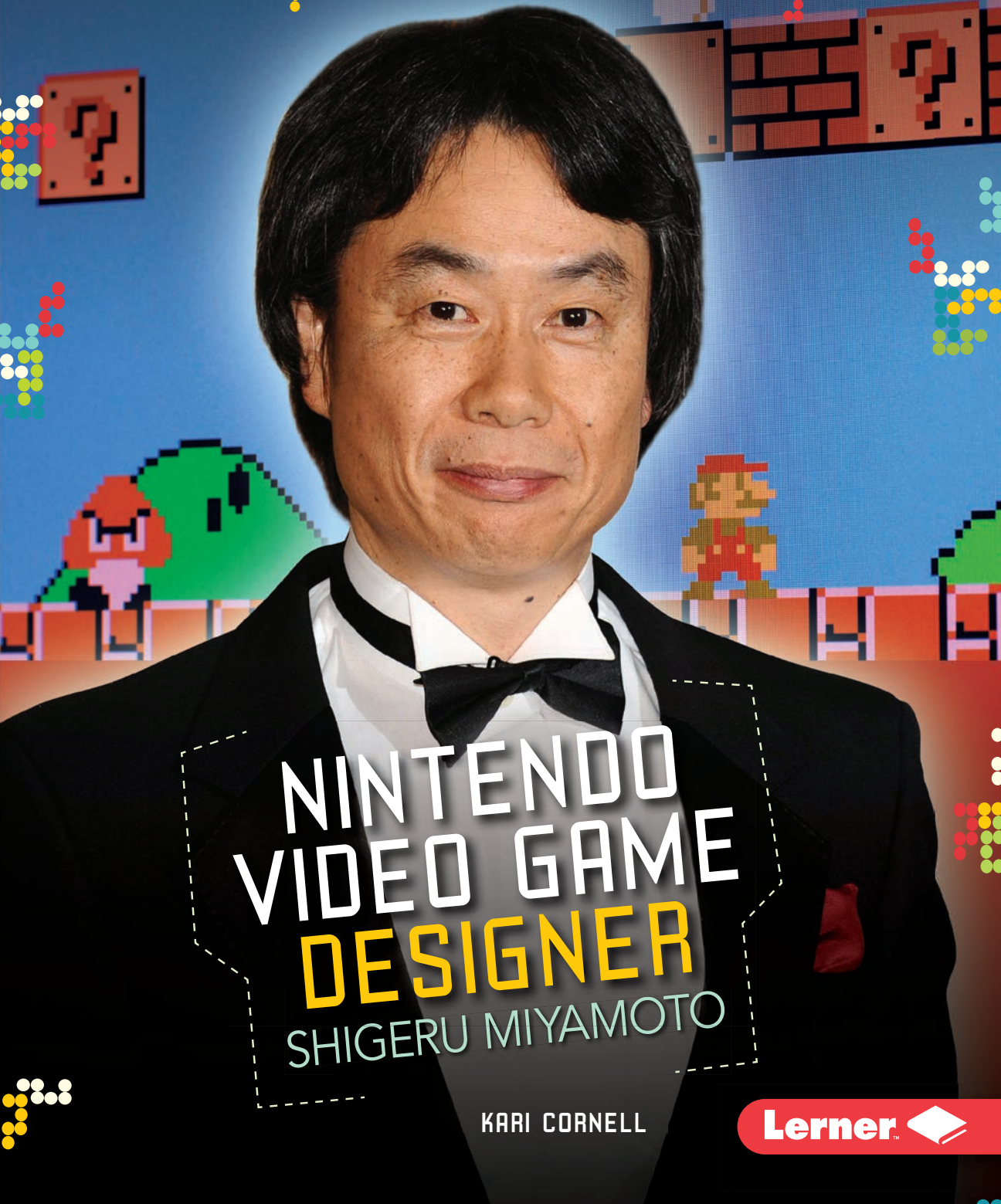


STEM *trailblazer* BIOS



NINTENDO
VIDEO GAME
DESIGNER

SHIGERU MIYAMOTO

KARI CORNELL

Lerner 

THIS PAGE
INTENTIONALLY
LEFT BLANK



STEM *trailblazer* BIOS



NINTENDO
VIDEO GAME
DESIGNER
SHIGERU MIYAMOTO

KARI CORNELL

Lerner Publications
Minneapolis





For Brian, Will, and Theo, who love to play and create

Copyright © 2016 by Lerner Publishing Group, Inc.

