

## **NAGASE Group's First Esports Competition Held as a Companywide Event!**

NAGASE & CO., LTD. (Chiyoda-ku, Tokyo; Representative Director and President: Kenji Asakura) held an esports tournament for all NAGASE Group employees in Japan and worldwide on Sunday, September 25.

As communication trends change, including the accelerating trend towards online within recent years, the NAGASE Group celebrated the 190<sup>th</sup> anniversary of NAGASE's founding by holding an esports tournament for the first time, which employees could participate in regardless of location, the organization to which they belong, or age.

This competition included qualifying rounds, and was held online with 24 employees and their family members participating from four regions: North America, China, Southeast Asia, and a studio in Japan. With simultaneous live broadcasts in Japanese, English, and Chinese, it also solved the difficult issue of interaction between different countries, organizations, and companies. The event accelerated communication within the NAGASE Group beyond various boundaries, such as when a first-year employee won the tournament. Comments from participants included: "We were able to enjoy it as a family, strategizing together as parent and child," and, "This not only provided an opportunity for communication within the company, but within the Group as a whole."



This competition was held with support from GRITz Co., Ltd. (Chiyoda-ku, Tokyo; Representative Directors: Koki Kiritani and Gehua Wen), an esports-related businesses company established by Sojitz Corporation.

The NAGASE Group, which is aiming to be a "business designer that creates a sustainable future" as the "Ideal NAGASE" for 2032, our 200<sup>th</sup> anniversary, will work to further increase employee engagement through events making it possible to communicate across various boundaries.

## ■ Overview of Group Esports Competition Events



Competition Logo (written by a NAGASE employee)

Participants: NAGASE Group employees and their families  
 Game: Online racing game  
 Dates:
 

- Late July Begin accepting entries
- Late August Qualifying tournament
- Sept. 25 (Sun.) Final tournament (Held simultaneously worldwide)

 Participants: Approx. 220, with 24 in the final tournament

## ■ Overview of Final Tournament

Time and Date: 8:00–10:00, Sunday, September 25, 2022

Venue: Online and at a studio in Tokyo.  
 (livestreams were available for NAGASE Group employees to watch)

## ■ Overview of GRITz Co., Ltd.

(1) Company Name	GRITz Co., Ltd.
(2) Representatives	Representative Directors Koki Kiritani and Gehua Wen
(3) Established	January 2022
(4) Business Overview	Operation of esports tournaments and leagues, esports-related media businesses, and esports-related production businesses

## ◆ Inquiries

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