

TOKYO GAME SHOW 2023



OFFICIAL REPORT

In 2022, TOKYO GAME SHOW (TGS) held its first real event in three years. With approximately 140,000 visitors, the event was truly an event that matched the word "revival". However, TGS2023 is far larger in scale and presence than that. We believe that TGS2022 was the beginning of a revival, and that this year's TGS has achieved the "full revival" that the world has imagined.

Although online content continued as an element of the hybrid, the number of exhibitors (787 companies/organizations) and booths (2,682 booth units) at the real show reached a record high. This was the first time in 2019 that the entire Makuhari Messe building (Halls 1-11, Event Hall, and International Conference Hall) was used for the event, but with all these exhibitors and booths crammed into the limited venue space, the scale of the event even felt oppressive. Business Day had a large easing of entry into Japan, and visitors from 63 countries and regions gathered from all over the world. In addition to the press, influencers such as YouTubers were also admitted, making the event very crowded from the first day. On Public Day, admission for elementary school students and younger and the cosplay area were restored for the first time in four years, resulting in 787 exhibitors and 243,238 visitors, restoring TGS to its original form that everyone had been waiting for.

However, there were some glitches in the crowding and the high concentration of booths, and we believe we were able to identify many areas for reflection for the next year's show. The most important content of TGS is the exhibitors, and the sight of them all lined up in a row in the exhibition hall was a sight to behold and attracted many visitors. We will continue to make the most of the appeal of this content and strive to make TGS even more satisfying for all exhibitors and visitors in the next and subsequent years.

We would like to thank all the exhibitors and all related parties for their great cooperation in holding the show in 2023.

Computer Entertainment Supplier's Association (CESA)

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Event Outline・Results

[EVENT] TOKYO GAME SHOW 2023

[Theme] Games in motion, the world in revolution

[Period] September 21 (Thu.) through 24 (Sun.), 2023

Business Day : September 21 (Thu.), 22 (Fri.) 10:00~17:00

Public Day : September 23 (Sat.), 24 (Sun.) 10:00~17:00

※ Admission started at 9:30 a.m. on September 23 (Sat.) and 24 (Sun.)

[Organizer] Computer Entertainment Supplier's Association (CESA)

[Co-Organizer] Nikkei BP Dentsu

[Venue] Makuhari Messe Hall 1-11
International Conference Hall
Event Hall



Event Results – Exhibitors/Exhibit Booths

Exhibitors 787 (2022 : 605)

◎ Domestic 381 (Online Exhibitors : 11) Overseas 406 (Online Exhibitors : 30)

◎ Exhibitors by Area

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

◎ Exhibitors by Country/Region: **44** (2022 : 38)

Europe: 25

| Country/Region | Exhibitors | Country/Region | Exhibitors |
|-----------------------|------------|----------------|------------|
| Ireland | 1 | Denmark | 8 |
| British Virgin Island | 1 | Germany | 7 |
| Italy | 4 | Norway | 5 |
| Estonia | 1 | Finland | 6 |
| Austria | 1 | France | 21 |
| Netherlands, the | 12 | Belgium | 5 |
| Cyprus | 3 | Poland | 10 |
| Gibraltar | 1 | Monaco | 1 |
| Switzerland | 6 | Moldova | 3 |
| Sweden | 8 | Romania | 1 |
| Spain | 18 | Russia | 2 |
| Slovakia | 1 | United Kingdom | 11 |
| Czech | 7 | | |

Asia/Oceania: 11

| Country/Region | Exhibitors |
|----------------|------------|
| Indonesia | 6 |
| Australia | 3 |
| Singapore | 9 |
| Thailand | 5 |
| New Zealand | 1 |
| Malaysia | 24 |
| Korea | 57 |
| Hong Kong | 2 |
| Taiwan | 30 |
| China | 73 |
| Japan | 381 |

Americas: 5

| Country/Region | Exhibitors |
|----------------|------------|
| Argentina | 1 |
| Canada | 6 |
| Chile | 5 |
| Brazil | 5 |
| United States | 30 |

Middle East: 3

| Country/Region | Exhibitors |
|----------------------|------------|
| United Arab Emirates | 2 |
| Iran | 1 |
| Saudi Arabia | 2 |



Exhibit Booths 2,682 (2022 : 1,881)

Exhibiting Titles・Number of Visitors

Exhibiting Titles 2,291 (2022 : 1,864)

◎ Exhibiting Titles by Platform/Genre

[Platform]

| Platform | Titles | Platform | Titles | |
|-----------------|--------|--------------|-----------------|----|
| Nintendo Switch | 234 | Android | 163 | |
| PlayStation 4 | 144 | Others | 304 | |
| PlayStation 5 | 158 | VR | PlayStation VR | 8 |
| Xbox Series X S | 103 | | PlayStation VR2 | 12 |
| Xbox One | 78 | | Valve Index | 19 |
| Steam | 437 | | Meta Quest 2 | 37 |
| PC | 363 | | HTC Vive | 19 |
| PC Browser | 22 | | MR | 5 |
| iOS | 161 | | Others (VR) | 24 |
| Total | | 2,291 | | |

[Genre]

| Genre | Titles | Genre | Titles |
|---------------------|--------|----------------------|--------|
| Role Playing | 379 | Action・Adventure | 115 |
| Action | 353 | Action Shooting | 44 |
| Simulation | 257 | Sports | 29 |
| Adventure | 340 | Racing | 29 |
| Shooting | 93 | Others (Genre) | 218 |
| Puzzle | 100 | Peripheral | 5 |
| Action・Role Playing | 60 | Others (Merchandise) | 269 |
| Total | | 2,291 | |

Visitors

4-days Total: **243,238** (2022 : 138,192)

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



※ No applicable figures for 2020 and 2021 due to online events.

Exhibitors List – Physical Exhibits①

| Exhibitors | Country/Region |
|--|--------------------------|
| General Exhibition Area | |
| ADMI | South Korea |
| Amazing Season | China |
| Animoca Brands | China |
| Apollo Technology | |
| ARC SYSTEM WORKS | |
| Armor Games Studios | United States of America |
| ASUS JAPAN | |
| Avantaj Prim | Moldova |
| AVerMedia Technologies | Taiwan |
| BANDAI NAMCO Entertainment/BANDAI NAMCO Online | |
| Battlestate Games | |
| Beep | |
| Black Salt Games | New Zealand |
| Blackmagic Design | |
| BLOCKLORDS | Estonia |
| CAPCOM | |
| Cat-astrophe Games | Poland |
| Chengdu StarFame Interactive Entertainment Technology | China |
| Chengdu Starunion Interactive Entertainment Technology | China |
| Chengdu Tourism Tea Technology | China |
| Chengdu Xingming Interactive Entertainment Technology | China |
| Chucklefish | United Kingdom |
| CITY CONNECTION | |
| Cluster | |
| Corsair Japan | |
| Critical Reflex | Cyprus |
| Cross The Ages | France |
| D3PUBLISHER | |
| Devolver Digital | United States of America |
| DH | |
| Digital Extremes | Canada |
| D-ZARD | |
| e-earphone | |
| ENTERGRAM | |
| Famitsu DENGEKI | |
| Fractal | United States of America |
| Fruitbat Factory | Finland |
| FUNTASM ENTERTAINMENT | British Virgin Islands |
| Game Center CX Room of Arino Kacho | |
| Game Creators Guild | |
| GeekOut | |
| Gemdrops | |
| Google Play App / Point Rally booth #4 | |
| Google Play App / Point Rally booth #5 | |
| Google Play App / Point Rally booth #6 | |
| Google Play App / Point Rally booth #7 | |
| Google Play App / Point Rally booth #8 | |

| Exhibitors | Country/Region |
|--|----------------|
| General Exhibition Area | |
| Google Play App / Point Rally booth #9 | |
| Gugenka | |
| Gunma Prefecture | |
| Happinet | |
| Happymeal/CITY CONNECTION | |
| HechicerIA | Spain |
| HIKE | |
| HoYoverse | China |
| Hypergryph | China |
| HypeTrain Digital | Cyprus |
| IndieArk | China |
| InfoLens | |
| INGAME | |
| INTI CREATES | |
| ION LANDS | Germany |
| IzanagiGames | |
| Japan activity association | |
| Jetsen | China |
| Jyamma Games | Italy |
| Kakehashi Games | |
| KAMITSUBAKI STUDIO | |
| KEMCO | |
| KOEI TECMO GAMES | |
| Konami Digital Entertainment | |
| KOREA PAVILION | South Korea |
| Allaf Games | South Korea |
| BePex | South Korea |
| Codename Bom | South Korea |
| Eggtart | South Korea |
| EXLIX | South Korea |
| FlyingStone | South Korea |
| KIWIWALKS | South Korea |
| Midipla | South Korea |
| Milestonegames | South Korea |
| Ndolphins Connect | South Korea |
| Newcore Games | South Korea |
| Nimble Neuron | South Korea |
| OAA | South Korea |
| ODYSSEYER | South Korea |
| Seeplay | South Korea |
| ShineGames | South Korea |
| SoulGames | South Korea |
| SUNNY SIDE UP | South Korea |
| Susu soft | South Korea |
| Toast | South Korea |
| Tripearl Games | South Korea |
| Twohands Interactive | South Korea |
| Urban Wolf Games | South Korea |
| WONDERPOTION | South Korea |

| Exhibitors | Country/Region |
|--|----------------|
| General Exhibition Area | |
| 3F Factory | South Korea |
| Kuro Games | China |
| LEVEL-5 | |
| lowiro | United Kingdom |
| L-TEK | Poland |
| Mahjong Meta | China |
| Mango Party | Taiwan |
| mastergates | |
| MAYFLASH | |
| METAHORSE | |
| METAHORSE Community (MMP Guild) | |
| MOSS | |
| MUTAN | |
| MyDearest | |
| NetEase Games | China |
| noisycoak | |
| Oasys / double jump.tokyo | |
| Original Force | China |
| Panasonic Entertainment & Communication | |
| PARALAND | Taiwan |
| PIXEL | |
| playcare | |
| PLAYISM | |
| ProjectMoon | South Korea |
| Qiddiya | Saudi Arabia |
| RIYADH GAMES EXPO | Saudi Arabia |
| Sakura Small Amount and Short Term Insurance | |
| Samsung SSD | |
| Sanwa solution | |
| Sapporo Game Camp | |
| SEGA/ATLUS | |
| SQUARE ENIX | |
| SteelSeries | |
| STUDIO SLEDGEHAMMER | |
| SUCCESS | |
| Taipei Game Show | Taiwan |
| Tassei Denki | |
| TATSUJIN | |
| Team17 | United Kingdom |
| TechnoBlood eSports | |
| Teyon | |
| Teyon Japan | |
| TOEI ANIMATION | |
| Twitch Japan | |
| VIC GAME STUDIOS JAPAN | |
| VisualLight | South Korea |
| WAVE | |
| XD Entertainment | China |
| YOSHIMOTO KOGYO | |

| Exhibitors | Country/Region |
|--|--------------------------|
| General Exhibition Area | |
| Ysbryd Games | Singapore |
| 17LIVE | |
| 4Gamer.net | |
| 7QUARK | Taiwan |
| Smartphone Game Area | |
| AIRCAP | South Korea |
| Anarch Entertainment | United States of America |
| Bushiroad | |
| C4Cat Entertainment | China |
| CROOZ Blockchain Lab/gumi | |
| DONUTS GAMES | |
| ElEngine | |
| F4samurai | |
| GameWith | |
| Google Play | |
| Google Play App / Point Rally booth #1 | |
| GRAVITY | South Korea |
| Guangzhou Game Industry Association | China |
| HAEGIN | South Korea |
| IYA GAMES | China |
| KLab/BLOCKSMITH&Co. | |
| Kvuzan | |
| Minimum Studio | South Korea |
| PLAYMAP | China |
| Reverse: 1999 | |
| Revitalization Games | China |
| "Shangri-La Frontier" | |
| SKYWALK | South Korea |
| SULA BOX GAMES | |
| WeKlem | South Korea |
| 3Dmuse | South Korea |
| AR/VR Area | |
| Astoness | |
| Band Space | China |
| bHaptics | South Korea |
| CharacterBank | |
| DPVR | China |
| DreamVR-Studio | China |
| Figunny | |
| FireGame | China |
| FORUM8 | |
| Fun2 Studio | Taiwan |
| Gatebox | |
| Gazzlers | Spain |
| Geniesoft / WISEVILL | South Korea |
| IMRnext | Australia |
| Japan Electronics College ProjectVR | |
| KATVR JAPAN | |
| Moka Games | |

| 出展者名 | 国・地域 |
|--|---------|
| AR/VR Area | |
| N7R | China |
| Pico Technology Japan | |
| Pimax Innovation | China |
| RAZBAM JAPAN - VRgineers , DCS World - Shenzhen Synteh Technology Innovation | China |
| Thirdverse | |
| VR IMAGINATORS | |
| VR Professional Academy | |
| Vuzix Japan | |
| Gaming Hardware Area | |
| Alienware | |
| ATEN JAPAN | |
| AYANEO | China |
| BenQ Japan | |
| Brook Gaming | Taiwan |
| Comworks | |
| Dynabook | |
| Fnatic Gear | |
| FRONTIER | |
| GALLERIA | |
| Google Play Games / Point Rally booth #2 | |
| Hanvon Ugee Technology | China |
| HP Japan | |
| Intel | |
| I-O DATA DEVICE | |
| I-STAR ELECTRONICS | China |
| METADOX | Austria |
| MiningBase | |
| MSI | Taiwan |
| ONEXPLAYER | |
| PB TAILS | China |
| Shenzhen Guli Tech | China |
| Shenzhen KTC Technology | China |
| Topre | |
| TSUKUMO | |
| ULTRA-X | |
| VIRPIL CONTROLS JAPAN | |
| Xreal Japan | |
| YAMAHA MUSIC JAPAN | |
| 3DCONNEXION | Monaco |
| Gaming Lifestyle Area | |
| Bauhutte | |
| Coolish Music | |
| Dongguan Wanlixing Rubber | China |
| Empire Motor | |
| GIFU PLASTIC INDUSTRY | |
| Google Play Games / Point Rally booth #3 | |
| GTCHAIR | China |
| iWellness | |

Exhibitors List – Physical Exhibits ②

| Exhibitors | Country/Region |
|---|----------------|
| Gaming Lifestyle Area | |
| KARNOX | China |
| Kawakami Sangyo | |
| Livlan mind | |
| NITORI | |
| WORLD CHEMICAL | |
| eSports Area | |
| AndGAMER | |
| BFP | |
| e-SPORTSCAFE | |
| Fermat | |
| Gachisup | |
| HIGH-BEAM AKIBA | |
| Nippon Television Network | |
| SCARZ | |
| Seibidou | |
| Game Academy Area | |
| Aichi Institute of Technology | |
| ARS Computer College | |
| Arts college Yokohama | |
| Bunkyo University | |
| C&R Creative Studios / C&R Creative Academy | |
| Chuo Institute of Information and Design College | |
| Computer College Nagoya | |
| Denchan Osaka Electro-Communication University | |
| ECC COLLEGE OF COMPUTER AND MULTIMEDIA | |
| FORUM8 | |
| Higashi-Nihon Design & Computer College | |
| Hokkaido Computer School | |
| Hokkaido Information University | |
| Human Academy | |
| International Information & Engineering Automobile College | |
| Japan Animation & Manga College | |
| Japan Electronics College | |
| Kanagawa Institute of Technology | |
| Kinki Computer & Electronics College | |
| Kobe Institute of Computing - College of Computing | |
| KokusaiDenshiBusinessTechnicalSchool | |
| Kyusyu Computer College Fukuoka / Kitakyusyu / Oita / Kagoshima | |
| Mirai business college of vocation | |
| NAGOYA KOGAKUIN COLLEGE | |
| NIHON KOGAKUIN COLLEGE /Tokyo University of Technology | |
| Niigata Computer College. | |
| Niigata high technology college | |
| Numazu Professional Training College of Business and Information Technology | |
| Okayama Information College | |
| Osaka Electro-Communication University | |
| OSAKA SOGO COLLEGE OF DESIGN | |

| Exhibitors | Country/Region |
|---|--------------------------|
| Game Academy Area | |
| Ota Information & Business College | |
| Renaissance High School Group | |
| Shobi University | |
| Shohoku College | |
| Shonan Institute of Technology | |
| Soshi Gakuen Clark memorial international high school | |
| Tohoku Computer College | |
| TOKYO COOL JAPAN COLLEGE | |
| Tokyo Jitsugyo High School | |
| Tokyo University of Information Sciences | |
| Toyama Information Business Vocational school | |
| Toyo Institute of Art and Design | |
| TRIDENT COLLEGE OF INFORMATION TECHNOLOGY | |
| VANTAN GAME ACADEMY | |
| Waseda-Bunri College of Arts & Sciences | |
| Indie Game Area | |
| ACG Creator | Taiwan |
| ACQUIRE | |
| Alunite | |
| Amusement Media Academy/Osaka Amusement Media Academy | |
| Anela | |
| AREA35 | |
| Asobism | |
| BATTLEBREW PRODUCTIONS | Singapore |
| Battlestate Games | |
| BeXide | |
| BlastEdge Games | |
| BugBlio Studio | Thailand |
| Call Of Boba | China |
| CENTERTOSECONDS | |
| CHILE Pavilion | Chile |
| AOne Games | Chile |
| Dreams of Heaven | Chile |
| Mezcla Estudio | Chile |
| Time Hunters | Chile |
| Ulpo Media | Chile |
| Chorus Worldwide | |
| City Connection Turbo | United States of America |
| Czech Pavilion | Czech |
| Bulanci | Czech |
| Cyber Sail Consulting | Czech |
| Czech Game Developers Association | Czech |
| DIVR | Czech |
| Last Train Home | Czech |
| Samba.ai | Czech |
| Scarlet Deer Inn | Czech |
| DANGEN Entertainment | |
| DEVit | South Korea |

| Exhibitors | Country/Region |
|--------------------------------|--------------------------|
| Indie Game Area | |
| Digital Sun (Games from Spain) | Spain |
| Digital Sun | Spain |
| Dyson Sphere Program | China |
| ELSA Japan | |
| EnigmatrixGames | China |
| Ethereal | |
| ETime Studio | China |
| False Prophet | Poland |
| FlyteCatEmotion | |
| Freedom Games | United States of America |
| Game Nobility | Taiwan |
| Gamma Games | China |
| GIGABASH | Malaysia |
| Glowstick Entertainment | United States of America |
| Gotcha Gotcha Games | |
| GRAVITY | |
| GRAVITY GAME ARISE | |
| Greater Copenhagen Region | Sweden |
| Apog Labs | Sweden |
| Sirenix | Denmark |
| Skypadd | Denmark |
| Snappreak Games | Sweden |
| takunomi | Denmark |
| Trancenders Media | Sweden |
| Triple Topping | Denmark |
| Carry Castle | Sweden |
| Copenhagen Capacity | Denmark |
| DeadToast Entertainment | Sweden |
| Game Habitat | Sweden |
| Impact Unified | Sweden |
| mod.ai | Denmark |
| Rebound Sound | Sweden |
| Rokoko | Denmark |
| Grounding | |
| GYAAR Studio | |
| Happinet | |
| Helvetii | Switzerland |
| HYPER REAL | |
| IGDA Japan Chapter | |
| iGI indie Game incubator | |
| Illam Software Entertainment | Singapore |
| IndieArk | China |
| I-rori Entertainment | |
| iwellone | |
| Khayalan Arts | Indonesia |
| KODANSHA GAME CREATOR'S LAB. | |
| KOHACHI STUDIO | |
| Kwalee | United Kingdom |

| Exhibitors | Country/Region |
|----------------------------------|--------------------------|
| Indie Game Area | |
| Leaful | Singapore |
| Lion Core | Indonesia |
| Maniac Panda | Spain |
| Maniac Panda (Games from Spain) | Spain |
| Maple Whispering | China |
| MBAinternational | |
| Metagame Industries | China |
| Metrobots (Games from Spain) | Spain |
| Metrobots | Spain |
| mino_dev | United States of America |
| ModelingX | |
| Nao Games | |
| NatsumeAtari | |
| NEO FUTURE LABS | |
| Netherlands Games Pavilion | Netherlands |
| Azerion | Netherlands |
| Roost Games | Netherlands |
| CoolGames | Netherlands |
| Copyright Delta | Netherlands |
| Degoma Games | Netherlands |
| Dutch Games Association | Netherlands |
| i3D.net | Netherlands |
| MeetToMatch | Netherlands |
| Newzoo | Netherlands |
| Paladin Studios | Netherlands |
| NEURON AGE | |
| Neverland Entertainment | China |
| NIHON KOGAKUIN COLLEGE | |
| Northplay | Denmark |
| Norwegian Games | Norway |
| D-Pad Studio | Norway |
| Hyper Games | Norway |
| Krillbite Studio | Norway |
| Sarepta Studio | Norway |
| ONE CONNECT | |
| Paper Trail | United Kingdom |
| Peakware Studio | Thailand |
| Perfect Bliss (Games from Spain) | Spain |
| Perfect Bliss | Spain |
| Phoenixx | |
| PROMOTAL | |
| Puff Hook Studio | Taiwan |
| QUANTUMPEAKS | Thailand |
| RabbitlyEntertainment | |
| Ratalaika Games / Shinyuden | Spain |
| RedefineArts | |
| room6 | |
| RunOut | Thailand |

| 出展者名 | 国・地域 |
|-----------------------------|--------------------------|
| Indie Game Area | |
| Seoul Business Agency (SBA) | South Korea |
| ACTIONFIT | South Korea |
| AIRCAP | South Korea |
| CASSEL GAMES | South Korea |
| CFK | South Korea |
| GRAMPUS | South Korea |
| Lunar Games | South Korea |
| Ninetwolabs | South Korea |
| PepperStones | South Korea |
| Ring Games | South Korea |
| Softon Entertainment | South Korea |
| SERIALGAMES | |
| Slug Disco | United Kingdom |
| Spiral Up Games | China |
| Spiralsense | |
| SpringGuild | |
| Starstruck Games | Singapore |
| Stromatosoft | |
| STUDIO GurlLiver | South Korea |
| Studio Lights | |
| SwissGames | Switzerland |
| Echo of the Waves | Switzerland |
| Hermit: an Underwater Tale | Switzerland |
| Munch | Switzerland |
| TASKIV | |
| TECH.C. GAME PROJECT | |
| TOKYO COOL JAPAN COLLEGE | |
| Top Hat Studios | United States of America |
| Toydea | |
| tsukuru uozu project | |
| Ultinet | |
| Volcano Princess | China |
| VSISTERS | South Korea |
| WhisperGames | China |
| WODAN | |
| Wonderland Kazakiri | |
| Wowwow Technology | Taiwan |
| yokaze | |
| Zenesis | |
| ZerovHao | Taiwan |
| 24Frame | |
| 2P Games | China |
| 3CM Game Studio | China |

