

# TOKYO GAME SHOW 2024 Indie Game Project Sponsorship

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TOKYO GAME SHOW Management Office

In order to create opportunities for indie games to attract more attention, TGS has once again this year prepared "Selected Indie 80," a framework that allows indie game developers, both corporate and individual, to exhibit at TGS free of charge. This project is made possible by the support of our sponsors. If you are a game platformer, game publisher, PC/monitor company, etc. that would like to support this event, please consider becoming a sponsor.

## **[ Support for indie game developers ]**

- **Exhibitors selected for the "Selected Indie 80" will exhibit for free in the Indie Game Area**  
TGS is looking for "Selected Indie 80" to exhibit free of charge. Among the submitted titles, 80 companies (tentative) will be able to exhibit for free.
- **More business opportunities for indie game developers**  
Exhibitors selected for the "Selected Indie 80" will have the opportunity to receive more attention through the indie game page on the official TGS website, the "Selected Indie 80" introduction program, and Sense of Wonder Night (SOWN). For titles sold on Steam, it will also be possible to list titles on Steam's special TGS site to boost sales. In addition, business negotiations can be conducted using the business matching system.
- **Exhibitors selected as SOWN finalists will receive even more attention**  
The developers selected as Sense of Wonder Night (SOWN) finalists (8 groups will be selected) will present at SOWN (TGS2024 will be attended by an audience). This will also be streamed online, and each award winner will receive a cash prize and trophy.

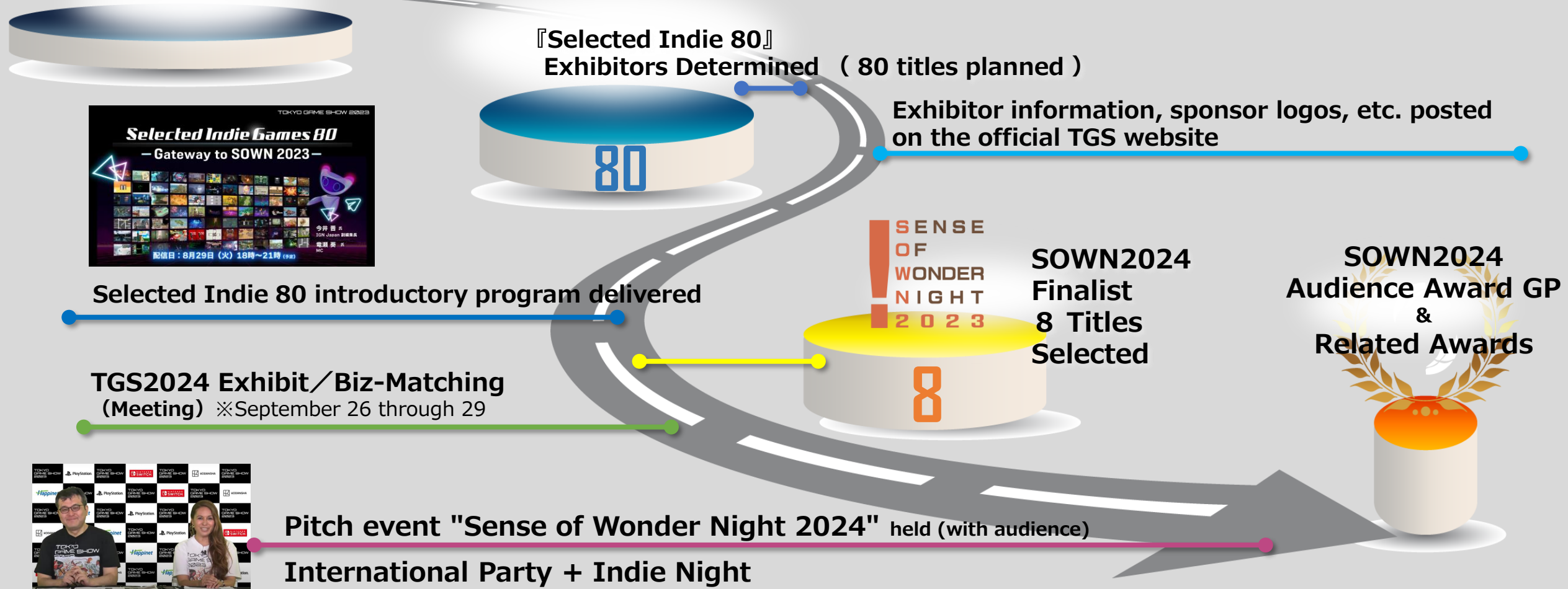
## **[Sponsorship Benefits]**

- **Able to raise awareness as a leading indie game company**  
The sponsor's "logo" or "company name/brand name" will be displayed on the Indie Game Area web page, exhibition hall, distribution programs, press releases, etc. This will help increase awareness and presence of companies and titles among game business professionals, indie game developers, and game users.
- **Benefit booths allow you to connect with indie game developers and game fans.**  
Booths granted as sponsorship privileges (Platinum sponsorship, Gold sponsorship, equipment sponsorship, etc.) can be used (additional booths can be added for a fee) to exhibit and test play titles supported/published by the company, and to display equipment. This is a great way to connect with game industry professionals, indie game developers, and game users.
- **Facilitating business meetings with indie game developers and related parties**  
Information on Selected Indie 80 entry titles will be shared by the secretariat (excluding personal information). In addition, visitors can use the Meetup area in the Indie Game Area, and can use the business matching system for efficient and effective Mtg and business discussions with indie game developers and business keys.

# Indie Game Project - Outline

- Entries from around the world for "Selected Indie 80," a free exhibit in the Indie Game Area
- 80 titles were selected as Selected Indie 80 and will be on display for 4 days of real exhibition.
- Eight titles from Selected Indie 80. Each developer will pitch their ideas at the Sense of Wonder Night (SOWN) event.
- Each step of the process creates opportunities for Selected Indie 80 and its sponsors to be highlighted through official websites, broadcast programs, exhibits, etc.

