Apple Inc. v. Samsung Electronics Co. Ltd. et al

Exhibit 21

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News from Mobile World Congress 2011 Introducing Xperia PLAY – the world's first PlaySta smartphone

XperiaTM PLAY combines a PlayStation-quality gaming experience with the very latest Android smartphone technology. Super fast graphics and dedicated game controls deliver the ultimate smartphone gaming experience from March 2011 Sony Computer Entertainment and leading game publishers provide top titles from launch -available to download from the AndroidTM Mar

February 13, 2011, Barcelona, Spain - Sony Ericsson today announced the game changing XperiaTM PLAY, the latest pho smartphones.

XperiaTM PLAY delivers the smartphone functionality that the most serious power users could need, teamed with the immers

In portrait mode, the Android smartphone offers all the benefits that users have come to expect from Sony Ericsson's existing entertainment experiences, a great 5 megapixel camera, a brilliant 4" multi-touch screen and great social networking features

However, slide out the gaming control and users enter a new world of immersive mobile gaming. The slide out game pad reve shoulder buttons and the four PlayStation icons: circle, cross, square and triangle. Qualcomm's optimized Snapdragon proce graphics processor deliver silky smooth 60fps play-back 3D mobile gaming and Web browsing with minimal power consumpti battery life and game time.

Image gallery:

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A LiveShare"	0	10	125	Б	

Rikko Sakaguchi, Executive Vice President and Chief Creation Officer at Sony Ericsson commented: "Today is a very proud I truly revolutionary to the market. Living up to our vision of Communication Entertainment, Xperia PLAY will forever change th gaming.

XperiaTM PLAY will run on Gingerbread (version 2.3), the latest version of Google's AndroidTM platform. The XperiaTM PLAY means it will have access to PlayStation® game content provided through the PlayStation® Suite initiative, currently under de to launch later this calendar year.

Video gallery:

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Kazuo Hirai, President of Networked Products and Services Group at Sony Corporation said: "I am delighted to see Xperia P hit the market. Xperia PLAY provides a unique consumer offering and is yet another example of great products and services of

Sony Ericsson has partnered with key publishers in the gaming industry to deliver a rich, vibrant ecosystem at launch and por the Android™ Marketplace. Leading franchises coming to Xperia™ PLAY includes EA's The Sims 3 and a multiplayer versio bringing Guitar Hero while Gameloft's titles include Assassin's Creed and Splinter Cell. Sony Ericsson is also partnering with development platform, to ensure a continuous flow of high quality 3D game titles.

Mr Sakaguchi continued: "The launch of Xperia PLAY could not have been possible without the close collaboration of both G commitment of so many industry leading game publishers further demonstrates that Xperia PLAY will deliver on the long-helc

XperiaTM PLAY and PlayStation Certified gaming are great examples of the kind of innovation that's possible in the open Anc Engineering at Google.

A pre-loaded application will enable users to easily discover and download titles that have been optimised for game play on *x* information about the games they have downloaded.

Sony Ericsson Xperia™ PLAY will be available globally in selected markets from March 2011

What do our content partners say?

Electronic Arts, Travis Boatman, VP of Worldwide Studios for EA Mobile:

"EA collaborated closely with Sony Ericsson to bring exciting versions our best-selling consumer favourites such as The Sims The device's dedicated gaming keypad gives FIFA players what matters most in a footy game — ultimate ball control, quick p more. The Xperia PLAYS's unique gamepad also delivers robust control in The Sims 3 bringing a whole new life simulation e watching consumers interact with our great games in new ways through the Xperia PLAY."

Gameloft, Michel Guillemot, President:

"We are pleased to partner with Sony Ericsson to offer a catalogue of 10 of our best-selling games at launch of the Sony Eric of Gameloft. "My vision since the creation of Gameloft was to turn video games into a true mass market form of entertainmen PLAY, which combines a perfect smartphone for daily use as well as a real game controller to provide the best gaming exper support the launch with more than 20 titles over the next 6 months that will take full advantage of the power of this device."

Glu Mobile, Niccolo de Masi, CEO:

"Glu's strategic relationship with Sony Ericsson aligns us with a leading innovator in mobile and gaming. We look forward to a with compelling offerings on Sony Ericsson's newest mobile devices."

Content partners at launch include: Sony Computer Entertainment Digital Chocolate Digital Legends Electronic Arts Fishlabs Gamehouse Gameloft Glu Mobile Handy Games Namco Bandai Networks Polarbit PopCap Trendy Entertainment Unity Tecnologies

For further information, images and videos visit www.sonyericsson.com/mwcnews

Xperia[™] PLAY at a glance:

Sony Ericsson Xperia™ PLAY

Camera

5.1 megapixel camera Auto focus Flash / Photo light Geo tagging Image stabiliser Send to web Touch focus Video light Video recording Video blogging

Music

Album art Bluetooth[™] stereo (A2DP) Google[™] Music Player Music tones (MP3/AAC) PlayNow[™] service* Sony Ericsson Music player Stereo speakers TrackID[™] music recognition application

Internet

Android Market™* Bookmarks Google™ search* Google™ Voice Search* Pan & zoom Web browser (Webkit)

Communication

Call list Conference calls Facebook[™] application (from Android Market[™]) Google[™] Talk^{*} Noise Shield Polyphonic ringtones Speakerphone Sony Ericsson Timescape^{™***} Twitter[™] application (from Android Market[™]) Vibrating alert

Messaging

Android Cloud to Device messaging (C2DM) Conversations Email Google Mail^{TM*} Instant messaging Picture messaging (MMS) Predictive text input Sound recorder Text messaging (SMS)

