



TGS2021 ONLINE 3rd Announcement

Organizer program speakers decided!

**Special talk: Hironobu SAKAGUCHI x Naoki YOSHIDA/
What the world really thinks of Japanese games/
Behind the scenes of "Game Streamer"**

Computer Entertainment Supplier's Association ("CESA", Chairman: Hideki Hayakawa) announced today speakers of the organizer program distributed at TOKYO GAME SHOW 2021 ONLINE ("TGS2021 ONLINE") which will be held from September 30 (Thursday) to October 3 (Sunday) and published it on the official website <<https://tgs.cesa.or.jp/>>.

The organizer program will be delivered at the first time of the morning of each day for 3 days from October 1st to 3rd. With the cooperation of domestic and overseas media partners, we will deliver a special program unique to the TOKYO GAME SHOW.

On October 1st (Friday), the world's largest game news site IGN will deliver "Ask IGN Global: What the world really thinks of Japanese games". Guests including Fumihiko Yasuda, who is executive officer of KOEI TECMO GAMES and brand manager of Team NINJA, will join IGN JAPAN Chief Editor Daniel Robson and editors of IGN editions around the world, from the United States to China, in a discussion of the charms of Japanese games and what it means to be original in the global market.

On Saturday, October 2nd, "Famitsu", one of Japan's leading game media, will coordinate. Hironobu Sakaguchi, who launched the "FINAL FANTASY" series, and Naoki Yoshida, the producer and director of "FINAL FANTASY XIV" and the producer of the latest series "FINAL FANTASY XVI" under development, will discuss the appeal and potential of RPGs.

On October 3rd (Sunday), the final day, with the cooperation of UUUM, to which many video creators who are active on YouTube etc. belong, the actual situation and production stage of video creators and game streamers, which are now the work that children long for. Introducing the back. Three popular creators will talk about the challenges and dreams of making "buzz" videos.

TGS2021 ONLINE is held under the theme of "We'll always have games." While daily life and activities are restricted, we will communicate the charm of games and what can be achieved only by games online and offline. Please continue to pay attention to TGS2021 ONLINE.

Newest and Updated Information Are Posted on TGS Official Website!

<https://tgs.cesa.or.jp/en/>

■ Organizer Program speakers announced !

● **October 1 (Fri.)** ※Japan Standard Time /UTC+9

10:00-10:50 IGN Japan Presents

Ask IGN Global: What the world really thinks of Japanese games

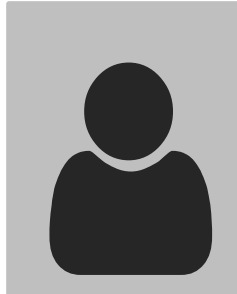
Japan has contributed many of the most iconic franchises in gaming history. But what do gamers around the world really think of Japanese games? This panel hosted by IGN JAPAN aims to answer that question. As the world's biggest videogame news site, IGN has editions in nearly 30 regions and 25 languages, so we'll ask editors in regions including the United States, China, Europe and Southeast Asia about the game scene in each part of the world, and the Japanese games that matter to them. Then we'll ask some of Japan's top game developers to respond. Don't miss it!



Fumihiko YASUDA

Executive Officer, Head of Team NINJA
KOEI TECMO GAMES

Fumihiko Yasuda is an Executive Officer and Team NINJA Brand Manager at Koei Tecmo Games. Born in 1982 in Fukuoka Prefecture, he graduated from the University of Tokyo, Department of English in 2005. Yasuda joined Tecmo in 2006 (which merged with Koei to become Koei Tecmo Games in 2010). After serving as a planner and director of the NINJA GAIDEN series, he worked as the director of Nioh and a producer/director of Nioh 2 before assuming his current position.



***To Be Announced**



Daniel ROBSON

Chief Editor
IGN JAPAN

Daniel Robson is the Chief Editor of IGN JAPAN. Born in England and a resident of Japan since 2006, Daniel has 20 years of experience in pop-culture media, along with a period as Community Manager at Sony Computer Entertainment's Japan Studio. In 2016, Daniel joined Japanese news leader Sankei Digital to launch IGN JAPAN, the Japanese-language edition of the world's biggest gaming media. Daniel enjoys a wide variety of games, and loves to discover hidden gems from around the world.



Aoi TATSUSE

Presenter/Narrator

Born into a generation that grew up with videogames, Aoi Tatsuse had an NES before she knew anything about anything. When her sister borrowed Dragon Quest III from a friend, Tatsuse became absorbed by it. Later, when she began working in the events industry, she realized that there were many videogame events too, and that is where she has worked ever since. Tatsuse has presented stage shows at many large-scale game events, including Tokyo Game Show and JAEPO.

