



TOKYO GAME SHOW 2023
Unprecedented Participation of 787 companies and organizations from 44 countries and regions
Opens Today!
Using All Areas of Makuhari Messe
After a Four-year Wait
Various online programs are also available, such as TGS VR, Official Streaming Programs, and Steam Special Site.

Computer Entertainment Supplier's Association (CESA; Chairperson: Haruhiro Tsujimoto) is opening today, from September 21 (Thu.) to September 24 (Sun.) This year, the in-person exhibition will take place in all areas of Makuhari Messe for the first time in four years. A variety of online programs, including TOKYO GAME SHOW VR, TGS Official Streaming Programs, and Steam Special Venue, will also be available. The much-awaited TGS2023 will be held at a record-high scale. The in-person venue will be open for Business Days, Sep. 21 and 22, exclusively targeting game industry professionals. Public Days will be on Sep. 23 (Sat.) and 24 (Sun.) for game fans and general visitors. For the first time in TGS history, influencers or creators who have pre-registered or been invited by exhibitors can enter the in-person venue on Business Days.

The event will have a lot to offer, with new exhibition areas, special events featuring music and fashion, and the return of the Family Game Park and Cosplay Area. Be sure to look out for TGS2023, which promises to deliver entertainment that transcends the boundaries of generations and genres.

One of the World's Largest Game Festivals Bringing Together Game Professionals and Fans from Japan and Overseas

A total of 787 companies and organizations from 44 countries and regions will showcase their products and services at TGS2023. Out of these, 381 exhibitors (11 participating online) are from Japan, and 406 exhibitors (30 participating online) are from other countries, marking a record-high number of participants in TGS history. This is 1.3 times more participants than last year.

This year's theme is "Games in Motion, the World in Revolution." TGS2023 will provide the latest updates on the ever-progressing game industry across borders, through various projects both in-person and online. Don't miss this great opportunity to report on the event, which brings together game professionals and fans from Japan and overseas.

【TOKYO GAME SHOW 2023 Exhibition Scale】 (As of Sep. 21, 2023)

No. of exhibitors: 787 companies (605 companies in 2022)

No. of exhibition booths: 2,682 booths (1,881 booths in 2022)

Participating countries and regions: 44 (37 in 2022)

No. of exhibited game titles: 2,291 titles (1,864 titles in 2022)

[No. of Exhibitors by Area]

General Exhibition	121	Merchandise Sales Area	28
Smartphone Game Are	25	Family Game Park	12
Gaming Hardware Area	25	Indie Game Area	128
Gaming Lifestyle Area	13	Selected Indie 80	81
Game Academy Area	48	Business Solution Area	102
AR/VR Area	35	Business Meeting Area	65
eSports Area	10		

[Countries and Regions of Exhibitors]

Asia and Oceania (11 countries and regions)								
*In the alphabetical order								
Indonesia	Australia	Singapore	Thailand	New Zealand	Malaysia	South Korea	Hong Kong	Taiwan
China	Japan							
North, Middle and South America (5countries and regions)								
Argentina	Canada	Chile	Brazil	USA				
Europe (25 countries and regions)								
Ireland	British Virgin Islands	Italy	Estonia	Austria	Netherlands	Cyprus	Gibraltar	Switzerland
Sweden	Spain	Slovakia	Czech Republic	Denmark	Germany	Norway	Finland	France
Belgium	Poland	Monaco	Moldova	Romania	Russia	United Kingdom		
Middle East (3 countries and regions)								
United Arab Emirates	Iran	Saudi Arabia						

[Trends of Exhibited Game Titles]

Covering various genres and being compatible with all types of platforms, including home game consoles, mobile, PC, and VR, the enhanced lineup of exhibited game titles will not disappoint game fans.

[By Platform]

	Nintendo Switch	Play Station 4	Play Station 5	Xbox Series x S	Xbox One	Steam	PC	PC browser	iOS	Android	Other
2023	234	144	158	103	78	437	363	22	161	163	304
2022	231	164	146	102	98	268	243	29	125	127	282
	Play Station VR	Play Station VR2	Valve Index	Meta Quest 2	HTC Vive	MR	Other (VR)				
2023	8	12	19	37	19	5	24				
2022	0	3	5	24	9	1	7				

[By Genre]

	Roleplaying	Action	Simulation	Adventure	Shooting	Puzzle	Action Roleplaying
2023	379	353	257	340	93	100	60
2022	276	257	155	280	100	72	80
	Action Adventure	Action Shooting	Sports	Racing	Other (Genre)	Peripherals	Other (Goods)
2023	115	44	29	29	218	5	269
2022	144	31	28	45	139	7	250

