



# Our Vision: To be a company that captivates people around the world with our best-in-class immersive content

Based on our philosophy of "creating an entertainment culture through the medium of games by developing highly creative content that excites and stimulates your senses," Capcom strives to captivate people throughout the world with best-in-class entertainment.

Since Capcom's establishment in 1983, we have leveraged our strength in world-class development capabilities to create a plethora of high-quality content. We are working to achieve stable growth and enhance corporate value while also proactively addressing common environmental and social issues in order to create a world in which everyone can enjoy games with peace of mind.

**Capcom is a creator of entertainment culture that aims to develop software content that excites and stimulates the senses.**

