



Now calling for entries to “Selected Indie 80” (ex-Selected Exhibit), free physical exhibition opportunities for indie game developers!

An opportunity to be chosen as SENSE OF WONDER NIGHT (SOWN) finalists!

Computer Entertainment Supplier's Association (CESA, Chairman: Hideki Hayakawa) is now calling for entries to “Selected Indie 80” (ex-Selected Exhibit), free exhibition slots open for indie game developers within Indie Game Area at TOKYO GAME SHOW 2023 (co-organized by Nikkei Business Publications, Inc. and DENTSU, Inc.; hereinafter TGS2023.) Entries are accepted online from the dedicated entry form on the TGS2023 Official Website, **by April 30 (Sunday), 2023 <Japan Standard Time>**.

Any professional, amateur, individual or corporation can apply for the Selected Indie 80 as long as they meet the qualification requirements (The number of entries last year: 583 titles). Once your work is chosen for showcasing at Selected Indie 80, it will be featured on the Indie Game page of the TGS2023 official website, plus special opportunities for promoting your game title on the Steam's special TGS website and business matching with other exhibitors through the TGS meeting appointment system. Moreover, to increase attention to game titles showcased at Selected Indie 80, TGS will run a voting campaign inviting game users and stream the official program introducing the exhibited titles.

Indie games, a treasure trove of unique ideas, are increasingly featured by various media as a force of breathing new life into the entire gaming industry. TGS has set up the Indie Game Area since 2013 to spotlight talented indie game developers. This area hosts a paid exhibition for corporations (now calling for exhibition applications) and the free "Selected Indie 80" project for indie developers after screening. Selected Indie 80 is intended to offer exhibition opportunities at TGS for small game developers including individuals. Through this project, TGS will attract the attention of people in the game industry and game fans around the world and let them know about unique games created by a wide range of indie game developers.

- **Eight works from Selected Indie 80 entries will be nominated as SOWN2023 finalists!**

Among 80 game titles chosen for Selected Indie 80, TGS2023 will further nominate eight titles created with outstanding ideas. The developers of these eight works will be able to present their products as finalists (speakers) at the game idea pitch contest SENSE OF WONDER NIGHT 2023 (SOWN2023) to be held during TGS2023. SOWN2023 will be streamed live with simultaneous Japanese/English interpretation, and the Grand Prix and other award winners will be announced by judges at the Event. The winners will receive USD3,000 for the Grand Prix and USD500 for other awards.

Bringing together various game titles, peripherals, and services under one roof regardless of platforms and genres, TGS2023 is a place to find new business opportunities. Don't miss this project serving as a gateway to success for indie game developers.

■ Media Contact

*SENSE OF WONDER NIGHT (SOWN) is a presentation opportunity for outstanding game ideas that evoke a *sense of wonder*, a sensation that will catch people by surprise and a feeling that something will change in their world. Speakers are selected from the Selected Indie 80 entries.

SOWN2023 is planned to be held on September 22 (Friday), the Day 2 of TGS2023.

*These projects supporting indie game developers are held in cooperation with International Game Developers Association Japan (IDGA Japan; Chairman: Katsuki Takahashi.)

■ "Selected Indie 80" (ex-Selected Exhibit) Entry Requirements

Event Name: Selected Indie 80 (ex-Selected Exhibit)

*Indie Game Area also offers exhibition plans with fees (for commercial exhibitors only.)

Please see "To Exhibit" on the TGS2023 official website for details.

Dates: September 21 (Thursday) – September 24 (Sunday), 2023

Exhibition Method: In-person exhibition (Makuhari Messe)

*You must be able to participate in a physical exhibition at Makuhari Messe

Exhibition Fee: Free of charge

How to apply: Please fill in and submit the necessary information on the "Selected Indie 80"

Entry Form at : https://posting.nikkeibp.co.jp/form-cgi/formhtml.cgi?form=tgs_indie/index_en.html

Application Closing Date: by 24:00, April 30 (Sunday), 2023 *Japan Standard Time (JST)

Selection: 80 titles will be selected by judges

Schedule: <1> Notification of acceptance or rejection for "Selected Indie 80": Around mid-May, 2023

*Applicants not accepted to Selected Indie 80 can still apply for the fee-based exhibition plan (commercial exhibitors only.)

