



CRIWARE™

Game Tech to Mobility

| Game Tech for Enriching Society

Enriching Society through Sound and Visuals

As **specialists in sound and visuals**, we have supported creativity and inspiration since the dawn of the gaming industry.

Trusted worldwide, with over **10,000 licenses**.

Our technology goes beyond entertainment—expanding into mobility and enriching everyday life.

We will continue to connect people through technology and unlock the possibilities of the future.



Our Features

Discover how real-time technologies from gaming and entertainment are applied to mobility



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Lightning

Edit with real-time lamp preview. Sync light, sound, and visuals seamlessly. Preview and adjust instantly for efficient development.



Sound

Sound design on real vehicle speakers. No gaps in sound perception. Ready for unique layouts and new challenges.



SDV

Sound and HMI design, unified in one environment. Handled at the same timing for seamless integration. Enabling SDV validation and continuous improvement.



HMI

Design on real hardware with instant preview. No gaps in motion, color, or perception. Less rework, efficient workflow, precise results.



01

Create without waiting.

Real-time feedback, instantly. Refine continuously, maximize creativity. Seamlessly move to production—without compromise.

02

Decide with confidence.

Instant verification on real hardware. Eliminate uncertainty and enable clear decision-making. Accelerate development with reliable insights.

03

Stay in flow. Follow through.

From concept to production, all in one seamless flow. Full control, true to your intent. From your decisions to a reliable final product.

Our Features

CRIWARE for **M**obility

Company Overview

Name	CRI Middleware Co., Ltd.
Year Founded	August 1st, 2001
Business Overview	Development and provision of audio and video middleware
Listing	Tokyo Stock Exchange (Code: 3698)

History

- 1983** ● Founded as CSK Research Institute, a CSK Group company (now SCSK). Focused on R&D in AI, audio & video, and CD-ROM media.
- 1996** ● Worked on SEGA (formerly SEGA Enterprises) projects. Launched middleware for the "SEGA Saturn™".
- 2001** ● **Established CRI Middleware Co., Ltd.** Expanded middleware support to home game consoles beyond SEGA.
- 2010** ● Launched CRIWARE for the enterprise sector. Expanded beyond gaming into new industries.
- 2017** ● **Launched CRIWARE for Mobility.**
- 2026** ● Exceeded **10,000 game titles** adopting CRIWARE. Exceeded **24 million units** in mobility adoption.



CRI Middleware Co., Ltd.

11/F, Infoss Tower, 20-1 Sakuragaoka-cho, Shibuya-ku, Tokyo, Japan 150-0031
<https://www.cri-mw.co.jp/en>

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*Information is current as of May 2026 and subject to change without notice.



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