

# 中国国际数码互动娱乐展览会

CHINA DIGITAL ENTERTAINMENT EXPO & CONFERENCE



**Concurrent event :**

- World Mobile Game Conference & Expo (WMGC)
- Next-gen Arcade, Console and Home Entertainment Expo (ACH)
- Comic & Animation World Amazing Expo (CAWAE)

**Easy For Fun**

## POST SHOW REPORT

# Organization

## **Guided By:**

China Audio-Video and Digital Publishing Association

Shanghai Municipal People's Government

## **Joint Organizers:**

Game Publishing Committee of China Audio-Video and Digital Publishing Association

Shanghai Press and Publication Bureau

Howell International Trade Fair Ltd.

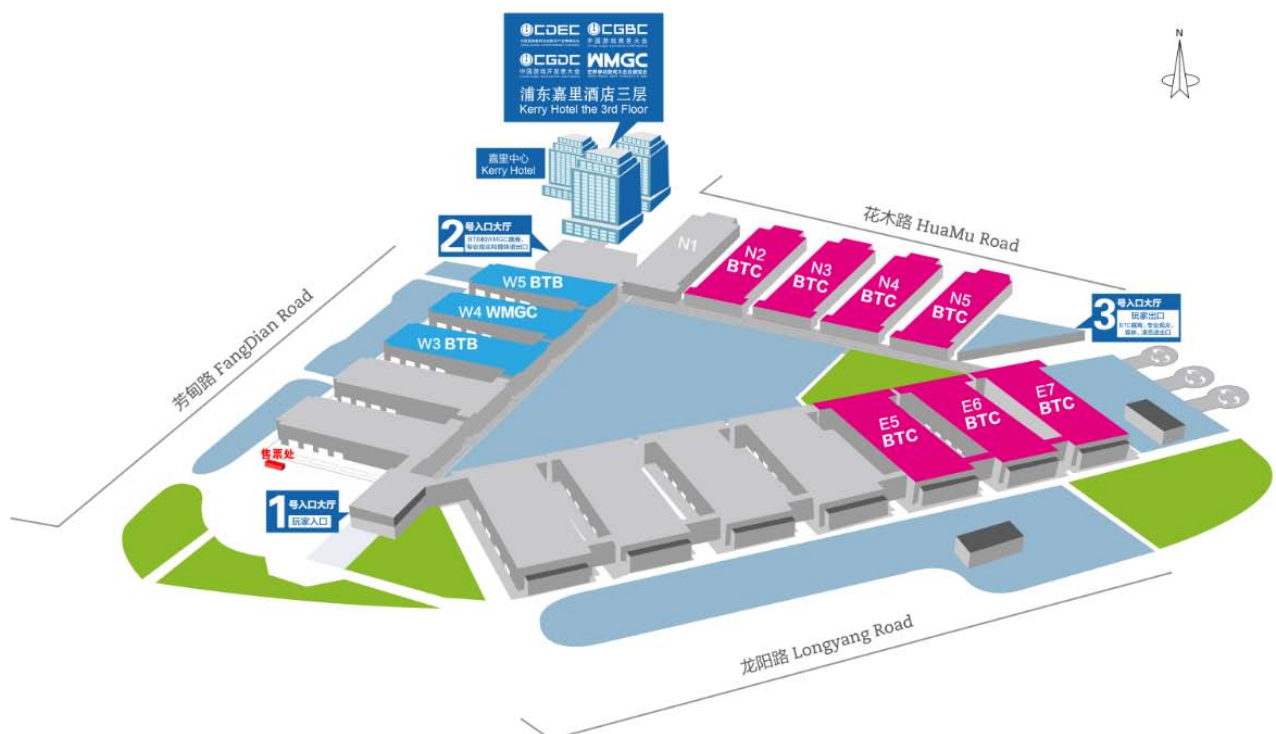
## **Co-Organizers:**

The People's Government of the Pudong District, Shanghai

# Part I Outlines

## I. Outlines of ChinaJoy2015

China Digital Entertainment Expo& Conference (Shortened as ChinaJoy Expo) is a most important pillar of the brand of ChinaJoy. As one of the world's top three, it is held in each late July in Shanghai for the digital entertainment industry with greatest influence in the world. So far, 13 editions have been successfully held since its inception. This year of ChinaJoy Expo occupies an area of 120,000 square meters, and attracted more than 700 exhibitors, including 200+ for the B2C Area, and 500+ for the B2B. Exhibitor products are over 3,500. It also attracted 273,000 visits collectively made by visitors; in a single day of the August 1 the attendances were over 81,000, which created a record in ChinaJoy history in terms of the numbers of visitors per day. According to preliminary statistics, the intentional contract amount in onsite business meetings reached \$350 million. Exhibitors and purchasers were from 30+ countries and regions. This year of ChinaJoy is the one with highest standard, largest scale and comprehensive events since its inception. Judging from the scale and international influence, it has become the world's top event of the digital entertainment industry, a top global exchange and cooperation platform for the game and animation industry that is the first created in China.



## 1. B2C Exhibition Area:

With digital-interactive-entertainment as its theme, the area is a comprehensive exhibition area of ChinaJoy that is open to the public and attracts most attentions and welcomes from popular game and animation fans, and it is the best platform for game enterprises to directly display games to, and interact with as well, the general game player groups. In this year' s B2C, the number of exhibits surpassed 3,500 for the first time since inception of the ChinaJoy, and all of the exhibitors have brought in their masterpieces to the booths. Among the exhibits exhibited this year, the number of new products first appeared in China' s domestic market accounted about 40% of the total exhibits, and the new products, new technologies and new concept products that were first published in the overseas markets reached 20% of the total. Making ChinaJoy truly become a best stage to showcase world's top gaming products and technologies, and bringing infinite growth rooms and opportunities for Chinese and foreign enterprises to develop.

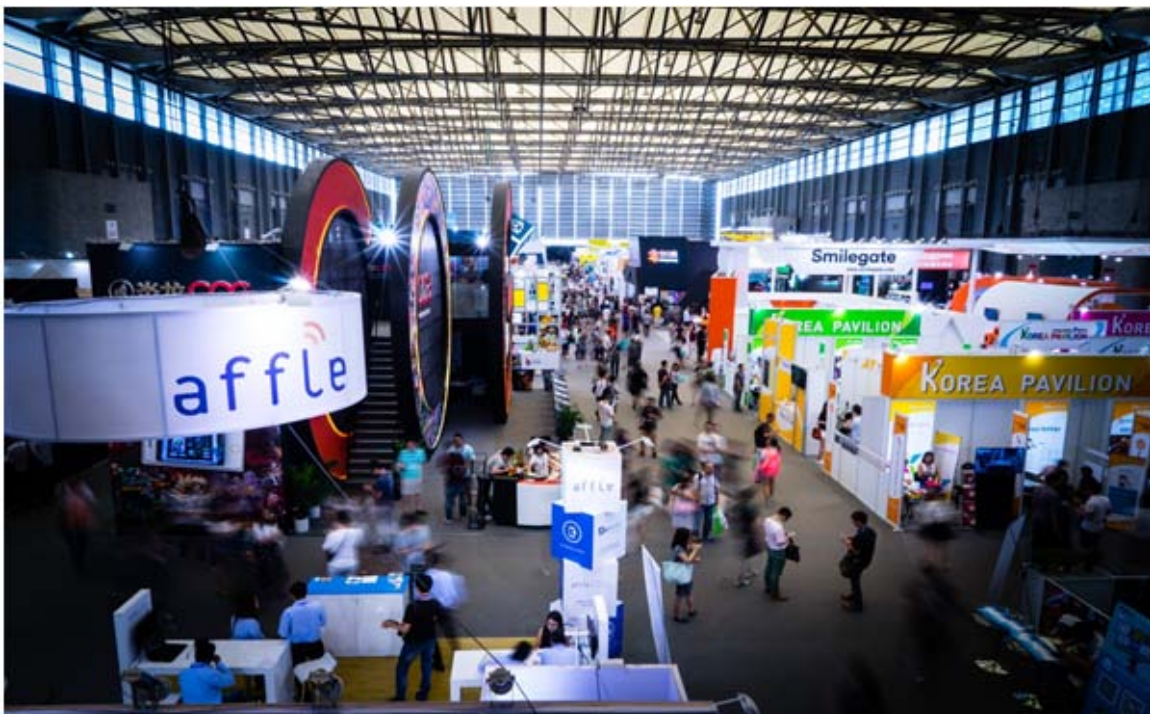


## 2. B2B Area:

By integrating enterprise brands, products, technologies and capitals into the platform to create the comprehensive business services for the industry, the Area continues pushing forward a wide business communication and cooperation between Chinese and foreign game enterprises, to demonstrate the function and role of ChinaJoy in leading, facilitating and developing the industry, in a series of commercial activities such as exhibition, online matchmaking, business negotiation and investment promotion.

## 3. WMGC B2B Area:

In order for adapting to the new trend of global mobile Internet development to meet the new demand of the rapidly developed market of global mobile games, and based on new opportunities generated from the development of mobile games in China, the World Mobile Game Conference and Exhibition (hereinafter referred to as WMGC) was thus developed by Mobile Game Entrepreneur Alliance (MGEA) as a most comprehensive, international, professional, authoritative and functional platform for the mobile game industry. The WMGC exhibition is tailored specifically for mobile game enterprises. It is focused on brand display and new product promotion to the end users of the global mobile game enterprises, assisting in copyrighted mobile games import and export, copyright cooperation, joint development, joint operation and agency cooperation, investment and financing promotion and cooperation, etc., and through the online business invitation and business matching system, assisting early information communication and business matching for the Chinese and foreign participating enterprises, in order to enhance the success rate of onsite transactions.

