data to compare changes between countries, or between regions with different characteristics (e.g. rural versus urban areas).

We’ll leave a region out of the report if we don’t have statistically significant levels of data. To learn how we calculate these trends and preserve privacy, read About this data.

Retail & recreation

-27% compared to baseline

Mobility trends for places like restaurants, cafes, shopping centers, theme parks, museums, libraries, and movie theaters.

Grocery & pharmacy

-1% compared to baseline

Mobility trends for places like grocery markets, food warehouses, farmers markets, specialty food shops, drug stores, and pharmacies.

Parks

-8% compared to baseline

Mobility trends for places like national parks, public beaches, marinas, dog parks, plazas, and public gardens.
Transit stations

-41%

compared to baseline

Mobility trends for places like public transport hubs such as subway, bus, and train stations.

Workplaces

-21%

compared to baseline

Mobility trends for places of work.

Residential

+12%

compared to baseline

Mobility trends for places of residence.
### Aichi

- **Retail & recreation**: -19% compared to baseline
- **Grocery & pharmacy**: +0% compared to baseline
- **Parks**: +12% compared to baseline
- **Transit stations**: -39% compared to baseline
- **Workplaces**: -17% compared to baseline
- **Residential**: +11% compared to baseline

### Akita

- **Retail & recreation**: -9% compared to baseline
- **Grocery & pharmacy**: +0% compared to baseline
- **Parks**: +22% compared to baseline
- **Transit stations**: -22% compared to baseline
- **Workplaces**: -6% compared to baseline
- **Residential**: +5% compared to baseline
Aomori

Retail & recreation
-10% compared to baseline

Grocery & pharmacy
+2% compared to baseline

Parks
+7% compared to baseline

Transit stations
-26% compared to baseline

Workplaces
-8% compared to baseline

Residential
+5% compared to baseline

Chiba

Retail & recreation
-30% compared to baseline

Grocery & pharmacy
-2% compared to baseline

Parks
-8% compared to baseline

Transit stations
-47% compared to baseline

Workplaces
-30% compared to baseline

Residential
+17% compared to baseline
Ehime

Retail & recreation
-17% compared to baseline

Grocery & pharmacy
+0% compared to baseline

Parks
+12% compared to baseline

Transit stations
-29% compared to baseline

Workplaces
-8% compared to baseline

Residential
+7% compared to baseline

Fukui

Retail & recreation
-15% compared to baseline

Grocery & pharmacy
+1% compared to baseline

Parks
+8% compared to baseline

Transit stations
-28% compared to baseline

Workplaces
-11% compared to baseline

Residential
+8% compared to baseline
Fukuoka

Retail & recreation -20% compared to baseline
Grocery & pharmacy +0% compared to baseline
Parks +15% compared to baseline
Transit stations -39% compared to baseline
Workplaces -17% compared to baseline
Residential +10% compared to baseline

Fukushima

Retail & recreation -16% compared to baseline
Grocery & pharmacy +0% compared to baseline
Parks -2% compared to baseline
Transit stations -35% compared to baseline
Workplaces -10% compared to baseline
Residential +8% compared to baseline
Gifu

Retail & recreation
-17% compared to baseline

Grocery & pharmacy
+0% compared to baseline

Parks
+1% compared to baseline

Transit stations
-34% compared to baseline

Workplaces
-14% compared to baseline

Residential
+9% compared to baseline

Gunma

Retail & recreation
-18% compared to baseline

Grocery & pharmacy
-1% compared to baseline

Parks
-10% compared to baseline

Transit stations
-42% compared to baseline

Workplaces
-15% compared to baseline

Residential
+11% compared to baseline
Hiroshima

Retail & recreation
-18% compared to baseline

Grocery & pharmacy
+0% compared to baseline

Parks
+12% compared to baseline

Transit stations
-36% compared to baseline

Workplaces
-14% compared to baseline

Residential
+9% compared to baseline

Hokkaido

Retail & recreation
-24% compared to baseline

Grocery & pharmacy
+2% compared to baseline

Parks
+15% compared to baseline

Transit stations
-38% compared to baseline

Workplaces
-17% compared to baseline

Residential
+9% compared to baseline
Hyogo

Retail & recreation: -24% compared to baseline
Grocery & pharmacy: +4% compared to baseline
Parks: +12% compared to baseline

Transit stations: -37% compared to baseline
Workplaces: -21% compared to baseline
Residential: +12% compared to baseline

