



Experimental and Creative Game Design and Ideas Get Together Under One Roof!

## 80 Titles Picked for Indie Game Selected Exhibit

Join the campaign to send in your guess on who will be the finalists of SOWN2021, a pitch contest competing innovative game ideas

Computer Entertainment Supplier's Association (CESA, Chairman: Hideki Hayakawa) has invited applications from independent game developers for participating in a free exhibition project for indie games "Selected Exhibit" at TOKYO GAME SHOW 2021 ONLINE (TGS2021 ONLINE: <https://tgs.cesa.or.jp/>). After serious screening of 286 applications, 80 game titles are selected and announced on September 1.

TGS2021 ONLINE also launches from September 6 the campaign "Guess the SOWN2021 Finalists!" in which game fans will send in their guess on who will be nominated as the eight finalists out of the 80 game developers of "Selected Exhibit." Developers of nominated game titles will compete in SENSE OF WONDER NIGHT 2021 ("SOWN2021"), a pitch contest where indie developers will present innovative game ideas. SOWN 2021 finalists will be announced on September 24 (Friday) and SOWN2021 will be streamed live on TGS2021 ONLINE from 11:00 a.m. on October 1 (Friday) in Japan Standard Time (JST).

These projects are co-sponsored by Sony Interactive Entertainment (SIE) and Nintendo.

### ■ Aim and Outline of Indie Game "Selected Exhibit" and SOWN

Indie games are gaining momentum around the world and new hit titles come out one after another. Indie Game "Selected Exhibit" and SENSE OF WONDER NIGHT (SOWN) are the projects to provide a platform for spotlighting on talented indie game developers and finding out unique game ideas that will catch people by surprise and give them a "Sense of Wonder"—a feeling that something will change in their world, right at the instant of first seeing or hearing about the concept.

With the sponsorship of SIE and Nintendo, TGS2021 ONLINE will continue to provide an opportunity for indie game developers to announce and introduce their new game titles and services online. The project received applications from a total of 286 titles from 50 countries and regions, and 80 titles are chosen after screening for the free exhibition scheme "Selected Exhibit". Independent game developers from around the world, regardless of their status as professionals or amateurs, corporations or individuals, will showcase their original game titles on TGS2021 ONLINE. The eight titles nominated from "Selected Exhibit" will participate in the pitch contest SOWN2021 where developers will present their innovative game ideas.

- Supported by: International Game Developers Association (IGDA) Japan Chapter
- Sponsored by : Sony Interactive Entertainment (SIE), Nintendo

## ■ About "SOWN2021 Finalist Forecast Campaign"



From September 6 (Monday to 23 (Thursday), TGS2021 ONLINE will run the campaign for game fans to guess the "SOWN2021 finalists" on the special page of TGS2021 ONLINE website. Voters can watch demonstration videos prepared by the exhibitors enrolled in the selection process and also play the trial versions of their games to guess which of the eight titles deserves the most as a finalist. Those who made a correct guess will have a chance to win either "PlayStation®5" or "TGS2021 ONLINE Official T-shirt".

How to Participate: Visit the "SOWN2021 Finalist Forecast Campaign" page on the TGS2021 ONLINE website at: URL <https://tgs.cesa.or.jp/en/sown/>

Period: From September 6 (Monday) to 23 (Thursday), 2021

Prize winners will be chosen by lottery after the SOWN finalists are announced. The prize will be sent to the winners by post and their names will not be announced publicly.

## ■ "Selected Exhibit" List

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[See the details on the separate sheet.](#)

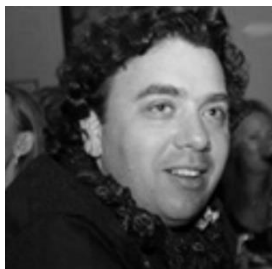
## ■ SOWN2021 Selection Committee Members

Selection will be taking place by the following "SENSE OF WONDER NIGHT" selection committee members.



