

TOKYO GAME SHOW 2023



OFFICIAL REPORT

Acknowledges

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

OUTLINE

[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
Argentine	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	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

TOKYO
GAME
SHOW
2023

Exhibitors	Country/Region
General Exhibition Area	
ADM1	South Korea
Amazing Seasun	China
Animoca Brands	China
Apollo Technology	
ARC SYSTEM WORKS	
Armor Games Studios	United States of America
ASUS JAPAN	
Avantai 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
Hypergrph	China
HypeTrain Digital	Cyprus
IndieArk	China
InfoLens	
INGAME	
INTI CREATES	
ION LANDS	Germany
IzanagiGames	
Japan activity association	
Jetson	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
Eggtaart	South Korea
EXLIX	South Korea
FlyingStone	South Korea
KIWIWALKS	South Korea
Midpia	South Korea
Milestonegames	South Korea
Ndolphin Connect	South Korea
Newcore Games	South Korea
Nimble Neuron	South Korea
OOA	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
noisycroak	
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
WAWE	
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	
E!Engine	
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.	
Kyuzan	
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
Fignny	
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	China
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	Exhibitors	Country/Region	Exhibitors	Country/Region	Exhibitors	Country/Region	Exhibitors	Country/Region	出展者名	国・地域
Gaming Lifestyle Area		Game Academy Area		Indie Game Area		Indie Game Area		Indie Game Area		Indie Game Area	
KARNOX	China	Ota Information & Business College		Digital Sun (Games from Spain)	Spain	Leoful	Singapore	Seoul Business Agency (SBA)	South Korea	Lunar Games	South Korea
Kawakami Sangyo		Renaissance High School Group		Digital Sun	Spain	Lion Core	Indonesia	ACTIONFIT	South Korea	Ninewtolabs	South Korea
Livian mind		Shobi University		Dyson Sphere Program	China	Maniac Panda	Spain	AIRCAP	South Korea	PepperStones	South Korea
NITORI		Shohoku College		ELSA Japan		Maniac Panda (Games from Spain)	Spain	CASSEL GAMES	South Korea	Ring Games	South Korea
WORLD CHEMICAL		Shonan Institute of Technology		EnigmatrixGames	China	Maple Whispering	China	CFK	South Korea	Softon Entertainment	South Korea
eSports Area		Soshi Gakuin Clark memorial international high school		Ethereal		MBAinternational		GRAMPUS	South Korea	SERIALGAMES	
AndGAMER		Tohoku Computer College		ETime Studio	China	Metagame Industries	China	Lunar Games	South Korea	Slug Disco	United Kingdom
BFP		TOKYO COOL JAPAN COLLEGE		False Prophet	Poland	Metrobots (Games from Spain)	Spain	Ninewtolabs	South Korea	Spiral Up Games	China
e-SPORTSCAFE		Tokyo Jitsugyo High School		FlyteCatEmotion		Metrobots	Spain	PepperStones	South Korea	Spiralsense	
Fermat		Tokyo University of Information Sciences		Freedom Games	United States of America	mino dev	United States of America	Ring Games	South Korea	SpringGuild	
Gachisup		Toyama Information Business Vocational school		Game Nobility	Taiwan	ModelingX		Starstruck Games	Singapore	Starstruck Games	
HIGH-BEAM AKIBA		Toyo Institute of Art and Design		Gameria Games	China	Nao Games		Stromatosoft		Stromatosoft	
Nippon Television Network		TRIDENT COLLEGE OF INFORMATION TECHNOLOGY		GIGABASH	Malaysia	NatsumeAtari		STUDIO GurlLiver	South Korea	SwissGames	
SCARZ		VANTAN GAME ACADEMY		Glowstick Entertainment	United States of America	NEO FUTURE LABS		Studio Lights		Echo of the Waves	Switzerland
Seibidou		Waseda-Bunri College of Arts & Sciences		Gotcha Gotcha Games		Netherlands Games Pavilion	Netherlands	Hermit: an Underwater Tale	Switzerland	Hermit: an Underwater Tale	
Game Academy Area		Indie Game Area		GRAVITY		Azerion	Netherlands	Munch	Switzerland	tsukuru uozu project	
Aichi Institute of Technology		ACG Creator	Taiwan	GRAVITY GAME ARISE		Roost Games	Netherlands	TASKIV		Ultinet	
ARS Computer College		ACQUIRE		Greater Copenhagen Region		CoolGames	Netherlands	TECH.C. GAME PROJECT		Volcano Princess	China
Arts college Yokohama		Alunite		Apog Labs		Copyright Delta	Netherlands	TOKYO COOL JAPAN COLLEGE		VSISTERS	South Korea
Bunkyo University		Amusement Media Academy/Osaka Amusement Media Academy		Sirenix		Degoma Games	Netherlands	Top Hat Studios	United States of America	WhisperGames	China
C&R Creative Studios / C&R Creative Academy		Anela		Skypadd		Dutch Games Association	Netherlands	Toyea		WODAN	
Chuo Institute of Information and Design College		AREA35		Snapbreak Games		i3D.net	Netherlands	Wonderland Kazakiri		yokaze	
Computer College Nagoya		Asobism		takunomi		MeetToMatch	Netherlands	Wowwow Technology	Taiwan	Zenesis	
Denchan Osaka Electro-Communication University		BATTLEBREW PRODUCTIONS	Singapore	Trancenders Media		Newzoo	Netherlands	ZeroHao	Taiwan	24Frame	
ECC COLLEGE OF COMPUTER AND MULTIMEDIA		Battlestate Games		Triple Topping		Paladin Studios	Netherlands	2P Games	China	2P Games	
FORUM8		BeXide		Carry Castle		NEURON AGE		3CM Game Studio	China	3CM Game Studio	
Higashi-Nihon Design & Computer College		BlastEdge Games		Copenhagen Capacity		Neverland Entertainment	China				
Hokkaido Computer School		BugBio Studio	Thailand	DeadToast Entertainment		NIHON KOGAKUIN COLLEGE					
Hokkaido Information University		Call Of Boba	China	Game Habitat		Northplay	Denmark				
Human Academy		CENTERTOSECONDS		Impact Unified		Norwegian Games	Norway				
International Information & Engineering Automobile College		CHILE Pavilion	Chile	modi.ai		D-Pad Studio	Norway				
Japan Animation & Manga College		AOne Games	Chile	Rebound Sound		Hyper Games	Norway				
Japan Electronics College		Dreams of Heaven	Chile	Rokoko		Krillbite Studio	Norway				
Kanagawa Institute of Technology		Mezcla Estudio	Chile	Grounding		Sarepta Studio	Norway				
Kinki Computer & Electronics College		Time Hunters	Chile	GYAAR Studio		ONE CONNECT					
Kobe Institute of Computing - College of Computing		Ulpo Media	Chile	Happinet		Paper Trail	United Kingdom				
KokusaiDensiBusinessTechnicalSchool		Chorus Worldwide		Helvetti		Peakware Studio	Thailand				
Kyusyu Computer College Fukuoka / Kitakyusyu / Oita / Kagoshima		City Connection Turbo	United States of America <th data-cs="2" data-kind="parent">HYPER REAL</th> <th data-kind="ghost"></th> <td>Perfect Bliss (Games from Spain)</td> <td>Spain</td> <td></td> <td></td> <td></td> <td></td>	HYPER REAL		Perfect Bliss (Games from Spain)	Spain				
Mirai business college of vocation		Czech Pavilion	Czech <th data-cs="2" data-kind="parent">IGDA Japan Chapter</th> <th data-kind="ghost"></th> <td>Perfect Bliss</td> <td>Spain</td> <td></td> <td></td> <td></td> <td></td>	IGDA Japan Chapter		Perfect Bliss	Spain				
NAGOYA KOGAKUIN COLLEGE		Bulanci	Czech <th data-cs="2" data-kind="parent">iGi indie Game incubator</th> <th data-kind="ghost"></th> <td>Phoenixx</td> <td></td> <td></td> <td></td> <td></td> <td></td>	iGi indie Game incubator		Phoenixx					
NIHON KOGAKUIN COLLEGE /Tokyo University of Technology		Cyber Sail Consulting	Czech <th data-cs="2" data-kind="parent">Ilan Software Entertainment</th> <th data-kind="ghost"></th> <td>PROMOTAL</td> <td></td> <td></td> <td></td> <td></td> <td></td>	Ilan Software Entertainment		PROMOTAL					
Niigata Computer College.		Czech Game Developers Association	Czech <th data-cs="2" data-kind="parent">IndieArk</th> <th data-kind="ghost"></th> <td>Puff Hook Studio</td> <td>Taiwan</td> <td></td> <td></td> <td></td> <td></td>	IndieArk		Puff Hook Studio	Taiwan				
Niigata high technology college		DIVR	Czech <th data-cs="2" data-kind="parent">I-rori Entertainment</th> <th data-kind="ghost"></th> <td>QUANTUMPEAKS</td> <td>Thailand</td> <td></td> <td></td> <td></td> <td></td>	I-rori Entertainment		QUANTUMPEAKS	Thailand				
Numazu Professional Training College of Business and Information Technology		Last Train Home	Czech <th data-cs="2" data-kind="parent">iwellone</th> <th data-kind="ghost"></th> <td>RabbityEntertainment</td> <td></td> <td></td> <td></td> <td></td> <td></td>	iwellone		RabbityEntertainment					
Okayama Information College		Samba.ai	Czech <th data-cs="2" data-kind="parent">Khayalan Arts</th> <th data-kind="ghost"></th> <td>Ratalaika Games / Shinyuden</td> <td>Spain</td> <td></td> <td></td> <td></td> <td></td>	Khayalan Arts		Ratalaika Games / Shinyuden	Spain				
Osaka Electro-Communication University		Scarlet Deer Inn	Czech <th data-cs="2" data-kind="parent">KODANSHA GAME CREATOR'S LAB.</th> <th data-kind="ghost"></th> <td>RedefineArts</td> <td></td> <td></td> <td></td> <td></td> <td></td>	KODANSHA GAME CREATOR'S LAB.		RedefineArts					
OSAKA SOGO COLLEGE OF DESIGN		DANGEN Entertainment	<th data-cs="2" data-kind="parent">KOHACHI STUDIO</th> <th data-kind="ghost"></th> <td>room6</td> <td></td> <td></td> <td></td> <td></td> <td></td>	KOHACHI STUDIO		room6					
		DEVIT	South Korea <th data-cs="2" data-kind="parent">Kwalee</th> <th data-kind="ghost"></th> <td>RunOut</td> <td>Thailand</td> <td></td> <td></td> <td></td> <td></td>	Kwalee		RunOut	Thailand				

Exhibitors List – Physical Exhibits ③

TOKYO
GAME
SHOW
2023

Exhibitors	Country/Region
Selected Indie 80	
ABEL Team - ENJMIN	France
AI Frog Interactive	
Alchemist: The Potion Monger	Poland
atelierient.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
Thousands Games	
Torn Away	Russia
Toyota Ryuto	
Tsune Studio	
tt.works.100	
Twenty Ninety Creative	Canada
Umami Grove	Canada
UNDERSCORE	Taiwan
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
5dms	
Merchandise Sales Area	
AI PikattoAnime	
Azumaker	
CAITAC FAMILY	
CAPCOM	
COSPA	
D3PUBLISHER	
DONUTS GAMES	
empty	
ensky	
Fangamer	
Frantic Gear(ASK)	
Game Center CX	
GAMES GLORIOUS	
GAMING CENTER by GRAPHT	
GAMMAC	South Korea
GeekShare	China

Exhibitors	Country/Region
Business Solution Area	
Chengdu iQIYI Intelligent Innovation Technology	China
ChillStack	
City of SENDAI/SENDAI GAME COURT	
Classmethod	
Cloud Ace	
CoconomoBeatEntertainment	
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
GuidQB	
GURI Art	
HIKE	
Holomonsters	Finland
Incredibuild Japan	
ITOCHU Cable Systems	
IWATA	
JOCDN	
Kagoshima isacity	
Keywords Studios	
LAC	
Lapin	
LAYUP	
Leader Electronics	
Lenovo Japan	
Levtech	
Macnica, inc./Beam Me Up Labs	
Malaysia Pavilion	Malaysia
Acbyn	Malaysia
Ammobox Studios	Malaysia
Dreamfact	Malaysia
Fly Studio	Malaysia
GLOW PRODUCTION	Malaysia
Hide and Seeds	Malaysia
Illusionist Animation Studio	Malaysia
IXI CREATIVES	Malaysia
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 Miaoaw Network Technology	China
Nobollet	
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
RICOH Industrial Solutions	
ROSA MEDIA	China
SAGA PREFECTURAL GOVERNMENT	
Scenario Technology Mikagami	
Server Solution Vendors	
Shachihiata	
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

