ATSUOMI AYANOKOJI FULL-SCALE DOC

[- CLASSROOM OF THE ELITE -]



MADE BY: COUNTERKOUJI

Categories:

Full Scale Intelligence Quotient
Emotional Intelligence
Social Intelligence
Adversity Capacity
General Intelligence
Cognitive Functions

**Observation**
**Perception**
**Thinking**
**Reasoning**
**Analysis**
**Insight**
**Foresight**
**Psychological Warfare**
**Manipulation**
**Deception**
**Unpredictability**
**Psychology**
**Social Engineering**
**Subversion**
**Tactics**
**Field Crafting**
**Counteraction**
**Strategy**
**Planning**
**Composition**
**Systemics**
**Adaptability**
**Mobility**
**Judgment**
**Resistances**
**Countering**

## TIMELINE + NARRATIVE + ACHIEVEMENTS

Atsuomi Ayanokoji's political career is against the backdrop of a Japan in demographic and economic decline, with the main Classroom of the Elite storyline most plausibly occurring in the late 2050s to early 2060s and key Volume 0 events taking place roughly two decades earlier. Within this framework, Atsuomi's active political peak is situated in the late 2030s to early

2040s, when he is in his early thirties and already embedded in national politics. Canon data fixes several anchor ages: he is 31 during the crucial Volume 0 political chapters, 36 when Kiyotaka is born, and about 51 by Year 1 Volume 1, which allows a clear relative chronology of his rise, his major decisions about the White Room, and his later middle-aged phase. Born in Aso City, Kumamoto Prefecture, Atsuomi begins from a relatively ordinary and provincial background before forcing his way into the Tokyo political center, emphasizing how his ascent is driven more by ambition than pedigree.

[**Perseverance, Determination, Decision-Making]**

By the age of 31 he had already joined the ruling Citizens Party and attached himself to the Naoe faction, putting him inside one of the most powerful power blocs in the Diet rather than at the fringes of local politics. His motivation is closely tied to his bleak assessment of Japan's trajectory: in Volume 0 he describes post-bubble Japan as collapsing and even being mocked as approaching the level of a developing country, and he concludes that only a radical shift in human-resource policy can reverse this decline. During this early stage, Atsuomi serves as a junior but trusted subordinate of Naoe Jinnosuke, the Citizens Party secretary-general and a former minister in major portfolios such as Transportation and Economy, Trade, and Industry. Naoe is depicted as an elderly heavyweight in his late sixties who has held multiple cabinet posts, so Atsuomi's role under him places the younger politician directly inside the party's strategic core rather than on its outer edges. Naoe even notes that Atsuomi has managed to work under him for years when other subordinates burn out within months, and he counts Atsuomi among the small group of politicians capable of keeping up with him, which frames Atsuomi's early achievements as surviving and gaining recognition in one of the harshest political environments available.

**[EE, EF, Social Integration, Mental Fortitude, Planning: Contingencies, Environmental Adapt., Social Adapt.]**

By the age of 36, approximately five years after the main Volume 0 flashback chapters, Atsuomi describes himself as having "one foot in power," meaning that he has already built enough influence within the ruling party to be considered close to the true center of government decision making.

[**Social Engineering, Influence Building, Social-Awareness Fluid Methods, LT Planning, Analysis]**

This is the period when Kiyotaka is born, and Atsuomi's simultaneous proximity to power and frustration with his remaining limitations push him to seek a breakthrough that will propel him beyond the status of an ordinary Diet member. At this point, he recognizes that mere policy proposals and routine legislative work will not let him "jump into the very center" of politics; he concludes that he needs more spectacular achievements and is willing to engage in ethically extreme measures to obtain them, setting up his later decision to back the White Room. The founding of the White Room is the defining institutional achievement of Atsuomi's career.

Conceptually, it is his answer to Japan's decline: rather than relying on incremental education reform, he pushes for a controlled facility that raises children from the earliest age to become "geniuses" capable of competing on the world stage.