## Call for entries from indie game developers (conditional)



|                      | Platinum<br>Limited to 6 companies ※Exhibitor ONLY (first-come, first-serve)  | Gold<br>※Exhibitor ONLY   | Equipment Sponsor<br>Limited to 4 companies ※Exhibitor ONLY (first-come, first-serve)  |
|----------------------|---|---|--|
| Sponsorship Fee      | JPY 5,500,000 (tax incl.)<br>※Exhibit fee is NOT included.  | JPY 2,200,000 (tax incl.)<br>※Exhibit fee is NOT included.  | FREE Equipment Rental<br>※Exhibit fee is NOT included.   |
| Sponsorship Benefits | <p><b>Logo Placement</b> Logo displayed in the following locations<br/>※The location of the display is subject to change.</p> <ul style="list-style-type: none"><li>Hanging banners and corner signs in the Indie Game Area and bridge sign in the Selected Indie 80 area</li><li>Floor map "in Selected Indie 80" area</li><li>In the Selected Indie 80 introduction program</li><li>SOWN venue, International Party + Indie Night venue</li><li>Press release announcing indie game sponsors</li></ul> <p><b>Exhibit Booth</b></p> <ul style="list-style-type: none"><li>Booth Exhibit at Indie Game Area<br/>&lt;2m×2m Turnkey Booth X 3, OR 3m×3m Space-only Booth X 2&gt;<br/>※「Booth」is space-only. Turnkey booth is package scheme.<br/>※Booth locations are selected from Platinum Sponsor priority area<br/>※Additional booths can be added for a fee</li></ul> <p><b>Indie Meet-up Area Usage</b></p> <ul style="list-style-type: none"><li>Meeting use of the "Indie Meet-up Area" in the Indie Game Area is available (Business Days) *Dedicated table</li></ul> <p><b>SOWN</b></p> <ul style="list-style-type: none"><li>Platinum Sponsor presentation time (5 minutes scheduled) within SOWN<br/>※Not to be broadcast on the official program</li><li>Sponsor award can be given as a supplementary prize for SOWN<br/>*Subsidiary prize is worth less than 3,000 US dollars</li></ul> <p><b>International Party+Indie Night</b></p> <ul style="list-style-type: none"><li>An area in one corner of the party venue where you can interact with indie game developers, etc. Tables for sponsors will be provided.</li></ul> <p><b>Email Blasting</b></p> <ul style="list-style-type: none"><li>Possible to distribute information about your company's announcement to developers selected for Selected Indie 80 and to developers who entered the competition (distribution by the Secretariat<br/>*Up to 2 times between July 4 and December 20).</li></ul> <p><b>Exhibited titles are also posted on the indie-related tab of Steam</b></p> <ul style="list-style-type: none"><li>Indie game titles handled by the sponsor are posted on both the Exhibitors tab + Selected Indie 80 tab in Steam.</li></ul> | <p><b>Logo Placement</b> Logo displayed in the following locations<br/>※The location of the display is subject to change.</p> <ul style="list-style-type: none"><li>Floor map "in Selected Indie 80" area</li><li>In the Selected Indie 80 introduction program</li><li>SOWN venue, International Party + Indie Night venue</li><li>Press release announcing indie game sponsors</li></ul> <p><b>Exhibit Booth</b></p> <ul style="list-style-type: none"><li>Booth Exhibit at Indie Game Area<br/>&lt;2m×2m Turnkey Booth X 1, OR 3m×3m Space-only Booth X 1&gt;<br/>※「Booth」is space-only. Turnkey booth is package scheme.<br/>※Additional booths can be added for a fee</li></ul> <p><b>Indie Meet-up Area Usage</b></p> <ul style="list-style-type: none"><li>Meeting use of the "Indie Meet-up Area" in the Indie Game Area is available (Business Days) ※Common table</li></ul> <p><b>SOWN</b></p> <ul style="list-style-type: none"><li>Sponsor award can be given as a secondary award for SOWN<br/>*Supplementary award is worth up to US\$3,000</li></ul> <p><b>International Party +Indie Night</b></p> <ul style="list-style-type: none"><li>An area in one corner of the party venue where you can interact with indie game developers, etc. Tables for sponsors will be provided.</li></ul> <p><b>Email Blasting</b></p> <ul style="list-style-type: none"><li>Possible to distribute information about your company's announcement to developers selected for Selected Indie 80 and to developers who entered the competition (distribution by the Secretariat<br/>*Up to 2 times between July 4 and December 20).</li></ul> <p><b>Exhibited titles are also posted on the indie-related tab of Steam</b></p> <ul style="list-style-type: none"><li>Indie game titles handled by the sponsor are posted on both the Exhibitors tab + Selected Indie 80 tab in Steam.</li></ul> | <p><b>Logo Placement</b> Logo displayed in the following locations<br/>※The location of the display is subject to change.</p> <ul style="list-style-type: none"><li>Floor map "in Selected Indie 80" area</li><li>In the Selected Indie 80 introduction program</li><li>SOWN venue, International Party + Indie Night venue</li><li>Press release announcing indie game sponsors</li></ul> <p><b>Exhibit Booth</b></p> <ul style="list-style-type: none"><li>Booth Exhibit at Indie Game Area<br/>&lt;2m×2m Turnkey Booth X 1, OR 3m×3m Space-only Booth X 1&gt;<br/>※「Booth」is space-only. Turnkey booth is package scheme.<br/>※Additional booths can be added for a fee</li></ul> <p><b>SOWN</b></p> <ul style="list-style-type: none"><li>Sponsor award can be given as a secondary award for SOWN<br/>*Supplementary award is worth up to US\$3,000</li></ul> |

|                      | Silver<br>※For Exhibitor / Non-Exhibitor   | Option Menu<br>※Exhibitor ONLY (first-come, first-serve basis)  |
|----------------------|--|---|
| Sponsorship Fee      | JPY 770,000 (tax incl.)<br>※Exhibit fee is NOT included.   | Refer Below<br>※Exhibitors other than Platinum, Gold, Silver and Equipment Sponsors may apply. Exhibit fees are not included.<br>※Application deadline is different from that of "Platinum/Gold/Silver/Equipment Sponsors"<br>(Application deadline: May 24 <Friday>)   |
| Sponsorship Benefits | <p><b>Logo Placement</b><br/>Logo will be displayed at the following locations<br/>※The location of the logo may be subject to change.</p> <ul style="list-style-type: none"><li>Floor map "in Selected Indie 80" area</li><li>In the Selected Indie 80 introduction program</li><li>Sense of Wonder Night venue, International Party + Indie Night venue</li><li>Press release announcing indie game sponsors</li></ul> <p><b>SOWN</b></p> <ul style="list-style-type: none"><li>Sponsor award can be given as a secondary award for SOWN<br/>※Supplementary award is worth up to US\$3,000</li></ul> | <p><b>Indie Meet-up Area Usage</b><br/>[JPY 220,000 (tax incl.) / Indie Game Area Limited to 5 Exhibitors]</p> <ul style="list-style-type: none"><li>Meeting use of the Indie Meetup area in the Indie Game Area is available (Business Day).<ul style="list-style-type: none"><li>Only exhibitors in the Indie Game Area are eligible for this service.</li><li>Meeting tables are shared (can be reserved in advance through the Business Matching System).</li><li>Only one table can be used by one company at the same time.</li><li>Platinum and Gold Sponsors are included in the sponsorship benefits (no application required).</li></ul></li></ul> <p><b>Indie Meet-up Area Exclusive Table Usage</b><br/>[Indie Meet-up Area Usage + JPY 110,000 (tax incl.) / Indie Game Area Limited to 2 Exhibitors]</p> <ul style="list-style-type: none"><li>Designated exclusive tables in the Indie Game Area Meet-up Area can be used as business meeting places (option for "Use of Indie Meet-up Area" above / Business Day).<ul style="list-style-type: none"><li>One table per company is allowed to apply.</li><li>Platinum Sponsors are included in the sponsorship benefits (no application required)</li></ul></li></ul> <p><b>Indie Meet-up Area Advertisement * 2 sides of gate columns + 4 sides of partitions</b><br/>[JPY 1,320,000 (tax incl.) / Limited to 1 company ]</p> <ul style="list-style-type: none"><li>Advertisements will be placed on columns and four walls in the Indie Game Meet-up Area.<ul style="list-style-type: none"><li>Advertisement design is to be arranged by the sponsor company. Management Office will arrange the output sheets.</li></ul></li><li>Meeting tables will be shared (advance reservations can be made through the business matching system).</li></ul> <p><b>Logo placement at International Party + Indie Night / Use of space for self-standing banners</b><br/>[JPY 275,000 (tax incl.) / Limited to 2 company]</p> <ul style="list-style-type: none"><li>Provide space for a freestanding banner, photo booth, etc. at the International Party + Indie Night venue (2m x 2m)<ul style="list-style-type: none"><li>Space only. Does not include production costs for freestanding banners, etc.</li></ul></li></ul> |

