

Exhibit 21

News from Mobile World Congress 2011

Introducing Xperia PLAY – the world’s first PlayStation smartphone

Xperia™ 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 Android™ Market.

February 13, 2011, Barcelona, Spain – Sony Ericsson today announced the game changing Xperia™ PLAY, the latest photo smartphones.

Xperia™ PLAY delivers the smartphone functionality that the most serious power users could need, teamed with the immersive

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 reveals shoulder buttons and the four PlayStation icons: circle, cross, square and triangle. Qualcomm’s optimized Snapdragon processor graphics processor deliver silky smooth 60fps play-back 3D mobile gaming and Web browsing with minimal power consumption, battery life and game time.

Image gallery:



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

Xperia™ PLAY will run on Gingerbread (version 2.3), the latest version of Google’s Android™ platform. The Xperia™ PLAY means it will have access to PlayStation® game content provided through the PlayStation® Suite initiative, currently under development 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 PLAY hit the market. Xperia PLAY provides a unique consumer offering and is yet another example of great products and services

Sony Ericsson has partnered with key publishers in the gaming industry to deliver a rich, vibrant ecosystem at launch and post-launch on the Android™ Marketplace. Leading franchises coming to Xperia™ PLAY includes EA’s The Sims 3 and a multiplayer version of Guitar Hero while Gameloft’s titles include Assassin’s Creed and Splinter Cell. Sony Ericsson is also partnering with Google’s Android 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 Google and the commitment of so many industry leading game publishers further demonstrates that Xperia PLAY will deliver on the long-held

promise that Xperia™ PLAY and PlayStation Certified gaming are great examples of the kind of innovation that’s possible in the open Android Engineering at Google.

A pre-loaded application will enable users to easily discover and download titles that have been optimised for game play on Xperia PLAY and 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 of our best-selling consumer favourites such as The Sims 3 to the device. The device’s dedicated gaming keypad gives FIFA players what matters most in a footy game — ultimate ball control, quick passes and more. The Xperia PLAY’s unique gamepad also delivers robust control in The Sims 3 bringing a whole new life simulation experience to 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 Ericsson Xperia PLAY. My vision since the creation of Gameloft was to turn video games into a true mass market form of entertainment. Xperia PLAY, which combines a perfect smartphone for daily use as well as a real game controller to provide the best gaming experience. We 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 continuing our partnership 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 Technologies

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™*
- 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 Search widget
Google Sync™
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.

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

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Product images: www.sonyericsson.com/press

Images



Xperia PLAY cafe



Xperia PLAY FIFA



Xperia PLAY front landscape



Xperia PLAY front portrait

Videos



Interview with Xavier Carillo Costa



Interview with EA Mobile's Luca Pagano



Jonas Berg, Sony Ericsson gaming am



Aaron Duke, product manager

Documents



[Xperia PLAY press release](#)
[Verizon availability press release](#)

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