Exhibitors List – Physical Exhibits ③

| Exhibitors | Country/Region |
|------------------------------|--------------------------|
| Selected Indie 80 | |
| ABEL Team - ENJMIN | France |
| AI Frog Interactive | |
| Alchemist: The Potion Monger | Poland |
| atelierent.jp | |
| Bad Ridge Games | United States of America |
| BulletLive | |
| CandLE | South Korea |
| Chanko Studios | France |
| Cherrymochi | |
| Crunchy Leaf Games | Germany |
| Drossel/Studio | |
| Duck Reaction | France |
| Ecosystem | Ireland |
| Edgeflow Studio | Romania |
| EQ Studios | United States of America |
| FairPlay Studios | Thailand |
| Fantastico Studio | Italy |
| Fire Hose Games | United States of America |
| fkn-e | Brazil |
| futurala | |
| Gaco Games | Indonesia |
| GIFT TEN INDUSTRY | |
| GoldFire Studios | United States of America |
| Grindstone | Slovakia |
| haguruma | |
| helpnode | Russia |
| Hokkaido 4,500km | |
| Increment | United States of America |
| Indie-us Games | |
| INDIRECT SHINE | |
| KAKUKAKU GAMES | |
| Kamiji | |
| Kero Chart Studio | Taiwan |
| Kid Onion Studio | Italy |
| Kids Production | |
| Millo Games | Taiwan |
| MOMIBOSU | |
| Morning Bird Studio | South Korea |
| Moth Kubit | Brazil |
| O Pao Game Studio | Brazil |
| ODDADA | Germany |
| PapaCorps | Argentina |
| Pershaland | Iran |
| Persis Play | Poland |
| Persona Theory Games | Malaysia |
| Pickle | |
| Portalgraph | |
| Prideful Sloth | Australia |
| Retro Gadgets | Italy |

| Exhibitors | Country/Region |
|-------------------------------|--------------------------|
| Selected Indie 80 | |
| Rhythm Towers | United Kingdom |
| SIGONO | Taiwan |
| Sinkhole Studio | South Korea |
| Space Chef | United Kingdom |
| Spacepup | Malaysia |
| StickSpinner | |
| Stories from Sol: The Gun-Dog | United Kingdom |
| Takahiro Miyazawa | |
| Tamakotronica | |
| Team Lark | China |
| Team Reptile | Netherlands |
| The Iterative Collective | Singapore |
| Thousand Games | |
| Torn Away | Russia |
| Toyota Ryuto | |
| Tsune Studio | |
| tt.works.100 | |
| Twenty Ninety Creative | Canada |
| Umami Grove | Canada |
| UNDERScore | |
| United Games | Brazil |
| Usagi Shima | Germany |
| Vermillion Studios | Brazil |
| VESTMAN | |
| Virtual Dawn | Finland |
| White Leaf | United States of America |
| woof | |
| YummyYummyTummy | Indonesia |
| Zing Games | United States of America |
| 42bits Entertainment | Germany |
| 4z4 production | Indonesia |
| 5dims | |
| Merchandise Sales Area | |
| AI PikattoAnime | |
| Azumaker | |
| CAITAC FAMILY | |
| CAPCOM | |
| COSPA | |
| D3PUBLISHER | |
| DONUTS GAMES | |
| empty | |
| ensky | |
| Fangamer | |
| Fnatic Gear(ASK) | |
| Game Center CX | |
| GAMES GLORIOUS | |
| GAMING CENTER by GRAPHT | |
| GAMMAC | South Korea |
| GeekShare | China |

| Exhibitors | Country/Region |
|--|--------------------------|
| Merchandise Sales Area | |
| Happinet | |
| Iam8bit | |
| Infolens | |
| Kanro | |
| KOEI TECMO GAMES | |
| KOJIMA PRODUCTIONS | |
| Nikkei Business Publications | |
| SANWA DENSHI | |
| SQUARE ENIX Official Goods Shop | |
| SQUARE ENIX MUSIC | |
| TORCH TORCH | |
| TOYPLA | |
| FamilyGame Area | |
| AGNI-FLARE | |
| BANDA NAMCO Entertainment | |
| CAPCOM | |
| D3PUBLISHER | |
| Happinet | |
| KOEI TECMO GAMES | |
| Konami Digital Entertainment | |
| Korea Pavilion / KIWIWALKS / OAA | South Korea |
| Samsung SSD | |
| SEGA/ATLUS | |
| SQUARE ENIX | |
| TV GAME magazine | |
| Business Solution Area | |
| Active Gaming Media | |
| ADIA | China |
| Aiming Taiwan Branch | Taiwan |
| AIQVE ONE | |
| AKA Virtual | |
| Alconost | United States of America |
| Alibaba Cloud | |
| Alpha CRC | |
| Applier Group | Taiwan |
| AQUASTAR | |
| Association of Creative Companies of Moldova | Moldova |
| Avantaj Prim | Moldova |
| Lore Games | Moldova |
| Avatum | United States of America |
| bestat | |
| beyond | |
| Bird fab studio | |
| Blockchain Game Alliance | Switzerland |
| Brushup | |
| BusinessOulu (City of Oulu, Finland) | Finland |
| C-Garden | |
| Chengdu Game Bear | China |
| Chengdu Indie League Network Technology | China |

| Exhibitors | Country/Region |
|---|----------------|
| Business Solution Area | |
| Chengdu IQIYI Intelligent Innovation Technology | China |
| ChillStack | |
| City of SENDAI/SENDAI GAME COURT | |
| Classmethod | |
| Cloud Ace | |
| CocoronoBeatEntertainment | |
| CRI Middleware | |
| CTC Translation & Localization Solutions | China |
| CURO | |
| CyberAgent | |
| dcSpark | |
| DEX DSP | South Korea |
| Diarkis | |
| DICO | |
| Digital Art Amakusa | |
| Digital Stacks | |
| Digital Works Entertainment | |
| DynaComware | |
| EC Innovations | China |
| Empires Not Vampires Entertainment | Finland |
| Equinix Japan | |
| Fingersoft | Finland |
| GIANTY | |
| Globiance | Hong Kong |
| GuildQB | |
| GURI Art | |
| HIKE | |
| Holomonsters | Finland |
| Incredibuild Japan | |
| ITOCHU Cable Systems | |
| IWATA | |
| JOCND | |
| Kagoshima isacity | |
| Keywords Studios | |
| LAC | |
| Lapin | |
| LAYUP | |
| Leader Electronics | |
| Lenovo Japan | |
| Levtech | |
| Macnica, inc./Beam Me Up Labs | |
| Malaysia Pavilion | Malaysia |
| Acyn | Malaysia |
| Ammobox Studios | Malaysia |
| Dreamfact | Malaysia |
| Fly Studio | Malaysia |
| GLOW PRODUCTION | Malaysia |
| Hide and Seeds | Malaysia |
| Illusionist Animation Studio | Malaysia |
| IXI CREATIVES | Malaysia |

| 出展者名 | 国・地域 |
|---|-----------|
| Business Solution Area | |
| Kaigan Games Entertainment | Malaysia |
| Khazanah Nasional Berhad | Malaysia |
| Magnus Games Studio | Malaysia |
| Malaysia Digital Economy Corporation (MDEC) | Malaysia |
| Malaysia External Trade Development Corporation (MATRADE) | Malaysia |
| Metal Brain Studio | Malaysia |
| Onyx Studio Malaysia | Malaysia |
| Quurk | Malaysia |
| Syncraft Studio | Malaysia |
| TEN TEN STUDIOS (M) | Malaysia |
| The Illusion Picture | Malaysia |
| Weyrdworks | Malaysia |
| Mapbox Japan | |
| Megaxus Infotech | Indonesia |
| Meltwater Japan | |
| Mie Translation Services | Taiwan |
| MIRISENS | |
| Mirrativ | |
| Mobvista | |
| Mr.GAMEHIT | |
| Myriashue | |
| Ningbo Miaow Network Technology | China |
| Nobollel | |
| NOW PRODUCTION | |
| Okayama City | |
| OPUS | |
| Pavilion of Wallonia - Belgium | Belgium |
| BattleKart Europe | Belgium |
| Haute Ecole de la Province de Liege (HEPL) | Belgium |
| Little Big Monkey Studio | Belgium |
| OptizOnion | Belgium |
| Wallonia Games Association | Belgium |
| PingCAP | |
| Plott | |
| Pole To Win/PTW Japan | |
| Project-D Animation Studio | China |
| Purmoe Design Lab | |
| Rayking Game | China |
| RIKOH Industrial Solutions | |
| ROSA MEDIA | China |
| SAGA PREFECTURAL GOVERNMENT | |
| Scenario Technology Mikagami | |
| Server Solution Vendors | |
| Shachihata | |
| Sheer Tianyi Technology | China |
| Shimmer Games | China |
| Shinwork Technology | Taiwan |
| Shu Wan Tang | China |
| Sichuan Lan-bridge Information Technology | China |

Exhibitors List – Physical Exhibits ④ / Online Exhibits

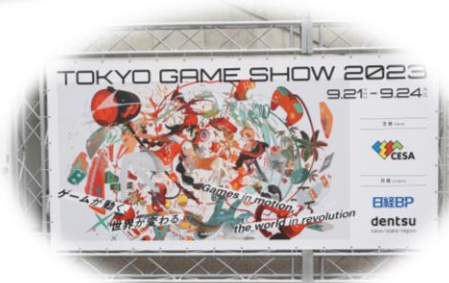
| Exhibitors | Country/Region |
|---|--------------------------|
| Business Solution Area | |
| SilverStarJapan | |
| Sloyd.ai | Norway |
| Speech Graphics | United Kingdom |
| SPICE | |
| Sunbird | |
| SunFlare | |
| TAITRA | Taiwan |
| TASTE 3D STUDIO | China |
| TELECY | |
| TENBEN | |
| THE CORE(SAFEHOUSE / AREA35 / WHISTLER) | |
| THINGMEDIA | |
| ThinkingData | |
| TikTok for Business | China |
| Too | |
| Upsurge Studios East | |
| VIRTUOS | Singapore |
| WebEye | China |
| WELL-LINK TECH | Singapore |
| Winking Studios | China |
| Wit One | |
| Wrike Japan | |
| Xsolla | United States of America |
| Yokosuka City | |
| Business Meeting Area | |
| ADIA | China |
| Amazon Games | |
| Audio Workshop | France |
| Bandai Namco Filmworks | |
| Black Salt Games | New Zealand |
| Canary Island Games (Games from Spain) | Spain |
| Canary Island Games | Spain |
| COGNOSPHERE | China |
| Cynra | |
| DeNA | |
| design level | South Korea |
| Digital Stacks | |
| Dimps | |
| FireGame | China |
| French Pavilion | France |
| AngelCorp | France |
| Atlas V | France |
| Backlight Studio | France |
| Goblinz Studio | France |
| Green Island | France |
| Librastral | France |
| Mangas.IO | France |
| Music Story | France |
| ONTBO | France |

| Exhibitors | Country/Region |
|---|--------------------------|
| Business Meeting Area | |
| Persistent Studios- Popcorn FX | France |
| Shine Research | France |
| TAKEOFF | France |
| WTPL | France |
| GDC | United States of America |
| GG Content | United States of America |
| GREE | |
| GungHo Online Entertainment / GRAVITY | |
| Happinet | |
| HoYoverse | China |
| i3D.net | Netherlands |
| Infinite Art Solutions | Cyprus |
| KLab/BLOCKSMITH&Co. | |
| Kudos Productions | Taiwan |
| Lemnisca | United States of America |
| LEMON SKY STUDIOS | Malaysia |
| Madness Ventures by Product Madness | United Kingdom |
| Madrid in Game (Games from Spain) | Spain |
| Madrid in Game | Spain |
| Magi Dagger-Axe | China |
| Microids | France |
| Minimum studios | Taiwan |
| Neon Doctrine | Taiwan |
| NetEase Games | China |
| Newzoo | Netherlands |
| NEXON | |
| Nintendo | |
| now.gg | United States of America |
| Outer Space Technology (Dalian) | China |
| PlatinumGames | |
| PLAYISM | |
| Pole To Win/PTW Japan | |
| PQube | United Kingdom |
| Qiddiya | Saudi Arabia |
| QooApp Game Store | Taiwan |
| READYgg | Gibraltar |
| Red Art Games | France |
| SAFARI GAMES | |
| SBA | South Korea |
| Selectavision / Perfect Bliss / Maniac Panda (Games from Spain) | Spain |
| Cosmic Spell | Spain |
| Kotoc | Spain |
| Museo Arcade Vintage | Spain |
| Odders Lab | Spain |
| OWO | Spain |
| Polygonal Mind | Spain |
| Selectavision | Spain |

| Exhibitors | Country/Region |
|--------------------------------------|----------------|
| Business Meeting Area | |
| Undergames | Spain |
| Vermila | Spain |
| Seoul Business Agency (SBA) | South Korea |
| Sheer Tianyi Technology | China |
| Shochiku | |
| Soft-World International | Taiwan |
| Tamsoft | |
| THIRDWAVE | |
| TOKYO BROADCASTING SYSTEM TELEVISION | |
| Twitter Japan | |
| Ubitus | |
| UozuCity | |
| VIRTUOS | Singapore |
| viviON | |
| XAC | Taiwan |
| Zucks | |
| 505 Games | |

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◦ Alphabetical Order by Exhibit Corner



| Exhibitors | Country/Region |
|--|--------------------------|
| General Exhibition Area | |
| Frozen District | Poland |
| GungHo Online Entertainment | |
| HAMSTER | |
| Hooded Horse Asia-Pacific | United States of America |
| Hooded Horse Europe | United States of America |
| Hooded Horse North America | United States of America |
| Microsoft Corporation Japan | |
| Nexon | South Korea |
| Summerfall Studios | Australia |
| Vixa Games | Poland |
| Smartphone Game Area | |
| Gwaves | Hong Kong |
| AR/VR Area | |
| Godot Engine | Netherlands |
| GoRapid Studio | United Arab Emirates |
| Gugenka | |
| Ima Create | |
| Magic: The Gathering | |
| POLYGONAL MIND | Spain |
| Schell Games | United States of America |
| Survios | United States of America |
| thatgamecompany Sky: Children of the Light | |
| eSports Area | |
| Japan Esports Union | |
| Game Academy Area | |
| Adachi Education Group | |
| Aso Pop Culture College | |
| Indie Game Area | |
| A2 Softworks | Poland |
| Astrolabe Games | China |
| Chasing Rats Games | Canada |
| feneq | Germany |
| Imaginary Game Studios | United States of America |
| Indiesquire | Switzerland |
| Kashkool Games | United Arab Emirates |
| LandShark Games | Singapore |
| Massive Damage Games | Canada |
| Mimimi Games | Germany |
| PHOSEPO | Taiwan |
| Piece of Cake studios | France |
| Purple Ray Studio | Poland |
| Scarlet String Studios | Canada |
| SlavicPunk: Oldtimer | Poland |
| Sony Interactive Entertainment | |
| Yobob Games | United States of America |
| Business Meeting Area | |
| Softstar Entertainment | Taiwan |

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◦ Alphabetical Order by Exhibit Corner

Physical (Real) Venue

Opening Ceremony

〈Time & Date〉 September 21 (Thu.) 9:30am ~ 9:50am

〈Location〉 2F Hall 5 Front, Central Mall

〈Program〉

Oranizer's Remarks

Haruhiro TSUJIMOTO, Chairman, CESA

Co-Organizer's Remarks

Naoto YOSHIDA, President, Nikkei BP

Chisato MATSUMOTO, Executive Director, Dentsu

Greetings from Guest of Honor

Tomohiro USHIYAMA, Deputy Director-General for IT
Strategy, METI

Junichi SAKOMOTO,

JAPAN Int'l Contents Festival Executive Committee

〈Ribbon Cutting〉

Haruhiro TSUJIMOTO, Chairman, CESA

Tomohiro USHIYAMA, Deputy Director- General for IT Strategy, METI

Junichi SAKOMOTO, JAPAN Int'l Contents Festival Executive Committee

Naoto YOSHIDA, President, Nikkei BP

Chisato MATSUMOTO, Executive Director, Dentsu

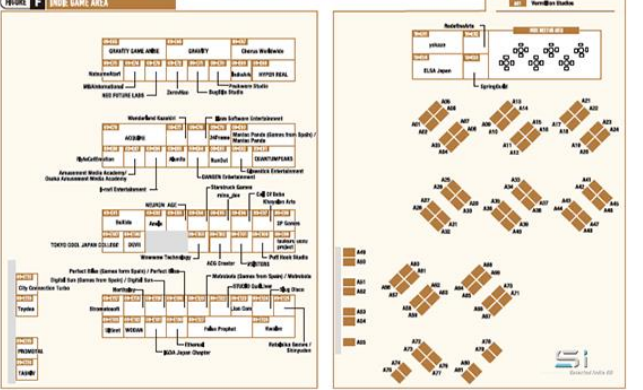
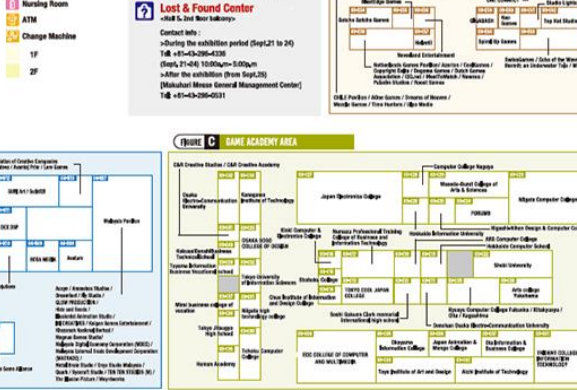
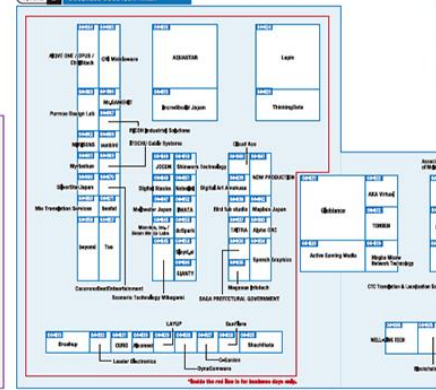
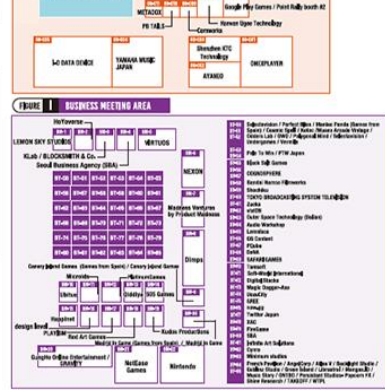
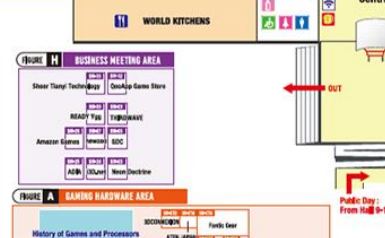
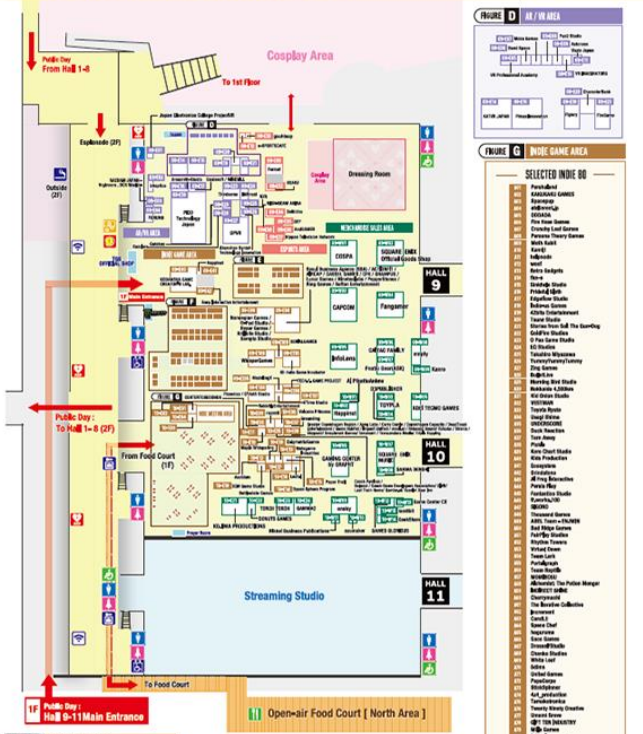
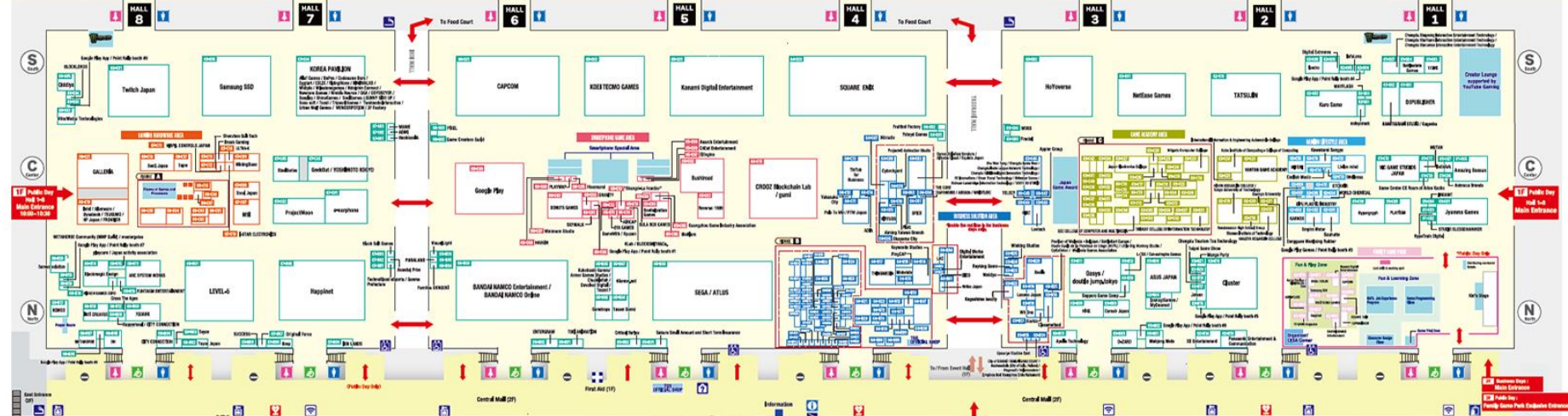


Floor Map

Floor Map International Exhibition Hall 1-8

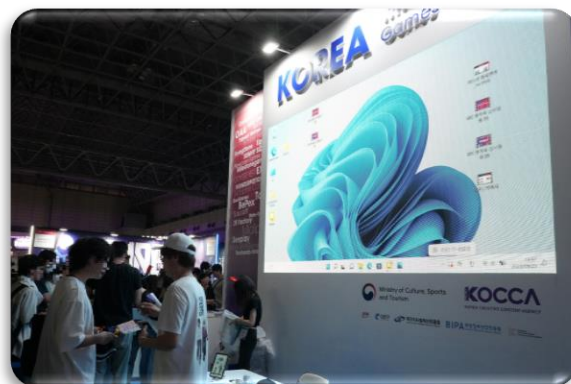
Open-air Food Court [South Area]

Floor Map International Exhibition Hall 9-11



Venue Scenery①

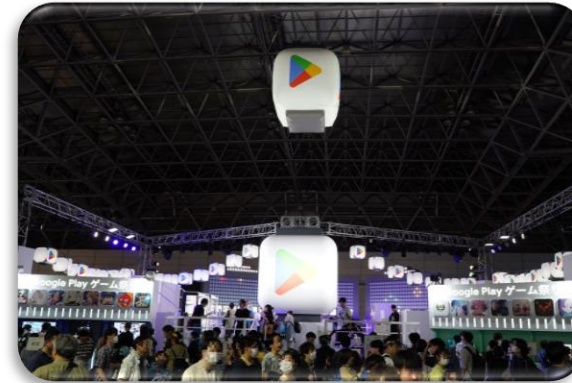
General Exhibition Area



General Exhibition Area



Smartphone Game Area



Gaming Hardware Area



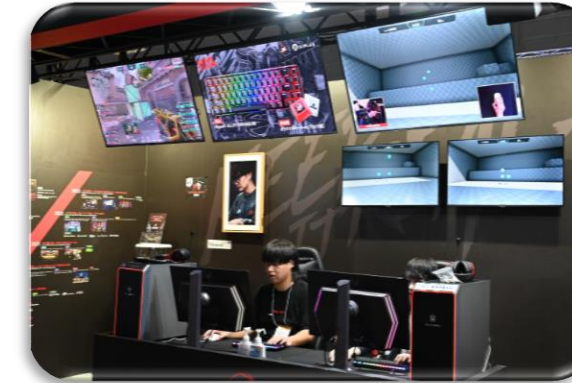
Gaming Lifestyle Area



AR/VR Area



e-Sports Area



Game Academy Area



Merchandise Sales Area



Indie Game Area



Business Solution Area



Business Meeting Area



Japan Game Awards Future Division Voting Booth

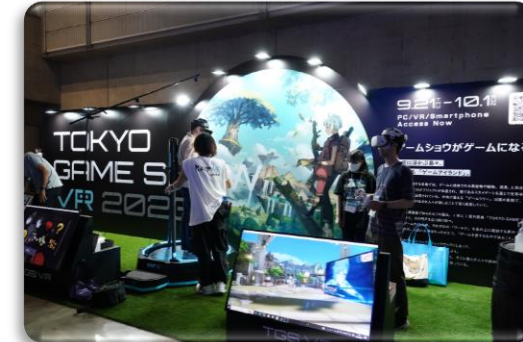


Organizer's Project

Corner to let visitors know to enjoy games safely and securely





TOKYO GAME SHOW VR (TGS VR) Booth



We have set up a free interactive area where children of middle school age and younger can enter with a guardian. This area is themed around 'learning' and 'playing' through games, offering experiences that broaden various possibilities. Age-appropriate and safe-to-enjoy video games, as well as related products, are introduced. The kids' stage featured events organized by various exhibitors, attracting many spectators and creating a lively atmosphere.

