



2002 ~2003



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Korea Game Development & Promotion Institute



CONTENTS

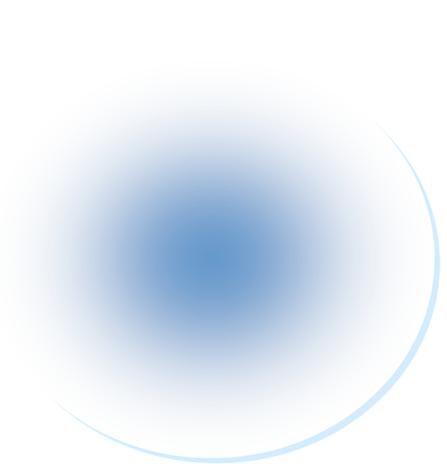
- 1.
- 2.
- 3.
- 4.
- 5.
6. Issue Report



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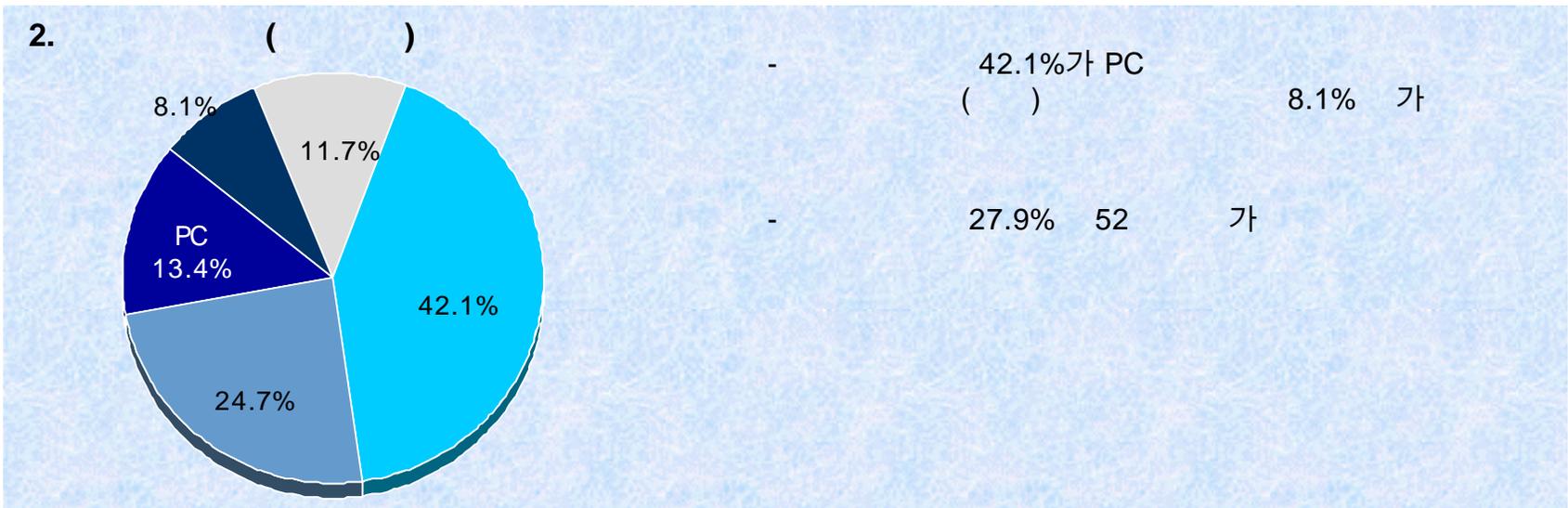
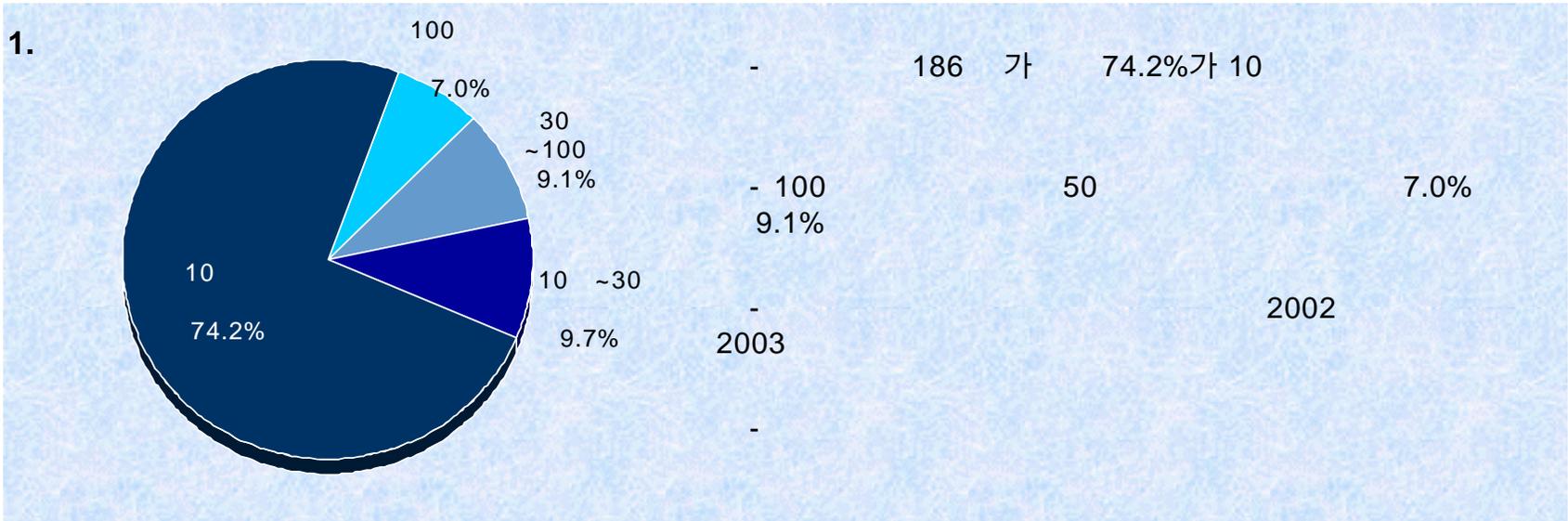
