

Comparison & Analysis of Tokyo Game Show

Appendix

T i t l e		TGS 2003	TGS 2002	TGS 2001 Autumn	TGS 2001 Spring	TGS 2000 Autumn	TGS 2000 Spring
D a t e		Sep. 26(Fri) to 28 (Sun) 26th : Business Day	Sep. 20(Fri) to 22 (Sun) 20th : Business Day	Oct.12 (Fri) to Oct. 14 (Sun) 1 2th 10:00-12:30BusinessTime	Mar.30 (Fri) to Apr.1 (Sun) 30th 10:00-12:30 Business Time	Sep. 22(Fri) to 24 (Sun) *22nd: Business Day	Mar.31 (Fri) to Apr.2 (Sun) *31st: Business Day
P l a c e		Makuhari Messe (Nippon Convention Center)					
Exhibition Area		Approx. 47,250 m ² (7halls)		Approx. 54,000 m ² (8 halls)	Approx. 47,250 m ² (7halls)	Approx. 54,000 m ² (8 halls)	
Number of Exhibitors		1 1 1	8 5	5 3	5 3	6 3	6 6
Number of Booth Units		1 , 4 2 6 units	1 , 4 0 7 units	1 , 3 7 3 units	9 3 1 units	1 , 0 6 6 units	1 , 2 9 5 units
Exhibition Title	Number of Tiles	5 0 8	3 9 3	3 3 9	3 0 9	3 3 4	3 8 0
	Platform Base (®)						
	PlayStation 2	2 8 . 0	2 1 . 6	2 5 . 7	1 4 . 6	1 9 . 5	1 1 . 8
	Mobile Phones	1 4 . 4	9 . 2	4 . 1	1 1 . 0	1 4 . 7	1 7 . 1
	PC	1 2 . 6	1 2 . 5	9 . 7	2 . 6	9 . 3	7 . 9
	GAMEBOY ADVANCE	6 . 5	1 4 . 2	1 5 . 0	2 3 . 9	5 . 4	
	NINTENDOGAMECUBE	6 . 3	8 . 1	2 . 9			
	X b o x	2 . 8	5 . 3	5 . 9	5 . 5	4 . 2	
	PlayStation	0 . 8	1 4 . 6	2 4 . 5	2 6 . 5	2 8 . 1	3 0 . 0
	Dreamcast	0 . 2	0 . 5	2 . 9	4 . 2	4 . 8	1 0 . 5
	NEO GEO	0 . 2					0 . 2
	OTHERS	2 8 . 0	1 3 . 7	3 . 2	9 . 1	7 . 8	5 . 0
	Genre Base (®)						
	ACTION	2 3 . 7	1 9 . 0	1 8 . 7	2 3 . 0	1 7 . 0	1 2 . 1
	ROLE-PLAYING	9 . 8	1 1 . 1	1 6 . 9	1 2 . 9	1 2 . 2	1 4 . 2
	SIMULATION	5 . 5	5 . 4	1 0 . 9	1 9 . 6	1 6 . 4	1 0 . 8
	PUZZLE	4 . 9	6 . 2	3 . 6	4 . 7	5 . 7	4 . 7
	ADVENTURE	4 . 7	6 . 2	6 . 0	4 . 4	4 . 8	7 . 6
	SHOOTING	3 . 6	6 . 9	4 . 5	3 . 2	5 . 1	4 . 4
	RACING	2 . 1	3 . 5	3 . 3	4 . 1	2 . 4	3 . 7
	SPORTS	1 . 9	6 . 7	7 . 9	7 . 3	1 0 . 1	9 . 4
	OTHERS	4 3 . 9	3 5 . 1	2 8 . 1	2 0 . 8	2 6 . 5	3 2 . 9
Admittance Fee		Adults 1200 yen / Children Free					
Total Attendance		150,000 (expected)	134,042	129,626	118,080	137,400	131,708