

2

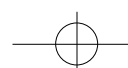
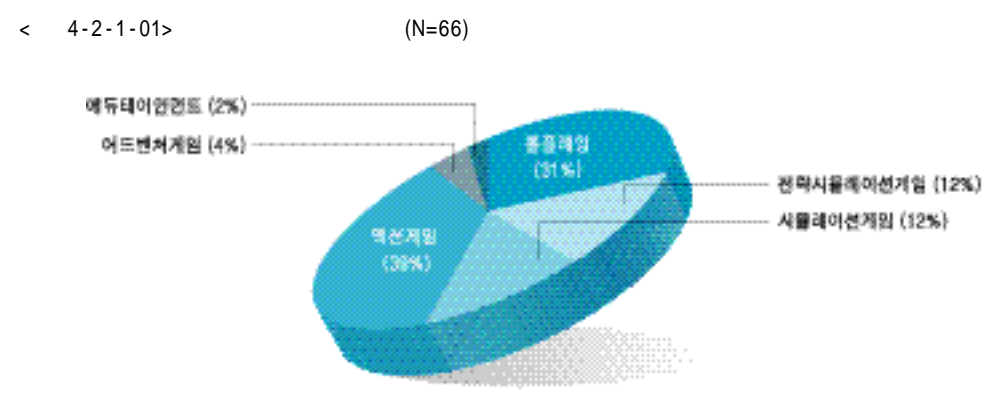
1

1. 가 66 19 39% 31% 12% 4% 가 2% 가

( ) 2000 10 12% 4%

31 11 9 400 200 300 89 (Quota Sampling) 가 66

2.



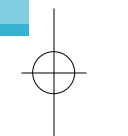
66 76% 16 24% 50 85% 10 15% OpenGL Direct3D 가 66 56 85% 10 15% '3D DB' 가 Direct 3D 66 OpenGL 38 58% 28 42% Direct3D 66 50 76% 16 24%

(1) 3D

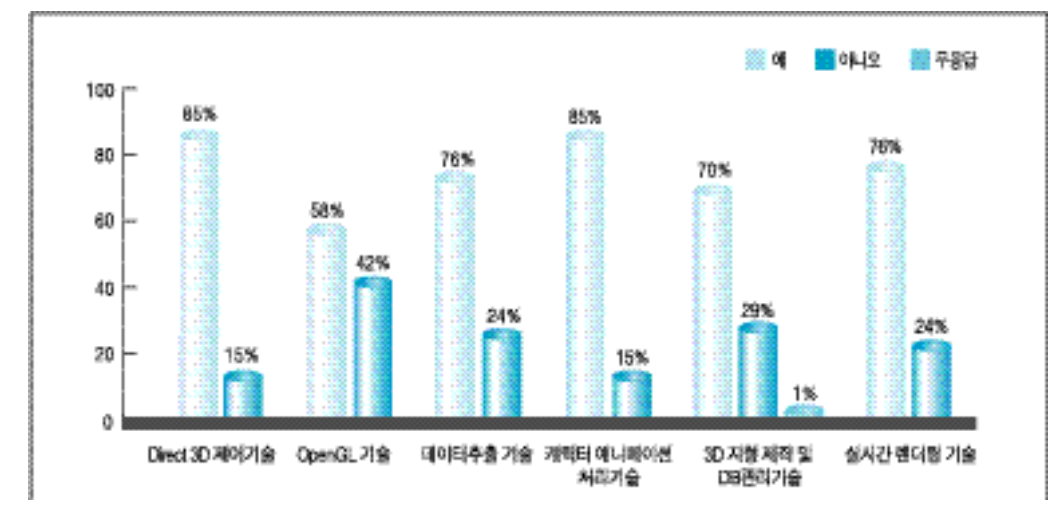
'Direct 3D'

66 56 85% 10 15% '3D DB' 가 Direct 3D 66 OpenGL 38 58% 28 42% Direct3D 66 50 76% 16 24%

4



< 4-2-1-02> 3D (N=66)



2

가  
3D  
27  
66  
Direct Play  
48 73%  
18 27%  
Winsok  
53 80%  
13 20%  
MUG /  
41 62%  
25