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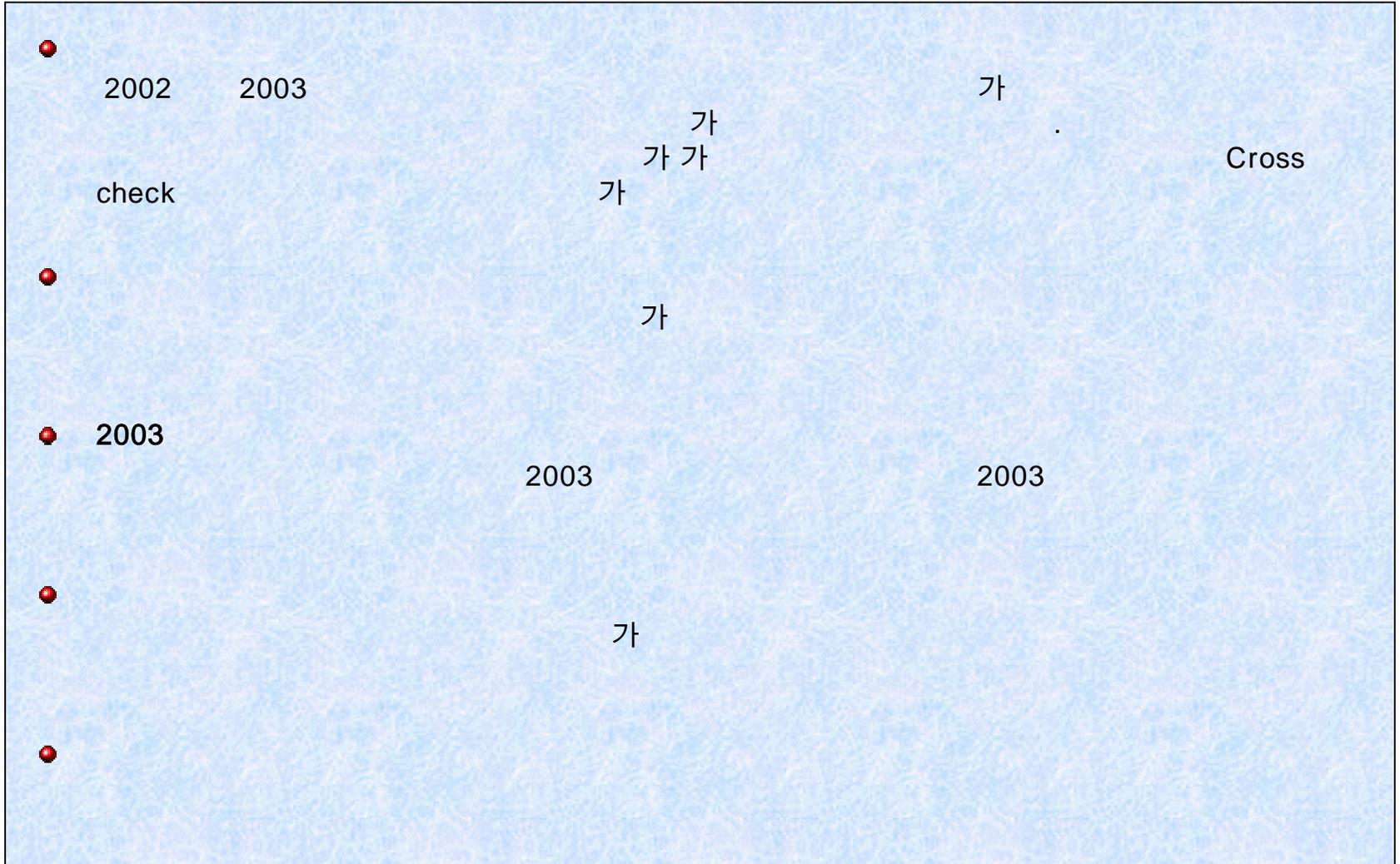
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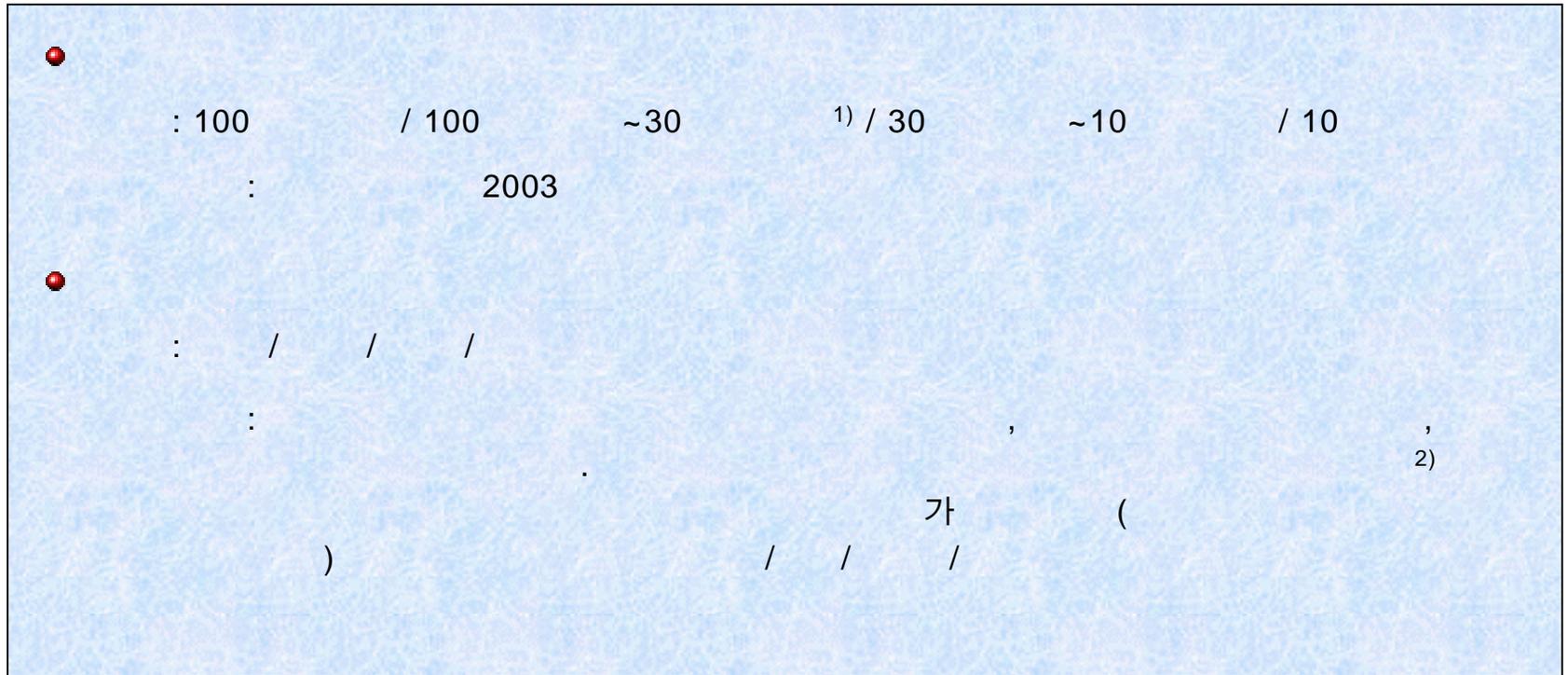
IV

