



TOKYO GAME SHOW 2022 Flash Report !

Real Venue Attracted 138,192 Visitors in Total

“Nothing Stops Gaming”

TOKYO GAME SHOW 2022 (TGS2022), held in a hybrid of virtual and in-person from September 15 (Thu.) to 18 (Sun.), attracted a total of 138,192 visitors to the real venue at Makuhari Messe during the four-day event. **The total viewers of official online streaming programs and total visitors to TOKYO GAME SHOW VR 2022, among other data, will be announced at a later date.**

Comparison of total visitors by year (Figures for TGS 2020 and 2021 are excluded since they were entirely virtual events.)

2022		2019	2018
Sep. 15 (Thu.) Business Day	23,051 people	Sep. 12 (Thu.)	Sep. 20 (Thu.)
		33,465 people	31,961 people
Sep. 16 (Fri.) Business Day	21,066 people	Sep. 13 (Fri.)	Sep.21 (Fri.)
		34,977 people	36,356 people
General Visitors (after 2:00 p.m.)	6,548 people		
Sep. 17 (Sat.) Public Day	47,236 people	Sep. 14 (Sat.)	Sep. 22 (Sat.)
		91,301 people	107,310 people
Sep. 18 (Sun.) Public Day	40,291 people	Sep. 15 (Sun.)	Sep. 23 (Sun.)
		102,333 people	123,063 people
Total	138,192 people	262,076 people	298,690 people

Under the theme of “Nothing Stops Gaming,” TGS2022 was held in a hybrid of virtual and in-person while implementing COVID-19 prevention measures. With the real (in-person) venue returning for the first time in three years, 605 companies and organizations from 37 countries and regions exhibited their latest products. The real venue showcased new game titles covering a wide range of genres for the latest game hardware and various platforms while also displaying related products, services, and merchandise in all varieties and types, reflecting the growing game industry.

Business visitors were also actively finding new opportunities, with 1,695 meetings taking place via TGS Business Matching System.

A total of 37 online streaming programs, including keynote speeches, the Japan Game Awards ceremony announcing each category winner, and exhibitor programs, were viewable on TGS’s official YouTube, Twitter, and Twitch accounts and online platforms such as niconico and Steam’s TGS Special Venue. These programs were also distributed with DouYu, bilibili, and HUYA for Chinese viewers and the world’s largest game media IGN for US and European viewers.

Moreover, many game fans visited TOKYO GAME SHOW VR 2022, the virtual reality gaming venue held for the second year.

TOKYO GAME SHOW 2023 is scheduled to be held from September 21 (Thu) to 24 (Sun) next year, with the real venue again at Makuhari Messe. Stay tuned for the ever-progressing TGS.