

Shigeru Miyamoto

Quotes

*Games, Thinking, People, Player, Play, Children, Long, Want, Technology,
Ideas, Fun, Trying, Years, Japan, Important, Different, New Experiences,
Challenges, Entertainment, Character*

I think that inside every adult is the heart of a child. We just gradually convince ourselves that we have to act more like adults.

~Shigeru Miyamoto

So you know cats are interesting. They are kind of like girls. If they come and talk to you it's great. But if you try to talk to them it doesn't always go so well.

~Shigeru Miyamoto

To create a new standard, you have to be up for that challenge and really enjoy it.

~Shigeru Miyamoto

Video games are bad for you? That's what they said about rock 'n' roll.

~Shigeru Miyamoto

A delayed game is eventually good, but a rushed game is forever bad.

~Shigeru Miyamoto

The obvious objective of video games is to entertain people by surprising them with new experiences.

~Shigeru Miyamoto

Players are artists who create their own reality within the game.

~Shigeru Miyamoto

A great idea solves multiple problems at the same time.

~Shigeru Miyamoto

A good idea is something that does not solve just one single problem, but rather can solve multiple problems at once.

~Shigeru Miyamoto

It isn't about games, for me, personally, and it never really was. It was

about creating something - anything - far bigger than yourself.

~Shigeru Miyamoto

An adult is a child who has more ethics and morals.

~Shigeru Miyamoto

Nintendo's philosophy is never to go the easy path; it's always to challenge ourselves and try to do something new.

~Shigeru Miyamoto

I'd like to be known as the person who saw things from a different point of view to others.

~Shigeru Miyamoto

I don't like all the attention. I think it's better to let my work do the talking.

~Shigeru Miyamoto

Who knows how Mario will look in the future. Maybe he'll wear metallic clothes!

~Shigeru Miyamoto

We can be using the same kind of technology, the same kind of techniques, but when we use it, we get something different.

~Shigeru Miyamoto

Donkey Kong Country proves that players will put up with mediocre gameplay as long as the art is good.

~Shigeru Miyamoto

A late game is only late until it ships. A bad game is bad until the end of time

~Shigeru Miyamoto

Most people think video games are all about a child staring at a TV with a joystick in his hands. I don't. They should belong to the entire family. I want families to play video games together.

~Shigeru Miyamoto

You can use a lot of different technologies to create something that doesn't really have a lot of value.

~Shigeru Miyamoto

When we're doing an action game, we make the second level first. We begin making level 1 once everything else is completed.

~Shigeru Miyamoto

I think when you talk about competing against others, the problem is that you refer to something that's been done already and try to beat it.

~Shigeru Miyamoto

As long as I can enjoy something, other people can enjoy it, too.

~Shigeru Miyamoto

There are big lines between those who play video games and those who do not. For those who don't, video games are irrelevant. They think all video games must be too difficult.

~Shigeru Miyamoto

I think Zelda 64 is utilizing about 90 percent of the N64 potential, ... When we made Mario 64 we were simply utilizing 60 to 70 percent. So we have come a long way I believe.

~Shigeru Miyamoto

I think what's really the most ideal thing is for the player themselves, within their own imagination, to carve out what they view as being the essence of the character.

~Shigeru Miyamoto

So, it's important for us to acknowledge that we're prone to be conservative, and in turn surround ourselves with individuals who will help break down our conservatism.

~Shigeru Miyamoto

All the time, players are forced to do their utmost. If they are challenged to the limit, is it really fun for them?

~Shigeru Miyamoto

When I create a game, I try to focus more on the emotions that the player experiences during the game play.

~Shigeru Miyamoto

I think everyone can enjoy games.

~Shigeru Miyamoto

I don't let Mario appear in just any kind of game. Mario could not appear in Zelda games. They are two distinct game worlds.

~Shigeru Miyamoto

Anything that is impractical can be play. It's doing something other than what is necessary to continue living as an animal.

~Shigeru Miyamoto

What I really want to do is be in the forefront of game development once again myself.