「TOKYO GAME SHOW 2023」 Trial play of some game titles within the in-person venue

TGS2023 complies with the codes of ethics of CESA and the rating system of the Computer Entertainment Rating Organization (CERO.) You need to be 18 or older to play Z-rated game trials or those including expressions that are equivalent to the Z-rated. You will also be asked to show your identification (driver's license, passport, student ID, etc.) to prove your age when playing the age-restricted game trials. If you are 18 or older and wish to play a trial game, don't forget to bring your ID.

TGS2023 Real/Online Organizer Programs

■25 Official Streaming Programs [four days]

Online

TGS2023 will be streaming its official online programs throughout the four-day event. The event will commence with the Opening Program, followed by the streaming of the keynote speech. A total of 25 programs will be streamed online, concluding with the Closing Program on the final day of the event. Among these programs, 17 are Official Exhibitor Programs. Most programs will be streamed in Japanese, with simultaneous English interpretation. We are also preparing to have simultaneous Chinese interpretation for some programs to cater to more game fans globally.

*List of Official Programs : <https://tgs.nikkeibp.co.jp/tgs/2023/en/program/official/>

		TOKYO GAME SHOW 2023					
		OFFICIAL PROGRAM TIME TABLE					
		9/21 THU	9/22 FRI	9/23 SAT	9/24 SUN		
10:00-		OPENING PROGRAM				10:00-	
11:00-		Keynote		Japan Game Awards Amateur Division	Japan Game Awards U18 Division	11:00-	
12:00-		Gamera Games				12:00-	
13:00-		Amazing Season		D3PUBLISHER		13:00-	
14:00-					Japan Game Awards Future Division	14:00-	
15:00-					Japan Esports Union	15:00-	
16:00-						16:00-	
17:00-	Japan Game Awards Games of the Year Division	Sense of Wonder Night 2023		GungHo Online Entertainment		17:00-	
18:00-	Microsoft Japan	KOEI TECMO GAMES			ENDING PROGRAM	18:00-	
19:00-	505 Games			Reverse: 1999		19:00-	
20:00-	SEGA / ATLUS	HoYoverse		Oasys/double jump.Tokyo		20:00-	
21:00-	LEVEL-5					21:00-	
22:00-	KOEI TECMO GAMES	SQUARE ENIX				22:00-	
23:00-	CAPCOM	ProjectMoon				23:00-	

■Keynote Speech [Sep. 21]

In-person/Online

The keynote speech held on the first day of the event is available for in-person attendance at the Event Hall. (The program will be streamed online, too.)

Date and Time: Sep. 21 (Thu.) 11:00-11:50 a.m.

Theme: The keynote speech will be delivered by Mr. Pierre-Loup Griffais and Mr. Erik Peterson, representatives of Valve, the game distribution service known as "Steam". Mr. William Yagi-Bacon from Capcom and Mr. Katsuhiro Harada from Bandai Namco Studios will also join the discussion under the theme of "Games in motion, the world in revolution." The discussion will focus on the current trends in the

Japanese and overseas game markets, which are undergoing various changes following the COVID-19 pandemic.

Speakers: Pierre-Loup Griffais, Steam Platform Engineering Team, Valve
Erik Peterson, Steam Business Team, Valve
William Yagi-Bacon, Senior Vice President, Digital Platforms, Capcom U.S.A.
Katsuhiko Harada: Chief Producer/Executive Game Director, Bandai Namco Studios
Moderator: Katsuhiko Hayashi, KADOKAWA Game Linkage, Famitsu Group Representative

[View the Event Online] <https://youtube.com/live/Nw-RwCgRtXw>

■TGS Forum (Business Seminar) [Two days: Sep. 21 and 22] **In-person/Online**

During two Business Days (Sep. 21 and 22), TGS will be hosting a B-to-B seminar "TGS Forum" for visitors. On the second day of the event, Japan esports Union (JeSU) will organize the eSports Conference. If you pre-register for Business Day, you will have the opportunity to attend lectures in-person and view the streaming programs online. You can also watch the archived streaming of the event online from Sep. 23 to Oct. 6.

[Organizer's Seminars]

●“How will generative AI change game development?”

