

TOKYO GAME SHOW 2012

Asia Game Business Summit Application Form

[Main theme] A New Era of Boundary-less Social and Mobile Games?!
What Game Businesses Will Survive in Asia? (tentative)

In the past, each region of Asia had its own rules for game businesses, and the markets never mixed. However, with the spread of smartphones, tablets, and other portable devices, the amount of game software and the number of game services that operate on those platforms has increased at a tremendous rate, further blurring "borders." Participants will discuss what mutual understanding is required, what should be given attention, and other such issues, with a focus on the rapidly globalizing social game and smartphone game areas.

Date: **Sep.20 (Thu) 13:30~15:00**

Venue: **Event Stage in Hall 8, Makuhari Messe**

* English, Chinese, Korean and Japanese simultaneous interpretation will be offered.

Panelists: **[China] Chuan He**

Senior Vice President, Renren Inc.

CEO (Representative Executive Officer), Renren Games Japan

[Indonesia] Shieny Aprilia

COO, Agate Studio

[South Korea] Chae Yoo Ra

Director, Smartphone Game Business Operation Division

NHN Hangame

[Japan] Kenji Kobayashi

Director, DeNA Co., Ltd.

Admission: **Free**

Your Information

Name	
Company Name	
Position / Title	
Company Address	
Company Phone number	
Company e-mail	

Attach your business card

Bring the completed form and your business card with you to the reception counter, Hall 8 in Makuhari Messe at September 20.