学ボゾーン (Learning Zone)

| サウンド体験 (30分) | キャラクター デザイン体験 (30分) | プログラミング体験 (60~70分) |
|---------------------------------|---|---|
| 9/23(土) 10:30~12:30まで 全3回 | 9/23(土) 10:15~16:45まで 全13回 | micro:bit × Scratch でキャッチゲームを つくろう(70分) |
| 9/24(日) 13:45~16:30まで 全4回 | 9/24(日) 10:15~16:45まで 全13回 | 9/23(土) 11:00~ 9/24(日) 11:00~ 13:00~ |
| アフレコ&モーション キャプチャー体験 (40分) | | コントローラーを つくろう(60分) |
| 9/23(土) 13:00~16:40まで 全4回 |  | 9/23(土) 13:00~ 15:00~ |
| 9/24(日) 10:30~13:10まで 全3回 |  | 9/24(日) 15:00~ |



Postrecording & Motion Capture Experience



Programming Experience



Participants were given a "Job Book for Creating Games," which summarizes the professions involved in the process of making a game.

遊ぶゾーン
ゲーム体験エリア

最新ゲームが遊べちゃう!

遊べるゲームタイトルサービス

遊ぶゾーン

(Play Zone)



Game Trial Experience

CESA 年齢別レーティング制度のお話

おとうさん おかあさんへ

ゲームが好きなお子さんへ

ゲームが好きなみんなへ

CERO 年齢別レーティング制

The "Age Ratings System." Information Panel

キッズステージ コロコロ

10:30 Nintendo Switch「あそびあそばさす」スペシャルステージ

10:45 てれびゲームマガジン ゲーム実況ライブ in 東京ゲームショー

11:00 スーパーボンバーマン R2 パトリスステージ

11:15 パウ・パトロールとあそぼう!

11:30 きまひーがやってくる! 「デジタル地味音楽家」 TGSおもしろ実きょうステージ!

11:45 てれびゲームマガジン ゲーム実況ライブ in 東京ゲームショー

12:00 最強王様 スペシャルステージ

12:15 サンキュー! レスキュー! 「シカクQ」

12:30 「Qキョク」ライブステージ2023!

12:45 サンキュー! レスキュー! 「シカクQ」

13:00 「Qキョク」ライブ大会 であっけしカクQと撮影会!

(Kids Stage Program)

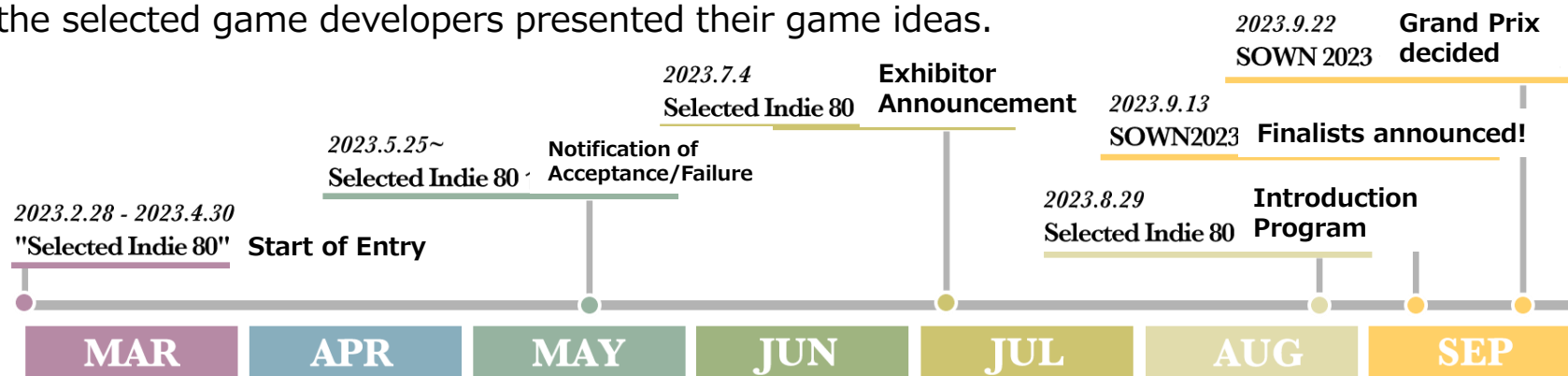
ファミリーパーク キッズステージ



kids' stage

Indie Game Area 「Selected Indie 80」

In order to create opportunities for indie game developers to attract attention, the "Selected Indie 80" slots are available for both corporate and individual developers to exhibit in the indie game corner free of charge. 793 titles were entered from 58 countries and regions, and after screening, 81 developers were selected as "Selected Indie 80" developers. As a result of the screening process, 81 titles were selected as "Selected Indie 80". A dedicated page introducing the Selected Indie 80 was set up on the official website, and a program introducing all the titles one by one was broadcast. In addition, a "Sense of Wonder Night" event was held where the selected game developers presented their game ideas.

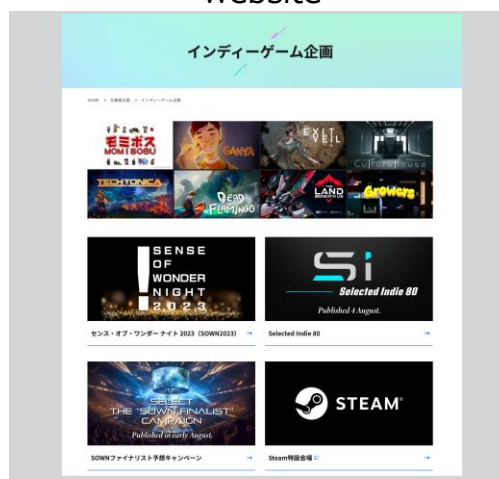


Selected Indie 80 – Main Scheme Projects

Free rental of dedicated booth and PC equipment



TGS Official Web Site Selected Indie 80 page on the official TGS website



Introductory program of exhibited titles



SOWN2023



Indie Game Area 「Sense of Wonder Night 2023(SOWN2023)」

Eight titles were selected from the Selected Indie 80 to be featured in the "Sense of Wonder Night 2023 (SOWN2023)," a pitch contest in which developers present their game ideas to the audience. Sense of Wonder Night 2023 (SOWN2023)," a pitch contest in which developers presented their game ideas. The program was broadcasted as an official program.SOWN2023 prepared seven awards, and each award was determined based on the content of the presentation. The Audience Award Grand Prix went to "Tiny Drive" developed by Portalgraph of Japan.

「Sense of Wonder Night (SOWN) 2023」 Prize Winner List SOWN2023 Archive URL : <https://www.youtube.com/watch?v=ItuFjtAeJ4A&list=PLfuGgcBbCkUfLxPJ0xtNAXND4Xame54IC&index=16>



Audience Award Grand Prix
Best Technological Game Award



Tiniy Drive
PORTALGRAPH
(Japan)



Audience Award Semi-Grand Prix
Best Experimental Game Award



Give me toilet paper!
TAKAHIRO MIYAZAWA
(Japan)



Best Game Design Award




It's a Wrap! (イツ・ア・ラップ)
CHANKO STUDIOS
(France)




Best Presentation Award



機動戦艦ガンドッグ 太陽系物語
STORIES FROM SOL: THE GUN-DOG
(United Kingdom)



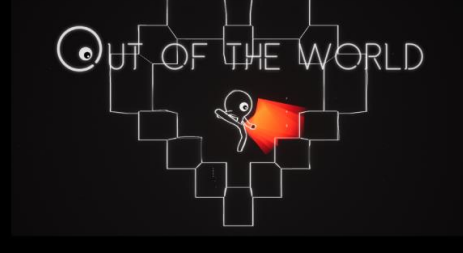
Best Arts Award




ODDADA
ODDADA
(Germany)



Ecosystem
ECOSYSTEM
(Ireland)



Out of the World
TOYOTA RYUTO
(Japan)



Retro Gadgets
RETRO GADGETS
(Italy)

CESA Reception Party

"TOKYO GAME SHOW 2023/Japan Game Awards 2023 Reception Party" was a great success, attended by many guests, CESA members, TOKYO GAME SHOW exhibitors, and the winners of the "Japan Game Awards 2023".

〈Time & Date〉 September 21 (Thu.) 6 : 00pm ~ 7 : 30pm

〈Location〉 Tsuruno-ma, Hotel New Otani Makuhari

〈Program〉

Organizer Remark

Haruhiro TSUJIMOTO, Chairman, CESA

Greetings from Guest of Honor

Tomohiro USHIYAMA, Deputy, Director-General for IT Strategy,
METI

Toast

Takashi KIRYU, Director, CESA

Closing Remark

Nao UDAGAWA, Director, CESA

◆Party Scene◆



Haruhiro TSUJIMOTO
Chairman, CESA



Tomohiro USHIYAMA,
Deputy, Director-General for IT
Strategy, METI



Takashi KIRYU
Director, CESA



Nao UDAGAWA
Director, CESA

Other Organizer's Projects

History of Game & Processor

Location : Hall 1 North

Focusing on the evolution of games and processors, which are inextricably linked, from the 1980s to the present day, the panel exhibit systematically covered the path computer entertainment has taken. An environment was provided where visitors could emulate and try out representative game content that appeared in conjunction with the topic on modern PCs.



MONSTER ENERGY

Location : Hall 1 South, Hall 8 South, Hall 9 East

MONSTER ENERGY, a special sponsor for the 11th consecutive year as the official energy drink, set up its main "MONSTER ENERGY" booth on the south side of Hall 8 and satellite booths on the south side of Hall 1 and east side of Hall 9, MONSTER ENERGY distributed the energy drink "MONSTER ENERGY" free of charge to visitors throughout the four-day event.



Cosplay Area

Location : Hall 9 Inside, South Outside <1st•2nd Floor>

The cosplay area returned after being absent for four years. This year, we made available an indoor hall (Hall 9) as well as outdoor areas on the south side across two levels. During the open days for the general public, we welcomed the participation of roughly 1,800 cosplayers.



Official Merchandise

Location : Hall 4 North, Hall 9 East, 2nd Floor, Central Mall, Hall 1-8

Based on the main visual drawn by Kukka, the lineup ranges from T-shirts and towels to mugs, key chains, and can badges. This year, a new lineup of goods featuring the TGS mascot character "Ferretta" has been added to the lineup, as well as a variety of items that can be worn at the event, such as shiny wristbands and pinhole sunglasses. A total of 48 items are available, including a variety of colors and designs.



Food Court

Location : Hall 4-6 South Outside, Hall 11 North Outside

Fourteen outdoor kitchen cars were set up on the south side of Halls 4-6 and on the north side of Hall 11, serving a total of more than 34,000 meals over the four days.



International Party + Indie Night

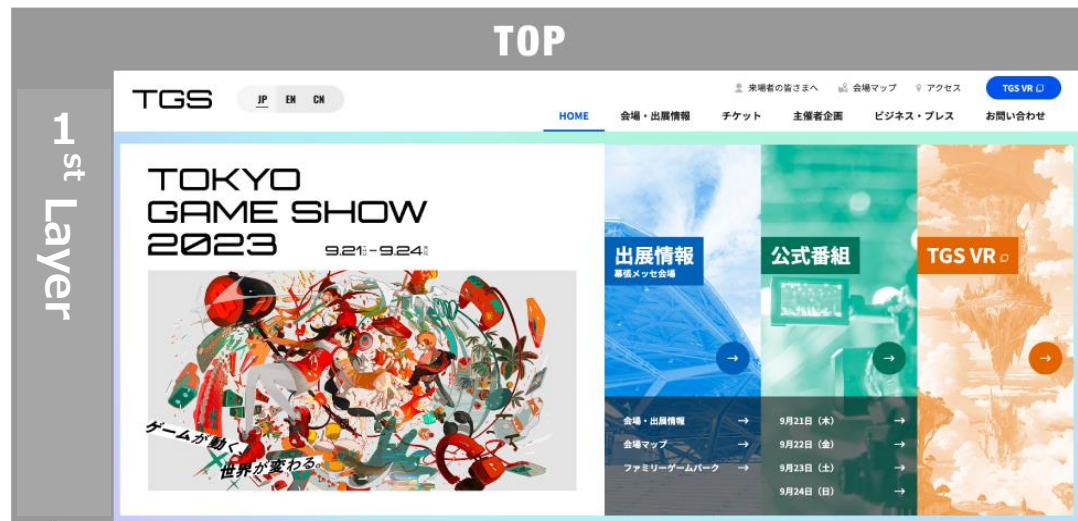
Location : Hall 9-11 2nd Floor Esplanade

After the Business Day on the second day of the show, an International Party + Indie Night was held for the first time in four years for the purpose of international exchange. About 400 people, including domestic and foreign exhibitors, Business Day GOLD Pass holders, and the press, gathered for a very lively event.



ONLINE / TOKYO GAME SHOW VR

TGS official website for visitors was opened on July 4, and various information such as the event outline, exhibitor introductions, and organizer's plans were released sequentially. The site was also used as a hub for official programs, TGS VR, a special Steam venue, and a business matching system.



| | TGS 2019 | TGS 2022 | TGS 2023 |
|-------------------|----------------------|------------------|------------------|
| Format | Real Only | Hybrid | Hybrid |
| Page Views | 4,388,463 | 7,896,732 | 5,253,801 |
| Languages | 4 (JP/EN/CHS/CHT) | 3 (JP/EN/CHS) | 3 (JP/EN/CHS) |

| | Venue/Exhibitor Information | Ticket | Organizer's Project | Business / Press | To Inquiry |
|------------------|--|---|--|---|---|
| 1st Layer | <ul style="list-style-type: none"> Exhibitor Introduction Access Food Court Family Game Park Request and Precautions for TGS Visitors For Cosplayers | <ul style="list-style-type: none"> Business Day Ticket Public Day Ticket Influencer Creator | <ul style="list-style-type: none"> Keynote Speech Official Program Japan Game Awards Indie Game Projects Steam Special Venue Event Stage Program Official Goods | <ul style="list-style-type: none"> Business Matching Business Seminar Third Party Provision of Personal Information to Overseas Exhibitors Press Release Exhibitor News Official Supporter Press Registration / Download Center Media Partner | <ul style="list-style-type: none"> FAQ Business Day Public Day To Exhibit Past TGS |
| 2nd Layer | | | | | |

Steam Special Venue

A special TGS2023 page was opened on Steam. A total of 643 titles, including previously released and soon-to-be-released titles from exhibitors published on Steam, are displayed by game genre. The top page featured a live simulcast of the official program (in Japanese).

TGS2023 Steam 特設会場 / Steam Special Venue

このサードパーティーイベントはコンピュータエンターテインメント協会と日経BPの主催です

発売中タイトル 近日発売タイトル Selected Indie 80タイトル TGS2023限定・初公開タイトル

ライブ 配信中: TGS公式番組

インプレッション数 / Impressions (TOP 画面の表示数) **9,973,362**

ユニークビュー数 / Unique Views (詳細表示をクリックした数) **1,313,472**



Action

Adventure

RPG

Official Program - Overall Outline

Twenty-five programs by the organizers and exhibitors will be distributed as official programs over the four days of the exhibition. In addition to the Japanese version, an English simultaneous interpretation version was distributed in parallel for global dissemination. For China and the U.S., distribution was also carried out in cooperation with local platforms and media.

Official Programs

● Programs : 25

※「Official Exhibitor Program」organized by exhibitors was 17 programs.

● Streaming Time & Date :

September 21 (Thu.) ~24 (Sun.)

※ Available in archives with some exceptions

● Total Views : 22,399,426

Views by Platform

| | | |
|-------------------------|-----------|---------------------------------|
| YouTube | 1,718,349 | (including Chinese and English) |
| X (Ex. Twitter) | 7,051,360 | (including English) |
| Nico-nico | 602,901 | |
| Twitch | 354,249 | (including English) |
| TikTok LIVE | 1,885 | |
| Facebook | 4,670 | |
| STEAM | 1,313,329 | |
| ----- | | |
| DouYu (China) | 187,369 | |
| bilibili (China) | 806,932 | |
| HUYA (China) | 5,900,118 | |
| IGN | 4,529,819 | |

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 | Japan Game Awards Future Division | 13:00- |
| 14:00- | | | | Japan esports Union | 14:00- |
| 15:00- | | | | | 15:00- |
| 16:00- | Japan Game Awards Games of the Year Division | Sense of Wonder Night 2023 | GungHo Online Entertainment | | 16:00- |
| 17:00- | | | | | 17:00- |
| 18:00- | Microsoft Japan | KOEI TECMO GAMES | | ENDING PROGRAM | 18:00- |
| 19:00- | 505 Games | HoYoverse | Reverse: 1999 | | 19:00- |
| 20:00- | SEGA / ATLUS | | Oasys/double jump.tokyo | | 20:00- |
| 21:00- | LEVEL-5 | SQUARE ENIX | | | 21:00- |
| 22:00- | KOEI TECMO GAMES | | | | 22:00- |
| 23:00- | CAPCOM | ProjectMoon | | | 23:00- |

Opening Program

Time & Date : September 21 (Thu.)
10:00am~10:50am

<https://youtube.com/live/qd-XKKNX8Dg>

【Cast Member】

- Risa Unai (TGS2023 Official Supporter)
- Hiroko Saga (Chief Editor of Weekly Famitsu)
- Aya Hirano (Deputy Editor, Nikkei xTrend)
- Shohei Taguchi (Official MC)
- Kousuke Hiraiwa (Official MC)
- Taiyo TANABE (Head of TGS Management Office)



Keynote Speech

Games in motion, the world in revolution

Time & Date : September 21 (Thu.)
11:00am ~11:50am

<https://youtu.be/Rsle7LawTJc>

【Cast Member】

- Pierre-Loup Griffais, Steam Platform Engineering Team, Valve
- Erik Peterson, Steam Business Team, Valve
- William Yagi-Bacon, Senior Vice President, Capcom USA
- Katsuhiko Harada, Chief Producer / Executive Game Director
Bandai Namco Studios

【Moderator】

- Katsuhiko Hayashi, Famitsu Group Representative
KADOKAWA Game Linkage



Ending Program

Don't Say It's After The Festival

Time & Date : September 24 (Sun.)
6:00pm ~7:00pm

<https://youtube.com/live/fqDtYrosp7o>

【Cast Member】

- Risa Unai (TGS2023 Official Supporter)
- Tadashi Miyokawa (Chief Editor, Famitsu.com)
- Daniel Robson (Chief Editor, IGN Japan)
- Katsuhiko Hayashi (Katsuhiko Hayashi)
- Toshiharu Yamaura (SOWN Finalist)
- Shohei Taguchi (Official MC)
- Go Ishikawa (Dentsu TGS Management Office)
- Taiyo TANABE (Head of TGS Management Office)



September 21 (Thursday)

Gamera Games

Gamera Games

Gamera Games Now Tokyo Game Show 2023
Special Program

<https://youtube.com/live/MjRYSrW6Bwg>



SEGA/ATLUS

SEGA NEW Special #TGS2023

<https://youtube.com/live/hWIUwyjESM0>



Amazing Season

<https://youtube.com/live/XNiDsKch9sQ>



LEVEL-5

news five

<https://youtube.com/live/s8P5xam01xo>



Microsoft Japan

TOKYO GAME SHOW 2023 Xbox Digital Broadcast

<https://youtube.com/live/CTiXhTCi0qA>



KOEI TECMO GAMES

『Fate/Samurai Remnant』“Night of the Waxing Moon” Livestream

<https://youtube.com/live/WNwBIXOHUew>



505 Games

505 Games TGS2023 Official Program

<https://youtube.com/live/96UH6LXCJTA>



CAPCOM

TGS2023 ONLINE PROGRAM

<https://youtube.com/live/YfUg5anyJSU>

Official Exhibitor Program

September 22 (Fri.)



KOEI TECMO GAMES

『Atelier Resleriana』Official Livestream Vol.3 @TGS

<https://youtube.com/live/UIDJKPjyhJA>



HoYoverse

HoYoverse Special Program in TGS2023

※Japanese only



SQUARE ENIX

EIKO KANO'S CRITIKANO HIT: Tokyo Game Show 2023

※Archive has been terminated.



ProjectMoon

Vicious Sin-resonating RPG LIMBUS COMPANY TGS 2023 Special Program

※Japanese only

September 24 (Sun.)



Japan Esports Union

※Japanese only

September 23 (Sat.)



D3PUBLISHER

<https://youtube.com/live/2WSqXYZql0>



GungHo Online Entertainment

Puzzle & Dragons Champions Cup
TOKYO GAME SHOW 2023

<https://youtube.com/live/shwdU5xAUNI>



Reverse : 1999

Reverse: 1999 Official Livestream / Inside The Storm #2

<https://youtube.com/live/jRdEL7JOVLI>



Oasys / double jump.tokyo

Blockchain game (BCG) is coming to Tokyo Game Show 2023! We will deliver the latest news on Oasys' featured Games and "Battle of Three Kingdoms"!

https://youtube.com/live/2U3Cut_Lb2Y

※ Archives of each program may be closed in the future.

TOKYO GAME SHOW VR 2023

This year's TGS VR, while maintaining the immersive experiences that utilize VR technology, has expanded compatibility to smartphones, allowing a broader audience to participate. Additionally, not only was it held concurrently with the real TGS for four days, but by extending it until October 8th, we've upgraded it to a content that more people can enjoy.

