## How I create "Seaman"

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### SIM TOWER (MAXIS 1995-)





Seaman(SEGA 1995-)

https://www.youtube.com/watch?v=uv8LzRn35ao

Odama (nintendo 2006 )



AERO POTER (nintendo 2012)

2888万円



2640人

#### Which option would you choose?

1. An improved version of the dungeons-and-dragons games that occupy a large share of the video-game market, featuring a further-evolved game system

2. An adventure game using famous licensed Hollywood characters

3. A "rare beast" of a game like nothing that came before it.

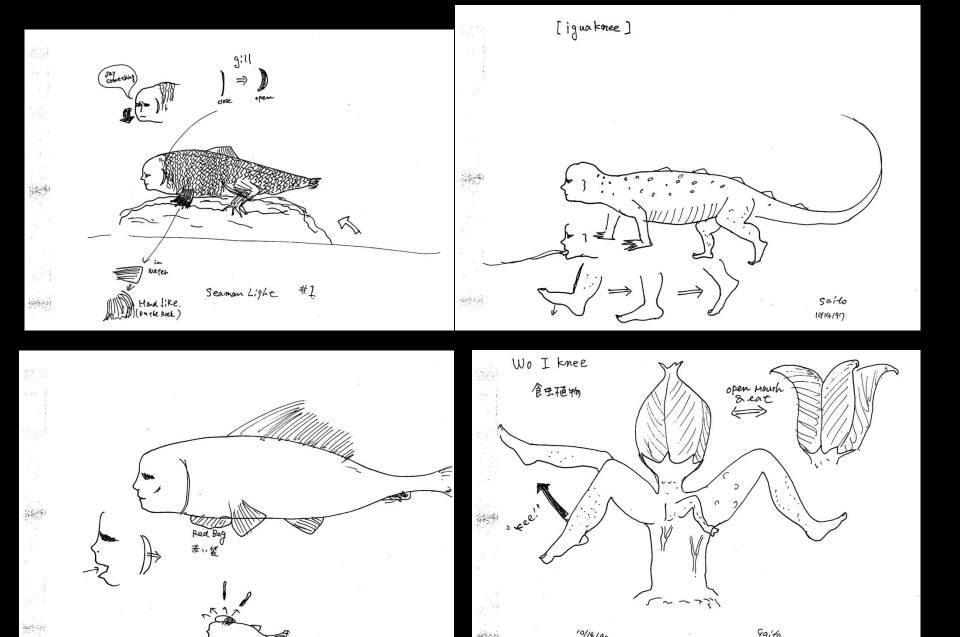


<u>https://www.youtube.com/watch?v=-IV8hCvsXy0</u>

# Origins "How did I come up with this?" 1997







10/14/97

gaito

"Three opposites"

Non-cute characters

"reality" not a "fantasy"

From with in the TVsets

To make this a hit, we needed a strong theme running through the conversation with seaman that could capture anyone's interest. -- What is it? The theme I chose WAS, the daily lives of the players themselves.

How do we make people with even no interest in Sega games purchase this...

"If you don't know what to do, go for female-oriented specifications"

How do we appeal this game in Advertisement?

we simply used the term

"raising"



Who should do the Voice Actor of seaman? Famous Actor? Should this mysterious creature have a famous voice behind it? This question was one of the most dificult of this project. Games, like movies, can create buzz by casting a famous actor or voice talent. So this question had been the biggest headache.

How about the other Voice actor? We needed a narrator, and that person needed to be famous.



https://www.youtube.com/watch?v=3XV1Egm4lM8





https://www.voutube.com/watch?v=xLMkHgvTSDc



https://www.voutube.com/watch?v=4 A-nO5R65



https://www.youtube.com/watch?v=g37KYVDgBFo





SEAMAN