

Statistics

Japanese Universities – How Do They Stack Up?

Japanese universities are known for not contributing a great deal to the society that nourishes them – in fact, Japan was ranked lowest among industrialized nations on that reckoning, according to the World Competitiveness Yearbook 2001, published by Swiss-based International Institute for Management Development (IMD).

Nonetheless, several universities are thriving in the field of basic scientific research. According to Thompson Corp's Web-based information provider ISI, Tokyo University (Todai) was ranked in the top five in three of 19 rankings – in physics, chemistry and biology & biochemistry. ISI considered up to 7 million articles published by universities, government labs, and corporations and ranked each category by total citations between 1991 and February 2001. Harvard appeared in 8 of the 19 rankings and was on top in all but one of these fields, but it's still fair enough to say that Japanese universities are surviving. Kyoto University beat Todai in chemistry, securing the second spot after UC Berkeley, while Tohoku University topped the chart in materials science.

Institutions Ranked by Total Citations

PHYSICS		
Rank	Institution	Citations
1	AT&T	98,264
2	University of Tokyo	92,058
3	IBM Corp.	87,982
4	MIT	86,292
5	CERN	85,319

CHEMISTRY		
Rank	Institution	Citations
1	UC Berkeley	57,039
2	Kyoto University	56,981
3	University of Tokyo	56,860
4	University of Texas	50,919
5	University of Cambridge	48,634

BIOLOGY/BIOCHEMISTRY		
Rank	Institution	Citations
1	Harvard University	184,786
2	University of Texas	149,017
3	UC San Francisco	93,710
4	University of Tokyo	79,673
5	Natl. Cancer Institute	72,923

MATERIALS SCIENCE		
Rank	Institution	Citations
1	Tohoku University	13,889
2	IBM Corp.	13,160
3	UC Santa Barbara	12,001
4	MIT	11,723
5	University of Illinois	9,826

Source: ISI Essential Science Indicators, 1991-2001

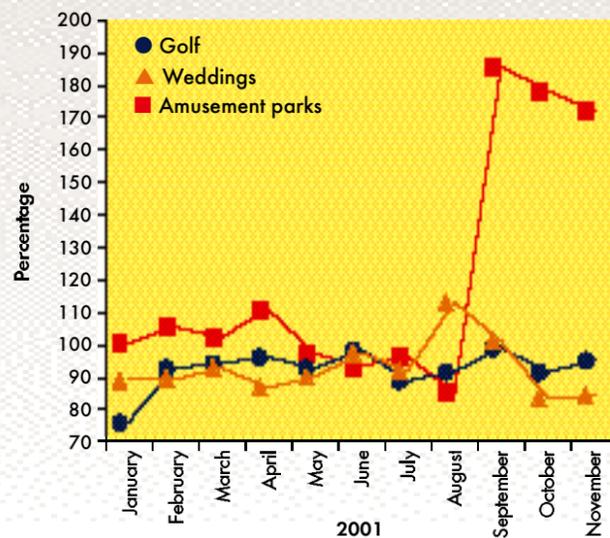
To Tee or not to Tee ... Mickey Wins Out

We predicted in our January Issue that the service sector would be a safe bet for the year 2002. According to the latest data from the Ministry of Economy, Trade and Industry (METI), some segments are showing signs of recovery, while others are not.

The information service sector is currently registering growth on a year-on-year basis, while advertising is still suffering from shrinkage. There are apparent winners and losers, even within information service providers – according to METI, system management services are thriving, but information processing services are suffering.