TOKYO
GAME
SHOW
2023

Exhibitors	Country/Region
Business Solution Area	
SilverStarJapan	
Sloyd.ai	Norway
Speech Graphics	United Kingdom
SPICE	
Sunbird	
SunFlare	
TAITRA	Taiwan
TASTE 3D STUDIO	China
TELEYC	
TENBEN	
THE CORE(SAFEHOUSE / AREA35 / WHISTLER)	
THINGMEDIA	
ThinkingData	
TikTok for Business	China
Too	
Upurge 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
Libralstral	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
Lemniscate	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
Magic Dagger-Axe	China
Microdroids	France
Minimum studios	Taiwan
Neon Doctrine	Taiwan
NetEase Games	China
Newzoo	Netherlands
NEXON	
Nintendo	
now.qg	United States of America
Outer Space Technology (Dalian)	China
PlatinumGames	
PLAYISM	
Pole To Win/PTW Japan	
PQube	United Kingdom
Qiddiya	Saudi Arabia
OooApp 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	
6waves	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	United States of America
Yobob Games	United States of America
Business Meeting Area	
Softstar Entertainment	Taiwan

= 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⟩

Organizer'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

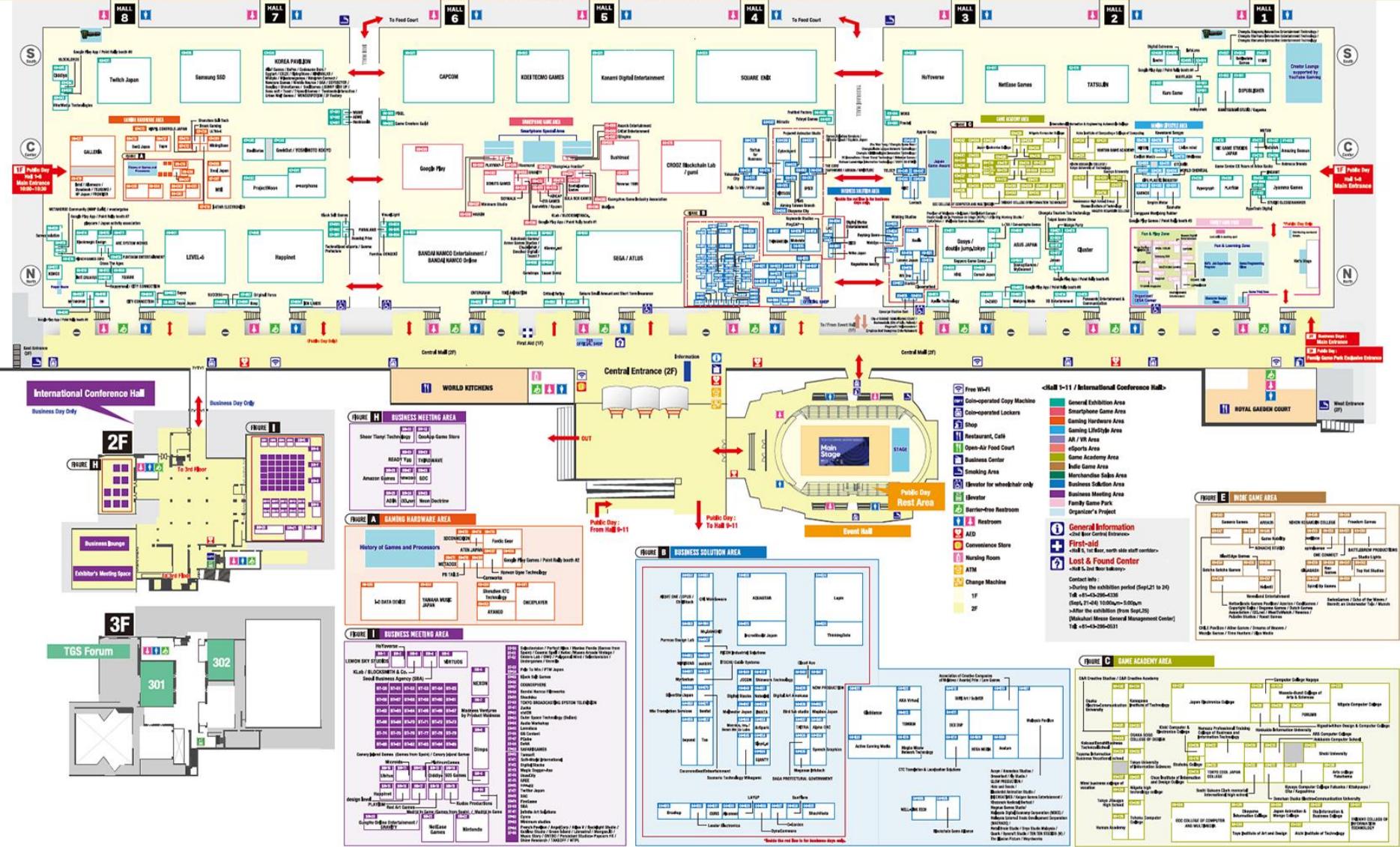
Naoto YOSHIDA, President, Nikkei BP

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

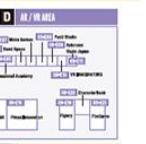
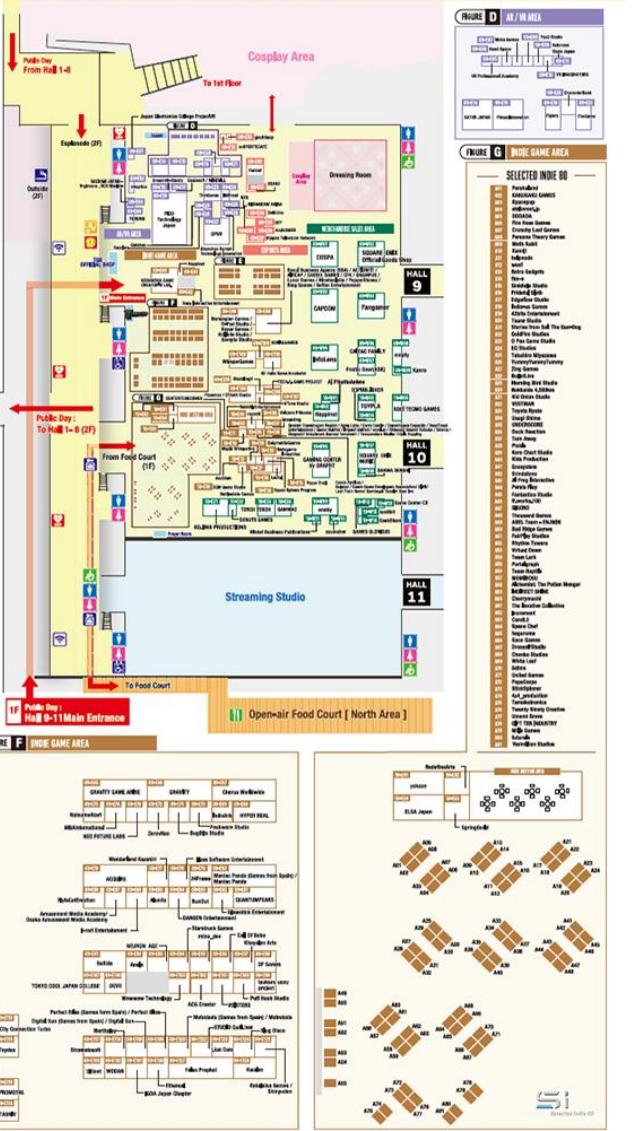


FIGURE E INDO GAME AREA

FIGURE F INDO GAME AREA

FIGURE G INDO GAME AREA

FIGURE H BUSINESS MEETING AREA

FIGURE I BUSINESS MEETING AREA

FIGURE J BUSINESS MEETING AREA

FIGURE K BUSINESS MEETING AREA

FIGURE L BUSINESS MEETING AREA

FIGURE M BUSINESS MEETING AREA

FIGURE N BUSINESS MEETING AREA

FIGURE O BUSINESS MEETING AREA

FIGURE P BUSINESS MEETING AREA

FIGURE Q BUSINESS MEETING AREA

FIGURE R BUSINESS MEETING AREA

FIGURE S BUSINESS MEETING AREA

FIGURE T BUSINESS MEETING AREA

FIGURE U BUSINESS MEETING AREA

FIGURE V BUSINESS MEETING AREA

FIGURE W BUSINESS MEETING AREA

FIGURE X BUSINESS MEETING AREA

FIGURE Y BUSINESS MEETING AREA

FIGURE Z BUSINESS MEETING AREA

FIGURE AA BUSINESS MEETING AREA

FIGURE BB BUSINESS MEETING AREA

FIGURE CC BUSINESS MEETING AREA

FIGURE DD BUSINESS MEETING AREA

FIGURE EE BUSINESS MEETING AREA

FIGURE FF BUSINESS MEETING AREA

FIGURE GG BUSINESS MEETING AREA

FIGURE HH BUSINESS MEETING AREA

FIGURE II BUSINESS MEETING AREA

FIGURE JJ BUSINESS MEETING AREA

FIGURE KK BUSINESS MEETING AREA

FIGURE LL BUSINESS MEETING AREA

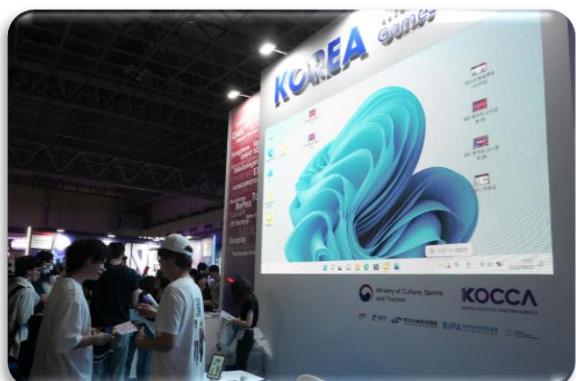
FIGURE MM BUSINESS MEETING AREA

FIGURE NN BUSINESS MEETING AREA

Venue Scenery①

TOKYO
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General Exhibition Area



Venue Scenery②

TOKYO
GAME
SHOW
2023

General Exhibition Area



Smartphone Game Area



Gaming Hardware Area



Gaming Lifestyle Area



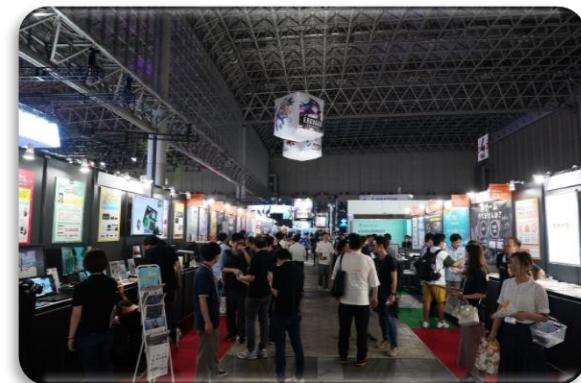
AR/VR Area



e-Sports Area



Venue Scenery ③

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**

Family Game Park

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.

学ぶゾーン

(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) 15:00~
9/24(日) 10:30~13:10まで 全3回		



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

(Play Zone)



Game Trial Experience



The "Age Ratings System."Information Panel



(Kids Stage Program)



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.

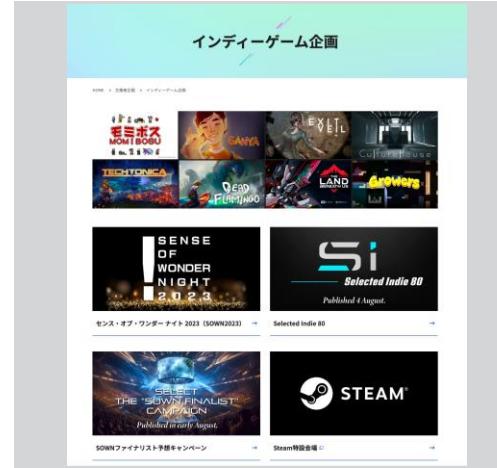


Selected Indie 80 – Main Scheme Projects

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



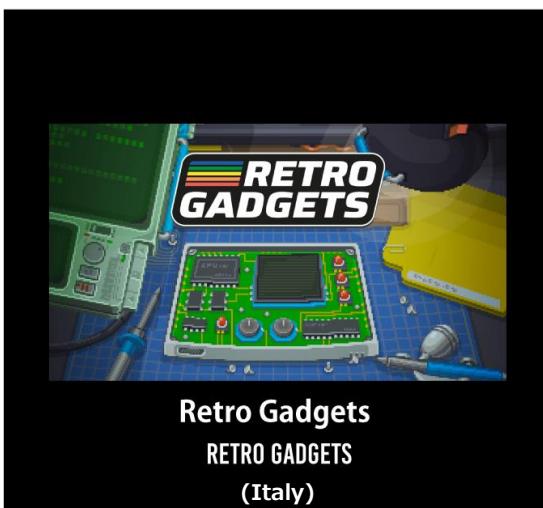
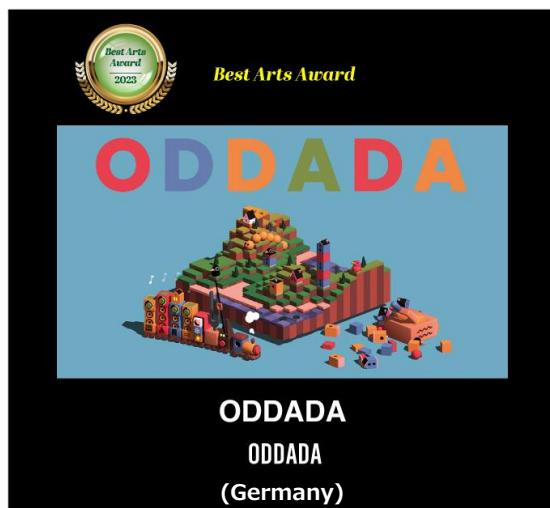
Indie Game Area 「Sense of Wonder Night 2023(SOWN2023)」

TOKYO
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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>



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>

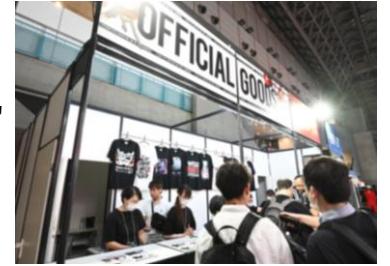
The cosplay area returned after being absent for four years. This year, we made available an indoor hall (Hall 9) as well as outdoor areas on the south side across two levels. During the open days for the general public, we welcomed the participation of roughly 1,800 cosplayers.



