

TOKYO GAME SHOW 2018

Press Release

September 23, 2018

TOKYO GAME SHOW 2018 Flash Report Record 298,690 Visitors in Total e-Sports movement of Japan surges into the new era

Computer Entertainment Supplier's Association
Nikkei Business Publications

The Tokyo Game Show 2018 (Organizer: Computer Entertainment Supplier's Association [CESA, Chairman: Hideki Okamura], Co-organizer: Nikkei Business Publications [President: Suguru Niinomi] was held from September 20 (Thu) to 23 (Sun), recording 298.690 visitors over four days!

2018		2017	2016
September 20 (Thu) Business Day	31,961	September 21 (Thu) 26,564	September 15 (Thu) 31,399
September 21 (Fri) Business Day	36,356	September 22 (Fri) 31,512	September 16 (Fri) 33,634
September 22 (Sat) Public Day	107,310	September 23 (Sat) 106,075	September 17 (Sat) 98,074
September 23 (Sun) Public Day	123,063	September 24 (Sun) 90,160	September 18 (Sun) 108,117
Total	★Record Highest 298,690	254,311	271,224

TGS2018, with the theme of "Welcome to the Next Stage", saw the overwhelming record of 668 exhibitors (of which 330 were from overseas). They released a variety of new titles and services for multiple platforms such as home game consoles, smartphones and PCs, making it the most exciting show ever. A large number of visitors and the press not just of Japan but overseas covered the grand e-Sports stages called "e-Sports X". Reflecting the swelling impact of e-Sports on the game market, the keynote panel was held to discuss on the theme of "Road map for e-sports to spread out as the sports".

Increasing number of companies both of exhibitors and attendees engaged in vigorous B2B meetings. The number of meetings generated by the business matching system "Asia Business Gateway" is 668, which exceeds the last year's 602. The fact demonstrates the growing importance of TGS's role as a hub of international game business.

TOKYO GAME SHOW 2019 is schedule for September 12 (Thu) to September 15 (Sun), 2019 at Makuhari Messe.