

Konami Corp. Fundamental Company Report Including Financial, SWOT, Competitors and Industry Analysis

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Abstracts

Konami Corp. Fundamental Company Report provides a complete overview of the company's affairs. All available data is presented in a comprehensive and easily accessed format. The report includes financial and SWOT information, industry analysis, opinions, estimates, plus annual and quarterly forecasts made by stock market experts. The report also enables direct comparison to be made between Konami Corp. and its competitors. This provides our Clients with a clear understanding of Konami Corp. position in the [Software and Technology Services](#) Industry.

The report contains detailed information about Konami Corp. that gives an unrivalled in-depth knowledge about internal business-environment of the company: data about the owners, senior executives, locations, subsidiaries, markets, products, and company history.

Another part of the report is a SWOT-analysis carried out for Konami Corp.. It involves specifying the objective of the company's business and identifies the different factors that are favorable and unfavorable to achieving that objective. SWOT-analysis helps to understand company's strengths, weaknesses, opportunities, and possible threats against it.

The Konami Corp. financial analysis covers the income statement and ratio trend-charts with balance sheets and cash flows presented on an annual and quarterly basis. The report outlines the main financial ratios pertaining to profitability, margin analysis, asset turnover, credit ratios, and company's long-

term solvency. This sort of company's information will assist and strengthen your company's decision-making processes.

In the part that describes Konami Corp. competitors and the industry in whole, the information about company's financial ratios is compared to those of its competitors and to the industry. The unique analysis of the market and company's competitors along with detailed information about the internal and external factors affecting the relevant industry will help to manage your business environment. Your company's business and sales activities will be boosted by gaining an insight into your competitors' businesses.

Also the report provides relevant news, an analysis of PR-activity, and stock price movements. The latter are correlated with pertinent news and press releases, and annual and quarterly forecasts are given by a variety of experts and market research firms. Such information creates your awareness about principal trends of Konami Corp. business.

About Konami Corp.

Konami Corporation engages in developing, publishing, marketing, and distributing video game software products for stationary consoles in the United States. The company plans, produces, operates, and distributes entertainment content for mobile phone online games.

The company produces gaming machines for casinos in the United States, Australia and other overseas jurisdictions, in addition to video games and token-operated games installed in amusement arcades and other entertainment venues in Japan. It also produces card games, character goods, toys and hobbies, publications, CDs and DVDs and other merchandize products, which use characters seen in movies, television, comic books, video games, advertising or other media. In addition, the company produces software and hardware for pachinko slot machines and LCDs used in pachinko machines.

As of March 31, 2009, the company's nationwide network of 228 directly operated health and fitness club facilities and 117 sports facilities whose operations are outsourced to the company, serve all age groups, from children through senior citizens.

Segments

The company operates its businesses in three segments: Digital Entertainment, Health and Fitness, and Gaming and System.

Digital Entertainment segment

The company's Digital Entertainment segment consists of the five businesses as follows:

Computer and Video Games business: The company produces, manufactures, and sells video game software; and purchases and distributes video game software for home use.

Amusement business: The company produces, manufactures, and sells video games for amusement facilities and content for token-operated games.

Card Games business: The company plans, produces, manufactures, and sells card games.

Online business: The company builds computer systems related to online games, maintains and operates online servers, produces and distributes content for mobile phones, and produces online games.

Other business: The company plans, produces, manufactures, and sells electronic toys, figures, and character goods. It plans, produces, and sells music and video package products, books, and magazines.

Health and Fitness segment

The company is the health and fitness club operator and health-related business enterprise in Japan.

Gaming and System segment

This segment is involved in developing content and hardware for gaming machines for casinos outside of Japan.

Products and Services

Computer and Video Games Software Business

The company's Computer and Video Games business develops, publishes, distributes, and markets software for video game systems and personal computers. Most of its software consists of video games designed for use with video game platforms, including PlayStation 2, PLAYSTATION 3, PlayStation Portable, Nintendo Nintendo DS, Game Boy Advance, Nintendo Wii, Microsoft Xbox and Xbox 360, and PCs.

Software Titles: The company publishes software titles in various genres, including sports, action, role playing, and music simulation.

Platform Licenses: The company's video game software business is dependent on its license agreements with the manufacturers of hardware platforms. Each license grants the company the right to develop, publish and distribute titles for use on the manufacturer's platforms.

Amusement Business

The company's Amusement business produces and sells video game machines and token-operated game machines for amusement arcades.

