

Providing value to society with popular content rooted in our corporate philosophy

Utilizing the capital we have cultivated over the years and our foundation for sustainable growth, we create popular original IP through business activities while guided by our corporate philosophy. We are expanding our business by further extending that original content into a variety of areas. These activities provide both financial and non-financial value; to put it another way, by providing the happiness brought about by games, we are able to contribute to solving societal issues.

Cultivated capital

- Amount invested in development **37.7** billion yen [Financial Strategy According to the CFO, p.41](#)
- Number of developers **2,460** people [The Head of Development... p.45](#)
- Intellectual Properties (IP) **19** Million-seller series [Major Intellectual Properties \(IP\), p.11](#)

Corporate Philosophy

Capcom: Creator of entertainment culture that stimulates your senses

Social issues

- Desire for an enriched lifestyle
- Generational and interregional communication gaps
- Global economic and information gaps
- Industrial metabolism
- Sluggish local industries
- Improvement of working conditions

Social issues



Foundation for Sustainable Growth

- [ESG Highlights, p.15](#)
- Material Issue 1: Securing and Training of Human Resources [The CHO Discusses Our Human Resources Strategy, p.37](#)
- Material Issue 2: Promoting Diversity [Relationship with Employees, p.55](#)
- Material Issue 3: Development of Solid Relationship with Society [Relationship with Regional Communities, p.61](#)
- Material Issue 4: Enhancement of Corporate Governance [Corporate Governance, p.63](#)



Providing reasonably-priced and easily available entertainment to the world

Game market innovation

Providing a healthy game culture



Providing attractive workplaces and jobs

Contributing to local revitalization

Stimulating communication



Social contributions

41.7 million games sold during the year
→p.02

Countries and regions where Capcom games are sold
230
→p.33

Films produced based on Capcom IP
1

Non-Financial Outputs

Non-Financial Outcomes

Hired **154** new graduates
→p.37

4 cooperative projects with local governments
→p.62

35 educational support activities
→p.61

Development of proprietary multimedia

Collaborative expansion into other media

Amusement Machines
Pachinko and pachislo

Esports

Arcade Operations
Facilities at shopping centers, large format locations, retail shops, and online claw machine games

Home Video Games

Digital Download Contents

Mobile Contents

Creating Popular Content IP
→p.45

Events
Concerts, theatrical productions

Publishing, Character Merchandising
Strategy books, illustrated compilations, figures, etc.

Movies
Hollywood movies, animated movies, CG movies

Develop games for multiple platforms

Net sales for the year ended March 31, 2023

98.1 billion yen

Multimedia expansion of content →p.13

Net sales for the year ended March 31, 2023

27.8 billion yen

Development of proprietary multimedia

At Capcom, we operate our own Plaza Capcom amusement facilities, develop and sell amusement machines, and hold esports tournaments.

Collaborative expansion into other media

We have focused on turning our original content into Hollywood movies. We have also expanded into a variety of other mediums, including animation, live theater, events, and publications.