



# Indie game developers compete for experimental, creative, game design and ideas! SENSE OF WONDER NIGHT 2021 8 finalists selected

Computer Entertainment Supplier's Association (CESA, Chairman: Hideki Hayakawa) has decided on eight finalists for the pitch contest "SENSE OF WONDER NIGHT 2021 (SOWN2021)" for indie game developers to be held at TOKYO GAME SHOW 2021 ONLINE (September 30 - October 3 / "TGS2021 ONLINE"). It was announced on the official website < <https://tgs.cesa.or.jp/en/> >.

SOWN2021(<https://tgs.cesa.or.jp/en/sown/>) throws spotlights on game developers to draw wellspring of ideas which may stir the static concept of the game. In other words, SOWN2021 will find out the game ideas causing "SENSE OF WONDER". To make such unique ideas widely known, SOWN would provide a presentation opportunity for indie game developers with unique ideas at TOKYO GAME SHOW. SOWN2021 commemorates the 14th anniversary with internationally increasing applications.

From the 80 works of the TGS2021 ONLINE indie game "Selected Exhibit", the judges selected 8 finalists who will advance to the SOWN2021. Two works from Japan, two works from Israel, and one work each from Belgium, Canada, India, and the Netherlands were selected.

These projects are co-sponsored by Sony Interactive Entertainment (SIE) and Nintendo.

## ■ Aim and Outline of Indie Game "Selected Exhibit" and SOWN

Indie games are gaining momentum around the world and new hit titles come out one after another. Indie Game "Selected Exhibit" and SENSE OF WONDER NIGHT (SOWN) are the projects to provide a platform for spotlighting on talented indie game developers and finding out unique game ideas that will catch people by surprise and give them a "Sense of Wonder"—a feeling that something will change in their world, right at the instant of first seeing or hearing about the concept.

With the sponsorship of SIE and Nintendo, TGS2021 ONLINE will continue to provide an opportunity for indie game developers to announce and introduce their new game titles and services online. The project received applications from a total of 286 titles from 50 countries and regions, and 80 titles are chosen after screening for the free exhibition scheme "Selected Exhibit". Indie game developers from around the world will showcase their original game titles on TGS2021 ONLINE. The eight titles nominated from "Selected Exhibit" will participate in the pitch contest SOWN2021 where developers will present their innovative game ideas.

- Supported by: International Game Developers Association (IGDA) Japan Chapter
- Sponsored by : Sony Interactive Entertainment (SIE), Nintendo

## ■ 8 finalists selected!

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The finalists of SOWN2021 have been decided as shown in the table below. Finalists will present their work at the SOWN2021 to be held from 11:00 on October 1st (Friday). The judges will judge the content and decide on each award such as "Audience Award GP" and "Best Game Design Award". The SOWN2021 will be streamed live, so please take a look.

Finalist	Title	Country/Region	Movie	Website
<b>Clever Plays Studio</b>	Operation: Tango	Canada	<a href="https://youtu.be/49XW_-9uBBw">https://youtu.be/49XW_-9uBBw</a>	<a href="http://www.operation-tango.com/">http://www.operation-tango.com/</a>
<b>KATAKOTO</b>	SOUND OF HIDE	Japan	<a href="https://youtu.be/Kr1BulpL340">https://youtu.be/Kr1BulpL340</a>	<a href="https://katakoto.tokyo/product/kakurenbo-no-oto/">https://katakoto.tokyo/product/kakurenbo-no-oto/</a>
<b>Kingblade Games</b>	Do Not Buy This Game	Israel	<a href="https://youtu.be/2jZLx6IQELQ">https://youtu.be/2jZLx6IQELQ</a>	<a href="https://www.donotbuythisgame.com/">https://www.donotbuythisgame.com/</a>
<b>Lo-Fi People</b>	Blind Drive	Israel	<a href="https://youtu.be/Bed9Z5oewf8">https://youtu.be/Bed9Z5oewf8</a>	<a href="https://blinddrivegame.com/">https://blinddrivegame.com/</a>
<b>Multiverse Narratives</b>	Eloquence	Netherlands	<a href="https://youtu.be/UEhLOCGCeb0">https://youtu.be/UEhLOCGCeb0</a>	<a href="http://eloquencegame.com">http://eloquencegame.com</a>
<b>Playbae</b>	In My Shadow	India	<a href="https://youtu.be/ki0XUyIlrE0">https://youtu.be/ki0XUyIlrE0</a>	<a href="https://inmyshadow.com">https://inmyshadow.com</a>
<b>Soramame Games</b>	Somewhere, elsewhere	Japan	<a href="https://youtu.be/RWffP0aS0Y0">https://youtu.be/RWffP0aS0Y0</a>	<a href="https://soramamegames.wixsite.com/labyrinth">https://soramamegames.wixsite.com/labyrinth</a>
<b>Thomas Waterzooi</b>	Please, Touch The Artwork	Belgium	<a href="https://youtu.be/sjk7ubd51bM">https://youtu.be/sjk7ubd51bM</a>	<a href="http://www.studiowaterzooi.com/">http://www.studiowaterzooi.com/</a>

### "Sense of Wonder Night 2021 (SOWN2021)" delivery schedule

○**Date and time:** Friday, October 1, 2021 from 11:00 to 12:50 (JST)

○**Viewing method:** We will inform you on the following page of TGS2021 ONLINE. It is delivered in 2 languages (Japanese and English).