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

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.

1st Layer

	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
Exhibitor Introduction Access Food Court Family Game Park Request and Precautions for TGS Visitors For Cosplayers	Business Day Ticket Public Day Ticket Influencer Creator	Keynote Speech Official Program Japan Game Awards Indie Game Projects Steam Special Venue Event Stage Program Official Goods	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	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

The screenshot shows the Steam Special Venue homepage. At the top, there's a banner for the event. Below it, a live stream window is visible. The main content area displays four categories of games: "Selected Indie 80" (highlighted with a red border), "Now On Sale" (245 titles), "Coming Soon" (340 titles), and "TGS2023 Limited · Initial Release" (3 titles). At the bottom, there are sections for "Action", "Adventure", and "RPG" games, each with several game cards. Two large statistics boxes at the bottom left show "Impressions" (9,973,362) and "Unique Views" (1,313,472).

Steam Live Stream 画面

Entry Title 643 title

Selection

Selection

Selection

Selection

Display by Genre

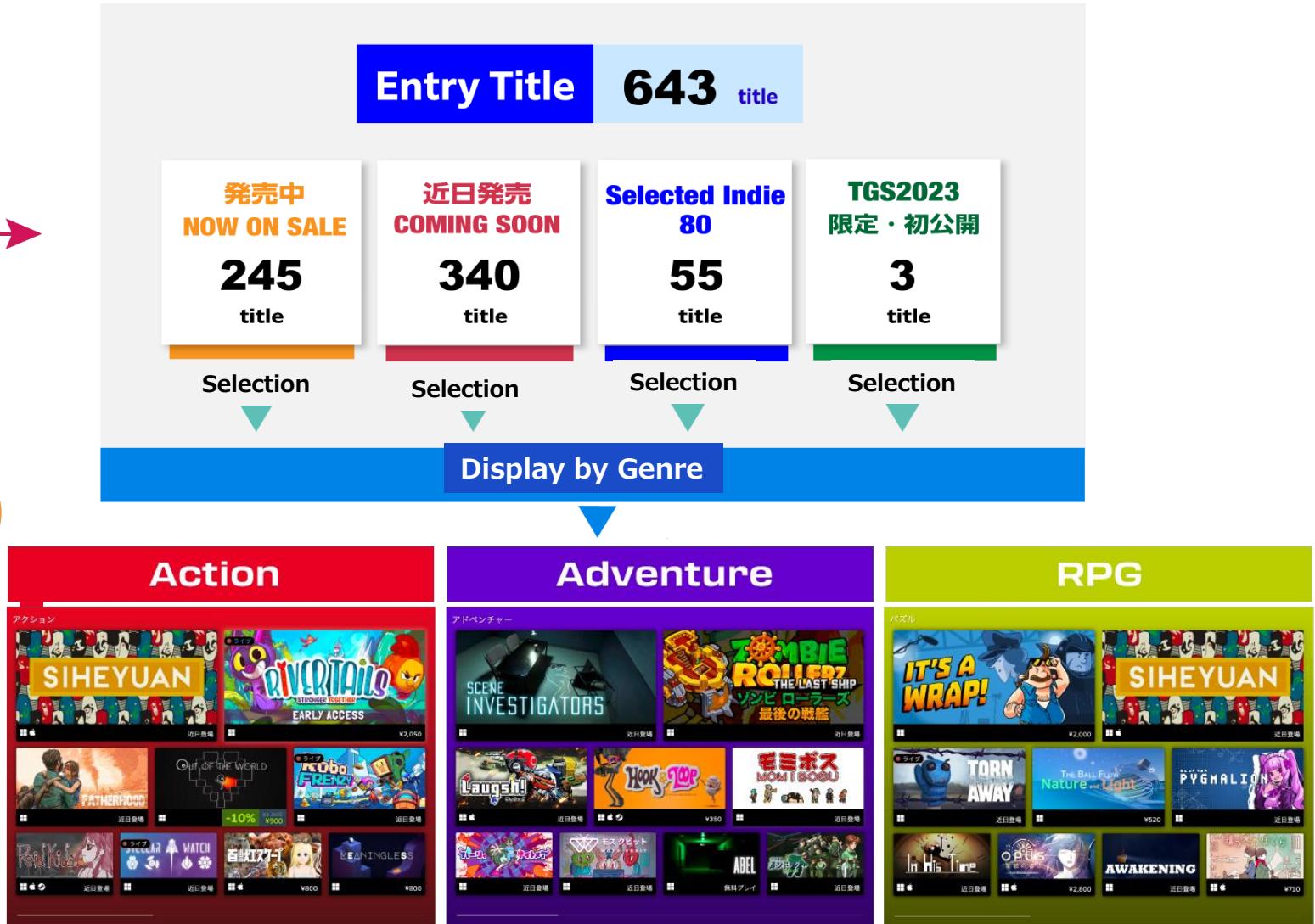
Action

Adventure

RPG

Impressions / 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



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			
10:00-	9/21 THU	9/22 FRI	9/23 SAT
11:00-	OPENING PROGRAM		Japan Game Awards Amateur Division
12:00-	Keynote		Japan Game Awards U18 Division
13:00-	Gamera Games		
14:00-	Amazing Seasun		D3PUBLISHER
15:00-			Japan Game Awards Future Division
16:00-			Japan esports Union
17:00-	Japan Game Awards Games of the Year Division	Sense of Wonder Night 2023	GungHo Online Entertainment
18:00-	Microsoft Japan	KOEI TECMO GAMES	ENDING PROGRAM
19:00-	505 Games		Reverse: 1999
20:00-	SEGA / ATLUS	HoYoverse	Oasys/double jump.tokyo
21:00-	LEVEL-5		
22:00-	KOEI TECMO GAMES	SQUARE ENIX	
23:00-	CAPCOM	ProjectMoon	

Organizer Program

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
- Katsuhiro Harada, Chief Producer / Executive Game Director
Bandai Namco Studios

【Moderator】

- Katsuhiro 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)
- Katsuhiro Hayashi (Katsuhiro Hayashi)
- Toshiharu Yamaura (SOWN Finalist)
- Shohei Taguchi (Official MC)
- Go Ishikawa (Dentsu TGS Management Office)
- Taiyo TANABE (Head of TGS Management Office)



Official Exhibitor Program

TOKYO
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September 21 (Thursday)



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 Seasun

<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/WNwBlXOHEuw>



505 Games

505 Games TGS2023 Official Program

<https://youtube.com/live/96UH6LxcJTA>



CAPCOM

TGS2023 ONLINE PROGRAM

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

Official Exhibitor Program

TOKYO
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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/2WSgXYYzql0>



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/jRdEL7J0VLI>



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

TOKYO
GAME
SHOW
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 / Survios, 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 / Wideharter

Media Partners

TheGamer / The Ghost Howls / Famitsu
Mogura VR / Ruliweb



- Visitor Achievements -

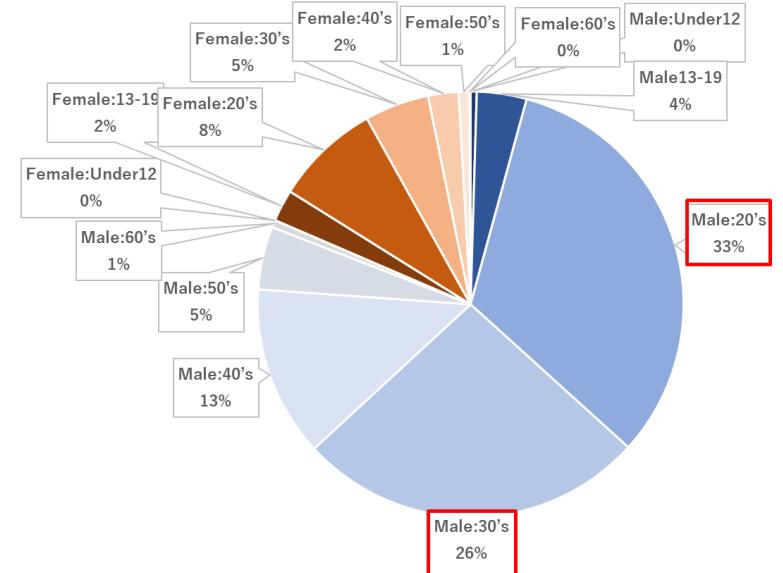
total number of visitors	319,967 (398,622 last year)
average length of stay	Approx. 48 min (33 min last year)
Device Ratio	VR 33.8% (58.5% last year) PC 41.2% (41.5% last year) SP 25.0%

- 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.

TOKYO GAME SHOW VR 2023

TOKYO
GAME
SHOW
2023

- Overall Visitor Attributes -



- 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).



Online Exhibitors

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

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

In-Person／Online Meetings



TGS Forum ①

TOKYO
GAME
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2023

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 game

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
Takaaki Yoshimoto, Manager, Cross Media Team, New Business Production Dept., IP Business Division, Bandai Namco Entertainment
Naoyuki Sato, Founder, fanbase company

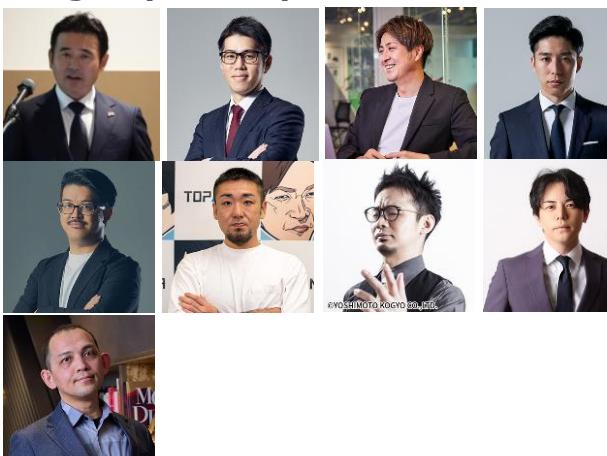
[Moderator]

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 Vasan, Head of Global Gaming Business Marketing
TikTok for Business
Ben Porter, Director of Consulting, Newzoo



「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

決済ソリューション

マルチプラットフォームにて
ユーザー経験を簡素化することにより
グローバル決済を安全に行い
世界中でより多くのユーザーを
確保することができます。



TOKYO
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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



TOKYO
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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



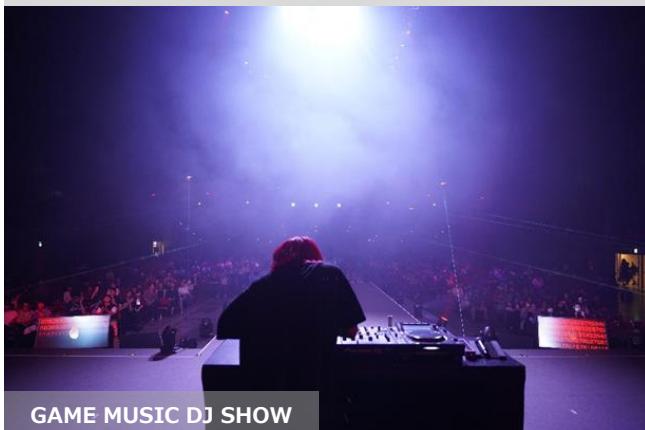
TOKYO
GAME
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2023

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



Main Stage Program Details

TOKYO
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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.) / Katsuhiro 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 & #2) / 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.

Main Stage Program Details

22 (Fri) 1. TGSxAZUL 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 Suza 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



Main Stage Program Details

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



Main Stage Program Details

TOKYO
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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 "Weiβ 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/Amane 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.

Program Appearances

Appearances pre-event special programs and official programs



X (Twitter) /Instagram

TGS information was sent out on her account even before the show.

