Japan Arcade Entertainment and it's Technology

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Abstract. Japanese computer entertainment market size is $20 billion. The biggest market is $6 billion Arcade market while home console market is $3.5 billion and mobile contents are $2 billion. In other countries, Home console market is biggest category and the arcade market is quite small. Japanese entertainment market is quite different from other countries. In this session, I will introduce major Arcade categories in Japan and it's technology, discuss why Japanese arcade is still vital and the expectation of technologies for arcade.

The Author: 1979 Joined Taito Corporation. Arcade machines development.

1992 Invented Network Karaoke(Server & Client Karaoke machine) and founded it's business.

1995 Founded Home network Karaoke business.

1995 Executive Director

1999 Founded Mobile contents business.

2004 Senior Executive Director

2006 Founded R&D Division for new business

2007 CTO (resign Senior executive director)

Awards:

1993: Nikkei news paper: Network Karaoke business

1995: Nikkei new paper: Home Network Karaoke business

Member of "The Institution of Professional Engineers, Japan"

Technology committee member of CESA(Computer Entertainment supplier's Association).