1.



IV

2. - (1)



1) 30

30

2003

65%

2)

EA(Electronic Arts), Activision, Vivendi Universal Games, Atari(舊 Infogrames), THQ(Toys Head-Quarters), Take2 Interactive, YNK, NHN,

IV

2. - (2)

: (PC)¹⁾ / () PC / () /
 : PC 가 , ,
 가 PC
 (Stand-alone package) PC
²⁾ PC PC
 : / / / FPS /
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 .
 (, FPS(First-Person Shooting,)

1)

2) PC (Stand-alone)

가 MMORPG



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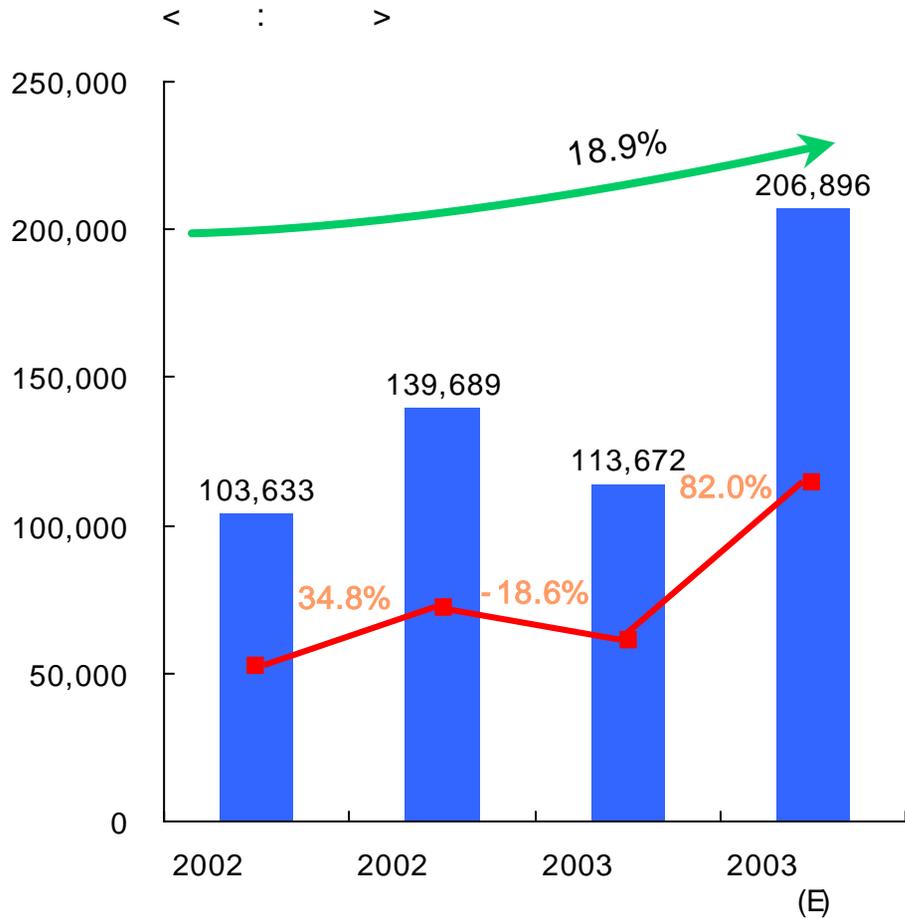
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6. Issue Report



