Exhibiting Information



Consisting Shows

- LICENSING JAPAN Creators' Expo
- Advanced Digital Technology Expo

Video & CG Production ExpoAd Creative & Marketing Expo

15th Dates

July 3 [Wed] - 5 [Fri], 2024

- Venue 🔸 Tokyo Big Sight, Japan
- 16th Dates

Nov. 20 [Wed] - 22 [Fri], 2024

Venue 🔸 Makuhari Messe, Japan

Concurrent Shows (for both shows)

VR Fair Tokyo Metaverse Expo Tokyo Metaverse Expo Tokyo Metaverse Expo Tokyo

Organiser ► RX Japan Ltd.





2023 (June) Show Held Successfully! Gathering 47,092* Visitors

*Including Concurrent Shows

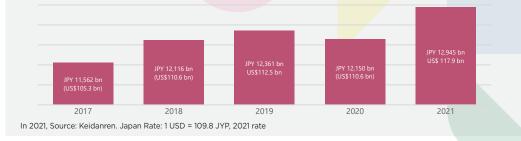


Why Japan? Attractive Content Market

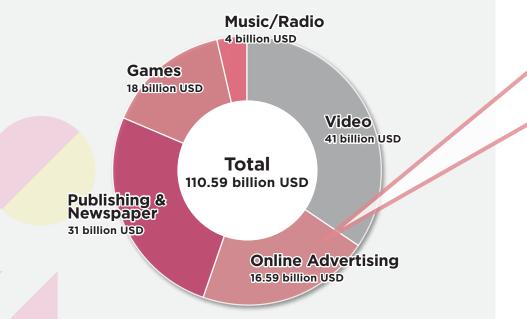
As the third-largest content market globally, Japan plays a substantial role in shaping the international content landscape such as entertainment, media, and creative content production. Inst United States Inst United States

Japan's Thriving Content Market Size

In 2021, Japan's content market size saw a **6.6% growth compared to the previous year.**



Break Down of Content Market in Japan (2023)



Increasing Advertising Market

- Japan has one of the most mature advertising markets in the world. It comes in third place for total media ad spending (51.68 USD).
- Top digital trends in Japan include a continuous increase in digital ad spend, with many companies switching their focus to online marketing initiatives.

Source: KADOKAWA ASCII Research Laboratories, Inc.

Source: Human Media, "Current State of the Content Industry" (March 2023)

Why CONTENT TOKYO?



Ideal place for quality business

With curated networking sessions and dedicated meeting areas, CONTENT TOKYO ensures that your business can engage in meaningful discussions and generate new partnerships on site.



Exhibiting Requirements

All exhibitors must have at least one set of business table and chairs in their booths. This requirement is in response to strong requests from visitors to exhibitors to have tables and chairs in their booths in order to talk concrete business while being seated.

Why CONTENT TOKYO?



Visitor Companies List (Excerpts from 2022 Show, in alphabetical order including concurrent show)