|  |   | Platinum                   | GOLD          | Silver       | Equipment Sponsor |
|--|---|----------------------------|---------------|--------------|-------------------|
| Sponsorship Fee :  |   | JPY 5,500,000              | JPY 2,200,000 | JPY 770,000  | Free Equipment    |
| Logo Placement   | Indie Game Area「Hanging Banner」         | ○                          | —             | —            | —                 |
|  | Indie Game Area「Area Signage」           | ○                          | —             | —            | —                 |
|  | Selected Indie 80 Area「Bridge Signage」  | ○                          | —             | —            | —                 |
|  | Selected Indie 80 Area 「Floor Map」      | ○                          | ○             | ○            | ○                 |
|  | Selected Indie 80 Introduction Program  | ○                          | ○             | ○            | ○                 |
|  | Sense of Wonder Night (SOWN) Venue      | ○                          | ○             | ○            | ○                 |
|  | International Party + Indie Night Venue | ○                          | ○             | ○            | ○                 |
|  | Indie Game Sponsorship Press Release    | ○                          | ○             | ○            | ○                 |
| Exhibit Booth  | Turnkey Booth X 3 or Space-only X 2     | ○ (Priority Area／optional) | —             | —            | —                 |
|  | Turnkey Booth X 1 or Space-only X 1     | —                          | ○ (optional)  | —            | ○ (optional)      |
| Indie Meet-up Area Usage (Business Day) ★  |   | ○ (optional)               | ○ (optional)  | —            | —                 |
| Exclusive Table Usage at Indie Meet-up Area (Business Day) ★                                 |   | ○ (optional)               | —             | —            | —                 |
| Gate + partition surface ads in Indie Meet-up Area★  |   | —                          | —             | —            | —                 |
| Sponsor presentation at SOWN (※No distribution on official programs.)                        |   | ○ (optional)               | —             | —            | —                 |
| Presentation of sponsor awards at SOWN   |   | ○ (optional)               | ○ (optional)  | ○ (optional) | ○ (optional)      |
| Tables available at International Party + Indie Night venue                                  |   | ○ (optional)               | ○ (optional)  | —            | —                 |
| International Party + Indie Night with banners and other space at the venue★                 |   | —                          | —             | —            | —                 |
| Email Blasting (Up to 2 times)   |   | ○ (optional)               | ○ (optional)  | —            | —                 |
| Titles to be exhibited will be posted on the indie-related tab on TGS Special Venue on Steam |   | ○ (optional)               | ○ (optional)  | —            | —                 |

★・・・ Exhibitors can purchase as stand-alone sponsorship/advertisement menus even if they are not indie game project sponsors (some menus are limited to indie game corner exhibitors only).

# **Indie Game Project Sponsorship Plan**

**Application Closing Date : March 29 (Fri.)**

## **Option Menu**

**Application Closing Date : May 24 (Fri.)**

**※To Apply:「Indie Game Project Sponsorship/Option Application Form」**

**※ Applications accepted on a first-come, first-served basis.**

**To Inquiry**

**Nikkei BP Indie Management Office**

**indie@nikkeibp.co.jp**

# Indie Game Project Sponsorship Benefits(Reference)

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# 【Platinum Sponsorship】 Priority Area Booth Exhibit Image

TOKYO  
GAME SHOW 2024

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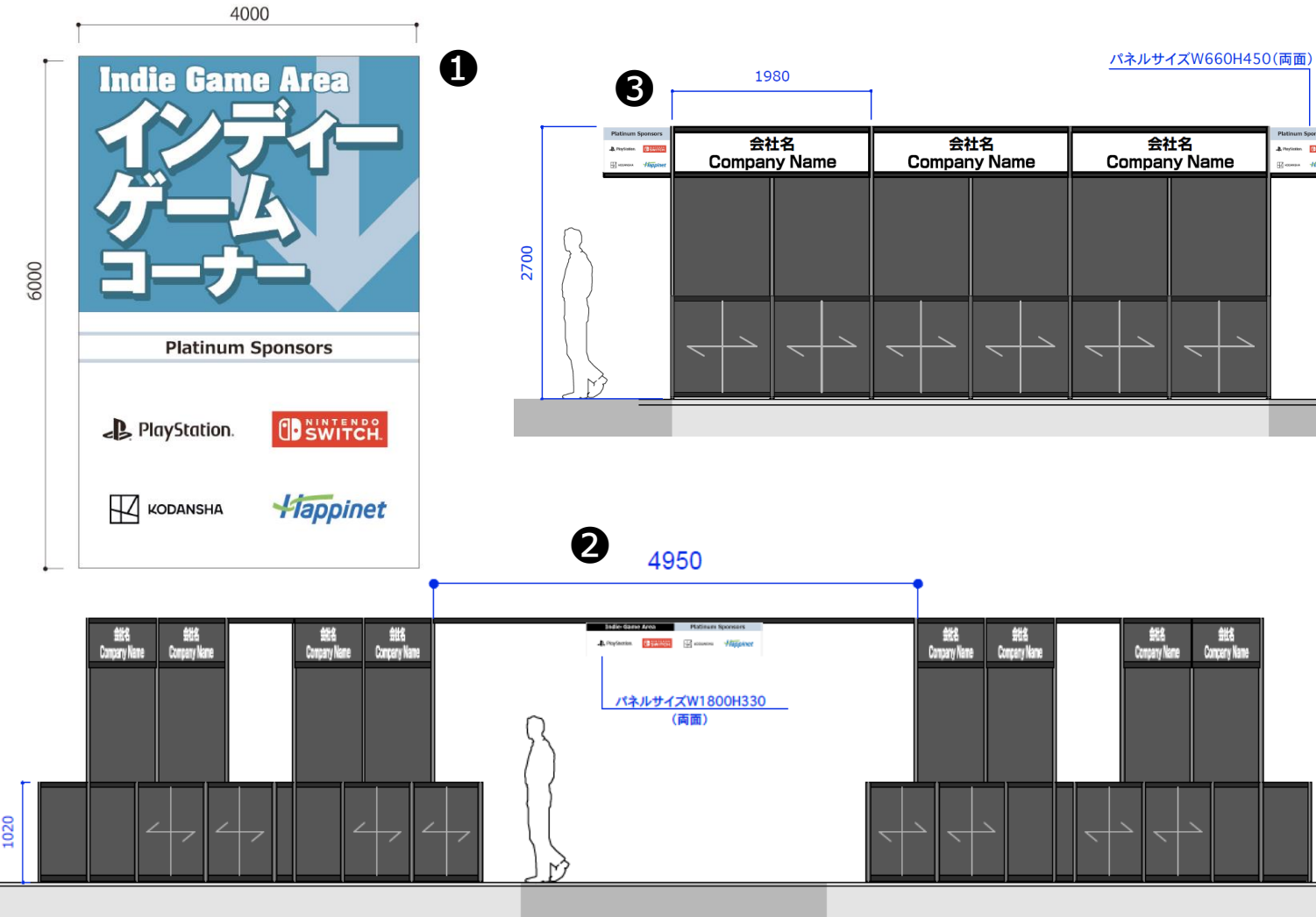
Platinum sponsors will receive a booth location from the priority area in the Indie Game Area as a special benefit. The priority area will be determined by the secretariat after the Indie Game Area has been allocated. The order of booth selection will be regular booths and turnkey booths, in descending order of the number of booths (total number of booths including the sponsorship benefit booths and additional booths). If the number of booths is the same, priority will be given to the company with the most past sponsorships, followed by the company with the earliest application.