All rights reserved. International copyright secured. No part of this book may be reproduced, stored in a retrieval system, or transmitted in any form or by any means—electronic, mechanical, photocopying, recording, or otherwise—without the prior written permission of Lerner Publishing Group, Inc., except for the inclusion of brief quotations in an acknowledged review.

Lerner Publications Company
A division of Lerner Publishing Group, Inc.
241 First Avenue North
Minneapolis, MN 55401 USA

For reading levels and more information, look up this title at www.lernerbooks.com.

Content Consultant: Jonathan Ferguson, Instructor, Game Design and Production in The Game Studio at Champlain College

Library of Congress Cataloging-in-Publication Data

Cornell, Kari.

Nintendo video game designer Shigeru Miyamoto / Kari Cornell.
pages cm. — (STEM trailblazer bios)

Includes index.

Audience: Age: 7–11.

Audience: Grades: 4 to 6.

ISBN 978-1-4677-9531-9 (lb : alk. paper) — ISBN 978-1-4677-9723-8 (pb : alk. paper) —
ISBN 978-1-4677-9724-5 (eb pdf)

1. Miyamoto, Shigeru, 1952—Juvenile literature. 2. Nintendo Kabushiki Kaisha—Biography—
Juvenile literature. 3. Nintendo video games—Design—History—Juvenile literature. I. Title.

GV1469.32.C67 2016

794.8—dc23

2015017900

Manufactured in the United States of America

1 – BP – 12/31/15

The images in this book are used with the permission of: © JTB MEDIA CREATION, Inc./Alamy, p. 4; FELIX ORDONEZ/REUTERS//Newscom, p. 5; © Patrick Batchelder/Alamy, p. 7; Courtesy YouTube, p. 9; © The Asahi Shimbun/Getty Images, p. 10; via <http://nintendo.wikia.com/>, p. 12; © ZUMA Press, Inc./Alamy, p. 14; © Jamaway/Alamy, pp. 16, 22, 23; © Arcadelmages/Alamy, pp. 17, 19; © iStockphoto.com/robtek, p. 20; © Yvonne Hemsey/Getty Images, p. 24; © Guy Bell/Alamy, p. 26; © T.M.O.Pictures/Alamy, p. 27; © Ralf-Finn Hestoft/Corbis, p. 28.

Front cover: Michael Bowles/ZUMAPress/Newscom; © iStockphoto.com/ilbusca (background).

Main body text set in Adrianna Regular 13/22. Typeface provided by Chank.





