

Press Release

April 28, 2022

Computer Entertainment Supplier's Association

Indie Game Project Sponsors Announced!

Sony Interactive Entertainment, Nintendo, Kodansha Game Creators' Lab, iGi indie Game incubator and ELSA Japan

to Support Exhibition of Indie Game Developers!

Now accepting entries from indie game developers to showcase for free at “Selected Exhibit”!

TOKYO GAME SHOW 2022 (TGS2022), to be held physically at Makuhari Messe from September 15 (Thursday) to September 18 (Sunday), is now accepting entries to free exhibition slots under the Selected Exhibit feature specifically open for indie game developers. Entries are accepted until May 27 (Friday), 2022.

We proudly announce that our sponsors* to support indie game developers participating in Selected Exhibit and other related projects are: Sony Interactive Entertainment, Nintendo, Kodansha Game Creators' Lab, iGi indie Game incubator and ELSA Japan (Application acceptance order).

*TGS2022 offers Platinum, Gold and Device Sponsorship plans depending on the content of sponsorship.

<Platinum Sponsors> *Application acceptance order



<Gold Sponsor>



<Device Sponsor>



TGS has set up the Indie Game Area since 2013 with the aim of letting the world know about the attractiveness and possibilities of indie games while promoting exhibition support projects for talented indie game developers including individuals.

In addition to the Selected Exhibit feature and with the support of our sponsors, this year's TGS will host the game idea pitch contest “SENSE OF WONDER NIGHT(SOWN)”, introduce exhibited game titles through the official website and pre-event streams, and run the campaign to vote for the best indie games, along with other projects.

Through partnerships with our sponsors, TGS2022 will offer exciting opportunities to cast spotlight on indie games, a treasure trove of unique ideas. Don't miss to join us.

- **Now accepting entries for Indie Game “Selected Exhibit” (by Friday, May 27)**

Any indie game developers, whether professional, amateur, individuals or corporations, can apply for Selected Exhibit, a free exhibition project in Indie Game Area of TGS2022, as long as they meet the qualification requirements. Eighty game titles are planned to be selected for exhibition after going through a screening process.

(For more information, visit : <https://expo.nikkeibp.co.jp/tgs/2022/en/exhibitor/indie.html>)

- **Eight works from Selected Exhibit entries will be nominated as SOWN2022 finalists!**

Among 80 game titles chosen for Indie Game Selected Exhibit, TGS2022 will further nominate eight titles created with outstanding ideas. The developers of these eight works will have an opportunity to present their products as finalists (speakers) at the game idea pitch contest SENSE OF WONDER NIGHT 2022 (SOWN2022) to be held during TGS2022. SOWN2022 will be streamed live with simultaneous Japanese/English interpretation, and the Grand Prix and other award winners will be announced by judges at the Event. The winners will receive USD3,000 for the Grand Prix and USD500 for other awards.

Bringing together various game titles, peripherals and services under one roof regardless of platforms and genres, TGS2022 is a place to find new business opportunities. Don't miss this project serving as a gateway to success for indie game developers.

*SENSE OF WONDER NIGHT (SOWN) is a presentation opportunity for outstanding game ideas that evoke a *sense of wonder*, a sensation that will catch people by surprise and a feeling that something will change in their world. Speakers are selected from the Indie Game Selected Exhibit entries. SOWN2022 is planned to be held on September 16 (Friday), the Day 2 of TGS2022.

*These projects supporting indie game developers are held in cooperation with International Game Developers Association Japan (IDGA Japan; Chairman: Katsuki Takahashi.)

■ **Indie Game “Selected Exhibit” Entry Requirements**

Event Name: Indie Game “Selected Exhibit”

*Indie Game Area also offers exhibition plans with fees (for commercial exhibitors only.)
For details, please see “To Exhibit” on the TGS2022 official website.

Dates: September 15 (Thursday) – September 18 (Sunday), 2022

Sponsors: <Platinum Sponsors> *Application acceptance order

Sony Interactive Entertainment, Nintendo, Kodansha Game Creators' Lab

<Gold Sponsor>

iGi indie Game incubator

<Device Sponsor>

ELSA Japan

Exhibition Method: In-person exhibition (Makuhari Messe)

Exhibition Fee: Free of charge

How to apply: Please fill in and submit the necessary information on the Indie Game “Selected Exhibit”

Entry Form at: URL : <https://expo.nikkeibp.co.jp/tgs/2022/en/exhibitor/indie.html>

Application Closing Date: by 24:00, May 27 (Friday), 2022 *Japan Standard Time (JST)

Selection: 80 titles will be selected by judges

Schedule: <1> Notification of acceptance or rejection for “Selected Exhibit”: Around late June, 2022

*Applicants who are not accepted can still apply for the fee-based exhibition plan (commercial exhibitors only.)

