

2002 ~ 2003



()

Korea Game Development & Promotion Institute



CONTENTS

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



❖ 2003	
❖	876
186	



❖	
❖	,
❖	
❖	
❖	





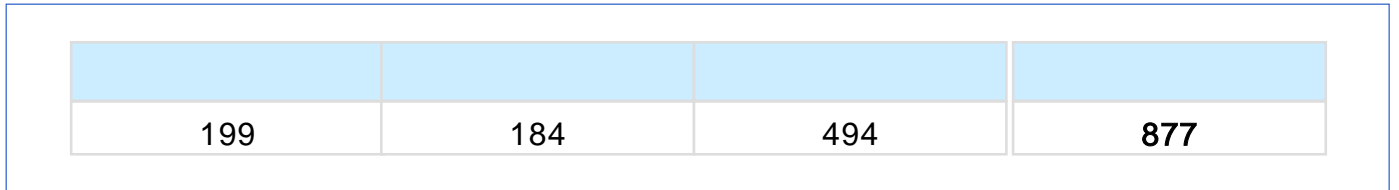
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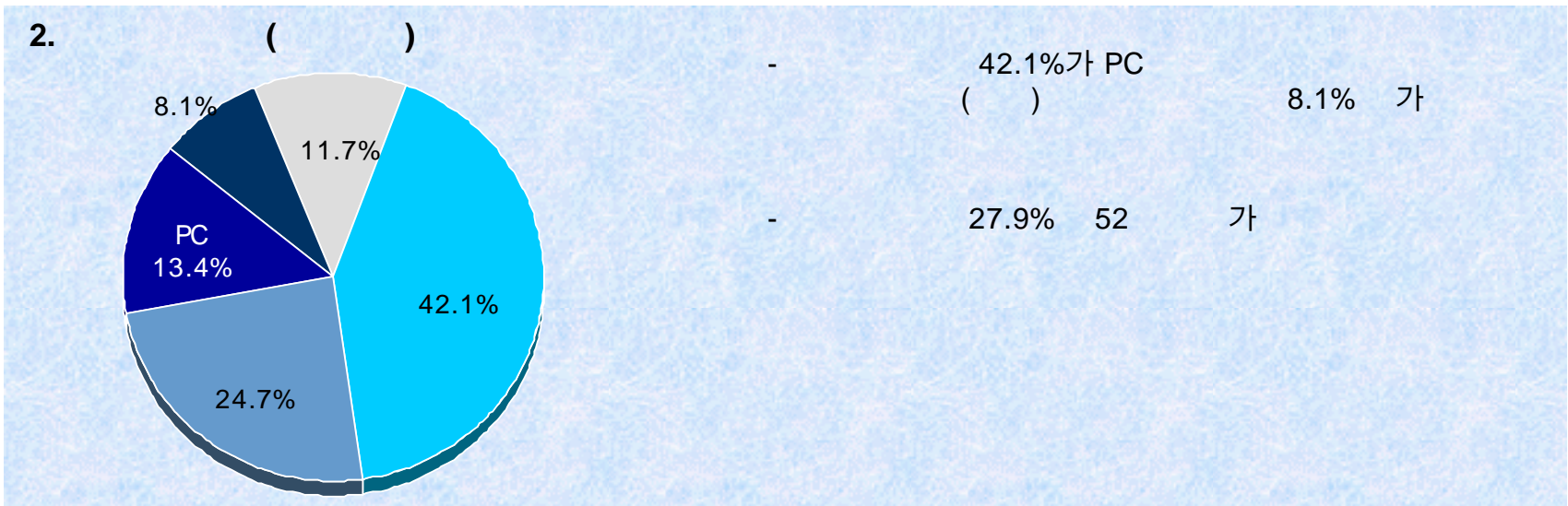
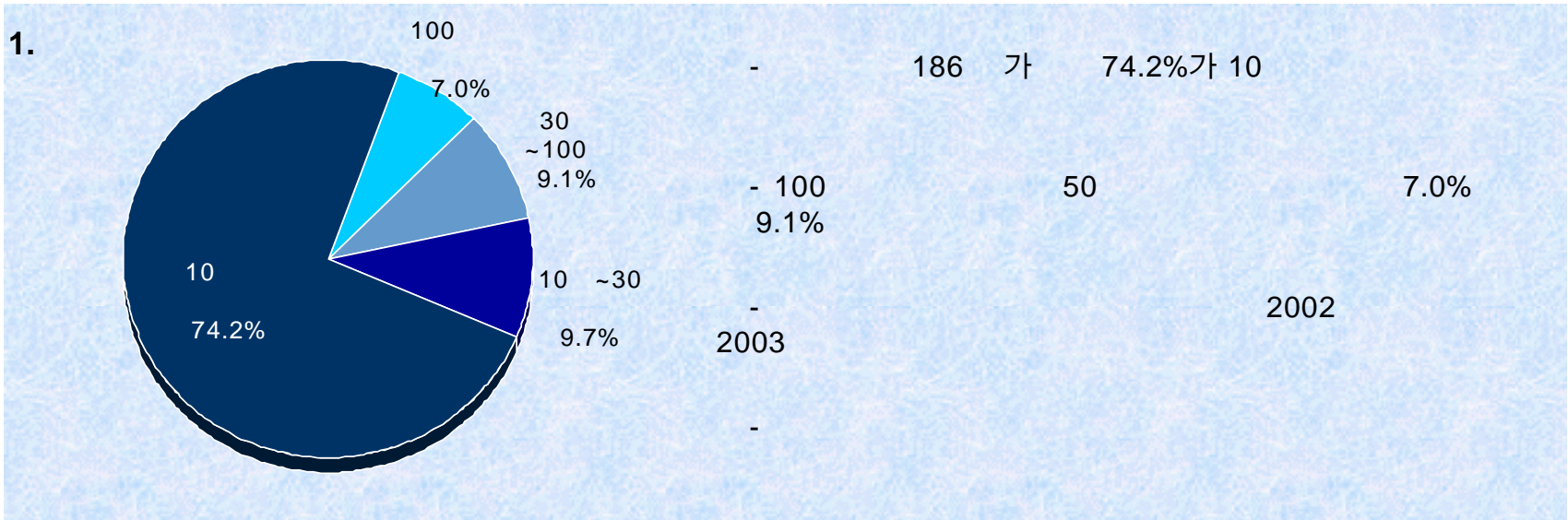
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▪ 186 (199)