CONTENTS

CHAPTER 1

A Natural Explorer 4

CHAPTER 2

A Job at Nintendo 10

CHAPTER 3

A New Kind of Video Game 16

CHAPTER 4

A Whole New Dimension 22

Timeline 29

Source Notes 30

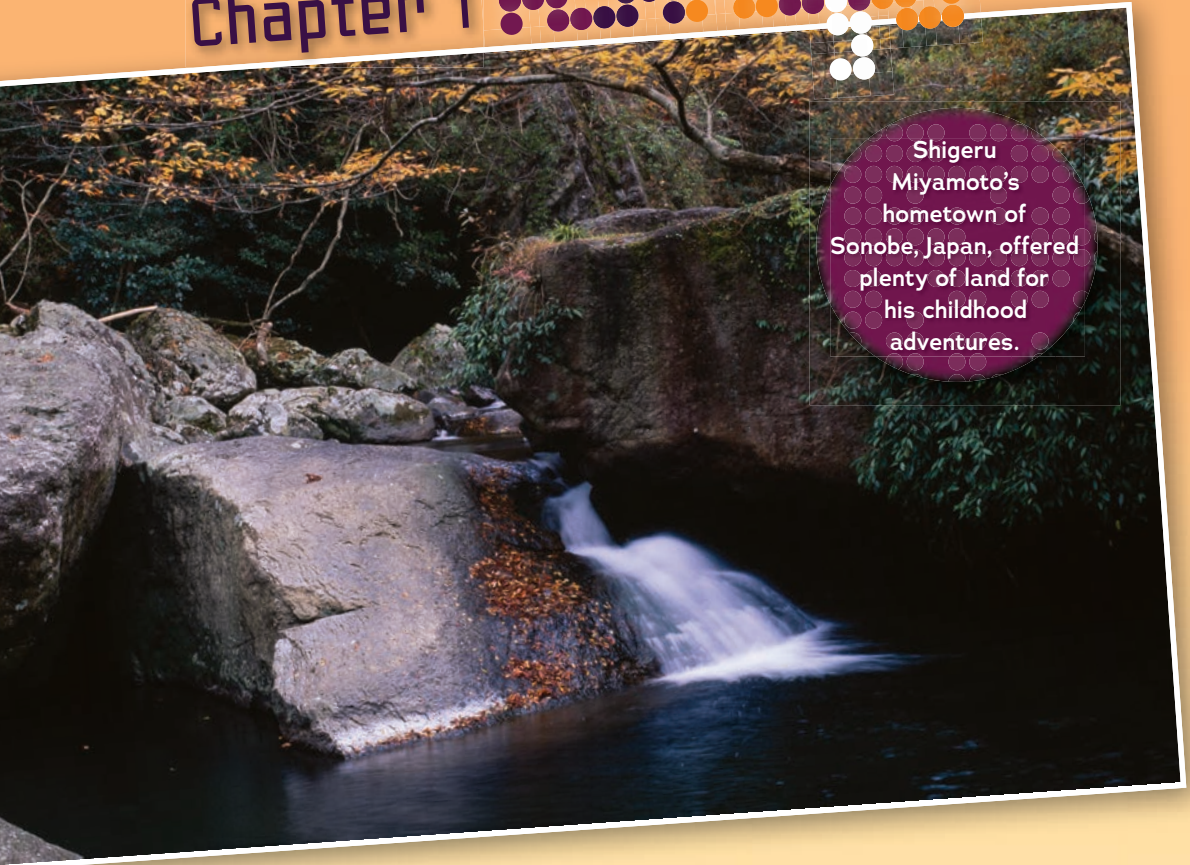
Glossary 30

Further Information 31

Index 32



Chapter 1



Shigeru Miyamoto's hometown of Sonobe, Japan, offered plenty of land for his childhood adventures.

A NATURAL EXPLORER

The woods around eight-year-old Shigeru Miyamoto's home in Sonobe, Japan, were the perfect playground. Shigeru spent hours climbing trees, exploring, and fishing in a nearby stream. Once he discovered a narrow hole in the





ground. He had no idea where the hole would lead, but he wanted to find out.

The next day, he came back with a lantern and wiggled his way through the dark tunnel to a cave underground. Shigeru loved exploring the cave. He liked the scary but exciting feeling of not knowing what was around the next corner. Shigeru didn't know it then, but these childhood adventures would inspire the video games he would create years later.

Although he is best known for his game ideas, Miyamoto is also a talented artist.





EARLY YEARS

Shigeru Miyamoto was born in Sonobe, Japan, on November 16, 1952. He lived with his father and mother in a home that had been in the family for generations. When Shigeru was a child, the family didn't own a television or a car, so Shigeru rarely watched television shows or went to the movies. But a few times a year, the family would take the train to the nearby city of Kyoto for a special outing to a movie theater. Shigeru often saw animated films, movies brought to life by artists and designers. Shigeru loved feeling swept up in an exciting story.

At home, Shigeru enjoyed listening to stories. But he did more than listen. He told stories too. He drew pictures and made cartoon flip-books. After school, he drew cartoons with



TECH TALK

“I know as a child, I was really interested in becoming a manga artist, to create my own stories and illustrate them and present something that people would be interested in reading and looking at as well.”

—Shigeru Miyamoto





Manga was a big influence on Miyamoto and his artistic style.

other members of a cartoon club he started. Once each year, members of the club displayed their work at a cartoon exhibit. He also gave puppet shows using puppets he made out of sticks and string. As Shigeru grew older, he began to carve wooden puppets using his grandfather's tools. Shigeru loved creating. He thought he might want to be a puppeteer or a painter. In high school, he became a fan of manga, a Japanese style of comic book.



OFF TO COLLEGE

In 1970, Miyamoto enrolled at the Kanazawa College of Art in Kanazawa, Japan. Miyamoto knew he wanted to paint, draw, and build things with his hands. He still loved art and storytelling. He spent most of his time drawing, playing early video games, and listening to music.

Miyamoto graduated with a degree in **industrial arts and crafts**. Right away, he put together a **portfolio** filled with samples of the artwork he had created in college. He finally knew what he wanted to do: he wanted to work with toys. Miyamoto gathered his manga and other illustrations he had drawn. He added colorful hand-carved clothes hangers for kids that he had designed. The hangers were shaped like elephants, chickens, and birds. He also added designs for a fun amusement park clock and a seesaw made to hold three kids at once. Once his portfolio was finished, Miyamoto started looking for jobs.