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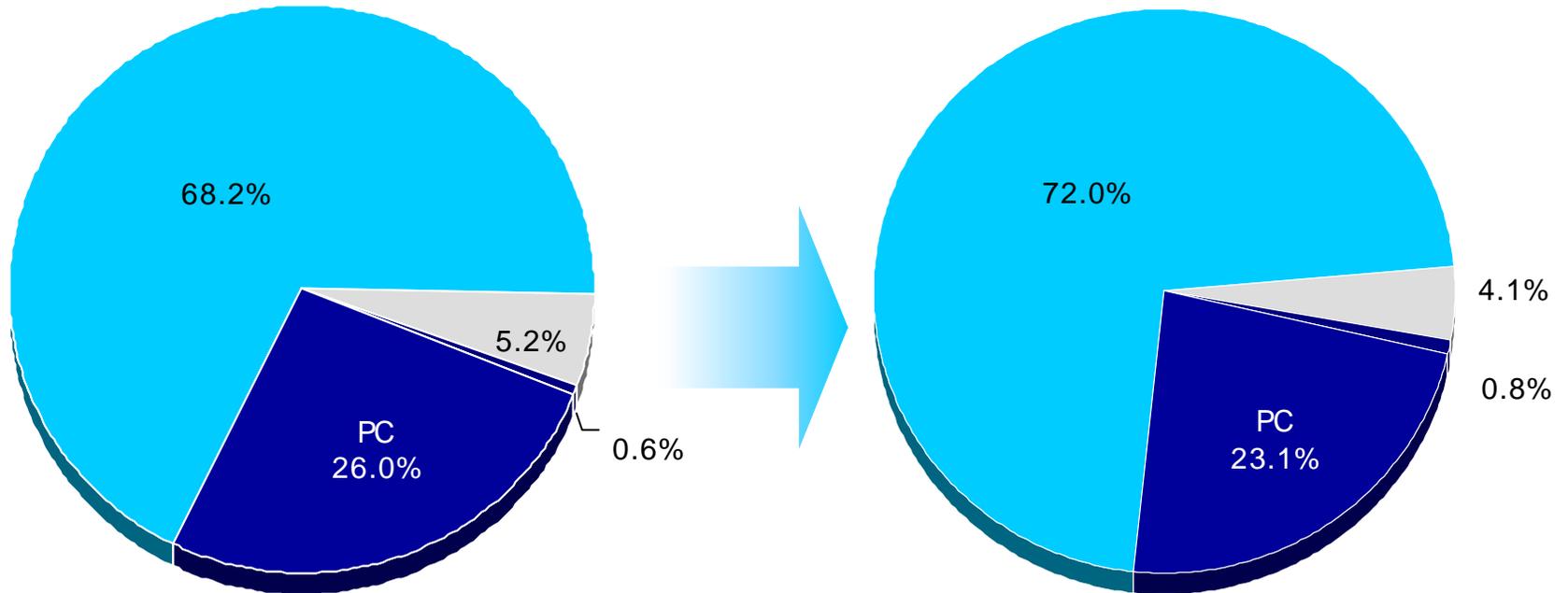
Game Cube

