Playtime's Over HPTS & Online games

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In high-piracy markets, it's not enough to be FUN (Fun just gets your game ripped off by more people)

It's all about **CREATIVE MONETIZATION** (Who wants to be seen playing golf in boxer shorts?)

If people expect games to be free, make them FREE (But find lots of other things to charge for, like cool pants)

It's not about the game, it's about the META-GAME (Competitions, pets, avatars, community, etc. – use peer pressure to drive commerce)

A Bach

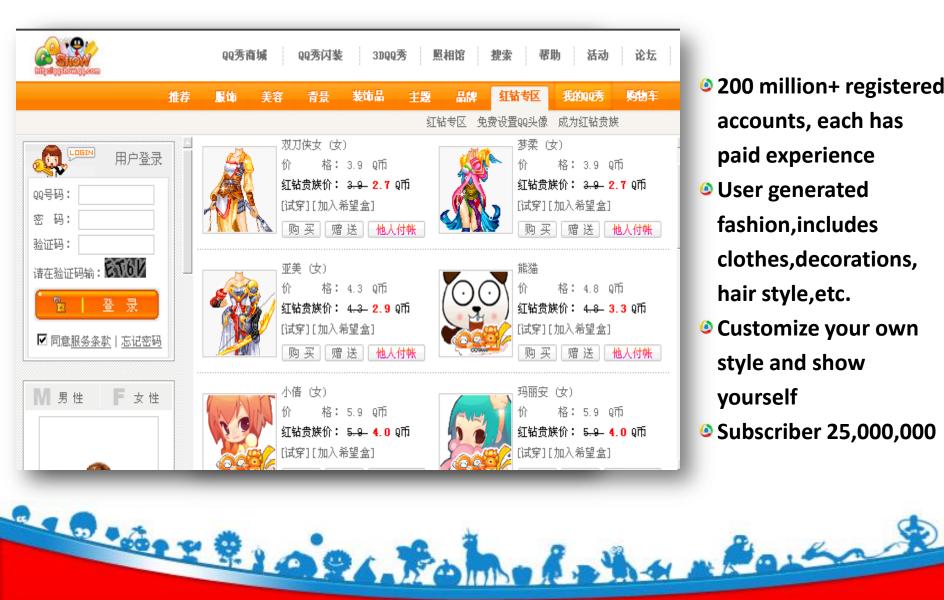
C. D. der 91091 Polos



Success requires mastering an entirely new set of business models.



QQ Show – Virtual Fashion Community



- 200 million+ registered accounts, each has paid experience User generated fashion, includes clothes, decorations, hair style, etc.
- Customize your own style and show vourself
- Subscriber 25,000,000

Simple online casual games



Advanced online casual games



Importance of Internet cafés in Asia

Conter Prograde Maker Barton



Over 100,000 cafés in China alone

- Internet cafés are popular across Asia
 - Modern PC's
 - Broadband connections
 - Inexpensive (\$1/hour)
 - Social (go with friends)
- Key channel to promote and market new games
- Games must support "roaming" users
 - Everything saved on server

Collecting revenue in Asia

How to collect revenue, when players don't have credit cards?





Get creative...

- Pre-pay cards
- Mobile-phone billing
- Broadband accounts

Convert to virtual currency

By the numbers...

	Population	Internet Users	Penetration	Growth (2000-2007)
China	1,338,612,968	338,000,000	25.3%	1402.2%
Japan	127,078,679	94,000,000	74.0%	99.7%
India	1,156,897,766	81,000,000	7.0%	1520.0%
Korea, South	48,508,972	37,475,800	77.3%	96.8%
Indonesia	240,271,522	25,000,000	10.4%	1150.0%
Vietnam	88,576,758	21,524,417	24.3%	10662.2%
Taiwan	22,974,347	15,143,000	65.9%	141.9%
Malaysia	25,715,819	16,902,600	65.7%	356.8%
Thailand	65,998,436	13,416,000	20.3%	483.3%
Philippines	97,976,603	24,000,000	21.1%	932.5%
Hong Kong	7,055,000	4,878,713	69.2%	113.7%
Singapore	4,657,542	3,104,900	66.7%	158.7%
Australia	21,262,641	16,926,015	79.6%	156.5%
New Zealand	4,213,418	3,360,000	79.7%	304.8%
Asia	3,808,070,503	704,213,930	18.5%	516.1%
North America	340,831,831	251,735,500	73.9%	132.9%
European Union	803,850,858	402,380,474	50.1%	282.9%