**[EU, EM, Stress Tolerance, Mental Fortitude, Political Knowledge, Social Skills, Social Awareness, Convergent Thinking, Critical Thinking, Associative Thinking]**

Politically, the project is radical, combining state-level funding, secret administration, and experimental pedagogy into a single underground institution that stands well outside normal legal and ethical constraints. Atsuomi understands the risk clearly—Volume 0 makes it explicit that if the project fails or is mishandled, his political career could be destroyed—yet he chooses to champion it anyway because success would give him an unmatched, long-term power base in the form of elite human resources loyal to his faction.To make the White Room a reality, Atsuomi must accomplish a series of difficult, concrete feats: securing stable funding, obtaining bureaucratic cooperation, and keeping the project hidden from both the public and rival factions for many years. He leans on Naoe's backing and forges or deepens ties with powerful allies such as the Sakayanagi family and other elites, using their money and influence to construct the high-tech complex and maintain generations of students.

**[Fluid Intel, Influence, Influence Building, Social Engineering, Fabrication, Concealment, Planning Versatility]**

The facility's technology, including fully immersive VR environments that are indistinguishable from reality even to Kiyotaka's enhanced senses, implies access to vast research budgets and advanced industrial partners; sustaining such a project across multiple cohorts is itself a proof of Atsuomi's political resourcefulness. In the broader context of the series, Atsuomi's ideas and initiatives align with a nationwide pivot toward cultivating elite human capital, which later manifests institutionally as Advanced Nurturing High School (ANHS). The government narration in Year 2 Volume 1 explains that ANHS was created as part of a policy shift to rebuild Japan through human-resource development after demographic and economic deterioration, echoing almost word-for-word Atsuomi's earlier rhetoric about rigorous education and producing global-level geniuses. Although Atsuomi is not named as ANHS's founder, his White Room project and the Human Resource Development Plan around it place him among the ideological forerunners of this policy era, and his work can be read as a more secret, extreme counterpart to the public-facing ANHS experiment.

**[VCI, Social Skills, Social Integration, Political Awareness, Problem Solving, Overcoming Limitations, Scenario Proficiency, Knowledge Application, Misdirection, Info Control, Info Gathering, Observation, Convergent Thk, Holistic Thk, Prep. planning, LT Planning, Strategy Efficiency]**

However, Atsuomi's trajectory is not a simple rise; it also includes a major reversal when his project collides with the ambitions of another rising politician, Kijima. As Kijima's own "elite school" and human-resource strategy gain favor, White Room shifts from being a hidden asset of the Naoe faction to a dangerous liability that opponents can weaponize. Under mounting pressure, Kijima forces Naoe to choose between protecting Atsuomi's clandestine experiment and preserving the faction's broader power, leading Naoe to order the shutdown of the White Room and effectively cut Atsuomi off from the heart of the Citizens Party. This marks the collapse of Atsuomi's primary institutional achievement in formal politics and ends his straightforward path toward cabinet-level positions for the time being. After the official closure and political fallout, Atsuomi's role shifts from a visible ruling-party climber to a more shadowy operator with weakened formal standing but significant residual assets. He begins to drift toward the opposition Peace Party and other non-Citizens-Party alignments, laying the groundwork for a future confrontation with Kijima once the balance of power changes. Even with White Room publicly terminated, multiple generations of its graduates exist in the world, and Atsuomi treats them—as well as his own son—as a long-term investment that can still be activated to reshape politics when the timing is right.

**[FRI, NCPS, Fluid Intel, Anticipation, Tactics, Cold Reading, Perception, Creativity, Risk Taking, Judgement, Planning (Effectiveness, Formulation, Coverage), Mass Manipulation, Communication, Leadership, Abductive Rsn, Critical Thk, Overall Resistances]**

In this sense, his later "achievements" are less about titles and more about having created a distributed human network that, if mobilized, could become a decisive force in Japan's political landscape. Putting all of this together, Atsuomi Ayanokoji's timeline and achievements can be summarized as a climb from commoner origins in Kumamoto to national-level politician and core member of the Naoe faction, reaching a point by his mid-thirties where he is recognized as having "one foot in power." His greatest positive accomplishment is the creation and long-term maintenance of the White Room, a unique, state-backed human-capital project that demonstrates his ability to convert abstract fears about Japan's decline into a concrete, if monstrous, institution. His greatest negative turning point is the forced shutdown of that same project under pressure from Kijima, which strips him of his main official base inside the ruling party and pushes him into a more indirect, future-oriented strategy centered on Kiyotaka and other White Room products.

**[EE, EP, Communication, Resource Management, Intuition, Improvisation, Social Awareness, Overcoming Limits, Planning (Overall), Gardner's Theory, Tactics, Field Skills, Strategy (Control + Alignment), Trap Evasion, Perseverance, Discipline, Mental Fortitude]**