## TGS2023 Result

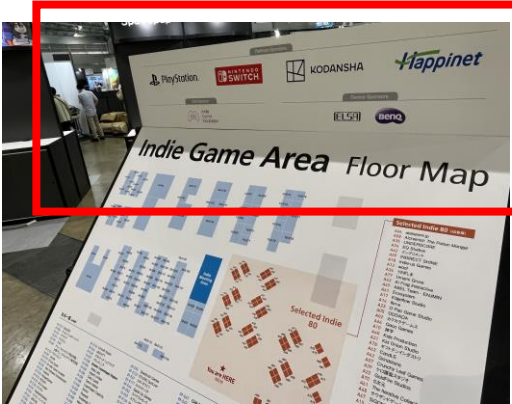
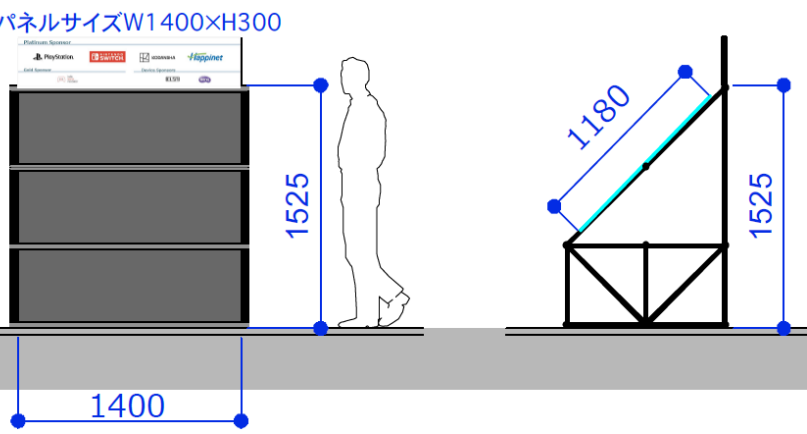


# 【Platinum Sponsorship】 Logo Placement Image(2023)

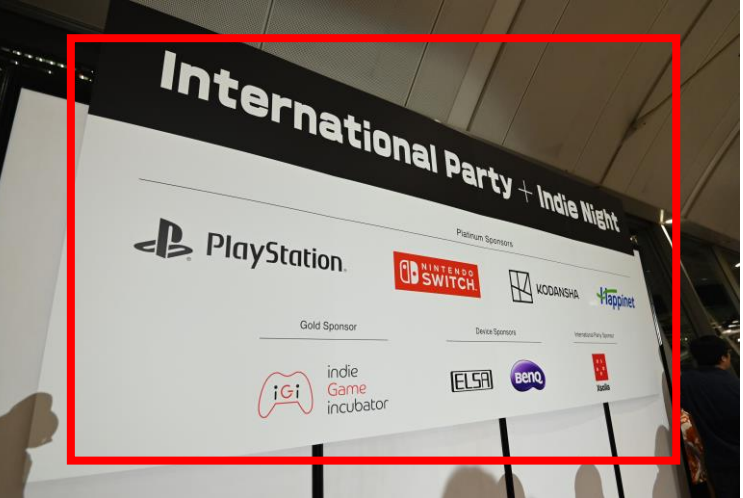
Sponsors' logos will be listed in the following order: Platinum Sponsor, Gold Sponsor, Silver Sponsor, and Equipment Sponsor. Within each category, priority will be given to companies with the most past sponsorships, followed by those with the earliest sponsorship application forms received.



● Indie Game Area Floor Map



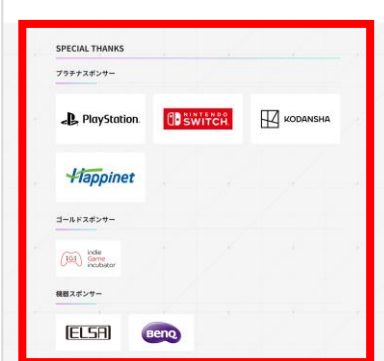
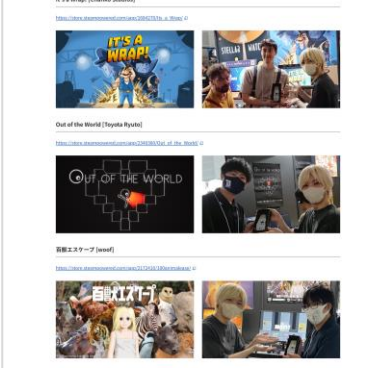
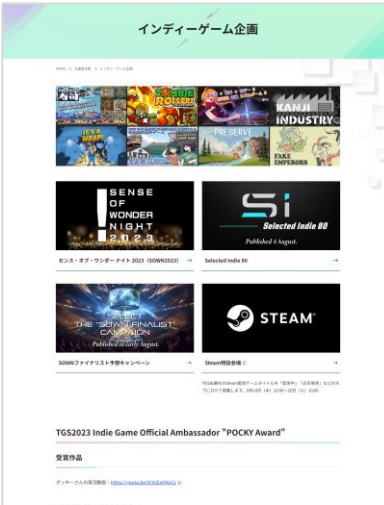
● International Party + Indie Night



● Sense of Wonder Night Program



● TGS Official Website



### ● Press Release



## TOKYO GAME SHOW 2023

Press Release

April 21, 2023

Computer Entertainment Supplier's Association

### Sponsors Announced for Indie Game Free Exhibition Project

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

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

Additional support from sponsors has also been decided

Computer Entertainment Supplier's Association (CESA, Chairman: Hideki Hayakawa) is now calling for entries to "Selected Indie 80," free exhibition slots specifically open for indie game developers within Indie Game Area at TOKYO GAME SHOW 2023 (co-organized by Nikkei Business Publications, Inc. and DENTSU, Inc.; hereinafter TGS2023), until April 30 (Sunday), 2023.