Regulatory Issues

- Game companies must work with:
 - General Administration of Press and Publications (GAPP)
 - Ministry of Culture (MoC)
 - Ministry of Information Industry (MII)
 - State Copyright Bureau
 - Ministry of Public Security
 - Bureau of State Secrecy
 - State-owned Assets Supervision and Administration (SASAC)
 - State Administration of Radio, Film and Television (SARFT)
 - State Administration of Foreign Exchange (SAFE)

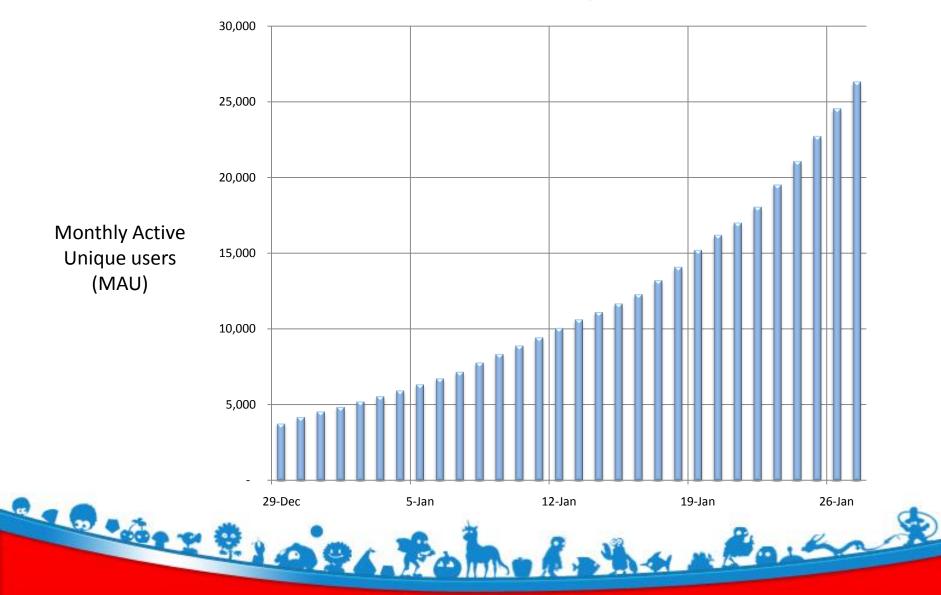
Online in the US: Social gaming

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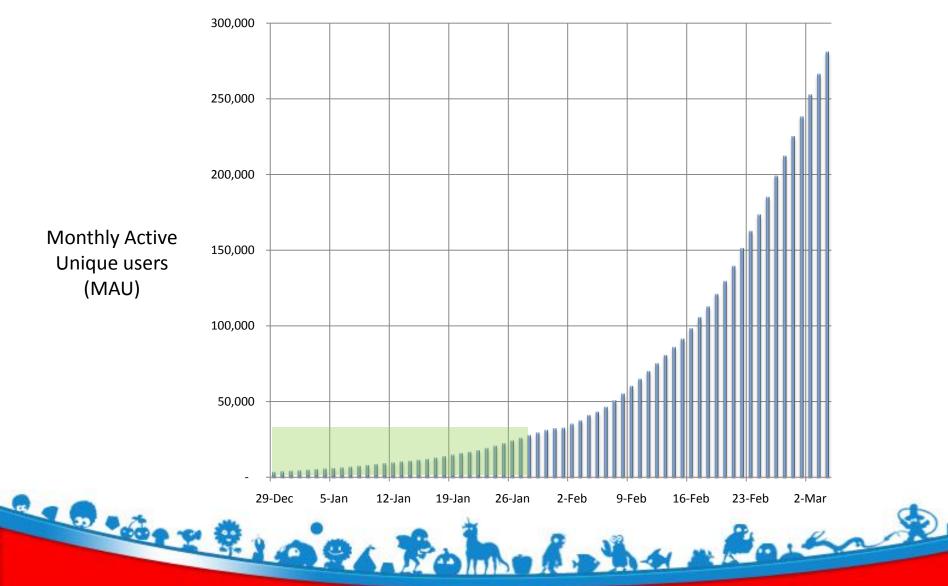


- First social product
- 6 weeks development
- Launched Jan 2009
- Based on our most popular brand

