

## Tetsuya Mizuguchi Profile

Born on May 22<sup>nd</sup>, 1965 in Hokkaido, Japan

Since joining the ranks of Sega Enterprises Ltd., in 1990, Tetsuya Mizuguchi has constantly pioneered new visions in digital interactive entertainment.

In 1993, he produced 'Megalopolis' which was the first ever CG movie created for a motion-ride arcade machine. CG footage of 'Megalopolis' was presented in Siggraph (U.S.A.) that same year, and also was featured in the concert of Japanese techno-band 'YMO'. For the event 'Live U.F.O. in Tokyo' 1994, he produced music motion ride arcade machine collaborating with Japanese popular band 'Kome Kome club'. The attraction was not only a CG movie, but also music. More than 30,000 people partook in this event.

In 1994, the first arcade game project he produced, 'Sega Rally Championship' was a massive success worldwide. This virtual experience racing game sold more than 12000 arcade units, and the converted version Sega Saturn and PC sold 1.5 million units. His following projects were virtual experience bike machine game 'Manx TT' (1995), and 'Sega Touring Car Championship'(1996). For this car race game, starting Christmas 1997, he pioneered the 'Global Net', a system where players from all over the world could post their times through the game onto the internet to be seen and challenged by other players everywhere. In March of 1998, his last racing project, "Sega Rally 2" was released. Once this project was completed, he changed platforms from arcade to the Dreamcast consumer game console.

In December of 1999, his last project, 'Space Channel 5' for Dreamcast was released. This well received music action game went on sale in the U.S. A. in June 2000, and in Europe in October 2000.

Since July 1<sup>st</sup> 2000, his R&D section was established as the separate company 'United Game Artists'. Currently many projects are under way for Dreamcast, PlayStation 2, etc.