

TOKYO GAME SHOW 2020 | ONLINE

“The Future Touches Gaming First.”

Press Release

June 25, 2020

TOKYO GAME SHOW 2020 ONLINE Will Be Holding!

Game makers from major to indie unveil new titles!

Live streaming of eSports tournament, online business matching and much more

Computer Entertainment Supplier's Association

Computer Entertainment Supplier's Association (CESA, Chairman: Hideki Hayakawa) announced that TOKYO GAME SHOW 2020 ONLINE (TGS2020 ONLINE) will be holding for five days from September 23 (Wed.) to 27 (Sun.), 2020 on the official TGS website (<https://tgs.cesa.or.jp/>), which replaces the cancelled TOKYO GAME SHOW 2020 originally planned to be held at Makuhari Messe in this September. Call for exhibitors will launch from June 25 (Thu.), 2020.

From September 24 (Thu.) to 27 (Sun.), various companies and organizations in the gaming industry, from major publishers to indie game developers, will unveil the latest updates including the release of new titles and services via the Official TGS channel, and streaming programs, videos and websites created by TGS2020 ONLINE Exhibits.

In addition to the live streaming of e-Sports tournament, TGS2020 ONLINE will provide new information about game-related goods. The online round-table discussions covering the latest topics in games will also be hosted by the organizer. All of these online contents can be viewed for free of charge.

Moreover, TGS2020 ONLINE will host the online business matching systems for TGS ONLINE exhibitors and those involved in game-related businesses from September 23 (Wed.) . The Business Matching System prepared by TGS2020 ONLINE will support the participants to facilitate flawless online meetings and networking opportunities. In addition to exhibitors with free of charge to all TGS Exhibits, individuals involved in game-related businesses can also participate in this online matching event with fee-charged bases. The systems will launch in the middle of August 2020 with call for participations.

Additional information and more details will be announced as decided on the official website (<https://tgs.cesa.or.jp/>) and press releases.

TGS2020 ONLINE, the first-ever online event organized by TOKYO GAME SHOW, will provide opportunities for everyone to experience the fun and potential of cutting-edge technologies brought through games. The online world is a diverse space where people from all over the world can connect with each other beyond physical distance and time barriers in real time. Games have a possibility to cross the boundaries of games themselves and change our future in various fields. With the evolution of technology and the power of games, even more exciting future is just around the corner. Be the first to experience this joy.

You can expect so much more at TGS2020 ONLINE, the festival of games catching the eyes of the world.

●Call for Exhibitors

TGS2020 ONLINE plans to offer the exhibitor programs as follows. More details will be released on the official TGS website on June 25 (Thu.), 2020.

◇ Exhibitor

The official TGS2020 ONLINE website will offer the "Exhibitor Page" for each company to introduce themselves and to post the information on new titles, services as well as links to the websites related to their business.

Moreover, exhibitors can register to the Business Matching System (online business negotiation platform) provided by TGS2020 ONLINE for free of charge. The System allows exhibitors to have business negotiations online with other exhibitors and paid participants (recruited separately) looking for possible partnerships.

Application starts from June 25 (Thu.), 2020 *The application deadline is July 31(Fri.), 2020.

Registration Categories: "General Exhibit", "BtoB", "Game School", "Indie Game", "Merchandising"

◇ "TGS2020 ONLINE Official Program Production" Participation

Each exhibitor will be entitled to hold a slot for delivering a presentation, round-table discussion or other event on the official TGS2020 ONLINE channel by collaborating with organizer. Since the number of available slots is limited, we accept applications preferentially from console games and hardware manufacturers and companies that have exhibited with us over the past five years (from 2015 to 2019) for more than 40 booths. If we have vacant slots after accepting the preferential applications from such companies, we will recruit additional exhibitors from other companies.

* In addition to the above, each exhibitor can produce and stream their originally-created program. The TGS 2020 ONLINE streaming program list will post each program with the link to the streaming page.

Application starts from June 25 (Thu.), 2020. *The application deadline is July 17(Fri.), 2020.

●Project for Independent Game Developers

◆ SENSE OF WONDER NIGHT 2020

As a gateway to successful indie game makers, SENSE OF WONDER NIGHT 2020 (SOWN2020) is an international festival where developers will compete by presenting their surprisingly novel ideas on-site. This event, which is usually held on the second Business Day of TGS, will be held online this year. Details of the schedule and registration will be announced on June 25 (Fri.), 2020.

* The above shows the schedule planned as of June 25, 2020. Please note that the details are subject to change depending on future preparation and application situations.

* More details on other events hosted by the organizer will be announced on the official TGS website and future press materials.

■「TOKYO GAME SHOW 2020 ONLINE」 Outline

Event Name: TOKYO GAME SHOW 2020 ONLINE

Web URL: <https://tgs.cesa.or.jp/>

Organizer: Computer Entertainment Supplier's Association (CESA)

Co-Organizer: Nikkei Business Publications, Inc. / DENTSU, INC.

Supporter: Ministry of Economy, Trade and Industry (Planned)

Period: September 23 (Wed.) – 27 (Sun.), 2020

*September 23(Wed.) will be online business matching ONLY.