**Kiyoshi SHIN**  
**Game Journalist**

As CSO of Thirdverse Co., Ltd., Mr.SHIN developed the VR sword fighting game "Sword of Garganture". Digital Hollywood University Associate Professor. His book "The Impact of VR Business "Virtual World" Creates Huge Money" (NHK Publishing).



**Juan Gril**  
**Founder, Gametapas**

Juan has designed and produced a successful mass market game for 20 years. Currently the founder of Gametapas. Previously, he was the founder of the successful casual game studio Joju Games. Working with both major media companies and game publishers for over 12 years developing over 50 games for PC, console and mobile platforms. Yahoo! He started his career in the late 90's when he was one of the former members of Games.



**Nobushige KOBAYASHI**  
**Tohoku Gakuin University**

International Game Developers Association (IGDA) Japan Dojin & Indie Game Subcommittee (SIG-INDIE). A company that solves the problems and solutions of the relationship between Japanese game voluntary production and the game industry. Doctorate from Tokyo Institute of Technology, according to a paper "Independent Production Culture as Key to Growth of the Game Industry" (full text is available online) that analyzes the issues and solutions of the relationship between Japanese independent game production and the game industry through social science. Academic) acquisition. In June 2020, published the book "Introduction to Digital Game Research" (Minerva Shobo). Specializes in media studies and cultural sociology.



**Isao KITAYAMA**  
**Kanagawa Electronics Research Laboratory [Doujin Circle] Circle representative, Game Planning, Programming**

KITAYAMA has launched Kanagawa Electronics Research Laboratory in 2002. Since presenting "I am the God of the Forest World" at SOWN in 2010, he has been a member of the SOWN selection committee since 2012. There are more than 20 works including "QUALIA", "Watashi Hajikan Wotomer" and "AGARTHA". Currently, he is creating real 3D games that applies LED cubes.



**Ramon Nafria**  
**Videogame Ninja: Trusiga**

In 1992, Naeval realized at the age of 12 when he started playing the game that it was the best medium to express himself. Since 1999, he has contributed to Spanish media such as Onez, Ociojoven, Anaitgames, Eurogamer, Videoshock and Vandal and produced games such as Nerlaska, Gameloft, Digital Legends, Abylight, U Play, Blit Software and A Crowd of Monsters since 2003. I've been Besides giving lectures on games at multiple universities, he is also active as a member of the Game Development Association.



**Takeshi TAKAHASHI**  
**NPO Ofufes**

TAKAHASHI has joined Koei Co., Ltd. in 1998. Engaged in "Shin Sangoku Musou 1-4". In 2008, transferred to Creatures Co., Ltd. and worked as a director of "Pokepark". In 2013, we acquired Oculus Rift DK1 with a kick starter and started the VR software development and VR software presentation OfuFes (now Japan VR Fest). In 2014, became independent as a VR specialist. In the same year, OcuFes became an NPO corporation. Since then, he has been actively working for the spread of VR in Japan and VR developers in the world.



**Kazunori KOMAGATA**  
**Director**  
**AURYN**

KOMAGATA left TSUKUMO in April 2021 and moved to AURYN Corp. Currently, he is developing the Vtuber business and planning and selling his favorite games, merchandising in collaboration with Vtuber, and PC peripherals. His favorite game genre is action games, and he especially likes dodd pictures and 2D exploratory games.



**Shuhei YOSHIDA**  
**Representative, Indie Initiative**  
**SONY Interactive Entertainment**

Yoshida joined Sony Corporation in 1986 and participated in the current SIE in February 1993. Since then, he has produced a number of software titles released for the "PlayStation" platform, and since 2008 he has been appointed to SIE Worldwide Studio President, the game production division. In charge of production of "God of War" and "Uncharted" series. In November 2019, he was appointed as the representative of the indie initiative that promotes indie games. He is also the key man who developed the PlayStation®RVR virtual reality system released in October 2016.

## ■「TOKYO GAME SHOW 2021 ONLINE」 Outline

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Event Name: TOKYO GAME SHOW 2021 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 30 (Thu.) – October 3 (Sun.), 2021

\*September 29(Wed.) will be online business matching ONLY.