Date and Time : Sep. 21 (Thu.) 10:30 -12:00 Venue: International Conference Hall 301

Speakers: Mr. Yoichiro Miyake, SQUARE ENIX
Mr. Yohei Hase, Bandai Namco Studios
Mr. Jun Ito, GAME FREAK

●“Building an Engaged Community for your game”

Date and Time: Sep. 21 (Thu.) 10:30~12:00 Venue: International Conference Hall 302

Speakers: Mr. Shota Sato, Riot Games
Mr. Takaoki Yoshimoto, Bandai Namco Entertainment
Mr. Naoyuki Sato, fanbase company

●“Announcement of holding Japan eSports Awards”

Date and Time: Sep. 22 (Fri.) 10:30 - 12:00 Venue: International Conference Hall 302

Speakers: Mr. Hideki Hayakawa, Japan eSports Union Mr. OooDa, eSports caster
Mr. Shingo Otomo, CyberZ Mr. Taiga Kishi, Game Caster
Mr. Yuya Tanida, Wellplayed Rizest Mr. Fusuke Toyota, TOPANGA
Mr. Kosuke Hiraiwa, ODYSSEY Mr. Junichi Matsumoto, JCG

More information and other programs: <https://tgs.nikkeibp.co.jp/tgs/2023/en/business/seminar/>

■Main Stage (New for some projects) [Four days] **In-person**

The main stage, set up in the Makuhari Messe Event Hall, will serve multiple purposes, providing a wide range of programs featuring various aspects of gaming; from the Keynote Speech and Japan Game Awards 2023 Announcement and Award Ceremony to e-sports, fashion, and music. For the first time in TGS history, the main stage will host several special events that showcase new possibilities of gaming. These events include a game event featuring celebrities and influencers, community competitions participated by streamers, a fashion show with models, and live performances by artists.

TGS2023 Main Stage Special Website: <https://tokyogameshow.jp/>

■Japan Game Awards 2023 [On Sep. 21, 23, 24]

In-person/Online

The Japan Game Awards, which will celebrate its 27th anniversary in 2023, will announce the winners of four categories: *Games of the Year* for already released titles, *Future* for unreleased titles, *Amateur* for original not-for-sale works by amateur game creators, and *U18* for works created by youth under 18. In addition to the *Game of the Year* award, two other awards will also be presented: the *Game Designers Award*, given to those who have created innovative and unique games, and the *Minister of Economy, Trade, and Industry Award*, which recognizes a work or an individual that has made significant contributions to the development of the game industry. The Japan Game Awards announcement will be live-streamed online as an official program of TGS2023. Additionally, the award ceremony for the *Game of the Year Award*, *Ministry of Economy, Trade, and Industry Award*, and *Game Designers Award* will be held on the main stage.

*Japan Game Awards category details: <https://awards.cesa.or.jp/en/>

■International Party・Indie Night (for the first time in four years) [Sep. 22]

In-person

The popular party project will be returning for the first time in four years on the evening of Sep. 22 (Fri.), during Business Day 2. The event will bring together Japanese and overseas exhibitors, as well as SENSE of WONDER NIGHT (SOWN) finalists, official influencers, journalists, and other notable figures. With DJs playing game music, the event provides a platform for casual networking in an international atmosphere.

■Family Game Park (for the first time in four years) [Two days: Sep. 23, 24]

In-person

The Family Game Park is back after four years. It is a family-friendly area where kids in junior high school or younger can enter for free along with their accompanying guardians. Children will get to experience the fun and depth of games through different zones, such as the Play Zone where they can try out the latest games, and the Learning Zone where they can learn about game programming and gain work experience.

■Cosplay Area (for the first time in four years) [Two days: Sep. 23, 24]

In-person

The Cosplay Area is making a comeback after a four-year hiatus (Please note that a registration fee of 2,000 yen will be charged for cosplaying.) To avoid overcrowding in the changing rooms, we will open them earlier in the morning (from the time of the first train arrival at Kaihin Makuhari Station until 7:45 a.m.) this year.

More information on the Official Website : <https://tgs.nikkeibp.co.jp/tgs/2023/en/visitors/#cosplay>

■Creator Lounge (New) [Four days]

In-person

The Creator Lounge supported by YouTube Gaming, under the special sponsorship of YouTube, is a dedicated area for influencers and creators to use as their hub while visiting the in-person venue of TGS2023. The Lounge is exclusively available to official influencers and creators who have pre-registered or are special guest influencers invited by TGS2023. It provides a cozy space where they can socialize, a booth for trying out games and uploading videos, and a workspace. Additionally, there will be an experimental booth for shooting YouTube Shorts within the area for general visitors to enjoy.

