Building a business portfolio that achieves stable, sustainable growth

Responding to mega trends in the game industry

Innovation wrought by information technology keeps the game industry in a state of constant evolution. With the spread of the internet in recent years, it has become possible to sell games even in regions where the distribution of packaged games has traditionally proven difficult, expanding the number of global game players. In the near future, the 5G next-generation communication standard is expected to enable multi-screen play, with multiple devices used to play the same game, as well as the creation of even higher quality games.

At Capcom, we always have our finger on the pulse of these changes, as we build a business portfolio that achieves sustainable growth through measures such as research on fundamental technologies and collaborations with knowledgeable companies.

Medium- to long-term growth

Profit

Mobile + Esports

Options for further growth

[Mobile]

Period of acquiring the know-how to create hit titles

[Esports] Period of building a framework for the medium to long term

New Titles (Consumer)

Growth driver

Stable earnings

[Consumer] Period of enhancing lineup and achieving growth through global expansion

Catalog Titles (Consumer)

Base profits from recurring revenue model

Amusement-Related

[Amusement Equipments/ Arcade Operations] Period of stabilization amidst a deteriorating environment

Medium-term

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Advances in

Game Players

Value Creation Story

Medium- to Long-Term Growth Strategy Latest Creative Report

Foundation for Sustainable Growth (ESG) Financial Analysis and Corporate Data

Growth Strategy

[Mobile]

- Promote alliances in Japan and other countries
 Evaluate nous devalorments
- Explore new developments

[Esports]

 Having established a dedicated esports division, we are expanding our base by holding events in Japan

[New Titles (Consumer)]

Regularly release titles for major IP

 Promote utilization of dormant IP and remakes

[Overall (Consumer)]

 Strengthen digital sales for both new and catalog titles

[Catalog Titles (Consumer)]

- Expand Monster Hunter series globally
- Extend sales life of catalog titles with rereleases for current-generation hardware



[PS Business]

 Build development structure to handle current regulations



Long-term

Period