< 4-2-1-01> 3D

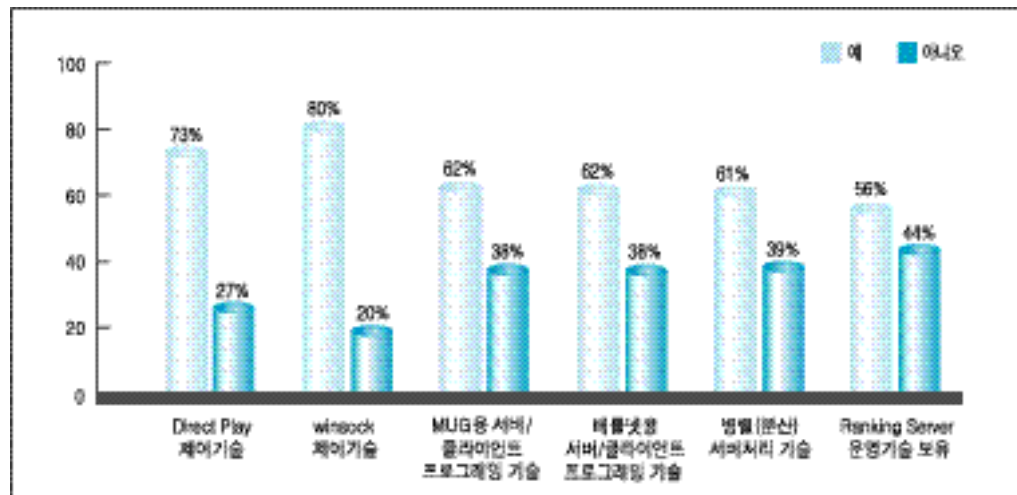
3D	7
3D	8
3D	3
Mapping & Texture	7
Tool	3

(2)

3D 40 61%

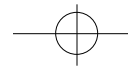
< 4-2-1-03>

(N=66)



1) 2

1)~6)

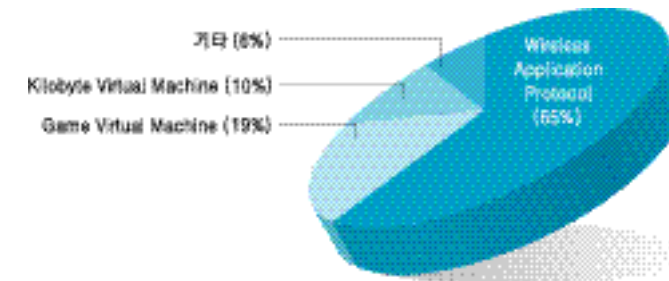


4

26 39% 27% 가가  
' Ranking Server'  
가 37 56%,  
가 29 44% 13 가  
' WAP(Wireless Application Protocol) 가 6  
' GVM(Game Virtual Machine)' 6  
' KVM(Kilobyte Virtual Machine) 3 1) 8) ' Peer-to-Peer  
Java 가 2 to-Peer  
6 ( , , ) (3)  
, RPG, ) (3)  
, 22 6

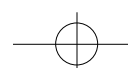
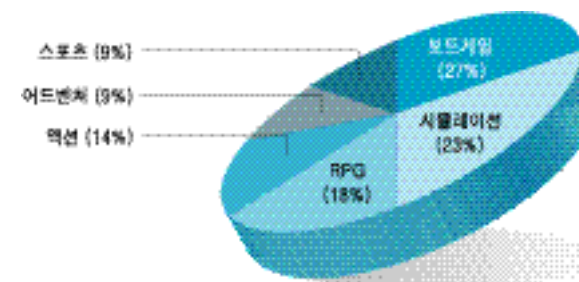
< 4-2-1-04>

(N=31)

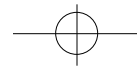


< 4-2-1-05>

(N=22)







2

< 4-2-1-02> 1~2 가

	( )
	- (battle net) - ( ) - 3D 가 - Peer to Peer - / - IPV6
3D Realtime Rendering	- 3D 2D (Cartoon Rendering) - (viewpoint) - Realtime lighting & Shadow
Tool & Editor	- 3D Terrain & Character - CG Tool
	-
	-
(I/O)	-
Animation	- Motion Capture Data - Facial Animation - Auto Lip sync - Skinning & Cloth Animation - Physics
	-
	( , )
	- HDTV

' 24 가 36% 가  
' 1 가 10 15%, ' 1 < 4-2-1-02> .  
' ' 2 가 9 14%, ' 3  
가 5 8% ' 13% .  
' 4 ' 가  
1 2 가 가  
가  
가

2

1. (2) 1 2

(1)

7가

. 7가

가

, 3D

가

C/S

, Thread

가 (34%)