*Applicants who plan to exhibit with either free or fee-based plan are requested to apply for the fee-based plan after finding out that the application for Selected Exhibit has been rejected.

<2> Notification of acceptance to the SOWN finalists: Around late July, 2022

Note: Eight outstanding works chosen from “Selected Exhibit” entries will be nominated as the finalists of SOWN2022

- Eligible organization or individual
 - Annual sales requirement:
 - Corporate entity with annual sales of USD500,000/JPY50 million or less
 - Individual with annual sales of USD100,000/JPY10 million or less
 - Corporate entity needs to be financially independent to exhibit under the Indie Game category (for example, it is not capitalized by a major game company.)
- Eligible works
 - A completely original game (Derivative content cannot be exhibited regardless of whether or not it is licensed.)
 - Created for a platform for which an applicant has the right to develop.
 - Work that complies with the CESA Code of Ethics and the CERO Code of Ethics and does not fall under any of the following items:
 - 1) Work including an expression that conflicts with or that may conflict with Attached Appendix 3 "Banned Expressions" of the CERO Code of Ethics
<http://www.cero.gr.jp/en/publics/index/18/>
 - 2) Work that is rated under the "Z" category by CERO censorship or may include an expression equivalent to the "Z" category
 - 3) Work that is already released overseas and rated under the "17+" (MATURE) category by an overseas censorship body (e.g. ESRB).
 - 4) Work that is planned to be released overseas, and may be rated under the "17+" (MATURE) category by an overseas censorship body (e.g., ESRB) (Work including intensive violence that cannot be regarded as equivalent to the 13+ TEEN category)
- Notes for Presentation at SOWN2022
 - SOWN2022 speakers should be exhibitors of Indie Game Selected Exhibit.
 - Each speaker will be given a 10 minute-presentation time. The speaker is asked to present or demonstrate the features of their game to the audience within a given time (provided with simultaneous Japanese-English interpretation service.)
 - Presentation will take place at the official program streaming studio of Makuhari Messe.
- For inquiries (by email only) about Indie Game Selected Exhibit:
indiegame@eventinfo.tokyo

■Outline of SENSE OF WONDER NIGHT 2022 (SOWN2022)

Date: 4:00 p.m.-6:00 p.m., September 16 (Friday), 2022 *JST

Streaming Method: Simultaneous streaming via YouTube Live, Twitter, niconico, Twitch, HUYA and other Chinese video platforms

Venue: Official program streaming studio at Makuhari Messe (Mihamaku, Chiba City)

Prize Money: Grand Prix (Audience Award Grand Prix) 3,000 USD

Other awards (Audience Award Semi-Grand Prix, etc.) 500 USD


 The logo consists of a vertical red bar on the left and the text "SENSE OF WONDER NIGHT 2022" in a red, sans-serif font to its right. The "O" in "OF" and the "O" in "NIGHT" are replaced by small red squares.

SENSE
OF
WONDER
NIGHT
2022

■TOKYO GAME SHOW 2022 Outline

Event Title: TOKYO GAME SHOW 2022

Organizer: Computer Entertainment Supplier's Association (CESA)

Co-Organizers: Nikkei Business Publications, Inc., Dentsu, Inc.

Sponsor: Ministry of Economy, Trade and Industry (TBC)

Dates & Times: September 15 (Thursday), 2022 Business Day 10:00 a.m. - 5:00 p.m.

September 16 (Friday), 2022 Business Day 10:00 a.m. - 6:00 p.m.

*General admission on Sep. 16 (Fri.) will be open between 2:00-6:00 p.m.

September 17 (Saturday), 2022 Public Day 10:00 a.m. - 6:00 p.m.

September 18 (Sunday), 2022 Public Day 10:00 a.m. - 6:00 p.m.

*Doors may open at 9:30 a.m. on Public Days depending on circumstances.

Venue: Makuhari Messe (Mihamachi, Chiba City, Chiba Prefecture)

Exhibition Halls 1 to 8 / International Conference Hall

Expected Number of Visitors: 150,000

*Elementary school students or younger children are not allowed for admission this year.

Expected Number of Booths: 1,500

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