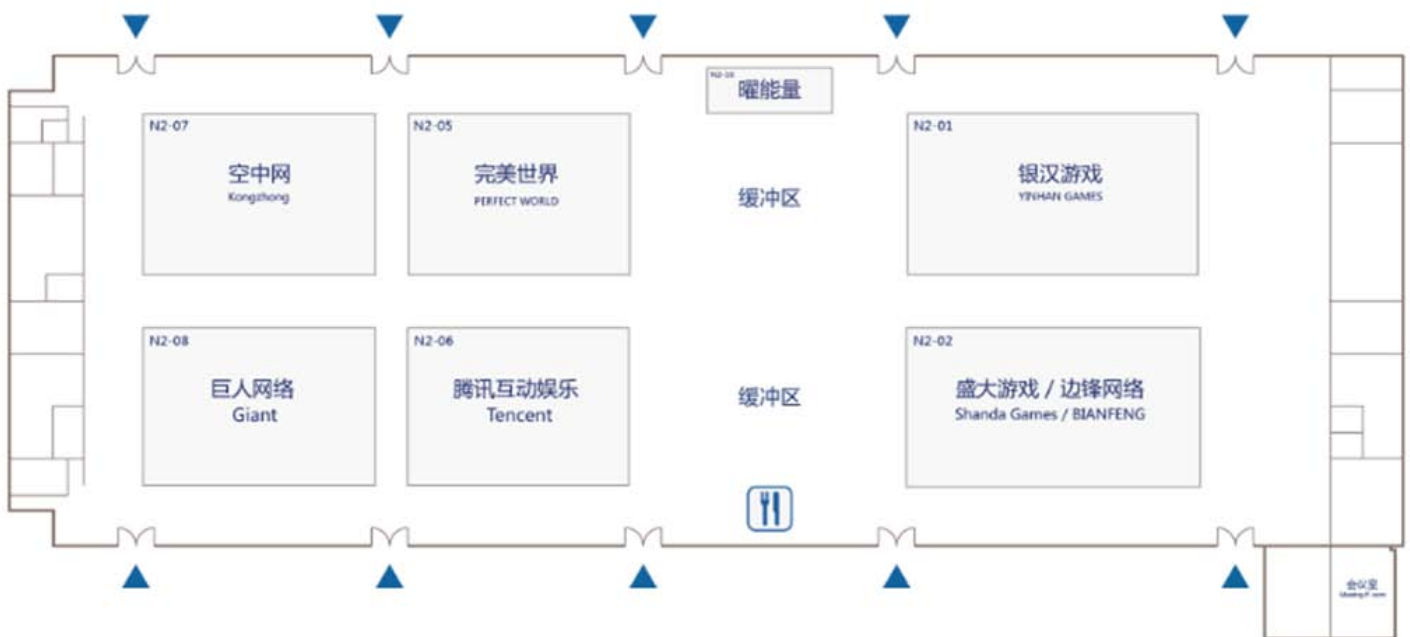


## Part II Detailed Introduction of the B2C Exhibition

### I. Exhibition Features of ChinaJoy B2C Area

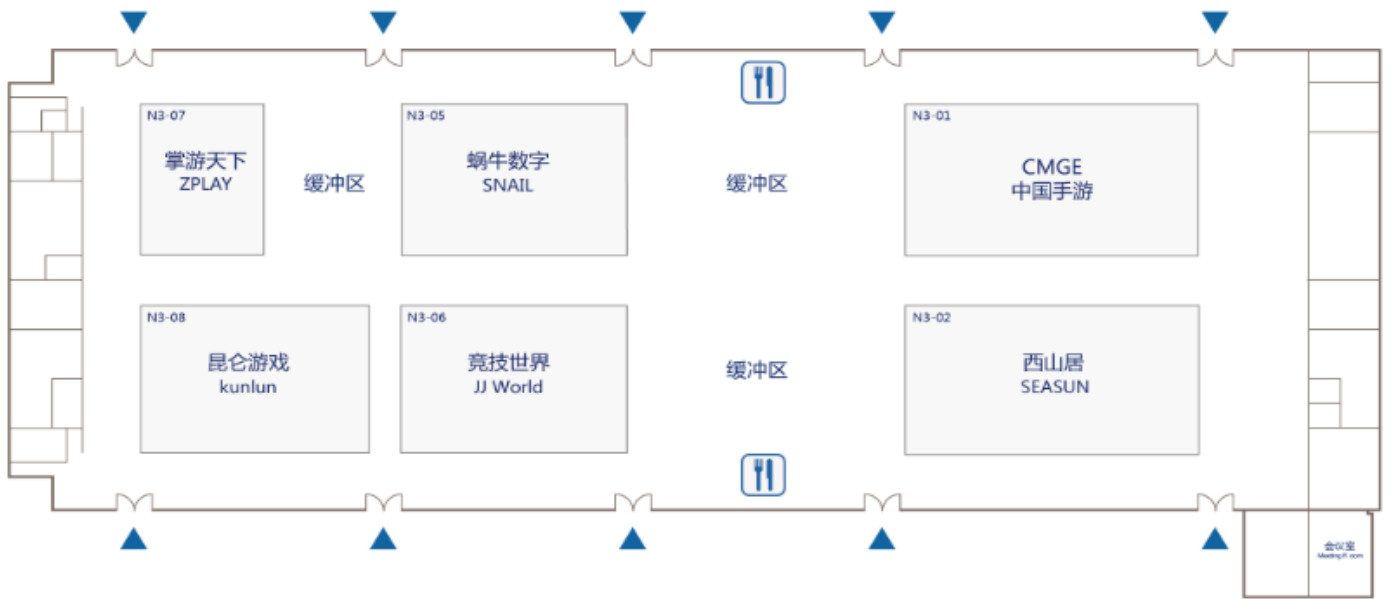
1. The Hall N2 is one of the first major show floor of ChinaJoy B2C Exhibition. It is the venue representing the industry pattern of every calendar year and is competed for by giant game enterprises. For the exhibitors who had regularly participated in ChinaJoy, it has special feeling and meanings, and for each single year, it is crowded by the giant enterprises and major industry members.

#### N2 展馆平面图 / Hall N2 Floor Plan

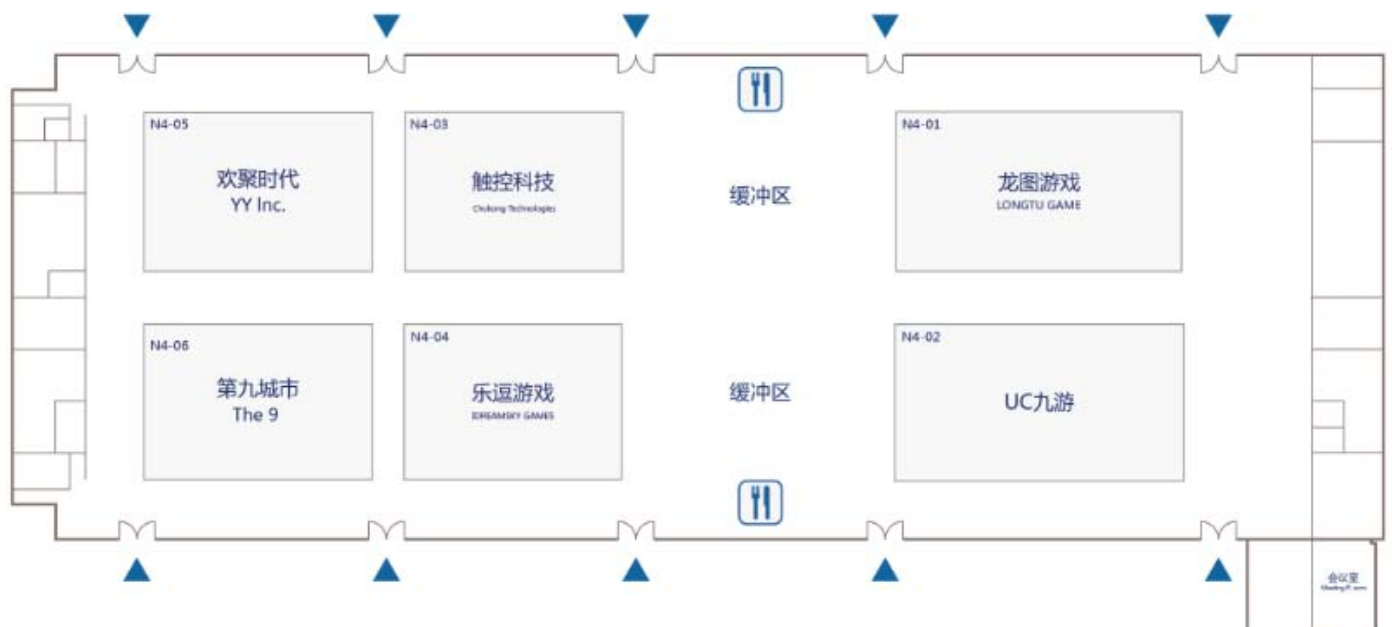


2. The Hall N3 and Hall N4 are also major show floor that are swarmed by big names; the competition for it is quite hot and fierce. As the N3 and N4 are with large exhibition areas and they are set to give players a better gaming experience, and also to avoid potential hazards due to crowding of visitorflows, the organizers empty out of nearly 1,500 square meters of space served as a buffer zone to diverse the crowd stream. So, every year the reservation for the booths of the two exhibition halls is always very competitive.

## N3 展馆平面图 / Hall N3 Floor Plan

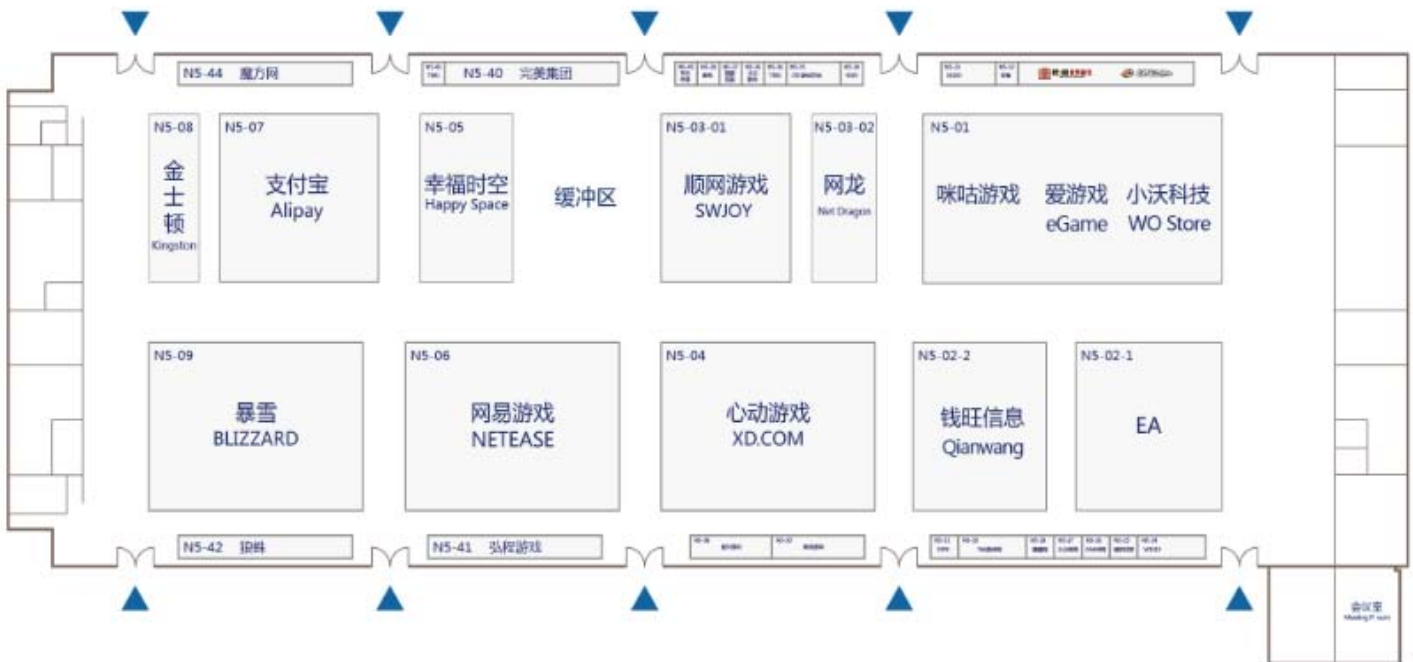


## N4 展馆平面图 / Hall N4 Floor Plan



3. The Hall N5 has greatly enhanced gaming experiences for players because of the participation of NetEase, Blizzard, and EA. Many new exhibitors, such as Happy Network and Qianwang Info., also made their debut at the N5 in this year's ChinaJoy.

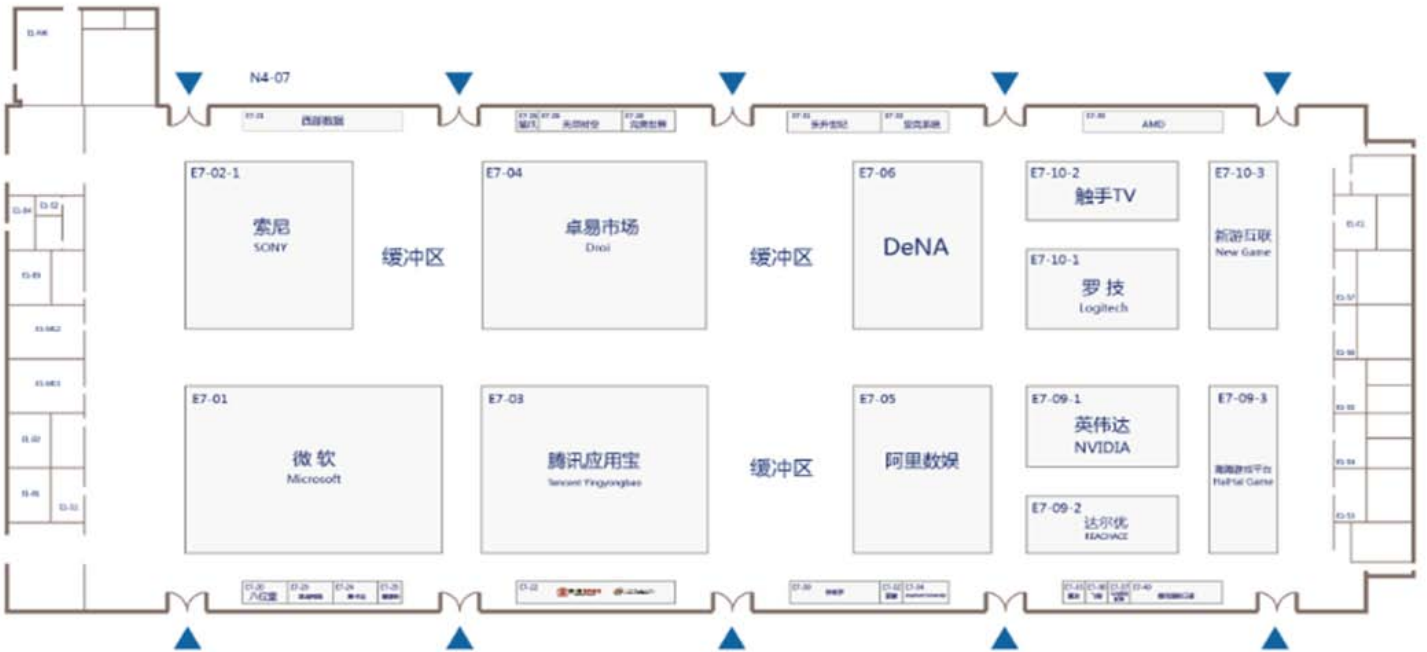
## N5 展馆平面图 / Hall N5 Floor Plan



4. The Hall E7 is a place to conduct the exhibition of the 2015 Next Generation Arcade, Console and Home Digital Entertainment Products ( "ACH" for short). It is developed to adapt the new trend of game equipment industry and in light of the new opportunities of the Chinese game consoles. The ACH has become the first domestically established international exhibition that focuses on console hardware and software products and technical exchanges, and is an upgrade by ChinaJoy in the new industrial structure. This year, the ACH exhibition is crowded with big names of international hardware peripherals, and among the three big host manufacturers, Microsoft and SONY again collectively appeared on ChinaJoy B2C, to lead its peers at the E7. In addition, other enterprises such as DeNA, Ali Digital, Tencent Apps and Droi are also the first time newcomers to participate in the exhibition activities with their game-use mobile phones or related products. So it can be said the venue is a venue that can bring greatest joyful surprises and benefits to console game players in 2015.