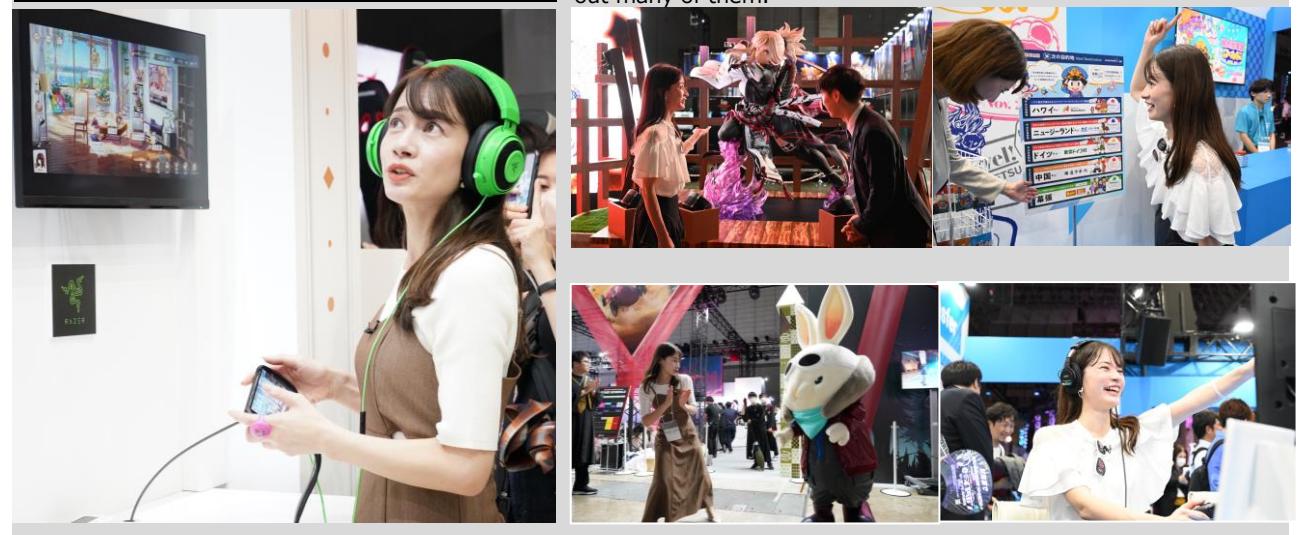


TOKYO GAME SHOW 2023 NOW !



Visit and try out exhibitors' booths

Vigorously visit exhibitors' booths that you wished to visit and try out many of them.



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>



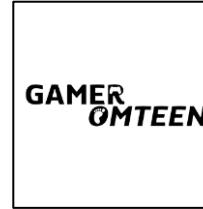
Sonsen
<Malaysia>



RoyceJohnI.Sy
(KingFB)
<Philippines>



Yosuke
<Singapore>



GamerOmteen
<Thailand>



C.Y.
GAMER
<Taiwan>



PeterNguyen
<Vietnam>

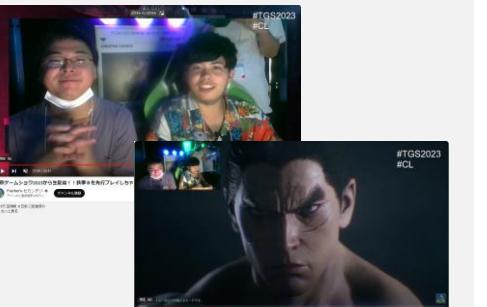
Invited Influencer/General Influencer

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!

FOAMSTARS	桃太郎電鉄ワールド ~地獄は希望でまわって!~	鉄拳8
FOAMSTARS is a 4-player local co-op action game featuring a variety of foam-based weapons and environments. The game is set in a world where foam has taken over everything. You can play as four different characters with unique abilities and weapons. The game features a variety of levels, from simple foam-filled rooms to more complex areas with obstacles and enemies. The goal is to defeat the foam army and restore the world to its former state.	Momotaro Dentetsu World: Chikyu wa Kibo de Mawattemo is a 4-player local co-op game based on the popular Japanese legend of Momotaro. The game follows the story of Momotaro and his friends as they travel through various stages of hell, fighting demons and collecting items. The game features a variety of levels, from simple rooms to more complex areas with obstacles and enemies. The goal is to defeat the demons and restore the world to its former state.	Tekken 8 is a 4-player local co-op game featuring the Tekken series characters. The game features a variety of levels, from simple rooms to more complex areas with obstacles and enemies. The goal is to defeat the opponents and restore the world to its former state.
ソニックスーパー・スターズ Sonic Superstars	ストリートファイター6	Wo Long: Fallen Dynasty
Sonic Superstars is a 4-player local co-op action game featuring the Sonic the Hedgehog and Super Mario franchises. The game features a variety of levels, from simple rooms to more complex areas with obstacles and enemies. The goal is to defeat the opponents and restore the world to its former state.	Street Fighter 6 is a 4-player local co-op game featuring the Street Fighter series characters. The game features a variety of levels, from simple rooms to more complex areas with obstacles and enemies. The goal is to defeat the opponents and restore the world to its former state.	Wo Long: Fallen Dynasty is a 4-player local co-op game featuring the Wo Long series characters. The game features a variety of levels, from simple rooms to more complex areas with obstacles and enemies. The goal is to defeat the opponents and restore the world to its former state.
コール オブ デューティ ウォー・ゼン Call of Duty: Warzone	「Q REMASTERED」	アカズ Off limits
Call of Duty: Warzone is a 4-player local co-op game featuring the Call of Duty series characters. The game features a variety of levels, from simple rooms to more complex areas with obstacles and enemies. The goal is to defeat the opponents and restore the world to its former state.	Q Remastered is a 4-player local co-op game featuring the Q Remastered series characters. The game features a variety of levels, from simple rooms to more complex areas with obstacles and enemies. The goal is to defeat the opponents and restore the world to its former state.	Akazu: Off limits is a 4-player local co-op game featuring the Akazu series characters. The game features a variety of levels, from simple rooms to more complex areas with obstacles and enemies. The goal is to defeat the opponents and restore the world to its former state.

Official SNS etc.

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.

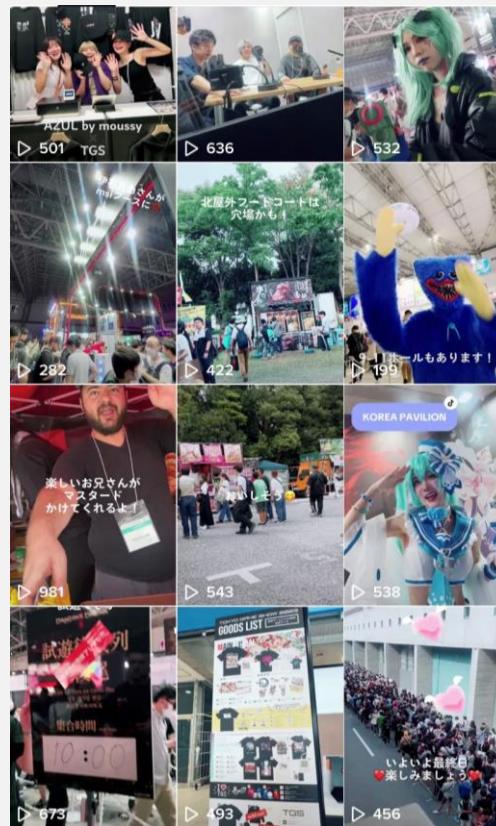
X (Former Twitter)

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	
Domestic	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』



世界最大級のゲームの祭典



Fuji TV『Mezamashi TV』



Advertisements・Productions

TOKYO
GAME
SHOW
2023

*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



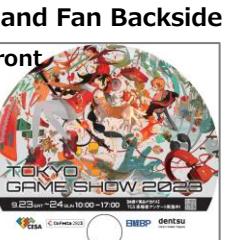
Back



Front



Back



Front



Rear

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 maecket 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	Pockemon SCARLET and VIOLET	Pockemon	Nintendo Switch
Award for Excellence	GOD OF WAR RAGNAROK	SONY Interactive Entertainment	PS5 / PS4
	Pockemon SCARLET and VIOLET	Pockemon	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

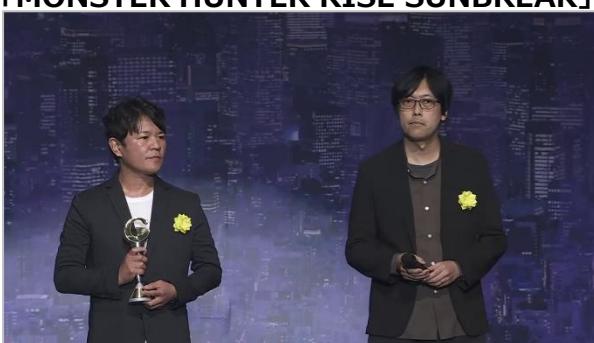
: 16 : 00~17 : 30 September 21 (Thu.)

Venue : TGS2023 Main Stage
(Event Hall)

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



Award for Excellence
「MONSTER HUNTER RISE SUNBREAK」



Award for Excellence
「Splatoon3」※Video Message



Award for Excellence
「EARTH DEFENSE FORCE 6」



Award for Excellence
「SONIC FRONTIERS」



“Game of the Year Division” Awards Ceremony

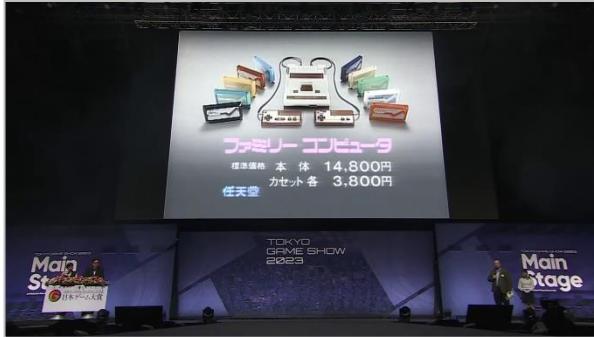
The Minister of Economy, Trade and Industry
Award「FAMILY COMPUTER」



Award for Excellence
「GOD OF WAR RAGNAROK」



Award for Excellence
「HOGWARTS LEGACY」



Award for Excellence
「Pockemon SCARLET and VIOLET」



Award for Excellence
「PARANORMASIGHT FILE23 Honsho Nanafushigi」



Best Sales Award
「Pockemon SCARLET and VIOLET」



Award for Excellence
「CRISIS CORE FINAL FANTASY VII Reunion」



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.

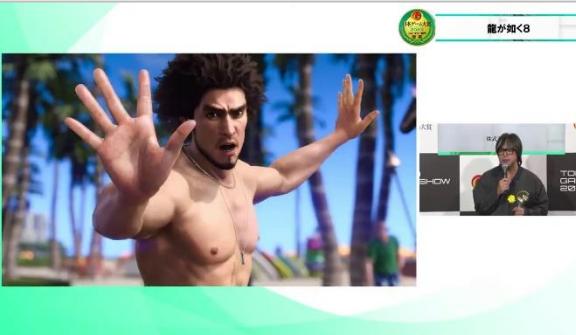
Title	Company	Platform
INAZUMA ELEVEN Victory Road	LEVEL5	Nintendo Switch / PS5 / PS4 / iOS / Android
Zenless Zone Zero	HoYoverse	PC / iOS / Android
SONIC SUPERSTARS	SEGA	PS5 / PS4 / Nintendo Switch / Xbox Series X/S / Xbox One / Steam Epic Games Store
Dragon Quest Monsters XNUMX: The Journey of the 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) Kazuhisa Okada (4Gamer)
Review	: Koichi Hamamura (JGA Selection Committee)

「LIKE A DRAGON 8」



「INAZUMA ELEVEN Victory Road」



「PERSONA3 RELOAD」



「SONIC SUPERSTARS」



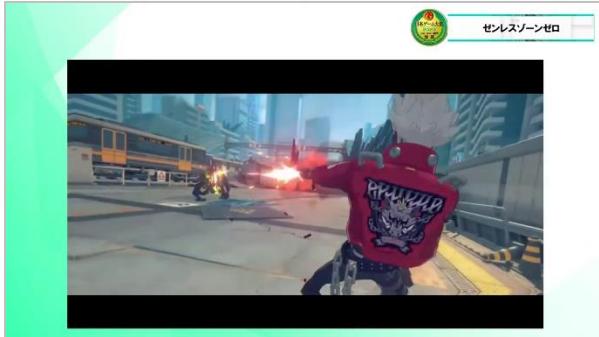
「METAPHOR RE FANTAZIO」



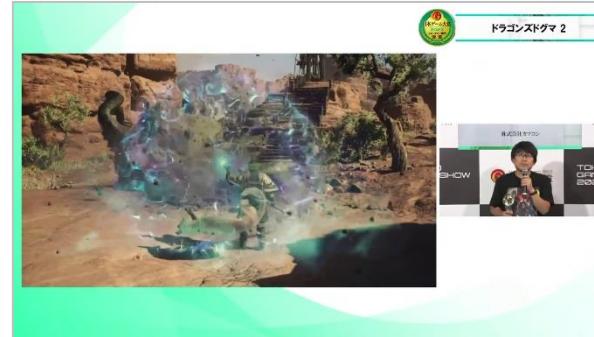
“Future Division” Award Ceremony

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「Zenless Zone Zero」



「Fate/Samurai Remnant」



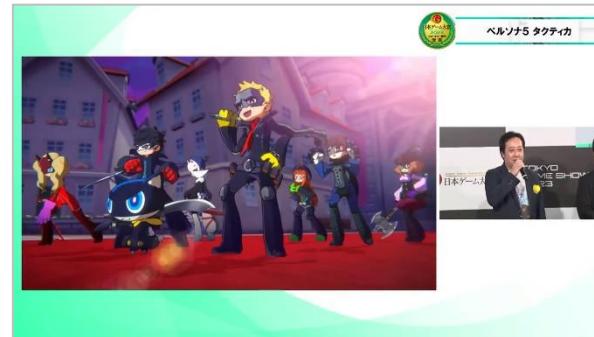
「Dragon Quest Monsters XNUMX: The Journey of the Demon Prince and the Elf」