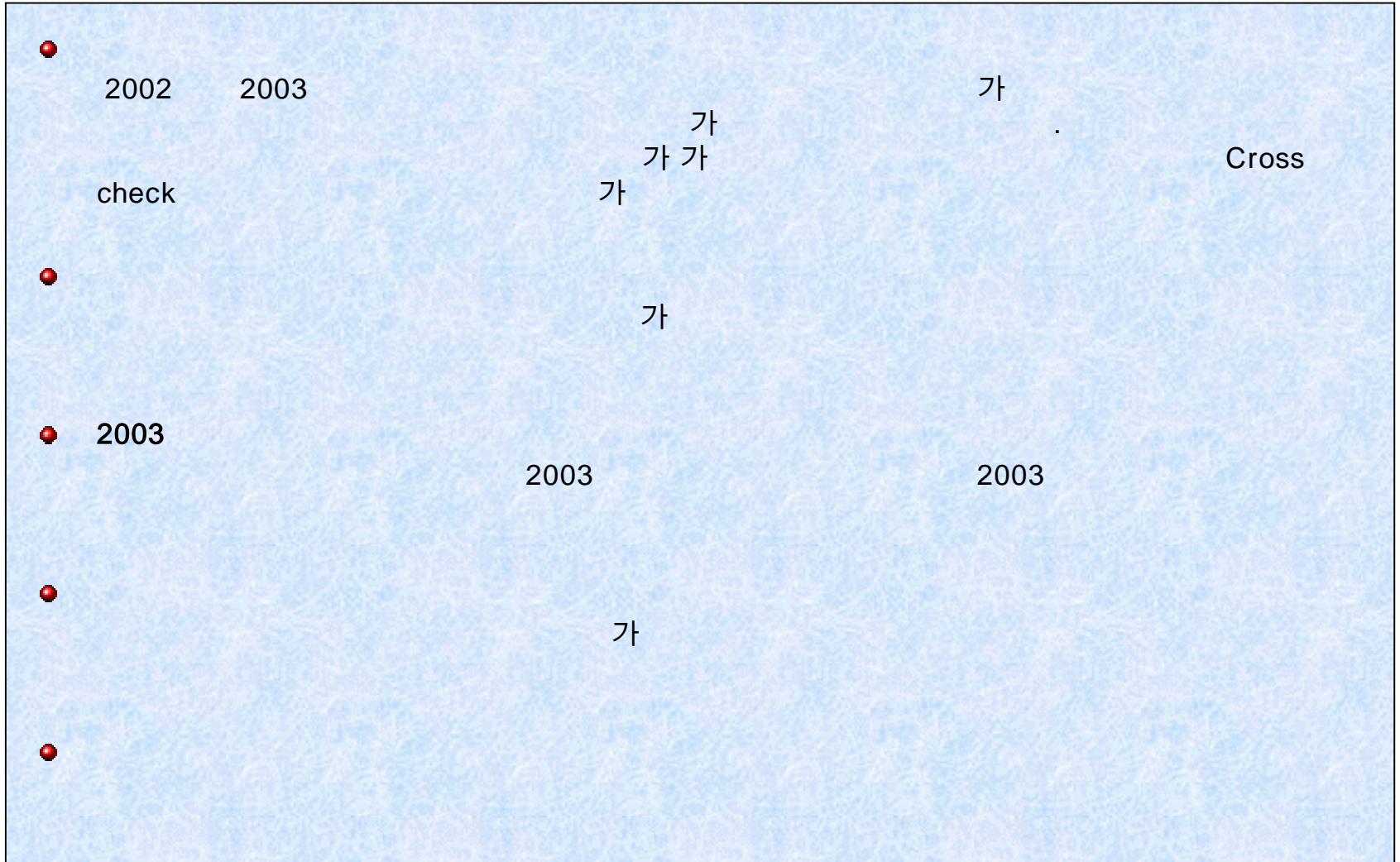
▪ KRG 1124 877

▪ e-mail



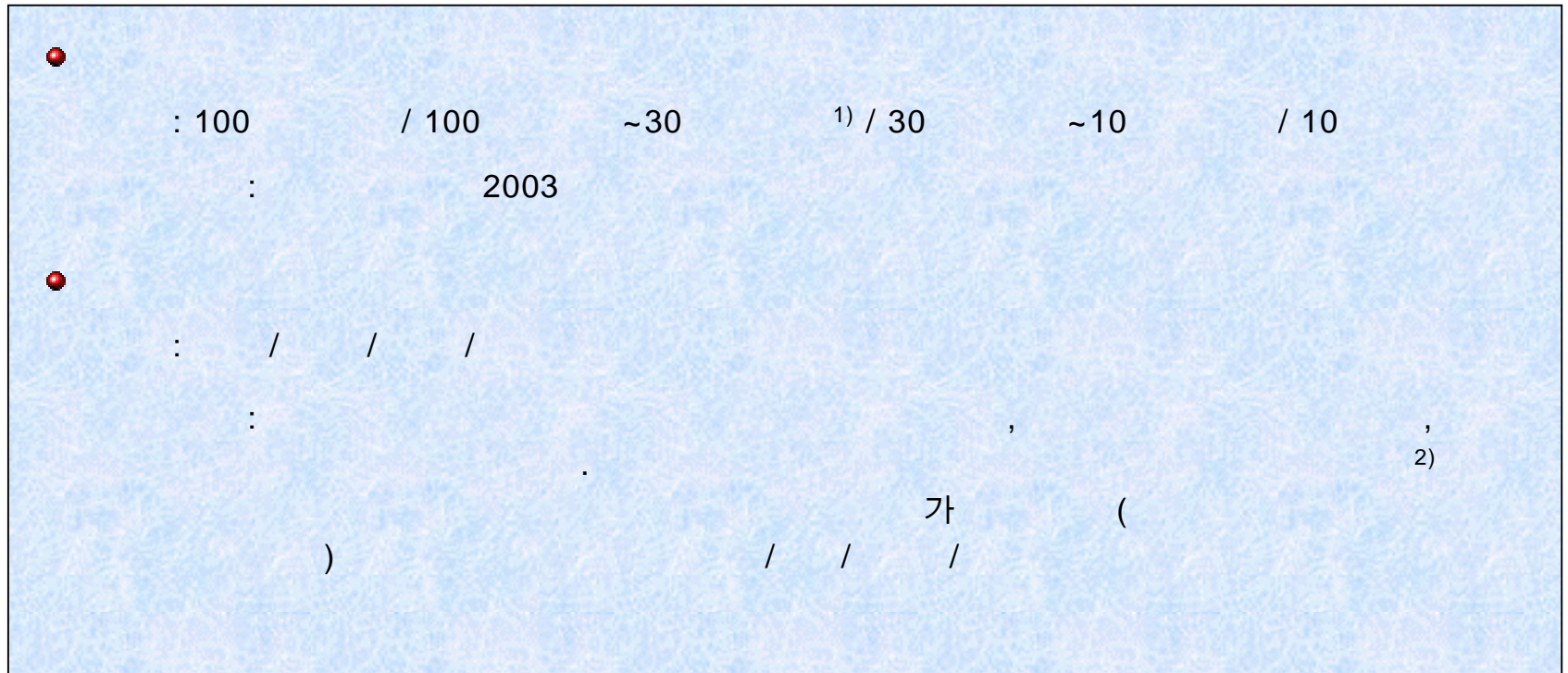
IV

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 PC
 : / / / / FPS /
 : , ,
 .
 (, FPS(First-Person Shooting,))

1)

2) PC (Stand-alone)

가 MMORPG



CONTENTS

- 1.
- 2.
- 3.
- 4.
- 5.