Design

Auto rotate Keyboard (onscreen, 12 key) Keyboard (onscreen, QWERTY) Picture wallpaper Touchscreen Wallpaper animation

Entertainment

3D games Dedicated gaming keys Flash Lite[™] Gesture gaming Motion gaming Video streaming YouTube[™]

Organiser

Alarm clock Calculator Calendar Document editors Document readers E-Manual Flight mode Google Calendar[™] Google Gallery 3D[™] Infinite button Phone book Set-up Wizard Widget manager

Connectivity

3.5 mm audio jack aGPS Bluetooth™ technology DLNA Certified Google Latitude™ Google Location Service Google Maps[™] with Street View Media Transfer Protocol support Micro USB Connector Modem Synchronisation via Facebook^{™**} Synchronisation via Google Sync[™] Synchronisation via Microsoft Exchange ActiveSync® Synchronisation via Sony Ericsson Sync USB 2.0 high speed support Wi-Fi[™] Wi-Fi[™] Hotspot functionality

* The service is not available in all markets.

** Requires Facebook[™] application installed on the device.

Google[™] services*

* These services may not be available in every market Android Market™ Client

Gmail™

Google Calendar[™] Google Gallery 3D[™] Google Latitude[™] Google Maps[™] with Street View Google Media Uploader Google Music Player[™] Google Phone-top Search Google Phone-top Search Google Search widget Google Sync[™] Google Talk[™] Google Talk[™] Google Voice Search Set-up Wizard YouTube[™]

Screen

16,777,216 colour TFT Capacitive multi-touch 4 inches 480 x 854 pixels (FWVGA)

In-Box:

Xperia[™] PLAY Battery Stereo portable handsfree 8GB microSD[™] memory card Charger Micro USB cable for charging, synchronisation and file transfer User documentation

Facts

Size: 119 x 62 x 16 mm Weight: 175 grams Phone memory: up to 400 MB Memory card support: microSD[™], up to 32 GB Memory card included: 8GB microSD[™] Operating system: Google[™] Android 2.3 (Gingerbread) Processor: 1 GHz Scorpion ARMv7

Talk time and networks Networks

Talk time GSM/GPRS: Up to 8 hrs 25 min* Standby time GSM/GPRS: Up to 425 hrs* Talk time UMTS: Up to 6 hrs 25 min* Standby time UMTS: Up to 413 hrs* Talk time CDMA2000®: Up to 7 hrs 40 min* Standby time CDMA2000®: Up to 405 hrs* Game play time: Up to 5 hrs 35 min* MP3 playback: Up to 30 hrs 35 min*

Networks

UMTS HSPA 800, 850, 1900, 2100 GSM GPRS/EDGE 850, 900, 1800, 1900 UMTS HSPA 900, 2100 GSM GPRS/EDGE 850, 900, 1800, 1900 CDMA2000®, cdmaOne, EVDO

Colour

Black White

Legal

1) Facts and features may vary depending on local variant. 2) Operational times are affected by network preferences, type of SIM card, connected accessories and various activities e.g. playing games. Kit contents and colour optic accessories may not be available in every market.

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Sony Ericsson Mobile Communications AB, SE-221 88 Lund, Sweden. Printed in January 2010, R1A

Sony Ericsson celebrates its 10th year as a joint venture between Sony Corporation and Ericsson in October, 2011. Over the communication technologies with superior entertainment user experiences to create its Xperia[™] line of the most entertaining global corporate functions in London, Sony Ericsson has sales and marketing operations in all major regions of the world, as development sites in China, Japan, Sweden and Silicon Valley, California. For more information, please visit: www.sonyerics

FOR MEDIA INFORMATION PLEASE CONTACT: Sony Ericsson Global Communications & PR Mattias Holm +44 20 8762 6065 General Press: +44 208 762 5858 E-mail: press.global@SonyEricsson.com Product images: www.sonyericsson.com/press Introducing Xperia PLAY - the world's first PlayStation certified smartphone | Sony Eric... Page 8 of 10

Images



Xperia PLAY cafe

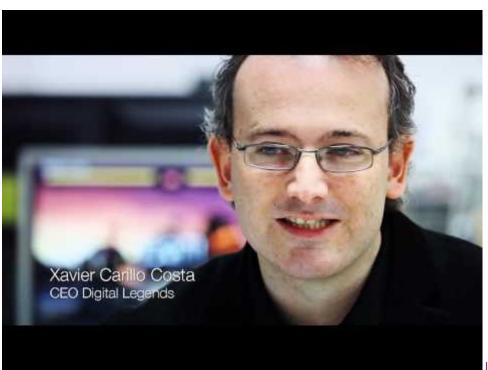


Xperia PLAY FIFA



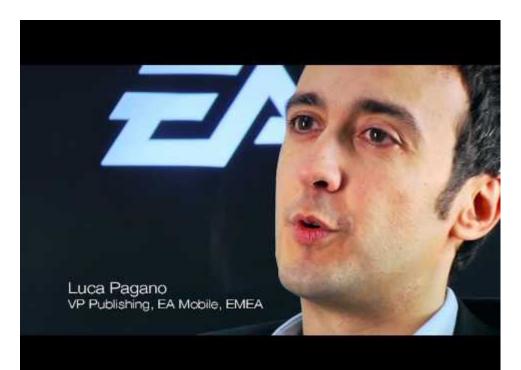
Xperia PLAY front landscape





Interview with Xavier Carillo Costa

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Interview with EA Mobile's Luca Pagan



Jonas Berg, Sony Ericsson gaming am



Documents

Xperia PLAY press release Verizon availability press release

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