Ibaraki

Retail & recreation: -13% compared to baseline
Grocery & pharmacy: +0% compared to baseline
Parks: -13% compared to baseline

Transit stations: -43% compared to baseline
Workplaces: -16% compared to baseline
Residential: +11% compared to baseline
Ishikawa

Retail & recreation -20% compared to baseline
Grocery & pharmacy +1% compared to baseline
Parks -8% compared to baseline

Transit stations -44% compared to baseline
Workplaces -17% compared to baseline
Residential +11% compared to baseline

Iwate

Retail & recreation -12% compared to baseline
Grocery & pharmacy +1% compared to baseline
Parks +4% compared to baseline

Transit stations -28% compared to baseline
Workplaces -6% compared to baseline
Residential +5% compared to baseline
From the document, we can extract the following information:

### Kagawa

- **Retail & recreation**: -16% compared to baseline
- **Grocery & pharmacy**: -1% compared to baseline
- **Parks**: -4% compared to baseline
- **Transit stations**: -34% compared to baseline
- **Workplaces**: -10% compared to baseline
- **Residential**: +8% compared to baseline

### Kagoshima

- **Retail & recreation**: -13% compared to baseline
- **Grocery & pharmacy**: +1% compared to baseline
- **Parks**: -2% compared to baseline
- **Transit stations**: -29% compared to baseline
- **Workplaces**: -6% compared to baseline
- **Residential**: +4% compared to baseline
Mie