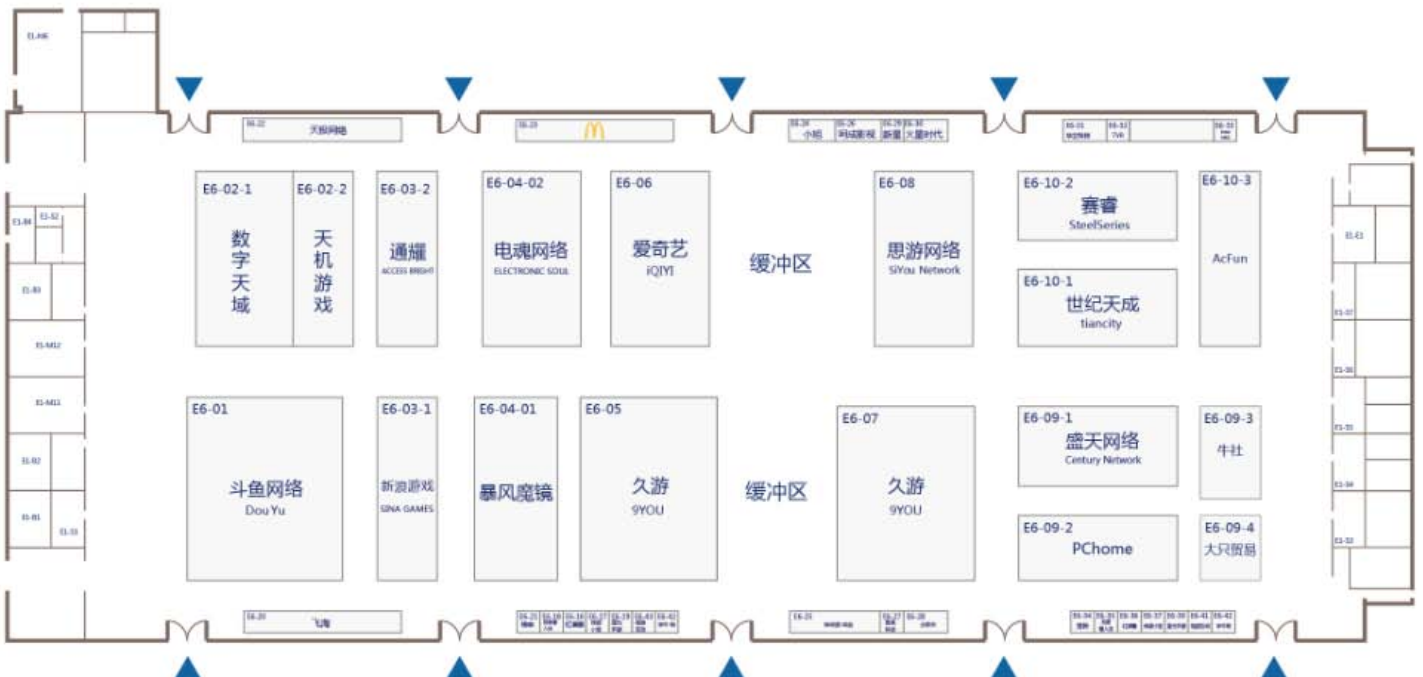


## E7 展馆平面图 / Hall E7 Floor Plan



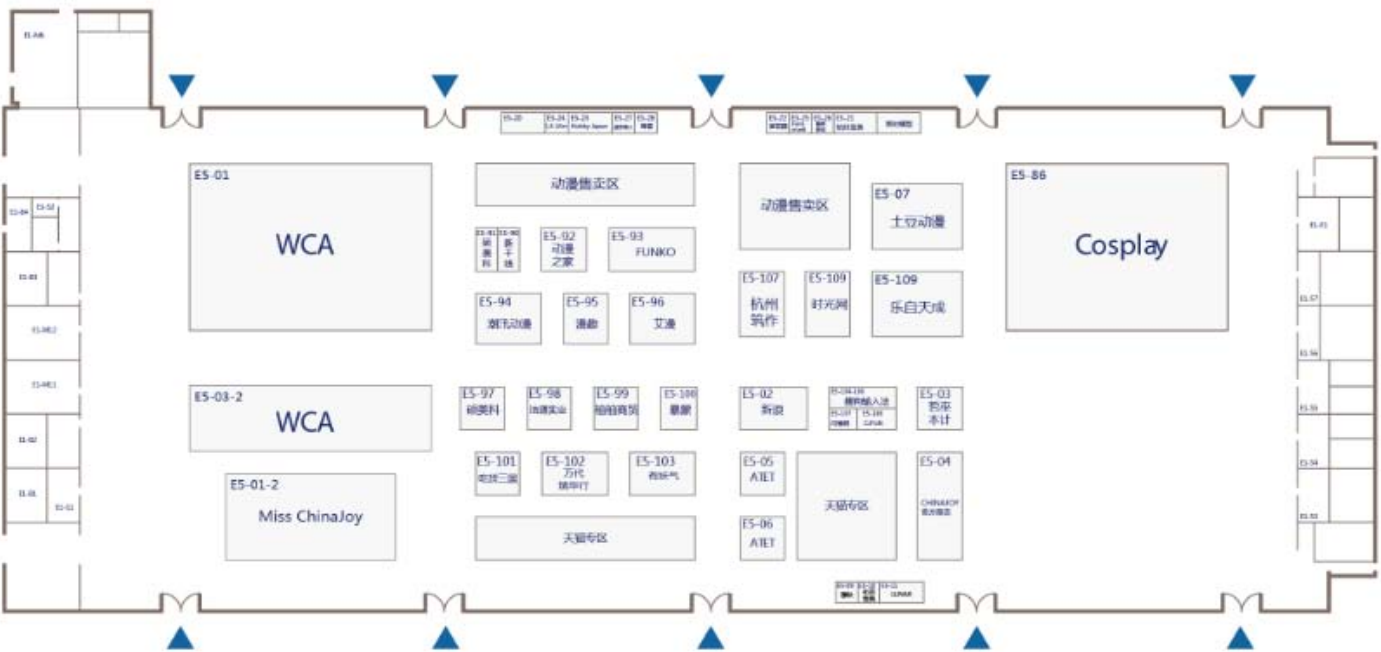
5. The Hall E6 is the first ChinaJoy B2C game display area that the players can reach after they passed the entrance. This year, the exhibitors are distributed in a very diverse way, involving in multiple fields such as client-end games, mobile games, webgames, operating platforms, gamemedia, TV games. It is a kaleidoscope among ChinaJoy BTC venues, and is also the venue with the largest number of exhibitors in a single hall; here, vendor activities are colorful and wonderful, it is quite hot and popular.

## E6 展馆平面图 / Hall E6 Floor Plan



6. The Hall E5 is another ChinaJoy B2C exhibition venue designated with the new theme - Comic & Animation World Amazing Expo (hereinafter referred to as C.A.W.A.E), involving the comic & animation brand display and authorization, high-end toy show, and peripheral derivatives, as well as ChinaJoy' s large official events such as ChinaJoy Cosplay Carnival Finals, an event that is most influential and professional in China animation field, and ChinaJoy e-sports contests. The hall is a paradise for fans and enthusiasts of animation and peripheral games and Cosplay. Since its national preliminary contest launch in March, ChinaJoy Cosplay Carnival 2015 have totally attracted over 26,000 cosers, coming from 11 competition districts from 29 cities across the country. After more than 3-month national preliminary contest, 30 groups and 14 doubles with a total figure of more than 2,000 players which currently represents the highest level of Cosplay in the country have been qualified to the national finals held in Shanghai. On the ChinaJoy Cosplay Carnival Finals during the 4 day of the exhibition, it staged works comprising domestic and foreign animations, games, film and television works; as an annual carnival celebration for ACG fans, every day the competition attracted a large number of audience; it makes more and more people love and support this event, and plays a positive role in promoting Cosplay cultural development in China. The awards ceremony held in the afternoon on August 3 further pushed the Cosplay to climax, as more than 2,000 cosers from all over the country hugged each other and took photos. At the same time hundreds of national media also densely covered the contest carnival, and shared joys with the audiences.

### E5 展馆平面图 / Hall E5 Floor Plan





## **II. Media from Many Related Industries Covered Hotly and Competitively the Event; the Quality and Quantity of the Reports created a new record.**

According to preliminary statistics, over 100 print media and 1,680 Internet media were present to cover the event. 7,333 media reporters home and abroad visited the exhibition, including 6,345 from China, and 988 from the foreign media. CCTV News Channel, Beijing TV financial channel, Shanghai Oriental TV, ICS International Channel Shanghai foreign language channel and First Financial, Youku potatoes, iQIYI, IMBATV, PPTV, aipai.com, Phoenix, Sohu and other video media reported the Forum and the grand opening of the Exhibition in the first place. Domestic mainstream media such as "People's Daily", "Guangming Daily", "Economic Daily", "Ta Kung Pao", "Liberation Daily", "Wen Wei Po", "Xinmin Evening News", Sina, Netease, Tencent, the First Game and others made continuous reports on the exhibition during the exhibition period. Based on the grand exhibition, they gave high ratings to the situation of the domestic game development and China's electronic and online publishing industry. Meanwhile, the exhibition also received extensive attention from media users.

In the context that mobile Internet has become increasingly popular, this time around ChinaJoy has further improved the interface and features of ChinaJoy's mobile Internet apps, strengthening the role of the Wechat and other new media in publicity campaign of ChinaJoy, making it become a media channel to provide expo information in the first place. Through the mobile Internet, the audience and professionals can get richer, timely, fair and accurate information and reports. In order to more accurately cover the ChinaJoy Carnival activities, it also opened a new Wechat for ChinaJoy Cosplay. At the same time, we have strengthened the role of ChinaJoy's official Sina Weibo and Tencent Weibo to promote

expo information and to serve the audience. Making the new media become one of the main channels to cover ChinaJoy.

28 Shanghai mainstream media such as Shanghai TV Station, the Liberation Daily, Wenweipo, Xinmin Evening News, Shanghai Morning News, DFDaily, Shanghai Science and Technology News, Shanghai Biz, and Yicai, and the offices of 11 central media such as CCTV, Xinhua news agency, People's Daily, Guangming Online, and China News Agency, as well as 8 other provinces and cities media which have offices in Shanghai, had participated in the news coverage for ChinaJoy. In this exhibition, nearly 190 articles have been released by Shanghai print media and Television stations. Among them, the Shanghai Morning News had published warm-up special reports on its entertainment news section on July 23, Xinmin Evening News published warm-up specialreports on July 24, Liberation Daily published its live coverage on its domestic culture section on July 30 and publish follow-up reports in August 3, Guangming Daily published its live coverage on its cultural news section on July 30, WenWeiPo made 3-consecutive-day reports on July 29, August 2 and August 3 respectively and published on its key news section, The Beijing Times published its live coverage on its financial section on July 31, Shanghai Morning News published its live coverage on its financial section on August 3, the Nanfang Daily published its live coverage on its wealth and economy section on July 31, Pudong Times published its live coverage on half page of its ads section in July 31, Xinmin Evening News made 2 consecutive-day news coverage in July 29 and July 30, and it published the reports content on its key news section and published live coverage on its sports news pages, The Beijing Youth Daily published subsequent events on August 11 with a half page on its ELECTRONIC 3C section, Xinhua made follow-up reports on August 6 on its front-page, The Economic Daily made follow-up reports on its economy page on August 10, DFDaily published live coverage on its metropolitan section in July 31 and follow-up reports on August 3, Beijing Business Today published subsequent report in August 3, Labor News reported follow-up report on its the financial pages in August 3. Eastday, Shanghai Sina and Tencent Shanghai and many other online media also made special thematic coverage. In addition, many Shanghai media had reported Shanghai online game industry situation on their key pages.

