

Kojima

Terry Wolfe

Hideo Kojima Bryan Hikari Hartzheim,2023-08-24 An

exploration of the influential work of Hideo Kojima, creator of cinematic titles such as the blockbuster Metal Gear Solid franchise, which has moved over 50 million units globally, as well as Snatcher, Policenauts, and Death Stranding. As the architect of the Metal Gear Solid franchise, Kojima is synonymous with the “stealth game” genre, where tension and excitement is created from players avoiding enemies rather than confronting them. Through the franchise, Kojima also helped to bridge the gap between games and other forms of media, arguing that games could be deep experiences that unearthed complex emotions from players on the same level as films or novels. Drawing on archives of interviews in English and Japanese with Kojima and his team, as well as academic discourses of social/political games and cinematic narrative/world-building, this book examines Kojima's progressive game design as it applies to four key areas: socially-relevant narratives, cinematic aesthetics, thematically-connected systems, and reflexive spaces.

The Creative Gene Hideo Kojima,2021-10-19 Ever since he was a child, Metal Gear Solid and Death Stranding creator Hideo

Kojima was a voracious consumer of movies, music, and books. They ignited his passion for stories and storytelling, and the results can be seen in his groundbreaking, iconic video games. Now the head of independent studio Kojima Productions, Kojima's enthusiasm for entertainment media has never waned. This collection of essays explores some of the inspirations behind one of the titans of the video game industry, and offers an exclusive insight into one of the brightest minds in pop culture. -- VIZ Media

A Stealth Game: The Kojima Code, Part II Terry

Wolfe, 2020-07-23

Longing, Ruin, and Connection in Hideo Kojima's Death

Stranding Amy M. Green, 2021-12-27 This volume provides an in-depth examination of the video game Death Stranding, focusing on the game's exploration of ruin, nostalgia, and atonement as its primary symbolic, narrative, and mechanical language. Offering the first close examination of Death Stranding's narrative, the book also incorporates a strong foundation in game studies, most especially related to the concepts of immersion and embodiment. The focus of the book lies in considering how Death Stranding expands on the themes of ruin, longing, and the need for connection, and whether a reconciliation—on a community level,

national level, or even global level—might be possible. This book will appeal to scholars in a variety of disciplines in the Humanities and the Social Sciences, from video game studies and media studies to English, history, philosophy, and popular culture.

Metal Gear Solid Nicolas Courcier, Mehdi El Kanafi, Denis Brusseaux, 2019-02-19 The Metal Gear series is unquestionably the pantheon of the great sagas of video games. The Metal Gear Saga is one of the most iconic in the video game history. It's been 25 years now that Hideo Kojima's masterpiece is keeping us in suspense, thanks to its complex and deep scenario. As one of the pioneer of the stealth games, Metal Gear is its author shadow and present a varied content, a rich universe, some of the most memorable characters in video games, as well as a thorough attention to details. In this book you'll find a complete panorama of the cult saga from Hideo Kojima, exploring all its facets: genesis of every iteration and trivia from the development, study of the scenario and analysis of the gameplay mechanics and themes. his essential book offers a complete panorama of Hideo Kojima's cult saga! **EXTRACT** In 1987, Kojima unveiled the first installment in the Metal Gear franchise for the MSX 2. This event would define his life forever. Before continuing with the creation of this franchise,

the other works of this games designer deserve some consideration. In 1988, *Snatcher* was released on the MSX 2 and NEC PC-8801. This adventure game, similar to the interactive graphic novel, was inspired by *Blade Runner* (Ridley Scott, 1982) and the cyberpunk movement. Kojima's interest in dense plotlines resurfaced. The game was subsequently remade for the PC Engine CD-Rom2 in 1992, and was enlivened by its use of voice acting. *Snatcher* was released in Europe and the United States on the Megadrive Mega-CD two years later. Its spiritual successor, *Policenauts*, appeared on the NEC PC-9821 in 1994, then on the PlayStation and 3DO in 1995 and the Saturn in 1996. For Hideo Kojima, *Snatcher* and *Policenauts* were major accomplishments in his career. He has retained a particular affection for these two games, so much so that they are frequently referenced in the *Metal Gear* series.

