

Aiming for a world-class development system in step with the evolution of game play

Policy on development

The unwavering passion of Capcom's employees and our commitment to leveraging data to put users first in the rapidly evolving game market have enabled us to increase operating income for 11 consecutive years and post record high record sales volumes.

As game development advances, more time and resources are needed. This necessitates the strategic allocation of development resources and further improvement of development efficiency in order to sustain a 10% increase in operating income.

In line with our five-year roadmap, development divisions are considering the optimal launch timing for major titles, the revival of dormant IP, and new brands. In order to achieve this, we will effectively invest funds, human resources, technology, and equipment, and in particular, we will further step up the human resource investment that we have been focusing on in recent years.

As digital sales have become mainstream, we will focus on the operational side so that we can increase satisfaction by responding to various requests and opinions via direct communication with users through online events and other means. In order to reach our long-term vision of 100 million units in sales annually, we will create a world-class development system and work with our employees who have inherited Capcom's DNA to become a company that delivers the best IP

Yoichi Egawa

Chief Product Officer (CPO)
Director and Executive Corporate Officer in charge of Development Divisions and Pachinko & Pachislo Business Divisions of the Company



content that resonates with people around the world.

Development strategy

Capcom aims to create content that is loved globally. We have formulated and are implementing a medium-term development plan to truly satisfy users in 230 countries and regions around the world by delivering new titles in existing series and remakes of past titles updated with current technology, while also taking on the challenge of creating all new IP.

There is no winning formula for game development. Capcom's approach involves creating trends on our own. It takes a considerable amount of time to complete a product that satisfies our standards and involves much repeated trial and error. With the passion of our creators and the will to take on new endeavors, we have created many IP and grown them into brands.

Released in March 2024, *Dragon's Dogma 2* features vivid graphics and a meticulously constructed and realistic



Cooperative approach in Development Divisions

As of June 30, 2024, our development divisions are staffed by approximately 2,800 people. We are able to optimize the increasingly larger and more time-consuming process of game development by coordinating between our divisions, which are not limited to Development Division 1 and Division 2, where games are created, but also include divisions that carry out fundamental technical research, multifaceted support, and quality control. As exemplified by *Resident Evil* in Division 1, and *Monster Hunter* in Division 2, we create unique worlds and produce content that resonates globally with a development style that fully capitalizes on the characteristics of each division. Along with RE ENGINE, this development environment is optimized for each title and enables us to pursue the high quality standards demanded by our creative teams.

In addition, the quality control divisions play an important role in maintaining high user satisfaction and long-term sales because they

take a holistic approach to quality management, from handling bugs to game balance tuning and incorporating customer feedback into development.

Training developers

People stand at the core of game development. Since 2013, when we decided to focus on in-house development, we have actively hired more than 100 developers every year.

Many applicants are attracted to our content, and diverse human resources from all over the world are also applying, expanding our pool of human resources for development. Newly hired young employees are assigned to practical settings to acquire and develop know-how and skills. Although it takes longer than before to complete a single title, we are working to develop young talent into full-fledged developers faster by reviewing our development program. We stand committed to enhancing our work environment and systems to enable individuals to maximize their abilities and work with a sense of satisfaction and ambition.

Home video game software sales trends (units in ten thousands)