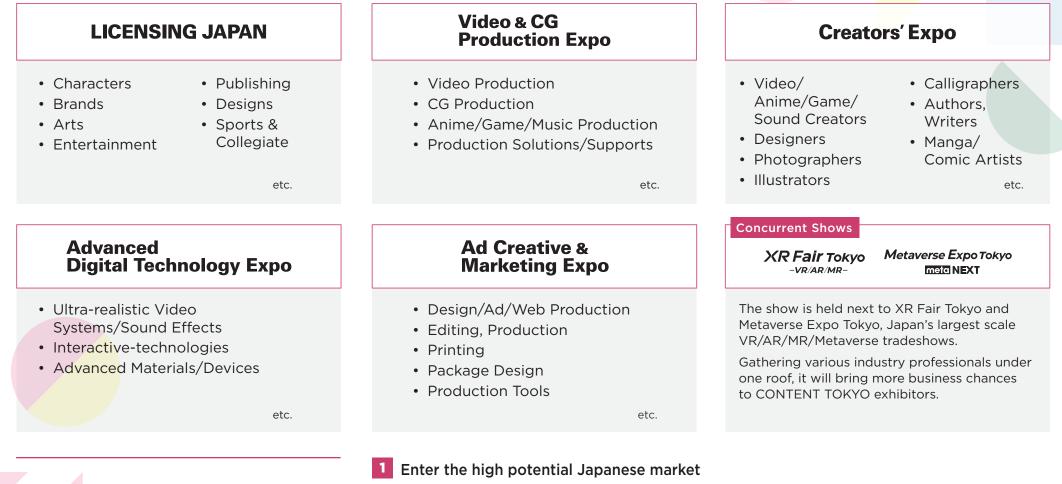
Entertainment	Media	Game	Content Distribution	Advertisement
 AVEX ENTERTAINMENT BANDAI NAMCO ENTERTAINMENT KONAMI DIGITAL ENTERTAINMENT NBC UNIVERSAL ENTERTAINMENT PANASONIC ENTERTAINMENT & COMMUNICATION SHOCHIKU SONY MUSIC ENTERTAINMENT TMS ENTERTAINMENT YAMAHA MUSIC ENTERTAINMENT 	 ASAHI TELEVISION BROADCASTING FUJI TELEVISION NETWORK NHK NIPPON TELEVISION NETWORK TBS TOEI TV TOKYO WALT DISNEY JAPAN WARNER BROS. JAPAN YOMIURI TELECASTING 	•AKATSUKI •BANDAI NAMCO •CAPCOM •COLOPL •CYGAMES •DENA •DMM GAMES •GUMI •KONAMI AMUSEMENT •SEGA •SONY •SONY INTERACTIVE ENTERTAINMENT	 AMAZON JAPAN BAIDU JAPAN DMM.COM DWANGO LINE RAKUTEN SOFTBANK TENCENT Leisure, Amusement BANDAI NAMCO AMUSEMENT CA SEGA JOYPOLIS FUJIKYUKO ORIENTAL LAND TOKYO DOME UNIVERSAL ENTERTAINMENT 	 AIM CREATE CREO CYBERAGENT DENTSU GMO HAKUHODO NIKKEISHA QUARAS YOMIKO ADVERTISING ANIPLEX NIPPON ANIMATION TATSUNOKO PRODUCTION TEZUKA PRODUCTION TOEI ANIMATION

Why CONTENT TOKYO?



Why Exhibit

Consist of 5 Specialised Shows + 2 Concurrent Shows



- 2 Develop new potential customers every half year
- Strengthen branding your products/technologies by increasing exposure
- Meet industry professionals from various industries (Synergy effect of concurrent shows)

Held Twice a Year!

Floor Plan (preliminary)

15th Editio Date: July 3rd - 5th, 2024 Venue: To	16th Edition Date: Nov 20th - 22nd, 2024 Venue: Makuhari Messe			
11th Advanced Digital Technology Expo 13th Concurrent Show	4F (WEST3-4HALL) 14th Creators'	15th Creators' Expo	14th Video & CG Production Expo	12th Advanced Digital Technology Expo
Video & CG production Expo4th XR Fair Okyo Summer VR/AR/MR-11th Ad Creative & Marketing ExpoIncurrent Show 2nd Metaverse Expo Tokyo Metaverse Expo Tokyo Metaverse	Expo 15th LICENSING JAPAN - CHARACTER & BRAND LICENSING TRADE SHOW-		12th Ad Creative & Marketing Expo	Ath XR Fair Tokyo Auruma VR/AR/MR Concurrent Show 3rd Metaverse Expo Tokyo Meta NEXT

Attractive Conference Held By Industry Leaders

Attended by 8,555* advertising/marketing professionals and media, etc.

*Including concurrent shows in June, 2023 show



Themes

Generated AI × Content / Creative

Surviving Content in the Age of Massive Information.

Creator Economy × DAO



CEO Gackt Akashi



FINANCIE Ltd. CEO / Founder Hironao Kunimitsu



(Excerpts, in random order, honorifics omitted)

Office Crescendor Ltd. Director / Film Director Yukihiko Tsutsumi



схо

Takayuki Fukatsu



Stability AI Japan Ltd. Head of Japan Jerry Chi





Outlook of the Licensing Business

Latest Industry Trends in the Character Business

Secrets of Global Hit Content Production.

