



Impact Highlights

- The use of DeviceAnywhere allowed Capcom to remotely assist both of their office locations without having to duplicate device banks in each office.
- Capcom was also able to simplify the development process as the DeviceAnywhere platform gave them the capability to duplicate issues found in their Los Angeles office for developers in their Toronto office.
- DeviceAnywhere enabled Capcom to save money by removing device acquisition and maintenance expenses.

DeviceAnywhere helps Capcom reduce expenditures and simplify mobile application testing through a streamlined development process

The Company:

Capcom is a leading worldwide developer, publisher and distributor of interactive entertainment. Their customers are able to download popular games such as Resident Evil®, Street Fighter®, Mega Man®, Breath of Fire®, Devil May Cry® and the Onimusha® series to their mobile devices.

The Challenge:

The mobile gaming industry is exploding. According to communications strategy firm Cambridge Strategic Management Group (CSMG), mobile gaming represents the fastest growing segment of the global gaming industry with a 24.6 percent compound annual growth rate forecasted for 2007 through 2012. To stay ahead of the competition, Capcom needed to guarantee distribution of its games on the maximum number of handsets possible, and also incorporate emerging technology and trends in the mobile space.

To make this a reality, Capcom needed to ensure that their games could be played successfully on numerous handsets. To do this, Capcom's mobile games had to be regularly and rigorously tested across as many mobile devices and operator networks as possible. However, testing and development at Capcom was taking place in two different locations. With their studio located in Toronto and another office located in Los Angeles, it wasn't feasible to maintain duplicates of every handset in both locations. Capcom was interested in a solution that would allow their two offices to conduct remote testing across numerous devices and permit both of their development offices to share and collaborate on generated results.

The Solution: DeviceAnywhere

Already familiar with the DeviceAnywhere™ service through a wireless carrier partner, Capcom contacted DeviceAnywhere in regard to their testing and quality assurance needs.

Upon signing up for an account, DeviceAnywhere's unique technology allowed Capcom developers to interact with over 2,000 real handsets connected to live, global networks over the Internet.

"We have been extremely happy in our choice to use DeviceAnywhere," explains Paul Nunes, Lead Quality Assurance Technician, Capcom Mobile. "The boom of mobile gaming has made the industry extremely competitive. DeviceAnywhere provides us with the tools to make certain that our games run successfully on an abundant number of handsets globally, in addition to reducing costs."

Using the service, developers were able to power each device on and off, remove and replace the battery, and interact with the keypad and/or touch screen as if the device were in their hand. Utilizing the collaborative features built in to the DeviceAnywhere platform, Capcom's Los Angeles and Toronto offices could effectively troubleshoot problems while sharing screen shots and error reports.

The Result: Tremendous cost savings and simplified testing

Without remote access to devices, Capcom would have needed to house a number of devices in both of their development centers, in addition to acquiring service plans and other costs involved in maintaining live mobile devices.

The use of DeviceAnywhere allowed Capcom to remotely assist both offices without the need to purchase multiple handsets in either location. They were also able to simplify the development process since they were able to duplicate issues found in their Los Angeles office for developers in their Toronto office. In addition, the screenshots generated during DeviceAnywhere's test results meant that Capcom no longer had to rely on a bug description to identify issues within their games and applications. Since DeviceAnywhere's SaaS solution pinpointed where the error occurred, they were able to replicate issues at either office; streamlining their workload as well as enabling their developers to easily identify handset-specific issues.

Capcom was able to save time by reducing unnecessary communication between development locations. DeviceAnywhere allowed Capcom's developers a central location to record results, and phases of the development process. Further, DeviceAnywhere provided a cost-effective solution by reducing project workload and manpower. Testing could also be automated through record and playback features, which allowed device interactions to be recorded into a set of scripts. These scripts could

then be run at anytime independently, reducing time and labor.

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About DeviceAnywhere™

DeviceAnywhere is an award-winning product that provides convenient and cost-effective end-to-end solutions for mobile application testing and development, monitoring, and deployment – enabling application developers to bring better content to market faster than ever before. Its unique Direct-to-Device™ technology provides access to real handsets in live global networks, from anywhere. DeviceAnywhere currently supports more than 2000 devices on over 30 different carrier networks worldwide, with locations in the U.S., U.K., Canada, France, Germany, Spain, and Japan. To learn more about DeviceAnywhere – and to sign up for a free, three-hour trial – please visit www.deviceanywhere.com.

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