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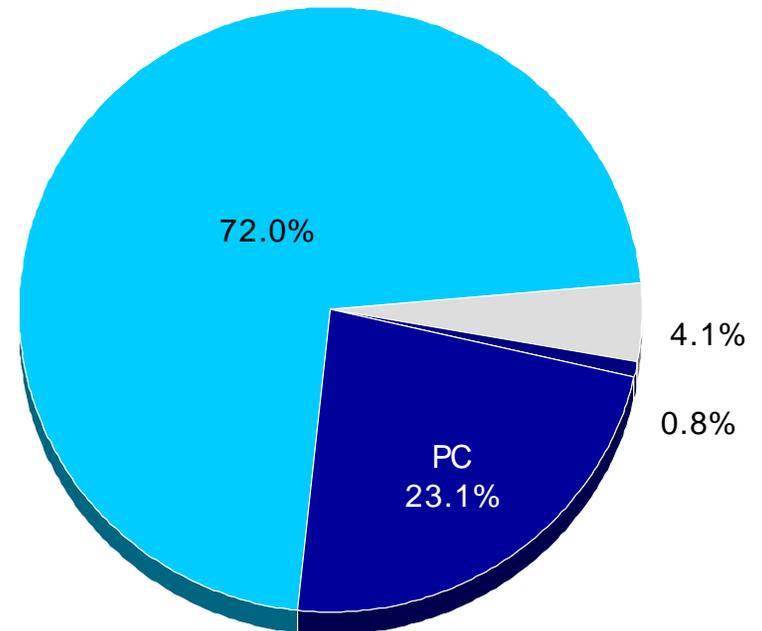
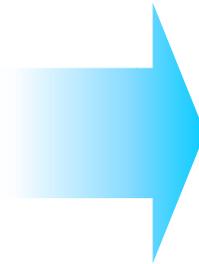
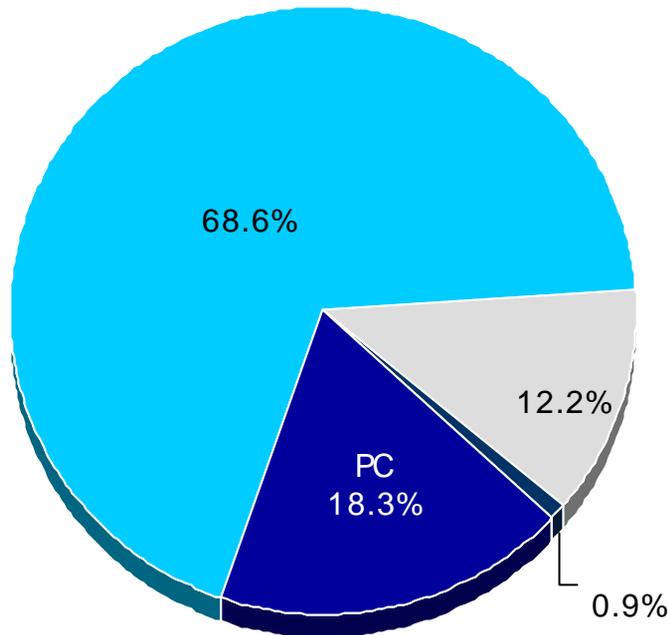
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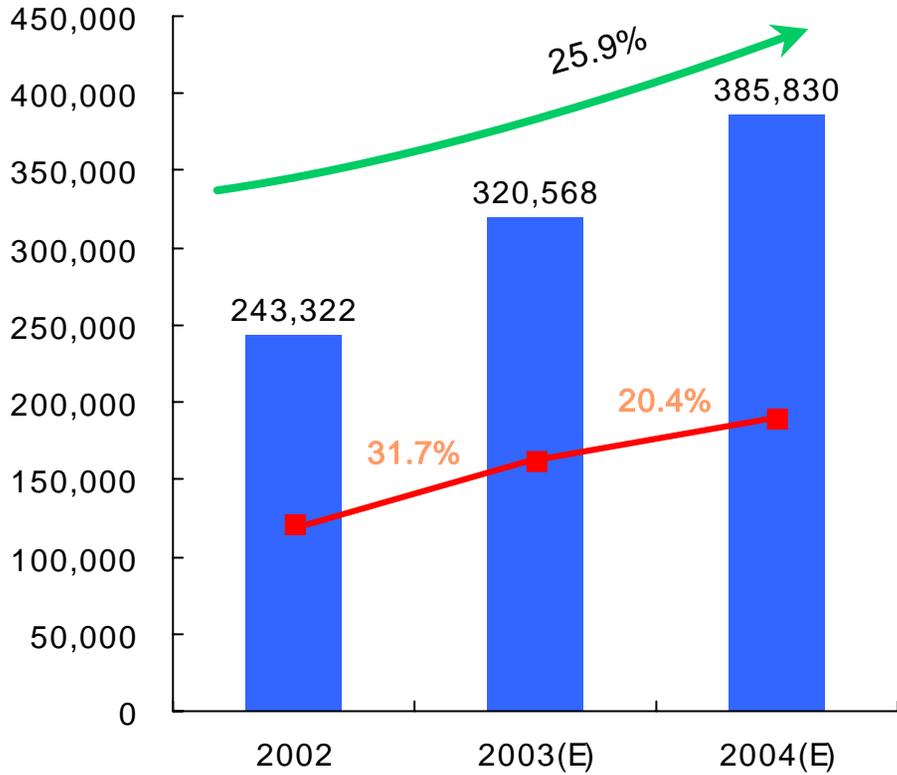




