## 

## Featured on the App Stores An Indie Guide

### **Tom Kinniburgh** Head of Publishing - Game Analytics

@kinnth



GAME DEVELOPERS CONFERENCE

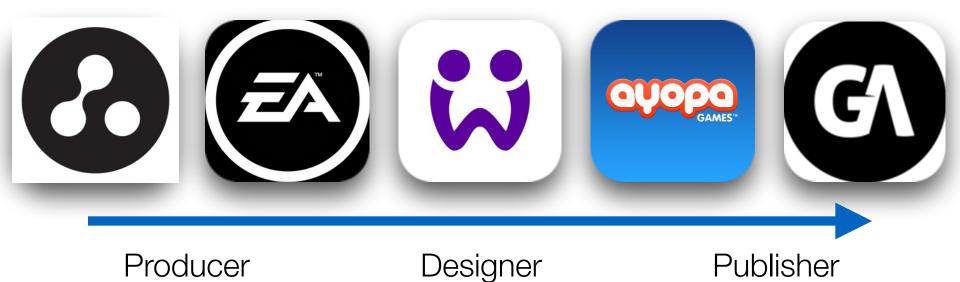
MOSCONE CENTER · SAN FRANCISCO, CA MARCH 2-6, 2015 · EXPO: MARCH 4-6, 2015





