

"TGS Forum 2004," a conference for business professionals in the computer entertainment industry, will be held on the first day of the show, September 24 (Fri.).

We will welcome representatives of every sector to the conference sessions for getting the core of the computer entertainment industry. Online Games Session: Mr. Kazuki Morishita, President, GungHo Online Entertainment, Inc., Mr. Kenji Matsubara, Executive Officer, KOEI CO., Ltd., and Mr. Edward Z. Huang, Representative, Shanda Network Japan Office, will deliver lectures about key points for success in the online game business in the Asian market; Character Business Session: Top three game companies leading character business in Japan will be together: KONAMI CORPORATION, SQUARE ENIX CO., LTD., BANDAI CO., LTD.; Developer's Session "CEDEC Premium": Representative game creators of Half-Life2 and biohazard4 --representative game titles-- will discuss game design sought for future games; Mobile Phone Games Session: Front-line business professionals in mobile phone games industry including Mr. Takeshi Natsuno, NTT DoCoMo, Inc., will focus feature of mobile phone games.

TGS Forum 2004 Outline

[Date & Hour]	September 24, Friday
[Venue]	The International Conference Hall in Makuhari Messe
[Attendance Fee]	Day ticket 10,000yen per session (tax included)
[Target Audience]	Business Professionals engaged in Games & other Computer Entertainment Business: Corporate Executives, Project Managers, Developers, and Distributors

[Developers session: "CEDEC Premium"] Cooperation: IGDA
Theme: Game Design demanded for New-Generation Games

Game design sought for new-generation video games under rapid development in 3D rendering technology will be discussed through the lectures and panel discussions by representative developers from home and abroad. For overseas game industry participants, "CEDEC Premium" will be held with simultaneous English-Japanese interpretation.