– Outline of the event –

| | |
|-------------------|--|
| Title | TOKYO GAME SHOW VR 2023 |
| Concept | The game show becomes a game |
| Session | 2023 Sep.21 st 10:00 ~ 2023 Oct. 8 th 24:00 |
| Organized by. | Computer Entertainment Supplier's Association (CESA) |
| Venue | The Land of Games in the Sky "Games Islands" |
| Supported Devices | VR (Meta Quest2, Oculus Rift, HTC Vive, Valve Index) /Windows PC/Smartphones (iOS, Android) |
| Entry fee | Free |

– Exhibitors, Sponsors, Floor Map –

Exhibitors

Imaginary Game Studios / CAPCOM / CharacterBank / Gugenka / Groove Fit Island!!
KOEI TECMO GAMES / Godot Engine / GoRapid Studio / Konami Digital Entertainment
thatgamecompany Sky: Children of the Light / Survivos, Inc. / Schell Games / SQUARE ENIX
SEGA / ATLUS / Bandai Namco Entertainment / Polygonal Mind / Magic: The Gathering

VR Sponsor

KEIRIN / Shangri-la Frontier / Attack on Titan Worldwide After Party
ZONe ENERGY / TV Asahi / HEBEL HAUS / Mirrativ,inc.
Meiji Yasuda Life Insurance Company / Monstercat
Unity Technologies Japan / Widehaiter

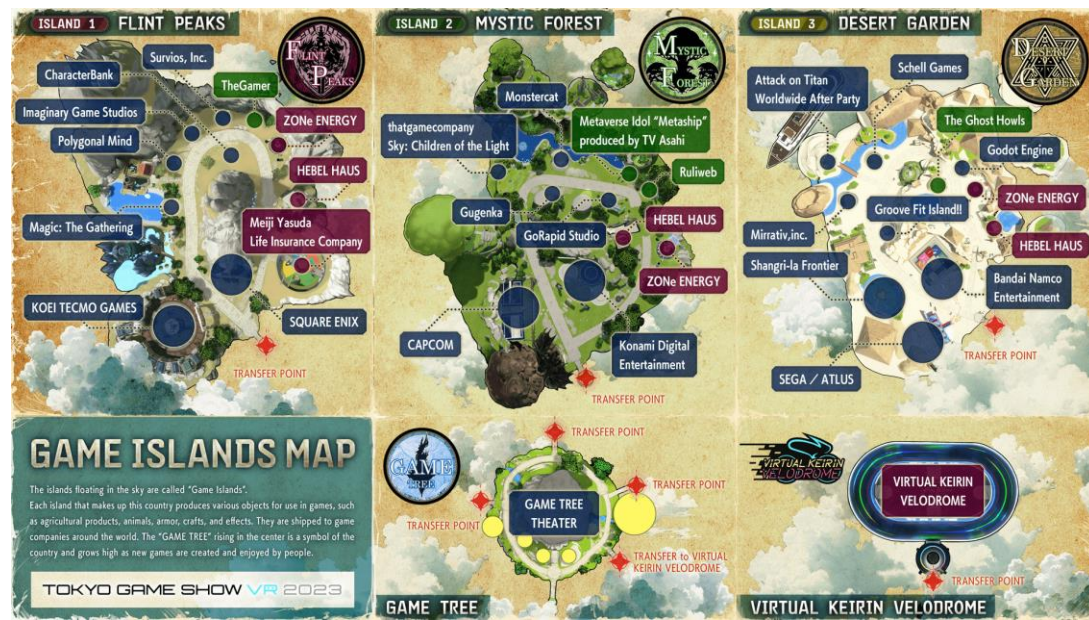
Media Partners

TheGamer / The Ghost Howls / Famitsu
Mogura VR / Ruliweb

– Visitor Achievements –

| | |
|--------------------------|---|
| total number of visitors | 319,967 (398,622 last year) |
| average length of stay | Approx. 48 min (33 min last year) |
| Device Ratio | VR 33.8% (58.5% last year) PC 41.2% (41.5% last year) SP 25.0% |

- The total number of visitors decreased compared to last year, but the average duration of stay significantly increased. This is thought to be the result of enhanced interaction with exhibitor booths and a deeper immersion in the content, along with more in-world elements such as completing quests and acquiring avatar items.
- Additionally, by supporting smartphone devices, we contributed to acquiring new users. Participation from PC devices remained at the same level as last year.



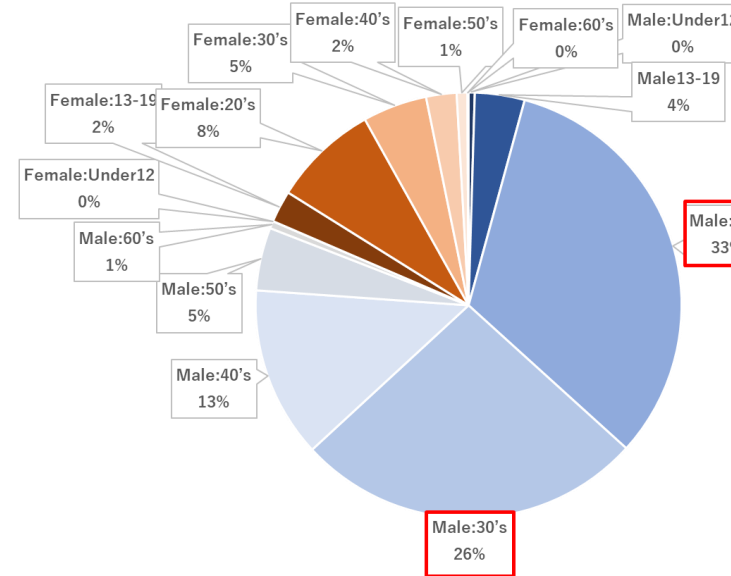
– Overall Visitor Attributes –

Distribution

Approximately 60% male in their 20's and 30's

Countries/Regions visited

74 countries
(Japan, Taiwan, USA, Korea, Spain, Canada, Hong Kong, UK, France, North Korea, Malaysia, Australia, Indonesia...)



– Area Overview –



BtoB Projects

Business Matching System

To encourage business negotiations between exhibitors and Business Day visitors and between exhibitors, the TGS Business Matching System will be in operation again this year. Exhibitors (including online exhibitors) and Business Day visitors can register for free on the system and make appointments for business meetings.

Physical Exhibitors


Unlimited number of accounts can be added, and exhibitors can match with each other and with visitors (business meetings).



Registration
(Free)

Business Matching System

TOKYO GAME SHOW 2023
9.21-9.24



TGS 2023
Business Matching System

TOKYO GAME SHOW 2023 ビジネスマッチングシステム

- ※Basic registration for all exhibitors In-Person Meeting Online Meeting
- ※Exhibitors are listed by category
- ※ (General, Business, Game Academy, Indie, etc.)
- ※ Matching support (e.g., recommendation function)
- ※Exhibitors can upload documents and videos.



Registration
(Free)

Business Day Visitors

GOLD Pass

- Matching (business meeting) with exhibitors and visitors is available.
- Registration Fee : JPY27,500

Business Day Pass

- Matching (business meeting) with exhibitor is available.
- Registration Fee : JPY 11,000

Online Exhibitors

Unlimited number of accounts can be added, exhibitors can match with each other and visitors (including online business meetings)



Registration
(Free)



In-Person / Online Meetings



Meeting Results

- **Total Accounts** : 7,786 (2022 : 5,679 / 2019 : 1,575)
- **Meeting Requested** : 19,123 (2022 : 11,862 / 2019 : 4,780)
- **Meeting Established** : 2,355 (2022 : 1,695 / 2019 : 1,496)

TGS2023 Business Matching System Participated Countries/Regions

Iceland, Ireland, , Ireland, Azerbaijan, United Arab Emirates, Argentina, Armenia, Israel, Italy, Iran, India, Indonesia, Uzbekistan, United Kingdom, British Virgin Islands, Estonia, Australia, Austria, Netherlands, Kazakhstan, Canada, Korea, Cambodia, Cyprus, Greece, Kuwait, Colombia, Congo, Saudi Arabia, Gibraltar, Georgia, Singapore, Switzerland, Sweden, Spain, Thailand, Taiwan, Czech Republic, China, Chile, Denmark, Germany, Japan, New Zealand, Norway, Pakistan, Hungary, Philippines, Finland, Brazil, France, USA, Vietnam, Belgium, Poland, Hong Kong, Marshall Islands, Malaysia, Mexico, Monaco, Moldova, Latvia, Lithuania, Russia <63 Countries and Regions *2022:53>

B-to-B seminar, "TGS Forum," will be held over the two days of the Business Days (September 21 and 22). In addition to organizer sessions on the themes of "Generative AI" and "User Community," an e-sports conference organized by JeSU and sponsorship sessions by exhibitors will be held. In addition to the lectures at the real venue (International Conference Hall), the event will be streamed live. It was also archived from September 23 (Sat.) to October 6 (Fri.), and many businesspersons participated in both real and online sessions.

Organizer Session

How will generative AI change game development?

Program KR-01
Time & Date : September 21 (Thu.)
10:30am-12:00
Venue : Int'l Conference Hall 301



【Panelists】

Youichiro Miyake, General Manager of AI Division, SQUARE ENIX
Yohei Hase, AI Tech Unit Technical Director, Bandai Namco Studios
Jun Ito, AI Section Director, GAME FREAK
Shuichi Kurabayashi, Technical Advisor/Director of Cygames Research

【Moderator】
Ko Nonomura, Staff Writer, Nikkei xTech, Nikkei BP



Building an Engaged Community for your name

Program KS-01
Time & Date : September 21 (Thu.)
10:30am -12:00
Venue : Int'l Conference Hall 302



【Panelists】

Shota Sato, Brand Manager, Action, Riot Games
Takaoki Yoshimoto, Manager, Cross Media Team, New Business Production Dept., IP Business Division, Bandai Namco Entertainment
Naoyuki Sato, Founder, fanbase company

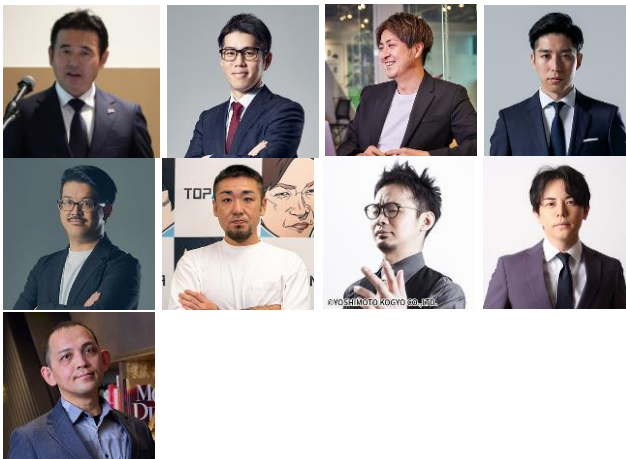
【Moderator】

Taku Agatsuma, Trend Media, Senior Staff Editor of Unit, Nikkei BP



Announcement of holding Japan eSports Awards

Program KE-01
Time & Date : September 22 (Fri.)
10:30am-12:00
Venue : Int'l Conference Hall 302



【Participants】

Fumio Suzuki, Director, Japan esports union
OooDa, esports caster
Shingo Otomo, Executive Officer, eSports"RAGE" General Producer CyberZ
Taiga Kishi, Game Caster
Yuya Tanida, Representative Director, Wellplayed Rizest
Fusuke Toyota, Representative Director, TOPANGA
Hameko, esports caster
Kosuke Hiraiwa, Representative Director, esports caster, ODYSSEY
Junichi Matsumoto, Representative Director CEO, International Chairperson (Japan esports Union), JCG



Sponsorship Session

The Future of Gaming on X

Program SR-02

Time & Date : September 21 (Thu.)

12:30-1:30pm

Venue : Int'l Conference Hall 301

<Sponsor> Twitter Japan



【Participants】

Yu Nakamura, Manager, Client Solutions, Gaming Team, Twitter Japan

Tatsuya Yoshinaga, Rudel



Make your game a cultural phenomenon

Program SR-03

Time & Date : September 21 (Thu.)

2:00pm - 3:00pm

Venue : Int'l Conference Hall 301

<Sponsor> TikTok for Business

【Panel 1 : The Evolving Industry and Gamers】



【Panelists】

「Panel 1」

Rema Vasana, Head of Global Gaming Business Marketing

TikTok for Business

Ben Porter, Director of Consulting, Newzoo

【Panel 2 : Driving Impact through Culture】



「Panel 2」

Tomo Hisanaga, Business Development Manager, TikTok Global Content

TikTok

Maayan Kotler, Head of APAC Gaming, TikTok for Business

Shuji Utsumi, Co-COO, SEGA



Funding Your Game Idea Amid Economic Challenges

Program SS-03

Time & Date : September 21 (Thu.)

1:30pm - 2:00pm

Venue : Int'l Conference Hall 302

<Sponsor>

Madness Ventures, by Product Madness



【Speaker】

Zvika Pakula, Madness Ventures, by Product Madness



Sponsorship Session

HOW TO MAKE YOUR GAME A SUCCESSFUL GLOBAL BUSINESS

Program SS-04
Time & Date : September 21 (Thu.)
2:30pm -3:00pm
Venue : Int'l Conference Hall 302
<Sponsor> Xsolla



[Speaker]
Jin Jeong, Country Manager, Japan, Xsolla



History and Vision of XREAL

Program SS-05
Time & Date : September 21 (Thu.)
3:30pm - 4:00pm
Venue : Int'l Conference Hall 302
<Sponsor> Xreal Japan



[Speaker]
Chi Xu, CEO, Xreal Japan



The Nippon Foundation & JeSU Presents 「New Possibilities Brought by e-Sports」

Program ES-02
Time & Date : September 22 (Fri.)
1:00pm - 2:00pm
Venue : Int'l Conference Hall 302
<Sponsor> Japan esports Union



[Panelists]
Eiichi Tanaka, Occupational Therapist, National Hospital Organization Hokkaido Medical Center, Universal e-Sports Network
Ryo Morishita, Publishing Division Brand Manager, Riot Games
Kenji Ono, Lecturer at International Professional University of Technology in Tokyo
Kentaro Yoshinari, Universal e-Sports Network
Hiroshi Tobe, Press Relations, Japan esports Union(JeSU)
[Moderator]
Yuko Okada, Nippon Foundation



Nippon Television views the front lines and future vision of the esports business as follows

Program ES-03
Time & Date : September 22 (Fri.)
3:00pm - 4:00pm
Venue : Int'l Conference Hall 302
<Sponsor> Japan esports Union



[Speaker]
Daisuke Kobayashi, Deputy Director of New Business Development, CEO Office, Nippon TV



Main Stage

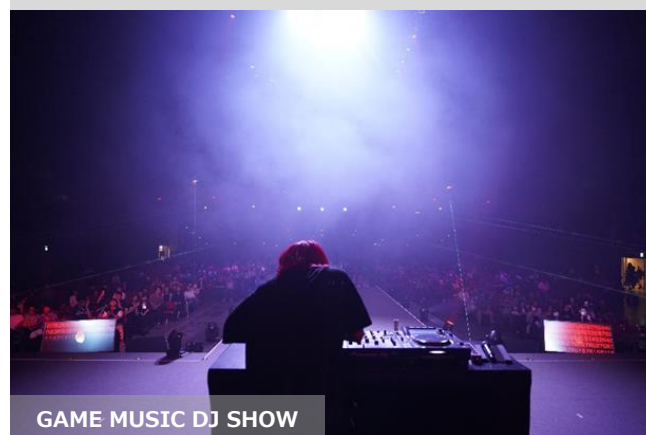
Main Stage Outline

For TGS 2023, which was fully held at Makuhari Messe for the first time in four years, we set up a main stage in the event hall to add to the excitement. With the goal of showing more people the fun of gaming in today's world of diverse values, we held a wide range of stage events under the theme of "Fusion of Games and Culture," combining games with various aspects of fashion and music.

Main Stage Time Table

| | 9.21 Thu. ビジネスデイ | 9.22 Fri. ビジネスデイ | 9.23 Sat. 一般公開日 | 9.24 Sun. 一般公開日 |
|-------|---|--|---------------------------------------|------------------------------------|
| 10:00 | OPEN 10:00 | | OPEN 10:00 | OPEN 10:00 |
| 11:00 | 基調講演 | | TGS2023 x AZUL BY MOUSSY Fashion Show | |
| 12:00 | | | | |
| 13:00 | Roblox が解き放つ 新たな可能性：日本における クリエイションの未来 | OPEN 13:00 | GAME MUSIC DJ SHOW | |
| 14:00 | | TGS2023 x AZUL BY MOUSSY Fashion Show | | ブシロード スペシャルステージ & ミニライブ 出陣 |
| 15:00 | | | | |
| 16:00 | 日本ゲーム大賞 年間作品部門 | Enotria: The Last Song Live showcase | | |
| 17:00 | CLOSE 17:30 | | 17:00- 有料チケット入場 | 17:00- 有料チケット入場 |
| 18:00 | | 17:30- 有料チケット入場 | VaVa TGS2023 Special Live | STUTS TGS2023 Special Live |
| 19:00 | | | | |
| 20:00 | | ストリーマーが 遊びたおすステージ | TGS2023 x CR CUP ストリートファイター6 | TGS2023 x CR CUP ストリートファイター6 |
| 21:00 | | | | |
| 22:00 | | CLOSE 22:00 | CLOSE 22:00 | CLOSE 22:00 |

Stage Appearance



21 (Thu) 1. Keynote Speeches

Date & Time Thursday, September 21, 11:00-12:00

Outline At TGS2023, under the theme "Games in Motion, World in Transition," we hosted a cross-talk session to discuss the various changes occurring in the global and Japanese gaming markets, especially in the wake of the COVID-19 pandemic

Cast. Pierre-Loup Griffais (Valve Corporation) / Erik Peterson (Valve Corporation)
William Yagi-Bacon (CAPCOM Co.) / Katsuhiko Harada (Bandai Namco Entertainment Inc.)
【Moderator】Katsuhiko Hayashi (KADOKAWA Game Linkage / Famitsu Group Representative)



21 (Thu) 2. New Possibilities Unleashed by Roblox : Future of Creation in Japan

Date & Time Thursday, September 21, 13:00-14:00

Outline We held a talk event titled "The New Possibilities Unleashed by Roblox: The Future of Creation in Japan." With Mr. Atsushi Tamura (from the comedy duo London Boots No. 1 No. 2) serving as the MC and panel moderator, we discussed the potential of Roblox and its prospects in the Japanese market. In the latter half of the panel discussion, Mr. Koichi Yanagihara, President and CEO of FANY Inc., along with a secret guest, took the stage to announce new projects that will be launched on Roblox in the future.

Exhibitors GeekOut K.K.

Cast. Atsushi Tamura (London Boots#1) / Tian Lim (Roblox Vice President of Product for the Creator Group)
Ari Staiman (Roblox Head of Japan and China) / Zhen Fang (Roblox Head of International) /
Yang Hong il (FANY CO.,LTD. President & Representative Director) / Soichiro Tanaka (CEO of GeekOut K.K.)



21 (Thu) 3. Japan Game Awards

Date & Time Thursday, September 21, 16:00-17:30

Outline The Japan Game Awards' "Game of the Year Division " category accepted public votes for games released from April 1, 2022, to March 31, 2023. A committee selected the winners, announcing the prestigious titles: the Minister of Economy, Trade and Industry Award, the Best Sales Award, the Game Designers Award, and the Excellence Awards, from which the grand prize was chosen.

Cast. Hikaru Ijuin (MC) / Maeda (MC) / Masahiro Sakurai, the head judge of Game Designer Award Game Award Winners and Presenters



* Please refer to page 49 through 54 for more detail.

22 (Fri) 1. TGS×AZUL BY MOUSSY Fashion show (Day.1)

Date & Time

Friday, September 22, 14:00-15:00

Outline

To celebrate TGS2023, we hosted a special fashion show featuring models dressed in collaboration apparel created for the event. It was the first time such an event was planned, with actress Suzu Yamanouchi and model Minami Fukuoka, among many others, taking to the runway. The designs showcased were unique to AZUL BY MOUSSY, centered around game titles from TGS2023 exhibitors.

Collaboration Title

TEKKEN 8/PAC-MAN/BOMBERMAN/STREET FIGHTER 6/NieR : Automata

Cast.

Suzu Yamanouchi / Minami Fukuoka / Yu Matsumoto / Ayuka Nakamura / Suzuna / Yuuki Nishikawa
Yuma / Ayumu Sakumoto / Miyahinata / Daisuke



22 (Fri) 2. Enotria: The Last Song - Live showcase

Date & Time

Friday, September 22, 16:00-17:00

Outline

Join the eagerly awaited Italian soul-like game "Enotria: The Last Song" production team. Featuring a gameplay reveal trailer, announcement of a collaboration with SEGA, an introduction to the team and game, and a showcase of technology and gameplay.

Exhibitors

SEGA CORPORATION 『JYAMMA GAMES Enotria: The Last Song Live showcase』

Cast.

Giacomo Greco (JYAMMA GAMES CEO) / Edoardo Basile (Business Development Manager) /
Andrea Beneduci (Executive Producer) / Federico Ferrarese (Art Director.) / Stuart O (MC)
Guest star : Mirin Furukawa (DEMPAGUMI.inc)



22 (Fri) 3. Streamers play over the stage

Date & Time

Friday, September 22, 18:30-22:00

Outline

Comedian Noda Crystal, professional mahjong player Saya Okada, streamers K4sen and Noriaki Suzuki, along with MC Hikaru Shinohara appeared. On a special stage for "Streamers Play Around," guests like Noda and Okada played flagship games from companies exhibiting at TGS2023.

Cast.

Noda Crystal/Sayaka Okada/k4sen/Noriaki Suzuki
MC : Hikaru Shinohara



23 (Sat) 1. TGS×AZUL BY MOUSSY Fashion show (Day.2)

Date & Time Saturday, September 23, 11:00-12:00

Outline To celebrate TGS2023, we hosted a special fashion show featuring models dressed in collaboration apparel created for the event. It was the first time such an event was planned, with actress Suzu Yamanouchi and model Minami Fukuoka, among many others, taking to the runway. The designs showcased were unique to AZUL BY MOUSSY, centered around game titles from TGS2023 exhibitors.

Collaboration Title TEKKEN 8/PAC-MAN/BOMBERMAN/STREET FIGHTER 6/NieR : Automata

Cast. Suzu Yamanouchi / Minami Fukuoka / Yu Matsumoto / Ayuka Nakamura / Suzuna / Yuuki Nishikawa
Yuma / Ayumu Sakumoto / Miyahinata / Daisuke



23 (Sat) 2. GAME MUSIC DJ SHOW

Date & Time Saturday, September 23, 12:30-13:30

Outline We collaborated with groups and organizations that have experience performing at events dedicated to music from games, anime, and entertainment, to host a DJ SHOW using game soundtracks from various manufacturers.

Cast. DJ YAHAGI/DJ SHORI



23 (Sat) 3. TGS2023×CR Cup (qualifying round)

Date & Time Saturday, September 23, 18:30-22:00

Outline The "CRAZY RACCOON CUP," one of Asia's largest esports events, was held on the Makuhari TGS stage. As an invitational tournament gathering streamers and competitive players, we hosted team battles in the hugely popular fighting game "Street Fighter 6."