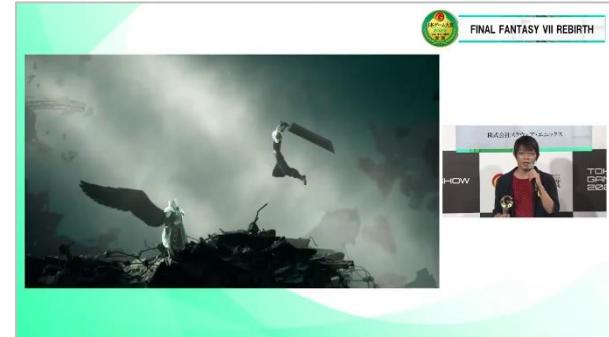
「DRAGON'S DOGMA II」



「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



「Bronze」Award Announcement



「Silver」Award Announcement

Opening



Organizer Remarks



During Judging



「Gold」Award Announcement



Comprehensive Evaluations

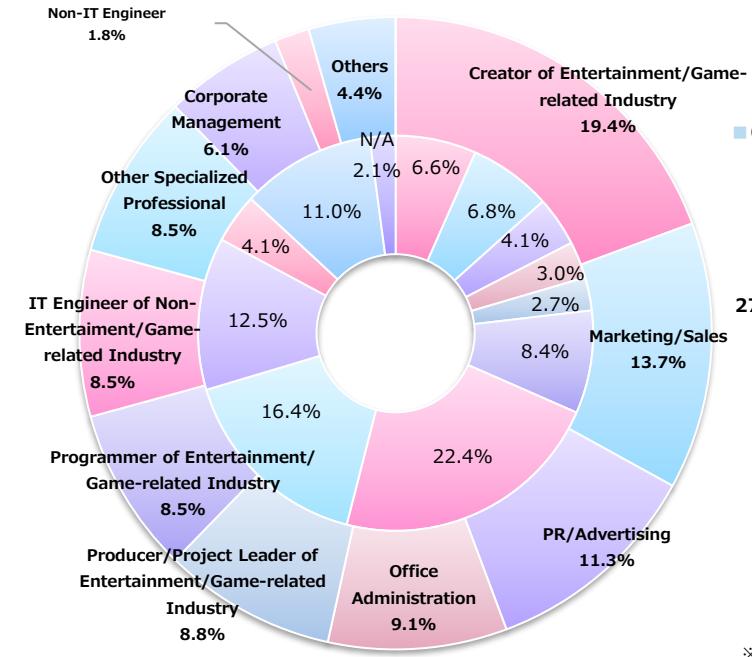


Survey Results

Visitor Survey Domestic Business Visitors・Overseas Visitors①

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Occupation



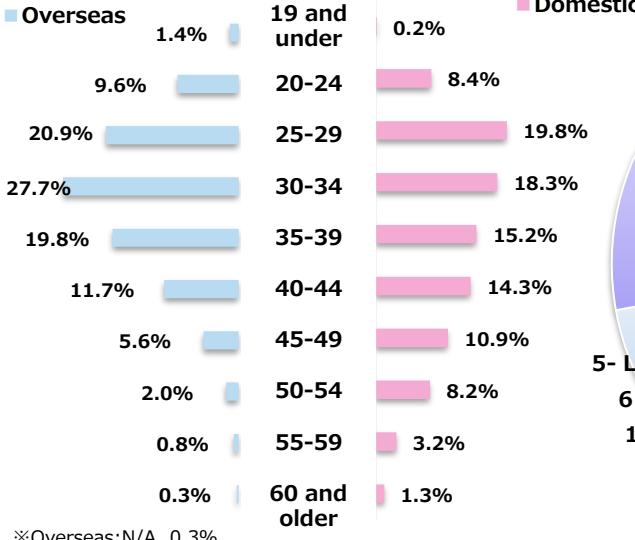
[Survey Method] E-mail requesting survey cooperation was sent to Business Day visitors at TGS2023. Responses were accepted via Nikkei BP Consulting's web-based survey system, Cross Survey systems.

[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.

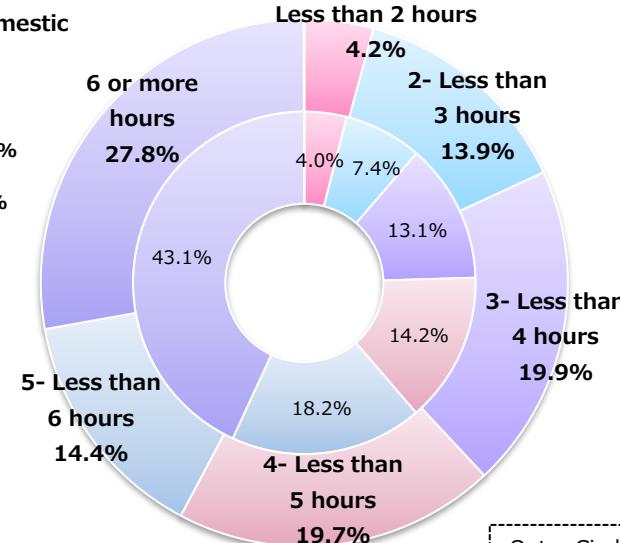
[Survey Conducted by] Nikkei BP Consulting

<Composition Ratio: Rounded to the First Decimal Place>

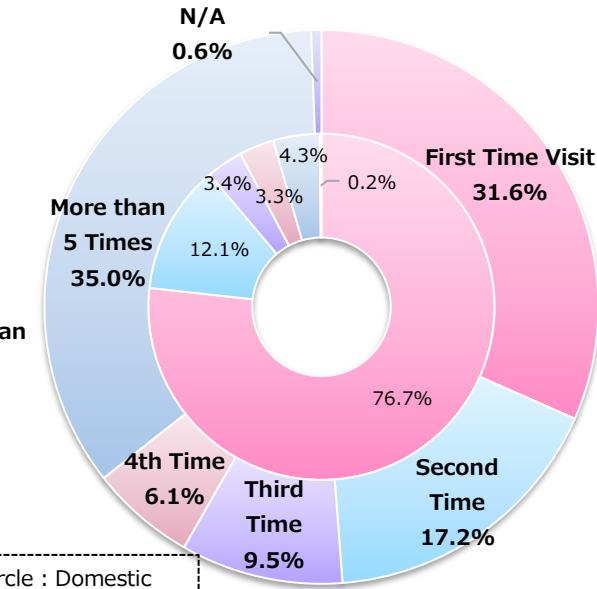
Age



Length of Stay

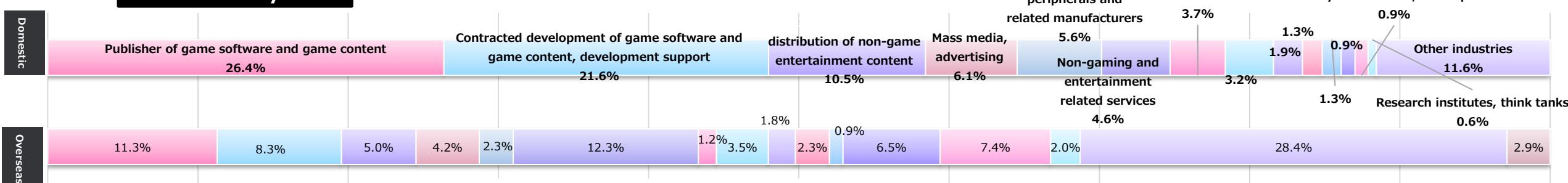


Number of Visits



Outer Circle : Domestic
Inner Circle : Overseas

Industry



- Publisher of game software and game content
- Game hardware, game peripherals and related manufacturers
- Provision of solutions for game business and marketing
- Government agencies, public corporations, industry associations, municipalities

- Contracted development of game software and game content, development support
- Non-gaming and entertainment related services
- Telecommunications carriers and providers
- Research institutes, think tanks

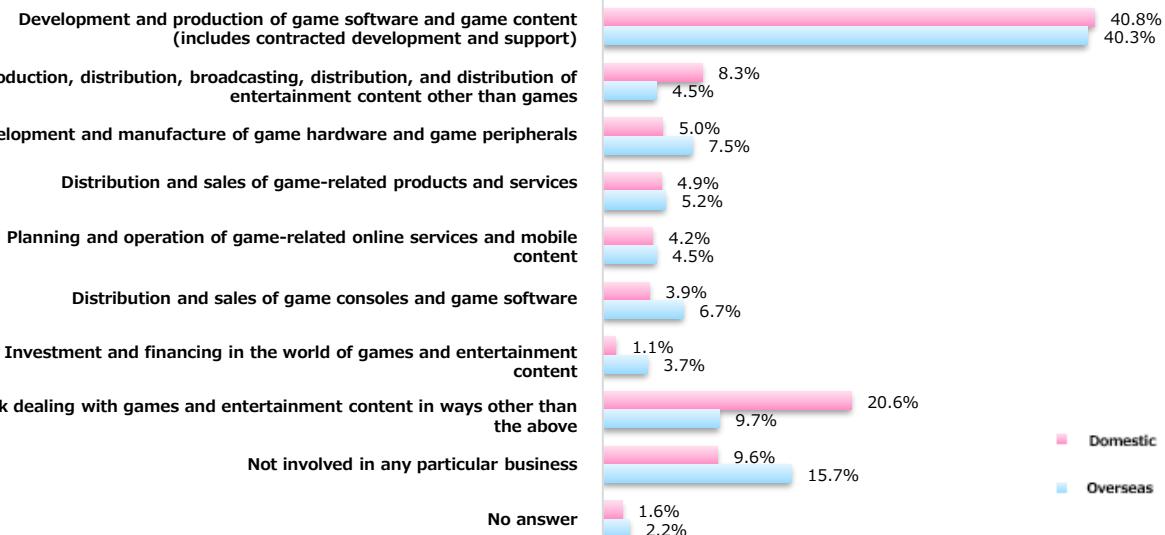
- Development and distribution of non-game entertainment content
- Game distribution
- Component and semiconductor manufacturers
- Other industries

- Mass media, advertising
- Non-gaming and entertainment-related manufacturers
- Finance, Securities & Insurance
- N/A

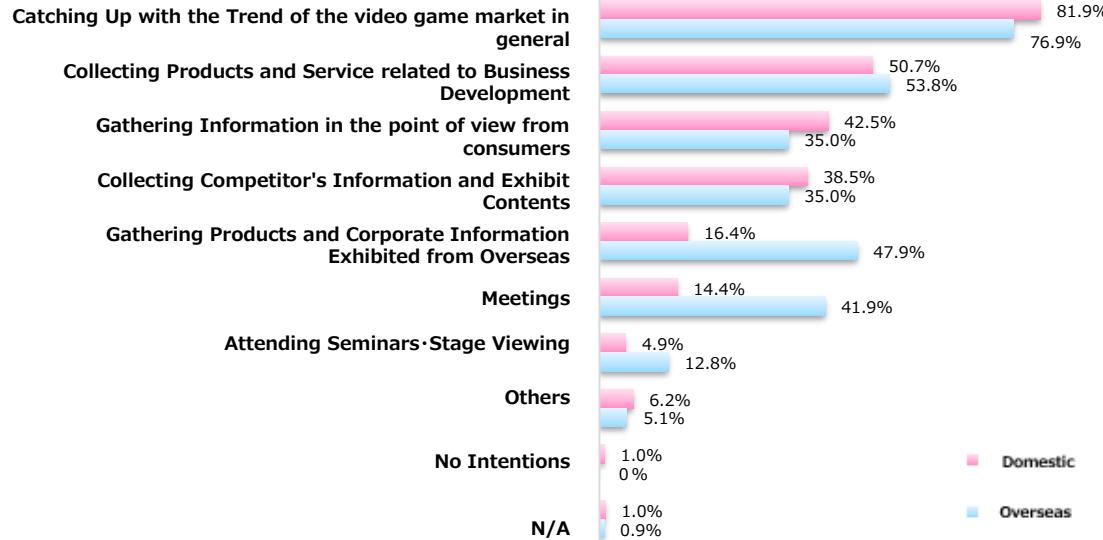
Visitor Survey Domestic Business Visitors·Overseas Visitors ②

