



Sponsors Announced for Indie Game Free Exhibition Project

Sony Interactive Entertainment, Nintendo, KODANSHA Game Creators' Lab, Happinet, iGi indie Game incubator, and ELSA Japan to Support Indie Game Developers!







Entries for Selected Indie 80 (ex-Selected Exhibit), a free exhibition project for indie game developers, are accepted until April 30 (Sunday)!

Additional support from sponsors has also been decided

Computer Entertainment Supplier's Association (CESA, Chairman: Hideki Hayakawa) is now calling for entries to "Selected Indie 80," free exhibition slots specifically 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), until April 30 (Sunday), 2023.

We proudly announce that our sponsors* to support indie game developers participating in Selected Indie 80 and other related projects are: Sony Interactive Entertainment, Nintendo, KODANSHA Game Creators' Lab, Happinet, iGi indie Game incubator, and ELSA Japan (shown in the order of types and past results of their sponsorship.) As a result, exhibitors selected for the Selected Indie 80 will be able to receive additional support such as free PC/monitor rental, continuing from last year.

*TGS2023 offers Platinum, Gold, and Device Sponsorship plans depending on the content of the sponsorship. The number of four companies participating as Platinum Sponsors is the highest ever.

<Platinum Sponsors>		<Gold Sponsor>	
 PlayStation.			
 KODANSHA		<Device Sponsor>	
			

TGS has set up the Indie Game Area since 2013 with the aim of letting the world know about the attractiveness and possibilities of indie games while promoting exhibition support projects for talented indie game developers including individuals.

In addition to the Selected Indie 80 project and with the support of our sponsors, TGS will host the game idea pitch contest "SENSE OF WONDER NIGHT(SOWN)", introduce exhibited game titles through the official website and pre-event streams, and run the campaign to vote for SOWN finalist candidates, along with other projects.

Indie games, a treasure trove of unique ideas, are gaining increasing attention every year. TGS is

committed to creating exciting new opportunities to spotlight ever-growing indie games. Don't miss out on joining us.

● **Entries for Selected Indie 80 are accepted until April 30 (Sunday)**

Selected Indie 80, a free exhibition opportunity at Indie Game Area of TGS2023, is now accepting entries until April 30 (Sunday.) Any indie game developers fulfilling the entry requirements, whether professionals, amateurs, individuals, or corporations, are eligible to apply for this project.

(For more details : <https://events.nikkeibp.co.jp/tgs/2023/en/exhibitor/indie/>)

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

Among 80 game titles chosen to be exhibited at Selected Indie 80, TGS2023 will further nominate eight titles created with outstanding ideas. The developers of these eight works will have an opportunity 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.

*SENSE OF WONDER NIGHT (SOWN) is a presentation opportunity to discover 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. 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" Entry Requirements**

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

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

For details, please see "To Exhibit" on the TGS2023 official website.

Sponsors: <Platinum Sponsors> *Shown in the order of past sponsorship results.

Sony Interactive Entertainment, Nintendo, KODANSHA Game Creators' Lab, Happinet

<Gold Sponsor>

iGi indie Game incubator

<Device Sponsor>

ELSA Japan

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

Exhibition Method: In-person exhibition (Makuhari Messe)

* Applicants must be able to participate in the in-person exhibition at Makuhari Messe (<https://www.m-messe.co.jp/>)

Exhibition Fee: Free of charge

Benefits:

- A dedicated booth will be set up in the Indie Game Area at the Makuhari Messe venue.
- 5 exhibitor passes
- Provide 10,000 yen in cash as exhibition support [add-on]
- Internet Wi-Fi Access at the booth (no guaranteed bandwidth)
- Free rental of PC/monitor (model specified by Management Office) [add-on]
- Exhibitor introduction pages (Japanese and English) are provided
- Exhibited titles will be posted on the TGS special site installed on Steam (Steam titles only)
- Use of TGS Business Matching System
- Participation in the International Party (September 22)

How to apply: Please fill in and submit the necessary information on the "Selected Indie 80" online 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": After mid-May,2023
*Applicants who are not accepted can still apply for the fee-based exhibition plan (commercial exhibitors only.)
*Applicants who plan to exhibit with either Selected Indie 80 or a 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: After early August 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 (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,) or work including intensive violence that cannot be regarded as equivalent to the 13+ TEEN category.)

- Notes for Presentation at SOWN2023

- SOWN2023 speakers must be in-person exhibitors of Selected Indie 80.

- 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, as well as streams with simultaneous Japanese-English interpretation and via 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



*To view the last year's SOWN2022: <https://www.youtube.com/watch?v=41LjVj0SI5Q>

■ TOKYO GAME SHOW 2023 Exhibition Outline

Event Title: TOKYO GAME SHOW 2023

Organizer: Computer Entertainment Supplier's Association (CESA)

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

Dates & Times: Business Days: 10:00 a.m. - 5:00 p.m. September 21 (Thursday)-22 (Friday), 2023

Public Days: 10:00 a.m. - 5:00 p.m. September 23 (Saturday)-24, 2023

*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/en/>