

# TOKYO GAME SHOW 2019

Theme: "One World, Infinite Joy"

Press Release

September 15, 2019

## TOKYO GAME SHOW 2019 Flash Report

**Record 262,076 visitors in Total  
40 countries and regions!**

**5G will expand e-Sports and cloud gaming market steadily**

Computer Entertainment Supplier's Association  
Nikkei Business Publications

TOKYO GAME SHOW 2019 (Organizer: Computer Entertainment Supplier's Association [Abbreviation: CESA, Chairman: Hideki Hayakawa], Co-Organizer: Nikkei BP [President: Naoto Yoshida], Venue: Makuhari Messe; henceforth TGS2019) was held from September 12 (Thu) to 15 (Sun), recording 262,076 visitors over four days!

2019		2018	2017
September 12 (Thu) Business Day	33,465	September 20 (Thu)	September 21 (Thu)
		31,961	26,564
September 13 (Fri) Business Day	34,977	September 21 (Fri)	September 22 (Fri)
		36,356	31,512
September 14 (Sat) Public Day	91,301	September 22 (Sat)	September 23 (Sat)
		107,310	106,075
September 15 (Sun) Public Day	102,333	September 23 (Sun)	September 24 (Sun)
		120,063	90,160
Total	262,076	298,690	254,311

TOKYO GAME SHOW 2019 with a theme message "One World, Infinite Joy" exhibited the record scale of 2,417 booths consist of 655 exhibitors, which covered a broad range of new game and service platforms including consoles, smartphones and PCs.

The keynote featured the impact of 5G over game market, which made clear impression that 5G will expand e-Sports and cloud gaming market steadily.

TGS Business Matching System is newly revamped and produced 1496 meetings which is more than twice as many as the last year. It proves that TGS has grown to play an ever more important role as a business hub in the international game market.

**TOKYO GAME SHOW 2020 is scheduled for September 24 (Thu) to September 27(Sun), 2020 at Makuhari Messe.**