



Indie game developers compete for experimental, creative, game design and ideas!

SENSE OF WONDER NIGHT 2021

Announcement of Award Winners



TOKYO GAME SHOW 2021 ONLINE held a pitch contest "SENSE OF WONDER NIGHT 2021 (SOWN2021)" for indie game developers today. Eight finalists attended the presentation, and as a result of the examination, the award-winning works were decided.

Blind Drive (Finalist Name: Lo-Fi People) , which entered from Israel, was selected for the Audience Award GP, which is the highest award. Selection Committee Member commented as follows the judges said, "While starting with one idea such as driving in the blind, scenario development of various situations is prepared, the depth of the game is well designed, and I felt that it was a wonderful title. I think that the sophisticated sense of wonder element was highly appreciated by the audience." The following titles have been selected for other awards. Winners of the Audience Award GP will receive a prize of US \$ 3,000, and each prize winner will receive US \$ 500.

「SENSE OF WONDER NIGHT 2021」 Award Winners

Award	Finalist	Title	Country/Region
Audience Award GP	Lo-Fi People	Blind Drive	Israel
Best Experimental Game Award	Lo-Fi People	Blind Drive	Israel
Best Technological Game Award	KATAKOTO	SOUND OF HIDE	Japan
Best Game Design Award	Clever Plays Studio	Operation: Tango	Canada
Best Arts Award	Thomas Waterzooi	Please, Touch The Artwork	Belgium
Best Presentation Award	Kingblade Games	Do Not Buy This Game	Israel

■「SENSE OF WONDER NIGHT 2021 (SOWN2021)」 Outline

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.

From the 80 exhibitors of the TGS2021 ONLINE indie game "Selected Exhibit", the judges selected 8 finalists who will advance to the SOWN2021. The finalists of SOWN2021 present their work at the SOWN2021.

- **Date and time:** Friday, October 1, 2021 from 11:00 to 12:50 (JST)
- **Viewing method:** We inform you on the following page of TGS2021 ONLINE. It was delivered in 2 languages (Japanese and English).
https://www.youtube.com/watch?v=QvH1JkCGjnk&list=PLfuGgcBbCkUeU2WiyJV3caI3x8VBWS_ZO&index=30
- **Supported by:** International Game Developers Association (IGDA) Japan Chapter
- **Sponsored by :** Sony Interactive Entertainment (SIE), Nintendo

■ 8 finalists List

[See the details on the official Web.](#)

■ Selection Committee Members

Kiyoshi SHIN	Game Journalist
Juan Gril	Founder, Gametapas
Nobushige KOBAYASHI	Tohoku Gakuin University
Isao KITAYAMA	Kanagawa Electronics Research Laboratory [Doujin Circle] Circle representative, Game Planning, Programming
Ramon Nafria	Videogame Ninja: Trusiga
Takeshi TAKAHASHI	NPO Ofufes
Kazunori KOMAGATA	Director, AURYN
Shuhei YOSHIDA	Sony Interactive Entertainment Head of Indies Initiative

■「TOKYO GAME SHOW 2021 ONLINE」 Outline

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.