ABOUT THE AUTHORS Nicolas Courcier and Mehdi El Kanafi - Fascinated by print media since childhood, Nicolas Courcier and Mehdi El Kanafi wasted no time in launching their first magazine, *Console Syndrome*, in 2004. After five issues with distribution limited to the Toulouse region of France, they decided to found a publishing house under the same name. One year later, their small business was acquired by another leading publisher of

works about video games. In their four years in the world of publishing, Nicolas and Mehdi published more than twenty works on major video game series, and wrote several of those works themselves: Metal Gear Solid. Hideo Kojima's Magnum Opus, Resident Evil Of Zombies and Men, and The Legend of Final Fantasy VII and IX. Since 2015, they have continued their editorial focus on analyzing major video game series at a new publishing house that they founded together: Third. Educated in law, Denis Brusseaux has worked as a journalist for fifteen years and is a specialist in the two arts that he loves: cinema and video games. He has contributed to the magazines Joypad and Videogamer, and the website DVDrama. He also co-wrote the 2012 film The Lookout (French title: Le Guetteur), which starred Daniel Auteuil and Mathieu Kassovitz.

The Kojima Code Terry Wolfe, 2018-01-08 How far would you go to break the chains of destiny? In the case of HIDEO KOJIMA, way past the point of madness! What else would you call gambling your own multi-million dollar franchise on an elaborate secret scheme to prove you're smarter than your adoring fans? Or creating the biggest media sensation in modern history just so you could spike your own product into the ground and use it as proof

that you shouldn't trust advertising? (Or promising to make up for that betrayal of consumer trust only to do it again with an even more venomous bite?) There's nothing else to call it but madness - unless you understand THE KOJIMA CODE. A mind-blowing, huge budget, multi-layered plot to create a jaw-dropping masterpiece secretly engineered to upset the world. Hey, maybe that's what it takes to make people question the lies we're told in the 21st Century's age of confirmation bias. This book tracks the lonely personal life, daring career, and radical game design philosophy of one of the most enigmatic, polarizing, and devious minds in entertainment. Only by understanding the man and the corporate world he struggled with can we illuminate the unbelievable story behind one of the greatest works of postmodern art ever made. It's a story that has never been detailed, despite an entire generation of gamers begging for answers! A must-read for anyone who has played the series or just wondered why so many people still love and hate HIDEO KOJIMA to this day! The answers await.

Longing, Ruin, and Connection in Hideo Kojima's Death

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The Manga Guide to Calculus Hiroyuki Kojima, Shin Togami, Co Ltd Becom, 2009-08-01 Noriko is just getting started as a junior reporter for the Asagake Times. She wants to cover the hard-hitting issues, like world affairs and politics, but does she have the smarts for it? Thankfully, her overbearing and math-minded boss, Mr. Seki, is here to teach her how to analyze her stories with a mathematical eye. In **The Manga Guide to Calculus**, you'll follow along with Noriko as she learns that calculus is more than just a class designed to weed out would-be science majors. You'll see that

calculus is a useful way to understand the patterns in physics, economics, and the world around us, with help from real-world examples like probability, supply and demand curves, the economics of pollution, and the density of Shochu (a Japanese liquor). Mr. Seki teaches Noriko how to: –Use differentiation to understand a function's rate of change –Apply the fundamental theorem of calculus, and grasp the relationship between a function's derivative and its integral –Integrate and differentiate trigonometric and other complicated functions –Use multivariate calculus and partial differentiation to deal with tricky functions –Use Taylor Expansions to accurately imitate difficult functions with polynomials Whether you're struggling through a calculus course for the first time or you just need a painless refresher, you'll find what you're looking for in The Manga Guide to Calculus. This EduManga book is a translation from a bestselling series in Japan, co-published with Ohmsha, Ltd. of Tokyo, Japan.

Metal Gear Solid: Hideo Kojima's Magnum Opus Nicolas Courcier, Mehdi El Kanafi, 2018-02 The Metal Gear Saga is one of the most iconic in the video game history. It's been 25 years now that Hideo Kojima's masterpiece is keeping us in suspense, thanks to its complex and deep scenario. As one of the pioneer of the

stealth games, Metal Gear is its author shadow and present a varied content, a rich universe, some of the most memorable characters in video games, as well as a thorough attention to details. In this book you'll find a complete panorama of the cult saga from Hideo Kojima, exploring all its facets: genesis of every iteration and trivia from the development, study of the scenario and analysis of the gameplay mechanics and themes.

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Singing Shijimi Clams Naomi Kojima, 2006 An older, but kinder witch must decide what to do with some very determined clams.

Honda/Acura Engine Performance Mike Kojima, 2002-04-02 A comprehensive guide to modifying the D, B and H series Honda and Acura engines.