~Shigeru Miyamoto

What comes next? Super Mario 128? Actually, that's what I want to do.

~Shigeru Miyamoto

I feel more reassured with physical media. Entertainment is something that will not just become digital.

~Shigeru Miyamoto

If it turns out that Mario doesn't really fit into the type of game I want, I wouldn't mind using Zelda as the basis of the new game.

~Shigeru Miyamoto

Providing new means of entertainment is the important thing.

~Shigeru Miyamoto

As I am ageing, naturally, how I want my videogames to be played must be changing.

~Shigeru Miyamoto

I always try to create new experiences that are fun to play.

~Shigeru Miyamoto

I would prefer to grow with the team inside Nintendo rather than taking anyone from outside. It would be a joy for me if someone who was working with me became a big success.

~Shigeru Miyamoto

I used to draw cartoons. I'd just show them to some of my friends, expecting that they were going to appreciate them, that they were going to enjoy reading them.

~Shigeru Miyamoto

Nowadays I think it's really important that designers are really unique and individual.

~Shigeru Miyamoto

I think I can make an entirely new game experience, and if I can't do it, some other game designer will.

~Shigeru Miyamoto

When I look back I can tell that after I started having a family, I certainly wanted to make games that could be played with all the family

members.

~Shigeru Miyamoto

What I'm really excited about is that continued challenge to create things that gamers of all experiences can play.

~Shigeru Miyamoto

Of course, I have my own limits as to how much game software I can take care of at any one time.

~Shigeru Miyamoto

I don't really think of things in terms of legacy or where I stand in the history of Nintendo or anything like that.

~Shigeru Miyamoto

What I found is that just in the lifestyle today, people have fewer and fewer opportunities to get exercise.

~Shigeru Miyamoto

I'm very impressed that there are so many fans - not just in Japan, but here in America - that are fond of the work that I've done. I'm actually kind of embarrassed by it all.

~Shigeru Miyamoto

The PSP will not be able to display anything that you cannot do on a current system.

~Shigeru Miyamoto

Programming is all about numbers.

~Shigeru Miyamoto

Actually, 3D is really the most normal thing because it's how those of us with two eyes usually see the world. TVs are the unusual things in 2D!

~Shigeru Miyamoto

I made some games, but I'm pretending like I didn't because they all turned out weird.

~Shigeru Miyamoto

Japanese people have a funny habit of abbreviating names.

~Shigeru Miyamoto

I never really participated in specific sports or anything, but once I hit 40, I started to get a little bit more active and began swimming more.

~Shigeru Miyamoto

Game music has a purpose and it does incorporate sound effects.

~Shigeru Miyamoto

My days all follow much the same pattern. They are structured and typical.

~Shigeru Miyamoto

I always try and come up with a clear theme when I'm making a videogame.

~Shigeru Miyamoto

In other words, I'm not intending to start from things that require a five-year development time.

~Shigeru Miyamoto

Controller is so intuitive, even your mum can play.

~Shigeru Miyamoto

As a kid, I was a big comic fan and I liked foreign comics as well.

~Shigeru Miyamoto

Angry Birds is a very simple idea but its one of those games that I immediately appreciated when I first started playing, before wishing that

I had been the one to come up with the idea first.

~Shigeru Miyamoto

I try not so much to create new characters and worlds but to create new game-play experiences.

~Shigeru Miyamoto

Japan actually is an aging population, and so as the population has aged, they have had a lot more problems with health.

~Shigeru Miyamoto

I believe that any sort of changes to interface that allows people to get into games and enjoy games is a great trend.

~Shigeru Miyamoto

Related Links:

- Games Quotes
- Thinking Quotes
- People Quotes
- Player Quotes
- Play Quotes
- Children Quotes
- Long Quotes
- Want Quotes
- Technology Quotes
- Ideas Quotes
- Fun Quotes
- Trying Quotes
- Years Quotes
- Japan Quotes
- Important Quotes
- Different Quotes
- New Experiences Quotes
- Challenges Quotes
- Entertainment Quotes
- Character Quotes