

Support project for indie game developers
who do not have to be a corporation to exhibit

SELECTED INDIE 80

TOKYO GAME SHOW 2024

Now calling for entries



**Support project for indie game developers
who do not have to be a corporation to exhibit**

Now calling for entries to “Selected Indie 80”

With the cooperation of our sponsors, TOKYO GAME SHOW 2024 will be accepting applications for "Selected Indie 80" slots, which will allow indie game developers to exhibit for free.

Entries will be selected and determined based on the selection by the Selected Indie 80 jury (80 titles to be determined). The selected exhibitors will be automatically entered as candidates for the presentation event "SENSE OF WONDER NIGHT 2024" (SOWN2024), where game ideas will be competed.

Among 80 game titles chosen for Selected Indie 80, TGS2024 will further nominate eight titles created with outstanding ideas.

The developers of these eight works will be able to present their game as finalists (speakers) at the pitch contest SENSE OF WONDER NIGHT 2024 (SOWN2024) to be held during TGS2024.

The winners will receive USD3,000 for the Grand Prix.

SOWN2024 will be available on the official program with simultaneous interpretation in Japanese and English.

Please check the eligibility and entry requirements and apply for the "Selected Indie 80".

Application Closing Date: by p.m.5:00, April 30 (Tue.), 2024 *Japan Standard Time (JST)

Dates and Venues: September 26[Thu.] - September 29[Sun.], 2024, Makuhari Messe (Mihamachi-ku, Chiba City)

Selected Indie 80 Exhibit Benefits



Makuhari Messe (real venue)



A dedicated booth will be set up in the Indie Game Area at the Makuhari Messe venue.

The booth includes two tables (W1200 x D450) and two chairs. A game console, PC, and monitor can be set up for trial play, and business meetings can be held.

Internet WiFi Access at the booth (no guaranteed bandwidth)

5 exhibitor passes

Free Rental Items

Desktop PC and monitor

AI translator "POCKETTALK" (to be rented free of charge)

*Translation tool for multilingual communication and business meetings

Selected Indie 80 Exhibit Benefits

TGS2024 Official Web Site / Official Program



Exhibitor information will be posted on the official website.

- Exhibitor List page
- Selected Indie 80 page

Game summary text and introductory video will be posted. URLs for distribution of trial versions will also be listed.

Introduced in the pre-streaming program "Selected Indie Games 80"

All Selected Indie 80 titles will be introduced one by one in a special program streamed on YouTube.

Selected Indie 80 Exhibit Benefits



Business discussion



Use of TGS Business Matching System

The Business Matching System allows you to make appointments for meetings and business discussions with other exhibitors and business visitors in advance.



Use of the Indie Meetup Area

Priority use of "Indie Meetup Area" in the Indie Game Area for meetings and business negotiations.

Selected Indie 80 Exhibit Benefits



Steam Special Venue

Exhibited titles will be posted on the TGS special site installed on Steam (if titles for Steam are available)



Other

The event will create opportunities for Selected Indie 80 exhibitors to gain attention through a variety of events, including a social event with platformers, publishers, and other indie business persons, and the presentation of awards by popular Game streamer.

SENSE OF WONDER NIGHT 2024

The winners will receive USD3,000 for the Grand Prix.



Eight "SOWN Finalists" nominated from "Selected Indie 80" exhibitors to participate in "Sense of Wonder Night"

Sense of Wonder Night (SOWN), a pitch event to recognize outstanding indie game developers, will be held on September 27 (Friday) at TGS2024.

The SOWN judging committee will select developers (SOWN finalists) from among the 80 Selected Indie exhibitors to present at the SOWN (8 finalists are planned).

SOWN will offer seven awards. Each presentation will be judged and the Grand Prize winner will receive 3,000 US dollars and other prizes will be awarded with 500 US dollars.



Qualification

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Open to all individuals regardless of nationality, age, or occupation (students, game producers, etc.) and to all corporate bodies.

Group or Organization that can be exhibited

*Only those who can exhibit at Makuhari Messe for 4 days

*For annual sales of the developer (individual or corporate) of the submitted title:

Corporate : Annual Sales with USD500,000/JPY50 Million or less

Individual : Annual Sales with USD100,000/JPY10 Million or less

*If the developer of the submitted title is a corporation, it must be fully independent in terms of capital.

What can be exhibited

- A completely original game (Derivative content cannot be exhibited regardless of whether or not it is licensed.)
- Created for a platform for which an applicant has the right to develop.
- Works that comply with the CESA Code of Ethics and the CERO Code of Ethics.
●CESA“Global Event Compliance Policy” <https://www.cesa.or.jp/compliance.html>
- And do not fall under any of the following items

●About CERO <https://www.cero.gr.jp/en/publics/index/3/>

①An expression that conflicts with or that may conflict with Attached Appendix 3 "Banned Expressions" of the CERO Code of Ethics (<http://www.cero.gr.jp/en/publics/index/18/>) is included.

②Works for which an "Z" rating category was assigned by CERO or an expression equivalent to the "Z" rating category may be included.

③Works that have already been released overseas and for which a "17+" (MATURE) rating category was assigned by an overseas examination body (e.g. ESRB).

④Works planned to be released overseas for which a "17+" (MATURE) rating category is expected to be assigned by an overseas examination body (e.g., ESRB) (excessively bloody works that cannot be regarded as being equivalent to a "13+" (TEEN) rating category).

Notes for entry

The personal information submitted for the "Selected Indie 80" will be collected by Nikkei Business Publications Inc. It will then be managed in full compliance with Privacy Statement of Nikkei Business Publications Inc. Also, the same information will be provided to respective third parties, the Computer Entertainment Supplier's Association (CESA), the organizer of TOKYO GAME SHOW 2024 and DENTSU, the co-organizers of TOKYO GAME SHOW 2024 for the purpose of the sending information (e-mail, direct mail and research questionnaire etc.). After Providing Personal Information to the Computer Entertainment Supplier's Association (CESA) and DENTSU each will then manage your information on its own responsibility.

The information related to the title entered at the time of entry will be posted on the website, etc., and will be shared with outsourced companies that have signed confidentiality agreements, judges, and sponsor companies that support "Selected Indie 80".

In addition, TGS Management Office sends e-mails, etc., on behalf of various sponsor companies (information on meetings, products/services, exhibitions/seminars/events, etc.) and requests for surveys, etc.

Please only apply if you agree to provide your registration information.

Application deadline : April 30 (Tue) JST p.m. 5:00, 2024

Qualified/Unqualified result about "Selected Indie 80" : By email after mid-May

If you do not meet the conditions of this project, or if you are not selected for the "Selected Indie 80",
please consider exhibiting at the "Indie Game Area" as usual (paid exhibit).

Confirmation before application

When filling out the dedicated entry form,
Please double check that your contact e-mail address is correct.

Be sure to check that the URL for the selection materials is correct and that
the URL is valid through May 30.

Selected Indie 80

Click here for the entry form

<https://bit.ly/SI80EN>

