

# IGDA Tokyo Chapter Overview 2002-2003

Nobody thought the organizations like IGDA would be this successful in Japan. Our traditional sense told us that there was no room for game developer's community in the exclusive and unsociable Japanese gaming industry. IGDA Tokyo was in fact the first effort to create such community in Japan. And yet, many developers have given us a great deal of supports once IGDA Tokyo was formed. Our concern was that employers would not appreciate this movement, but so far there is no issue that has been raised, as Mr. Sato (CEO of Sega and technical director of CESA) shows us understanding.

## 2002 Events

<b>April 27</b>	<b>Game Developers Seminar</b> Formation of IGDA Tokyo and GDC 2002 reports. (Attendance ~ 40)
<b>June 8</b>	<b>2<sup>nd</sup> Game Developer Seminar</b> Lectured by ICO Producer Kenji Kaido and Director Fumito Ueda (SCEJ). This was the very first presentation in the history of the Japanese gaming industry, which in-house tools and techniques are shown outside of its company. And lectured by technical writer Hiroshige Goto. He gave us a very interesting presentation about his view on PS3 in conjunction with Moore's Law. (Attendance ~ 60 We couldn't provide enough seats to everybody!)
<b>September 9-12</b>	<b>CEDEC 2002 Booth &amp; Beer Meeting</b> CEDEC (CESA Developers Conference) is a local version of GDC in Japan, where 800 people attend 2-day seminars. We translated IGDA Annual Report, and handed out to all attendees at the booth. At the roundtable-style Beer meeting, we had a fierce and honest debate about the future of the Japanese gaming industry.



**September 20**  
**TokyoGame**  
**Show 2002**

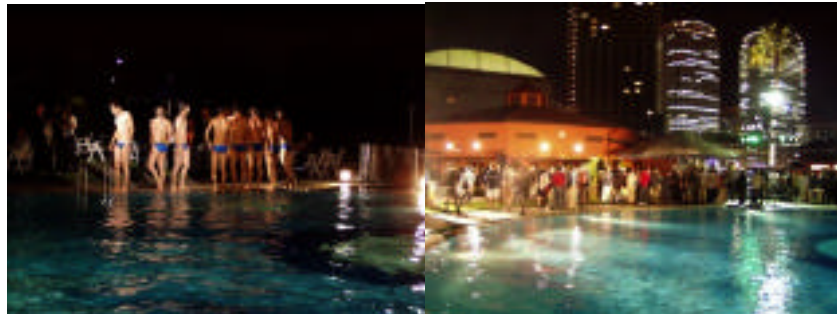
### **IGDA International Seminar in Japan 2002 “Beyond Border”**

On the first day of Tokyo Game Show 2002, IGDA held the official seminar at Makuhari-Messe. The opening speech was made by Seamus Blackley (Capitol Entertainment Group). The key speakers were Mark Thomas (Microsoft) and Robert Huebner (Nihilistic Software, IGDA director). Robert discussed about Level of Detail. This seminar created a big splash among the game developers in Japan, and became a great opportunity for them to understand the quality of IGDA. (Attendance ~ 90)



### **IGDA Reception Party hosted by Xbox**

Sponsored by Microsoft, we had a party after the seminar! This was the first of its kind, which anybody could attend as long as you are in the industry. Many stayed and discussed games even after the lights went off..... (Attendance ~ over 330)



**November 30**

### **IGDA 3<sup>rd</sup> Game Developers Seminar**

#### **“Searching the possibility of Online Game market”**

This was an open-ended panel discussion with key speakers Zehun Park (NC Soft), Jong-Hyun Wi (Tokyo University), Eichiro Nakazato (Capcom) and Kouichiro Taninami (Namco). Usually shy attendees enjoyed discussions and energy was high in the room. (Attendance ~ 130 Full)



## IGDA Tokyo: 2003 Future Activities

We are planning to the chapter meeting, major events and 2 Annual Projects. The activities of IGDA Tokyo are expanding as game developers' needs are grown.