001150

HIGH SCORE
007650

||
=5

P=01

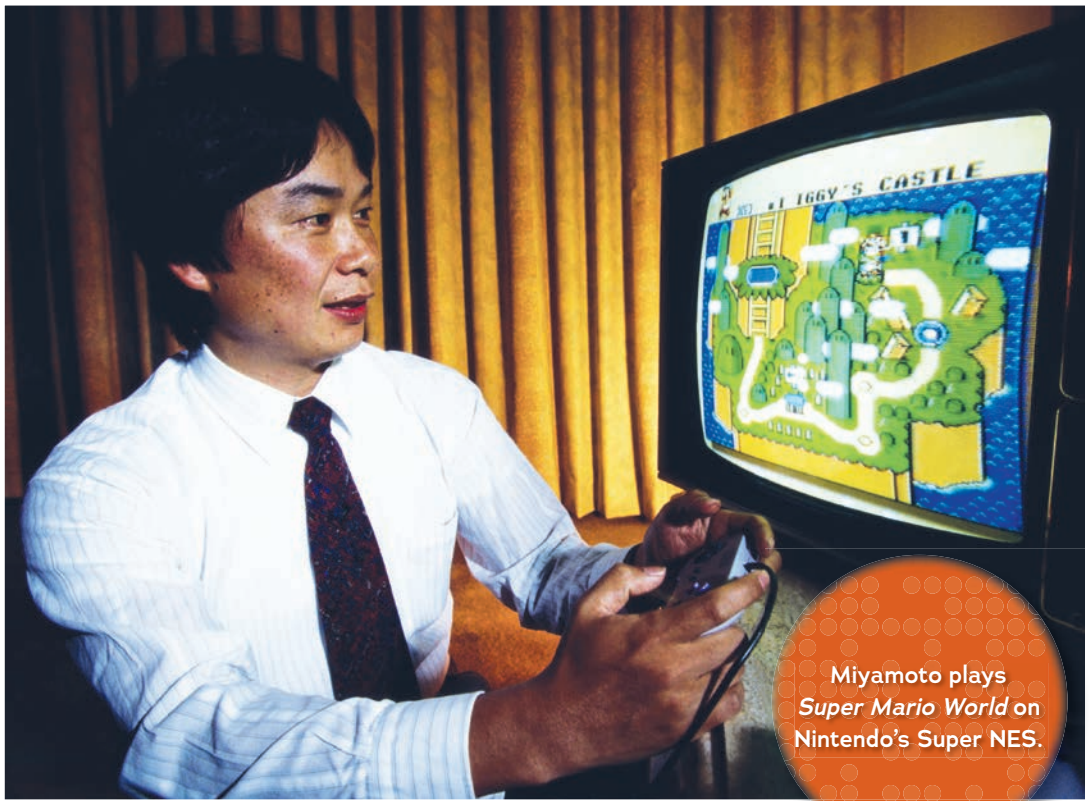
Radar Scope was one of the first Nintendo games that Miyamoto helped design.