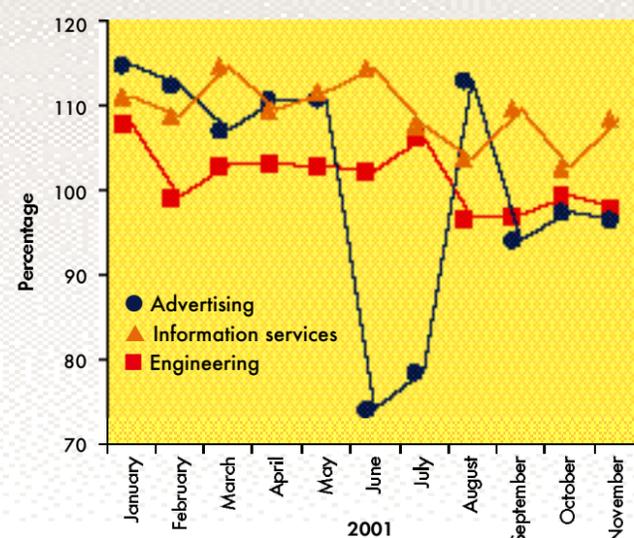
On an individual consumer basis, people are playing less golf and spending less on weddings, but are still keen on visiting theme parks like Universal Studios Japan (USJ) or Tokyo Disney Sea (TDS), both of which opened last year. The parent company projects a total annual visitor count for fiscal 2002 to the two Tokyo Disney amusement parks (Tokyo Disney Land and newly opened TDS) of 21.6 million. It also revised projected earnings from ¥700 million to ¥5.9 billion. On the movie front, total visitors to the year-old USJ in Osaka have already surpassed 8 million. USJ is steadily gaining on TDL, which was visited by 10.4 million during the first year after opening.

Services toward consumers: percentage change from a year earlier

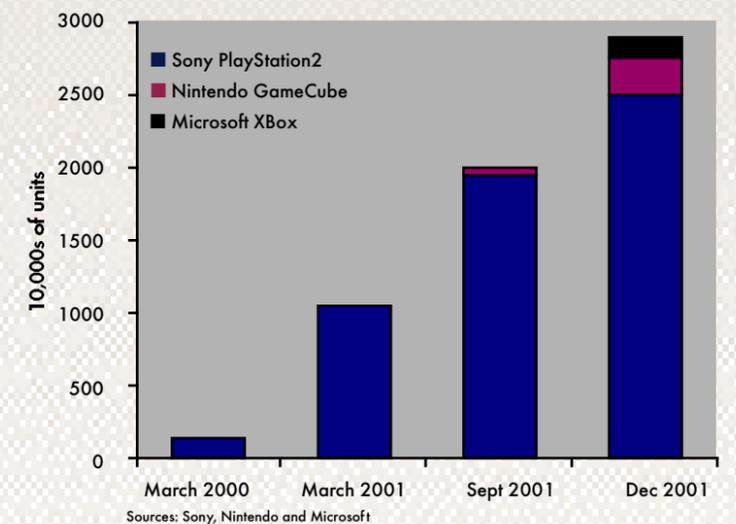
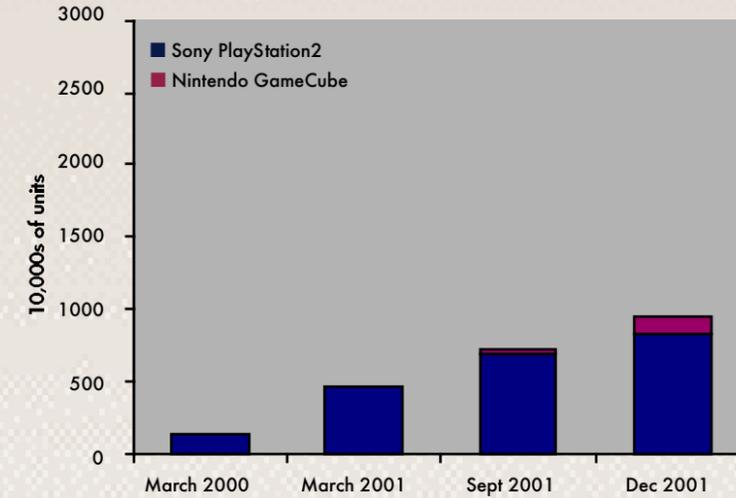


