

(c) Change in Piezoelectric Buzzer Production

Year	Q'ty (million pieces)	Value (million yen)
1980	150	5060
1981	190	6090
1982	215	6565
1983	255	7405
1984	305	8545

The distribution in percent of the piezoelectric buzzer application until 1982 was 30 - 33% for electronic games machine, 19 - 20% for electronic calculator, 16 - 18% for electronic watch, 15 - 17% for electronic clock and 12 - 20% for others. Together with the remarkable increase in demand for electronic games and watches, demand for piezoelectric buzzers once increased by 25% annually from 1980 to 1981. However as the growth decelerated with electronic games and watches, the growth rate accordingly dropped although the production increased in volume. Since 1983, demand started to swell again by requirements for better audio performance backed by cheaper material prices as well as by new applications. In particular, the demand from input signal production to be incorporated in keyboards and switches greatly contributed to achieve 203% growth in 1984 over previous year. Thus during 1985, the industry expects annual production growth by more than 20% or the production volume of 3.7 million units. Approximately 30% of the total production is estimated for exports.

Note: Extremely high product unit price of Sumitomo is maintained by its most emphasized high output type product for crime prevention purpose.