Media commentary generally believes that: The 13th ChinaJoy has been completed successfully, and it is a leader in the world and the No. 1 in Asia. The exhibition shows the cutting-edge international digital entertainment products and technologies, and various views on the situation and future trend of China's digital entertainment industry made by global industry professionals were also present. All of these, while making ChinaJoy an expo to display new products and new technologies, also makes it become a window for Chinese government agencies to communicate industrial policy, get market information, understand the current industry developments and absorb domestic and foreign enterprises opinions

and suggestions. In promoting transaction and academic exchanges in regards to Chinese and foreign excellent electronic entertainment products, many activities held during the exhibition have played an important role to assist government agencies and departments to guide youths to healthily use game products, encourage citizens to participate in the movement of boycott of piracy, and enable domestically developed excellent games with Chinese culture to spread and to occupy the markets of the nation and of the world.

## **Part III Detailed Introduction of ChinaJoy B2B/WMGC B2B Area**

Totally with 35,000 square meters, ChinaJoy/WMGC B2B area is the world's largest platform for game businesses matching & promotion. The size of B2B area this year is 1.5 times than that of last year. The Numbers of exhibitors and their countries& regions had increased significantly from last year as well. The B2B is divided into 2 areas: the Hall W3 and Hall W5 that are for the ChinaJoy B2B area and the Hall W4 that is for the WMGC area. Totally, over 500 exhibitor enterprises which participated in the event were from more than 30 countries and regions around the world. And, the enterprises from the United States, Canada, Brazil, Mexico, Russia, Japan, Korea, Singapore, Malaysia, Vietnam, India, Britain, France, Germany, the Netherlands, Italy, Poland, Turkey, Ukraine, Chinese Taipei and China Hong Kong had further promoted inter-regional cooperation, and in particular promoted good cooperation with developed countries' game industry, making ChinaJoy a real international cooperation platform in the true sense. The main function of the B2B area is to facilitate a series of business cooperation within the industry, as well as for business discussions and communications. It is open only to the game industry practitioners and professionals. It also provides online business matching service for the exhibitors and professional audiences before the exhibition, and during the expo to invite them for business negotiation in preset timelines.

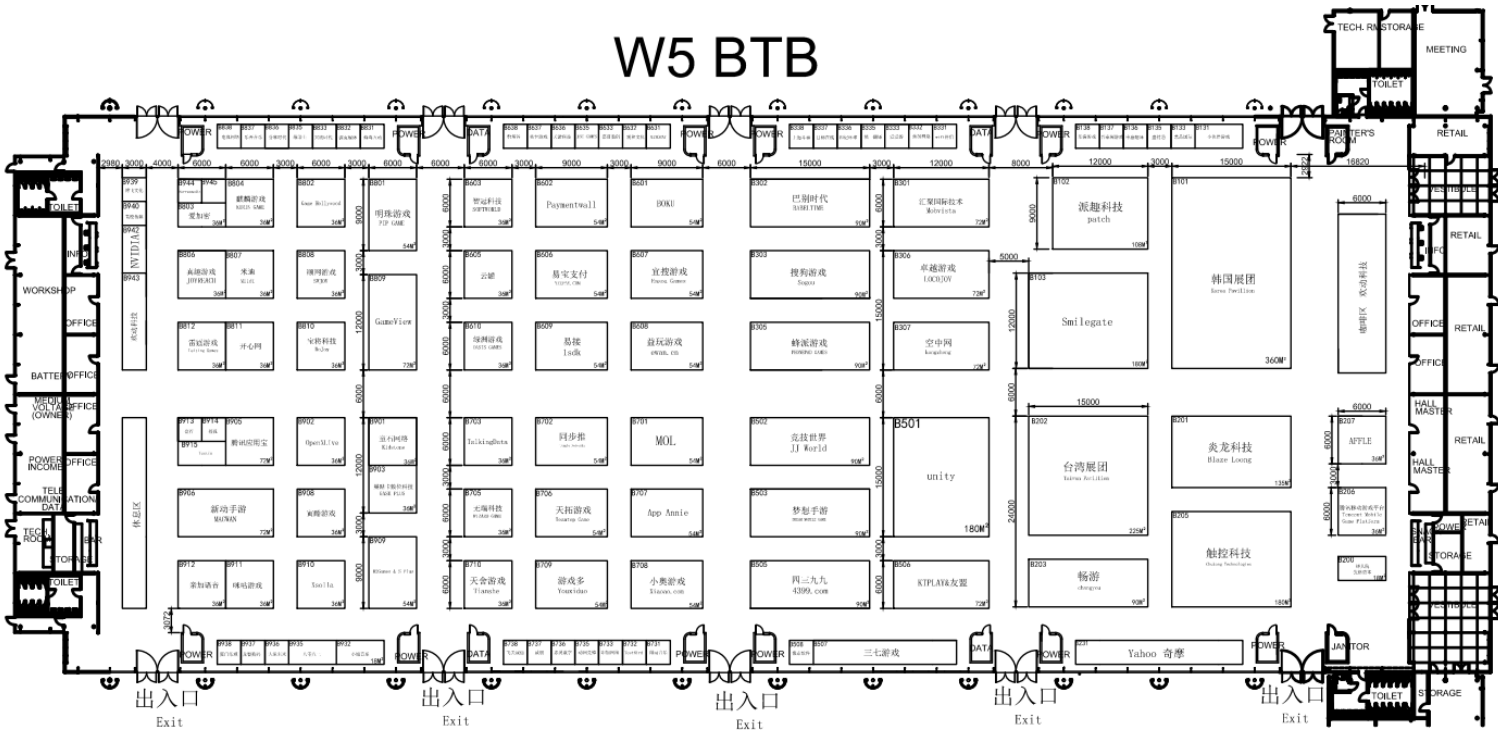
### **I.Exhibition Features of ChinaJoy B2B Area**

1. The Hall W3 and W5 are the ChinaJoy B2B areas which are preferred by well-known international companies who have needs of business cooperation.

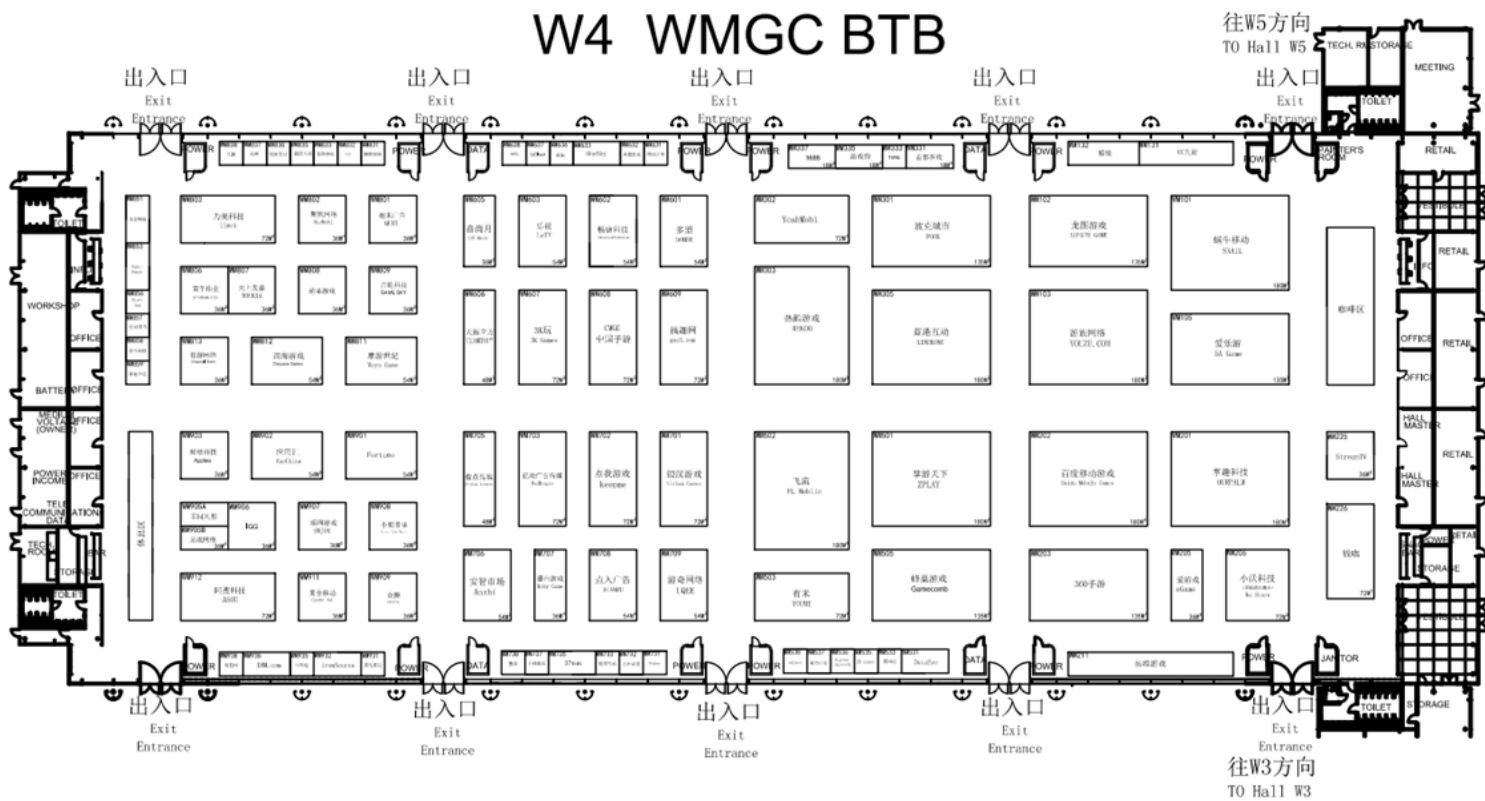
# W3 BTB



# W5 BTB



2. The Hall W4 is an exclusive B2B business area for the WMGC mobile games enterprises which was developed in adapting the trend of worldmobile game industry development and in order to provide business negotiation area for the majority of mobile game companies.



### 3. Online Business Matching Platform

Based on the ChinaJoy B2B and WMGC B2B, the Online Business Platform is an online business communication platform developed in order to enhance and promote transactions and exchanges between enterprises, exhibitors and professional audiences of the game industry. To accomplish the integration of game industry chain related enterprises would be the major purpose of this matching platform, domestic or overseas, and also attracted thousands of domestic and foreign small and medium-sized game enterprises and trade visitors coming from all over the world. The real-name registration system is used to incorporate the most extensive information of enterprises, projects (products), and supplies and demands fully into the information system of the platform. For enterprises and professionals, it will provide the latest updated and the most complete industrial and commercial information.

The platform of ChinaJoy B2B/WMGC B2B includes information and details of thousands of game companies, projects, and products, and provides detailed and classified search services on business supply and demand for the platform users. In addition to that, it also enables companies to find a large number of potential partners in the platform, as the platform during the exhibition provide users with online invitation services for one-on-one meetings at *the B2B exhibition area*. Through online invitation in advance, users can get the opportunity of one-on-one display, negotiation and cooperation with the potential cooperation enterprises at the *B2B area*.

The exhibitors and trade visitors at the ChinaJoy B2B/WMGC B2B Areas have become the first batch of people who are allowed to enjoy this service since the online business platform was available. They may login the online e-commerce platform website, fill in with the enterprise information, thus enabling the global game exhibitors to know about the needs of your business in the first place, and bring you more opportunities and partners for your business.

