

Asia Game Business Summit Application Form

[Main theme] The Main Battlefield of Digital Entertainment: Users Palms!

The portable device segment is an area where we can conduct business on an equal footing in the Asian market. A wide variety of portable devices such as feature phones, smartphones, tablets, portable game devices and e-book readers are competing desperately to acquire more users. Not only content such as games, videos and music, but also social networking services (SNSs) and various other applications are being offered for these hardware devices, which are expanding dramatically at a worldwide level. The panelists will look to the future of the chaotic portable device and game industries.

Date: **Sep.15(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] Mr. Chien Tunghai**

Vice President, Shanda Games Limited

[South Korea] Mr. Rim Chong Kyoon (Albert Rim)

President, NEXON MOBILE Corporation

[Taiwan] Mr. Aaron Hsu

Chairman & CEO, XPEC Entertainment Inc.

[Japan] Mr. Haruhiro Tsujimoto

President & COO, CAPCOM CO., LTD.

[Japan] Mr. Naoya Tsurumi

Managing Director, Sega International

Fee: **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 15.