



TOKYO GAME SHOW 2023 flash reports!
The In-person Exhibition Welcomed a Total of
243,238 Visitors
“Games in Motion, The World in Revolution”

Computer Entertainment Supplier's Association (CESA, Chairperson: Haruhiro Tsujimoto) has announced that a total of 243,238 people visited the four-day TOKYO GAME SHOW 2023 (TGS2023) held in-person at Makuhari Messe from Sep. 21 (Thu.) to 24 (Sun.).

The total number of TGS official program viewers during the event period and the number of online visitors to TOKYO GAME SHOW VR2023 (TGSVR2023) will be announced at a later date.

Comparison of Total Visitors (No appropriate figures were available for the 2020 and 2021 exhibitions, which were held entirely online.)

2023		2022	2019
Sep. 21 (Thu.) Business Day	33,706 people	Sep. 15 (Thu.)	Sep. 12 (Thu.)
		23,051 people	33,465 people
Sep. 22 (Fri.) Business Day	36,109 people	Sep. 16 (Fri.)	Sep. 13 (Fri.)
		27,614 people	34,977 people
Sep. 23 (Sat.) Public Day	96,033 people	Sep. 17 (Sat.)	Sep. 14 (Sat.)
		47,236 people	91,301 people
Sep. 24 (Sun.) Public Day	77,390 people	Sep. 18 (Fri.)	Sep. 15 (Sun.)
		40,291 people	102,333 people
Total	243,238 people	138,192 people	262,076 people

TGS2023 was held under the theme of "Games in Motion, the World in Revolution". For the first time in four years, it took place in all areas of Makuhari Messe and showcased exhibits from a record-high number of 787 companies and organizations from 44 countries and regions. At the in-person venue, new game titles made their debut for various platforms, including home-use game consoles, smart devices, PCs, and VR. A wide range of game-related products, services, solutions, and goods were also exhibited, showcasing the ever-growing world of the gaming industry. Moreover, the Event Hall's main stage hosted a variety of programs to enjoy gaming from different angles, including Keynote Speeches, the Japan Game Awards 2023 Announcement and Awarding ceremony, esports, fashion, and music.

Participants also actively searched for potential business partners, resulting in a record-breaking number of 2,355 business negotiations taking place through the TGS Business Matching System.

During the event, a total of 25 official programs were live-streamed on various platforms, including TGS official YouTube, X(Twitter), Twitch, niconico, and the Steam Special Site, for online audiences. Programs targeting Chinese viewers were streamed on DouYu, bilibili, and HUYA, while programs for the US and Europe were distributed jointly with IGN. In addition, the virtual venue TOKYO GAME SHOW VR2023, which marked its third anniversary, also welcomed many gaming enthusiasts and will continue until October 1st.

The next Tokyo Game Show 2024 will take place from Sep. 26 (Thu.) to 29 (Sun.), and the physical location for the event will once again be Makuhari Messe. Stay tuned for updates on the constantly evolving event.