Japanese Video Game Industry

Neal Roger Tringham

History of the Japanese Video Game Industry Yusuke Koyama,2023-06-02 This book is the first one to describe the entire history of the video game industry in Japan. The industry consists of multiple markets—for PCs, home consoles, arcades, cellular phones and smart phones—and it is very difficult to see the complete picture. The book deals comprehensively with the history of the Japanese game industry from the beginning of the non-computer age to the present. The video game industry in Japan was established in the arcade game market when Space Invaders was released by Taito in 1978. Game markets for both PCs and home consoles followed in the early 1980s. The platform that occupies a central market position started with the arcade and shifted, in order, to the home console, handheld consoles, and smart phones. In the video game industry in the twentieth century each platform had a clear identity, and the relationships among platforms were interactions. In the twenty-first century, with the improvement of computer performance, the platform identity has disappeared, thus the relationship among platforms is highly competitive. Since the crash of 1983 in the United States, the Japanese game industry has one of the largest market shares in the world and has developed without being influenced by other countries. It reached its peak in the late 1990s, and then its relative position declined due to the growth of foreign markets and the failure of emerging markets such as online PC games. Even today, Japan's gaming industry holds a dominant position in the world, but it is not the superpower it once was. Since the beginning of the twenty-first century, game research has become active worldwide. Among game researchers, there is a large demand for research on games in Japan, but there is still little dissemination of research in English. The original version of this book published in Japan is highly regarded and received an award for excellence from the Society of Socio-Informatics in 2017.

A Competitive Assessment of the U.S. Video Game Industry Ralph Watkins,1984

Gender Considerations and Influence in the Digital Media and Gaming Industry Prescott, Julie,McGurren, Julie Elizabeth,2014-06-30 Occupational segregation is an important issue and can be detrimental to women. There is a strong need for more women in science, engineering, and information technology, which are traditionally male dominated fields. Female representation in the computer gaming industry is a potential way to increase the presence of women in other computer-related fields. Gender Considerations and Influence in the Digital Media and Gaming Industry provides a collection of high-quality empirical studies and personal experiences of women working in male-dominated fields with a particular focus on the media and gaming industries. Providing insight on best methods for attracting and retaining women in these fields, this volume is a valuable reference for executives and members of professional bodies who wish to encourage women in their career progression.

Encyclopedia of Video Games Mark J. P. Wolf,2012-08-16 This encyclopedia collects and organizes theoretical and historical content on the topic of video games, covering the people, systems, technologies, and theoretical concepts as well as the games themselves. This two-volume encyclopedia addresses the key people, companies, regions, games, systems, institutions, technologies, and theoretical concepts in the world of video games, serving as a unique resource for students. The work comprises over 300 entries from 97 contributors, including Ralph Baer and Nolan Bushnell, founders of the video game industry and some of its earliest games and systems. Contributing authors also include founders of institutions, academics with doctoral degrees in relevant fields, and experts in the field of video games. Organized alphabetically by topic and cross-referenced across subject areas, Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming will serve the needs of students and other researchers as well as provide fascinating information for game enthusiasts and general readers.

Space and Play in Japanese Videogame Arcades Jérémie Pelletier-Gagnon,2024-05-07 This book presents a scholarly investigation of the development and culture of Japanese videogame arcades, both from a historical and contemporary point of view. Providing an overview of the historical evolution of public amusement spaces from the early rooftop amusement spaces from the early nineteenth century to the modern multi-floor and interconnected arcade complexes that characterize the urban fabric of contemporary Japan, the book argues that arcade videogames and their associated practices must be examined in the context in which they are played, situated in the interrelation between the game software, the cabinets as material conditions of play, and the space of the venue that frames the experience. Including three case studies of distinct and significant game centres located in Tokyo and Kyoto, the book addresses of play in public, including the notion of performance and observation as play practices, spatial appropriation, as well as the compartmentalization of the play experience. In treating videogames as sets of circumstances, the book identifies the opportunities for ludic practices that videogame arcades provide in Japan. As such, it will appeal to students and scholars of Game Studies and Digital Media Studies, as well as those of Japanese Culture and Society.