DAMAGE METER



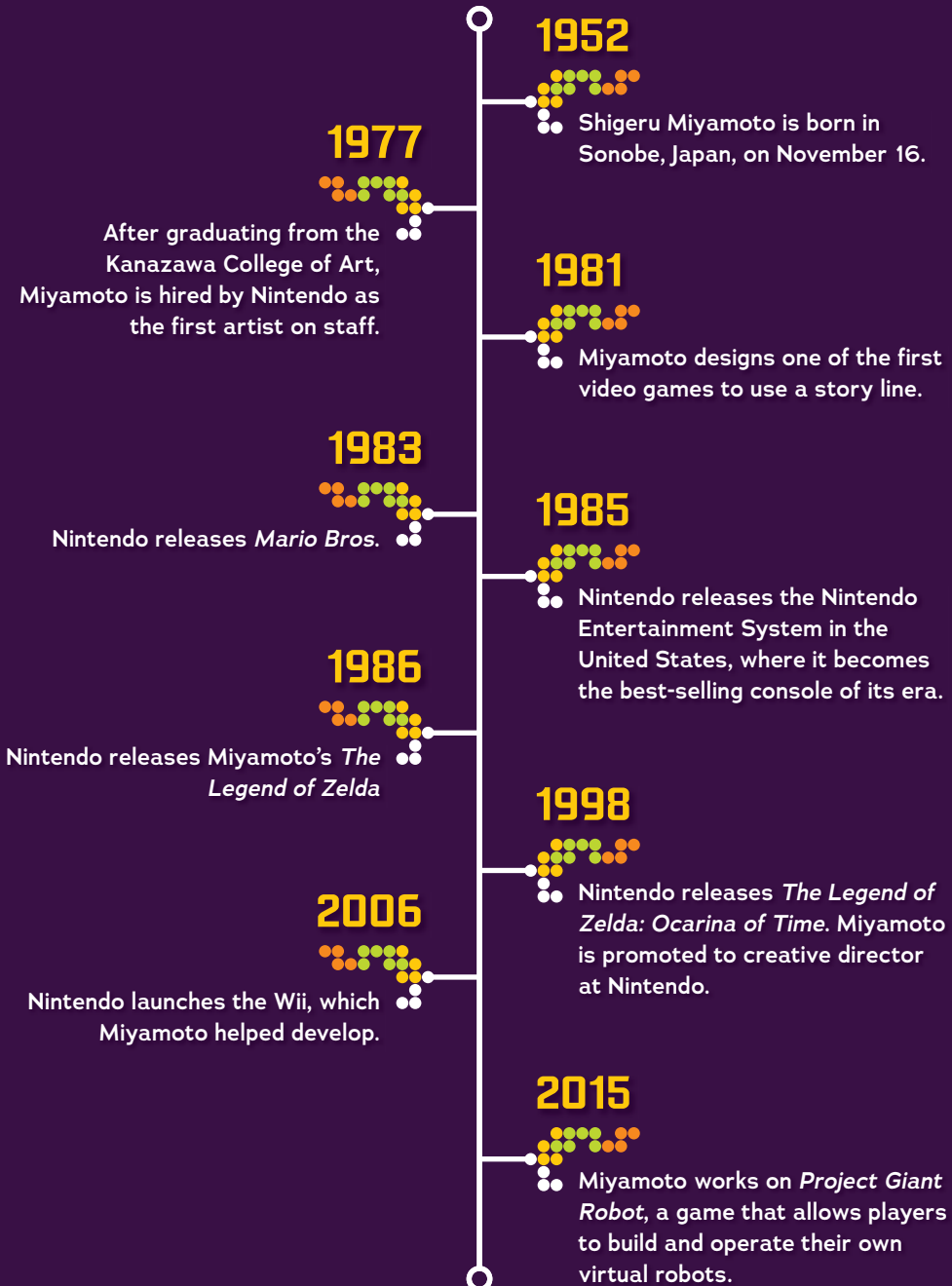
WHAT'S NEXT?

Thanks to Miyamoto's creative ideas, Nintendo has become one of the most successful video game companies in the world. In 2015, Miyamoto worked on Project Giant Robot, a game that allows players to build and operate their own virtual robots. Miyamoto has talked of retiring or slowing down a bit, to allow others to do more developing. But he still has many ideas for new games. Nintendo fans can't wait to see what he comes up with next.



Miyamoto plays
Super Mario World on
Nintendo's Super NES.

TIMELINE





SOURCE NOTES

- 6 Mike Snider, "Q&A: 'Mario' Creator Shigeru Miyamoto," *USA Today*, November 8, 2010, <http://content.usatoday.com/communities/gamehunters/post/2010/11/qa-mario-creator-shigeru-miyamoto/1#.VS1cijTF-QM>.
- 15 Robbie Collin, "Nintendo's Shigeru Miyamoto: 'What Can Games Learn from Film? Nothing,'" *Telegraph* (London), November 10, 2014, <http://www.telegraph.co.uk/culture/film/film-news/11201171/nintendo-super-mario-pikmin-tokyo-film-festival-mandarin-oriental-tokyo-sega-mario-kart-zelda-wii-oculus-rift.html>.



GLOSSARY

arcade

a building or room filled with different video games, many of them coin- or token-operated

computer programmer

a person who writes the instructions that a computer follows

engineers

people who study how things work and figure out ways to improve the way things work

game developer

a person who creates video games or plays a role in their design and programming

industrial arts and crafts

an area of study that includes making furniture, toys, or other items from wood and drawing

portfolio

an artist's collection of work, including drawings, plans, books, or other completed projects

FURTHER INFORMATION

BOOKS

deWinter, Jennifer. *Shigeru Miyamoto: Super Mario Bros., Donkey Kong, The Legend of Zelda*. New York: Bloomsbury Academic, 2015. Find out more about Shigeru Miyamoto and the famous games he created.

