### Exhibiting Information

# Metaverse Expo Tokyo meta NEXT

# XR Fair Tokyo -vr/ar/mr-

All kinds of Metaverse/XR related services/technologies gather

### **Summer Edition**

Dates July 3[Wed] - 5[Fri], 2024 Venue Tokyo Big Sight, Japan Concurrent Show: 15th CONTENT TOKYO

### **Autumn Edition**

Dates Nov. 20[Wed] - 22[Fri], 2024 Venue Makuhari Messe, Japan

Concurrent Shows: NexTech Week TOKYO 2024 [Autumn] 16th CONTENT TOKYO

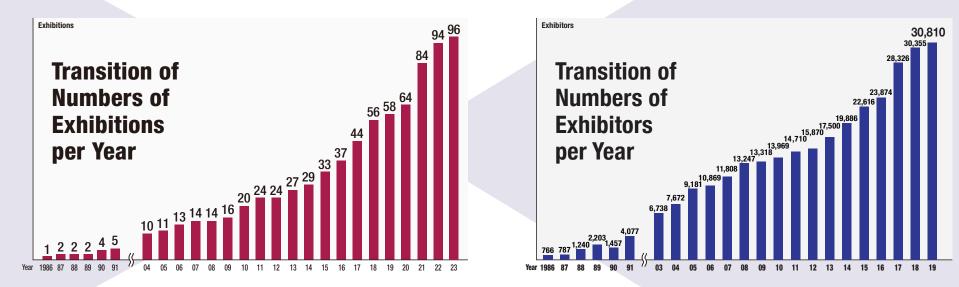
> Supported by : XR Consortium Sponsored by: METAVERSE JAPAN FOR WEB3 ERA

# **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 35 fields including jewellery, fashion, gift items, electronics, energy, IT, cosmetics and medical.

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



## Exhibitions organised by RX Japan (excerpts)





Japan's Largest\* Trade Show for Content Creation, Production, and Licensing

Consisting Shows: • Production/Studio Expo • Advanced Digital Technology Expo • Ad Creative & Marketing Expo

#### Manufacturing World



 Obsign Engineering & Manufacturing Solutions Expo Industrial Al/IoT Expo Additive Manufacturing Expo

#### JAPAN BUILD -Int'l Building & Home Week-



Asia's Leading Show Covering Building and Housing Industries

Consisting Shows: • Smart Home Expo • Smart Building Expo • Building Renovation Expo • Building Material & Housing Equipment Expo

#### MEDICAL JAPAN



MEDICAL JAPAN is Japan's Leading Trade Show for Medical, Elderly Care and Pharmacy Industry.

Consisting Shows

- Hospital Expo
   Clinics Expo
- Pharmacy Solutions Expo

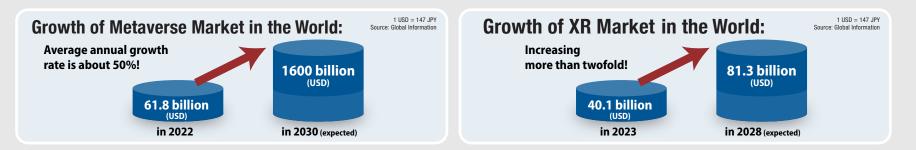
Elderly Care & Nursing Expo etc.

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

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# Why Exhibit at <mark>Metaverse</mark> Expo/XR Fair Tokyo?

## **1. Specialised in Metaverse/XR** which market is growing!



The Japanese market is growing rapidly, as more attention is paid to the "metaverse" and "digital twin" as technologies that will revolutionise life and society.

## **2.** You can show your technologies to various industries!



## 3. Concurrently held with Nex Tech Week TOKYO & CONTENT TOKYO



# **Ideal Place for Quality Business**

### **Exhibitor Profile**

## XR-related companies offering:

- Content Production for VR/AR/MR
- Head Mounted Display
- Smart Glasses
- Haptics
- Simulator

Metaverse-related companies offering:

- Virtual Platform
- Digital Twin
- Content Production (3D, CG, Design, Avatar)

etc.

- AI/NLP
- Interoperability

### **Business Meetings**

- Introduction of New Service/ Technology
- Technical Consultation
- Finding New Customers
- Engagement with Business Partners

etc.