Gamification: Concepts, Methodologies, Tools, and Applications Management Association, Information Resources,2015-03-31 Serious games provide a unique opportunity to engage students more fully than traditional teaching approaches. Understanding the best way to utilize games and play in an educational setting is imperative for effectual learning in the twenty-first century. Gamification: Concepts, Methodologies, Tools, and Applications investigates the use of games in education, both inside and outside of the classroom, and how this field once thought to be detrimental to student learning can be used to augment more formal models. This four-volume reference work is a premier source for educators, administrators, software designers, and all stakeholders in all levels of education.

Perspectives on the Japanese Media and Content Policies Minoru Sugaya,2020-11-26 This book offers a comprehensive overview of Japan’s media policies. In light of the attention Japanese media content has attracted in recent years, not only in Japan but also overseas, the book examines the media industry that supports such content. Beginning with the traditional terrestrial broadcasting industry, it also covers cable TV, satellite broadcasting, and over-the-top media services (OTT), as well as media policies for film, animation, games and music. The Ministry of Internal Affairs and Communications (MIC), a key media industry regulator in Japan, has been developing broadcasting policies for more than 70 years, and while their traditional policies have not changed in principle, the scope of their business sphere has expanded. For instance, major broadcasting stations in Tokyo, known as key stations, have played an important role in filmmaking with the big four film companies, and have started joint ventures with major OTT, such as Hulu. This book allows readers to gain a comprehensive understanding of the changes in the Japanese media industry in general and the related policies in Japan, while also offering insights into developments in the individual sectors.

Race, Culture and the Video Game Industry Sam Srauy,2024-04-29 A detailed and much needed examination of how systemic racism in the US shaped the culture, market logic, and production practices of video game developers from the 1970s until the 2010s. Offering historical analysis of the video game industries (console, PC, and indie) from a critical, political economic lens, this book specifically examines the history of how such practices created, enabled, and maintained racism through the imagined ‘gamer.’ The book explores how the cultural and economic landscape of the United States developed from the 1970s through the 2000s and explains how racist attitudes are reflected and maintained in the practices of video games production. These practices constitute a 'Vicious Circuit' that normalizes racism and the centrality of an imagined gamer identity. It also explores how the industry, from indie game developers to larger profit-driven companies, responded to changing attitudes in the 2010s, where racism and lack of diversity in games was frequently being noted. The book concludes by offering potential solutions to combat this ‘Vicious Circuit’. A vital contribution to the study of video games that will be welcomed by students and scholars in the fields of media studies, cultural studies, game studies, critical race studies, and beyond.

The Chinese Video Game Industry Feng Chen,Ken S. McAllister,Judd Ethan Ruggill,2024-01-02 The recent and dramatic development of China’s economy and international political muscle is especially pronounced in the country’s video game industry. Now the largest of its kind in the world by gross revenue, the Chinese video game industry impacts every player in the global game market and has begun to directly influence the nature of the video game medium itself. From its conceptualization of the player as a category and commodity, to its approach to the design, development, and marketing of products and services, the Chinese game industry is engaging in a complex, innovative, and fascinating reimagining of the video game as a cultural and industrial force. The purpose of The Chinese Video Game Industry is to help introduce and investigate this industrial and cultural powerhouse. The book’s contributors array the industry across its history, economics, organization, politics, and cultures, documenting its rise, exploring its operational, cultural, and aesthetic characteristics, and capturing its context vis-à-vis the global media landscape. In so doing, the contributors provide a robust resource for anyone interested in studying, building, or even simply appreciating games.

Power-Up Chris Kohler,2016-10-21 Enjoyable and informative examination of how Japanese video game developers raised the medium to an art form. Includes interviews, anecdotes, and accounts of industry giants behind Donkey Kong, Mario, Pokémon, and other games.

Global Strategic Management Jedrzej George Frynas,Kamel Mellahi,2015 Emphasising the essential techniques of business best practices, this title offers thorough analysis and discussions on concepts such as environmental analysis, strategy development and strategy implementation.

