

Press Release

August 16, 2022

Computer Entertainment Supplier's Association

**This year's setting features a "DUNGEON"!
Announcement of Participating Companies
for TOKYO GAME SHOW VR 2022
Numerous companies participating for the first time!
Offering an upgraded Metaverse experience!**

The Computer Entertainment Supplier's Association (Abbreviated name: CESA; Chairman: Hideki Hayakawa) has announced that the virtual venue TOKYO GAME SHOW VR 2022 (Abbreviated name: TGSVR2022) will take hold at TOKYO GAME SHOW 2022 (Abbreviated name: TGS2022 <<https://tgs.cesa.or.jp/en>>) during a four-day period from September 15 (Thursday) to September 18 (Sunday), 2022, JST. The setting for this year's event will be "DUNGEON," where visitors can enjoy the VR space with an even greater sense of adventure. We are pleased to announce the participating companies that will be present at TGSVR2022, which will include not only companies from the gaming industry but also companies from industries and sectors that have not previously been part of this event.

■ An even better TGSVR this year for TGS's second-ever virtual event

Following last year's event, which showcased the use of a virtual venue for the very first time, this year's event will feature TOKYO GAME SHOW VR 2022, a virtual venue that will bring joy and excitement to game fans around the world. Together, we hope to create a festive atmosphere in which game fans can gather remotely, interact with each other, and enjoy themselves, an experience that can only be held in the Metaverse.

As with last year, admission to the event is free. We hope you will invite your friends and join us at the event from your home on your PC or VR devices.



TOKYO GAME SHOW 2022: <https://tgs.cesa.or.jp/en>

<General inquiries from the press>

TOKYO GAME SHOW PR Team (within AZ.WORLDCOM JAPAN) E-mail: tgs2022press@azw.co.jp

- Highly positive reception of TGS’s inaugural virtual event last year

For the first time in the history of TOKYO GAME SHOW, last year’s event utilized a massive virtual venue to offer a novel and interactive way for participants to enjoy the virtual exhibition with a focus on making connections. Although that was TGS’s first-ever virtual event, it successfully drew approximately 210,000 visitors in total, with each user spending around 27 minutes at the venue on average. According to the results of the survey conducted among visitors, more than 90% of respondents were satisfied with the event and over 98% expressed their intention to participate again, a strong indication of the high expectations for this year’s event based on the feedback received.



Click [here](#) to watch the movie recorded at TGSVR2021.

- The venue for TGSVR2022

Feedback gathered from users and participating companies last year has been incorporated into this year’s event to offer an even more refreshing VR-based experience of TGS.

In addition to the excitement and potential for chance encounters offered by physical events in the past, we hope to take advantage of the added values of efficiency and remote participation made possible by online events while incorporating even more virtual productions and features to create new ways for participants to enjoy the event.

The setting for this year’s event will be “DUNGEON,” a familiar motif in video games and a place where visitors can expect to take part in thrilling adventures. Unlike a typical exhibition event, we hope to deliver an experience that is only possible in the virtual world, where the game show itself can be enjoyed in the same way as a game.

By introducing new features that were not available last year, the world view and experience of “diving into the unknown and going on an adventure” will be amplified.

In addition to companies from the gaming industry, promotion sponsors and apparel sponsors will also be participating in TGSVR for the first time to make this virtual space even better and more exciting than last year’s.

■ List of participating companies (Japanese syllabary order)

Exhibitors

ImaCreate / Cover / CAPCOM / Ministry of the Environment / CharacterBank / Gugenka / KOEI
TECMO GAMES / KOJIMA PRODUCTIONS / KONAMI / Survios, Inc. / SQUARE ENIX / SEGA/ATLUS
/ DYSCHRONIA: Chronos Alternate / VARK / BANDAI NAMCO Entertainment / Pole To Win / Magic:
The Gathering / Metaani

VR Sponsor

ZONe ENERGY / Boat Race Promotion Association / UCC

VR Apparel Sponsor

Ralph Lauren

■ Launch of the official website

The official website for this year's event has been launched today. The website will be updated with more details closer to the event, so feel free to take a look.

URL: <https://tgsvr.com/>

The latest information will also be disseminated through the official Twitter account of TOKYO GAME SHOW.

URL: https://twitter.com/tokyo_game_show

■ Overview of TOKYO GAME SHOW VR 2022

Name: TOKYO GAME SHOW VR 2022

<https://tgsvr.com/>

Organizer: Computer Entertainment Supplier's Association (CESA)

Co-sponsors: Nikkei Business Publications, Inc.; DENTSU INC.

Event period: September 15 (Thursday) to September 18 (Sunday), 2022, JST

Admission: Free

Participation method: Windows, Meta Quest 2 (App Lab/Link feature), Oculus Rift/Rift S, HTC Vive/Vive Pro series, Valve Index *also supported on Windows PC alone