Amusement Business—Video Game Machines: The company's Amusement business develops, produces, and sells video game machines for amusement arcades. In year 2008, the company introduced approximately 13 new titles for video game machines for amusement arcades. The main purchasers of its video game machines are amusement arcades.

In March 2002, its Amusement business introduced the 'e-AMUSEMENT' service that connects amusement arcades all over Japan through a computer network run by Konami, creating a new amusement arcade market. This service allows multiple players to participate in the same game simultaneously from different locations nationwide and to continue playing after saving the game.

Konami Dig

The above Company Fundamental Report is a half-ready report and contents are subject to change.

It means that we have all necessary data in our database to prepare the report but need

2-3 days to complete it. During this time we are also updating the report with respect to the current moment. So, you can get all the most recent data available for the same price. Please note that preparation of additional types of analyses requires extra time.

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1 – Data availability depends on company's security policy.

2 – These sections are available only when you purchase a report with appropriate additional types of analyses.
The complete financial data is available for publicly traded companies.

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ANALYSIS FEATURES

SWOT Analysis

SWOT, which stands for Strengths, Weaknesses, Opportunities and Threats, is an analytical framework that identifies the internal and external factors that are favorable and unfavorable for a company.

Enhanced SWOT Analysis

Enhanced SWOT is a 3x3 grid that arranges strengths, weaknesses, opportunities and threats into one scheme:

How to use the strengths to take advantage of the opportunities?

How to use the strengths to reduce likelihood and impact of the threats?

How to overcome the weaknesses that obstruct taking advantage of the opportunities?

How to overcome the weaknesses that can make the threats a reality?

Upon answering these questions a company can develop a project plan to improve its business performance.

PESTEL Analysis

PESTEL (also termed as PESTLE) is an ideal tool to strategically analyze what influence different outside factors – political, economic, sociocultural, technological, environmental and legal – exert on a business to later chart its long term targets.

Being part of the external analysis when carrying out a strategic assessment or performing a market study, PESTEL gives an overview of diverse macro-environmental factors that any company should thoughtfully consider. By perceiving these outside environments, businesses can maximally benefit from the opportunities while minimizing the threats to the organization.

Key Factors Examined by PESTEL Analysis:

Political – What opportunities and pressures are brought by political bodies and what is the degree of public regulations' impact on the business?

Economic – What economic policies, trends and structures are expected to affect the organization, what is this influence's degree?

Sociological – What cultural and societal aspects will work upon the demand for the business's products and operations?

Technological – What impact do the technological aspects, innovations, incentives and barriers have on the organization?

Environmental – What environmental and ecological facets, both locally and farther afield, are likely to predetermine the business?

Legal – What laws and legislation will exert influence on the style the business is carried out?

IFE, EFE, IE Matrices

The Internal Factor Evaluation matrix (IFE matrix) is a strategic management tool helping audit or evaluate major weaknesses and strengths in a business's functional areas. In addition, IFE matrix serves as a basis for identifying and assessing relationships amongst those areas. The IFE matrix is utilised in strategy formulation.

The External Factor Evaluation matrix (EFE matrix) is a tool of strategic management that is typically utilised to assess current market conditions. It is an ideal instrument for visualising and prioritising the threats and opportunities a firm is facing.

The essential difference between the above mentioned matrices lies in the type of factors incorporated in the model; whilst the latter is engaged in internal factors, the former deals exceptionally with external factors – those exposed to social, political, economic, legal, etc. external forces.

Being a continuation of the EFE matrix and IFE matrix models, the Internal External matrix (IE matrix) rests upon an investigation of external and internal business factors

integrated into one suggestive model.

Porter Five Forces Analysis

The Porter's five forces analysis studies the industry of operation and helps the company find new sources of competitive advantage. The analysis surveys an industry through five major questions:

What composes a threat of substitute products and services?

Is there a threat of new competitors entering the market?

What is the intensity of competitive rivalry?

How big is the bargaining power of buyers?

How significant is the bargaining power of suppliers?

VRIO Analysis

VRIO stands for Value, Rarity, Imitability, Organization. This analysis helps to evaluate all company's resources and capabilities and bring them together into one aggregate table that includes:

Tangible resources

Financial

Physical

Technological

Organizational

Intangible resources

Human

Innovation and Creativity

Reputation

Organizational capabilities

The result of the analysis gives a clear picture of company's competitive and economic implications, answering the questions if the resources mentioned above are:

Valuable?

Rare?

Costly to imitate?

Organized properly?

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