Metaverse x Marketing

















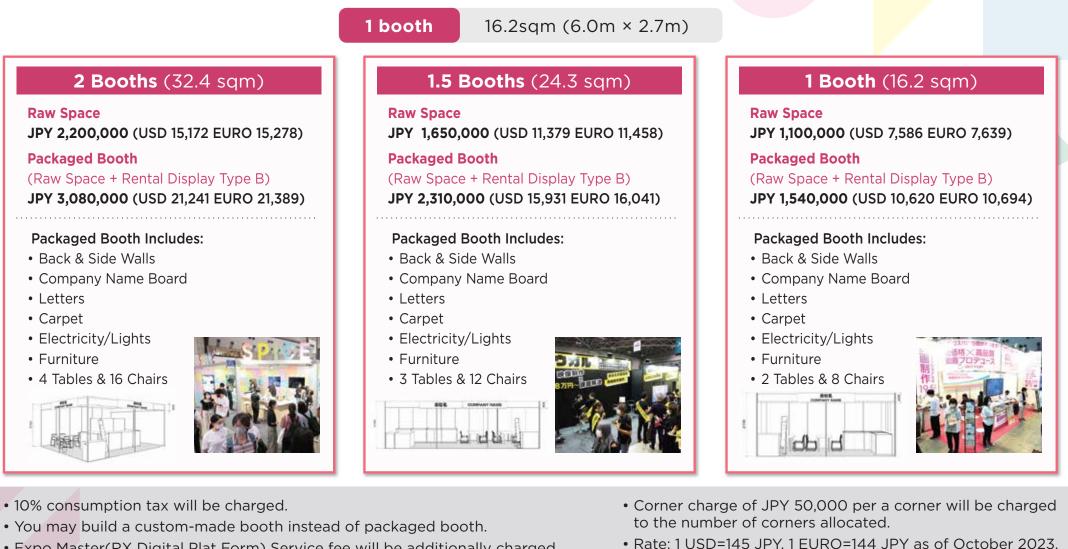






Participation Cost

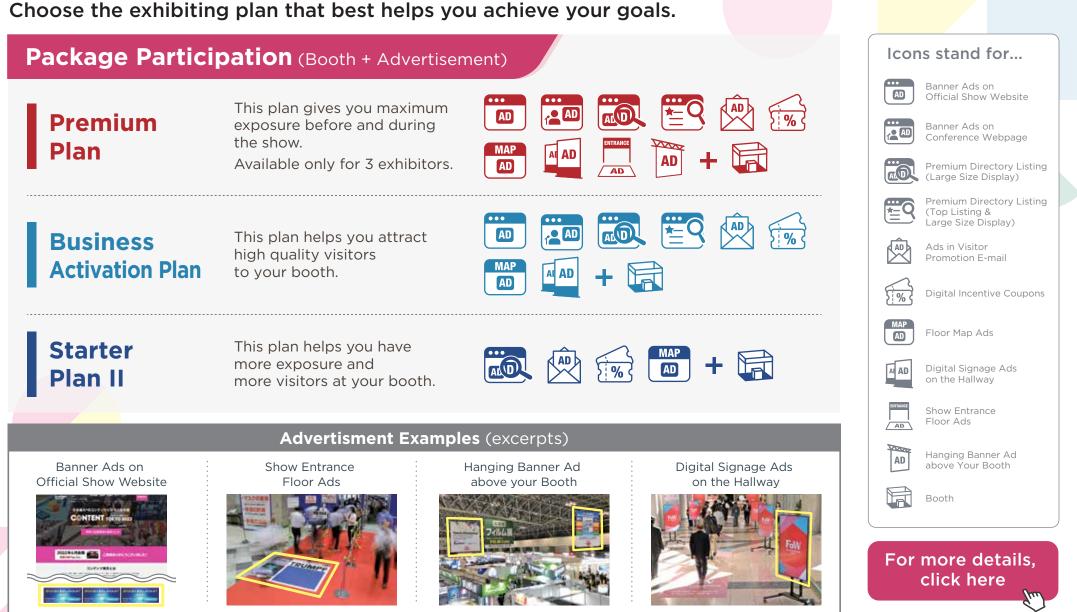
Following is only an example. You can exhibit in various sizes and locations.