■ 6. Issue Report



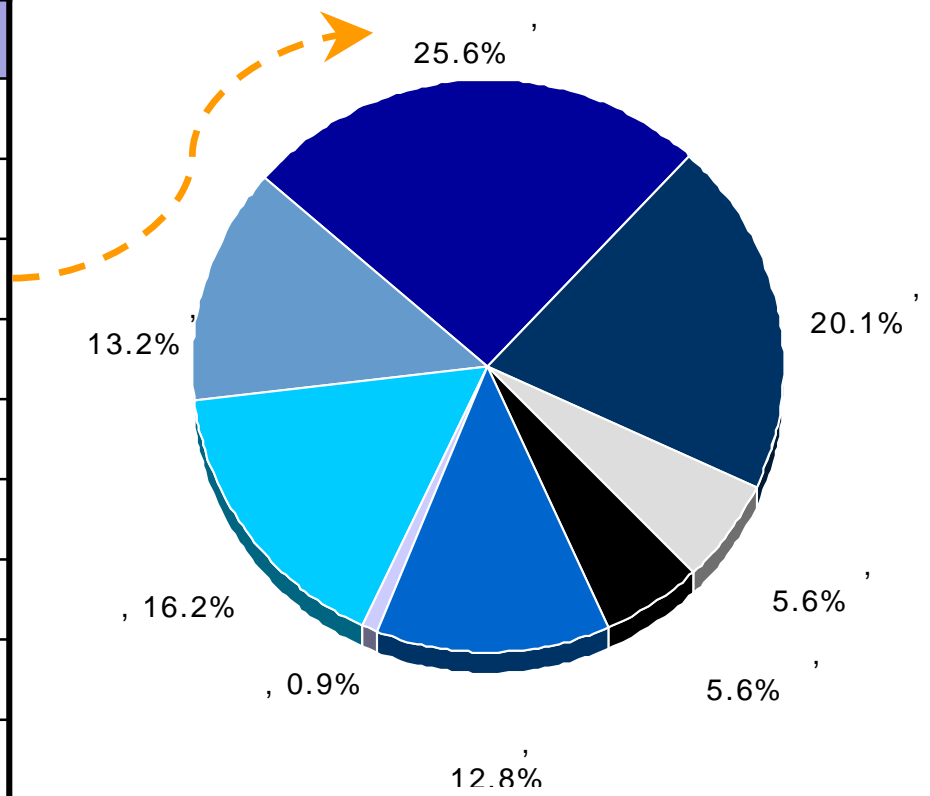
ISSUE REPORT

- 1.
-
-

' 25.6% 가
20.1%, 16.2%

<N=90>

	38
	31
	60
	47
	13
	13
	30
	2
	234

