



[TGS2024]

Gateway to Success for Indie Game Developers

SENSE OF WONDER NIGHT 2024 Winners Announced!

Grand Prix is "Esophaguys"

Esophaguys Teams (United States of America)

NEKOUP's " RAP OJISAN " (Japan),
 Optillusion Games' "While Waiting" (USA), and Explosive Disposal Team's
 "Pia" (Republic of Korea) Received POCKY Awards!

Computer Entertainment Supplier's Association (CESA; Chairperson: Haruhiro Tsujimoto) has held a pitch contest for indie game developers, "SENSE OF WONDER NIGHT 2024 (SOWN2024)", at TOKYO GAME SHOW 2024. After presentations from eight finalists, the winning works were selected through a screening process.

The finalist " Esophaguys " from United States of America has won the Audience Award Grand Prix, the highest award. Additionally, "Esophaguys" created by Esophaguys Teams from USA, has been selected for the Audience Award Semi-Grand Prix. Furthermore, the following awards were given: Best Technological Game Award, Best Arts Award, Best Experimental Game Award, Best Game Design Award, and Best Presentation Award. The winner of the Audience Award Grand Prix, Esophaguys Teams, received a cash prize of US\$3,000, while each award winner received US\$500.

List of SENSE OF WONDER NIGHT 2024 Winners

Award	Finalist	Title	Country/Region	Introduction Movie
	Attracture	ANLIFE: Motion-Learning Life Evolution	Japan	https://www.youtube.com/watch?v=aBJWa7MKmo0
★ Audience Award Grand Prix	Esophaguys Team	Esophaguys	U.S.A.	https://www.youtube.com/watch?v=Y3uyTLupKQ4
★ Best Presentation Award	DOI Nobuhiro	HoooPizza	Japan	https://www.youtube.com/watch?v=wuNtWc1rSg
	Nao Games	Last Standing	Japan	https://www.youtube.com/watch?v=OkHUUpEYUlw
★ Best Game Design Award	Somi	No Case Should Remain Unsolved	Republic of Korea	https://www.youtube.com/watch?v=2uyOgnv-v5E
	Springloaded	Let's Build a Dungeon	Singapore	https://www.youtube.com/watch?v=5yIFmFwv95o&t=1s
	Trinity Team	CINEMA	Italy	https://www.youtube.com/watch?v=sMqjar-3mel
★ Audience Award Semi-Grand Prix ★ Best Technological Game Award ★ Best Arts Award ★ Best Experimental Game Award	Wobbly Labs	Hyper Wobbler	Germany	https://www.youtube.com/watch?v=A45YqNHC7Dk

■SOWN2024 Grand Prix (Audience Award Grand Prix)

『Esophaguys』

Esophaguys Teams (U.S.A.)



【Judges' Comments: for Awarding the Grand Prix】

Takeshi TAKAHASHI NPO OcuFes

My first impression was that it was "skillful". I think that impression says it all. It's fun just to play with it, and it's fun to play with others. It's a wonderful game, and I think it deserves the Grand Prix.

■POCKY Award Given to Three Works!

The "POCKY Award" is given to titles selected from the 81 titles in the "Selected Indie 80." The official indie game ambassador, Pocky (a content creator), has chosen the titles he would like to play from the perspective of a game commentator. This year, the three winners were NEKOUP's "RAP OJISAN" (Japan), Optillusion Games' "While Waiting" (USA), and Explosive Disposal Team's "Pia" (Republic of Korea).

The play-by-play videos of three awarded works will be available on [POCKY's YouTube channel](#).

*What is SENSE OF WONDER NIGHT 2024 (SOWN2024)?

The SENSE OF WONDER NIGHT (SOWN), which marks its 17th anniversary this year, is a pitch contest to discover innovative and distinctive game ideas with a "Sense of Wonder" - the sensation that the player's world will change upon encountering the idea. The following screening committee members choose the SOWN finalists from the 81 game titles featured in the "Selected Indie 80", a free exhibition project at TGS. The finalists are given opportunities to present their products at SOWN.



■SOWN2024 Selection Committee Members

Kiyoshi SHIN	Game Journalist
Juan Gril	Game Creator
Ramon Nafria	Videogame Ninja: Trusiga
Takeshi TAKAHASHI	NPO OcuFes
Kazunori KOMAGATA	Director, AURYN
Shuhei YOSHIDA	Head of Indies Initiative, Sony Interactive Entertainment
Yuki KATAYAMA	KODANSHA GAME CREATOR'S LAB.
Jh Shin	Kinugasa Research Organization, Ritsumeikan University
Masafumi Onuki	CEO, Calappa Games
POCKY	Content Creator

*SOWN2024 presentations and the Awarding Ceremony are archived for viewing at:

<https://youtube.com/live/vS8ZMonvd9w>

■TOKYO GAME SHOW 2024 Exhibition Outline

Event Title: TOKYO GAME SHOW 2024

Organizer: Computer Entertainment Supplier's Association (CESA)

Co-Organizers: Nikkei Business Publications, Inc., DENTSU, Inc.

Supported by: Japanese Ministry of Economy, Trade, and Industry

Dates & Times: September 26 (Thu.), 2024 Business Day 10:00 a.m.- 5:00 p.m.

September 27 (Fri.), 2024 Business Day 10:00 a.m.- 5:00 p.m.

September 28 (Sat.), 2024 Public Day 10:00 a.m.- 5:00 p.m.

September 29 (Sun.), 2024 Public Day 9:30 a.m.- 4:30 p.m.

* Doors will open and close 30 minutes earlier than usual on Sep. 29, the final day of the event.

* Doors may open 30 minutes earlier than planned on Public Days, depending on circumstances.

Venue: [Physical exhibition] Makuhari Messe (Mihama-ku, Chiba City, Chiba Prefecture)

Exhibition Halls 1 to 11 / International Conference Hall / Event Hall

[Online exhibition] Official website /official streaming /TGS Digital World/ Steam Special

Venue

Number of Exhibitors: 985 companies *Record-high

Number of Exhibition Booths: 3,252 booths *Record-high

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