• Expo Master(RX Digital Plat Form) Service fee will be additionally charged. One exhibitor only (JPY 50,000), with co-exhibitor/s (JPY 100,000).

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Variety of Exhibiting Plans to Maximise Your Results

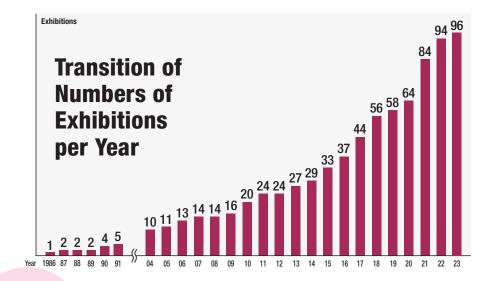


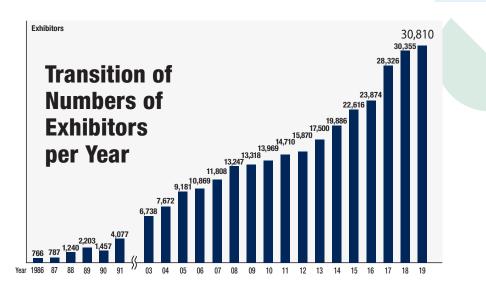
RX Japan is Japan's Largest Trade Show Organiser

Holding 96 exhibitions in 38 sectors a year! (The consisting shows) are 353 in total.

RX Japan organises 96 exhibitions a year at large exhibition halls such as Tokyo Big Sight, Makuhari Messe and INTEX Osaka across a wide variety of 38 fields including jewellery, fashion, gift items, electronics, energy, IT, cosmetics and medical.

RX Japan fully contribute to expand the exhibitors' business by making the most of the expertise backed up with the experiences.





Exhibitions organised by RX Japan (excerpts)



JAPAN IT WEEK

Japan's Largest*

onsisting Shows: • Software & Apps Development Expo • Information Security Expo • IT Operation Management & Data Center Expo

xpo etc.

AUTOMOTIVE WORLD



Consisting Shows: • CAR-ELE JAPAN • Connected Car JAPAN • Autonomous Driving Technology Expc • MaaS Expo

Manufacturing World

World's Leading Trade Show for Manufacturing



NEPCON JAPAN



Asia's Leading Electronics Tech. Show

- Consisting Shows: • INTERNEPCON JAPAN
 - ELECTROTEST JAPAN
 - ELECTRONIC COMPONENTS & MATERIALS EXPO

• PWB EXP0

*"Largest" in reference to the exhibitor number of trade shows with the same concept

etc

RX - the Business of Building Businesses

Over 400 events in 22 countries across 42 industry sectors.



new export opportunitues to them, helping customers to enter overseas markets in key regions of the world to grow their businesses internationally. RX ISG contributes to increasing internationalization of RX events around the world.

We're RX and we're in the business of building businesses for individuals, communities and organisations. We elevate the power of face to face events by combining data and digital products to create magical experiences and continual connections.

As a division of RX, RX Japan is responsible for exploring the vast potential of the Japanese and Asian markets. With a strong foothold as Japan's largest trade show organizer, we take charge of 96 exhibitions annually, covering 38 different fields, including but not limited to jewelry, fashion, gift items, electronics, energy, IT, cosmetics, and medical. By leveraging our expertise and experience, we are dedicated to expanding exhibitors' businesses.



https://lp.rxjapan.jp/en-gb/isg.html

Exhibit at CONTENT TOKYO

Enter the Japanese Content Market



Exhibiting Information Request Request More Information

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Consult Your Exhibiting Plan Video Call Meeting with Show Management

Im



Booth Availability Check Available Booth Locations COMING SOON

Book Your Space NOW!



Organiser: RX Japan Ltd. CONTENT TOKYO Show Management

11F Tokyo Midtown Yaesu, 2-2-1 Yaesu, Chuo-ku, Tokyo 104-0028, Japan E-mail: content-tokyo.eng.jp@rxglobal.com Web: www.content-tokyo.jp/en/ A division of Reed Business Registered in England, Number 678540