Hardcore Gaming 101 Presents: Japanese Video Game Obscurities Kurt Kalata,2019-11-14 Japan has produced thousands of intriguing video games. But not all of them were released outside of the country, especially not in the 1980s and 90s. While a few of these titles have since been documented by the English-speaking video game community, a huge proportion of this output is unknown beyond Japan (and even, in some cases, within it). Hardcore Gaming 101 Presents: Japanese Video Game Obscurities seeks to catalogue many of these titles – games that are weird, compelling, cool or historically important. The selections represent a large number of genres – platformers, shoot-em-ups, role-playing games, adventure games – across nearly four decades of gaming on arcade, computer and console platforms. Featuring the work of giants like Nintendo, Sega, Namco and Konami alongside that of long-forgotten developers and publishers, even those well versed in Japanese gaming culture are bound to learn something new.

Horror Video Games Bernard Perron,2014-01-10 In this in-depth critical and theoretical analysis of the horror genre in video games, 14 essays explore the cultural underpinnings of horror's allure for gamers and the evolution of survival themes. The techniques and story effects of specific games such as Resident Evil, Call of Cthulhu, and Silent Hill are examined individually.

Science Fiction Video Games Neal Roger Tringham,2014-09-10 Understand Video Games as Works of Science Fiction and Interactive Stories Science Fiction Video Games focuses on games that are part of the science fiction genre, rather than set in magical milieux or exaggerated versions of our own world. Unlike many existing books and websites that cover some of the same material, this book emphasizes critical a

Video Games Around the World Mark J. P. Wolf,2015-05-22 Thirty-nine essays explore the vast diversity of video game history and culture across all the world's continents. Video games have become a global industry, and their history spans dozens of national industries where foreign imports compete with domestic productions, legitimate industry contends with piracy, and national identity faces the global marketplace. This volume describes video game history and culture across every continent, with essays covering areas as disparate and far-flung as Argentina and Thailand, Hungary and Indonesia, Iran and Ireland. Most of the essays are written by natives of the countries they discuss, many of them game designers and founders of game companies, offering distinctively firsthand perspectives. Some of these national histories appear for the first time in English, and some for the first time in any language. Readers will learn, for example, about the rapid growth of mobile games in Africa; how a meat-packing company held the rights to import the Atari VCS 2600 into Mexico; and how the Indonesian MMORPG Nusantara Online reflects that country's cultural history and folklore. Every country or region's unique conditions provide the context that shapes its national industry; for example, the long history of computer science in the United Kingdom and Scandinavia, the problems of piracy in China, the PC Bangs of South Korea, or the Dutch industry's emphasis on serious games. As these essays demonstrate, local innovation and diversification thrive alongside productions and corporations with global aspirations. Africa • Arab World • Argentina • Australia • Austria • Brazil • Canada • China • Colombia • Czech Republic • Finland • France • Germany • Hong Kong • Hungary • India • Indonesia • Iran • Ireland • Italy • Japan • Mexico • The Netherlands • New Zealand • Peru • Poland • Portugal • Russia • Scandinavia • Singapore • South Korea • Spain • Switzerland • Thailand • Turkey • United Kingdom • United States of America • Uruguay • Venezuela

The Efficiency and Creativity of Product Development Fumihiko Ikuine,2022-01-21 This is the first book that comprehensively describes the history of the game software industry in Japan. A major objective here is to identify the key determinants of the emergence of the business, the maturing of the market, and the changes brought about by innovations, based on the history of the Japanese industry. To date, similar books have focused only on particular topics of the game software industry, such as the success of Nintendo and Sony and the uniqueness of the Japanese industry. There are no books that interpret the development process of this industry from the point of view of innovation. To fully understand the business and derive insightful lessons from it, however, requires a careful and thorough examination of its development process. Currently, many companies aim to improve efficiency by using information and communications technology (ICT), but it is difficult to maintain a balance between the pursuit of efficiency and the encouragement of creativity. In the case of Japan’s game software industry, firms have pursued higher efficiency in product development to build competitive advantage, resulting in a low rate of radical innovation and causing the slow growth of the industry. In certain situations, the development activities that target the creation of new products may, in themselves, hinder the creation of truly new products. This book conceptualizes this phenomenon as a “development productivity dilemma” and clarifies the mechanisms behind it. The dilemma, like the productivity dilemma in the manufacturing industry, evokes a certain innovation pattern and prevents potential growth. Understanding the lessons from the game software business presented in this book, managers, researchers, and policymakers can gain insight into the mechanisms leading to industrial maturity and clues to avoid the development productivity dilemma.

