Hideo Kojima – genius!

Today I want to talk about Hideo Kojima and his company KOJIMA PRODUCTIONS. We'll start with the story of Kojima:

Kojima was born on August 24, 1963 in Tokyo, after which his family moved to the west of the country. As a child, when Kojima was 13, his father died. This dealt a severe blow to the state of the family.

Kojima was often at home alone as adults were at work and only creativity was his consolation. As he said, he cannot remain alone for a long time, at least the TV should be turned on.

Hideo tried to realize himself in literature, but did not succeed because many of Kojima's stories did not fit into the format: some of them were longer than 400 pages, and the size of a regular novel in a literary publication was about 100 pages.

Kojima later decided to focus on making amateur films. With his friend, he began experimenting in this direction. Hideo successfully transferred his experience with literature and cinema to his gaming projects.

Later in his youth, Hideo often played Super Mario on the NES console, it was then that he had the idea to try himself in the gaming industry.

Being inexperienced, he was hired in 1986 by Konami, who had serious experience in the arcade games market, but at the same time took the first steps in the development of computer games. Although it was not so difficult to get a job at a company like Nintendo. Game development in Japan was not considered prestigious at the time. At first, Hideo was embarrassed to admit to friends that he was a game designer and lied that he worked as a financial consultant.

The first game in which the young Kojima took part was the Penguin Adventure released in the same year, the game turned out to be very rich and deep and included: RPG, mini-games, a system of purchasing items and, most importantly, several endings.

After the success of the first game, Kojima was tasked with creating his own project. So, the first part of Metal Gear Solid came out. A stealth action game that amazed the players with its unusual gameplay, because unlike ordinary shooters so popular at that time, the player needed to mostly hide from enemies. The story was also deep, the characters often deceived each other during it.

Currently, the series has more than 10 numbered parts, additions and remakes.

Thanks to the success of his games, the developer got his own division in Konami. The interior studio was named KOJIMA PRODUCTIONS.

Alas, unlike the public, relations with employers were not so good. Konami executives were dissatisfied with the ever-increasing amount of investment Kojima requested, and mutual complaints were piling up, which led Hideo to not finish work on Metal Gear Solid 5: The Phantom Pain.

On October 19, 2015, Hideo Kojima left the company. In December 2015, it was announced the re-establishment of the studio as an independent company and cooperation with Sony Interactive Entertainment. The studio's new motto is “From Sapiens to Ludens”

And they are currently developing Death Stranding, an exclusive to the Playstation 4. Actors Norman Reedus, Mads Mikkelsen, Lea Seydoux, Lindsay Wagner and Troy Baker, as well as director Guillermo del Toro in one of the roles also take part in the work on the game. The release of Death Stranding is supposed for November 8, 2019.