Now Accepting Applications
for Indie Game "Selected Exhibit"
and "SENSE OF WONDER NIGHT (SOWN)"
TWO Sponsors Confirmed!

TOKYO GAME SHOW 2021 ONLINE (TGS2021 ONLINE, held from Thursday, September 30 to Sunday, October 3, 2021), organized by Computer Entertainment Supplier's Association (CESA, Chairman: Hideki Hayakawa), will host two projects supporting indie game developers. One is the indie game "Selected Exhibit" which allows independent game developers to exhibit their products at no cost, and the other is the online event SENSE OF WONDER NIGHT (SOWN) which awards outstanding game ideas from the nominated titles of the indie game "Selected Exhibit".

Same as the last year, Sony Interactive Entertainment (SIE) Inc. and Nintendo Co., Ltd. are confirmed to sponsor these two projects to support indie game developers. Through these features, TGS2021 ONLINE aims to give a spotlight on indie game developers having unique and creative ideas. Don't forget to mark your calendar for these exciting events.

The last year's TOKYO GAME SHOW 2020 ONLINE (TGS2020 ONLINE) attracted 371 applications from around the world for the indie game "Selected Exhibit", and 80 developers from 21 countries and regions were selected by the judges to participate in the exhibition at no cost. This year again, TGS2021 ONLINE will secure 80 free exhibition spots for selected indie game developers.

SOWN is a pitch competition to present novel game ideas that evoke a "sense of wonder", a feeling that something will change in players' world. Every year, some eight game developers are selected as finalists to give presentations at the event. The last year's event was streamed online and viewed by over 200,000 people on YouTube, Twitter, and other TGS official channels. SOWN for TGS 2021 will further launch new features, such as streaming the pre-event program before SOWN to introduce each of the nominated game titles from the indie game "Selected Exhibit".

Entries for the indie game "Selected Exhibit" are open until Friday, June 18, 2021. For qualifications, application procedures and more information, please visit the TGS2021 ONLINE official website.

The purpose of the indie game "Selected Exhibit" and SOWN

● Present games with experimental and creative game design and ideas.
● Introduce the significance of a "sense of wonder" in games and revitalize the game industry.
● Provide future opportunities for those who are developing experimental and creative games.
● Create new domains of game design.

The expected contents on this scheme are prototype demos, released or scheduled for release games with experimental elements, and games developed with free ideas that go beyond existing concepts. There is no distinction between students, professionals and amateurs. Applications for games from venture companies, individual and doujin games are also welcome.

■ Indie game "Selected Exhibit"

The indie game "Selected Exhibit" is a feature that allows independent game developers to exhibit in the "Indie Game" category at no cost. Any professional, amateur, individual, or corporation can apply as long as they follow the application rules. After the application deadline, the indie game "Selected Exhibit" will be decided by the selection of the judges.

If you are selected for the indie game "Selected Exhibit", an exhibitor introduction page will be posted on TGS2021 ONLINE, you can provide a trial version to online visitors, and you can use the business matching system to hold online business meetings with other exhibitors. In addition, prior to the TGS2021 ONLINE session, indie game "Selected Exhibit" companies will be featured on campaigns and live program streams conducted by TGS Management Office to attract the attention of game fans.

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Ｔｉｔｌｅ:    Indie game "Selected Exhibit"
            * In addition, there is also an exhibition slot for corporations to participate in fee-
              charged "Indie Games". Refer to TGS2021 ONLINE "Exhibit Guide" for details.
Ｄａｔｅｓ:   September 30 (Thu) to October 3 (Sun), 2021
Exhibition format :  Online exhibition
Exhibition fee:    Free
How to apply :     Apply from the application form (URL) for the indie game "Selected Exhibit" at
                   TGS2021 ONLINE ( https://expo.nikkeibp.co.jp/tgs/2021/en/indie_games.html ).
Application deadline :  June 18, 2021 (Fri) (* Japan time)
Reference:    Exhibitors will be chosen through selection by the judges.
Ｓｃｈｅｄｕｌｅ:   <1> Applicants are notified of their indie game "Selected Exhibit" result: Mid-July 2021
             <2> SOWN finalists are notified about acceptance: Mid-August 2021
              * Additional confirmation may be required depending on the details of the
                application.
              * Depending on the details of the application, we may point you to another category.
              * SOWN finalists will be selected from the indie game "Selected Exhibit".
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■ SENSE OF WONDER NIGHT (SOWN) 2021

SENSE OF WONDER NIGHT (SOWN) is an event that provides an opportunity to present outstanding game ideas from the titles of the indie game "Selected Exhibit" that evoke a "sense of wonder".

Game developers who wish to present at SOWN2021 should first apply for the indie game "Selected Exhibit". From the titles chosen as indie game "Selected Exhibits", up to 8 titles (planned) will be selected by the judges as SOWN finalists. SOWN2021 will be held on October 2nd, 2021 (Sat) during the TGS2021 ONLINE session with no spectators and will be streamed online. Finalists from outside Japan and remote areas will be invited to give online presentations or present pre-made presentation videos. The presentations made by the finalists will be judged, and selections will made for awards such as the "Audience Award Grand Prix" and "Best Game Design Award".

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● SENSE OF WONDER NIGHT (SOWN) 2021 Presentation Overview

Ｄａｔｅｓ:  Scheduled for October 2nd, 2021 (Sat) from 11:00 to 13:00 (Japan time)
Ｖｅｎｕｅ:  It will be held at the official program streaming studio of Makuhari Messe (Mihama-
         ku, Chiba City) and will be streamed live online
Prize money:  Audience Award Grand Prix US $3,000
              Other awards (Best Game Design Award, etc.) US $500
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★ The presentations on the day and reminders

・ Presenters are required to participate in the indie game "Selected Exhibit".

・ Presenters will be provided with 10 minutes of presentation time. Please give a demo or presentation of the game within the time limit (Japanese/English simultaneous interpretation is available).

Finalists from outside Japan and remote areas will be invited to give online presentations or present pre-made presentation videos.

・ The presentation will be streamed live online, and an overview of the game will be released on TGS2021 ONLINE.

■ "TOKYO GAME SHOW 2021 ONLINE" Overview

Ｔｉｔｌｅ:	TOKYO GAME SHOW 2021 ONLINE
Organizer:	Computer Entertainment Supplier's Association (CESA)
Co-Organizer:	Nikkei BP / Dentsu, Inc.
Ｓｕｐｐｏｒｔ:	Ministry of Economy, Trade and Industry (planned)
Ｄａｔｅｓ:	September 30th (Thu) to October 3rd (Sun), 2021
Show format:	Online (**https://tgs.cesa.or.jp/en/**)