## II. Data Statistics of ChinaJoy B2B and WMGC B2B

### 1. Exhibitor Statistics

**Number of on-site professional visitors/audiences: 56,650**

**Number of business negotiations during the exhibition: 6,000+**

**Number of intent cooperation cases: 750+**

**Number of intent cooperative products: 1,250+**

**Number of contracts signed onsite: 300+**

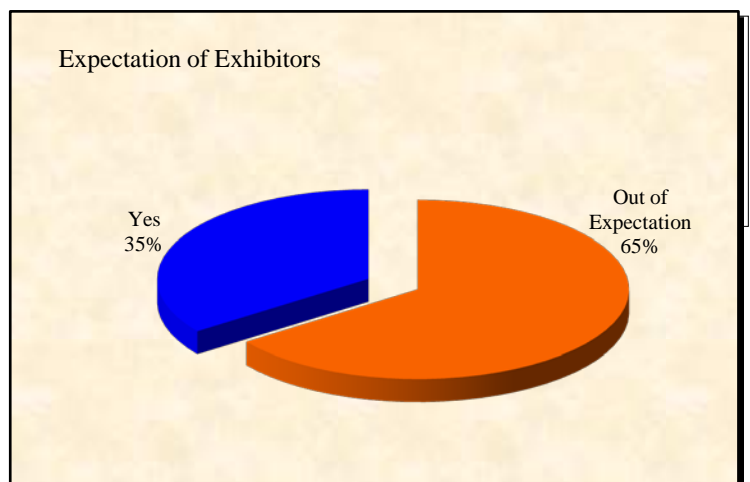
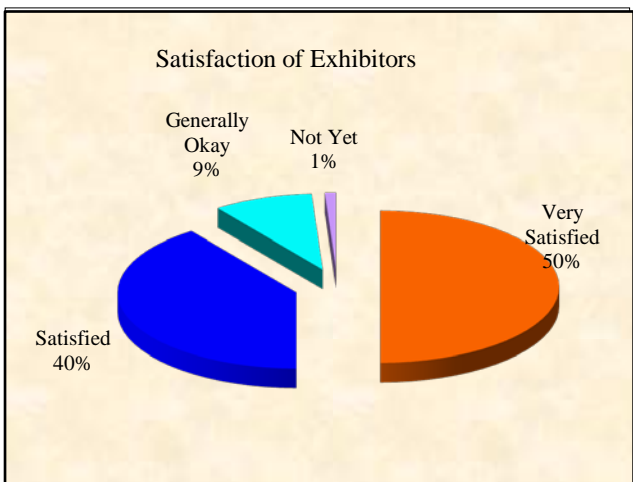
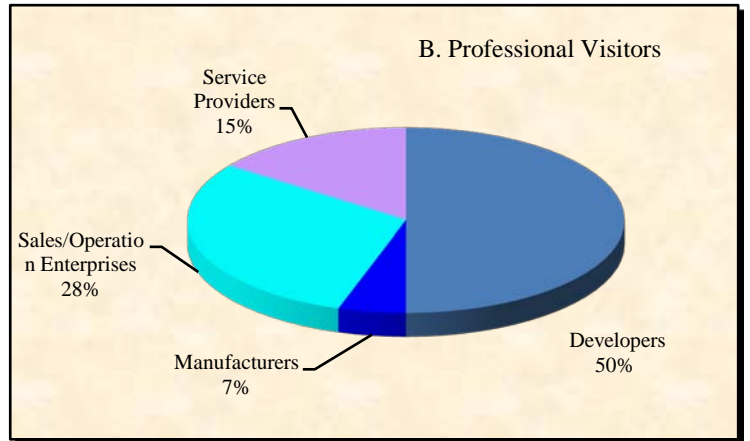
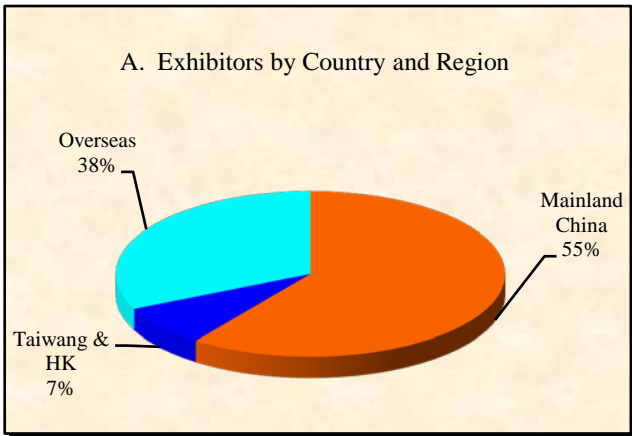
**The biggest amount in a single transaction: \$75 million dollars**

**The total amount of intent transactions: USD\$350 million dollars**

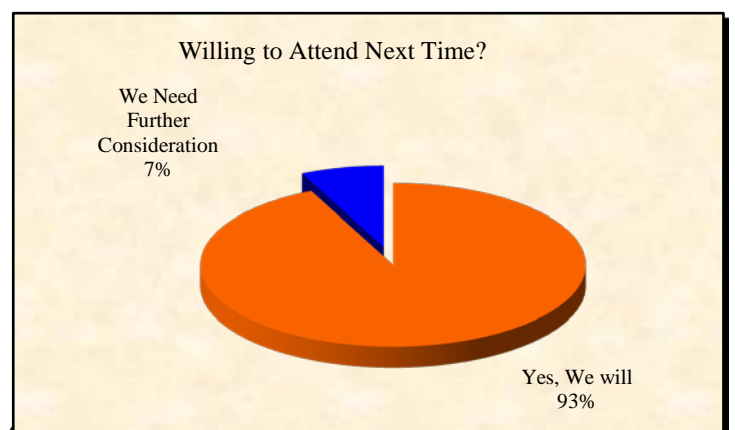


**A. Statistics of Countries and regions of exhibitors**  
 Among all of the exhibitors, 55% were from mainland China, 7% from Taiwan & HK, and 38% from overseas countries and regions.

**B. Statistics of Exhibitors by Fields of Game Professionals:**  
 Among all of the exhibitors, developers accounted for 50%, manufacturers 7%, Operation enterprises 28%, and service providers 15%.

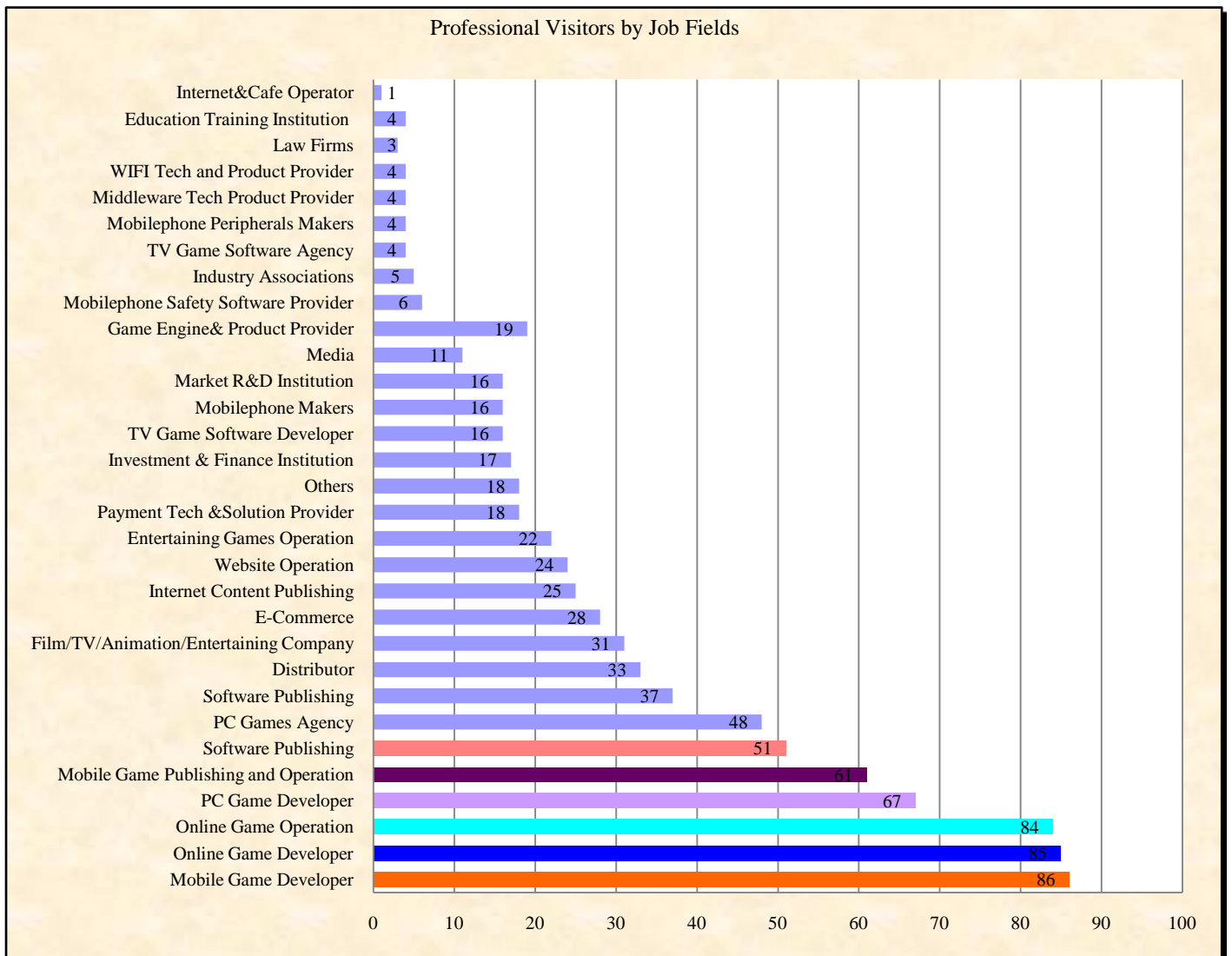


**E. Willing to Attend Next Time?**  
 Among all of the interviewees, 93% expressed their willingness to continue to participate, 7% said they need for further consideration.

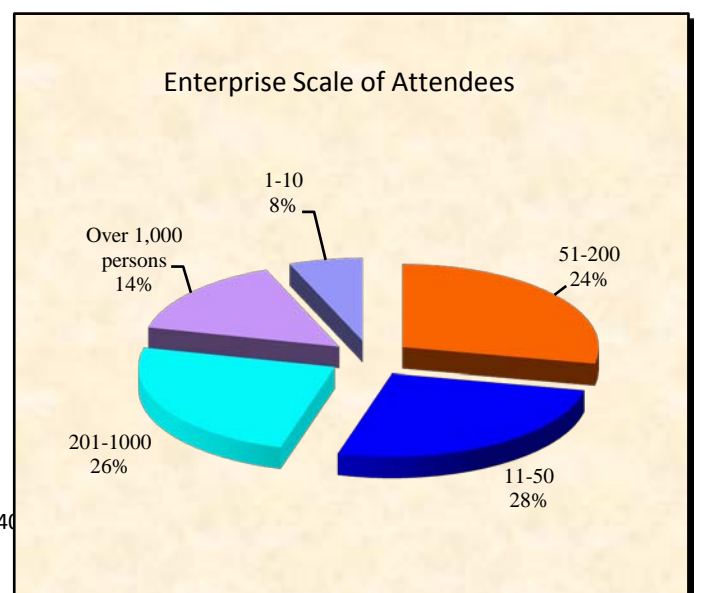


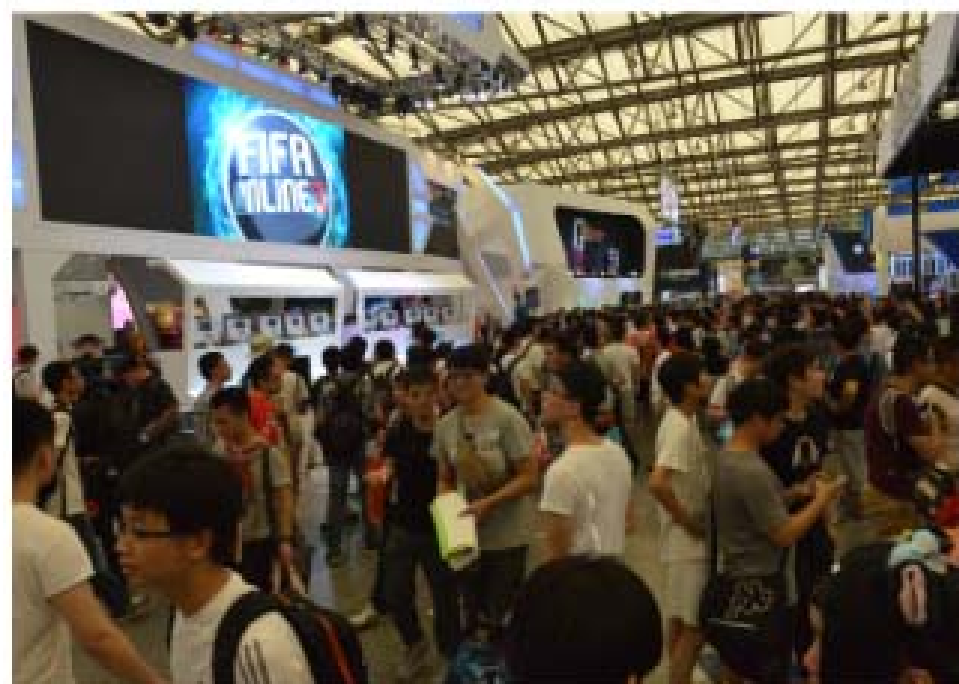
## 2. Statistics of Professional Audience (Randomly select 500 professional audiences as the sample for investigation)