Retail & recreation
-15% compared to baseline

Grocery & pharmacy
-1% compared to baseline

Parks
-6% compared to baseline

Transit stations
-36% compared to baseline

Workplaces
-11% compared to baseline

Residential
+8% compared to baseline

Miyagi

Retail & recreation
-21% compared to baseline

Grocery & pharmacy
-1% compared to baseline

Parks
-10% compared to baseline

Transit stations
-39% compared to baseline

Workplaces
-14% compared to baseline

Residential
+10% compared to baseline
Miyazaki

Retail & recreation
-15% compared to baseline

Grocery & pharmacy
+1% compared to baseline

Parks
-4% compared to baseline

Transit stations
-23% compared to baseline

Workplaces
-7% compared to baseline

Residential
+5% compared to baseline

Nagano

Retail & recreation
-20% compared to baseline

Grocery & pharmacy
-2% compared to baseline

Parks
-7% compared to baseline

Transit stations
-39% compared to baseline

Workplaces
-11% compared to baseline

Residential
+8% compared to baseline
Nagasaki

Retail & recreation -14% compared to baseline

Grocery & pharmacy +1% compared to baseline

Parks -6% compared to baseline

Transit stations -25% compared to baseline

Workplaces -8% compared to baseline

Residential +5% compared to baseline

Nara

Retail & recreation -14% compared to baseline

Grocery & pharmacy +2% compared to baseline

Parks +5% compared to baseline

Transit stations -33% compared to baseline

Workplaces -18% compared to baseline

Residential +10% compared to baseline
Niigata

Retail & recreation  
-12% compared to baseline  

Grocery & pharmacy  
+2% compared to baseline  

Parks  
+0% compared to baseline  

Transit stations  
-34% compared to baseline  

Workplaces  
-10% compared to baseline  

Residential  
+7% compared to baseline  

Oita

Retail & recreation  
-13% compared to baseline  

Grocery & pharmacy  
+0% compared to baseline  

Parks  
-10% compared to baseline  

Transit stations  
-28% compared to baseline  

Workplaces  
-9% compared to baseline  

Residential  
+7% compared to baseline
Okayama

Retail & recreation
-17% compared to baseline

Grocery & pharmacy
-1% compared to baseline

Parks
+5% compared to baseline

Transit stations
-34% compared to baseline

Workplaces
-10% compared to baseline

Residential
+7% compared to baseline

Okinawa

Retail & recreation
-25% compared to baseline

Grocery & pharmacy
-9% compared to baseline

Parks
-55% compared to baseline

Transit stations
-54% compared to baseline

Workplaces
-18% compared to baseline

Residential
+12% compared to baseline
Osaka

Retail & recreation  
-30% compared to baseline

Grocery & pharmacy  
+0% compared to baseline

Parks  
+10% compared to baseline

Transit stations  
-40% compared to baseline

Workplaces  
-23% compared to baseline

Residential  
+12% compared to baseline

Saga

Retail & recreation  
-11% compared to baseline

Grocery & pharmacy  
-1% compared to baseline

Parks  
-6% compared to baseline

Transit stations  
-31% compared to baseline

Workplaces  
-8% compared to baseline

Residential  
+6% compared to baseline
Shimane

**Retail & recreation**
-17% compared to baseline

**Grocery & pharmacy**
-2% compared to baseline

**Parks**
-5% compared to baseline

**Transit stations**
-28% compared to baseline

**Workplaces**
-8% compared to baseline

**Residential**
+7% compared to baseline

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Shizuoka

**Retail & recreation**
-15% compared to baseline

**Grocery & pharmacy**
-1% compared to baseline

**Parks**
-11% compared to baseline

**Transit stations**
-38% compared to baseline

**Workplaces**
-13% compared to baseline

**Residential**
+9% compared to baseline
Tochigi

Retail & recreation
-19% compared to baseline

Grocery & pharmacy
-2% compared to baseline

Parks
-6% compared to baseline

Transit stations
-40% compared to baseline

Workplaces
-13% compared to baseline

Residential
+10% compared to baseline

Tokushima

Retail & recreation
-16% compared to baseline

Grocery & pharmacy
+0% compared to baseline

Parks
+2% compared to baseline

Transit stations
-29% compared to baseline

Workplaces
-8% compared to baseline

Residential
+6% compared to baseline
Tokyo

Retail & recreation
-54% compared to baseline

Grocery & pharmacy
-9% compared to baseline

Parks
-32% compared to baseline

Transit stations
-53% compared to baseline

Workplaces
-43% compared to baseline

Residential
+24% compared to baseline

Tottori

Retail & recreation
-14% compared to baseline

Grocery & pharmacy
+2% compared to baseline

Parks
+1% compared to baseline

Transit stations
-28% compared to baseline

Workplaces
-7% compared to baseline

Residential
+5% compared to baseline
Toyama

Retail & recreation
-18% compared to baseline

Grocery & pharmacy
-1% compared to baseline

Parks
+10% compared to baseline

Transit stations
-36% compared to baseline

Workplaces
-12% compared to baseline

Residential
+9% compared to baseline

Wakayama

Retail & recreation
-15% compared to baseline

Grocery & pharmacy
+0% compared to baseline

Parks
+7% compared to baseline

Transit stations
-32% compared to baseline

Workplaces
-11% compared to baseline

Residential
+7% compared to baseline
Yamanashi

Retail & recreation
-21% compared to baseline

Grocery & pharmacy
-2% compared to baseline

Parks
-29% compared to baseline

Transit stations
-43% compared to baseline

Workplaces
-13% compared to baseline

Residential
+9% compared to baseline
About this data

These reports show how visits and length of stay at different places change compared to a baseline. We calculate these changes using the same kind of aggregated and anonymized data used to show popular times for places in Google Maps.

Changes for each day are compared to a baseline value for that day of the week:

- The baseline is the median value, for the corresponding day of the week, during the 5-week period Jan 3–Feb 6, 2020.

- The reports show trends over several weeks with the most recent data representing approximately 2-3 days ago—this is how long it takes to produce the reports.

What data is included in the calculation depends on user settings, connectivity, and whether it meets our privacy threshold. If the privacy threshold isn’t met (when somewhere isn’t busy enough to ensure anonymity) we don’t show a change for the day.

We include categories that are useful to social distancing efforts as well as access to essential services.

We calculate these insights based on data from users who have opted-in to Location History for their Google Account, so the data represents a sample of our users. As with all samples, this may or may not represent the exact behavior of a wider population.

Preserving privacy

These reports were developed to be helpful while adhering to our stringent privacy protocols and protecting people’s privacy. No personally identifiable information, like an individual’s location, contacts or movement, is made available at any point.

Insights in these reports are created with aggregated, anonymized sets of data from users who have turned on the Location History setting, which is off by default. People who have Location History turned on can choose to turn it off at any time from their Google Account and can always delete Location History data directly from their Timeline.

These reports are powered by the same world-class anonymization technology that we use in our products every day and that keep your activity data private and secure. These reports use differential privacy, which adds artificial noise to our datasets enabling high quality results without identifying any individual person. These privacy-preserving protections also ensure that the absolute number of visits isn’t shared.

Further resources

To learn how you can best use this report in your work, visit Mobility Reports Help.

To get the latest report, visit google.com/covid19/mobility