

How to make casual game players switch their audio on?

19.03.2024 GDC, San Francisco Dominique Devoucoux Head of Audio, King



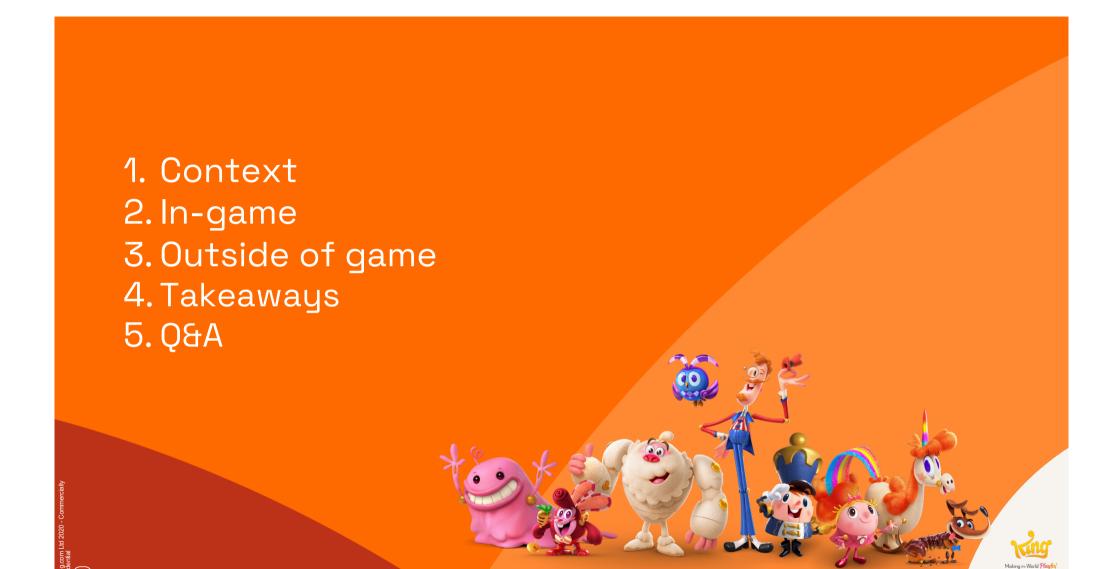


"Sound is 50% of the experience".

George Lucas







How can we bring casual mobile game players to switch their audio on?





By consistently giving players a great reason to do so...

(whenever they interact with our games and our brand)









30 - 40%





1/5

IN-GAME: bold soundtrack









IN-GAME: partnerships







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IN-GAME: partnerships (cont')







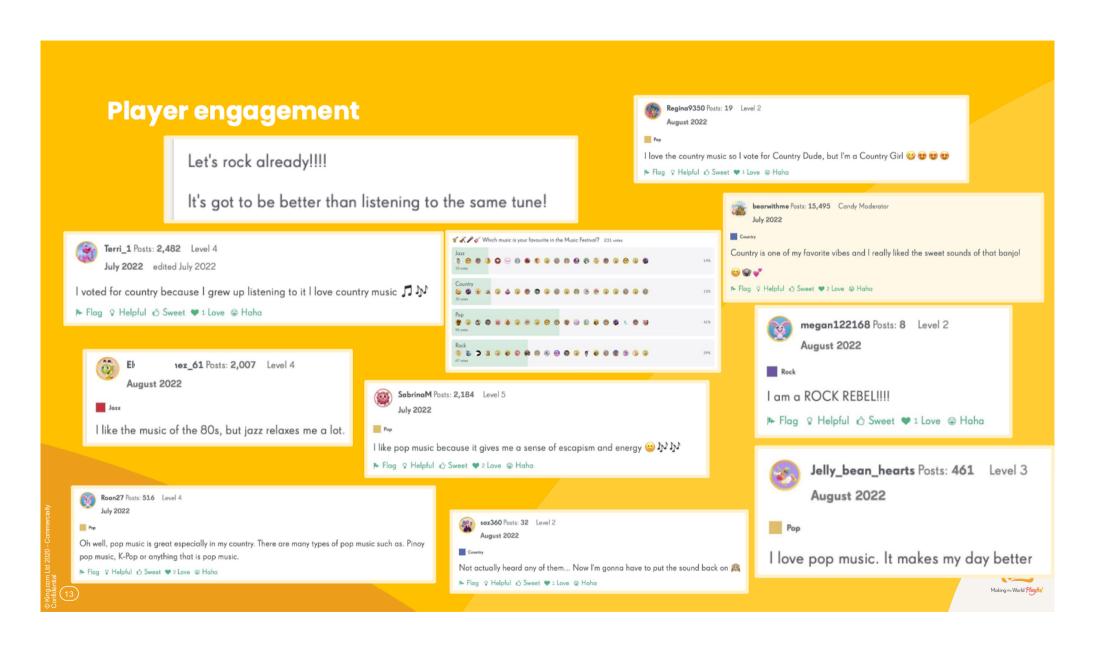












IN-GAME: in tune with seasonal events



Beating our normal average Talent engagement rate by 53%!