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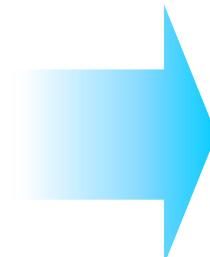
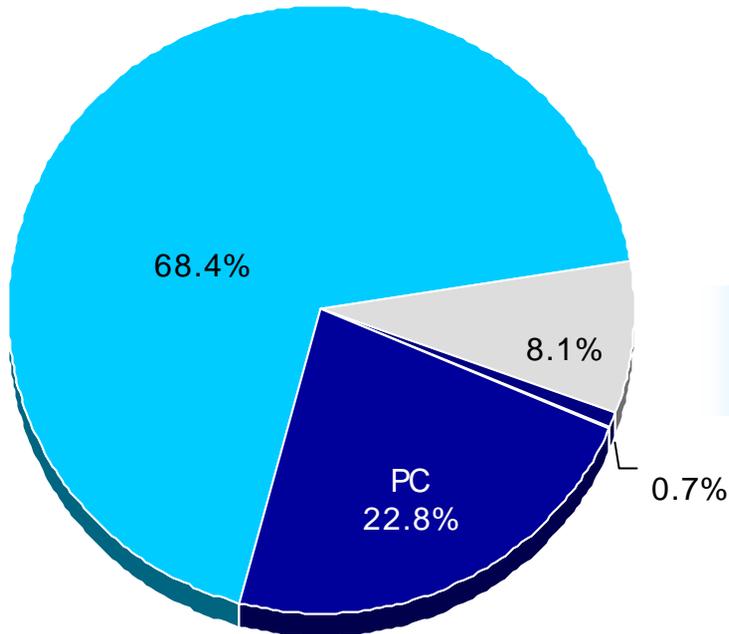


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2.

- 2003 PS2가 가

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