Source: METI

Services toward corporations: percentage change from a year earlier

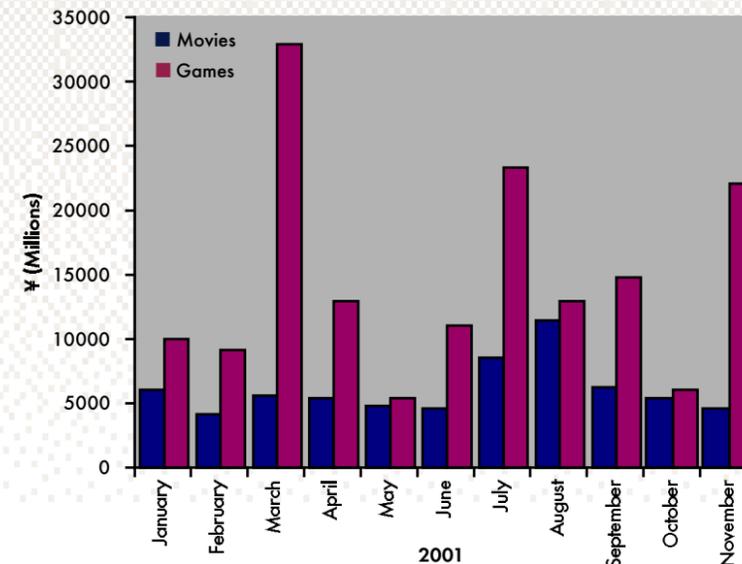


Game consoles shipped in Japan (top) and worldwide (center)



Sources: Sony, Nintendo and Microsoft

Sales of movies versus games



Source: METI

They Got Game

Microsoft's game console, Xbox, finally hit game-crazy Japan in February. The debut of Xbox, which went on sale in November in the US, brought competition in the console market to boiling point, with three major next-generation consoles – Sony's PlayStation2 (PS2), Nintendo's GameCube, and Xbox – vying for the bulging sack of yen on offer to the fastest and the boldest.

Sony staked its claim by reducing the price of PS2 at the same time as announcing that it outsold both Xbox and GameCube (over various periods of its own choosing): during the holiday season, it sold about 5 million PS2 video game consoles worldwide (1.1 million units in Japan, 2.5 million in North America, and 1.68 million in Europe). In the US alone, it sold 1.5 million units between Thanksgiving and year-end. PS2 products, including hardware, software and accessories, generated \$700 million in US retail sales. Finally, PS2 has already sold 25 million worldwide.

Meanwhile, the latest round of the statistics war sees Microsoft claiming that it has sold more units of its Xbox console in its first two weeks of availability than any console to date has managed in such a short time. According to Credit Suisse First Boston, Xbox console sales during the first nine days of release were 556,000. In comparison, an estimated 469,000 GameCube consoles were sold in its first week of availability.

Xbox gamers are also doing well – according to marketing data provider NPD Group gamers were buying 2.4 Xbox games with every Xbox for the first two weeks, resulting in the highest game attach rate ever recorded for a console at launch. Sony sold 1.9 games with every PS2 during the first two weeks of its launch last year, while Nintendo has sold 1.9 games with every GameCube to date.

Microsoft claims it had shipped 1.5 million Xboxes by the end of 2001, while Nintendo projected that it would have shipped a total of 2.3 million GameCube (launched in September 14 in Japan and November 14 in the US) worldwide by the end of last year. To put these numbers in some sort of perspective, the Japanese game software market was already bigger than the movie market in 2000, when the total value of games software sold was ¥188.8 billion, while the movie industry earned a paltry ¥72.3 billion.

PS2 released March 2000 in Japan, October 2000 in the US
GameCube released September 2001 in Japan, November 2001 in the US
Xbox released November 2001 in Japan, February 2002 in Japan

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Note: All statistics apply to Japan unless otherwise noted.