1

, 4 1

1

가 4 , 2

3 , 3

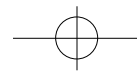
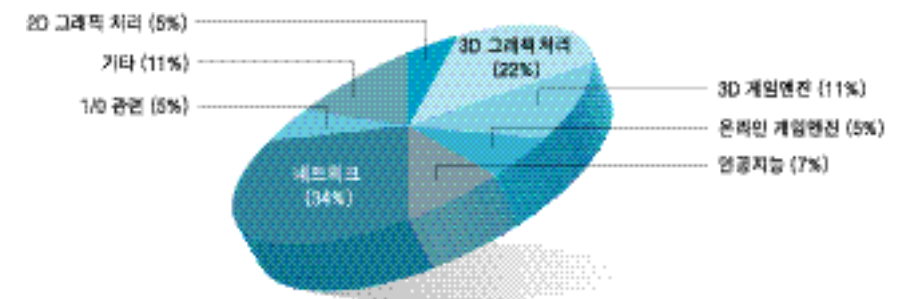
2

< 4-2-1-03>

137

4

< 4-2-1-10> (N=73)



2

(40%) 가 , 7  
 '3D (27%), '3D  
 '(7%)  
 (3) 가 가 , '3D ' 35%  
 28%

< 4-2-1-03> 1~2

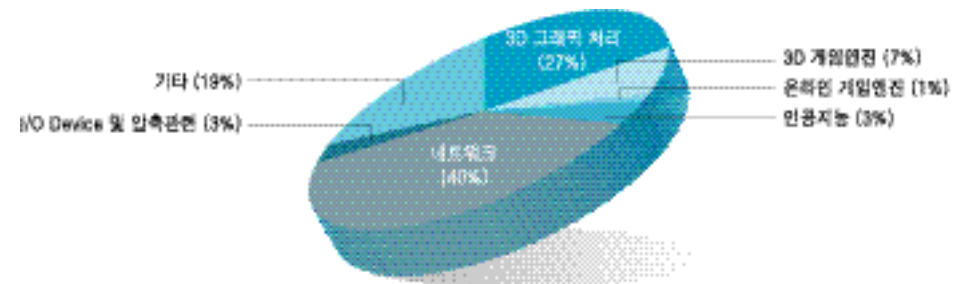
2D	0
3D	95
3D	26
	4
	12
	137
I/O Device	12
( )	67
	353

< 4-2-1-04> 가

2D	6
3D	32
3D	9
	2
	1
	26
I/O Device	3
( )	14
	93

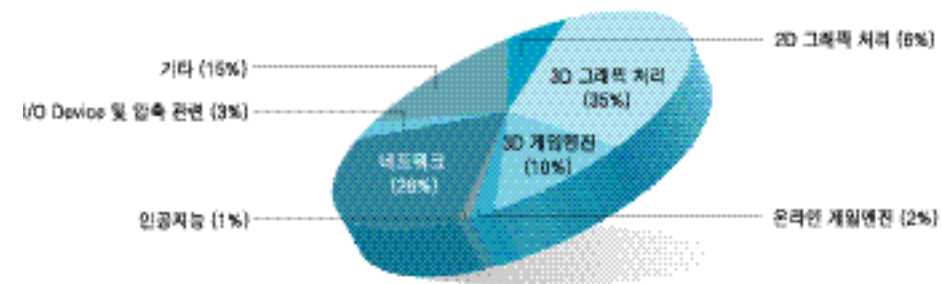
< 4-2-1-11> 1~2

(N=353)



< 4-2-1-12> 가

(N=93)



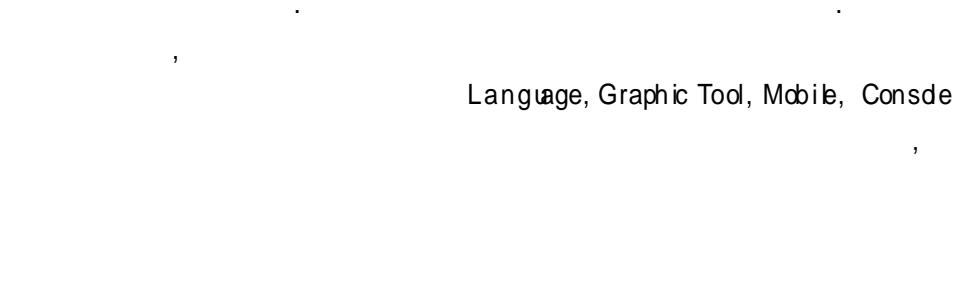
2D 3D  
 3D 가  
 3D 가  
 36% 가  
 '3D ' 35%