●October 2 (Sat.) ※Japan Standard Time /UTC+9

9:00-9:50 Famitsu Presents

The Appeal and Potential of RPG

- Hironobu Sakaguchi and Naoki Yoshida / TGS2021 ONLINE Special Talk -

We are excited to have a special dialogue between Hironobu Sakaguchi, the creator of the "Final Fantasy" series and the creator of highly acclaimed "Fantasian," his latest title, and Naoki Yoshida, the producer/director of "Final Fantasy XIV" as well as the producer of "Final Fantasy XVI," the latest title in the series. They will discuss the appeal and the possibilities of RPG to their heart's content.

*Please note that no new information of "FF" series will be announced during the broadcast.



Hironobu SAKAGUCHI
MISTWALKER CORPORATION
CEO

Born in 1962. The creator of the "Final Fantasy" series. He has worked on numerous RPGs such as "Blue Dragon," "Lost Odyssey," and "Terra Battle." Since the establishment of Square (currently Square Enix), he has been in charge of the development department, and in 2004, he established the game production company Mistwalker. The latest work "FANTASIAN" is being distributed on Apple Arcade.



Naoki YOSHIDA
SQUARE ENIX Member of the Board
Producer & Director of FINAL FANTASY XIV
Producer of FINAL FANTASY XVI

Born in 1973. Joined Square Enix in 2005. He was the chief planner for "Dragon Quest X" and became the producer and director of "Final Fantasy XIV" in 2010. In charge of the development department as an executive officer since 2015. Appointed as a member of the board from 2018. Currently developing "FINAL FANTASY XVI" as a producer.



Moderator
Katsuhiko HAYASHI
KADOKAWA Game Linkage
Famitsu Group Representative

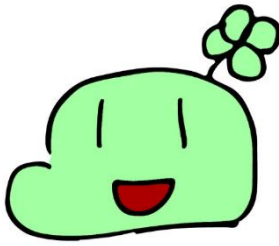
After working as the editor-in-chief of "Weekly Famitsu", became Famitsu Group Representative from April 2020. In the ever-evolving gaming industry, he aims to create time-leading services and content.

●October 3 (Sun.) ※Japan Standard Time /UTC+9

10:00-10:50 Is it really difficult to become a profession "game streamer"?

What is the daily life and behind the scenes of production?

In 2020 (according to JAPAN ASSOCIATION FOR FINANCIAL PLANNERS) ranking of elementary school students (boys)'s "professions they want to be in the future", the 5th place is related to game production, and the 6th place is YouTuber, which is very popular with "game industry x influencer". Game streamers have a great influence on Generation Z. What is the daily life and production site of the game streamer who is longing for it? Popular game streamers will deliver the difficulty, fun, and rewardingness of making videos in a crosstalk format.



nobamangames

Popular game streamer from a unique perspective

<https://www.youtube.com/channel/UCTW2tw0Mhho72MojB1L48IQ>

A game streamer who verifies things that interest nobamangames from his own perspective, focusing on simulation games. Not limited to live-action games, he is active in a wide range of activities such as live-action videos and gadget introductions.



CLAY

The love for baseball is No.1! Multi-game streamer

<https://www.youtube.com/channel/UCjmrGPZmMDbyBZLlIXsUTsA>

Specialist in baseball games such as Prospi A. In addition, CLAY post live-action videos of various games and live-action videos of baseball every day. We will continue to challenge a wide variety of things! Aim, the top creator of baseball multiplayer! Please pay attention not only to the outstanding visuals, but also to the high editing skills and talk skills.



koala'sgameshow

Evil and heretical dirty gamer

https://www.youtube.com/channel/UCgb_MEmmOzvbS4wUhJembig

V-kei game live streamer. A newborn maverick who appeared in the game industry. A game streamer who has a reputation for talking with sharp thrusts and editing at a good tempo, and provides viewers with laughter surprises! He also has a face as a game collector, and mainly collects game software and game-related goods.



MC

Shohei TAGUCHI

Born in Yokohama City, Kanagawa Prefecture. Former TV TOKYO announcer. Reputed to be "the best nerd in the announcer," he has been active as an "e-sports caster" (a live announcer for e-sports events) even during the bureau announcer era.

■「TOKYO GAME SHOW 2021 ONLINE」 Outline

Event Name : TOKYO GAME SHOW 2021 ONLINE

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

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.