### **Visitor Profile**

## Experts from following industries/ divisions:

- Manufacturing, Construction
- Administration/HR
- Advertising/PR/Marketing
- Media, Entertainment
- Event Organisers
- Medical
- Sports
- Education, Municipals

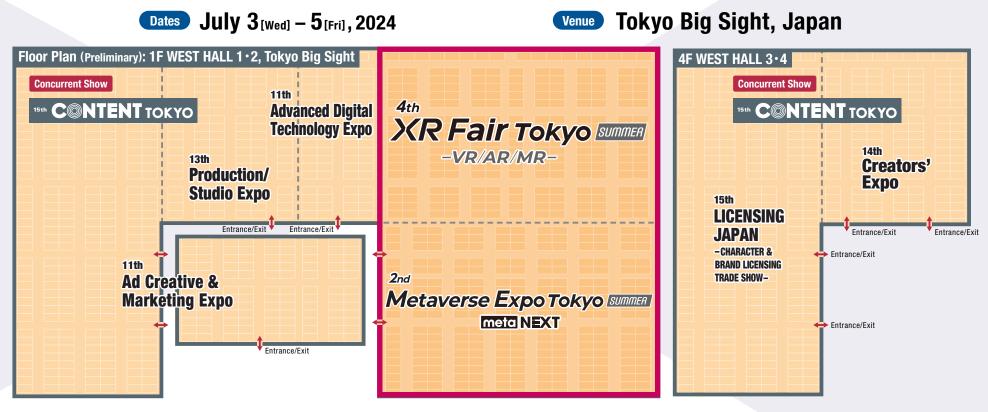
etc.

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.

## Summer Edition Held Twice a Year - Exhibit at Both Shows!

### Concurrently held with "CONTENT TOKYO"

a trade show for content creation, production, and licensing





## Autumn Edition Held Twice a Year - Exhibit at Both Shows!

#### Concurrently held with "NexTech Week" "CONTENT TOKYO" trade shows for advanced technologies that will change the world. Makuhari Messe, Japan Dates Nov 20 [Wed] - 22 [Fri], 2024 Venue Floor Plan (Preliminary): 4-8 HALL, Makuhari Messe **Concurrent Show** Concurrent Show 12th NexTech Week TOKYO 2024 **Advanced Digital CONTENT** TOKYO **Technology Expo AI EXPO** 15th 14th TOKYO Autumn Creators' **Production**/ Special Zone Generative Al Zone Expo **Studio Expo** 4th XR Fair Tokyo RUTUMA **BLOCKCHAIN** DX HUMAN EXPO TOKYO AUTUM RESOURCE DEVELOPMENT -VR/AR/MR-Special Zone Web3 World EXPO TOKYO Automi 16th LICENSING 12th **JAPAN** Ad Creative & 3rd Metaverse Expo Tokyo RUTUMA - CHARACTER & QUANTUM **Marketing Expo** BRAND LICENSING COMPUTING TRADE SHOWmeta NEXT EXPO TOKYO Entrance/Exit Entrance/Exit Entrance/Exit