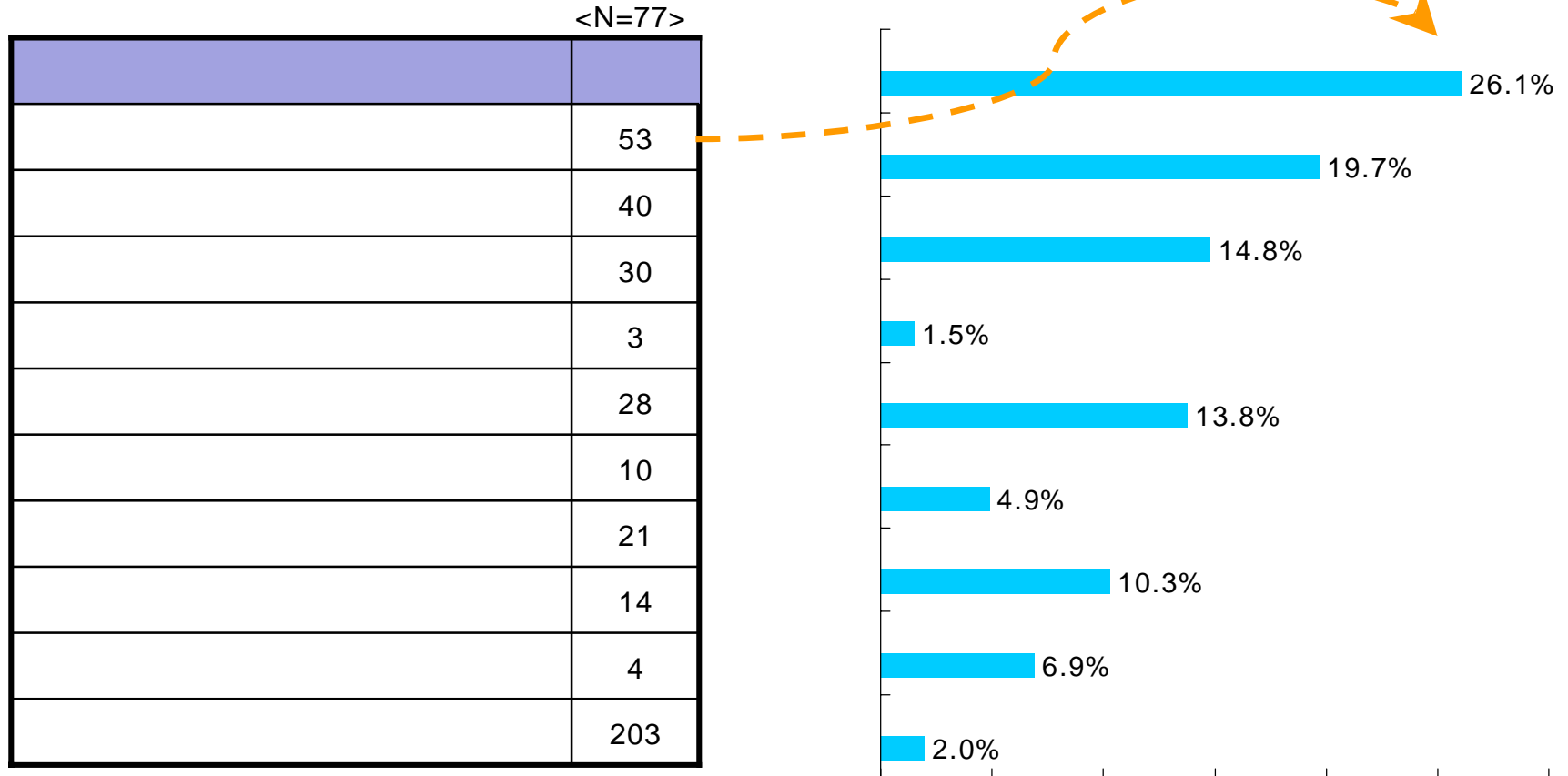




ISSUE REPORT

2.

- 26.1%가 가
- (19.7%) 가
- (14.8%) 가





ISSUE REPORT

3.

- 3.5
 - 54.5% 10 ~30 가

[가] <N: 156>

가					
	3	20	40	82	9