### A. Analysis of Fields the Audience Involved



### B. Statistics of Purposes of Participation C. Scale of Enterprises Attended







## Part IV Appendix

### Lists of ChinaJoy2015 Exhibitors and Sponsors

#### 1. List of the Exhibitors of the 2015ChinaJoy B2C Area

Booth Number	Company Name
N2-01	GUANGZHOUYINHAN TECHNOLOGY CO., LTD.
N2-02-1	Shanda Games
N2-02-2	Hangzhou Bianfeng Networking Co., Ltd.
N2-05	Beijing Perfect World Network Technology Co., Ltd.
N2-06	Shenzhen Tencent Computer Systems Company Limited
N2-07	kongzhong
N2-08	Shanghai Giant Network Technology Co., Ltd.
N3-01	CMGE
N3-02	Chengdu Kingsoft Digital Entertainment Co., Ltd.
N3-05	Suzhou Snail Digital Technology Co., Ltd.
N3-06	JJ World (Beijing) Network Technology Co., LTD
N3-07	ZPLAY (Beijing) Information Technologies Co., Ltd.
N3-08	Beijing Kunlun Tech Co., Ltd.
N4-01	Beijing ZhongQingLongTu Network Technology Co., Ltd.
N4-02	9 Game & PP Assistant
N4-03	Beijing Chukong Technology Co., Ltd.
N4-04	Shenzhen iDreamSky Technology Ltd.
N4-05	YY Inc.
N4-06	Shanghai The9 Information Technology Co., Ltd.
N5-01-1	WO Store
N5-01-2	Dazzle Interactive Network Technologies Co., Ltd.
N5-01-3	Migu Interactive Entertainment Co., Ltd.
N5-02-1	Electronic Arts
N5-02-2	Jiangsu QianWang Information Industry Holding
N5-03-01	Hangzhou Shunwang Technology Co., Ltd.
N5-03-02	NetDragon Websoft Inc.
N5-04	X.D. Network Inc.
N5-05	87870.com, the Virtual Reality Users Platform
N5-06	Netease Games
N5-07	Alipay.com Co., Ltd.
N5-08	Kingston Technology Company Beijing Office
N5-09	Shanghai EaseNet Network Technology Limited
N5-24	w1515

N5-32	Anfan Games
N5-38	Beijing Sural Network and Technology Co., Ltd.
N5-39	Aoshi Electronic Technology Hainan Co., Ltd.
N5-40	Chongqing StarGame Media Group Co., Ltd.
N5-41	Shenzhen Dyadic Systems Co., Ltd.
N5-42	DONGGUAN SUOAI ELECTRONICS CO., LTD.
N5-43	7881.com
N5-44	MoFang
N5-45	Shenzhen Parallel Universe Digital Entertainment Co., Ltd.
E7-01	Microsoft (China) Co., Ltd.
E7-02-01	Sony Computer Entertainment Inc.
E7-03	Droi
E7-03A	Tencent Yingyongbao
E7-05	Alibaba
E7-06	Shanghai Zongyou Network Technology Co., Ltd.
E7-09-02	DongGuan Togran Electronics Technology Co., Ltd.
E7-09-1	NVIDIA Semiconductor Technical Service (Shanghai) Co., Ltd. Beijing Branch
E7-09-3	Beijing HaiHai Game Technology Co., Ltd.
E7-10-1	Logitech (China) Technology Co., Ltd.
E7-10-2	Chushou TV
E7-10-3	NEW GAME
E7-20	8Bitdo Tech HK Ltd.
E7-21	Xibushuju
E7-23	Shanghai Holyblade Network Technology Co., Ltd.
E7-24	MECHATRO TECH COMPANY LIMITED
E7-25	Telefield Vision (Shanghai) Limited
E7-26	CatPaw Entertainment LLC
E7-27	Perfect World
E7-28	Limitless
E7-30	TESORO Technology USA Inc.
E7-31	XPEC Century
E7-32	Shanghai Lenqiy Technology Co., Ltd.
E7-33	Arc System Works Co., Ltd.
E7-34	Shepherd University–School of Digital Arts
E7-35	Leiyoo
E7-37	Game Academy
E7-38	Shanghai Flydigi Electronics Tech Co., Ltd.
E7-39	AMD
E7-40	Sakura International Japanese

E6-01	DouYu TV
E6-02-1	Beijing Digital Grid Technology Co., Ltd.
E6-02-2	Wuxiantianji
E6-03-01	Beijing WeiYouHuDong Network Technology Co., Ltd.
E6-03-02	Shanghai Access Bright Co., Ltd.
E6-04-02	Hangzhou Electronic Soul Network Technology Co., Ltd.
E6-04-1	Beijing Baofengmojing Technologies Co., Ltd.
E6-05	Shanghai Nineyou Interactive Community and Media Co., Ltd.
E6-06	Beijing iQIYI Science & Technology Co., Ltd.
E6-08	Shanghai SiYou Network Technology Co., Ltd.
E6-09-1	Hubei Century Network Technology Co., Ltd.
E6-09-2	PChome
E6-09-3	Niushe App
E6-09-4	Dazhi TradeFair
E6-10-1	Shanghai Pasts & Telecommunications Technology Co., Ltd.
E6-10-2	SteelSeries
E6-10-3	AcFun
E6-16	Hongyanquan (Beijing) Network Technology Co., Ltd.
E6-17	Beijing TransPad Technologies Co., Ltd.
E6-18	Baidu InputMethod
E6-19	Wuhan Akira Tour Network Technology Co., Ltd.
E6-20	Feitao
E6-21	QIANKA Network Technology (Shanghai) Co., Ltd.
E6-22	Tianji Media Group
E6-24	Beijing XiaoXu Music Culture Co., Ltd.
E6-25	Jdnet
E6-26	HC Film Company
E6-27	Mxth Network Inc. Hangzhou
E6-28	Hefei Qiyun Software Co., Ltd.
E6-29	Newstar Press
E6-30	Mars Era Institute of Digital Arts
E6-31	Guangzhou Wahlap Technology Co., Ltd.
E6-32	Time of VR
E6-33	intel NSG
E6-34	Suzhou GameFriend Network Technology Co., Ltd.
E6-35	Wuhan Yindu Cultural Media Co., Ltd.
E6-36	ShenZhen PXN ElectronicsTechnology Co., Ltd.
E6-41	Dong10 Game Service Network
E6-43	Shiyou Interactive Gaming ( Beijing) Company Limited

E5-01	Yinchuan International Game Investment Co., Ltd.
E5-01-2	ZHONGGUANCUN ONLINE
E5-02	games.sina.com.cn
E5-03	Shenzhen Wu Design Electronics Co., Ltd.
E5-05/06	ATET
E5-07	YOUKU TUDOU CORTOON CENTRE
E5-08	Hasee
E5-12	Samsung
E5-13	Teclast
E5-14	Hewlett-Packard
E5-15	CUBE
E5-16	BenQ
E5-20	Datacomx
E5-22	Huajitang
E5-23	HOBBY JAPAN
E5-24	The Los Angeles Film School
E5-25	FORCE OF WILL
E5-26	Shanghai Hishow Mobile Technology Co., Ltd.
E5-27	Metaverse Makeovers
E5-28	Shanghai Teshen Network Technology Co., Ltd.
E5-31	ASUS
E5-91	YANGSHUO
E5-92	Anime&Comic World
E5-93	Beijing Filmba Culture Media Co,Ltd.
E5-94	Inplay Animate & Tech Co., Ltd.
E5-95	DongGuan Togran Electronics Technology Co., Ltd.
E5-96	PATCH TECH
E5-97	SOMIC
E5-98	SHANGHAI JIEYUAN INDUSTRIAL CO., LTD.
E5-99	Guangzhou YoYo Trading Co., Ltd.
E5-100	Boom Comic
E5-101	Shanghai E-shine Culture Communication co., Ltd.
E5-102	Xinlingyu Toys
E5-103	Shanghai U17 Co., Ltd.
E5-104	Lenovo
E5-105	Machenike
E5-106	GIGABYTE
E5-107	Hangzhou Zhuzuo Cultural and Creative Co., Ltd.
E5-108	Mtime



E5-109	Beijing Talent Joy Cultural Development Co., Ltd.
E5-110	NETGEAR
E5-111	UPC
E5-134	Sogou Input Method
E5-137	WENJUAN
E5-138	CJFAN

## 2. List of ChinaJoy2014 B2B Exhibitors

C101	Epic Games, Inc.
C102	GAME MOON
C103	7659 GAME
C104	INTERPLUS/ AD2ICTION
C105	JINGJIE GAME COMPANY LIMITED
C106	Tencent Cloud Computing Company
C107	(Mobogenie) BEIJING GAMEASE AGE DIGITAL TECHNOLOGY CO., LTD.
C201	SHANGHAI MUHE NETWORK TECHNOLOGY CO., LTD.
C202	GC GAME
C203	EGRET TECHNOLOGY INC.
C204-1	Games Solution Centre (Singapore Pavilion)
C204-2	Lionfish Studios Pte Ltd (Singapore Pavilion)
C204-3	Oddity Studios(Singapore Pavilion)
C204-4	OrionArts (Singapore Pavilion)
C204-5	Gtoken Pte Ltd (Singapore Pavilion)
C204-6	Asiasoft Online PTE LTD (Singapore Pavilion)
C204-7	Touch Dimensions Interactive Pte Ltd (Singapore Pavilion)
C204-8	Delta Duck Studios (Singapore Pavilion)
C204-9	Boomzap (Singapore Pavilion)
C204-10	DYNA Q Pte Ltd(Singapore Pavilion)
C204-11	Daylight Studios Pte Ltd(Singapore Pavilion)
C204-12	Quest Drop Pte Ltd(Singapore Pavilion)
C205	SHENZHEN ZEN-GAME TECHNOLOGY CO., LTD.
C206	AWS Amazon Web Services
C207	Naranya Market
C208	HOT CLOUD TECHNOLOGY LTD.
C209	EVENTIST DIGITAL MARKETING LIMITED

C210	NEXTLINK TECHNOLOGY CO., LTD.
C211	CyberZ Inc.
C220	IPEARL
C221	VTC MOBILE SERVICES JOINT STOCK COMPANY
C222	BEIJING FANCYGUO TECHNOLOGY CO., LTD.
C223	FUJIAN CLOUD ATLAS CULTURAL TECHNOLOGY CO., LTD.
C225	Luxembourg Consulate General in Shanghai
C226	AKAMAI (BEIJING) TECHNOLOGIES CO., LTD.
C227	YD Online Corp.
C228	SURGE TECHNOLOGY (TIANJING) CO., LTD.
C229	YouAppi
C230	fatmouse
C231	Bee7
C232	Adjapon
C233	MIAOZHEN SYSTEMS
C301	NEWGAME INTERACTIVE TECHNOLOGY (FUZHOU) CO. LTD.
C302	SHANGHAI TAREN NETWORK TECHNOLOGY CO., LTD.
C303	DRAGON ONLINE (BEIJING) TECHNOLOGY CO., LTD.
C305	BLINGSTORM ENTERTAINMENT LIMITED
C306	SHENZHEN ZQGAME CO., LTD.
C307	XIAMEN COOLGAME NETWORK TECHNOLOGY CO., LTD.
C308	B-RAY DREAMWORK NET INFO CO., LTD., CHENGDU
C309	APPSRICA ENTERTAINMENT
C310	MOBILE ENTERTAINMENT CORPORATION (ME CORP.)
C500	BEIJING MUZHIWAN TECHNOLOGY CO., LTD.
C501-1	Quebec Government Office in Shanghai
C501-2	Audiokinetic
C501-3	Enzyme Testing Labs
C501-4	Behaviour Interactive
C502	MOOPIN TECH
C503	ALIBABA CLOUD COMPUTING LTD.
C504	GAME STORM PLUS CO., LTD.
C505	SOMETHING BIG
C506	PIXELBEAM INC.
C507	SHANGHAI DIANYANG TECH CO., LTD.