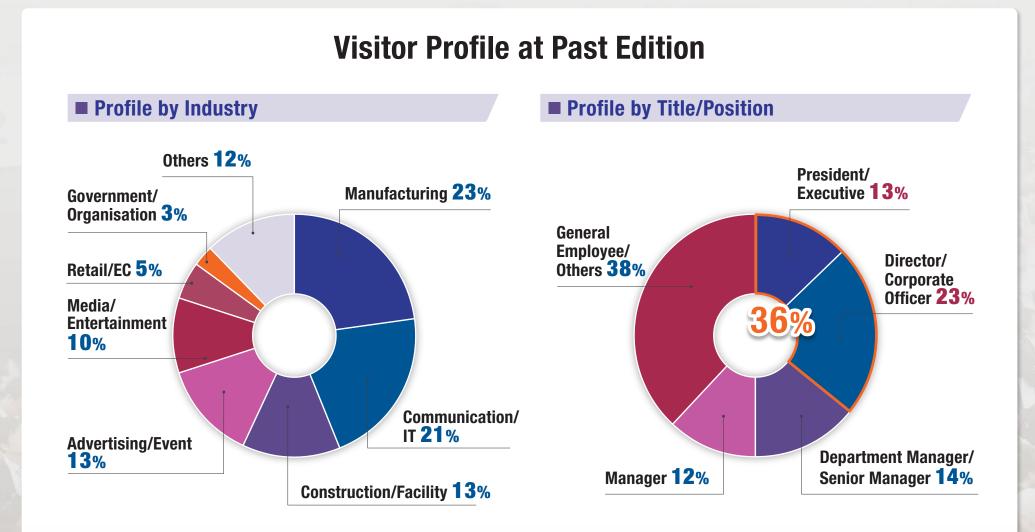




# **Active Business Meetings took place at The Venue**



# **Top Executives & Professionals Gather!**



# **Professionals from Various Industries Gather!**

### **Excerpts of Visitor Companies at Past Edition**

etc.

Manufacturing			
	<ul> <li>ADVANTEST</li> <li>AICHI STEEL</li> <li>ASAHI KASEI</li> <li>BROTHER INDUSTRIES</li> <li>CANON</li> <li>CANON MARKETING JA PAN</li> <li>CASIO COMPUTER</li> <li>CITIZEN WATCH</li> <li>DAI NIPPON PRINTING</li> <li>DAIKIN INDUSTRIES</li> <li>EBARA</li> <li>FURYU</li> <li>HITACHI</li> <li>HITACHI ZOSEN</li> <li>HODA MOTOR</li> <li>HOYA</li> <li>IHI</li> <li>JAPAN AVIATION ELECTRONICS</li> </ul>	<ul> <li>JAPAN TOBACCO</li> <li>JEOL</li> <li>JVC KENWOOD</li> <li>KAWASAKI HE AVY INDUSTRIES</li> <li>KEYENCE</li> <li>KONICA MINO LTA HOLDINGS</li> <li>KUBOTA</li> <li>MURATA MANU FACTURING</li> <li>NEC</li> <li>NEW JAPAN RADIO</li> <li>NIKON</li> <li>NISSAN MOTOR</li> <li>NISSHINBO HOLDINGS</li> <li>NOK</li> <li>NORITZ</li> <li>OKAMURA</li> <li>OKI ELECTRIC INDUST RY</li> <li>OMRON</li> </ul>	<ul> <li>SEIKO EPSON</li> <li>SEKISUI CHEM</li> <li>SHARP</li> <li>SMK</li> <li>SONY</li> <li>STANLEY ELEC</li> <li>SUBARU</li> <li>SUMITOMO EL INDUSTRIES</li> <li>SUMITOMO HE</li> <li>THE FURUK AW</li> <li>THE JAPAN ST</li> <li>TOKYO ELECTF</li> <li>TOPPAN PRINT</li> <li>TORAY INDUST</li> <li>TOSHIBA TEC</li> <li>TOTO</li> </ul>
	INDUSTRY • JAPAN DISPLAY • JAPAN RADIO	<ul> <li>PANASONIC</li> <li>PILOT</li> <li>RIKEN</li> </ul>	• TOYOTA MOTO • YAMAHA
			8

Media/Entertainment

AMUSE

AOI PRO.

BANDAI NAMCO

CA SEGA JOYPOLIS

AMUSEMENT

BS NIPPON

CAPCOM

DWANGO

JAPAN

NETWORK

CS NIPPON

CYBERAGENT

FUJI TELEVISION

BROADCASTING

ENTERTAINMENT

NHK EDUCATIONAL

NHK ENTERPRISES

NIPPON TELEVISION

KINGRECORDS

KODANSHA

NETWORK

PRODUCTION IG

NIKKEI

JVCKENWOOD VICTOR

AX-ON

SEGA SAMMY

SONY INTERACTIVE

ENTERTAINMENT

TAKARA TOMY A.R. T.S.