# How Beigetifee Ired?

## My path



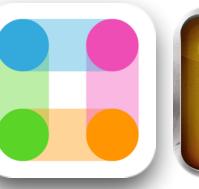












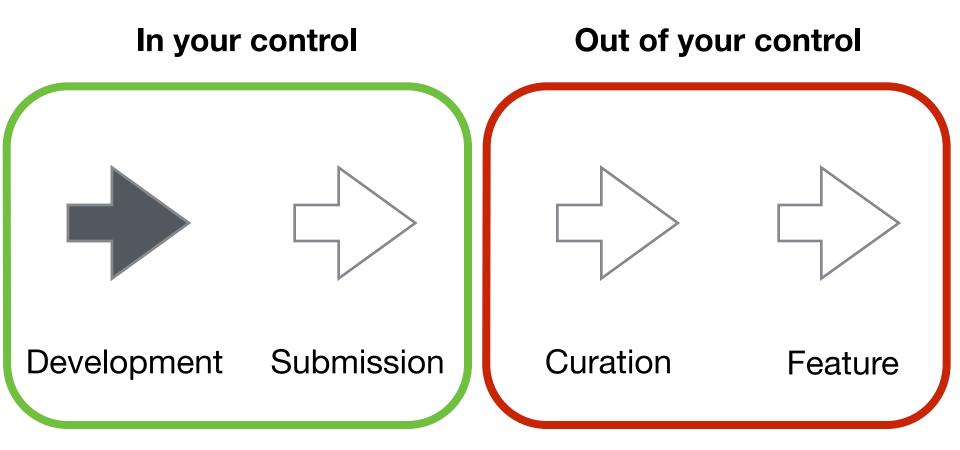




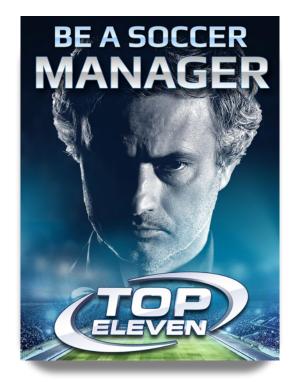




## Howsonlyget Featured?





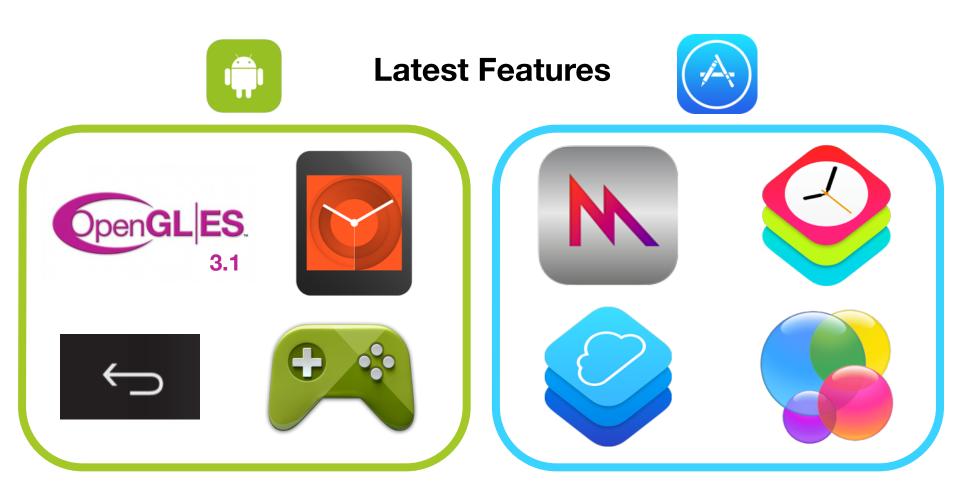




Unique Gameplay

## Strong Brand

Stylistic



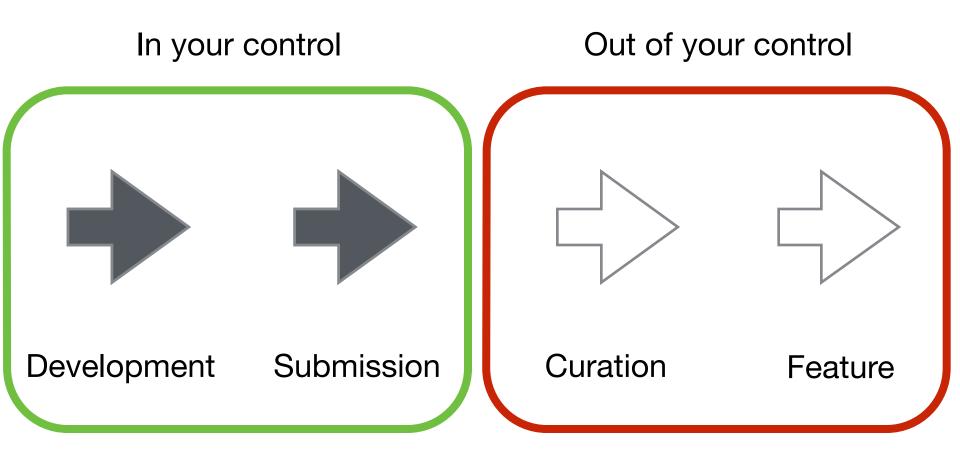
## **Material Design**

## **Apple Design**



http://www.google.co.uk/design/spec/material-design/introduction.html

https://www.apple.com/ios/whats-new/design/



## lcon

Simple Textures

Captures Idea

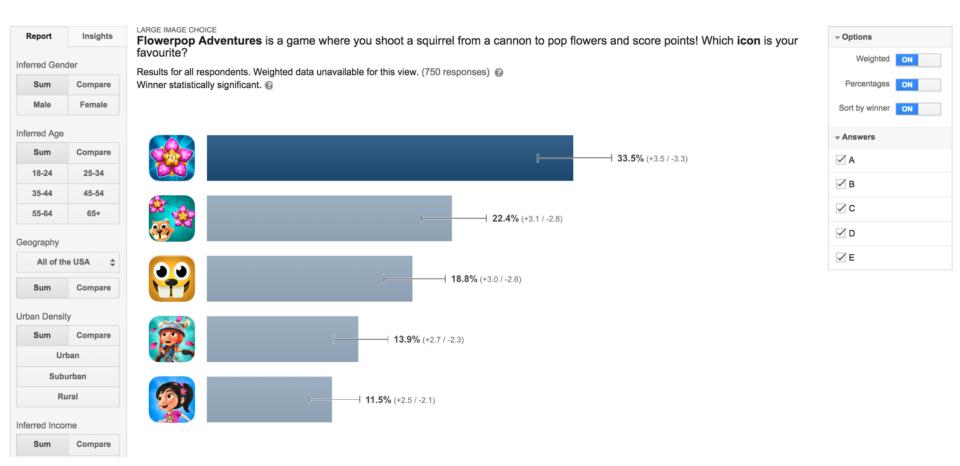
Represents Art Style



High Contrast

Single Character

Represents Game



## 

PLAY	
INFO	
SETTINGS	
HIGH SCORES	
RATE ME!	

## Video

- Unique Gameplay
- Communicate 1 thing
- Voiceovers help complexity
- Outsource if necessary

