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Press Release

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Capcom Co., Ltd.
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(Code No. 9697 TSE Prime)

Capcom will hold a Game Development Competition for the First Time Utilizing the Company's Proprietary RE ENGINE!

- Aims to invigorate the game industry by contributing to

the development of research at educational institutions -

Capcom Co., Ltd. (Capcom) today announced that the company will hold Capcom Games Competition, the company's first-ever game development competition for students[1] in Japan utilizing the company's proprietary RE ENGINE, with the goal of strengthening the game industry.

RE ENGINE is Capcom's world-class 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 this competition, students will create games utilizing development tools such as RE ENGINE in a cloud environment. Students will make teams of up to 20 people, in which they will assign roles according to game creator job types, receive support from professional Capcom developers, and work toward creating one game in a half-year period. By participating in this competition, students will be able to learn cutting-edge game development processes. Moreover, Capcom plans to offer game production support[2] with an opportunity for commercialization to award winners.

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 must be at least 18 years old and enrolled in a university, graduate school, or vocational school in Japan.

[2] Ownership and copyright of the games will belong to each respective team. Capcom will explain the detail of conditions for sale and secondary use of materials at a later date.

[Competition Details]

1. Course Name	Capcom Games Competition
2. Application Period	From December 9, 2024 to January 17, 2025 (planned)
3. Eligibility	Students who are at least 18 years old and enrolled in a university, graduate school, or vocational school in Japan
4. Official Website	https://www.capcom-games.com/cgc/2025/

*Please see the official website above for more details including how to apply. (Japanese-language only)

Inquiries regarding the above information may be directed to:

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