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

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

<Platinum Sponsors>



<Gold Sponsor>



<Device Sponsor>



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

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

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



## TOKYO GAME SHOW 2023

Press Release

July 4, 2023

Computer Entertainment Supplier's Association

**TGS2023 Official Website for Visitors Unveiled Today!**  
**General Admission Ticket Sales for Japanese Residents Start at Noon, July 8!**  
**TGS Supporters Club Ticket with Benefits Also on Sale**

646 Exhibitors from Japan and Overseas with Record-breaking 2629 booths

Computer Entertainment Supplier's Association (CESA, Chairperson: Haruhiko Terauchi) launched the official website (<https://tgs.cesa.or.jp/en>) for visitors of TOKYO GAME SHOW 2023 (TGS2023) to be held in-person at Makuhari Messe from September 21 (Thu.) to 24 (Sun.). It unveiled the list of exhibitors (as of July 4, 2023), ticket information, and other updates. [\\*Click here for the list of exhibitors.](#)

As of today, 646 exhibitors, including 389 from Japan and 257 from overseas, will participate in TGS2023 with 2629 exhibition booths. The event will be held at the largest-ever scale with exhibitors expected to participate later. The Selected Indie 80 (ex-Selected Exhibit) free exhibition opportunities for outstanding game titles at the TGS2023 Indie Game Area will have a record-breaking 793 entries. After the screening process, 81 titles were picked for the Selected Indie 80.

The sales of general admission tickets for Japanese residents and TGS Supporters Club tickets will start from noon, July 8 (Sat., Japan Standard Time (JST.)) Ticket sales will start on July 26. No fee is required for elementary school children and young people. Family Game Park and the Cosplay area will come back for the first time in four years. The event will invite popular influencers and video creators selected after the screening process on Business Day 2 (Candidates need to fulfill the entry requirements and pay a fee).

TOKYO GAME SHOW 2023 will finally be back at a full scale, held in the entire Makuhari Messe for the first time in four years. Please look forward to an even more appealing TGS2023 audience, offered with the latest trends and developments in the game industry.

List of Tickets for General Visitors (junior high school students or older) (TGS2023)

■List of ticket types and prices (The prices all include tax)

|                |                        |          |
|----------------|------------------------|----------|
| Sep. 23 (Sat.) | Supporters Club Ticket | JPY4,000 |
| Sep. 23 (Sat.) | One-day Ticket         | JPY2,300 |
| Sep. 24 (Sun.) | Supporters Club Ticket | JPY4,000 |
| Sep. 24 (Sun.) | One-day Ticket         | JPY2,300 |

\*Supporters Club Ticket purchase is limited to a maximum of two tickets per person.

\*No fee is required for elementary school children or younger.

\*General Admission Tickets are sold online in advance only and are NOT available at the venue. Special Tickets for those with handicapped person's passbook are available at the venue.

### ■Ticket Sales and Pre-registration for Business Day Visitors Will Start on July 26

TGS2023 secures September 21 (Thu.) and 22 (Fri.) as Business Days for visitors looking for new business opportunities in the gaming industry and offers an environment to facilitate meetings among trade visitors. Business Days are open only for the guests of exhibitors and Business Day pass holders. To purchase a Business Day Pass, you must go through the pre-screening process to prove that you are a member of the game industry. Only those who passed our screening process are eligible to visit TGS2023 on Business Days.

Moreover, students under 18 are NOT allowed to enter on a Business Day. Visitors are also asked NOT to accompany preschoolers, including toddlers or babies, to the venue on Business Days.

Business Day Pass will go on sale from July 26 (Wed.) and is available in two types: General Pass (JPY11,000 including tax) and GOLD Pass with benefits including access to an exclusive business lounge (JPY27,500 including tax.) For more details, please visit the official website at <https://tgs.cesa.or.jp/en>.

### ■Call for Entries to Join TGS as Influencers/Creators Will Start on Aug. 4

TGS2023 will invite influencers and creators who post their game commentary and other videos on online video-sharing sites or SNS to attend the exhibition on Sep. 22 (Fri.), Business Day 2 (Some special guest influencers can enter the venue from Sep. 21) for sharing information about TGS2023 with a broader audience. Moreover, TGS2023 will newly set up the Creator Lounge, a dedicated area open for influencers and creators to serve as their hub for live streaming and video editing at the venue.

Influencers or creators who want to visit TGS2023 must apply in advance and go through the screening process by TGS. As entry requirements, registrants need over 30,000 subscribers or followers for their single SNS channel or over 50,000 subscribers or followers for their multiple SNS channels. Registration for influencers and creators will also require the registration fee of JPY1,100 (including tax.) Call for entries and pre-registration of influencers/creators will start on Aug. 4 (Fri.).

### ■81 Titles Picked for "Selected Indie 80" from Record-breaking 793 Entries

Selected Indie 80 (ex-Selected Exhibit) is a free exhibition project for indie game developers, which has been held every year at TGS since 2013. The project continues to receive an increasing number of entries and received a record-breaking number of 793 entries this year. After the screening, 81 titles were picked to exhibit at Selected Indie 80.

With the support of indie game project sponsors, TGS will hold an online presentation event for innovative game ideas, "SENSE OF WONDER NIGHT (SOWN)", on Sep. 22 (Fri.), as well as Selected Indie 80. Counting down to this year's exhibition, the TGS official website and streaming programs will introduce indie game titles to be exhibited at Selected Indie 80 and create an opportunity to spotlight indie games, a treasure trove of unique ideas. Don't miss this great opportunity.

\*The finalists who will make presentations at SOWN will be announced in mid-September.