Embracing Family Nobuo Kojima, 2005 Set during the U.S. Occupation following World War II, *Embracing Family* is a novel of conflict--between Western and Eastern traditions, between a husband and wife, between ideals and reality. At the opening of the book, Miwa Shunsuke and his wife are trapped in a strained

marriage, subtly attacking one another in a manner similar to that of the characters in *Who's Afraid of Virginia Woolf?* When his wife has an affair with an American GI, Miwa is forced to come to terms with the disintegration of their relationship and the fact that his attempts to repair it only exacerbate the situation. An award-winning novel, critics have read this book as a metaphor of postwar Japanese society, in which the traditional moral and philosophical basis of Japanese culture is neglected in favor of Western conventions.

Death Stranding – Death Stranding: The Official Novelization – Volume 1 Hitori Nojima, 2021-02-23 The first volume of the official novelization of the best-selling and award-winning videogame *Death Stranding*, created by legendary game-creator Hideo Kojima. Mysterious explosions have rocked the planet, setting off a series of supernatural phenomena known as the *Death Stranding*. Spectral creatures that devour the living have pushed humanity to the brink of extinction, causing countries to fall and survivors to scatter and live in pockets of isolation. Sam Porter Bridges, the legendary porter with the ability to return from the world of the dead, has been entrusted with a critical mission by the President of the United Cities of America. He must journey across this ravaged

landscape crawling with otherworldly threats to reconnect cities and people and rebuild America one step at a time.

Stealth Game: The Kojima Code, Part II Terry Wolfe, 1900

The Art of Death Stranding Kojima Productions, 2020-02-11

The official art book for Hideo Kojima's BAFTA-winning DEATH STRANDING. After the collapse of civilization, Sam Bridges must journey across a ravaged landscape crawling with otherworldly threats to save mankind from the brink of extinction. From legendary game creator Hideo Kojima comes an all-new, genre-defying experience for the PlayStation®4 system, nominated for the DICE Game of the Year Award. In the near future, mysterious explosions have rocked the planet, setting off a series of supernatural events known as the Death Stranding. With spectral creatures plaguing the landscape, and the planet on the verge of a mass extinction, it's up to Sam Bridges to journey across the ravaged continent and save mankind from impending annihilation. The Art of Death Stranding is packed with hundreds of pieces of concept art for the characters, equipment, locations and creatures featured in the game, as well as early and unused concepts, including artwork by acclaimed artist Yoji Shinkawa.

Kojima Nobuo Nobuo Kojima, 1972

Queen of K'n-Yan 千面女王, Kathleen Taji, Darrell Schweitzer, 2008

The mummy of a beautiful young girl from Shang Dynasty China is found in an ornate and astonishingly large underground tomb.

Preliminary research shows that her cells contain reptilian DNA, and a Japanese research lab is asked to investigate further...

Working under the stern Dr. Li, molecular biologist Morishita Anri begins to probe the mysteries locked in the mummy's genetic code, while experiencing strange hallucinations of a different time and place. As Dr. Li hints at prehuman intelligences and huge caverns under the earth, Anri begins to wonder why uniformed soldiers of the PRC Liberation Army are present in the research center in Tokyo. Hallucinations and reality begin to fuse as innocents begin to die in both realities... A classic work of modern horror from the fevered brain of Asamatsu Ken, recognized as a master of weird fiction and horror in Japan. Stunning cover art by Kojima Ayami.

Plot ,2001

Index of Patents Issued from the United States Patent and Trademark Office ,1987

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Lasting Impact of E-book Books Kojima The advent of Kindle books has undoubtedly reshaped the literary scene, introducing a model shift in the way books are published, disseminated, and consumed. Traditional publication houses have embraced the online revolution, adapting their strategies to accommodate the growing demand for e-books. This has led to a rise in the availability of E-book titles, ensuring that readers have access to a vast array of literary works at their fingers. Moreover, E-book books have democratized access to books, breaking down geographical barriers and providing readers worldwide with similar opportunities to engage with the written word. Regardless of their place or socioeconomic background, individuals can now immerse themselves in the captivating world of literature, fostering a global community of readers. Conclusion: Embracing the Kindle Experience Kojima Kindle books Kojima, with their inherent ease, flexibility, and wide array of titles, have certainly transformed the way we experience literature. They offer readers the freedom to discover the boundless realm of written expression, whenever, everywhere. As we continue to navigate the ever-evolving online scene, E-book books stand as testament to the persistent power of storytelling, ensuring that the joy of reading remains reachable to

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