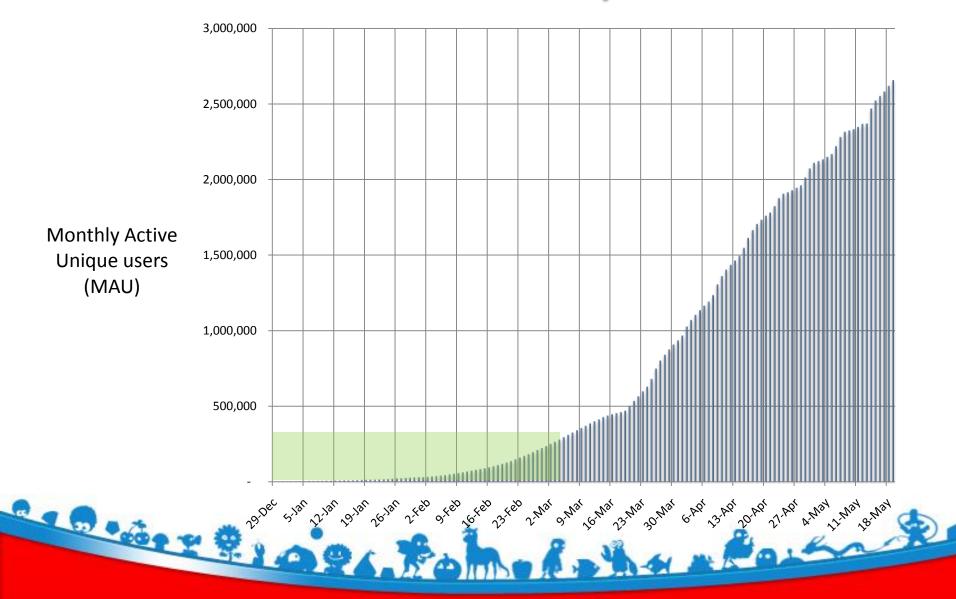
First 30 days

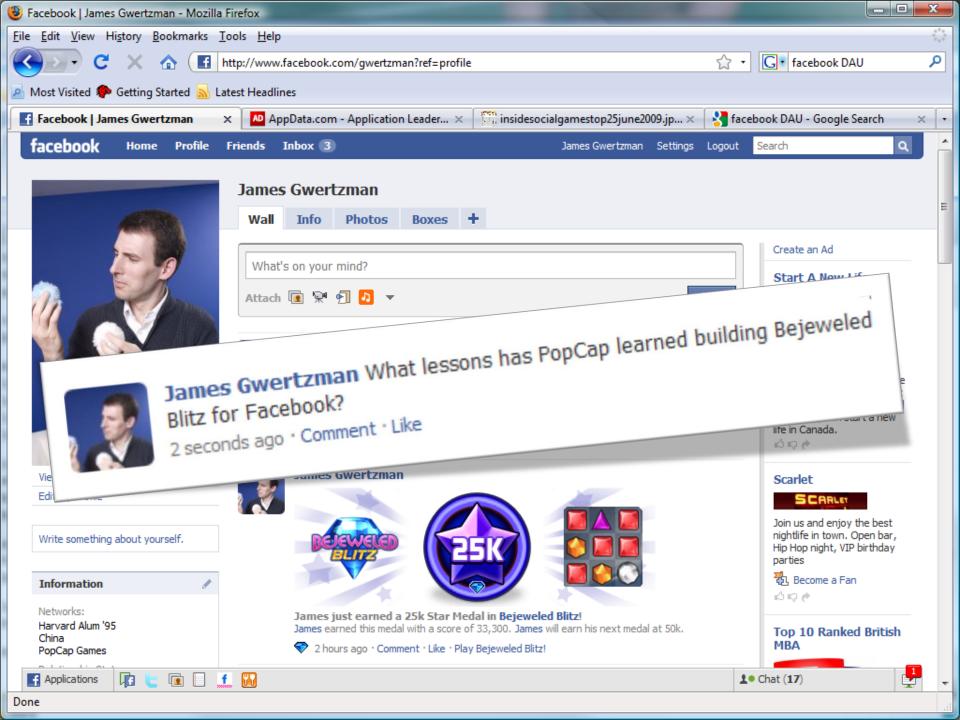






First 140 days

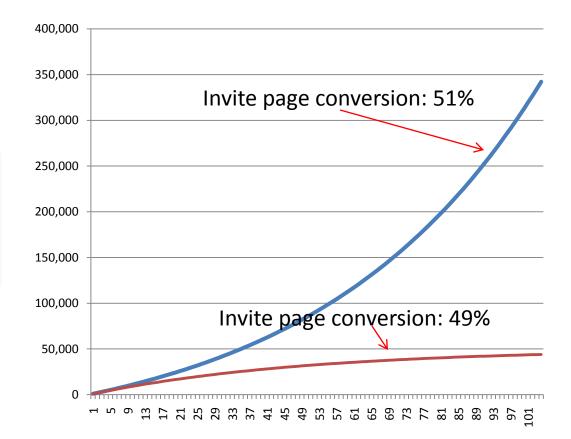




Understanding viral growth

ASSUMPTIONS:	
Starting users	1,000
% who open new account	25.0%
Invites per new user (w/in 1st week)	8
% of friends who open invitation	x