### [Sponsors for Indie Game Free Exhibition Project]

<Platinum Sponsors>

Sony Interactive Entertainment / Nintendo / KODANSHA GAME CREATOR'S LAB. / Happinet

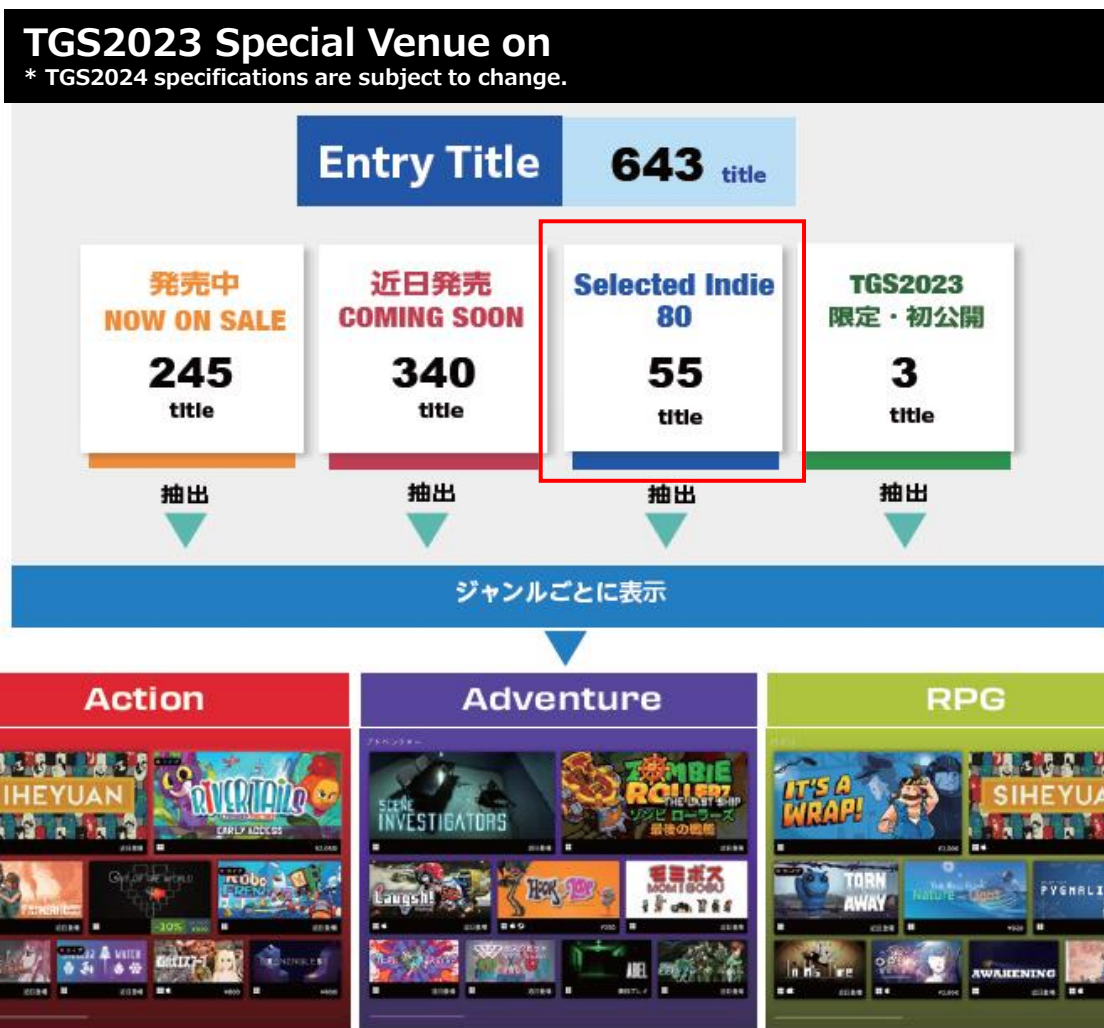
<Gold Sponsor>

iGi indie Game incubator

<Device Sponsor>

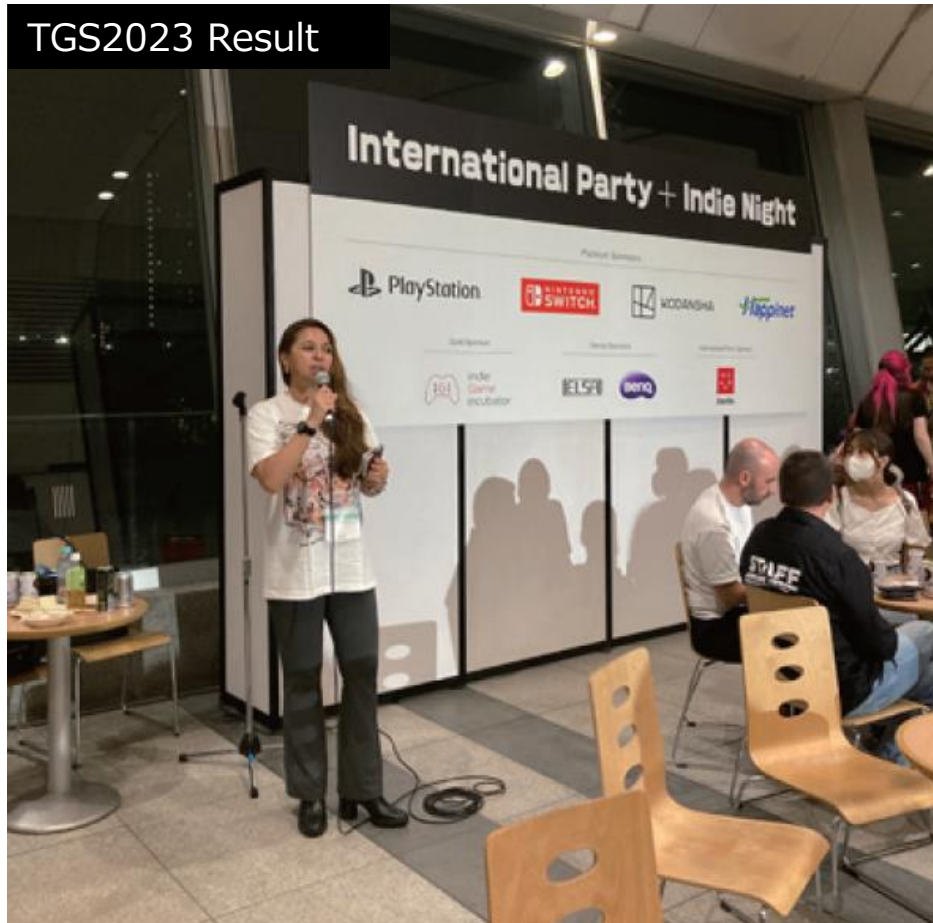
ELSA Japan / BenQ Japan

"TGS Special Venue" on Steam will be opened before the show, where you can get the latest information on Steam-supported titles from exhibitors, try out test-played versions, and purchase titles at a discount price. The "Selected Indie 80" page will be available, and titles supported and released by the sponsors will also be listed on the page.



