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Press Release

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**Capcom Announces Winners of Capcom Games Competition,
a Student Game Development Competition!**

- The company aims to contribute to the development of
young creators aspiring to join the game industry -

Capcom Co., Ltd. (Capcom) today announced that the company selected the winners of all seven categories, including the Grand Prize, for Capcom Games Competition, a game development competition for students^{*1}. An awards ceremony was held on Saturday, November 29.

The competition aimed to foster and support the development of the next generation of creators. Out of 93 applicant teams, 15 were selected to participate in a six-month game development program, working collaboratively across roles such as programming, graphics and sound design. Throughout the program, participants received support from Capcom in their practical skill-building across various categories, such as a lecture on the operation of the company's proprietary RE ENGINE^{*2}.

Entries were evaluated based on their originality, controls, level of polish and creativity, and the best were selected for awards across four categories: Grand Prize, Excellence Award, Special Award and Corporate Award. The Grand Prize was awarded to *octOpus* (HAL Osaka / Team: Critical Path) for its intuitive gameplay and high quality of graphics, sound and overall presentation.

Capcom aims to strengthen the video game industry overall through this industrial-academic collaboration via contributing to the development of research in educational organizations and the training of outstanding talent by offering the opportunity to learn about game development and its processes in a safe environment. Going forward, the company will serve as a responsible corporate citizen and will continue to conduct proactive CSR activities.

^{*1} Eligible students had to be at least 18 years old and enrolled in a university, graduate school, or vocational school in Japan.

^{*2} 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. As a core technology platform, the engine is continuously being evolved to create globally competitive titles and makes it possible to both significantly improve development efficiency and the development of high-quality titles.

[Award List]

Award Name	Title	Team Name	Educational Institution
Grand Prize	<i>octopus</i>	Critical Path	HAL Osaka
Excellence Award	<i>Turret Valet</i>	Neighbor	Amusement Media Academy
Special Award	<i>FLUENT</i>	Team Hokkaido	Hokkaido University School of Engineering
Special Award	<i>ATEA: THE LOST SEEKER</i>	DiBi	HAL Tokyo
AWS Award* ³	<i>octopus</i>	Critical Path	HAL Osaka
Autodesk Award* ³	<i>Turret Valet</i>	Neighbor	Amusement Media Academy
Intel Award* ³	<i>BREAK RUNE</i>	RE RAMEN	Nihon Kogakuin College (Kamata Campus)
Turtle Beach Award* ³	<i>octopus</i>	Critical Path	HAL Osaka

*³ Corporate Award selected by each sponsoring company

* For more details, please visit the Capcom Games Competition official website (Japanese only): <https://www.capcom-games.com/cgc/2025/>

Comment from the Grand Prize-winning Team: Critical Path's Representative Mahiro Ioka

We are honored to receive the Grand Prize thanks to the exceptional contributions of each team member and I must admit, it's a great relief.

When developing the title, we were truly impressed by RE ENGINE's processing capabilities particularly its ability to render the vast array of assets created by our design team with remarkable visual fidelity and at scale, all in real time. Building on the experience and knowhow we've gained through this project, we remain committed to delivering titles that meet and exceed user expectations in the future.



Comment from the Capcom President and COO Haruhiro Tsujimoto

As a result of this six-month challenge, we saw an impressive collection of titles infused with passion and creativity, making this competition a true showcase of the potential of young talent poised to shape the future of the game industry. I hope that the teamwork and professional mindset gained through collaboration and trial and error, alongside the friendships formed during this experience, will serve as a valuable foundation for everyone's future careers.

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