Firestone, Mary. *Nintendo: The Company and Its Founders*. Edina, MN: Abdo, 2011. Read about the history of Nintendo and the people who helped create the company.

Kaplan, Arie. *The Crazy Careers of Video Game Designers*. Minneapolis: Lerner Publications, 2014. Learn about the different roles people play in designing video games.

WEBSITES

Nintendo

<https://www.nintendo.com>

Explore Nintendo's latest video games and consoles.

Pikmin Short Movies

<http://pikmin.nintendo.com>

Watch clips from Miyamoto's three short Pikmin movies: *The Night Juicer*, *Treasure in a Bottle*, and *Occupational Hazards*.

"Shigeru Miyamoto Interview (Creator of Mario!)"

<https://www.youtube.com/watch?v=dUkU6O4p7Lw>

Learn more about the famous designer from the man himself. Watch this interview with Shigeru Miyamoto.



Expand learning beyond the printed book. Download free, complementary educational resources for this book from our website, www.lernerresource.com.



INDEX

- arcade games, 11, 13
- computer programmer, 18, 24
- Donkey Kong*, 17–19, 21
- engineer, 11, 18, 24
- F-Zero*, 22
- game developer, 16
- Kanazawa College of Art, 8
- Legend of Zelda, The*, 20–21, 25
- Legend of Zelda, The: Ocarina of Time*, 23
- manga, 7, 8
- Mario Bros.*, 19–20
- Nintendo Entertainment System, 20
- Nintendogs*, 25
- Nintendo 64, 23
- Pikmin*, 25
- Pong*, 13
- portfolio, 8, 12
- Project Giant Robot*, 28
- Radar Scope*, 13
- Sheriff*, 13
- Star Fox*, 22
- Super Mario Bros.*, 20
- Super Mario 64*, 23
- Wave Race*, 22
- Wii, 26–27
- Wii Fit*, 26–27
- Yamauchi, Fusajiro, 11
- Yamauchi, Hiroshi, 10–12, 13
- Yokoi, Gunpei, 16

ABOUT THE AUTHOR

Kari Cornell is a freelance writer and editor who lives with her husband, two sons, and dog in Minneapolis, Minnesota. One of her favorite things to do is to write about people who've found a way to do what they love. When she's not writing, she likes tinkering in the garden, cooking, and making something clever out of nothing. Learn more about her work at karicornell.wordpress.com.

THIS PAGE
INTENTIONALLY
LEFT BLANK

Do you play video games? If you do, you've probably played a game designed by Shigeru Miyamoto. Miyamoto pioneered a new kind of game based on story and characters, rather than competition with other players.

As a child, Miyamoto was fascinated by animated movies. He drew his own cartoons and designed children's toys. In college, Miyamoto studied art and design. He was hired as an artist at Nintendo, a toy company that was just starting to make video games. At Nintendo, Miyamoto designed classic games such as *Donkey Kong* and *Mario Bros.* The follow-up *Super Mario Bros.* became the best-selling video game of its time. Today, Miyamoto still makes popular games for Nintendo, and fans can't wait to see what he comes up with next.

STEM trailblazer BIOS

Aerospace Engineer **Aprille Ericsson**

Alternate Reality Game Designer
Jane McGonigal

Astrophysicist and Space Advocate
Neil deGrasse Tyson

Computer Engineer **Ruchi Sanghvi**

Facebook Founder and Internet
Entrepreneur **Mark Zuckerberg**

Flickr Cofounder and Web Community
Creator **Caterina Fake**

Genetics Expert **Joanna L. Kelley**

Google Glass and Robotics Innovator
Sebastian Thrun

GoPro Inventor **Nick Woodman**

iPod and Electronics Visionary **Tony Fadell**
Mars Science Lab Engineer **Diana Trujillo**

Minecraft Creator **Markus "Notch" Persson**

Nintendo Video Game Designer **Shigeru
Miyamoto**

SpaceX and Tesla Motors Engineer **Elon Musk**

Theoretical Physicist **Brian Greene**

Theoretical Physicist **Stephen Hawking**

Urban Biologist **Danielle Lee**

YouTube Founders **Steve Chen, Chad Hurley,
and Jawed Karim**