*Applicants who plan to exhibit with either Selected Indie 80 or the fee-based plan are requested to apply for the fee-based plan after finding out that the application for Selected Indie 80 has been rejected.

<2> Notification of acceptance to the SOWN finalists: Around mid-July, 2023

Note: Eight outstanding works chosen from "Selected Indie 80" entries will be nominated as the finalists of SOWN2023.

● Eligible organization or individual

- Annual sales requirement:
Corporate entity with annual sales of USD500,000/JPY50 million or less
Individual with annual sales of USD100,000/JPY10 million or less
- Corporate entity needs to be financially independent to exhibit under the Indie Game category (For example, it is not capitalized by a major game company.)

● Eligible works

- A completely original game (Derivative content cannot be exhibited regardless of whether or not it is licensed.)
- Created for a platform for which an applicant has the right to develop.
- Work that complies with the CESA Code of Ethics and the CERO Code of Ethics and does NOT fall under any of the following items:
 - 1) Work including an expression that conflicts with or that may conflict with Attached Appendix 3 "Banned Expressions" of the CERO Code of Ethics
<https://www.cero.gr.jp/en/publics/index/18/>
 - 2) Work that is rated under the "Z" category by CERO censorship or may include an expression equivalent to the "Z" category
 - 3) Work that is already released overseas and rated under the "17+" (MATURE) category by an overseas censorship body (e.g. ESRB).
 - 4) Work that is planned to be released overseas, and may be rated under the "17+" (MATURE) category by an overseas censorship body (e.g., ESRB) (Work including intensive violence that cannot be regarded as equivalent to the 13+ TEEN category)

● Notes for Presentation at SOWN2023

- SOWN2023 speakers should participate in the physical Selected Indie 80 exhibition.
- Each speaker will be given a 10 minute-presentation time. The speaker is asked to present or demonstrate the features of their game to the audience within a given time (provided with simultaneous Japanese-English interpretation service.)
- Presentation will take place at the official program streaming studio of Makuhari Messe.



● For inquiries (by email only) about Selected Indie 80

TOKYO GAME SHOW Indie Game Management Office

Email: tgs.indie80@pcoworks.jp

■ Outline of SENSE OF WONDER NIGHT 2023 (SOWN2023)

Date: 4:00 p.m.-6:00 p.m., September 22 (Friday), 2023 *JST

Streaming Method: Simultaneous streaming via YouTube, Twitter, niconico, Twitch, with simultaneous English interpretation, as well as HUYA and other Chinese video platforms

Venue: Official program streaming studio at Makuhari Messe (Mihama-ku, Chiba City)

Prize Money: Grand Prix (Audience Award Grand Prix) 3,000 USD

Other awards (Audience Award Semi-Grand Prix, Best Game Design Award, etc.) 500 USD

*Check out last year's SOWN 2022 at:

<https://www.youtube.com/watch?v=41LjVj0SI5Q>

■ TOKYO GAME SHOW 2023 Outline

Event Title: TOKYO GAME SHOW 2023

Organizer: Computer Entertainment Supplier's Association (CESA)

Co-Organizers: Nikkei Business Publications, Inc., DENTSU, Inc.

Dates & Times: September 21 (Thursday), 2023 Business Day 10:00 a.m. - 5:00 p.m.

September 22 (Friday), 2023 Business Day 10:00 a.m. - 5:00 p.m.

September 23 (Saturday), 2023 Public Day 10:00 a.m. - 5:00 p.m.

September 24 (Sunday), 2023 Public Day 10:00 a.m. - 5:00 p.m.

*Doors may open at 9:30 a.m. on Public Days depending on circumstances.

Venue: Makuhari Messe (Mihama-ku, Chiba City)

Exhibition Halls 1 to 11 / International Conference Hall / Event Hall

Expected Number of Visitors: 200,000

Expected Number of Booths: 2,000

Official Website: <https://tgs.cesa.or.jp/>

*The English version (<https://tgs.cesa.or.jp/en/>) is planned to be unveiled on March 7.