■TGS 2023 Official Merchandise [Four days]

In-person

The official merchandise for TGS2023 features a main visual illustration created by KUKKA. The vast lineup includes T-shirts, towels, mugs, keychains, button badges, and more. This year, TGS2023 has expanded its selection of items, including new products featuring the TGS mascot, Feretta. There are

also many items that you can enjoy wearing at the venue, such as fluorescent wristbands with TGS original designs and pinhole sunglasses. Moreover, to commemorate the "TGS x AZUL BY MOUSSY Fashion Show", the first special event taking place at the main stage of TGS, collaborative items between the fashion brand AZUL BY MOUSSY and popular game titles from TGS exhibitors will be available for sale. Find our official merchandise at the TGS Official Shop located on the Northside of Hall 4, the Eastside of Hall 9, and the Central Mall on the 2nd floor (in front of Hall 5). Some of the products are available only on the Northside of Hall 4.

■ **History of Games and Processors (New) [four days]**

In-person

Focusing on the relationship between game content and processors from the 1990s to the present day, TGS2023 will be organizing a panel exhibition titled *The History of Games and Processors*. The exhibition will create a stimulating environment for visitors to emulate and try out iconic game content on modern PCs, tailored to the topics of each era.

■ **Steam Special Site [Until Sep. 26]**

Online

The Steam Special Venue is back again. Visitors can access the latest updates on TGS exhibitors' game titles for Steam, play trial versions, and purchase the latest titles at discounted prices, while also enjoying live-streaming of TGS Official Programs (Japanese channel) from the homepage of Steam Special Venue during the event.

- [Visit the Steam Special Venue here](#)

Opens at 10:00 a.m., Sep. 14 (Thu.), 2023 (JST) / at 6:00 p.m., Sep. 13 (Wed.), 2023 (PST)

Closes at 10:00 a.m., Sep. 26 (Tue.), 2023 (JST) / at 6:00 p.m., Sep. 25 (Mon.), 2023 (PST)

■ **TOKYO GAME SHOW VR 2023 [Sep. 21-Oct.1]**

Online

The virtual TOKYO GAME SHOW VR2023 (TGSVR2023) will be extended to be held for 11 days, running from Sep. 21 (Thu.) to Oct. 1 (Sun.) This year's stage will be set on Game Island. This new exciting exhibition experience will allow players to journey around the virtual TGS venue as if they were traveling through the floating Game Island in the sky.

*TGSVR2023 Venue (Free admission) : <https://tgsvr.com/en/>

Notices for Visitors and How to Enter the In-person Venue

■ **Entry Procedures for Business Visitors and General Visitors**

TGS2023 has different entry procedures for business visitors and general visitors.

- Business visitors are required to enter through the 2nd floor of Hall 1 after completing reception at the Central Mall on the 2nd floor of Makuhari Messe.
- Visitors with General Admission Tickets (Supporters Club Ticket for Sep. 23 or 24, or One-Day Ticket) will undergo baggage inspection at the Westside Square of the Makuhari Messe Event Hall. After completing the procedures, general visitors can enter the venue from the first floor of Hall 1. (Please note that during certain hours, the entrance for general visitors will be changed to the first floor of Hall 8.)

■ **Entry Restrictions at the In-person Venue**

To avoid crowding, TGS2023 will continue to regulate the number of people entering each area (Halls 1-3, 4-6, 7-8, and 9-10) at the in-person venue. Each entrance is equipped with sensors that allow real-time monitoring and management of the number of people in each area. Once the maximum number of visitors is reached in a particular area, new visitors will not be allowed to enter that area (entrance restriction) but will be directed to other areas.

However, if you have a reservation ticket for a "trial play" or "stage performance" in an exhibition booth in the restricted area, we will check the start time of the event and allow you to enter the area.

■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.
Supported by: Ministry of Economy, Trade, and Industry (Japan)
Dates & Times: Business Days: 10:00 a.m. - 5:00 p.m. September 21 (Thu.)-22 (Fri.), 2023
Public Days: 10:00 a.m. - 5:00 p.m. September 23 (Sat.)-24(Sun.), 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
Official Website: <https://tgs.cesa.or.jp/en/>

[References]

- [List of Exhibitors](#)
- [Exhibition Booth Overview and List of In-booth Events](#) *Japanese
- [List of Game Titles for Exhibition](#) *Japanese
- [List of Merchandises](#) *Japanese