

TOKYO GAME SHOW 2017

Reality Unlocked!

Press Release

September 24, 2017

TOKYO GAMESHOW 2017 Aftermath Report!

TOKYO GAME SHOW 2017

Attended by 254,311 Visitors

**e-Sports movement causing great excitement
as TGS becomes hub for Asian game business**

Computer Entertainment Supplier's Association
Nikkei Business Publications

TOKYO GAME SHOW 2017 (Organizer: Computer Entertainment Supplier's Association [CESA, President: Hideki Okamura], Co-organizer: Nikkei Business Publications [President: Suguru Niinomi] was held from September 21 (Thu) to 24 (Sun), recording 254,311 visitors over four days!

2017		2016	2015
September 21 (Thu.) Business Day	26,564 visitors	September 15 (Thu.) 31,399 visitors	September 17 (Thu.) 29,058 visitors
September 22 (Fri.) Business Day	31,512 visitors	September 16 (Fri.) 33,634 visitors	September 18 (Fri.) 29,557 visitors
September 23 (Sat.) Public Day	106,075 visitors (including 10,466 family visitors)	September 17 (Sat.) 98,074 visitors (including 11,294 family visitors)	September 19 (Sat.) 97,601 visitors (including 10,360 family visitors)
September 24 (Sun.) Public Day	90,160 visitors (including 13,017 family visitors)	September 18 (Sun.) 108,117 visitors (including 14,485 family visitors)	September 20 (Sun.) 112,230 visitors (including 14,517 family visitors)
Total	254,311 visitors (including 23,483 family visitors)	271,224 visitors (including 25,779 family visitors)	268,446 visitors (including 24,877 family visitors)

TGS2017, with its motto of "Reality Unlocked", saw a near record 609 companies and groups (of which 317 were foreign) exhibiting. They released new titles and services from a wide range of genres and for various platforms such as home game consoles, smartphones and PCs, making it the most exciting show ever. This year the renewed e-Sports event called "e-Sports X" in particular drew the attention of visitors and the press from both Japan and overseas. Impressively, the e-Sports movement is continuing its rise as a movement, with lively discussions held on the theme of "The Potential of e-Sports in Japan" as part of the keynote address.

In addition, companies engaged in vigorous B2B negotiations during the event. 1,250 companies registered for the business matching system "Asia Business Gateway", surpassing last year's 1,149 companies. This demonstrates the growing importance of TGS' role as a hub and an international exhibition that broadcasts what is happening in Asia to the rest of the world.

Next year's TOKYO GAME SHOW is schedule for September 20(Thu) 2018 to September 23(Sun) 2018 at Makuhari Messe. Look forward to it

[Various information including logo, site photos, and images of the Tokyo Game Show 2017 are available in the "TGS Download Center"]

URL : <https://www.filey.jp/tgs/> (ID : tgs_press PASS : press_tgs)

TOKYO GAME SHOW official website: <http://tgs.cesa.or.jp>

■For press inquiries: TOKYO GAME SHOW Management Office – PR Management Yoshimoto/Kowata (part of AZ/WORLDCOM JAPAN Co., Ltd.)
TEL : 03-5575-3225/ FAX: 03-5575-3222/ E-mail : tgs2017press@w-az.co.jp

