

Tokyo Game Show 2023 Main Visual Unveiled! Embodying This Year's Theme, “Games in motion, the world in revolution”

Register to exhibit by Friday, May 26

The Computer Entertainment Supplier's Association (CESA, Chairman: Hideki Hayakawa) has unveiled the main visual for TOKYO GAME SHOW 2023 (TGS2023) held jointly with Nikkei Business Publications, Inc. and DENTSU, Inc.

■ TGS2023 Main Visual Unveiled

The TGS2023 main visual work expresses this year's theme, “Games in motion, the world in revolution.” Illustrator Kukka created the work for TGS for four consecutive years. The main visual will appear in various scenes as the symbol of TGS2023. Please look forward to it!



●Kukka comments on the main visual

We play games sometimes as a way to relax and sometimes to escape from reality. Based on this year's theme, I drew game characters reaching their arms to our physical world, with a composition as if you were drawn into the world of games. I tried to create the work to feel a lot of vibe and actions. More than anything, I wanted to feel a fun atmosphere there, so I used vivid colors and played with iconic game items such as explosions and other special effects!



●Kukka | Biography

Kukka was born in 1995 in the Goto islands of Nagasaki Prefecture. Its major works include character design for the movie *Natsu no Tunnel Sayonara no Deguchi*. In the music field, Kukka created illustrations for CD covers of After the Rain, the EP cover of *Bokurano* by Eve, among other musicians, and animation for the music video *Gunjo Sanka* by Eve. Kukka actively releases creative illustrations expressing its unique worldview under various themes as a personal project. Its collection of artworks, *KUKKA*, is published from KADOKAWA in Japan, and its Chinese version is also on sale.

■ Register now to exhibit in TGS2023, Deadline is reaching <by May 26 (Fri.)>

TGS2023 is accepting registrations from prospective exhibitors until May 26 (Fri.), which is just one week away. For the first time in four years, TGS will take up the entire Makuhari Messe halls for the physical exhibition, and the admission of elementary school students and younger, which was not possible last year, will open, as well as the cosplay area. In addition, we will further strengthen the virtual venue (TGSVR) and online projects to realize the largest-ever hybrid event. Don't miss TGS2023! For more details, please visit:

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

■ Register now to exhibit in TGSVR2023, Deadline is reaching <by May 26 (Fri.)>

The virtual venue "TOKYO GAME SHOW VR 2023" (TGSVR2023) is also accepting registrations from prospective exhibitors by May 26 (Fri.) In addition to the four days, same as the real-venue exhibition, TGSVR2023 will be held until October 1st (Sun), one week longer than the in-person event. For more details, please visit:

- TGSVR2023: <https://events.nikkeibp.co.jp/tgs/2023/en/exhibitor/tgsvr2023/>

[Exhibitor Registration Schedule]

Exhibition Registration Deadline: May 26 (Friday), 2023

***In-person and online exhibitions, TGSVR2023**

Booth Location Meeting (in-person exhibitors):

June 12 (Mon.), 2023...For exhibitors applied for 40 units or more (island booth)

July 4 (Tue.), 2023 ...For exhibitors applied for fewer than 40 units (linear booth)

Exhibitor Briefing: July 4 (Tue.), 2023

■ TOKYO GAME SHOW 2023 Exhibition Outline

- Event Title: TOKYO GAME SHOW 2023
Organizer: Computer Entertainment Supplier's Association (CESA)
Co-Organizers: Nikkei Business Publications, Inc., DENTSU, Inc.
Dates & Times: Business Day: September 21 (Thu.) and 22 (Fri.), 2023, 10:00 a.m. - 5:00 p.m.
Public Day: September 23 (Sat.) and 24 (Sun.), 2023, 10:00 a.m. - 5:00 p.m.
*Doors may open at 9:30 a.m. on Public Days, depending on circumstances.
Venue: Makuhari Messe (Mihama-ku, Chiba City, Chiba Prefecture)
Exhibition Halls 1 to 11 / International Conference Hall / Event Hall
Expected Number of Visitors: 200,000
Expected Number of Booths: 2,000
Official Website: <https://tgs.cesa.or.jp/en/>