IN-GAME: VO 5/5







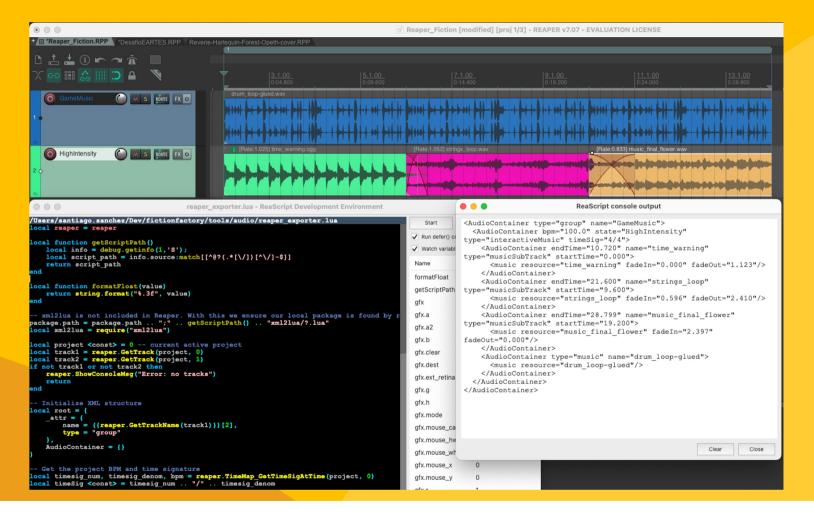








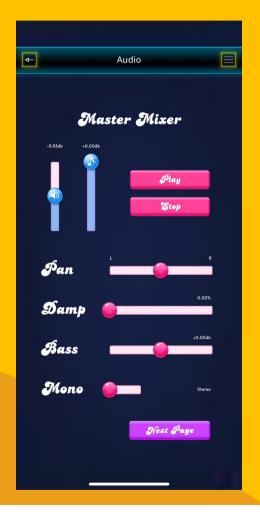
IN-GAME: interactive music system







IN-GAME: audio accessibility options











OUT OF GAME: TV co











OUT OF GAME: Music Fest Sponsorship







Are any of these ideas working?



mschaum1 Posts: 1 Newbie February 2023

I love the new music! Admittedly, at first I just thought it sounded like a feel-good movie sound track, but the more I heard it, the more the composing impressed me. Wonderful use of the winds, particularly in their lower registers. The more I listen, the more delighted I am, and there are parts that are truly lovely. Mr. Aav is really guite talented. Unfortunately, today the music has reverted back to the old music. I have no idea why but I will miss hearing the new creation.

► Flag V Helpful 🖒 Sweet 🕶 3 Love 😂 Haha



Diamond_Lim Posts: 144,490 Diamond Diaries Moderator

February 2023



bearwithme Posts: 15,584 Candy Moderator January 15

Music Bus Tour with Jonas Brothers

musics & sounds to us! Audio Team! 🎵 🎶 🥰

Wow! So marvelous new musics & sounds to Candy Crush Saga for it's 10th anniversary! Musical! I love

these new musics & sounds so much! Thank you for your sharing and bringing these marvelous new

I like the events where the prizes are special boosters like the party poppers - but found it hard to actually be one of the final winners.

I voted for the Jonas Brothers event because I liked the interaction including getting a first hand look at a new song.





Elaine67 Posts: 65 Level 2 July 2022

Please subscribe me to all of the games on king.com as I just love all there games and I would just like to this is a really Amazing place to be with all the directors and the top game makers with there Awesome Audio team with there tunes just love them all oh and thank you to the lovely people who make and design all the Levels each one is different just love them VV

► Flag • Reply V Helpful 🖒 Sweet 🎔 1 Love 😂 Haha



Player quotes



Nenikapaki

Posts: 27,568

Oh, my goodness! 'tis a dream come true. Welcome to our King Community Audio Team. Honestly, i always play with the sounds on (that is when i don't sneak at lunchtime at work. It inspire me to crush and play harder. Thank you so much to all of you. My sincere gratitude. You inspire us all.



Suka wa Posts: 22,843

I always keep the game music on while playing the game because I am not encouraged to play the game without the music.

What about the sound effects?

I definitely like the sound effects while playing games but I miss some old sound effects. In particular, I miss the level fail sound effect that I hope to get back With headfone and sound effect on I can play this game full night



ndaoz Posts: 583

I love PRS music, it has a soothing tone It keeps me away from stress at difficult levels and gives me happiness.

My suggestion is that when we click on animals, they can make different sounds. For example, there is one sound for all dogs, it would be great if you could reproduce this.



sambrat

Posts: 6

Love the audio team welcome and I just got to say that your work makes the game even more enjoyable



Angel_Natasha

Posts: 335

I like very much the sound of cropsies!! I think is one of the reason that i love and play the game for so many years.





WumpaThumpa

Posts: 177

love the music and sound effects on COTR! Thank you for making it so awesome and appreciate what you do





Key Takeaways

- Crafting great audio should not be limited to AAAs or specific genre games.
- Even for the short while that our players are with us, it pays off to offer a great audio experience that feels crafted.
- By consistently doing so, together we elevate the standard of audio for casual gaming.



Mobile games have the particularity to always be live.

This can be used as an opportunity to serve novelty to players quicker and on a regular basis.

 We are here to help players have a good time and relax.

So if they feel that the soundscape is fun, responsive to their actions, varied and catering to their needs, the chances are they will turn their audio on.

They might also play longer or more often.



Time for questions