Cast. Kosuke Hiraiwa (MC) / Shuhei Yamato (MC) / Haitani (commentary)
Team 1: Kazunoko / Futon-chan / SHAKA / Oniya / Podoka
Team 2: Dogra / Yoshinama / Kenki / SPYGEA / Enako
Team 3: UMEHARA / SASAYIKU / OBO / KASEN / BOTAN
Team 4: Fudo / Donpisha / Waiwai / Karubi / Mokou



24 (Sun) 1. Bushiroad Special Stage & Mini-Live "Departure"

Date & Time

Sunday, September 24, 14:00-16:00

Outline

The "Bushiroad TCG Strategy Conference 2023 Autumn in Tokyo Game Show" and the "Bushiroad Games Presentation" were conducted in two parts. We unveiled the latest information about "Cardfight!! Vanguard" and "Weiß Schwarz." Additionally, we announced the latest news on console games such as "RearSekai" and "GINKA," which are set to release in October. An acoustic live performance was also held, featuring Yohina Aoki, Argonavis (Masahiro Ito, Daisuke Hinata), and MyGO!!!!! (Hina Yomiya, Rin Tateishi, Yohina Aoki).

Exhibitors

Bushiroad Inc.

Cast.

Seiji Maeda (MC)
Cardfight! Vanguard: Hina Aoki/Amame Shindo/Karin Kagami
Weiss Schwarz: Ruka Fukagawa / Yuzuki Watase
from ARGONAVIS: Masahiro Ito / Daisuke Hyuga
Rear Sekai: Madoka Asahina / Kanon Takao / Risa Tsumugi / Yoshifumi Hashimoto
BanG Dream!: Hina Yomiya / Rin Tateishi / Hina Aoki



24 (Sun) 2. TGS2023×CR Cup (3rd place match, Final match)

Date & Time

Sunday, September 23, 18:30-22:00

Outline

The "CRAZY RACCOON CUP," one of Asia's largest esports events, was held on the Makuhari TGS stage. As an invitational tournament gathering streamers and competitive players, we hosted team battles in the hugely popular fighting game "Street Fighter 6."

Cast.

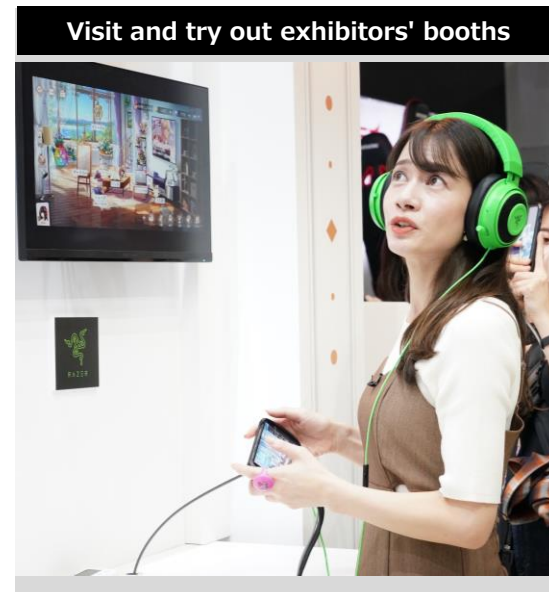
Kosuke Hiraiwa (MC) / Shuhei Yamato (MC) / Haitani (commentary)
Team 1: Kazunoko / Futon-chan / SHAKA / Oniya / Podoka
Team 2: Dogra / Yoshinama / Kenki / SPYGEA / Enako
Team 3: UMEHARA / SASAYIKU / OBO / KASEN / BOTAN
Team 4: Fudo / Donpisha / Waiwai / Karubi / Mokou



Promotion・Publicity / Advertisement

Official Supporter

The official supporter of TGS2023 was announcer Risa Unai, a well-known gamer who participates in fighting game events as a player, and posts video games and game-related videos on her YouTube channel, "Risa Unai/UnaPon GAMES". She appeared in a special program broadcast prior to the show, and was featured on the cover and in an interview in the booklet "TOKYO GAME SHOW 2023 NOW! During the show, he appeared on official TV programs and visited exhibiting booths. He also actively shared information on his social networking service, making TGS more exciting.



Official Influencer

TGS2023 is looking for the first "Official Influencer From Asia-Pacific" to represent each country and region in Asia-Pacific for the purpose of disseminating information globally. "Official Influencer From Asia-Pacific" representing each country and region in the Asia-Pacific region was sought for the first time. As a result of the selection process, Official Influencers were chosen from 10 countries/regions. The Official Influencers were asked to share information on the latest games to be announced at TGS and scenes from the event on their own channels.

Official Influencer from Asia-Pacific



JunpeiZaki
<Australia/New Zealand>



TATGOR
<Hong Kong>



AadityaDeepakSawant
<India>



RivaldoSantosa
<Indonesia>



Sensen
<Malaysia>



RoyceJohnI.Sy
(KingFB)
<Philippines>



Yosuke
<Singapore>



GamerOmteen
<Thailand>



CYGAMING
<Taiwan>



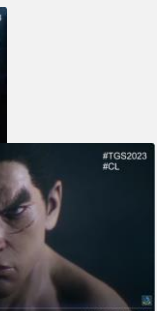
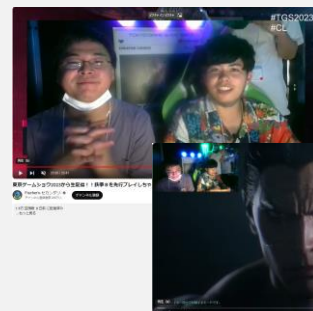
PeterNguyen
<Vietnam>

Invited Influencer / General Influencer

To enhance the ability to disseminate information, influencers who distribute live video games on video-sharing websites and social networking services are actively invited to the Business Day. In addition to influencers invited by the organizers and exhibitors, general influencers who meet the criteria set by the secretariat will visit the exhibition after pre-registering. (Number of influencers pre-registered: 931* including those accompanying for filming, distribution, etc.) They posted information about the event on social networking sites and told many people about the excitement of TGS.

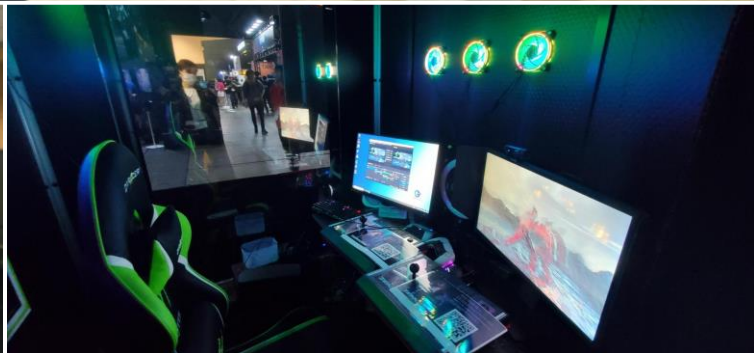
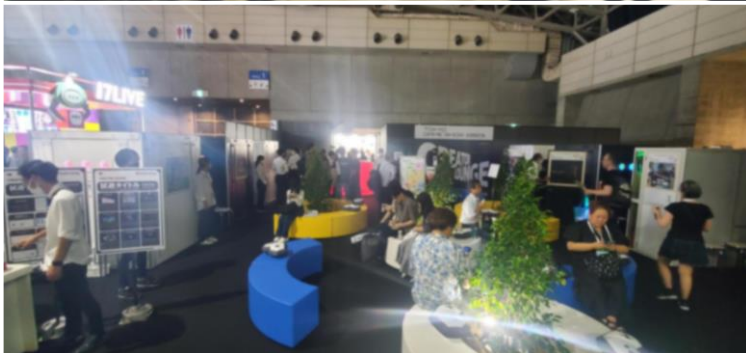
Posting Sample by Influencer

※Excerpts



Influencer 「Creator Lounge」










In addition to actively attracting influencers and video creators from the Business Day, a dedicated area "Creator Lounge" was set up in Hall 1 with the support of sponsors <YouTube (YouTube Gaming)/Kawakami Sangyo/ Monster Energy> to serve as a base for their visits. In addition to the lounge, booths where visitors can try out and stream unreleased titles, etc., a photo spot, MONSTER ENERGY CORNER, and a YouTube short filming experience corner have been prepared to create an environment where influencers can easily disseminate information.



試遊タイトル Trial Play

At the Creator Lounge,
You can play these 9 title!

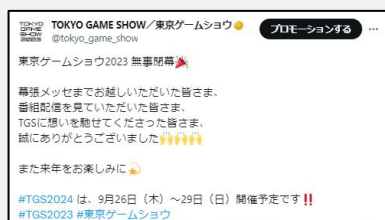
クリエイターラウンジでは、この9タイトルがプレイできます!

| | | |
|--|--|--|
| <p>1</p> <p>FOAMSTARS</p>  <p>Platformer action game with a unique character design. The game is set in a vibrant, colorful world. It is a single-player game. The game is available on PlayStation 5, PlayStation 4, Xbox Series X/S, Xbox One, and PC (Steam).</p> | <p>2</p> <p>根太郎電鉄ワールド ~地球は希望でまわってる!~ Morotaro Denretsu World: Chikyu wa Kibo de Mawatteru</p>  <p>This is a fun and colorful board game. It is a single-player game. The game is available on PlayStation 5, PlayStation 4, Xbox Series X/S, Xbox One, and PC (Steam).</p> | <p>3</p> <p>鉄拳8 TEKKEN 8</p>  <p>This is a fighting game. It is a single-player game. The game is available on PlayStation 5, PlayStation 4, Xbox Series X/S, Xbox One, and PC (Steam).</p> |
| <p>4</p> <p>ソニックスーパーstars Sonic Superstars</p>  <p>This is a platformer action game. It is a single-player game. The game is available on PlayStation 5, PlayStation 4, Xbox Series X/S, Xbox One, and PC (Steam).</p> | <p>5</p> <p>ストリートファイター6 Street Fighter 6</p>  <p>This is a fighting game. It is a single-player game. The game is available on PlayStation 5, PlayStation 4, Xbox Series X/S, Xbox One, and PC (Steam).</p> | <p>6</p> <p>Wo Long: Fallen Dynasty</p>  <p>This is an action role-playing game. It is a single-player game. The game is available on PlayStation 5, PlayStation 4, Xbox Series X/S, Xbox One, and PC (Steam).</p> |
| <p>7</p> <p>コール オブ デューティ ウォーゾーン Call of Duty®: Warzone™</p>  <p>This is a first-person shooter game. It is a single-player game. The game is available on PlayStation 5, PlayStation 4, Xbox Series X/S, Xbox One, and PC (Steam).</p> | <p>8</p> <p>「Q REMASTERED」</p>  <p>This is a platformer action game. It is a single-player game. The game is available on PlayStation 5, PlayStation 4, Xbox Series X/S, Xbox One, and PC (Steam).</p> | <p>9</p> <p>アカズ Off limits AKAZU-Off limits-</p>  <p>This is a platformer action game. It is a single-player game. The game is available on PlayStation 5, PlayStation 4, Xbox Series X/S, Xbox One, and PC (Steam).</p> |

Various information on TGS was posted on official SNS (X, etc.) even before the show. During the show, we also widely communicated the excitement of the venue and exhibitors' booths.

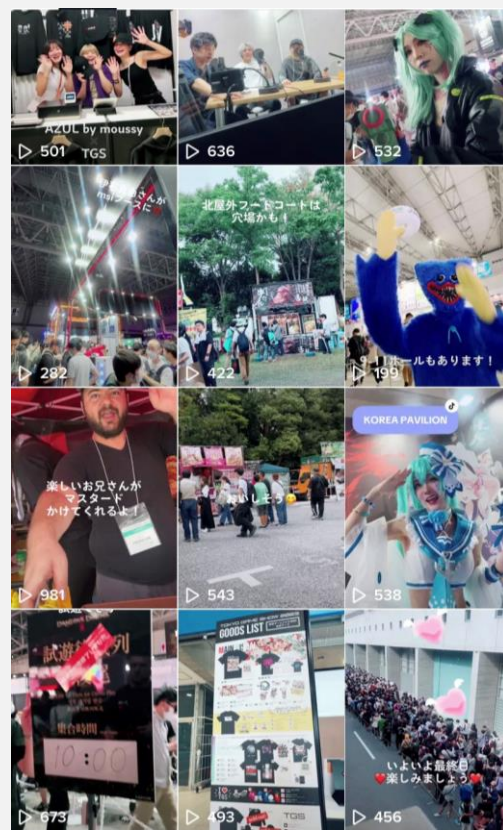
X (Former Twitter)

Information was sent out on X before the exhibition began. During the exhibition, in addition to the information on the Makuhari Messe venue and the official program, the event page was posted in the trending section of X. 195 pieces of information were posted.
※ Does not include exhibitor or influencer submissions



TikTok

29 short videos so that people can enjoy the fun of TGS in an easy-to-understand way. videos were posted on TikTok to give visitors a casual taste of the fun of TGS. Many people were able to experience the lively atmosphere of the event and the excitement of the game industry.



『Noda Crystal's Walk-around』

TGS2023 held a project with Noda Crystal Majikaru Lovely, who served as an official supporter of TGS2021, to tour the venue and report on the event on SNS and other social networking sites. In addition, an article titled "Maji Lovely Noda's Walk-Around" was posted on Nikkei Cross Trend.



Press Coverage

Press releases were distributed a total of 18 times, from the "announcement of the event" to the "online results report" after the show ended, and information on TGS was published and disseminated to more than 15,000 media outlets (mainly domestic media were counted). In addition, a total of 3,488 people from a total of 1,436 domestic and foreign media visited the show, approximately 1.5 times the number of last year.

| 2023 | TV | Radio | Newspaper | Magazine | Web | Total |
|--------------|-----------|-----------|------------|-----------|---------------|---------------|
| Pre-Event | 2 | 0 | 46 | 12 | 7,700 | 7,760 |
| On The Day | 21 | 25 | 82 | 7 | 4,690 | 4,825 |
| Post-Event | 8 | 0 | 10 | 38 | 2,450 | 2,506 |
| Total | 31 | 25 | 138 | 57 | 14,840 | 15,091 |

| Media Category | | September 21 | | September 22 | | September 23 | | September 24 | | 4-Days Total | |
|----------------------|---------------|--------------|------------|--------------|------------|--------------|------------|--------------|--------------|--------------|--------------|
| | | Media | Staff | Media | Staff | Media | Staff | Media | Staff | Media | Staff |
| Do me sti c | TV | 40 | 128 | 27 | 71 | 17 | 42 | 23 | 31 | 107 | 272 |
| | Radio | 14 | 37 | 15 | 33 | 6 | 11 | 4 | 8 | 39 | 89 |
| | Newspaper | 31 | 57 | 21 | 30 | 8 | 9 | 2 | 2 | 62 | 98 |
| | Press Service | 19 | 22 | 7 | 8 | 5 | 5 | 1 | 1 | 32 | 36 |
| | Magazine | 46 | 74 | 39 | 53 | 17 | 19 | 13 | 17 | 115 | 163 |
| | Web | 300 | 786 | 172 | 538 | 86 | 326 | 66 | 267 | 624 | 1,917 |
| Overseas | 176 | 336 | 152 | 309 | 82 | 166 | 47 | 102 | 457 | 913 | |
| 2023 Total | 626 | 1,440 | 433 | 1,042 | 221 | 578 | 156 | 428 | 1,436 | 3,488 | |
| 2022 Total | 460 | 1,159 | 325 | 774 | 121 | 382 | 80 | 318 | 986 | 2,633 | |

NHK『Tokyo Metropolitan Network』



Nippon TV『eGG』



TBS Television『Hiruobi』



Fuji TV『Mezamashi TV』



*Pictures Excerpted

Outdoor Advertisement

Arched Banner



Self-Standing Banner at Event Hall Outside



Entrance Gate Welcome Board



Entrance Canopy Banner



Station Front Arcade Banner



Connecting Bridge Banner



Entrance Self-Standing Banner



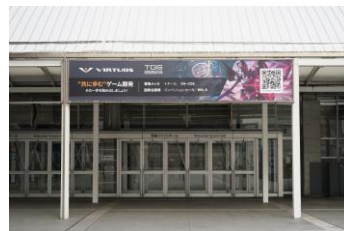
Pedestrian Bridge Handrail Banner



Plaza Billboard Banner



Event Hall Entrance Banner



Column-Covered Advertisement Under Entrance Canopy



Poster/Magazine ad



Indoor・Venue Advertisement

Cosplay Area Photo Session Back Panel



Entrance Banner



Central Mall Glass Wall Signage



Business Meeting Area Standing Banner



Public Day Entrance Banner



Central Entrance Welcome Signage



Central Mall Column Covered Signage



Hanging Banner in Exhibition Hall



Distribution・Media Ads



Tickets



Back

Hand Fan Backside



Rear



Front



Back



Japan Game Awards 2023

“Japan Game Awards 2023” Outline

Japan Game Awards 2023, which celebrated its 27th anniversary this year, is a competition that recognizes the best game titles released in Japan in the past fiscal year. The “Minister of Economy, Trade and Industry Award” is given to a person and on organization, etc who has contributed to the development of the video game industry in recent years. “The Game of the Year Division” is for work that were released in Japan in the previous year. The “Future Division” is for works that were exhibited or announced at the Tokyo Game Show 2023 and have not yet been released. The “Amateur Division” for original, unproduced works by amateur (students and the general public alike), and the “U18 Division” was for works developed by entries who are 18 years old or younger.

The announcement of each award-winning entry and the presentation of awards had been broadcasted live from the studio at Makuhari Messe as the official program of TOKYO GAME SHOW 2023. In addition, for the “Game of the Year Division,” the award ceremony was held for the first time in four years with an audience. The ceremony was held on the main stage in the Event Hall, and was attended by many people, including award winners, business visitors to the Tokyo Game Show, and a campaign inviting 1,000 general users.

The “Future Division,” which was revived from last year, was open to all exhibitors at TOKYO GAME SHOW 2023, both online and in person, who had not yet released the market yet. Furthermore, many TGS visitors also could have voted at the “Future Division Voting Booth” set up in Exhibition Hall 3 at Makuhari Messe. As the result, 11 titles were selected as those with high expectations for the future.

“Game of the Year Division” award list

The public voting for the "Game of the Year Division" will be held from April 10 to July 21, 2023. After the results of the public votes and judging by the Japan Game Awards Selection Committee, "Monster Hunter Rise: Sun Break" (Capcom Co., Ltd.) was selected the "Grand Award" as the most appropriate work to represent the year 2023.

| Awards | Title | Company | Platform |
|---|--|--------------------------------|---|
| Award for Excellence | MONSTER HUNTER RISE SUNBREAK | CAPCOM | Nintendo Switch / Steam / PS5 / PS4 / Xbox Series X/S / Xbox One / PC |
| | Xenoblade3 | Nintendo | Nintendo Switch |
| | EARTH DEFENSE FORCE 6 | D3PUBLISHER | PS5 / PS4 |
| | Splatoon3 | Nintendo | Nintendo Switch |
| | SONIC FRONTIERS | SEGA | PS5 / PS4 / Nintendo Switch / Xbox Series X/S / Xbox One / Steam |
| The Minister of Economy, Trade and Industry Award | FAMILY COMPUTER | | |
| Best Sales Award | Pokemon SCARLET and VIOLET | Pokemon | Nintendo Switch |
| Award for Excellence | GOD OF WAR RAGNAROK | SONY Interactive Entertainment | PS5 / PS4 |
| | Pokemon SCARLET and VIOLET | Pokemon | Nintendo Switch |
| | CRISIS CORE FINAL FANTASY VII | SQUARE ENIX | PS5 / PS4 / Nintendo Switch / Xbox Series X/S / Xbox One / Steam |
| | HOGWARTS LEGACY | WB Games | PS5 / PS4 / Nintendo Switch / Xbox Series X/S / Xbox One / PC |
| | PARANORMASIGHT FILE23 Honsho Nanafushigi | SQUARE ENIX | Nintendo Switch / Steam / iOS / Android |
| | BIOHAZARD RE:4 | CAPCOM | PS5 / PS4 / Xbox Series X/S / Steam |
| Game Designers Award | RPG Time: The Legend of Wright | DeskWorks | PS4 / Nintendo Switch / Steam / Xbox Series X/S / Xbox One / PC |
| Grand Award | MONSTER HUNTER RISE SUNBREAK | CAPCOM | Nintendo Switch / Steam / PS5 / PS4 / Xbox Series X/S / Xbox One / PC |

This year's "Minister of Economy, Trade and Industry Award" is for "Family Computer".

The Japan Game Awards' Minister of Economy, Trade and Industry Award was established in 2008 to honor individuals or organizations, etc. that have made significant contributions to the growth and development of the computer entertainment software industry in Japan. The selection is made by the Japan Game Awards Selection Committee members.

The reasons for this selection are as follows: The Family Computer was not just a hit toy, but a cornerstone of the global video game industry that has continued to evolve over the past 40 years, right up to the present day. The Family Computer has received the Minister of Economy, Trade and Industry Award in recognition of its significant contribution to the creation and development of a new industry that has spawned many game makers and players—an industry that would not have been possible without it.

The Game Designers Award, another prestigious award of the Japan Game Awards, is given to the most outstanding works, evaluated by top creators representing Japan based on "creativity" and "novelty" from a professional perspective. "Game Designers Award 2023" was awarded to the top eight creators, led by Masahiro Sakurai. They selected the winning entry this year, "RPG Time: The Legend of Light" (RPG Time, Inc.)! ~Legend of Light" (Deskworks, Inc.) was selected as this year's winner. The creator of this work won the Grand Award in the Amateur Division of the 2007 Japan Game Awards. This is the first time in the history of the Japan Game Awards that a past winner of the Amateur Grand Award has won the Game of the Year Division

“Game of the Year Division” Awards Ceremony

The Minister of Economy, Trade and Industry Award, Best Sales Award, Game Designers Award, Excellence Award, and Grand Prize were presented on the main stage at Makuhari Messe for the first time in four years, with the award winners, TGS business visitors, and general guests in attendance.

Time & Date

: 16 : 00~17 : 30 September 21 (Thu.)

Venue : TGS2023 Main Stage
(Event Hall)

MC : Hikari Ijuin (Talent)
Misaki Maeda (Freelance MC)



Award for Excellence
「Xenoblade3」



Award for Excellence
「EARTH DEFENSE FORCE 6」

Award for Excellence
「MONSTER HUNTER RISE SUNBREAK」



Award for Excellence
「SONIC FRONTIERS」

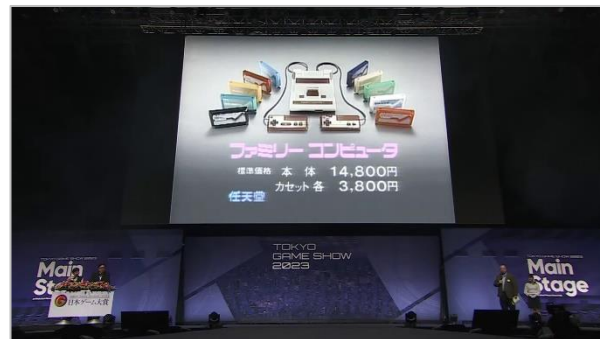


Award for Excellence
「Splatoon3」 ※Video Message



“Game of the Year Division” Awards Ceremony

The Minister of Economy, Trade and Industry
Award「FAMILY COMPUTER」



Best Sales Award
「Pokemon SCARLET and VIOLET」



Award for Excellence
「GOD OF WAR RAGNAROK」



Award for Excellence
「Pokemon SCARLET and VIOLET」



Award for Excellence
「CRISIS CORE FINAL FANTASY VII Reunion」



Award for Excellence
「HOGWARTS LEGACY」



Award for Excellence
「PARANORMASIGHT FILE23 Honsho Nanafushigi」



Award for Excellence
「BIOHAZARD RE:4」



“Game of the Year Division” Awards Ceremony

Game Designers' Grand Prize was announced and awarded by Mr. Masahiro Sakurai, the head of the jury



Game Designers Award 「RPG Time: The Legend of Wright」



The Grand Prize was awarded to "Monster Hunter Rise: Sun Break" from among the 11 Excellence Award winners.