The Third Wave of Japanese Games 中山淳雄,Atsuo Nakayama,2015-01-16 The road to stardom of video games comes from the unprecedented growth of mobile game.? Now, the top ranked “freemium” mobile game gains over $1 billion revenue and over 50% profit, which is going to surpass the historical blockbusters of Arcade, Console, and PC titles by far. Where, how, and why does this market gave first cry? As like the legendary birth of PAC-MAN, Super Mario, and Pocket Monster, this mobile game market also begins from Japan truthfully. The author will continuously surprise you to bring his own unique analysis based on his various mobile gaming experience as a business development of DeNA, a consultant of Deloitte Touche Tohmatsu, and a Studio head of Bandai Namco Studios Vancouver. 今やビデオゲーム業界は8兆円市場となり、映画やテレビなど20世紀のコンテンツ業界を代表する二大業界に迫る勢いを見せている。本書は、データを示しつつこの日本でモバイルゲームが成長した過程に迫るとともに、日米文化の比較分析まで視野に含めた野心的な書である。【PHP研究所】

Unboxing Japanese Videogames Martin Roth,2025-02-25 A new perspective on the spatial complexity and plurality of Japanese videogames. Unboxing Japanese Videogames uncovers the complex and plural spatialities of commercial videogames published in Japan between 1985 and 2015. Rejecting the “boxing” inherent in the phrase “Japanese videogames,” Martin Roth explores a series of spatialities that unfold in videogame production and distribution. The book develops a notion of spatialization that is applied in the analysis of contents or genre distributions in Japan, the US, the UK, Germany, and France, the distribution of videogame works across different important markets, the geography of actors involved in videogame production and their gradual spatialization over time, and the functional spatialization of game production across a diverse range of platforms. This book is the first English-language study to provide an overview of the subject and also the first to explore the spatial history of FromSoftware games. It stands out because it does so quantitatively, offering a macro-perspective on the field of commercial videogames instead of relying on sales statistics or case studies. In addition to a wide range of related scholarship in English, the book engages actively with scholarship and other relevant resources in Japanese. Over thirty visualizations make the findings of the book tangible and invite the reader to explore the spatial complexity of commercial videogames further.

The Ultimate History of Video Games, Volume 2 Steven L. Kent,2021-08-24 The definitive behind-the-scenes history of video games’ explosion into the twenty-first century and the war for industry power “A zippy read through a truly deep research job. You won’t want to put this one down.”—Eddie Adlum, publisher, RePlay Magazine As video games evolve, only the fittest companies survive. Making a blockbuster once cost millions of dollars; now it can cost hundreds of millions, but with a $160 billion market worldwide, the biggest players are willing to bet the bank. Steven L. Kent has been playing video games since Pong and writing about the industry since the Nintendo Entertainment System. In volume 1 of The Ultimate

History of Video Games, he chronicled the industry’s first thirty years. In volume 2, he narrates gaming’s entrance into the twenty-first century, as Nintendo, Sega, Sony, and Microsoft battle to capture the global market. The home console boom of the ’90s turned hobby companies like Nintendo and Sega into Hollywood-studio-sized business titans. But by the end of the decade, they would face new, more powerful competitors. In boardrooms on both sides of the Pacific, engineers and executives began, with enormous budgets and total secrecy, to plan the next evolution of home consoles. The PlayStation 2, Nintendo GameCube, and Sega Dreamcast all made radically different bets on what gamers would want. And then, to the shock of the world, Bill Gates announced the development of the one console to beat them all—even if Microsoft had to burn a few billion dollars to do it. In this book, you will learn about • the cutthroat environment at Microsoft as rival teams created console systems • the day the head of Sega of America told the creator of Sonic the Hedgehog to “f**k off” • how “lateral thinking with withered technology” put Nintendo back on top • and much more! Gripping and comprehensive, The Ultimate History of Video Games: Volume 2 explores the origins of modern consoles and of the franchises—from Grand Theft Auto and Halo to Call of Duty and Guitar Hero—that would define gaming in the new millennium.