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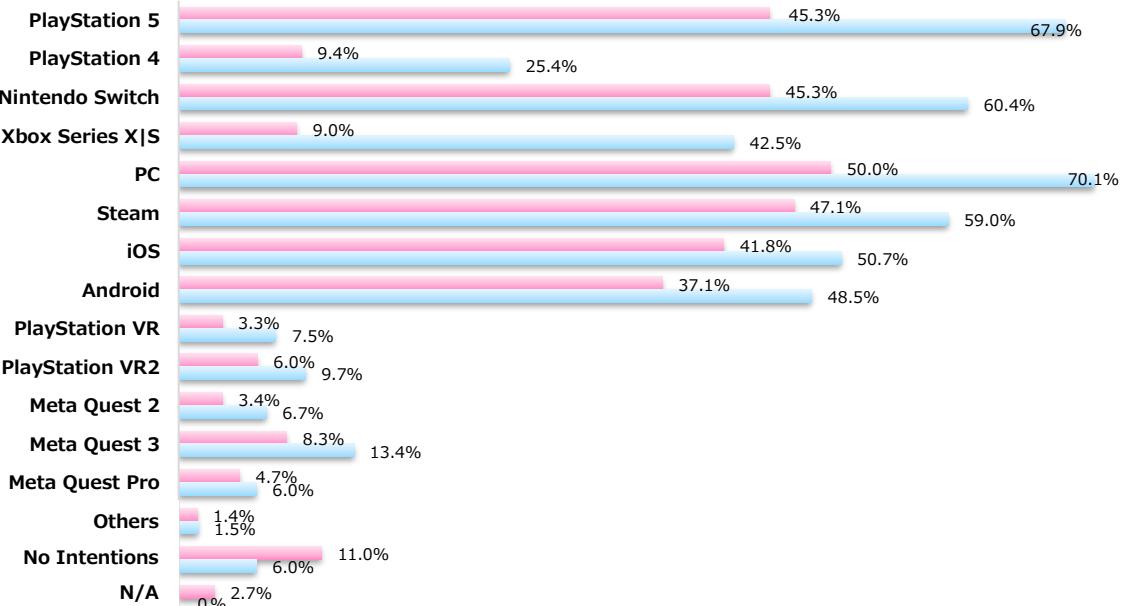
Engaging with Gaming/Entertainment Content



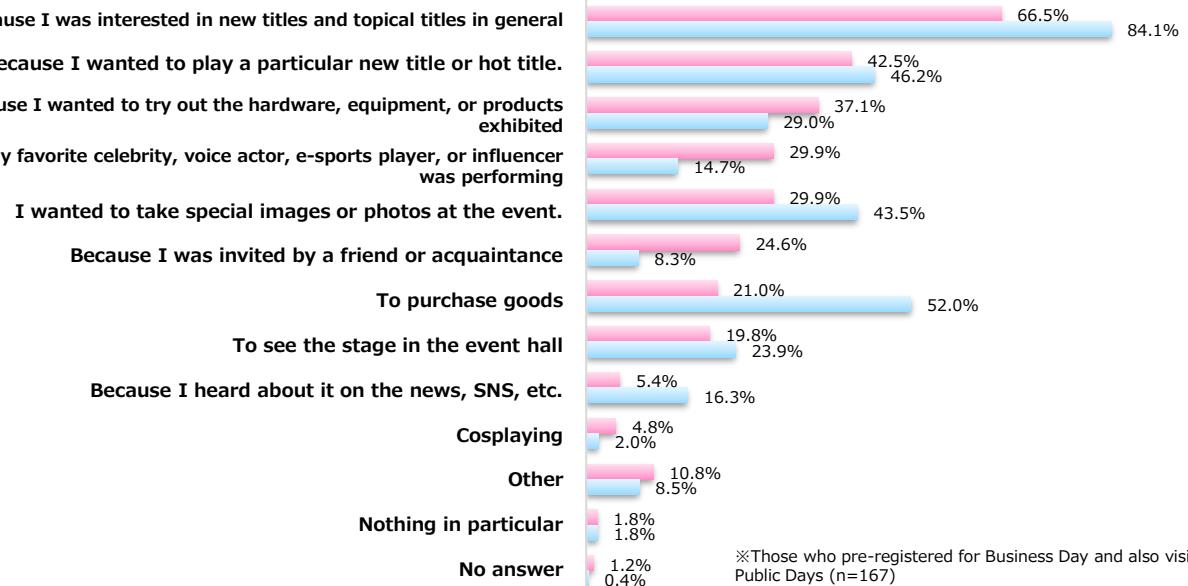
Intention to visit to TGS2023 (Business Day)



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



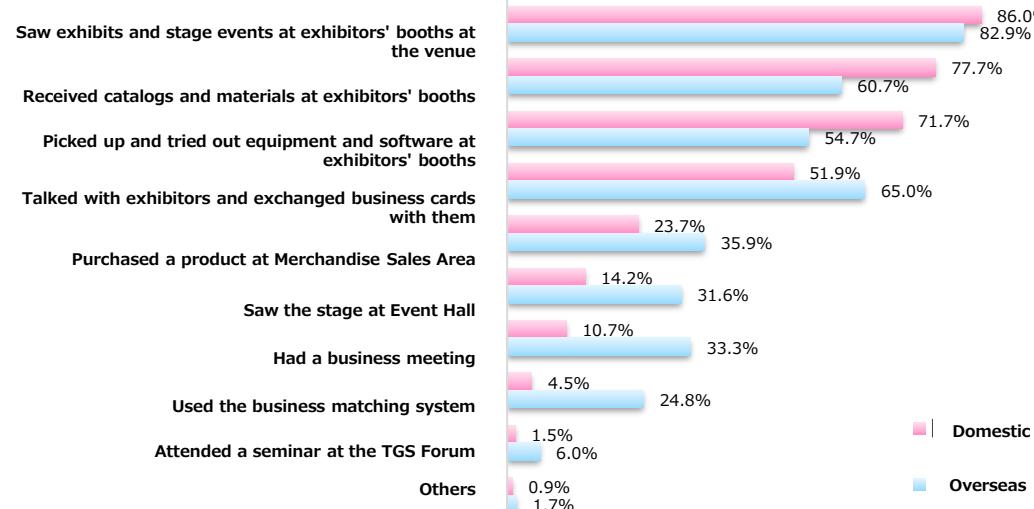
Intention to visit to TGS2023 (Public Day)



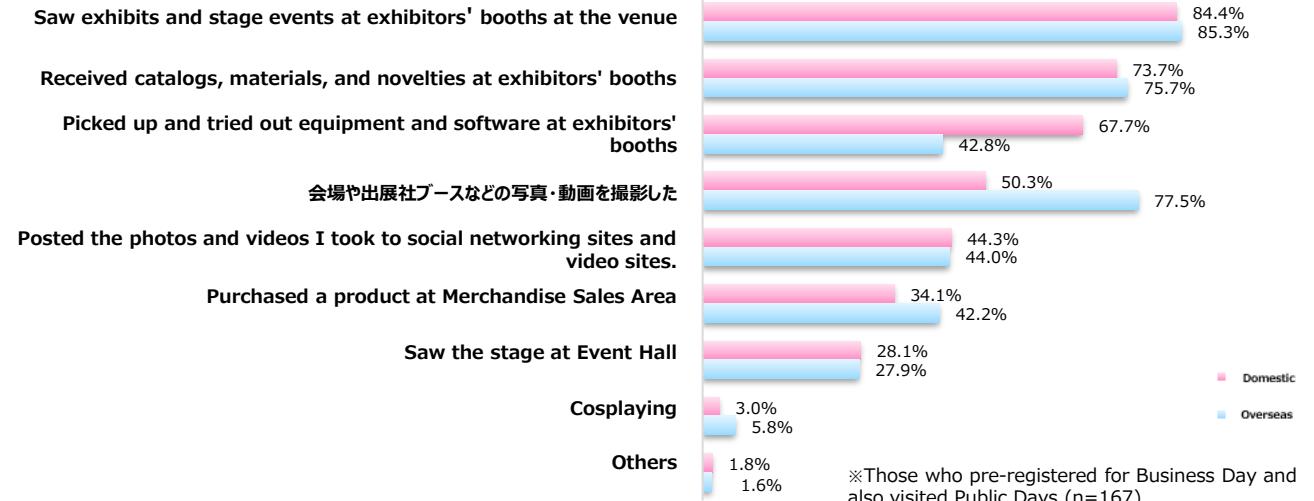
Visitor Survey Domestic Business Visitors・Overseas Visitors ③

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Actions taken at the TGS2023 venue (Business Day)



Actions taken at the TGS2023 venue (Public Day)

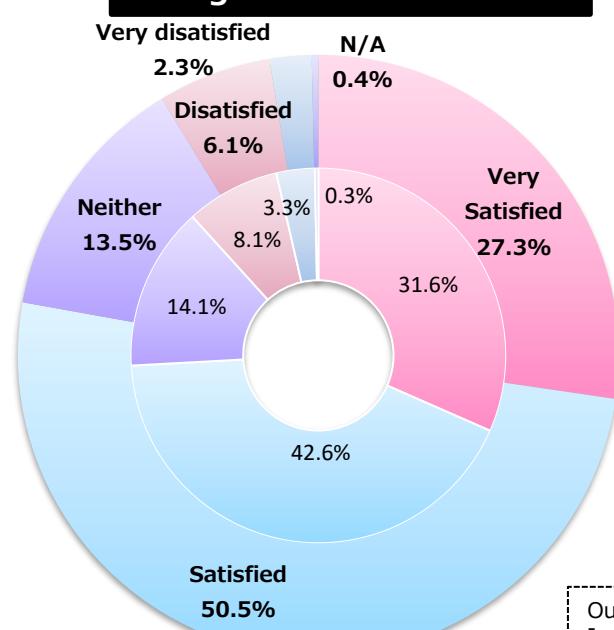


※Those who pre-registered for Business Day and also visited Public Days (n=167)

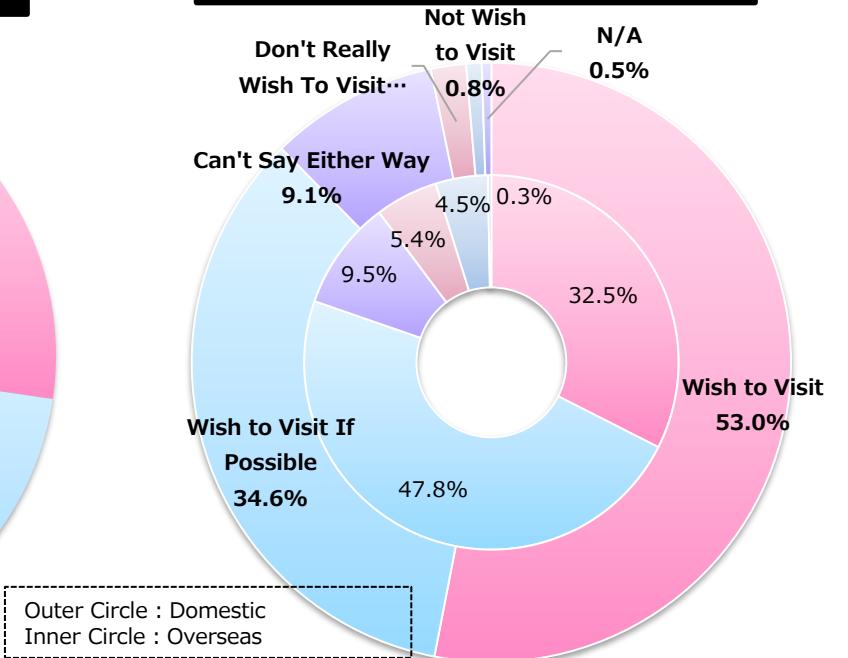
Trade Visitors from Overseas by countries/regions

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%
	United States	10.60%		Armenia	0.03%
North America	Canada	1.20%		Kazakhstan	0.03%
	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

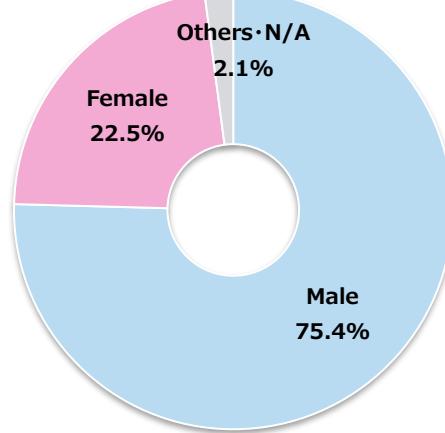


* Breakdown of 2,925 overseas visitors who were accepted at Business Day counter. Excluding foreign residents in Japan, guest pass holders, foreign press, and various exhibitors' pass holders.