International Party/Indie Night will be held on the Esplanade on the 2nd floor of Halls 9-11 at Makuhari Messe after the closing of the second day of Business Day (September 27). TGS exhibitors including Indie Game Area and Selected Indie 80, Business Day Gold Pass visitors, and press will attend. Platinum and Gold sponsor tables will be set up in one corner of the party venue for attendees to meet and mingle with indie game developers and others.

TGS2023 Result



Sense of Wonder Night, the 17th annual pitch event to highlight indie game developers with new ideas, will be held for the first time in five years with an audience and broadcast as an official program, with seven awards presented, including the Audience Award Grand Prix. This year, the Platinum Sponsor will have time between developers' presentations (upon request).

- **Scheduled date and time** : September 27 (Fri.) 17:15~  
※with audience
- **Distribution Method** : Streaming on YouTube, X, nico-nico, Twitch, and other Chinese video platforms.



| Time          | Duration | Program Configurations   |
|---------------|----------|--|
| 17:05 - 17:15 | 10 min   | 10 minutes before the start of distribution / Attack video (17:15 on time start) |
| 17:15 - 17:18 | 3 min    | Opening VTR  |
| 17:18 - 17:20 | 2 min    | Opening Talk   |
| 17:20 - 17:22 | 2 min    | Introduction of 8 finalists  |
| 17:22 - 17:23 | 1 min    | TGS Official Program/ Other Information  |
| 17:23 - 17:26 | 3 min    | Explanation of Final Judging   |
| 17:26 - 17:28 | 2 min    | Introduction of Screening Committee Members                                      |
| 17:28 - 17:29 | 1 min    | Introduction VTR①  |
| 17:29 - 17:37 | 8 min    | Presentation ① (Presentation 5 Min. + Q&A 3 Min.)                                |
| ~             |          |  |
| 17:55 - 17:56 | 1 min    | Introduction VTR④  |
| 17:56 - 18:04 | 8 min    | Presentation④  |
| 18:04 - 18:09 | 5 min    | Platinum Sponsorship Presentation ① (venue only)                                 |
| 18:09 - 18:14 | 5 min    | Platinum Sponsorship Presentation ② (venue only)                                 |
| 18:14 - 18:15 | 1 min    | Introduction of the last four finalists  |
| 18:15 - 18:16 | 1 min    | Introduction VTR⑤  |
| 18:16 - 18:24 | 8 min    | Presentation ⑤   |
| ~             |          |  |
| 18:42 - 18:43 | 1 min    | Presentation VTR⑧  |
| 18:43 - 18:51 | 8 min    | Presentation ⑧   |
| 18:51 - 18:56 | 5 min    | Screening Committee Member Review  |
| 18:56 - 19:12 | 16 min   | Award Announcement   |
| 19:12 - 19:14 | 2 min    | Ending   |
| 19:14         |          | End of Program   |

TGS2023 Result



SOWN2023  
Official Program Viewing Results

| Platform    | Language | Views   |
|-------------|----------|---------|
| YouTube     | JPN      | 19,576  |
|             | ENG      | 5,972   |
| X (Twitter) | JPN      | 3,260   |
|             | ENG      | 602,000 |
| nico-nico   | JPN      | 24,898  |

An "Indie Meet-up Area," a meeting space, has been set up in Indie Game Area. A menu of advertising options is available on the walls of the area (limited to one unit).

The "Indie Meet-up Area" is a meeting space for indie game project sponsors (Platinum/Gold Sponsors), Selected Indie 80 exhibitors, and Indie Game Area exhibitors who have applied to use the space for a fee to hold business meetings during the Business Day.

The advertising menu is open to non-Indie Game Area exhibitors as well.

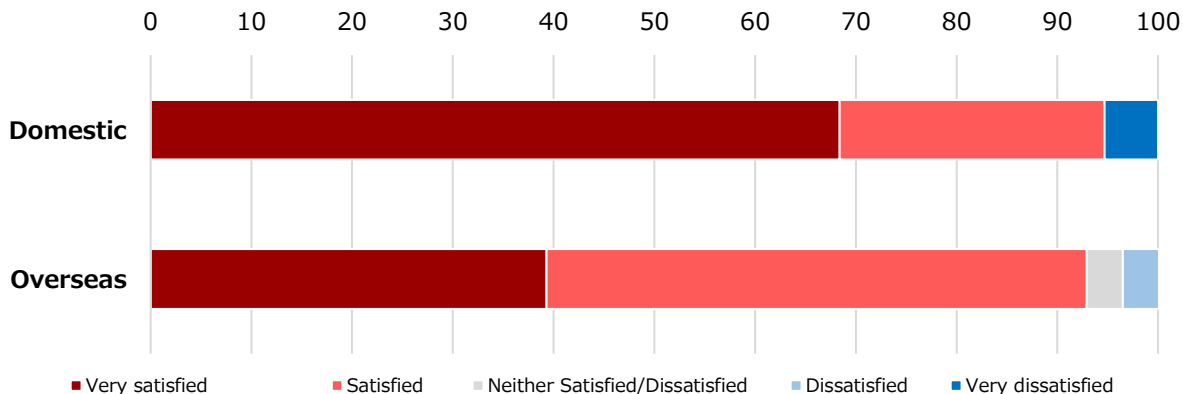


The above diagram is an image. Please note that the location and shape of the "Indie Meet-up Area" will change depending on the number of applications. The yellow side of the above diagram is the area where advertisements will be displayed.