Japan's Hidden Gems: 100 Surprising Facts About History and Cultures of the Land of the Rising Sun That Will Blow Your Mind Andrea Febrian,2024-07-05 Discover the captivating secrets and awe-inspiring wonders of Japan with Japan's Hidden Gems: 100 Surprising Facts About the Land of the Rising Sun That Will Blow Your Mind. This extraordinary book takes you on an unforgettable journey through the rich history, vibrant culture, and fascinating traditions of one of the world's most enigmatic nations. Uncover the truth behind the mysterious samurai warriors, learn about the incredible health benefits of Japanese cuisine, and be amazed by the mind-boggling innovations that have shaped Japan's past and present. With each turn of the page, you'll gain a deeper appreciation for the intricate tapestry of customs, beliefs, and accomplishments that make Japan truly unique. Here are just a few of the 100 remarkable facts you'll find inside: The Jōmon period (c. 14,000–300 BCE) marked the beginning of Japanese civilization, with hunter-gatherers creating intricate pottery designs that laid the foundation for Japan's rich artistic tradition. These early inhabitants subsisted on a diet of fish, wild plants, and game, and their pottery, known as Jōmon ware, is considered some of the oldest in the world. The arrival of Buddhism in Japan from Korea in 538 CE, during the Asuka period (538–710), had a profound impact on Japanese culture, art, and politics. Buddhism quickly gained popularity among the ruling class, leading to the construction of numerous temples and the creation of breathtaking Buddhist art. The Heian period (794–1185) is often considered the pinnacle of classical Japanese culture. With the relocation of the capital to Heian-kyō (present-day Kyoto) in 794, this era saw the flourishing of art, literature, and poetry amid the elegant court life of the imperial city. The Tale of Genji, written by Murasaki Shikibu during this period, is celebrated as a masterpiece of world literature. The Tokugawa shogunate implemented the policy of sakoku (closed country) in 1639, which limited foreign interaction and banned Christianity in an effort to maintain stability and control. This policy, which remained in effect for over 200 years, had a profound impact on Japanese society, fostering a unique cultural identity and contributing to the country's isolation from the rest of the world. The Meiji Restoration of 1868 marked the end of the Tokugawa shogunate and the beginning of a new era in Japanese history. Driven by a desire to modernize the country, Japan adopted Western technology, institutions, and ideas while seeking to preserve its own cultural identity. This period set Japan on the path to becoming a modern, industrialized nation. Japan's Hidden Gems is not just a collection of fascinating facts; it's a celebration of the indomitable spirit and resourcefulness of the Japanese people. Through vivid descriptions and engaging storytelling, this book brings Japan's past and present to life, offering a deeper understanding of the forces that have shaped this remarkable nation. Whether you're a history enthusiast, a cultural explorer, or simply curious about the world around you, Japan's Hidden Gems is an essential guide to uncovering the secrets and surprises of Japan. Don't miss your chance to embark on this incredible journey – get your copy today and prepare to be amazed! With 100 mind-blowing facts packed into its pages, this book is a treasure trove of knowledge and insight that will leave you with a newfound appreciation for the Land of the Rising Sun. Immerse yourself in the captivating world of Japan and discover the hidden gems that make this country truly extraordinary.

Japanese Video Game Industry Book Review: Unveiling the Power of Words

In a world driven by information and connectivity, the power of words has be much more evident than ever. They have the ability to inspire, provoke, and ignite change. Such could be the essence of the book **Japanese Video Game Industry**, a literary masterpiece that delves deep into the significance of words and their affect our lives. Written by a renowned author, this captivating work takes readers on a transformative journey, unraveling the secrets and potential behind every word. In this review, we shall explore the book is key themes, examine its writing style, and analyze its overall effect on readers.

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