**Satoru Iwata (+ Gunpei Yokoi’s Philosophy)**

**~You saw the memes, now look at his legacy~**

**Introduction**

From HAL to Nintendo, Iwata impacted the gaming industry in a big way, both as a programmer

and as a president. He brought us the DS which proved Gunpei (creator of the Gameboy)’s Philosophy, "Lateral Thinking of Withered Technology", which stated that games (handheld in this case) don’t need the latest technology to be fun. Even some of the games which we all love (well, most of us anyway) would probably have been bad/canceled without his help.

**Mother 2**

During the development of MOTHER 2(Earthbound in the US), Shigesato Itoi and his team had

NO IDEA what the heck they were doing while developing the first year. Over the first year of development, Itoi and co. had lots of trouble adding stuff to the game and even trying to make the game scroll without causing performance issues(to a point which MOTHER 2 could have been canceled). So Iwata came up to Itoi and told him that if they continue like this, the game could take longer to make or (as stated before) be canceled. Then he told Itoi that if they reboot the project, they can catch up in 6 months. Itoi agreed and the game was released by the deadline (With the help of Iwata of course). The MOTHER series was saved by Iwata and MOTHER 2 became one of the best J-RPGS.

**Lateral Thinking with Withered Technology**

The term “Withered Technology” refers to “mature technology which is cheap and well

understood”. “Lateral Thinking” is referring to all the “radical” stuff you can do with something. Thus, “Lateral Thinking with Withered Technology” meant that you don’t need the latest technology to do cool stuff(this case, play games). The graphics and the internal components don’t affect how fun a game is (to an extent of course), but it’s how the person behind the game mind that makes a game fun. So, Nintendo applied Gunpei’s Philosophy to every console since the Game Boy, but was especially expressed in something of a newer generation, the Nintendo DS. Iwata had brought us the DS in hopes of being a unique experience for everyone. And “the DS uses ARM processors at relatively low clock speeds and has far less computational power compared to Sony's competing PSP”, again applying Gunpei’s philosophy. This philosophy gave Nintendo a huge boost compared to other companies, we thought the DS was cool, the DS outsold the PSP, and Nintendo saved money making it and got more money selling it<Insert Iwata IT PRINTS MONEY gif here>.

**Conclusion**

Sadly, both passed away(Gunpei died in a car accident and Iwata died of Bile Duct

growth), but their legacy shall live on. From developing Earthbound to the making of the DS with Gunpei’s philosophy, they were both great programmers, hardware developers, and developers.

* Polygon Timeline <http://www.polygon.com/features/2015/7/13/8940557/satoru-iwata-accomplishments-timeline-biography-life>
* ibtimes <http://www.ibtimes.co.uk/satoru-iwata-how-nintendo-ceo-changed-gaming-forever-1510664>
* Nintendo.Wikia <http://nintendo.wikia.com/wiki/Satoru_Iwata>
* Bulbapedia <http://bulbapedia.bulbagarden.net/wiki/Satoru_Iwata>
* Wikipedia <https://en.wikipedia.org/wiki/Satoru_Iwata>

1959 Iwata is born.

1983-2000 Iwata joins at HAL.

1993 Iwata becomes president of HAL.

2000-2015 Iwata joins Nintendo.

2002 Iwata becomes president.

2015 Iwata Passes.