### Schedule of the chapter meeting and major events

April 19	<b>4<sup>th</sup> Game Developer Seminar</b> GDC 2003 reports. The session about Mr. Gunpei Yokoi is also planned. Annual Chapter management meeting
June	<b>5<sup>th</sup> Game Developer Seminar</b>
September 4 - 5	<b>CEDEC 2003 Booth &amp; Beer Meeting</b> Two roundtable meetings from IGDA Tokyo are planned
September 26	<b>Tokyo Game Show 2003 – TGS forum “International Seminar”</b> The press release released by CESA and the organizer NikkeiBP notes “TGS will have an active interchange between international associations, IGDA etc.” at Feb 12. We hope to have a speaker who represents IGDA.

We are also planning small “Café meetings” for the months without the major activities. These are to discuss various aspects of gaming.

### 2 Annual Projects

#### **Open Seminars “Theory of Game Design and Engineering” at Tokyo University**

Starting April, a total of 30 sessions are planned throughout the year. This will be open forum and we will have a guest speaker for each session. All sessions will be broadcasted in the internet. Many academic institutions are now interested in gaming. IGDA Tokyo coordinates seminars. Toru Iwatani (Namco, the creator of PACMAN) helps planning.

#### **Tokyo Photography Museum “ Video Game Exhibition: Level X”**

Open from December 21<sup>st</sup>, 2003 to February 4<sup>th</sup>, 2004. IGDA will participate as an Event coordinator. This is a full-scale exhibition by the government of Tokyo. Members from IGDA Tokyo are the planners for this exhibition.

### Chapter Activities

#### **Establishing 2 Working groups**

We are planning to setup Education Working Group as the game industry and academia are approaching side-by-side. Some of the members are also interested in Intellectual Property Rights, so we will be setting up in Intellectual Property Rights Working Group.

#### **Other Chapters in Japan**

Many developers from Osaka and Kyoto are interested to have their own chapters. This might take some time to do so as the familiarity and understanding of IGDA penetrates in these areas.

### **Local Sponsor System**

Some private organizations are interested in the sponsorship for the local chapters, and we are focusing on the finalizing its system. We need more discussions on how both developers and sponsors could share the benefits.

### **Supporting the Independent Game Developers**

It's getting harder and harder for the newcomers to join in the industry in Japan. We are trying to create the place where independent game developers could meet bigger publishers. A small developer like Rui Sato (Cyberstep) told us that the approach to large corporations has gotten easier after they gave a presentation at our seminar. We are also looking into receiving grants from the government.

### **Structuring the Chapters**

Because IGDA Tokyo has grown so rapidly in the past year, the structure of the chapter remains primitive. Beginning this year, we'd like to create the voting system for Chapter coordinators. Today, we have 4 chapter coordinators, and we would like to add one more person voted by other members. Setting Rules and Privacy policy is important as well.

### **Future subjects**

We are facing some problems. But we believe that somehow and someday we overcome these problems in order to stabilize the organization.

### **Stabilizing Operational Expenses**

For IGDA Tokyo to keep developing, we need more funds. By planning the annual expenses, we need to discuss with help of IGDA and sponsors-to-be and search the way to obtain the operational costs.

### **IGDA Tokyo Homepage**

- Because we don't have a candidate for webmaster (who understands html/CGI and Japanese), we aren't able to send news and updates from our chapter to other IGDA members in the world-
- Many events from IGDA Tokyo remain unnoticed, even among Japanese developers. This is largely because the usability of IGDA's Japanese website is low.

IGDA Tokyo is becoming a "root" as a full-scale community for game developers in Japan. As a part of the global gaming industry, we would like to open our windows even wider so that we could share the information and step together for the further development. If you are interested in joining forces with us, please contact us at [www.igda.jp](http://www.igda.jp) (only Japanese) or [shin@igda.jp](mailto:shin@igda.jp).

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