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Press Release

3-1-3, Uchihiranomachi, Chuo-ku
Osaka, 540-0037, Japan
Capcom Co., Ltd.
Haruhiro Tsujimoto, President and COO
(Code No. 9697 TSE Prime)

**Capcom Collaborates with Kindai University to Provide Hands-on Course
Utilizing the Company's Proprietary RE ENGINE!**

- Aims to invigorate the game industry via contributing to educational development and training -

Capcom Co., Ltd. (Capcom) today announced that the company will provide a hands-on course in game development utilizing its RE ENGINE for students* at Kindai University with the goal of strengthening the game industry.

RE ENGINE is Capcom's proprietary game development engine. In addition to facilitating a smooth development environment by simplifying complex technologies and making them manageable for developers, it allows for lifelike, photorealistic visual depictions. The engine is continuously being evolved to create globally competitive titles and makes it possible to both significantly improve efficiency and develop high-quality games.

In the course that Capcom will provide at Kindai University, instructors will explain the detailed functions of RE ENGINE while touching upon the fundamentals of the company's game development. This marks the first time Capcom will make its engine publicly available, with the course scheduled to include practical training via the development of a single game, from initial planning through implementation, while utilizing RE ENGINE on cloud services provided by Amazon Web Services (AWS).

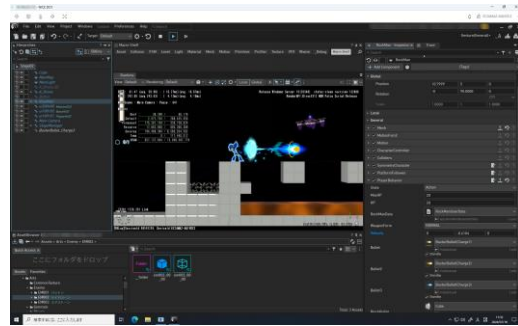
Capcom aims to strengthen the video game industry overall through this industrial-academic collaboration by contributing to the development of research in educational organizations and the training of outstanding talent with these practical classes at Kindai University.

Going forward, the company will serve as a responsible corporate citizen and will continue to conduct proactive CSR activities.

* For students who meet the requirements

[Course and Practical Training Details]

1. Course Name	<i>Practical Game Development Using Capcom's Proprietary RE ENGINE</i>
2. Period	From August 26, 2024 to September 6, 2024 (planned)
3. Eligibility	Students from Faculty of Informatics, Kindai University * For students who meet the requirements
4. Number of Participants	30 students



Structured environment to learn about game development over AWS

Inquiries regarding the above information may be directed to:

Capcom Co., Ltd.
Public Relations and Investor Relations Section
(Address) 3-1-3, Uchihiranomachi, Chuo-ku, Osaka, 540-0037, Japan
(Tel)+81-6-6920-3623 (Fax) +81-6-6920-5108