Grand Prize trophies awarded



“Future Division” award list

In the "Future Division," public voting was held for three days from September 21 to 23, 2023, during the TGS exhibition. Based on the results of the public voting on web-base as well as the review by the Japan Game Awards Selection Committee members, 11 titles were selected as "highly anticipated titles that are eagerly awaited for release."

| Title | Company | Platform |
|---|-------------------------|--|
| INAZUMA ELEVEN Victory Road | LEVEL5 | Nintendo Switch / PS5 / PS4 / iOS / Android |
| Zenless Zone Zero | HoYoverse | PC / iOS / Android |
| SONIC SUPERSTARS | SEGA | PS5 / PS4 / Nintendo Switch / Xbox Series X/S / Xbox One / Steam Epic Games Store |
| Dragon Quest Monsters XNUMX: The Journey of the Demon Prince and the Elf | SQUARE ENIX | Nintendo Switch |
| DRAGON'S DOGMA II | CAPCOM | PS5 / Xbox Series X/S / Steam |
| FINAL FANTASY VII REBIRTH | SQUARE ENIX | PS5 |
| Fate/Samurai Remnant | Koei Tecmo Games | Nintendo Switch / PS5 / PS4 / Steam |
| PERSONA3 RELOAD | ATLUS | Xbox Game Pass / Xbox Series X/S / Xbox One / Windows / PS5 / PS4 / Steam |
| PERSONA5 TACTICA | ATLUS | Xbox Game Pass / Xbox Series X/S / Xbox One / Windows / PS5 / PS4 / Nintendo Switch / Steam |
| METAPHOR RE FANTAZIO | ATLUS | Xbox Series X/S / Windows / PS5 / PS4 / Steam |
| LIKE A DRAGON 8 | SEGA | PS5 / PS4 / Xbox Series X/S / Xbox One / Windows / Steam |

“Future Division” Award Ceremony

All award winners were invited to appear live for the announcement award ceremony. The award-winning creators introduced their works along with an introductory video of the award-winning works. The editor-in-chief of a trade magazine, who also served as a presenter, asked the award winners, on behalf of the users, questions about their secret development and future development, The appeal of the works was conveyed to the audience.

Time & Date

: 1 : 00pm~2 : 30pm September 24 (Sun.)

Venue : JGA Special Studio

MC : Shohei Shibata (Freelance MC)

Misaki Maeda (Freelance MC)

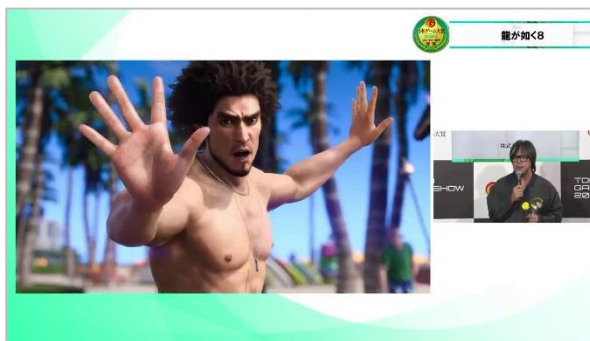
Guest : Katsuhiko Hayashi (Famitsu)

Yoshimichi Nishioka (Dengeki)

Kazuhiisa Okada (4 Gamer)

Review : Koichi Hamamura (JGA Selection Committee)

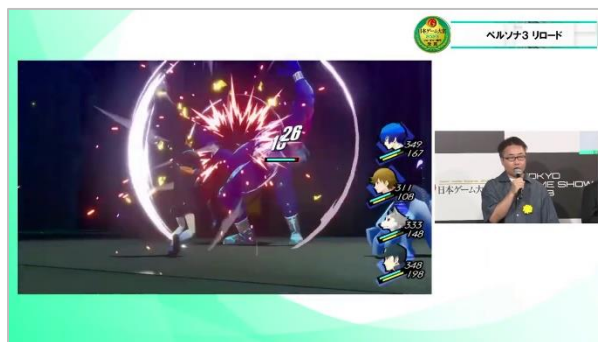
「LIKE A DRAGON 8」



「INAZUMA ELEVEN Victory Road」



「PERSONA3 RELOAD」



「SONIC SUPERSTARS」

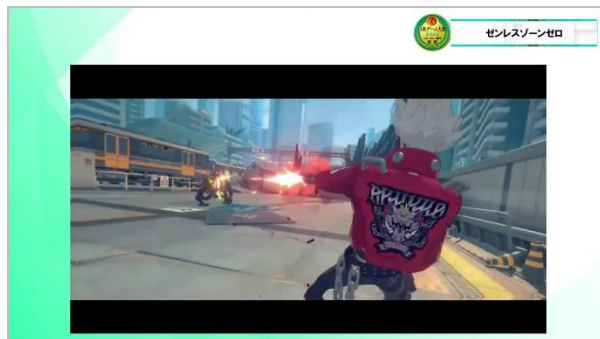


「METAPHOR RE FANTAZIO」

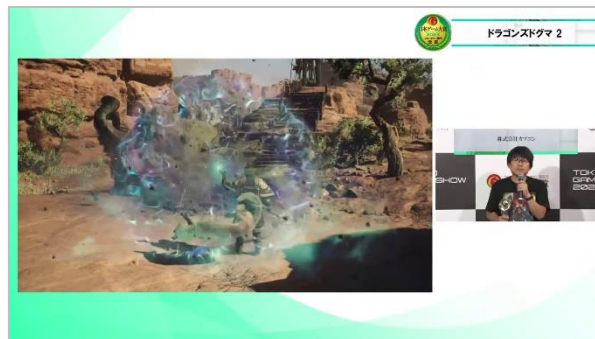


“Future Division” Award Ceremony

「Zenless Zone Zero」



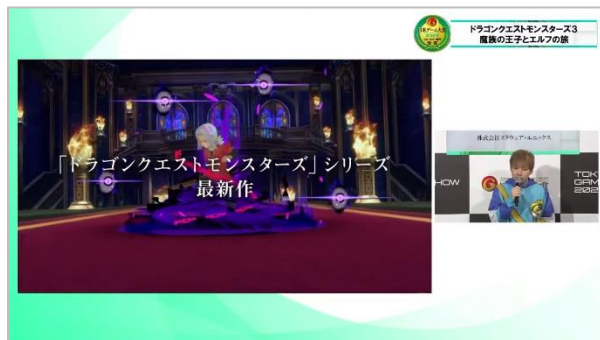
「Fate/Samurai Remnant」



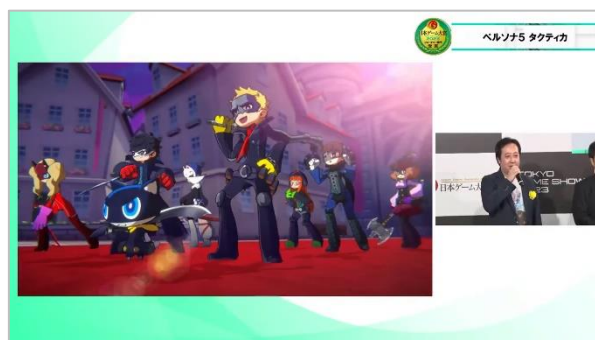
「Dragon Quest Monsters XNUMX: The Journey of the Demon Prince and the Elf」



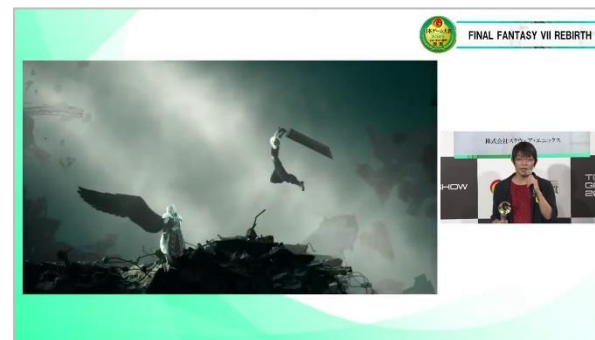
「DRAGON'S DOGMA II」



「PERSONA5 TACTICA」



「FINAL FANTASY VII REBIRTH」



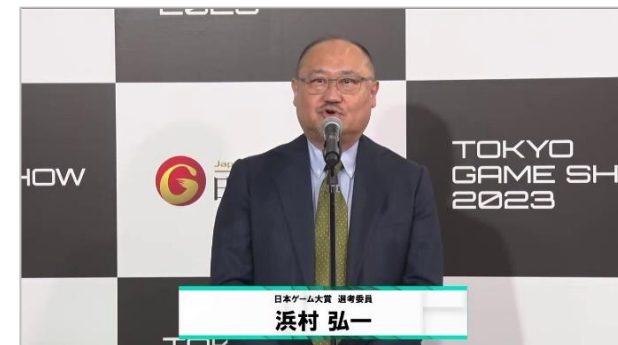
Katsuhiko Hayashi (Famitsu)



Yoshimichi Nishioka (Dengeki)



Kazuhisa Okada (4Gamer)



Koichi Hamamura
(JGA Selection Committee)

“Amateur Division” award List

The entry theme "persistence" for the Amateur Division was announced on February 1, and entries were accepted from March 1 through May 31. This year, 441 entries were submitted. The first selection process included the viewing of a video introducing the works by game creators and editors in game media. The final selection was made by game creators and game media editors, who watched a video introducing the works and played with them.

| Awards | Title | Platform | School Name | Name |
|----------------------|---------------------|----------|----------------|--------------------------------|
| Grand Award | Shinnen Sanbyou Mae | PC | Nihon Kogakuin | we have asobigokoro |
| Award for Excellence | Kirikaerika | PC | Nihon Kogakuin | animalnumbers |
| | Kougounotoushin | PC | HAL Osaka | 12FPS |
| | Shinnen Sanbyou Mae | PC | Nihon Kogakuin | we have asobigokoro |
| | Screw Dive | PC | HAL Osaka | pocket palet |
| | PanicQ | PC | HAL Osaka | PicaSoft |
| Good Piece of Work | Gulliver's Travels | PC | Nihon Kogakuin | 3CLUB |
| | ComicaRhythm | PC | HAL Nagoya | tansho 1.9bai |
| | Karenka | PC | HAL Nagoya | tonshinkan☆tonshinkan☆kominkan |
| | Hanerububble | PC | Nihon Kogakuin | zenjidousyabontamawariki |
| | Let's Parie | PC | ECC Computer | parinights |

“Amateur Division” Award Ceremony

Grand Prize, Excellence Award, and Honorable Mention Awards will be announced from the 10 finalist entries. The winners participated remotely, and the jury gave the creators reasons for their selection.

Time & Date
: 10 : 00am ~ 12 : 00 September 23 (Sat.)
Venue : TGS Special Studio
MC : Shohei Shibata (Freelance MC)
Shina Kitagawara (Freelance MC)
<Organizer Remarks>
Naohiro Saito (CESA)

Opening



Organizer Remarks



Finalist Production Team



Finalists Work Introductions



Finalist Introduction of Reasons for Selection



Award for Excellence Unveiled



Award for Excellence All Award Winners



Grand Prize Announcement ~ Interview with the Prize Winner



Ending



“U-18 Division” award list

The "U18 Division" accepted entries from February 1 through March 31. The six entries that passed the preliminary screening and the qualifying competition advanced to the finals. In the finals, three judges conducted a preliminary screening of the games, followed by a presentation screening on the day of the finals, and the results will be evaluated overall. Gold, Silver, and Bronze prizes were awarded and announced.

| Award | Title | Team Name | Name | School | Grade |
|--------|-------------------|-----------|--|--|-----------------------------|
| Gold | Music Runner | | Kensuke Yamakawa | Nigata Shogyo H.S. | 2nd |
| Silver | REWIND | | Yusuke Nakata | Komatsugawa H.S. | Senior |
| Bronze | Life Game Wondera | | Amon Fujita | Totsuka H.S. | Senior |
| | maglit | | Hinata Yamada | Setagaya Gakuen H.S. | Senior |
| | CREATABLE | | Kou Yamamoto | Kyoto Sangyo Univ. H.S. | 2nd |
| | Race Gunner | YYR | Amon Fujita/ Youshi Shimodaira/ Akito Yagi | Totsuka H.S./ Komae H.S./ Setagaya Gakuen H.S. | Senior/ 2nd/ Freshman |

“U-18 Division” Final

The Gold, Silver, and Bronze prizes were awarded based on the overall evaluation of the pre-trial screening of the six finalists' works that advanced to the finals and the presentation screening on the day of the event. The winners participated remotely.

Time & Date

: 10 : 00am ~ 12 : 00 September 24 (Sun.)

Venue : TGS Special Studio

MC : Takashi Tokita (SQUARE ENIX)

Ai Yokomachi (Freelance MC)

<Organizer Remarks>

Naohiro Saito (CESA)

Suguru Shoji (CESA) ※Comprehensive Evaluations

Introduction of Judges

VTR airing of finalists' presentations – Q&A session with judges

Opening

Organizer Remarks



During Judging



「Bronze」Award Announcement

「Silver」Award Announcement

「Gold」Award Announcement

Comprehensive Evaluations



Survey Results

Visitor Survey Domestic Business Visitors・Overseas Visitors①

[Survey Method] E-mail requesting survey cooperation was sent to Business Day visitors at TGS2023. Responses were accepted via Nikkei BP Consulting's web-based survey system, Cross Survey systems.

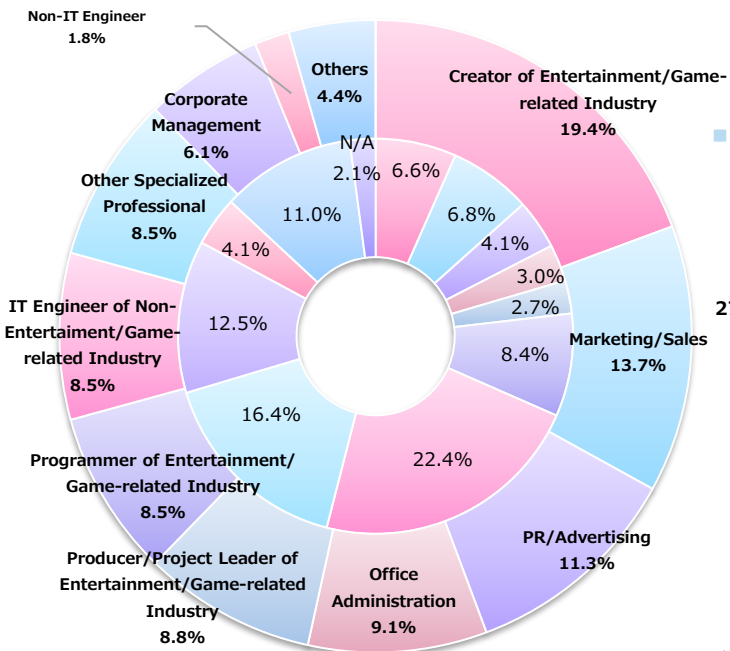
[Period] Domestic・Overseas : Oct.12 through 29, 2023 **[Effective Response]** Japan:2,637 Overseas:717

※Overseas: Business Day and Public Days are combined and counted together.

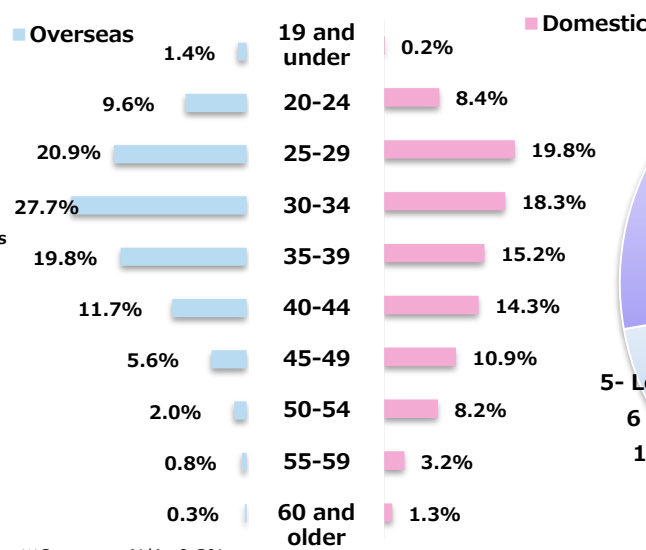
[Survey Conducted by] Nikkei BP Consulting