THE ASAHI SHIMBUN

TOEI ANIMATION

BROADCASTING

TSUBURAYA

TV ASAHI

TV TOKYO

UNIVERSAL

JAPAN

YOKOHAMA

HAKKEIJIMA

SEA PARADISE

etc

PRODUCTIONS

ENTERTAINMENT

UNIVERSAL MUSIC

SYSTEM TELEVISION

HOLDINGS

SHUEISHA

SOTSU

TOEI

TOKYO

	SEKISUI CHEMICAL	
	SHARP	
IDUSTRIES	• SMK	
LDINGS	SONY	
LDINUS	STANLEY ELECTRIC	
URING	<ul> <li>SUBARU</li> </ul>	
	<ul> <li>SUMITOMO ELECTRIC INDUSTRIES</li> </ul>	
	SUMITOMO HEAVY INDUSTR	IES
	THE FURUK AWA ELECTRIC	
S	THE JAPAN STEEL WORKS	
	<ul> <li>TOKYO ELECTRON</li> </ul>	
	TOPPAN PRINTING	
T RY	<ul> <li>TORAY INDUSTRIES</li> </ul>	
	<ul> <li>TOSHIBA TEC</li> </ul>	
	<ul> <li>TOTO</li> </ul>	
	<ul> <li>TOYOTA MOTOR</li> </ul>	
	YAMAHA	etc

	Retail/E-commerce	
	AEON     ANIMATE     ANIMATE     ATRE     BEAMS CREATIVE     CA4LA     COCA-COLA     BOTTLERS JAPAN     DAIMARU     MATSUZKAYA     DEPARTMENT STORES     FAMILYMART     HAPPINET     HUB     ISETAN MITSUKOSHI     HOLDINGS     ITO-YOKADO     IZUMI     KEIO DEPARTMENT     STORE     KINCKUNIYA     COMPANY     KINTETSU     DEPARTMENT STORE     MARUI COMPANY	<ul> <li>SHIMAMURA</li> <li>SOGO &amp; SEIBU</li> <li>START TODAY</li> <li>TAKASHIM AYA</li> <li>TOKYU HANDS</li> <li>TOWER RECORDS JAPAN</li> <li>WATAHAN</li> <li>YURINDO</li> </ul>

Communication/IT			
NEC NETWORKS &			
SYSTEM INTEGR ATION			
NIHON UNISYS			
NIPPON SYSTEMWARE			
NIPPON TELEGRAPH			
AND TELEPHONE			
NTT DOCOMO			
SCSK			
• SYSTEM RESEARCH			
• TIS			
• TOSE			
<ul> <li>TRANSCOSMOS</li> </ul>			
● V-CUBE			
•ZENRIN etc.			

#### **Municipalities/Organisation**

onstruction/Real E	Estate/Infrastructure
AEONMALL ASUNARO AOKI DAITO TRUST CONSTRUCTION DAIWA HOUSE INDUSTRY JAPAN AIRPORT TERMINAL JGC KAJIMA KUBOTA KUMAGAI GUMI MEIWA ESTATE MITSUI FUDOSAN MITSUI	PANASONIC HOMES     PARCO     SEMBA     SHIMIZU     SUMITOMO FOREST RY     SUMITOMO FOREST RY     SUMITOMO MITSUI     CONSTRUCTION     SUMITOMO REA LTY &     DEVELOPMENT     TAISEI     THE KANSAI ELECTRIC     POWER     TODA     TOKYO ELECTRIC     POWER COM PANY     HOLDINGS     TOKYU TATEMONO     TOKYU     CONSTRUCTION     TOKYU FUDOSAN     HOLDINGS     etc.

#### Sports/Medical AIR WATER NISSAN

CAREERLINK	MOTORSPORTS &
DAINIPPON	CUSTOMIZING
SUMITOMO PHARMA	OG SPORTS
• DIC	OTSUKA
DUNLOP SPORTS	PHARMACEUTICAL
MARKETING	FACTORY
	SAKATA INX
<ul> <li>JAPAN SOCIAL ESPORTS LIFE</li> </ul>	SEIKAGAKU
KANEKA	SOUFUKU-KAI
KANSAI PAINT	SPORTS CLUB NAS
KASHIWABA-KAI	TAIKEN ACADEMY
LION	<ul> <li>TOKYO COLLEGE</li> </ul>
MURATA	OF SPORTS AND
OPHTHALMOLOGY	RECREATION
CLINIC	<ul> <li>TOKYO ESPORTS GATE</li> </ul>
NANAIRO&KIDS	TOKYO SPORT
DENTAL CLINIC	BENEFITS etc.

#### (including concurrent shows)

#### Advertising/PR/Marketing

# **Exhibition to Develop New Business and Increase Sales**

## Conduct direct business meetings with highly potential visitors who have specific issues, and increase your company sales!