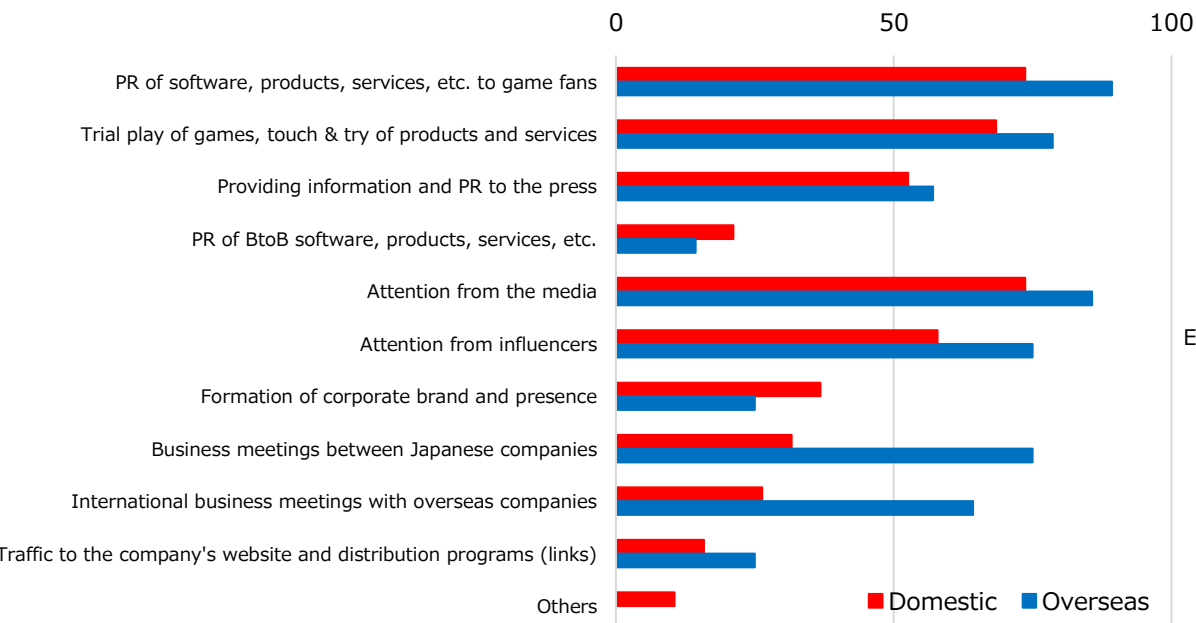


Indie Meet-up Area  
Meeting Table-set  
(planned)

## Overall satisfaction with exhibiting

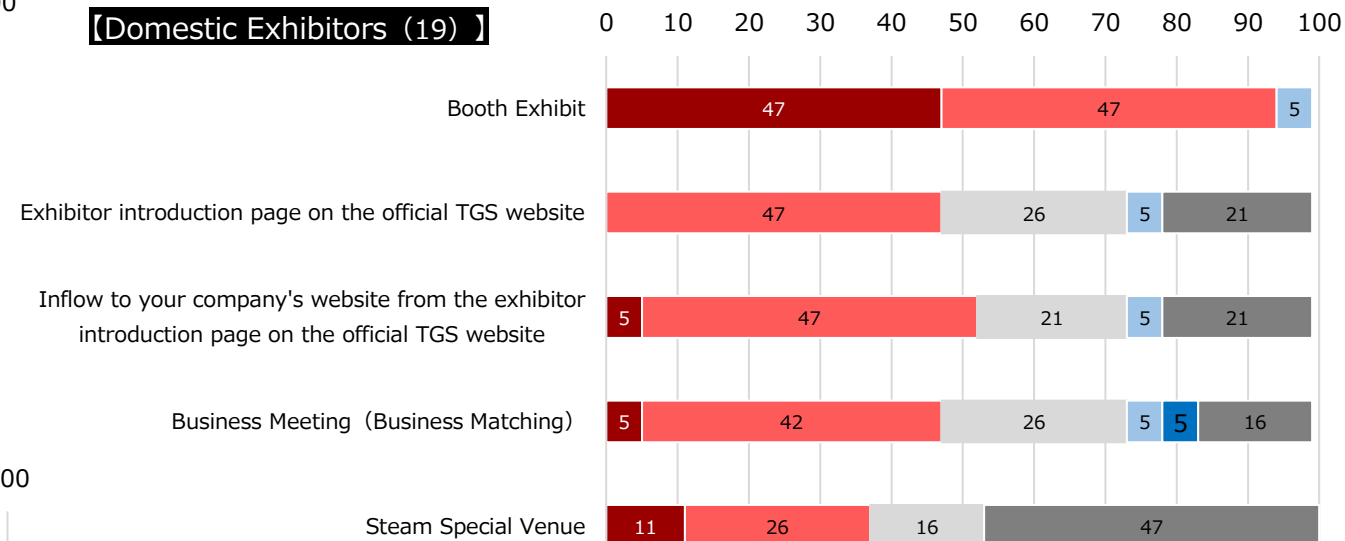


## Main purpose and motivation for exhibiting at Selected Indie80

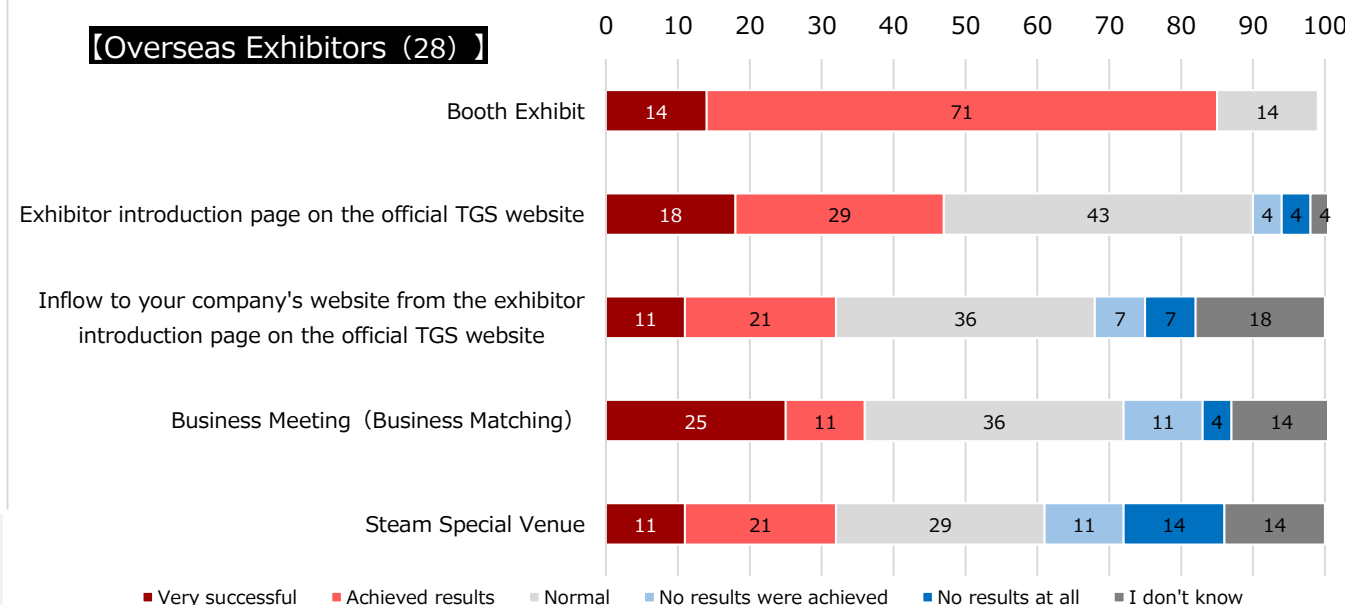


## Evaluation of Exhibit Results

### 【Domestic Exhibitors (19)】



### 【Overseas Exhibitors (28)】



## 【Selected Indie 80 Exhibitor's Survey Outline】

Survey period: September 27 - October 10, 2023 / Survey method: Web-based survey  
 Number of questionnaires sent: 78 / Number of valid responses: 47 (domestic: 19, overseas: 28)  
 Survey conducted by Nikkei BP