< 4-2-1-03> 가

2D	0
3D	95
3D	26
	4
	12
	137
I/O Device	12
( )	67
	353

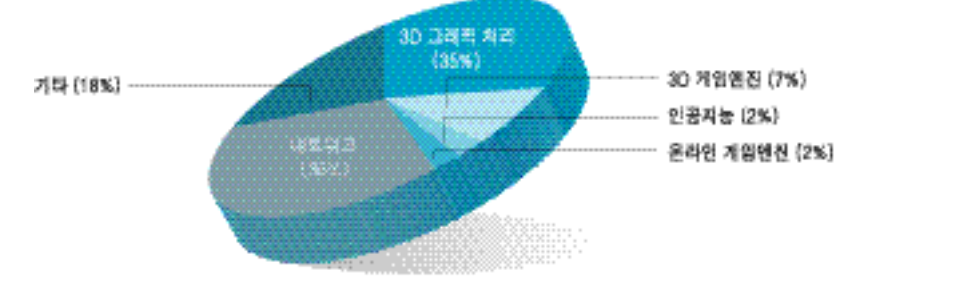
< 4-2-1-11> 가

(N=57)



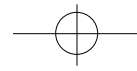
< 4-2-1-13> 가

(N=57)



4

Language, Graphic Tool, Mobile, Conside



2

‘Assembler’ 18%

Language

‘ASP’ (24, 33%)

‘C++’ (49, 31%)

‘JAVA, Visual C++’ (28%), ‘C’ 23%

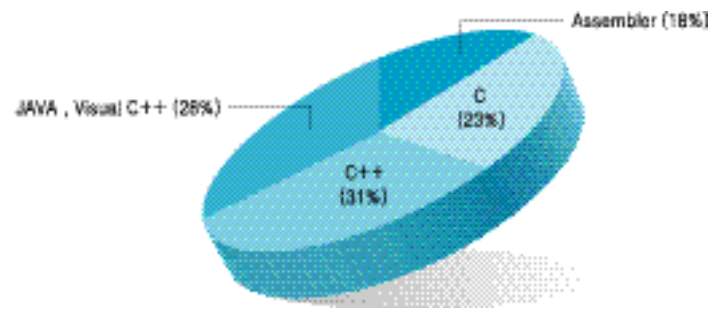
‘PHP’ 28%

‘Perl’ 18%

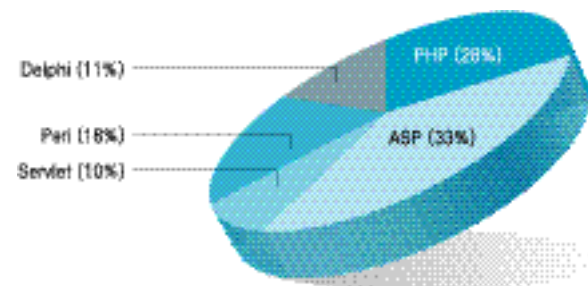
‘Delphi’ 11%

‘Servlet’ 10%

< 4-2-1-14> Language (N=160)



< 4-2-1-15> Language (N=72)



3D

‘3D Studio Max’ (48, 50%)

‘Photoshop’ (57, 46%), (30%), (24%)

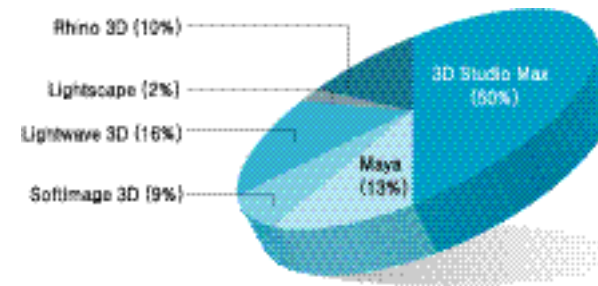
‘Lightwave 3D’ (16%), ‘Maya’ (13%), ‘Rhino 3D’ (10%), ‘Softimage 3D’ (9%), ‘Flash’ (30, 39%)

‘Lightscape’ (2%), ‘Premiere’ (37%)