Visitor Survey – Domestic Public Day Visitors ①

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2023

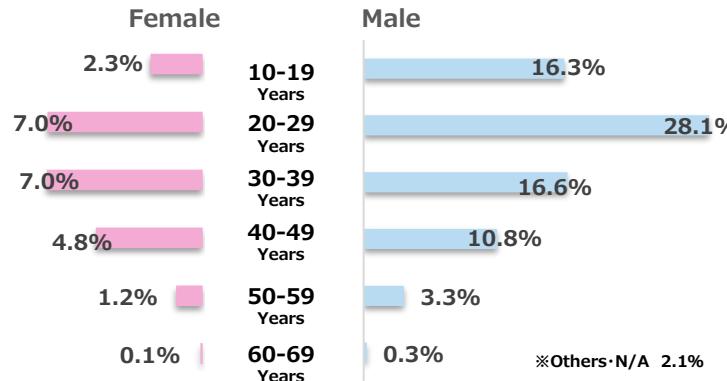
Gender



[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>

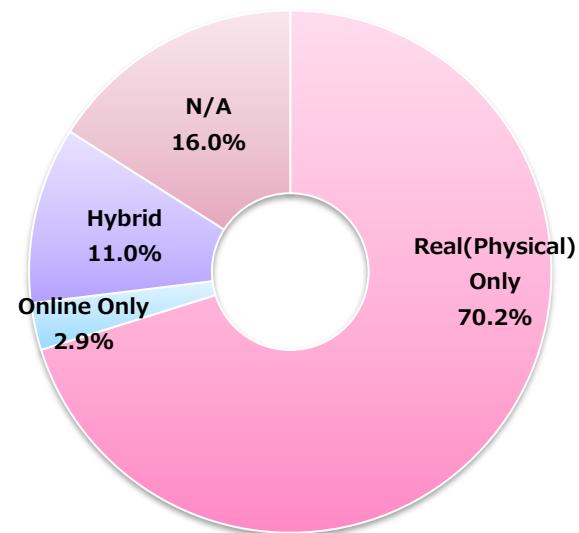
Age



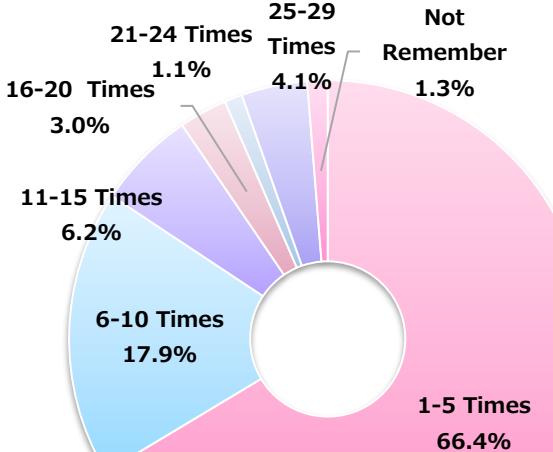
Residential Location



TGS2023 Participation

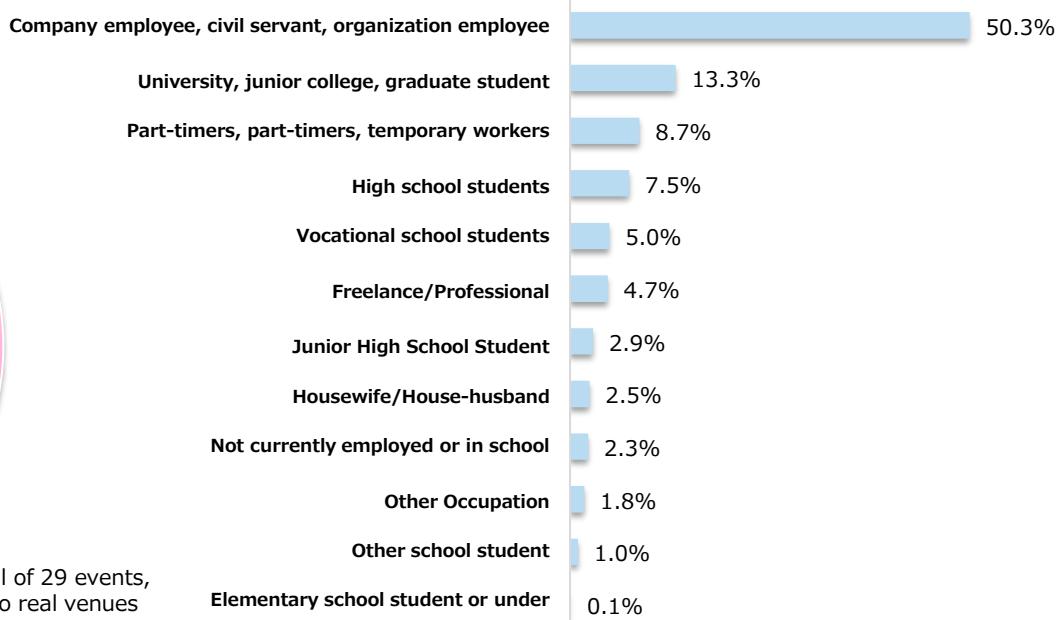


Past Visits to TGS



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

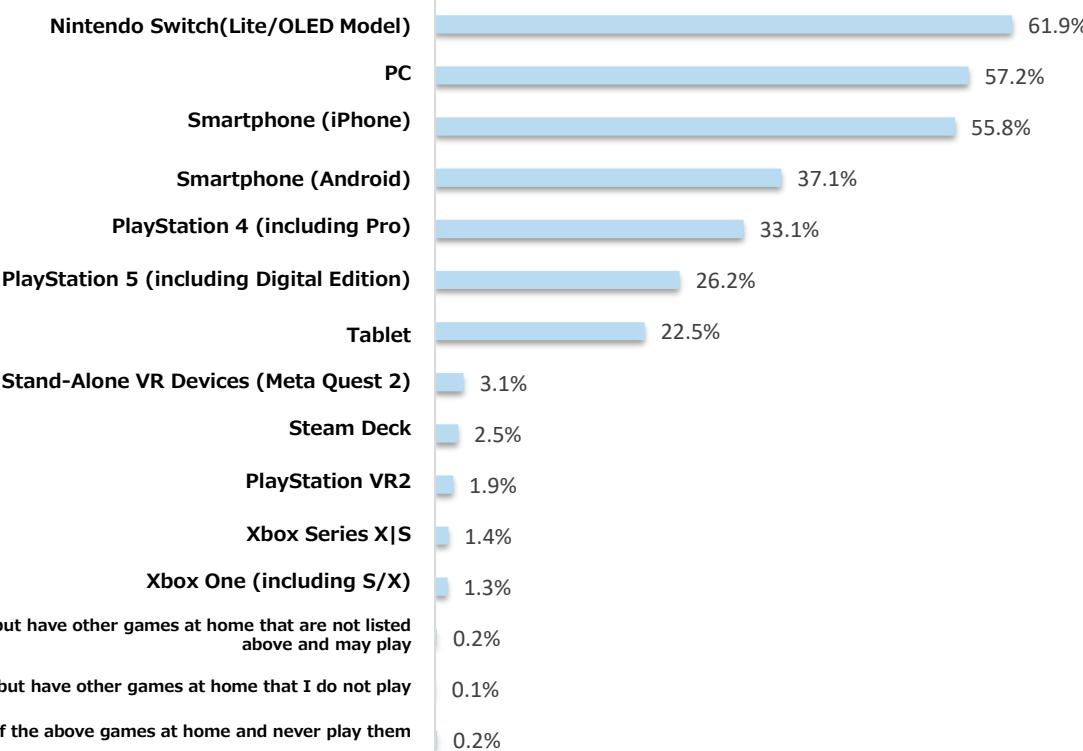
Occupation



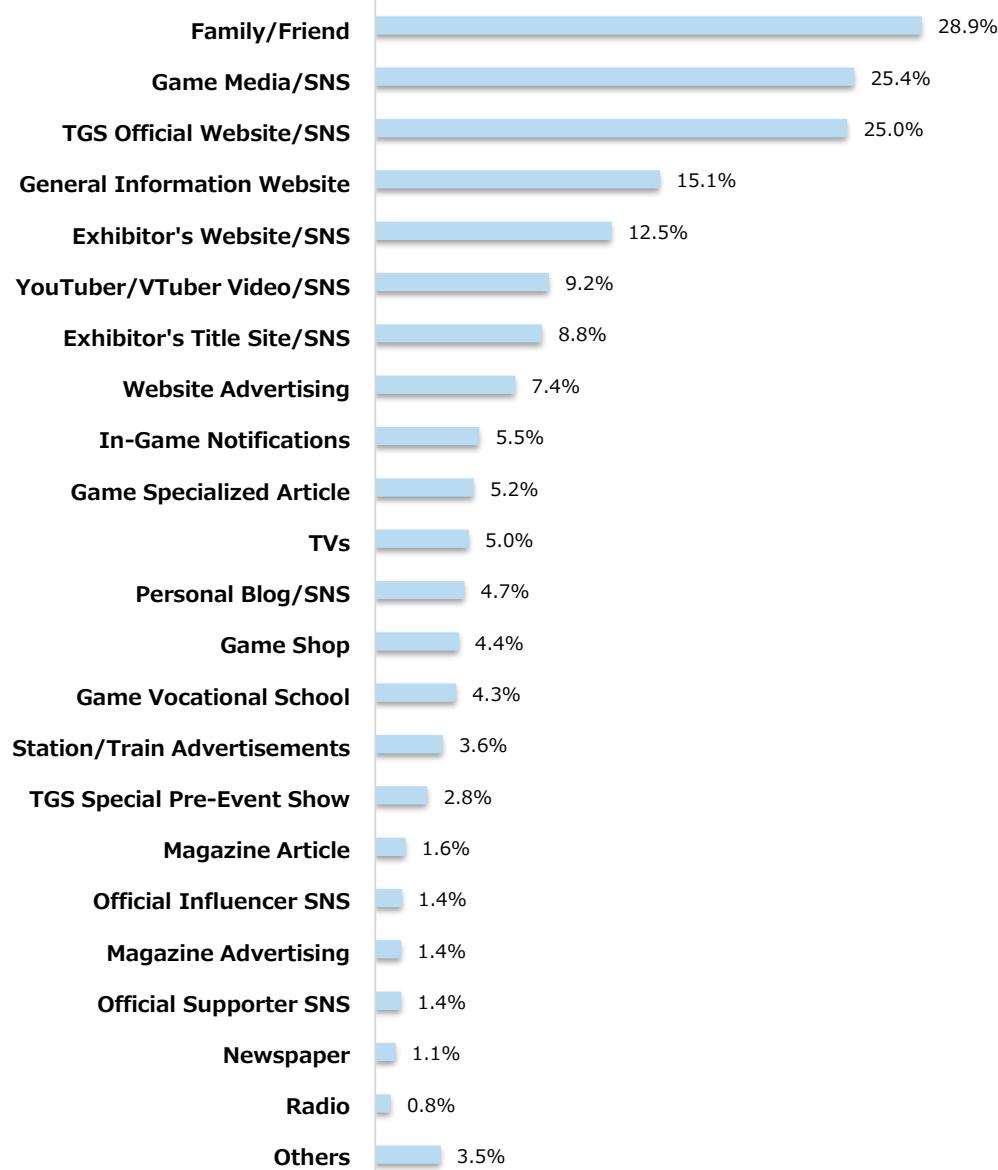
Visitor Survey – Domestic Public Day Visitors②

TOKYO
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2023

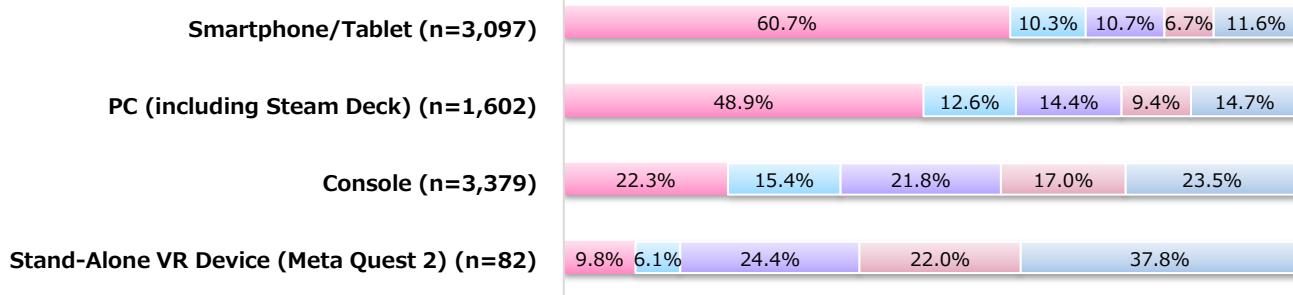
Devices that are at home and may be played with games



TGS2023 Information Contact Point



Frequency of Game Play

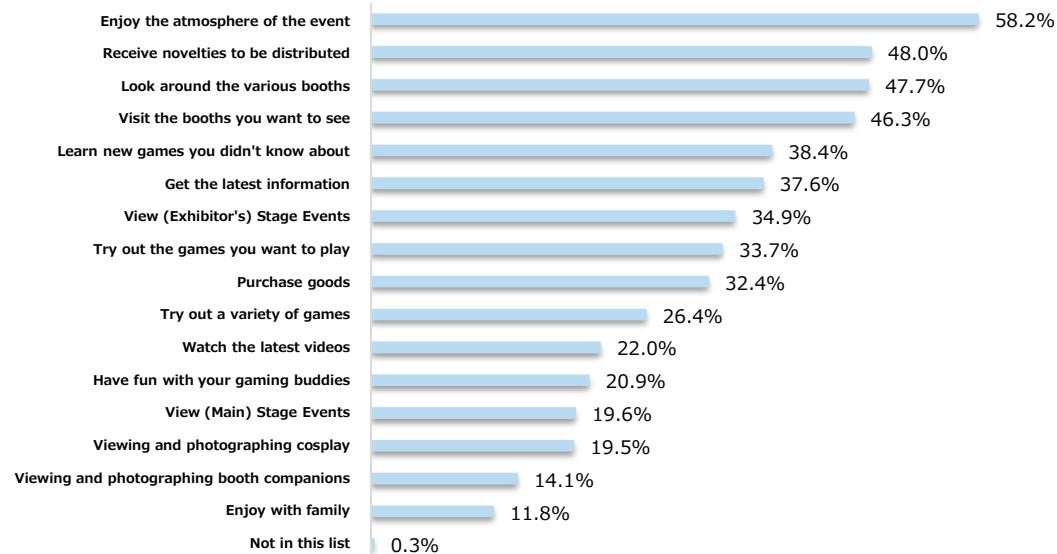


■ More than 5 days per week ■ 3-4 days per week ■ 1-2 days per week ■ 2-3 days per month ■ Less than 1 day per month