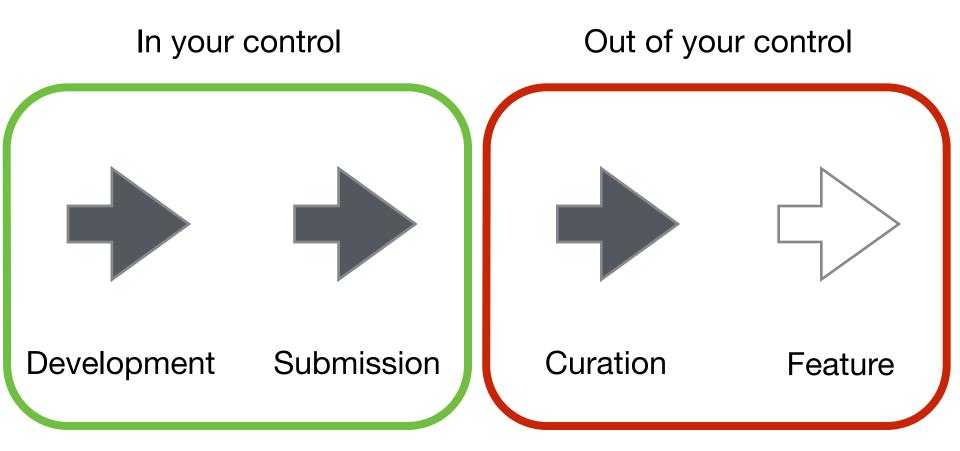


## **Promo Artwork**

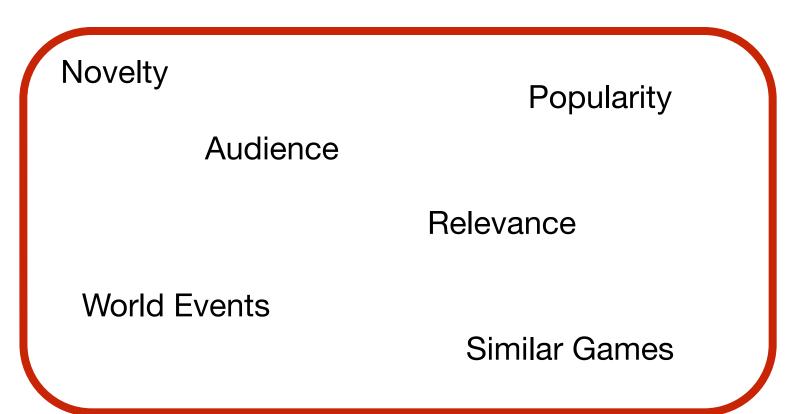








### **Curation**

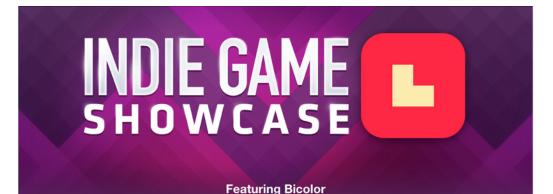


## **Preparation**

- Give the stores time
- Game is bug free
- Have assets prepared
- Be confident of your KPI's







## **Event Curation**

- Holidays
- Themes
- Mechanics
- Audience

#### Kids Apps & Games



Dr. Panda's Restaurant: Asia Education



82.29

Dora and Friends Education



Tiny Farm -Animals, Tracto... Education 82.49



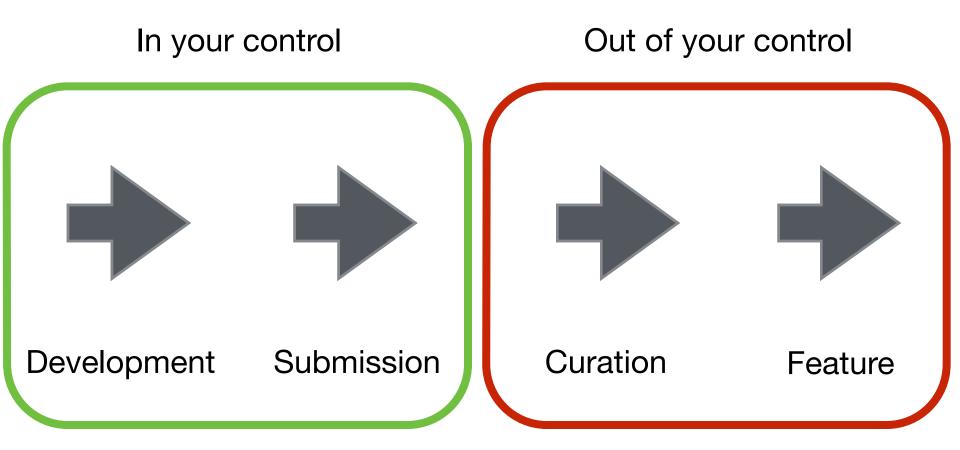


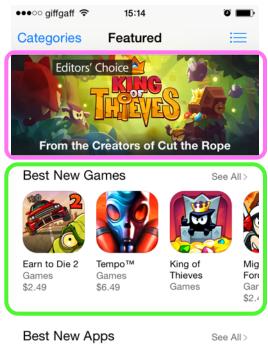
Love Cake Make Tenlogix Games



Crazy Kitchen Zindagi Games





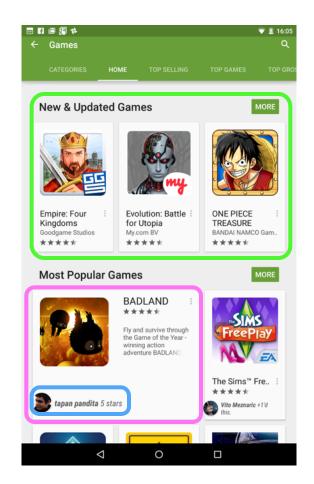




## Editors' Choice

**Sections** 

## Personalisation



## **Reviews**



- Important for momentum
- Prompt to review
- Ask for feedback

### **Further Reading**



http://android-developers.blogspot.co.uk/2014/11/introducing-new-guide-secrets-to-app.html



https://developer.apple.com/videos/wwdc/2014/

## Summary

## Create a unique "Special Sauce"

## Focus on what you can control

Don't be caught in a rush

Test and track as much as you can

## Any questions?



Tom Kinniburgh Head of Publishing

@kinnth tom@gameanalytics.com