MR

Exhibitor Comments of Past Edition (excerpts from exhibitor survey and interview)



#### **NANGOK R/STUDIOS**



The visitors were highly potential more than we had imagined and held 50 business meetings. Four test run are already underway, including those with manufacturing industries such as automobiles and electronics, as well as real estate and schools. We expect to receive order for tens of millions JPY throughout the year.

#### **DAFTCRAFT, INC.**



We met a good number of visitors even under the COVID-19 pandemic and had business meetings with manufacturers, architects, publishers, and others. We are still in the process of discussing five specific business deals and expect to receive approximately 3 million JPY per order.

#### **MEIDEN SYSTEM SOLUTIONS CORPORATION** VR



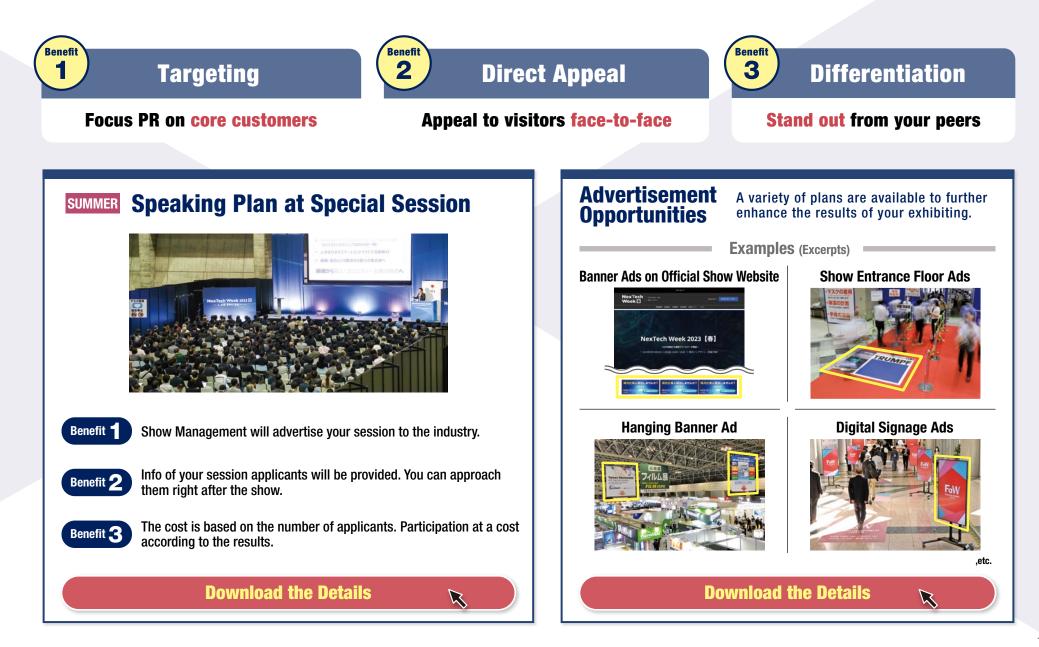
We had business meetings with companies in a wide range of industries, including manufacturing, construction, medical, and manufacturers, with specific projects in progress. We had 2,000 leads, and are expecting

the sales amount to reach 20 million JPY

#### **VR/AR**

Exhibitor-only optional services

# **Maximise Your Exhibiting Results**



# **Extensive Services to Maximise your Result**

## 1

#### Support for exhibition preparation by dedicated staff from Show Management

Dedicated staff offers support for exhibition preparation and achieving better results so companies can join at ease even for the first time.



### 3 Exhibition invitation URL

Exhibitor's exclusive exhibition invitation URL. Exhibitors can send the exhibition invitation URL to all customers.



### Online exhibitor & product search

Online show catalogue enables visitors to search exhibitors/exhibits. By showcasing your products information, you can attract a number of visitors to your booth.





#### Product information (press release) delivery service for the press

Key point is delivered to about 400 medias in and out of Japan. You can introduce products to many people in the press. The executive office selects companies to post randomly.



image>

\*The listed companies will be selected arbitrarily by the Show Management.

## **Click Below for More Information!**



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11F Tokyo Midtown Yaesu, 2-2-1 Yaesu, Chuo-ku, Tokyo 104-0028, Japan A division of Reed Business Registered in England, Number 678540





E-mail: xr-eng.jp@rxglobal.com



Web: metaverse-expo.jp/hub/en-gb.html xr-fair.jp/hub/en-gb.html