

# A gateway to success for indie game developers "SOWN 2023" Grand Prix has been decided! Portalgraph "Tiny Drive" from Japan

Computer Entertainment Supplier's Association (CESA; Chairperson: Haruhiro Tsujimoto) has held a pitch contest for indie game developers, "SENSE OF WONDER NIGHT 2023 (SOWN2023)", at TOKYO GAME SHOW 2023. The eight finalists gave presentations, and the award-winning works were determined as a result of the screening.

"Tiny Drive" (finalist name: Portalgraph) entered from Japan was selected for the Audience Award Grand Prix, the highest award. One of the judges said, "A game that retains nostalgia but can also be seen as media art, creating a new experience with the new technology of Portalgraph."

Takahiro Miyazawa's "Give me toilet paper!" from Japan has been selected for the Audience Award Semi-Grand Prix. In addition, "Best Technological Game Award", "Best Arts Award", "Best Experimental Game Award", "Best Game Design Award" and "Best Presentation Award" were awarded. The Audience Award GP winner received a cash prize of US\$3,000, and each award winner received US\$500.

## 「SENSE OF WONDER NIGHT 2023」 Award Winners

Awards	Finalist	Title	Country/Region	Website
<b>Audience Award Grand Prix</b> Best Technological Game Award	<b>Portalgraph</b>	Tiny Drive	<b>Japan</b>	<a href="https://note.com/vjroba/n/n33a2b80834ce">https://note.com/vjroba/n/n33a2b80834ce</a>
<b>Audience Award Semi-Grand Prix</b> Best Experimental Game Award	<b>Takahiro Miyazawa</b>	Give me toilet paper!	<b>Japan</b>	<a href="https://skt-products.com/give-me-toilet-paper/">https://skt-products.com/give-me-toilet-paper/</a>
Best Arts Award	<b>ODDADA</b>	ODDADA	<b>Germany</b>	<a href="https://www.oddada.com/">https://www.oddada.com/</a>
Best Game Design Award	<b>Chanko Studios</b>	It's a Wrap!	<b>France</b>	<a href="https://store.steampowered.com/app/1684270/Its_a_Wrap/?l=japanese">https://store.steampowered.com/app/1684270/Its_a_Wrap/?l=japanese</a>
Best Presentation Award	<b>Stories from Sol: The Gun-Dog</b>	Stories from Sol: The Gun-Dog	<b>United Kingdom</b>	<a href="https://store.steampowered.com/app/2118420/Stories_from_Sol_The_GunDog/">https://store.steampowered.com/app/2118420/Stories_from_Sol_The_GunDog/</a>
—	<b>Ecosystem</b>	Ecosystem	<b>Ireland</b>	<a href="https://store.steampowered.com/app/1133120/Ecosystem/">https://store.steampowered.com/app/1133120/Ecosystem/</a>
—	<b>Retro Gadgets</b>	Retro Gadgets	<b>Italy</b>	<a href="https://www.retrogadgets.game/">https://www.retrogadgets.game/</a>
—	<b>Toyota Ryuto</b>	Out of The World	<b>Japan</b>	<a href="https://store.steampowered.com/app/2340380/Out_of_the_World/">https://store.steampowered.com/app/2340380/Out_of_the_World/</a>

SOWN(Archive) : <https://www.youtube.com/watch?v=aSJ1ieBfIk&list=PLfuGgcBbCkUf8-GF5LTmXmMNU7wpEcRo2>

## ■About TGS Indie Game Project “SENSE OF WONDER NIGHT (SOWN)”

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The SENSE OF WONDER NIGHT (SOWN) project aims to discover innovative and distinctive game ideas that leave players with a "Sense of Wonder" - the sensation that their world will change upon instantly encountering the idea. This project gives independent game developers a platform to present their creations at SOWN, which is marking its 16th anniversary this year.

The screening committee will choose the SOWN finalists from the game titles featured in the "Selected Indie 80" free exhibition project at TGS. For TGS2023, a total of 793 entries were submitted and 81 titles were selected for the exhibition. From these 81 titles, eight developers were further nominated as finalists and compete in this year's SOWN.

The eight finalists gave their presentations at the TGS studio of Makuhari Messe on Sep. 22 (Fri.), the Day 2 of TGS2023. The event streamed live as a TGS official program.

## ■ Selection Committee Members of SOWN

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<b>Kiyoshi SHIN</b>	Game Journalist
<b>Juan Gril</b>	Game Creator
<b>Nobushige KOBAYASHI</b>	Tohoku Gakuin University
<b>Isao KITAYAMA</b>	shindenken [Doujin Circle] Circle representative, Game Planning, Programming
<b>Ramon Nafria</b>	Videogame Ninja: Trusiga
<b>Takeshi TAKAHASHI</b>	NPO OcuFes
<b>Kazunori KOMAGATA</b>	Director, AURYN
<b>Shuhei YOSHIDA</b>	Head of Indies Initiative, Sony Interactive Entertainment
<b>Yuki KATAYAMA</b>	KODANSHA GAME CREATOR'S LAB
<b>Jh Shin</b>	Kinugasa Research Organization, Ritsumeikan University
<b>Saori CHINEN</b>	Project manager, iGi indie Game incubator

## ■TOKYO GAME SHOW 2023 Exhibition Outline

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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
Official Website:	<a href="https://tgs.cesa.or.jp/en/">https://tgs.cesa.or.jp/en/</a>