

The background is a light blue gradient with several realistic water droplets of various sizes scattered across the surface. The droplets have highlights and shadows, giving them a three-dimensional appearance.

# THE VIDEO GAME INDUSTRY IN JAPAN

WEBSTER, JOHN

ASIAN ECONOMY B

# HISTORY OF THE INDUSTRY IN JAPAN

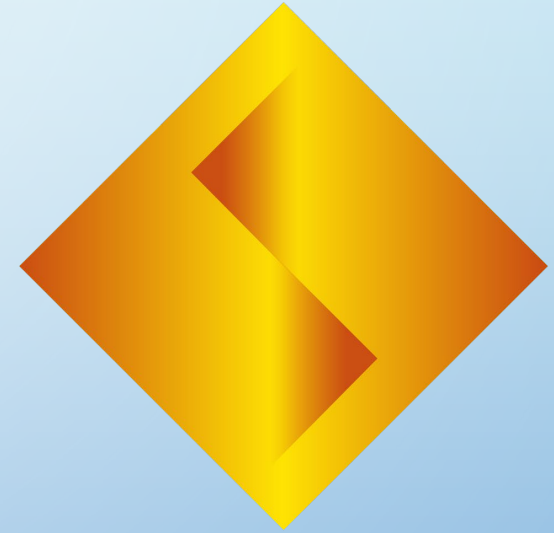
- BEGAN IN THE LATE 1960S
- GOLDEN AGE OF VIDEO GAMES 1978
- CRASH OF THE MARKET
- THE RESURRECTION OF THE INDUSTRY

MAJOR COMPANIES

Microsoft<sup>®</sup>  
Studios



SONY



COMPUTER  
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# RISE OF MOBILE GAMES



# POTENTIAL FUTURE OF THE INDUSTRY