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A Bach



	LEADERBOARD
REJEWELE	Jason Kapalka 23,840
ELIZBETA	2 Noah Maas
PLAY NOW!	23,840 3 John Vechey
	23,840 4 Jon David
CURRENT TOURNAMENT I:00 Minute Game Score as many points as you can with just I minute to p	23,840
	5 T. Carl Kwoh 23,840
Team Score - 345,235	
Current Contest	Platinum Pack
Get a Team Score higher than 200,000 by February 1st, 2009 and you will be qualified for the drawing to win a PopCap Platinum Pack.	
For more information please see the <u>Contest Rules</u> .	21 of PopCap's Best Games







Dealing with unstable platform

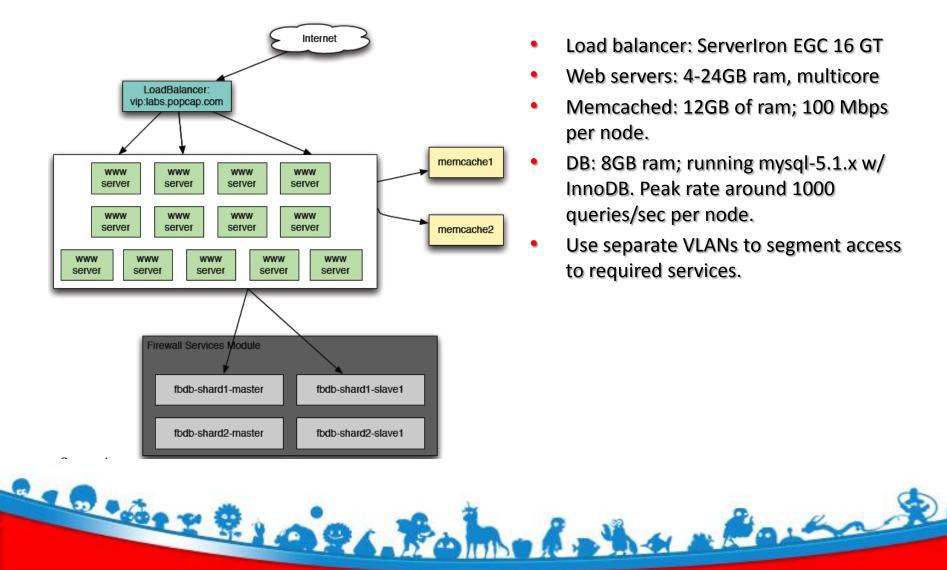
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Home » Random » Facebook has ZERO respect for developers... face it, they SUCK

CLOWER ROOK POMOLOW ROLLE

	Member Registered: 2008-08-12 Posts: 4	Facebook has ZERO respect for developers. Every day, developers are forced to waste hours and hours of time trying to figure out simple problems in using the API, which no useful documentation or support. If I dich't have to learn this crap for work, I would have punted long ago. Why is it that open-source projects, with part-time volunteer engineers can provide better technical documentation and support than Facebook - a company with a 5 billion + dollar "valuation"? This API is a steaming pile of undocumented crap. Facebook has some goddamn nerve.	
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	2009-06-30 02:39:58	#2	
	tobiaz74 New Member Registered: 2009-06-30 Posts: 5 Offline	second that	
	Pages: 1	Home » Random » Facebook has ZERO respect for developers face it, they SUCK	
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Simple architecture



- Load balancer: ServerIron EGC 16 GT ۰
- Web servers: 4-24GB ram, multicore ٠
- Memcached: 12GB of ram; 100 Mbps ٠ per node.
- DB: 8GB ram; running mysql-5.1.x w/ ۰ InnoDB. Peak rate around 1000 queries/sec per node.
- Use separate VLANs to segment access to required services.



Cheating

Cheating against your friends is generally no fun and is self-policing...

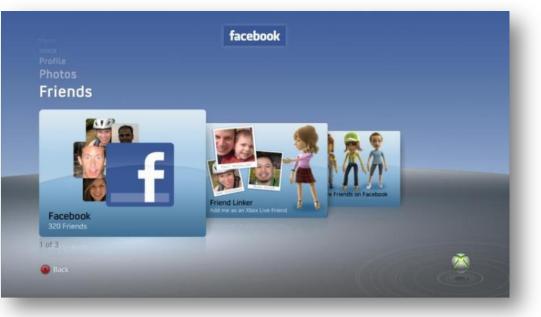
Not so cheating against the world... These players are playing a very different game

Predictions

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Social interaction w/ all games

Comer & 1091 Folk And Bach



Xbox Live and Facebook Connect



iPhone game and Facebook Connect

Social network billing

C. D. der Progr. Polo Anthe Parta

VS