<Composition Ratio: Rounded to the First Decimal Place>

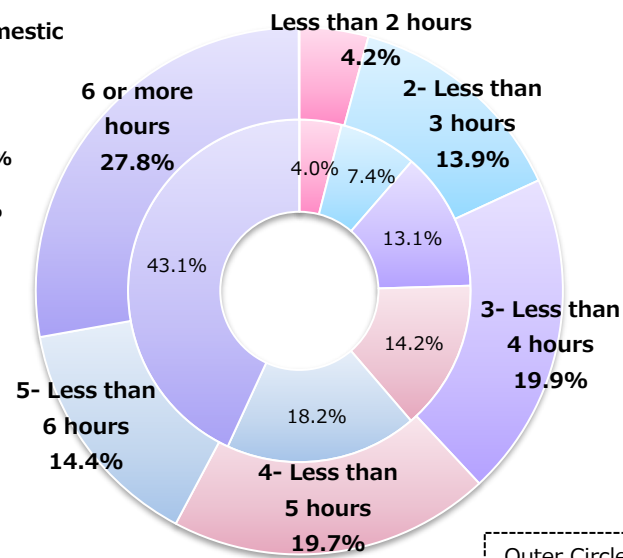
Occupation



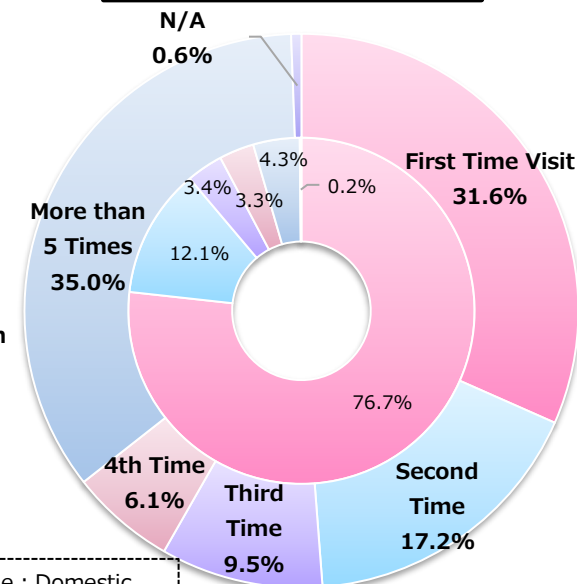
Age



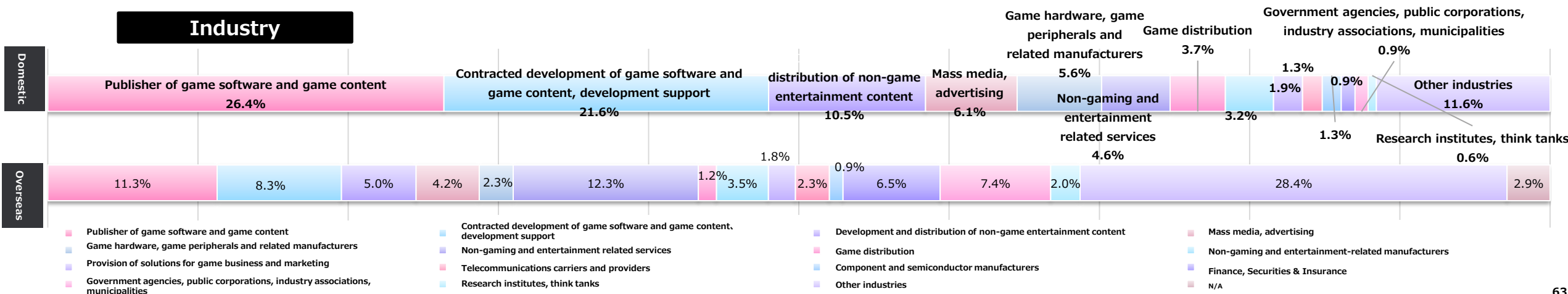
Length of Stay



Number of Visits

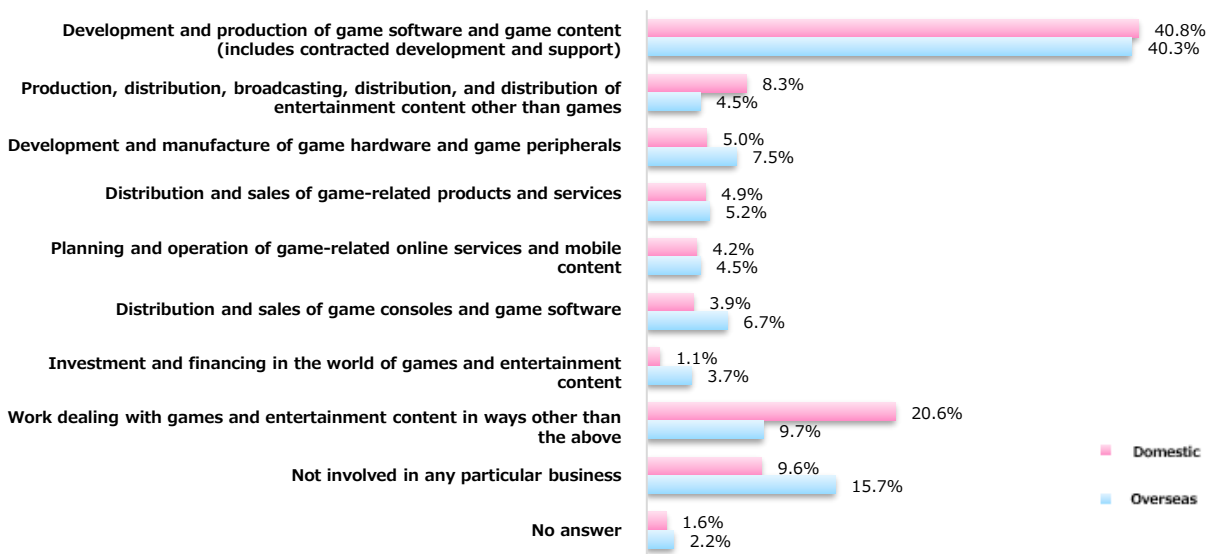


Industry

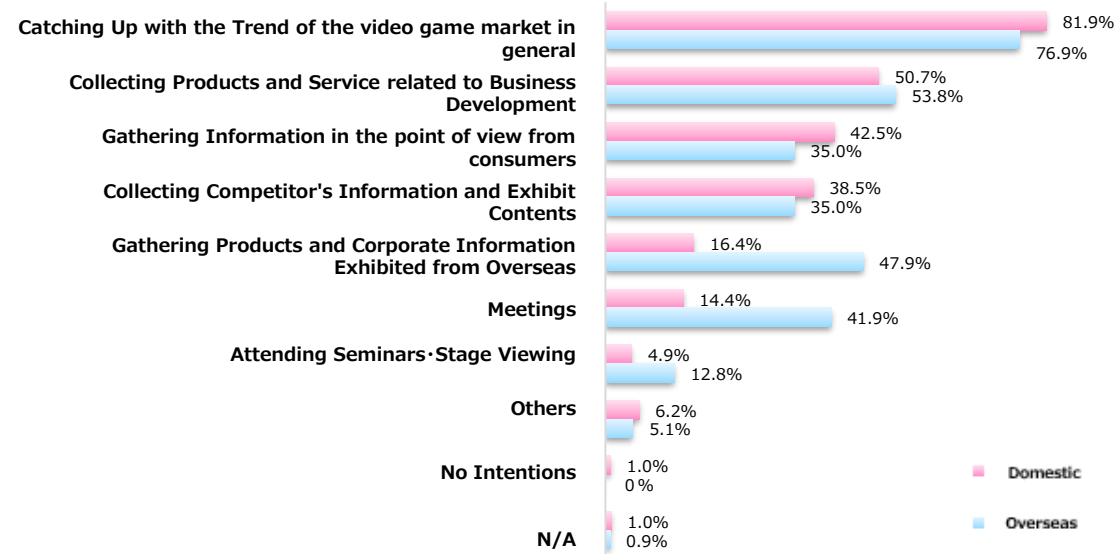


Visitor Survey Domestic Business Visitors・Overseas Visitors ②

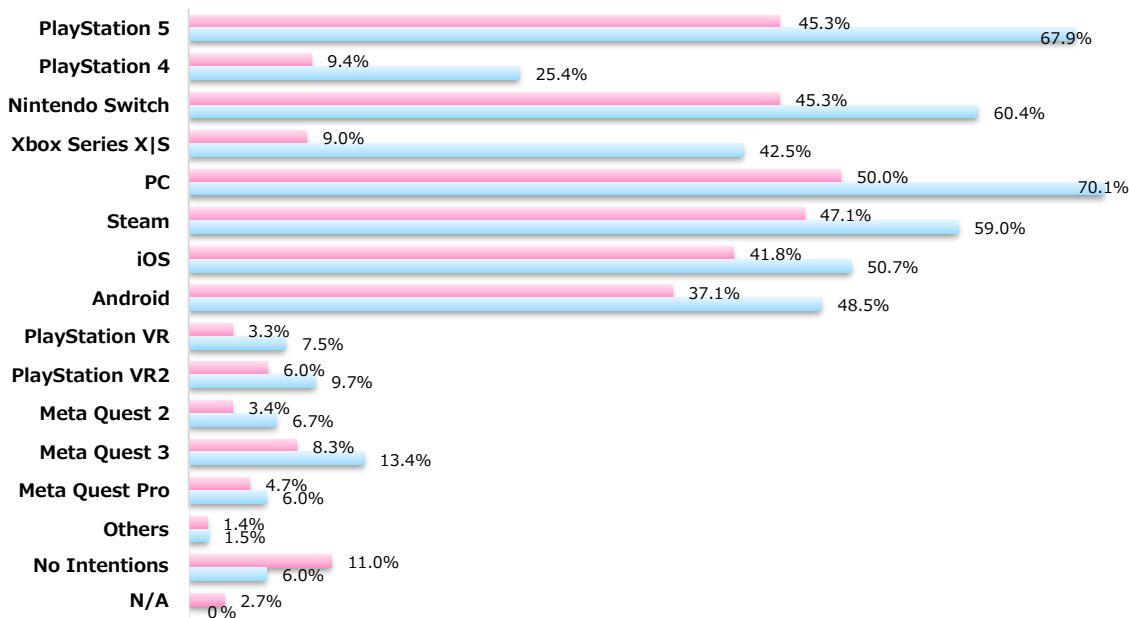
Engaging with Gaming/Entertainment Content



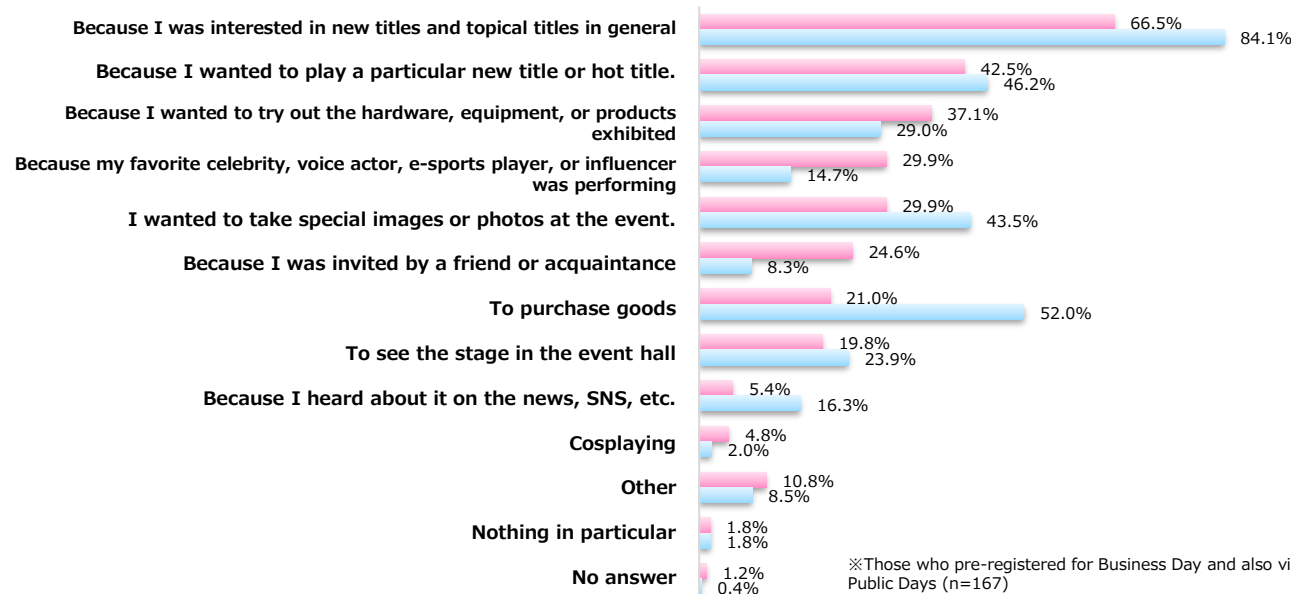
Intention to visit to TGS2023 (Business Day)



Platforms you would like to focus on the future for your business



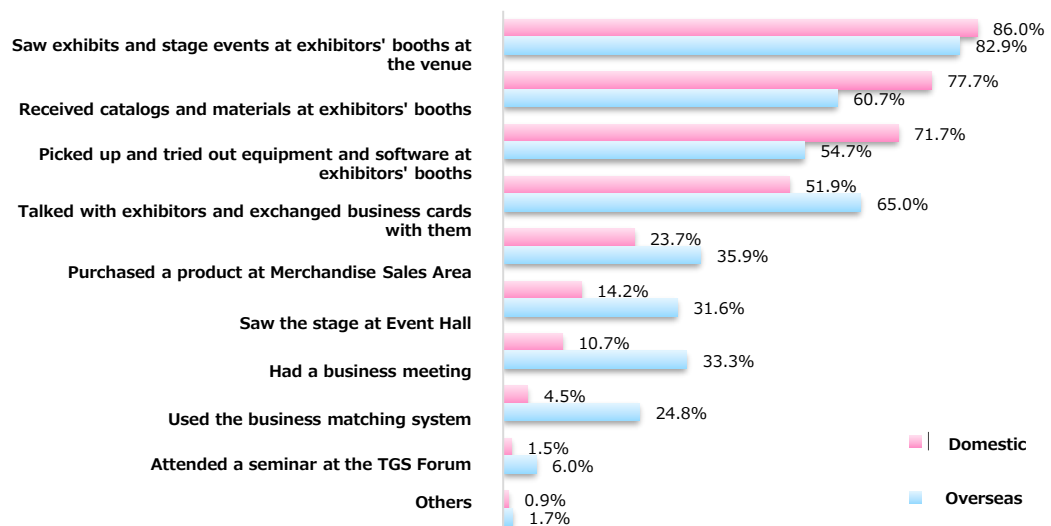
Intention to visit to TGS2023 (Public Day)



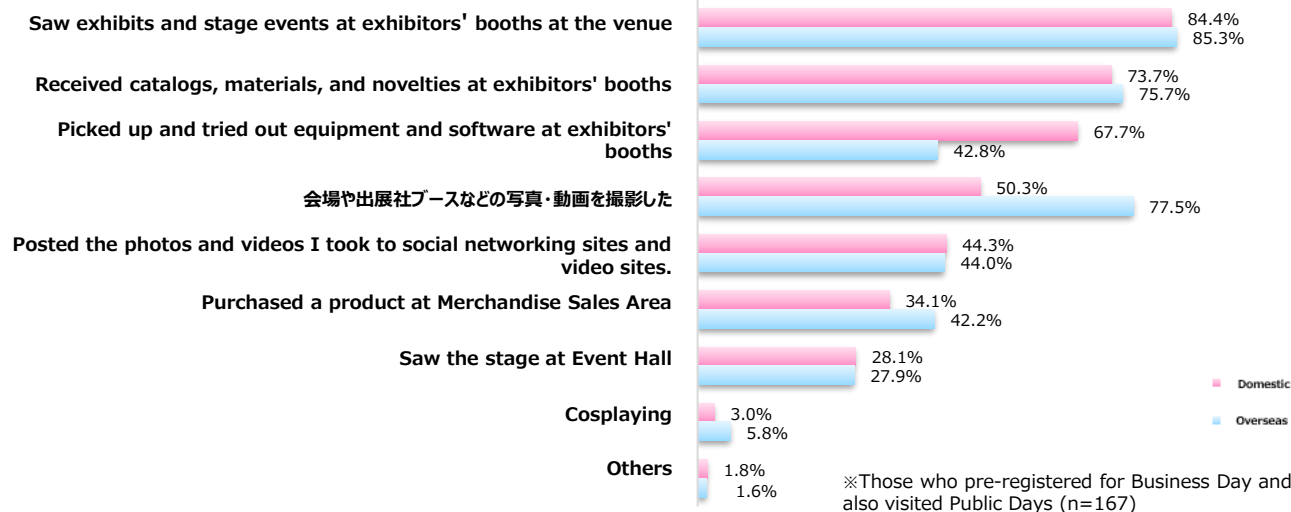
※Those who pre-registered for Business Day and also visited Public Days (n=167)

Visitor Survey Domestic Business Visitors・Overseas Visitors ③

Actions taken at the TGS2023 venue (Business Day)



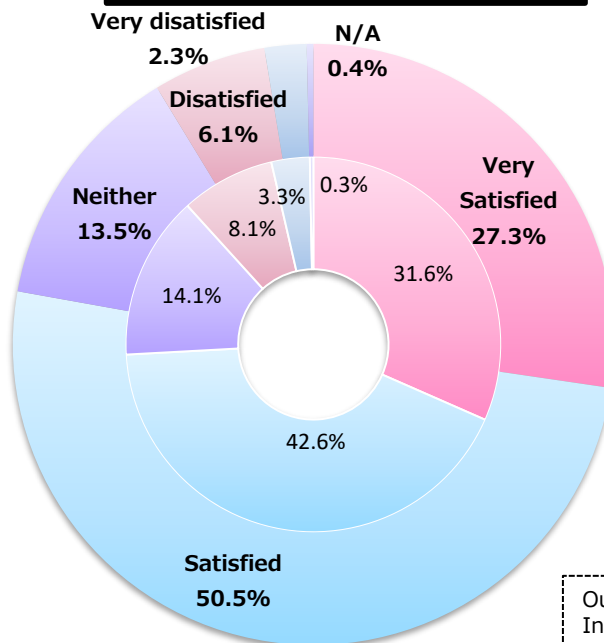
Actions taken at the TGS2023 venue (Public Day)



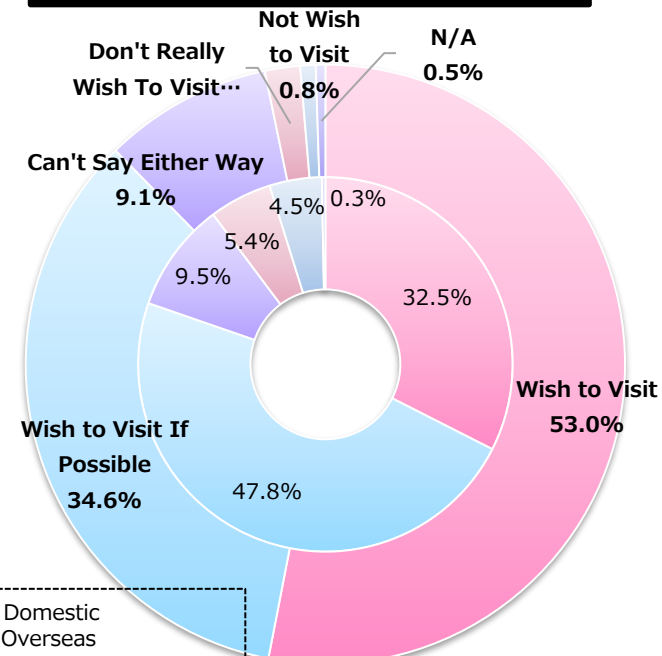
Trade Visitors from Overseas by countries/regions

| Region | Country/Region (%) | Region | Country/Region (%) | Region | Country/Region (%) |
|--------|--------------------|---------------|--------------------|-------------|--------------------|
| Asia | China | 27.50% | Europe | Spain | 0.50% |
| | Korea | 20.50% | | Italy | 0.30% |
| | Taiwan | 13.60% | | Austria | 0.10% |
| | Singapore | 5.10% | | Iceland | 0.20% |
| | Hong Kong | 3.80% | | Switzerland | 0.20% |
| | Thailand | 1.90% | | Cyprus | 0.20% |
| | Malaysia | 1.30% | | Estonia | 0.10% |
| | Philippines | 0.60% | | Denmark | 0.10% |
| | Indonesia | 0.60% | | Hungary | 0.10% |
| | Vietnam | 0.40% | | Ireland | 0.10% |
| | India | 0.20% | | Latvia | 0.10% |
| | Pakistan | 0.03% | | Norway | 0.10% |
| | Mongolia | 0.03% | | Lithuania | 0.10% |
| | North America | United States | | 10.60% | Armenia |
| Canada | | 1.20% | Kazakhstan | 0.03% | |
| Europe | United Kingdom | 2.10% | Greece | 0.03% | |
| | France | 1.30% | Serbia | 0.03% | |
| | Sweden | 1.20% | Czech | 0.03% | |
| | Germany | 0.80% | Turkey | 0.03% | |
| | Poland | 0.80% | Finland | 0.03% | |
| | Netherlands, the | 0.50% | Russia | 0.03% | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |

Degree of Satisfaction



Intention to Visit the next TGS



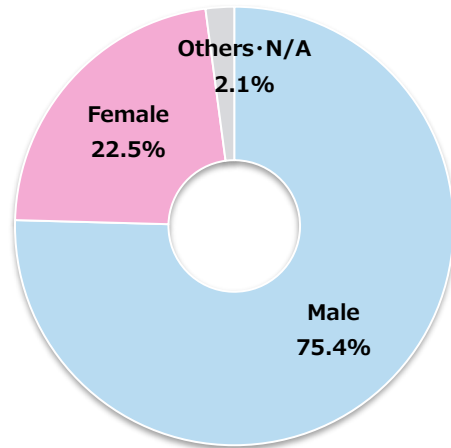
* Breakdown of 2,925 overseas visitors who were accepted at Business Day counter. Excluding foreign residents in Japan, guest pass holders, foreign press, and various exhibitors' pass holders.

Visitor Survey – Domestic Public Day Visitors ①

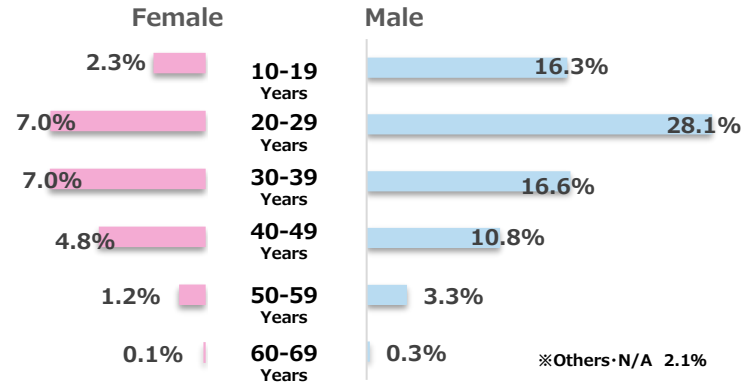
[Survey Method] WEB Survey *Users who saw the announcement on the official TGS website/SNS and the official map accessed the survey page and answered the questions.
 [Period] September 21 through October 1, 2023
 [Effective Responses] 2,684
 [Survey Conducted by] Computer Entertainment Supplier's Association (CESA)

<Composition Ratio: Rounded to the First Decimal Place>

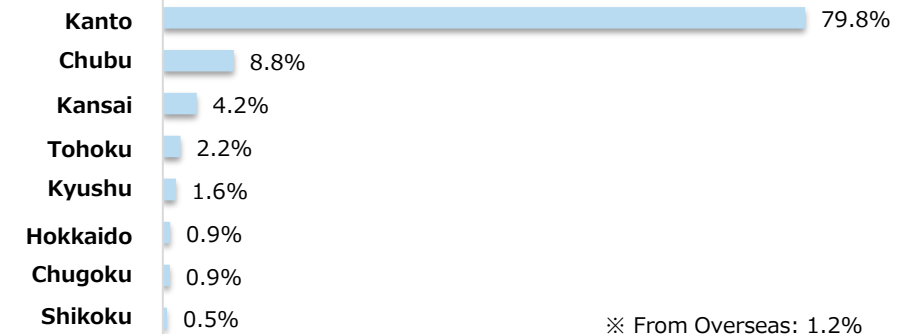
Gender



Age

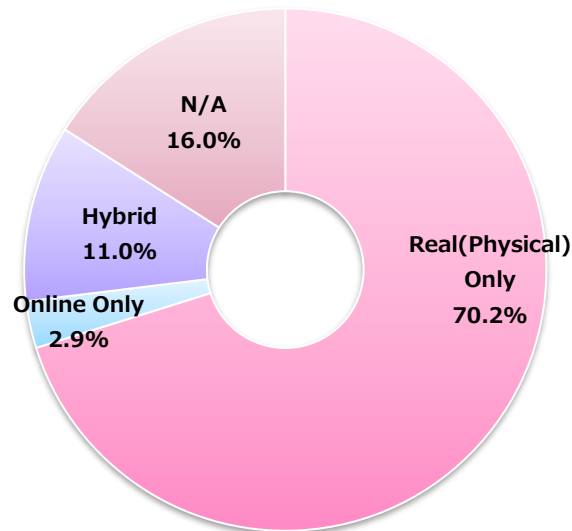


Residential Location

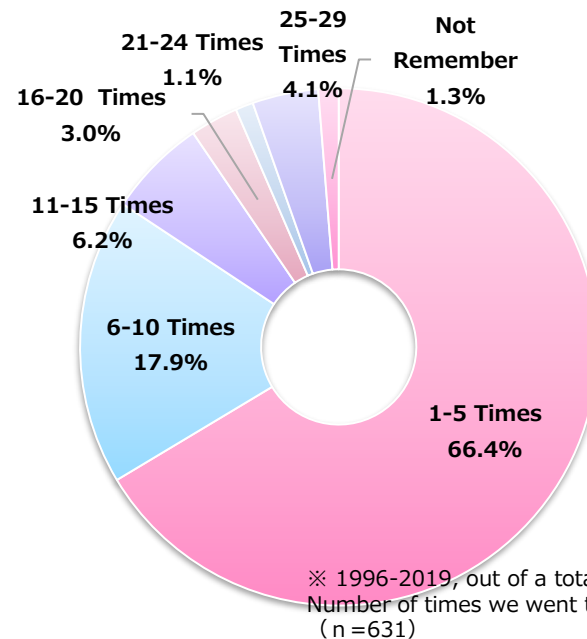


※ From Overseas: 1.2%

TGS2023 Participation

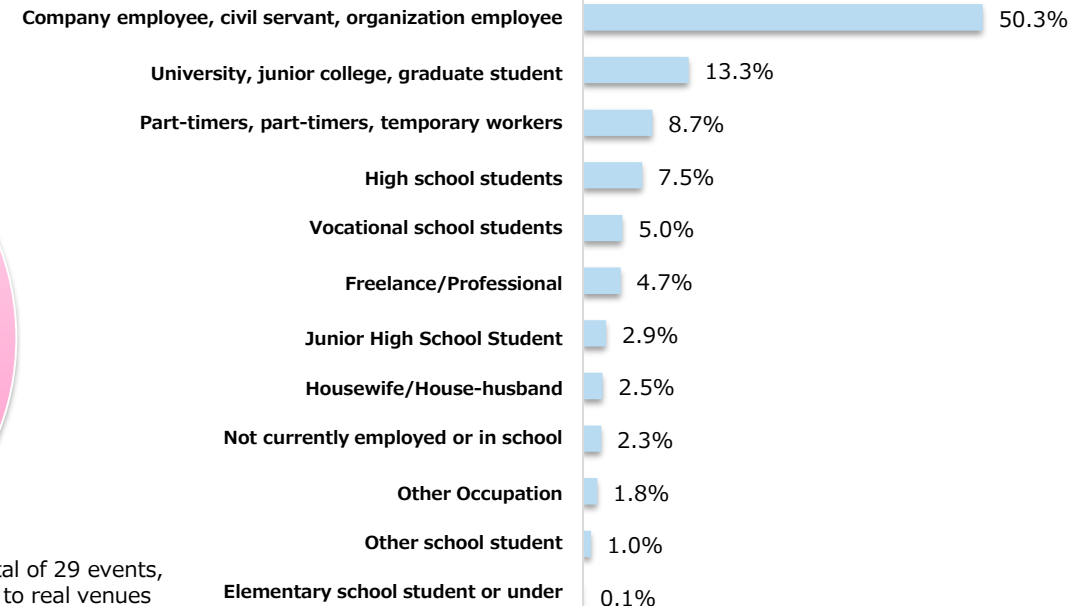


Past Visits to TGS

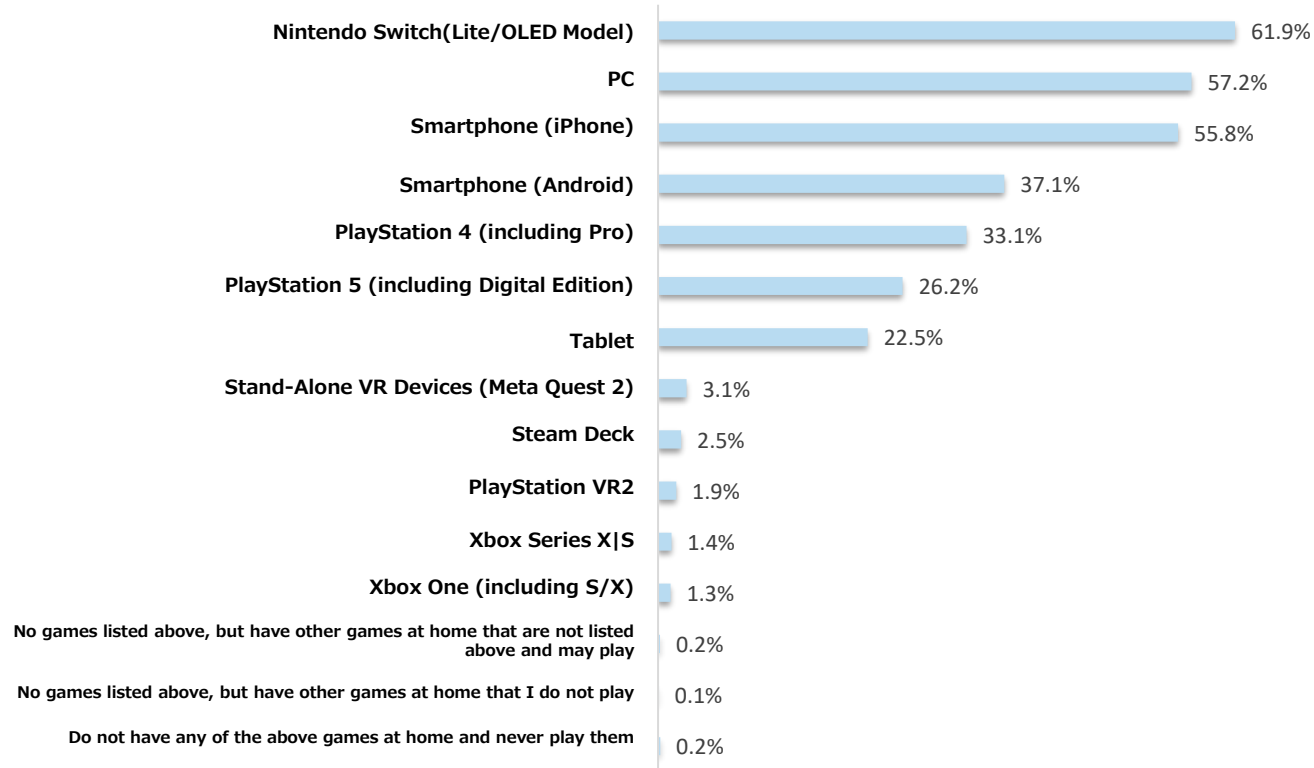


※ 1996-2019, out of a total of 29 events, Number of times we went to real venues (n=631)