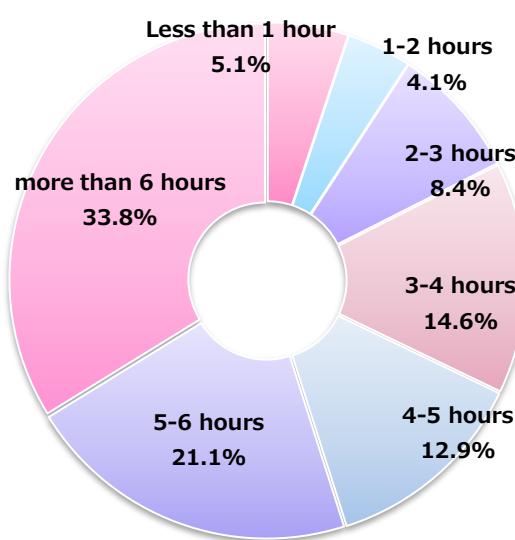
Visitor Survey – Public Day Domestic Visitors ③

TOKYO
GAME
SHOW
2023

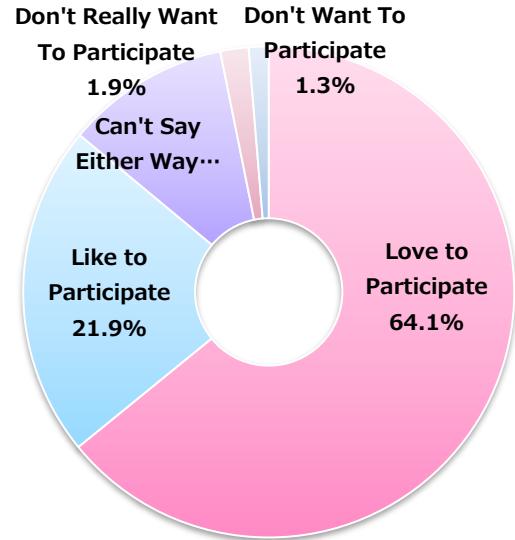
Intentions of Participation in Real Venue (n=2,177)



Length of Stay (n=2,177)



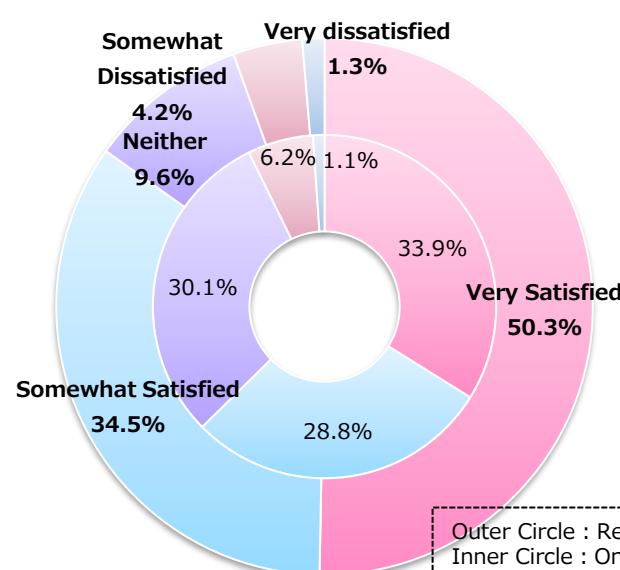
Intention To Visit Next TGS (Real Venue)



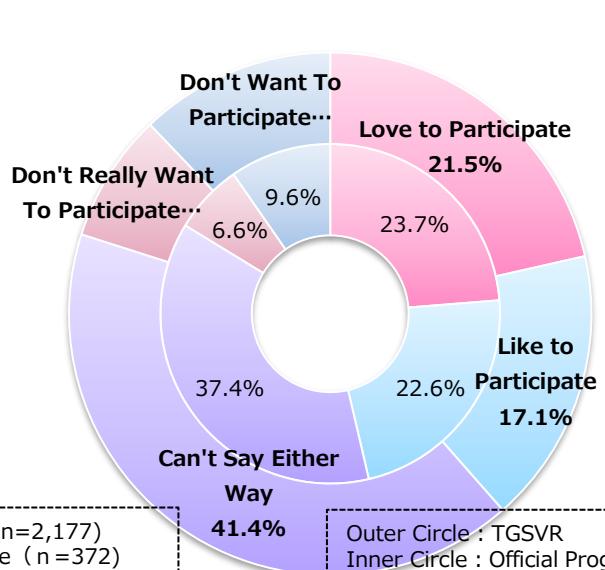
Intention of Participation in Online Venue(n=372)



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

Exhibitor Survey

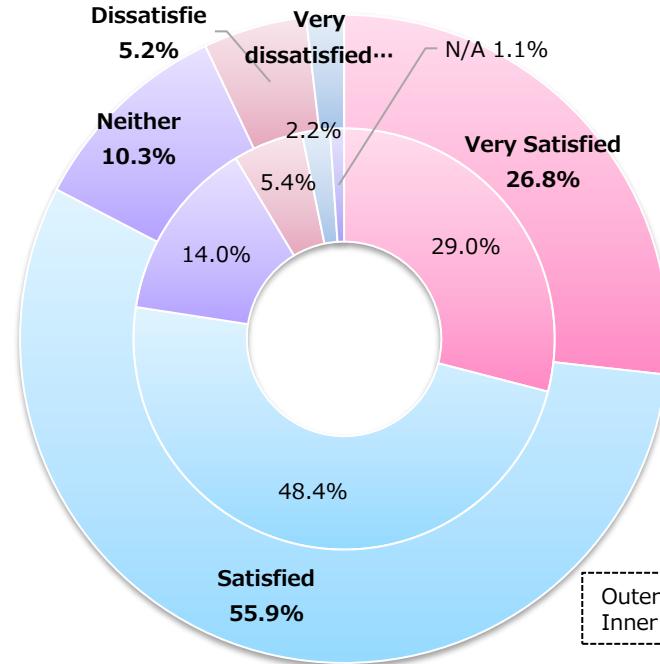
[Method] E-mail requesting survey cooperation was sent to TGS2023 exhibitors. Response were accepted via Nikkei BP Consulting's web-based survey system.

[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

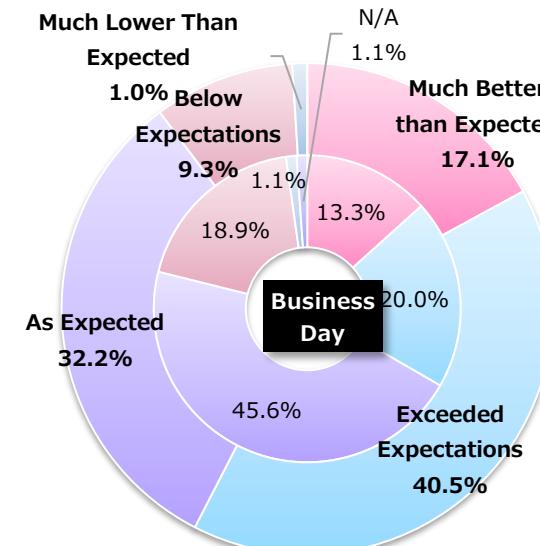
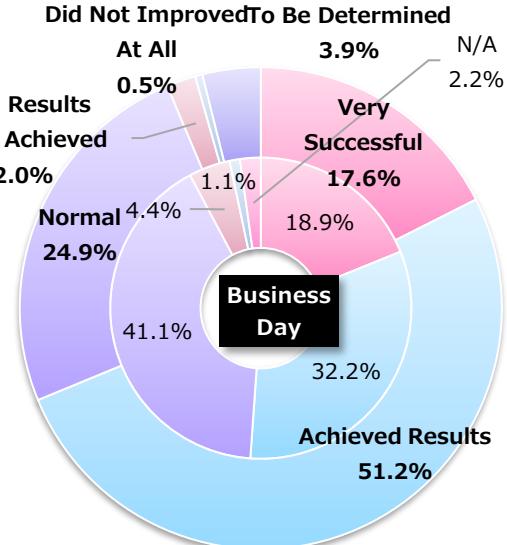
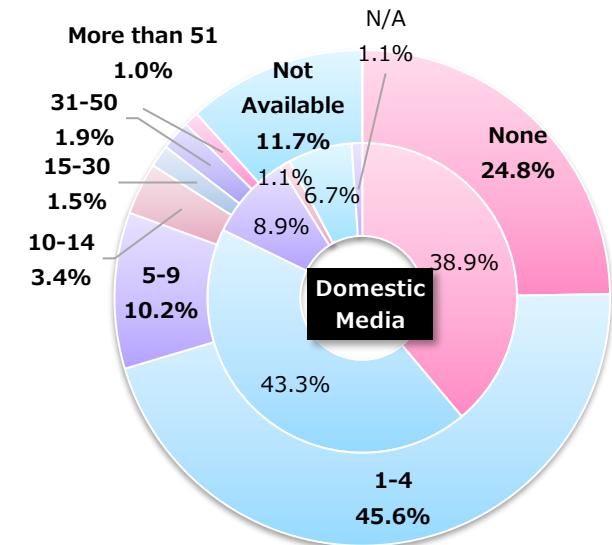


Exhibit Results

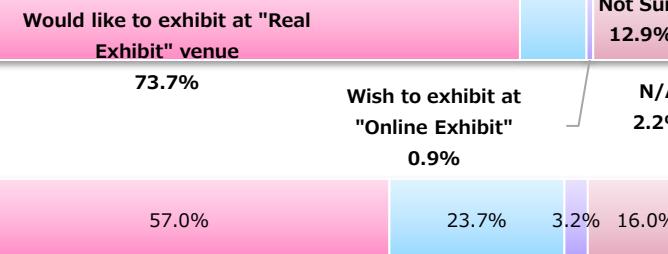


Number of Media Coverage



Intention to Exhibit to Next TGS

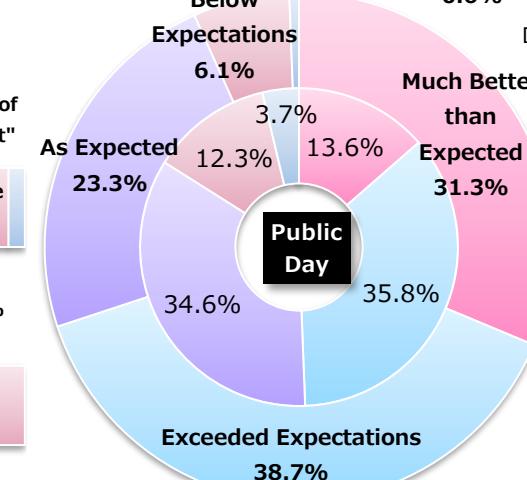
Want to exhibit in a combination of "Real Exhibit" and "Online Exhibit"



Outer Circle : Domestic Exhibitor
Inner Circle : Overseas Exhibitor

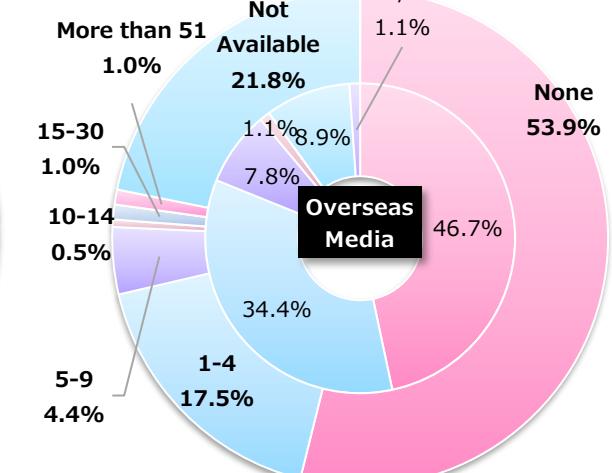
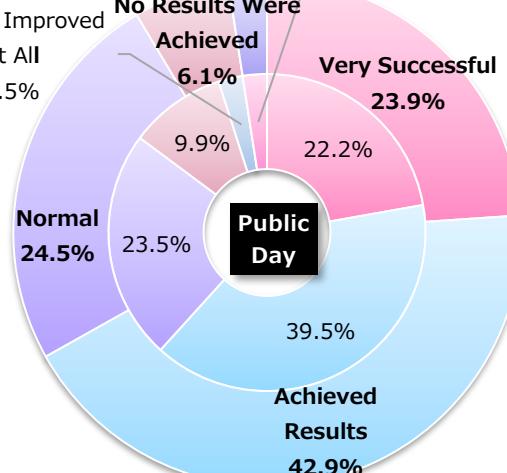


Much Lower Than Expected



To Be Determined...
N/A

Did Not Improve At All



※31-50 n/a

TOKYO GAME SHOW 2023 Official Report

Published by

Computer Entertainment Supplier's Association (CESA)

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