C508	ADVIW
C509	UBISOFT SHANGHAI
C510	XIAMEN MECHANIST INTERNET TECHNOLOGIES LIMITED
C511	Mpire Network INC.
C512	Adyen
C513	YUEYOU
C515	Spicemart
C516	ACT MEDIA CO., LIMITED
C517	YICEBA
C601	VNG Corportion
C602	Shenzhen Mars Network Co., Ltd.
C603	UUCUN
C605	SUCCESS CAPITAL PARTNERSHIP (SHENZHEN)
C606	GUANGZHOU KUGOU COMPUTER TECHNOLOGY CO., LTD.
C607	Metaps China
C608	SURSEN GROUP
C609	FINGER FUN
C611	PALMJOYS TECHNOLOGY CO., LTD.
C612	Blue Mobile
C613	FUJIAN YUMI NETWORK TECHNOLOGY CO., LTD.
C615	SHENZHEN JOYSLINK INFORMATION TECH CO., LTD.
C621	SHENZHEN SHIWAITAOYUAN
C622	ACOOO (BEIJING) LIMITED
C623	BEIJING LEGEND OF WARRIORS NETWORK CO., LTD.
C625	Gadmobe Interactive Limited
C626	VTC TECHNOLOGY AND DIGITAL CONTENT COMPANY (VTC INTECOM)
C627	NASMEDIA
C629	XIAMEN XINFULAND CO., LTD.
C631	GUANZHOU WITCOOL INFOTECH LTD.
C633	HANGZHOU SHAMAN NETWORK TECHNOLOGY CO., LTD.
C635	GameGenetics GmbH
C636	ClicksMob
C637	SHENYANG SIX-N ANIMATION LTD.
C638	w1515
C639	UBITUS TECHNOLOGY LIMITED

C650	DAU-UP
C651	FIREBOX TECHNOLOGY CO., LTD.
C652	LYTO INDONESIA-SOUTH EAST ASIA
C661	PORTABLE MARKETING CO., LTD.
C662	NETGATHER INFORMATION TECHNOLOGY (SHANGHAI) LIMITED
C663	BEIJING MOPAN TIME TECHNOLOGY CO., LTD.
C666	INITORY STUDIOS
C668	NETTENTION CO., LTD.
C669	XI'AN VULCAN NETWORK TECHNOLOGY CO., LTD.
C675	SONICTHUNDER CO., LTD.
C676	BEIJING YOUSEN NETWORK TECHNOLOGY CO., LTD.
C679	KFMASTER CO., LTD.
C680	Smaato
C682	SHANHAI TAPLINK CO., LTD.
C684	DUODIAN NETWORK
C685	SHENZHEN SOULGAME TECHNOLOGIES CO., LTD.
C701	ASIONSKY TECHNOLOGY DEVELOPMENT CO., LTD.
C702	BEIJING SOGOU TECHNOLOGY DEVELOPMENT CO., LTD.
C703	DREAMOBI
C705	BEIJING ACG MEDIA CO., LTD.
C706	AppLift
C707	SHENZHEN CITY STAR NETWORK TECHNOLOGY CO., LTD.
C708	LIANTU NETWORK TECHNOLOGY CO., LTD.
C709	XIAMEN SKY PUPIL NETWORK TECHNOLOGY CO., LTD.
C711	PUMPKIN GAMES
C712	CHENGDU ANTGAME TECHNOLOGY CO., LTD.
C715	ME2ON CO., LTD.
C716	BEIJING HANYI KEYIN INFORMATION TECHNOLOGY CO., LTD.
C718	BEIJING PUTAOGAME CO., LTD.
C719	SHANGHAI MINGDI TECH
C726	HUAWEI INTOUCH PARTNERSHIP PROGRAM
C728	U.LU GAMES
C729	XIAMEN SUPER GAME NETWORK TECHNOLOGY
C730	BEIJING GRIDGAME NETWORK TECHNOLOGY CO., LTD.
C731	glispa

C732	UniPin-Game Online Voucher- PT.24Jam Online
C733	Acclivis Technologies and Solutions Pte Ltd
C735	DREAM JELLY
C736	PubNative
C738	Appier
C739	SHANGHAI YISHANGHE NETWORK TECHNOLOGY CO., LTD.
C750	Mundo LTD.
C752	BEIJING SUNDAYFUN TECH CO., LTD.
C760	CHENGDU TIANFU SOFTWARE PARK
C761	VANGUARD SOUND STUDIO
C762	Adcash
C765	VICUC
C766	Valuepotion
C768	Marvelous Inc.
C770	SOHA GAME
C771	Gravity Co., Ltd.
C772	Neocyon Inc.
C773	ISENTRIC Ltd.
C775	Chongqing Challenge Technology Co., Ltd.
C776	TIANJIN EBO DIGITAL TECHNOLOGY CO., LTD.
C777	BEIJING SHENZHOU PAYMENT TECH CO., LTD.
C778	Dice Creative
C779	JOY GAME
C780	Playvision
C781	SHANGHAI TWINKIN GAMES TECHNOLOGY CO., LTD.
C785	SHANGHAI YILIAN
C786	XIAMENZHINEI NETWORK TECHNOLOGY CO., LTD.
C787	SUZHOU MMKEJI 3D-TECH CO., LTD.
C788	SANSHENGSHI TECHNOLOGY CO., LTD.
C790	MIX VISON CHINA FUZHOU CULTURE COMMUNICATION CO., LTD.
C791	FGAME CORP.
C792	BEIJING FOUNDER ELECTRONICS CO., LTD.
C793	SHANGHAI YOUREN NETWORK TECHNOLOGY CO., LTD.
C795	BEIJING ART AND SCIENCE ELECTRONIC PUBLISHING HOUSE
C796	Guangdong YLMF Computer Technology Co., Ltd.

C797	SHANGHAI ANIMETION FILM STUDIO
C798	SHANGHAI JIETU SOFT CO., LTD.
C799	9DREAMS
C801	KLAB CHINA LNC.
C802	BEIJING XINFENG APPS NETWORK TECHNOLOGY CO., LTD. (I'M APPS)
C803	MOREFUN
C804	DAMI GAME
C805	GMO TECH
C808	TALENTWALKER INTERACTIVE ENTERTAINMENT CO., LTD.
C809	NANTONG WOLF GAME SOFTWARE TECHNOLOGY CO., LTD.
C811-1	(Japan Pavilion) Dream Incubator Inc.
C811-2	株式会社アカツキ (Japan Pavilion) Akatsuki Inc.
C811-3	クローバーラボ株式会社 (Japan Pavilion) Clover Lab Inc.
C811-4	株式会社ダンクハーツ (Japan Pavilion) Dank Hearts Inc.
C811-5	株式会社 Donuts (Japan Pavilion) Donuts Co., Ltd.
C811-6	株式会社 f4samurai (Japan Pavilion) f4samurai Inc.
C811-7	株式会社グッドラックスリー (Japan Pavilion) Good Luck 3 Inc.
C811-8	株式会社イグニス (Japan Pavilion) IGNIS LTD.
C811-9	株式会社イルカアップス (Japan Pavilion) ILCAAPPS Inc.
C811-10	株式会社モンスター・ラボ (Japan Pavilion) Monstar Lab Inc.
C811-11	株式会社マイネット (Japan Pavilion) Mynet Inc.
C811-12	株式会社ティルス (Japan Pavilion) Tyrus Inc.
C812	SHANGHAI U9GAME CO., LTD.
C815	HANGZHOU DIMENSITY TECHNOLOGY CO., LTD.
C816	YOUCAIHUA
C817	MEETSOCIAL INTERACTIVE
C818	FORGAME HOLDINGS LIMITED
C819	KICK9 CO., LTD.
C821	SUPERD CO., LTD.
C823	DONGGUAN DARKWAVE INFORMATION TECHNOLOGY CO., LTD.
C824	YUYUE TECHNOLOGY
C826	INLIFE-HANDNET CO.,LTD
C827	SHANGHAIHONGSENCUL TUREMEDIA CO., LTD.
C828	HANGZHOU CAVY TECHNOLOGY CO., LTD.

C860	FOREST INTERACTIVE SDN. BHD.
C861	SGAME JOINT STOCK COMPANY
C862	APPSPEEDS
C863	XIAMEN TENGYOU INFORMATION TECHNOLOGY CO., LTD.
C864	AGORA IO, INC.
C866	SHENZHEN CITY LITIAN BAOLI TECHNOLOGY CO., LTD.
C870	BEIJING EU GAME INFORMATION TECHNOLOGY CO., LTD.
C873	GameBank Corp. 株式会社 GAMEBANK CORP.
C874	GAME ADE
C875	Smilegate Europe GmbH
C876	UNION MOBILE PAY
C900	Element Cell Game Limited
C901	BLAZE GAME CO., LTD.
C902	Digital Bros S.P.A
C903	Septeni
C905	MXTH NETWORK INC.HANGZHOU
C906	FLOWSELF
C907	MITAC INFORMATION TECHNOLOGY CORP.
C908	MOFANG
C910	ANN9.COM
C911	CHENGDU EASYFUN TECHNOLOGIES CO., LTD.
C913	DROCK-ART.
C920	AppGrade
C921	HUNAN NINE SECOND INTERACTIVE NETWORK TECHNOLOGY CO., LTD.
C922	PAYECO
B101-1	GameUS Inc. (Korea Pavilion)
B101-2	NOKNOK (Korea Pavilion)
B101-3	Nuriworks (Korea Pavilion)
B101-4	NimbleCrew Games Inc. (Korea Pavilion)
B101-5	Doldo2 soft (Korea Pavilion)
B101-6	Latis Global Communications (Korea Pavilion)
B101-7	Vinyl Lab (Korea Pavilion)
B101-8	Studio DOMA (Korea Pavilion)
B101-9	Itreeworks, Inc. (Korea Pavilion)
B101-10	APPCROSS CO., Ltd. (Korea Pavilion)

B101-11	ANGAMES Co.,Ltd. (Korea Pavilion)
B101-12	H2 Interactive Co., Ltd. (Korea Pavilion)
B101-13	Softon Entertainment Co., Ltd. (Korea Pavilion)
B101-14	L&K Logic Korea (Korea Pavilion)
B101-15	RacoonSoft (Korea Pavilion)
B101-16	Mgame Corporation (Korea Pavilion)
B101-17	WEREDSOFT INC. (Korea Pavilion)
B101-18	ETRIBE (Korea Pavilion)
B101-19	JSC GAMES (Korea Pavilion)
B101-20	GIF Games (Korea Pavilion)
B101-21	CREATIVE BOMB Co. (Korea Pavilion)
B101-22	DAJIA (Korea Pavilion)
B101-23	Toy's Myth Inc. (Korea Pavilion)
B101-24	Tritonesoft (Korea Pavilion)
B101-25	Tripeaks (Korea Pavilion)
B101-26	Paranoid Joy (Korea Pavilion)
B101-27	Payletter (Korea Pavilion)
B101-28	PuttoEntertainment Co., Ltd. (Korea Pavilion)
B101-29	Frigatebird Co.,Ltd. (Korea Pavilion)
B101-30	Playwith (Korea Pavilion)
B101-31	WIDGAMES (Korea Pavilion)
B101-32	Korea Mobile Game Association (Korea Pavilion)
B101-33	HANYOU (Korea Pavilion)
B101-34	Masangsoft, Inc. (Korea Pavilion)
B101-35	Monster Smile Inc. (Korea Pavilion)
B101-36	WITCHES, Inc. (Korea Pavilion)
B101-37	Seoul Business Agency (Korea Pavilion)
B101-38	(Korea Pavilion) Korea Creative Content Agency
B102	PATCH TECH
B103	SMILEGATE HOLDINGS
B131	BUDDY
B133	EPEAK INTERNATIONAL
B135	SHANGHAI SHENG FU TONG ELECTRONIC PAYMENT SERVICES CO., LTD.
B136	GAME LOCALIZATION CENTER
B137	SHANGHAI JTZH TECHNOLOGY INFORMATION CO., LTD.