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

## ■ "Selected Exhibit" List

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[See the details on the separate sheet.](#)

## ■ SOWN2021 Selection Committee Members

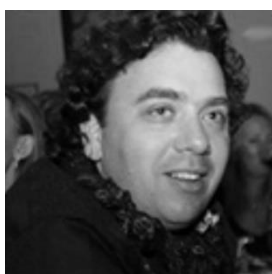
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Selection will be taking place by the following "SENSE OF WONDER NIGHT" selection committee members.



**Kiyoshi SHIN**  
**Game Journalist**

As CSO of Thirdverse Co., Ltd., Mr.SHIN developed the VR sword fighting game "Sword of Garganture". Digital Hollywood University Associate Professor. His book "The Impact of VR Business "Virtual World" Creates Huge Money" (NHK Publishing).



**Juan Gril**  
**Founder, Gametapas**

Juan has designed and produced a successful mass market game for 20 years. Currently the founder of Gametapas. Previously, he was the founder of the successful casual game studio Joju Games. Working with both major media companies and game publishers for over 12 years developing over 50 games for PC, console and mobile platforms. Yahoo! He started his career in the late 90's when he was one of the former members of Games.



**Nobushige KOBAYASHI**  
**Tohoku Gakuin University**

International Game Developers Association (IGDA) Japan Dojin & Indie Game Subcommittee (SIG-INDIE). A company that solves the problems and solutions of the relationship between Japanese game voluntary production and the game industry. Doctorate from Tokyo Institute of Technology, according to a paper "Independent Production Culture as Key to Growth of the Game Industry" (full text is available online) that analyzes the issues and solutions of the relationship between Japanese independent game production and the game industry through social science. Academic) acquisition. In June 2020, published the book "Introduction to Digital Game Research" (Minerva Shobo). Specializes in media studies and cultural sociology.



**Isao KITAYAMA**  
**Kanagawa Electronics Research Laboratory [Doujin Circle] Circle representative, Game Planning, Programming**

KITAYAMA has launched Kanagawa Electronics Research Laboratory in 2002. Since presenting "I am the God of the Forest World" at SOWN in 2010, he has been a member of the SOWN selection committee since 2012. There are more than 20 works including "QUALIA", "Watashi Hajikan Wotomer" and "AGARTHA". Currently, he is creating real 3D games that applies LED cubes.



**Ramon Nafria**  
**Videogame Ninja: Trusiga**

In 1992, Naeval realized at the age of 12 when he started playing the game that it was the best medium to express himself. Since 1999, he has contributed to Spanish media such as Onez, Ociojoven, Anaitgames, Eurogamer, Videoshock and Vandal and produced games such as Nerlaska, Gameloft, Digital Legends, Abylight, U Play, Blit Software and A Crowd of Monsters since 2003. I've been Besides giving lectures on games at multiple universities, he is also active as a member of the Game Development Association.



**Takeshi TAKAHASHI**

**NPO Ofufes**

TAKAHASHI has joined Koei Co., Ltd. in 1998. Engaged in "Shin Sangoku Musou 1-4". In 2008, transferred to Creatures Co., Ltd. and worked as a director of "Pokepark". In 2013, we acquired Oculus Rift DK1 with a kick starter and started the VR software development and VR software presentation OfuFes (now Japan VR Fest). In 2014, became independent as a VR specialist. In the same year, OcuFes became an NPO corporation. Since then, he has been actively working for the spread of VR in Japan and VR developers in the world.



**Kazunori KOMAGATA**

**Director**

**AURYN**

KOMAGATA left TSUKUMO in April 2021 and moved to AURYN Corp. Currently, he is developing the Vtuber business and planning and selling his favorite games, merchandising in collaboration with Vtuber, and PC peripherals. His favorite game genre is action games, and he especially likes dodd pictures and 2D exploratory games.



**Shuhei YOSHIDA**

**Sony Interactive Entertainment**

**Head of Indies Initiative**

Yoshida joined Sony Corporation in 1986, and joined the current SIE in February 1993. Since then, he has produced a number of software titles for the "PlayStation" platform, and in 2008 he was appointed President of SIE Worldwide Studios, the game production division of SIE. Yoshida has overseen development of franchises such as "God of War" and the "Uncharted" series. In Nov. 2019, Yoshida became the Head of Indies Initiative to promote indie games. He was also the key person during the development of the "PlayStation VR" virtual reality system, which was released in October 2016.

## ■「TOKYO GAME SHOW 2021 ONLINE」 Outline

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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.