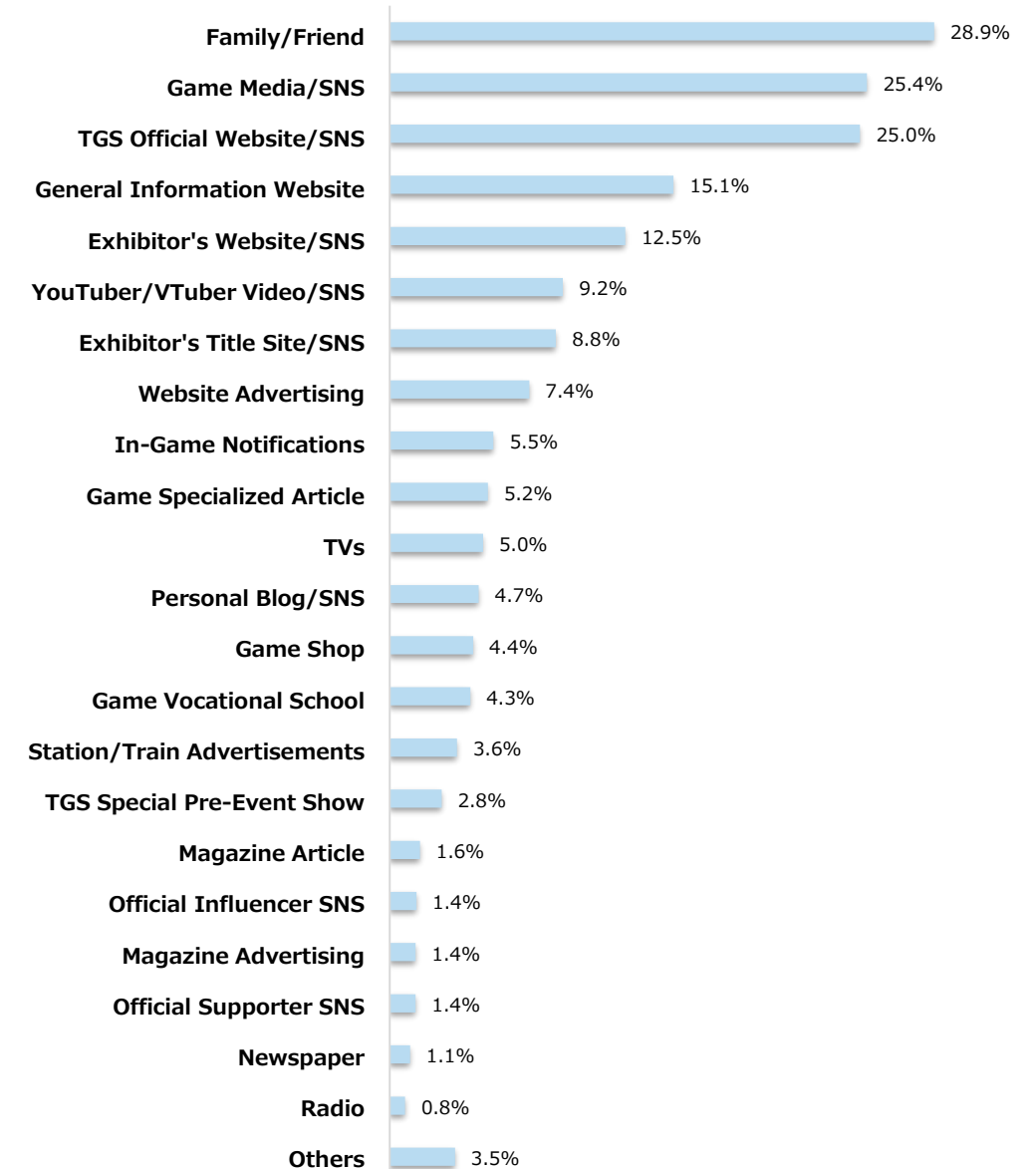
Occupation



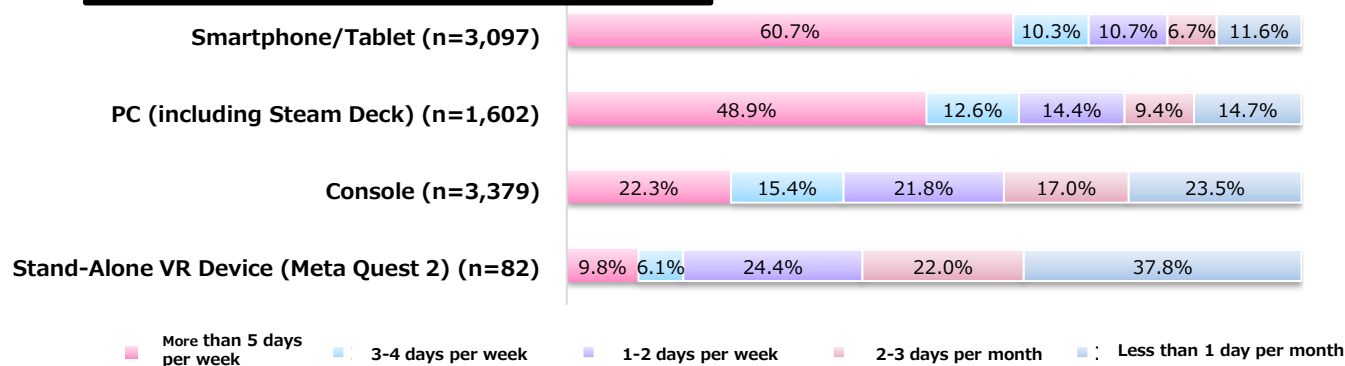
Devices that are at home and may be played with games



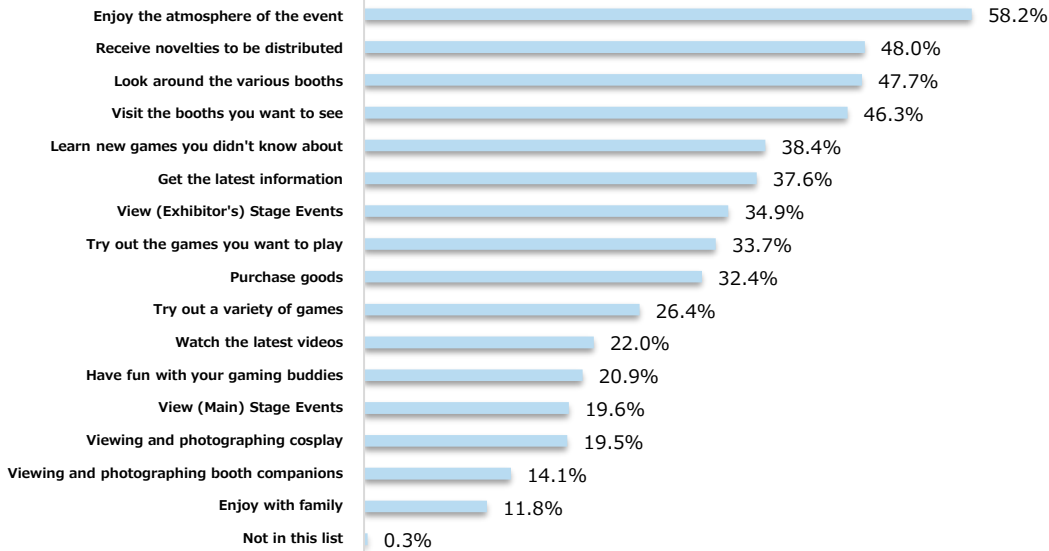
TGS2023 Information Contact Point



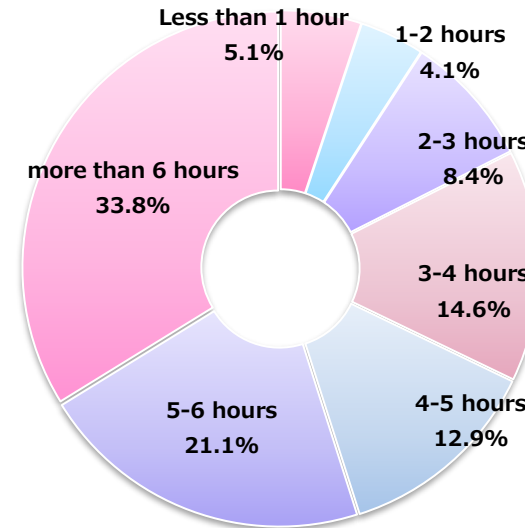
Frequency of Game Play



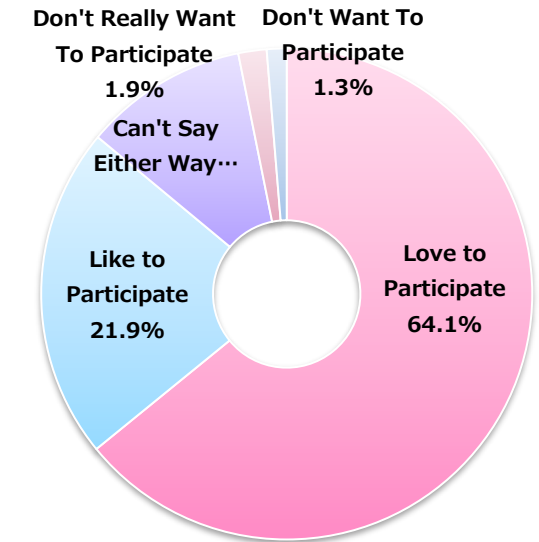
Intentions of Participation in Real Venue (n=2,177)



Length of Stay (n=2,177)



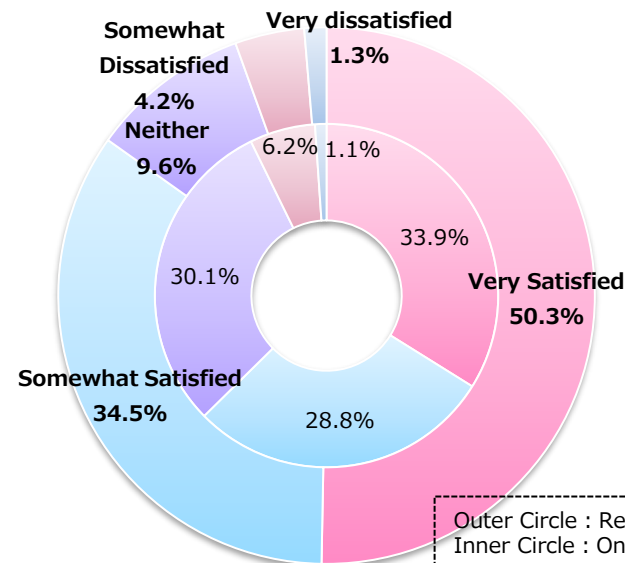
Intention To Visit Next TGS (Real Venue)



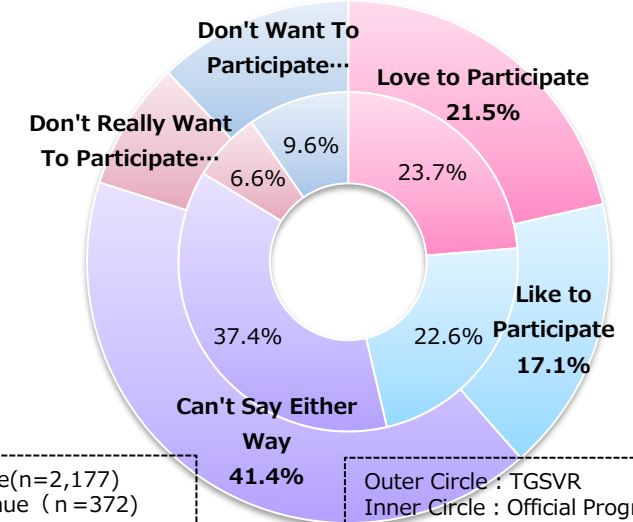
Intention of Participation in Online Venue(n=372)



Degree of Satisfaction



Intention To Visit Next TGS (Online Venue)



Outer Circle : Real Venue(n=2,177)
Inner Circle : Online Venue (n=372)

Outer Circle : TGSVR
Inner Circle : Official Program

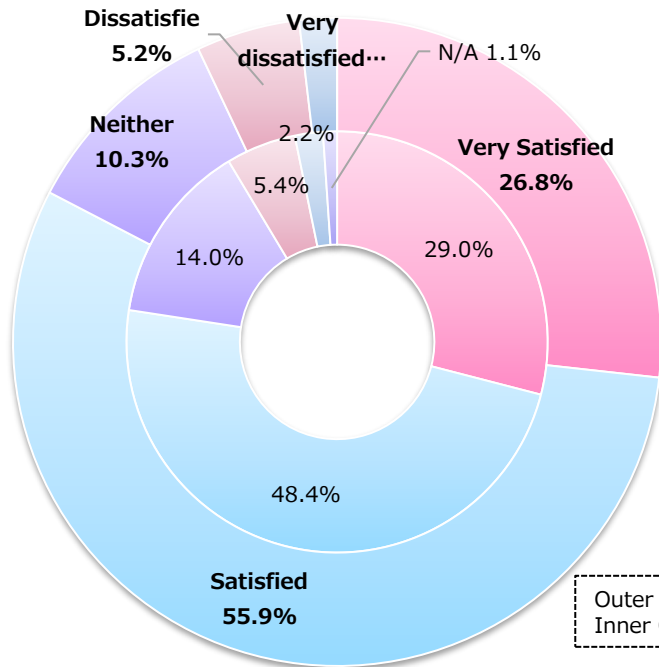
[Method] E-mail requesting survey cooperation was sent to TGS2023 exhibitors. Response were accepted via Nikkei BP Consulting's web-based survey system.

[Period] October 12 through 22, 2023 **[Effective Response]** Japan 213 Overseas93

[Survey Conducted by] Nikkei BP Consulting

<Composition Ratio: Rounded to the First Decimal Place>

Degree of Satisfaction



Number of Visitors to the Booth

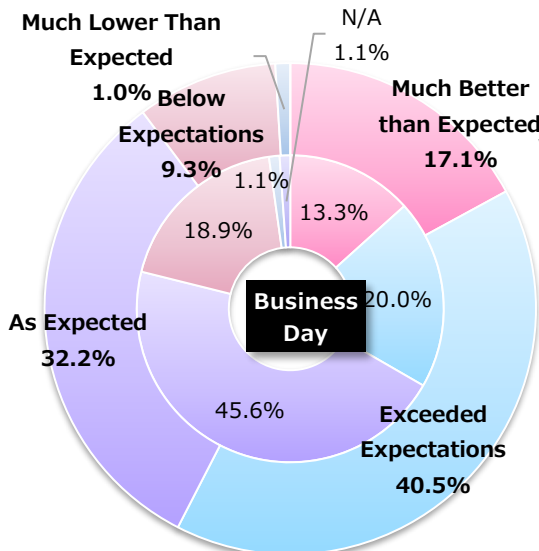
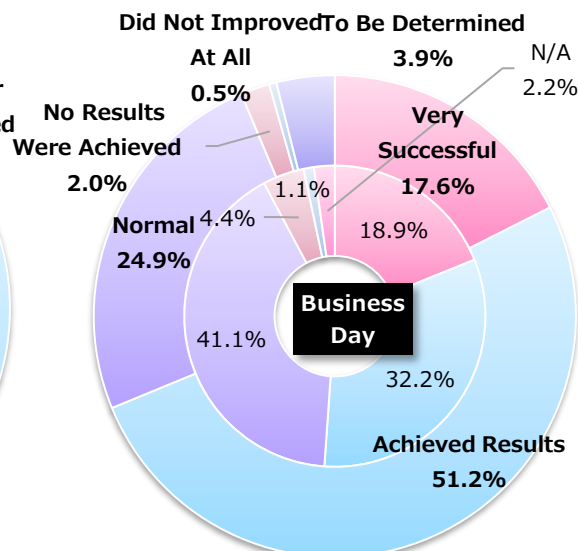
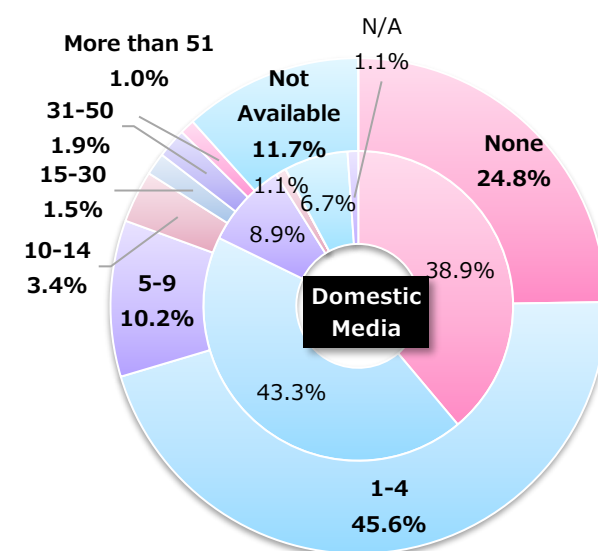


Exhibit Results

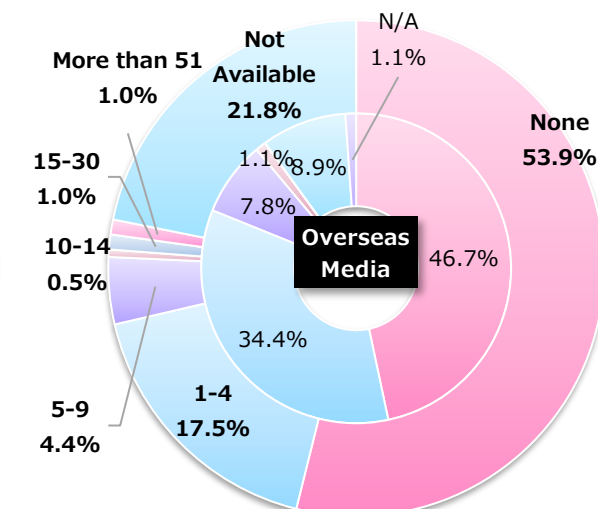
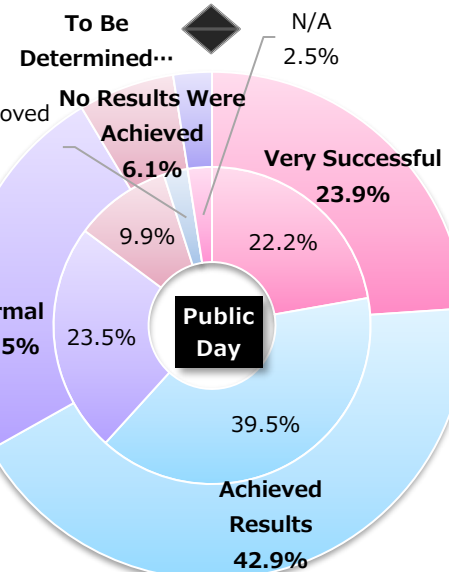
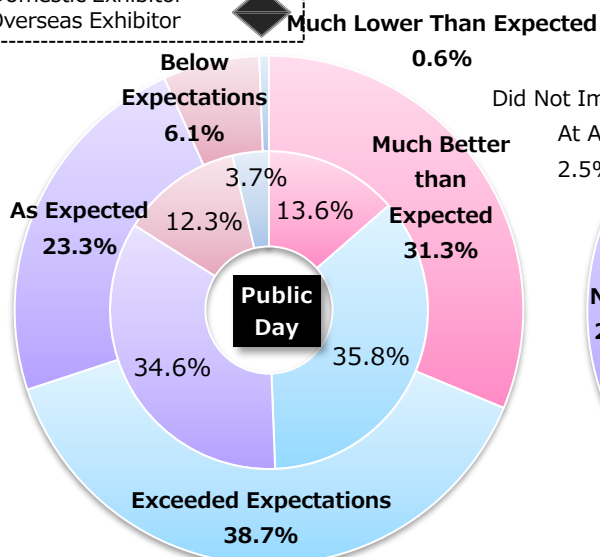
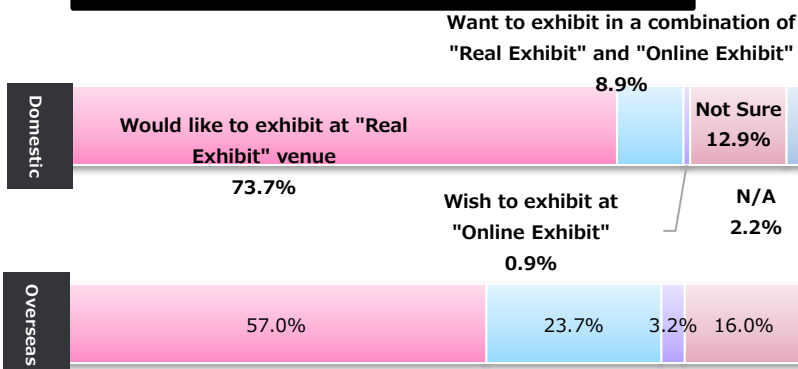


Number of Media Coverage



Outer Circle : Domestic Exhibitor
Inner Circle : Overseas Exhibitor

Intention to Exhibit to Next TGS



※31-50 n/a

TOKYO GAME SHOW 2023 Official Report

Published by

Computer Entertainment Supplier's Association (CESA)

18 Fl. 2-7-1 Nishi Shinjuku, Shinjuku-ku, Tokyo 163-0718 Japan

Production

TGS Management Office

To Inquiry

Nikkei BP TOKYO GAME SHOW Management Office

E-mail : tgs-ope@nikkeibp.co.jp

Dentsu TOKYO GAME SHOW Management Office

E-mail : tgs@dentsu-eo.co.jp