B138	LEMAN GAME
B200	MADZONE
B201	BL Technologies Co., Ltd.
B202-1	TAIPEI COMPUTER ASSOCIATION (Taiwan Pavilion)
B202-2	GAMEMAG INTERACTIVE INC. (Taiwan Pavilion)
B202-3	SOFTSTAR ENTERTAINMENT INC. (Taiwan Pavilion)
B202-4	HOSHIN GIGAMEDIA CENTER INC. FUNTOWN BRANCH (Gigamedia FunTown) (Taiwan Pavilion)
B202-5	FunYours Technology CO., LTD. (Taiwan Pavilion)
B202-6	LAGER NETWORK TECHNOLOGIES INC. (Taiwan Pavilion)
B202-7	Nice Market Games Ltd. (Taiwan Pavilion)
B202-8	PlayCoo Corporation (Taiwan Pavilion)
B202-9	Nettop Game Co., Ltd. (Taiwan Pavilion)
B202-10	Winking Tree Entertainment CO., LTD. (Taiwan Pavilion)
B202-11	eHooray Co.,Ltd. (Taiwan Pavilion)
B202-12	USERJOY TECHNOLOGY CO., LTD. (Taiwan Pavilion)
B202-13	InterServ International Inc. (Taiwan Pavilion)
B202-14	Far Eastone Telecommunications Co., Ltd. (Taiwan Pavilion)
B202-15	LEMONGAME TW CO., LTD. (Taiwan Pavilion)
B202-16	XPEC Entertainment Inc. (Taiwan Pavilion)
B202-17	XPEC Art Center Inc. (Taiwan Pavilion)
B202-18	Soft-World International Corporation (Taiwan Pavilion)
B202-19	Gamefunto (Taiwan Pavilion)
B203	CHANGYOU.COM LIMITED
B205	Beijing Chukong Technology Co., Ltd.
B206	TENCENT GAMES
B207	AFFLE
B231	YAHOO
B301	MOBVISTA INTERNATIONAL TECHNOLOGY LIMITED
B302	BABELTIME INC.
B303	Sogou Games
B305	HANGZHOU PHONEPAD TECHNOLOGY CO., LTD.
B306	LOCOJOY
B307	kongzhong
B331	XIAMEN ZHONGLIAN CENTURY TECHNOLOGY CO., LTD.

B332	SHANGHAI UZONE NETWORK TECHNOLOGY CO., LTD.
B333	XIAMEN ZHONGLIAN CENTURY TECHNOLOGY CO., LTD.
B335	PTSGI
B336	HUTCHISON GLOBAL COMMUNICATIONS LIMITED
B337	BEIJING OBJECT ONLINE TECHNOLOGY CO., LTD.
B338	FIGHTER NETWORK TECH CO., LTD.
B501	UNITY SOFTWARE (SHANGHAI) CO., LTD.
B502	JJWORLD(BEIJING) NETWORK TECHNOLIGY CO., LTD.
B503	DREAM MOBILE GAME
B505	4399 NETWORK CO., LTD.
B506A	KTPLAY
B506B	UMENG
B507	SANQI INTERACTIVE ENTERTAINMENT (SHANGHAI) TECHNOLOGY CO., LTD.
B508	BEIJING PIXEL SOFTWARE TECHNOLOGY JOINT-STOCK CO., LTD.
B601	Boku Payments, Inc.
B602	Paymentwall
B603	SOFT-WORLD INTERNATIONAL CORPORATION
B605	TSINGHUA TONGFANG
B606	YEEPAY PAYMENT CO., LTD.
B607	EAYOU
B608	SHANHAI YI WAN NETWORK TECHNOLOGY CO., LTD.
B609	1SDK
B610	OASIS GAMES LIMITED
B631	Mimopay
B632	GUANHE CULTURAL MEDIA GROUP
B633	T-VISION DIGITAL TECHNOLOGY CO., LTD.
B635	JSC GAMES CO., LTD.
B636	TNYOO INTERACTIVE ENTERTAINMENT CO., LTD.
B637	MEKAGAMES
B638	PANDA GRAPHICS INFORMATION TECHNOLOGY CO., LTD.
B701	MOL AccessPortal Sdn Bhd
B702	XIAMEN TONGBU NETWORKS CO., LTD.
B703	TALKINGDATA
B705	HANGZHOU WOODUAN ENTERTAINMENT CO., LTD.
B706	(天拓游戏) TEAMTOP GAME

B707	App Annie
B708	BEIJING AUTOTHINK TECHNOLOGY CO.,LTD.
B709	SHANGHAI YOUXIDUO NETWORK SCIENCE & TECHNOLOGY INC.
B710	TIANSHE MEDIA
B731	LIGHTRAIN MUSIC
B732	TESTBIRD
B733	INCA INTERNET CO., LTD.
B735	HAINAN DYNAMIC VANGUARD NETWORK TECHNOLOGY CO., LTD.
B736	BLAZORS DIGITAL TECHNOLOGY CO., LTD.
B737	Vpon Inc.
B738	FEITIAN TECHNOLOGIES CO., LTD.
B801	BEIJING ZHANG SHANG FEIXUN TECHNOLOGY CO., LTD.
B802	Game Hollywood Hong Kong Limited
B803	Beijing Zhiyou Wang An Tech Co., Ltd.
B804	BEIJING KYLIN CULTURE CO., LTD.
B806	HANGZHOU JOYREACH NETWORK TECHNOLOGY CO., LTD.
B807	WUHAN DIPAI WIRELESS TECHNOGY CO., LTD.
B808	HANGZHOU SHUNWANG TECHNOLOGY CO., LTD.
B809	Gameview Sdn.Bhd.
B810	SUZHOU BOJOY INFORMATION TECHNOLOGY CO., LTD.
B811	BEIJING HAOYU PERSON INFORMATION TECHNOLOGY CO., LTD.
B812	XIAMEN LEITING NETWORK TECHNOLOGY CO., LTD.
B831	FENGNIAO
B832	WALKER MEDIA CO., LTD.
B833	BEIJING XINGXIN TECHNOLOGY CO., LTD.
B835	VIRTUOS CHINA LTD.
B836	BEIJING SHARETIME TECHNOLOGY CO., LTD.
B837	LK MUSIC
B838	HANGZHOU ELECTRONIC SOUL NETWORK TECHNOLOGY CO., LTD.
B901	K-STONE CORPORATION
B902	OPENXLIVE
B903	GASH POINT CO., LTD.
B905	BINGXUE GAME
B905-1	Tencent Yingyongbao
B906	SHENZHEN MAGN INTERACTIVE CULTURE CO., LTD.

B908	SHANGHAI TIGERCOOL COMPANY LTD.
B909	R2Games & S Plus
B910	Xsolla Inc. USA
B911	Migu Interactive Entertainment Co., Ltd.
B912	GOTYE
B913	ROCKYMOBI
B914	KUAIZHAN
B915	TESTIN
B932	XIAOXU GAMEMUSIC
B935	8082 AUDIO TECHNOLOGY
B936	BEIJING ELEPHANT EAST CULTURE DEVELOPMENT CO., LTD.
B937	SHANGHAI DRAGONSOFT DIGITAL TECHNOLOGY CO., LTD.
B938	XIMEN DUOMAX INFORMATION TECHNOLOGY CO., LTD.
B939	BEIJING PARFAIT CULTURAL COMMUNICATIONS CO.LTD.
B940	UNIVERSITY MEDIA
B942	NVIDIA Semiconductor Technical Service (Shanghai) Co., Ltd. Beijing Branch
B943	HUANDONG (BEIJING) TECHNOLOGY CO., LTD.
B944	Harrenmedia

### 3. List of Exhibitors and Sponsors of the WMGC Exhibition & Conference

Booth Number	Company Name
WM101	SUZHOU SNAIL DIGITAL TECHNOLOGY CO., LTD.
WM102	BEIJING ZHONGQINGLONGTU NETWORK TECHNOLOGY CO., LTD.
WM103	YOUZU INTERACTIVE
WM105	BEIJING 5AGAME INFORMATION TECHNOLOGY CO., LTD.
WM131	9GAME & PP ASSISTANT
WM132	PRISM SDK
WM201	OURPALM
WM202	BAIDU MOBILE GAMES
WM203	360
WM205	DAZZLE INTERACTIVE NETWORK TECHNOLOGIES CO., LTD.
WM206	WOSTORE TECHNOLOGY CO., LTD.
WM211	TALKWEB INFORMATION SYSTEM CO., LTD.
WM225	STREAM TV NETWORKS, INC.
WM226	QIANKA NETWORK TECHNOLOGY (SHANGHAI) CO., LTD.
WM301	POKER CITY NETWORK TECHNOLOGY (SHANGHAI) CO., LTD.
WM302	YEAHMOBI
WM303	REKOO

WM305	LINEKONG INTERACTIVE GROUP
WM331	CAPITAL ONLINE DATA SERVICE CO., LTD.
WM333	TUNE
WM335	GAME DOG
WM337	HANGZHOU SHUNYOU NETWORK TECHNOLOGY CO., LTD.
WM501	ZPLAY (BEIJING) INFO TECH CO., LTD.
WM502	FL MOBILE
WM503	YOUMI(GUANGZHOU) MOBILE CO., LTD.
WM505	GAME COMB
WM531	DataEye
WM533	DATAOMX
WM535	2M SPACE
WM536	PT. Megaxus Infotech
WM537	BEIJING RLKJ MUSIC CULTURE CO., LTD.
WM538	adjust GmbH
WM601	DOMOB
WM602	HANGZHOU CHANGTANG TECHNOLOGY CO., LTD.
WM603	LE SHI INTERNET INFORMATION & TECHNOLOGY CORP., BEIJING
WM605	BEIJING YSY MUSIC CULTURE DEVELOPMENT CO., LTD
WM606	TEAMTOP3
WM607	3K GAMES
WM608	CMGE
WM609	gao7.com
WM631	LIGHTRAIN MUSIC
WM632	RICE PIG TECHNOLOGY CO., LTD.
WM633	OneSky
WM636	RUANLIE
WM637	SHANGHAI UCLOUD INFORMATION TECHNOLOGY CO., LTD.
WM638	980X GAME ZONE TECHNOLOGY COMPANY LIMITED
WM701	GUANGZHOUYINHAN TECHNOLOGY CO., LTD.
WM702	BEIJING KEEPME NETWORK TECHNIQUE CO., LTD.
WM703	MADHOUSE INC.
WM705	GUANGZHOU POINT NETWORK TECH CO., LTD.
WM706	ANZHI
WM707	TRIUMBEST NETWORK TECHNOLOGY CO., LTD.
WM708	DIANRU MOBILE
WM709	UQEE
WM731	FYBER
WM732	DIANJIQIJI(BEIJING) ADVERTISING CO., LTD.
WM733	EPIC JOY STUDIO
WM735	37 MOBILE GAMES
WM737	GETUI PUSH
WM738	SHANGHAI JIZE LTD.
WM801	HANGZHOU DIANGAO NETWORK TECHNOLOGY CO., LTD. ( ETE NETWORK)

WM802	MIYI GAME
WM803	FINGERMOBI
WM806	BEIJING YINWUWEIYE TECHNOLOGY CORPORATION LTD.
WM807	YOUKIA (SICHUAN) NETWORK TECHNOLOGY CO., LTD.
WM808	SHANGHAI MENGGUO NETWORK LTD.
WM809	GAMESKY
WM811	BEIJING MOYO GAME TECHNOLOGY CO., LTD.
WM812	GUANGZHOU SHENHAI SOFTWARE DEVELOPMENT CO., LTD.
WM813	EMPYREAL GAME
WM831	BEIJING TANGO NETWORK TECHNOLOGY CO., LTD.
WM832	ASIAN GAMES CO. (SANMOS GROUP)
WM833	BEIJING PALM GAME TECHNOLOGY CO., LTD.
WM835	JIWAN
WM836	SHENZHEN OCEANPAYMENT TECHNOLOGY CO., LTD.
WM837	ULTIZEN GAMES
WM838	SHANGHAI ENERGY CULTURE DEVELOPMENT CO., LTD.
WM851	MIGU
WM853	SUPERSONIC
WM856	STARTAPP
WM857	FITFUN
WM858	HANGZHOU CANV TECH CO., LTD.
WM859	BEIJING NAGA INFORMATION TECHNOLOGY DEVELOPMENT CO., LTD.
WM901	FORTUMO MOBILE PAYMENT
WM902	APPCHINA.COM
WM903	XIANYOU TECHNOLOGY COMPANY
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# CHINA DIGITAL ENTERTAINMENT EXPO & CONFERENCE



*let us joy*



**B2C**

## ChinaJoy B TO C Area

Date: July 28<sup>th</sup> - 31<sup>st</sup>, 2016

Venue: Shanghai New International Expo Center

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**B2B**

## ChinaJoy B TO B Area

Date: July 28<sup>th</sup> - 30<sup>th</sup>, 2016

Venue: Shanghai New International Expo Center

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