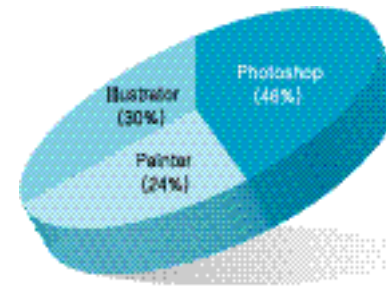
2D (8%)

Custom Tools

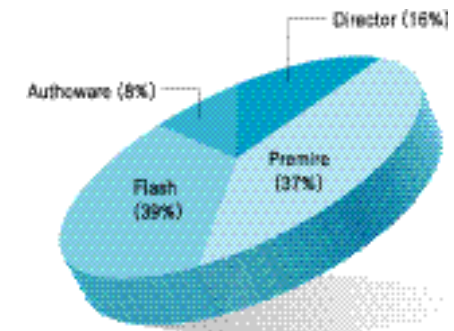
< 4-2-1-16> 3D & (N=96)



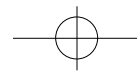
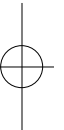
< 4-2-1-17> 2D (N=124)

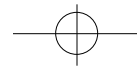


< 4-2-1-18> (N=76)



4





2

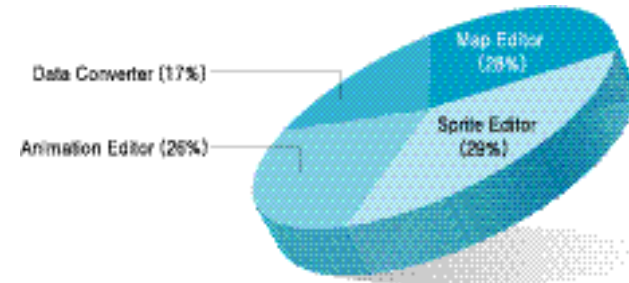
'Sprite Editor' 가 29% 가 , 'Effect' ( , 14 , 54%). 'Illusion' 46%

' Map Editor (28%), ' Animation Editor ' (26%). ' Data Converter (17%)

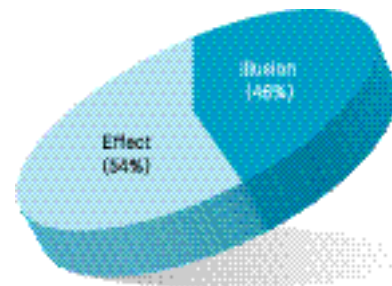
(Special 가 가 ' Edit (50%), ' Cumbustion ' (31%), ' Fuson (13%), ' Shake (6%)

2

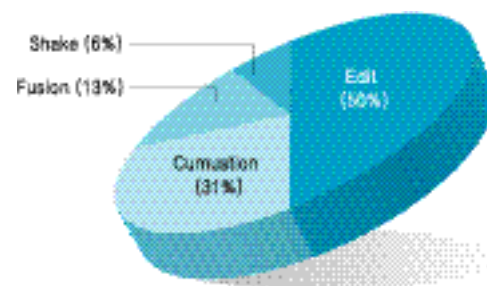
< 4-2-1-19> Custom Tools (N=150)



< 4-2-1-20> (N=26)

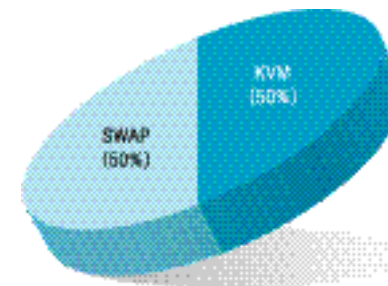


< 4-2-1-21> (N=16)

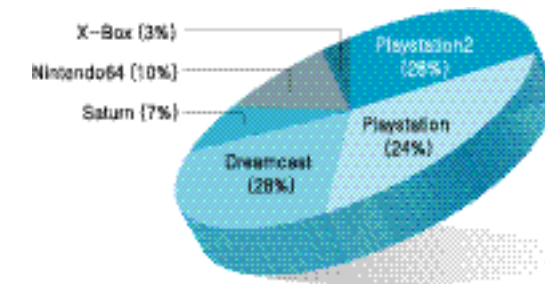


Mobile for Mobile Develop kit 2 ' ' 가 ( 28%), ' 가 ' (24%), ' 64 (10%), ' (7%), ' SWAP ' ' KVM ' 50% ' X-box (3%) ' < > 가 ' ' X-BOX ' .

< 4-2-1-22> Develop Kit for Mobile (N=12)



< 4-2-1-23> Develop Kit Console (N=29)



4

