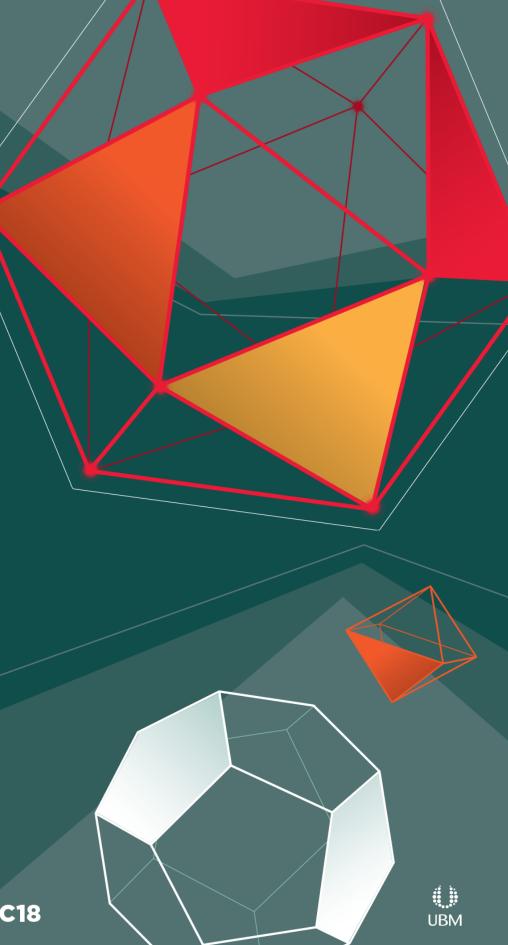
GDC®



The Power of an Embedded Community Platform to Inform, Engage, Educate and Retain

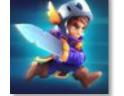




Nicolas Nottin Senior Community Development Specialist



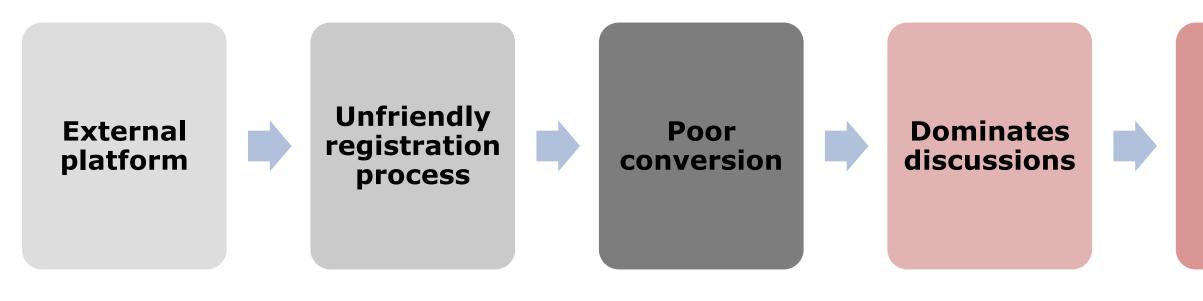














Generates toxicity



Difficult to quantify feedback

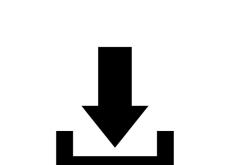


GDC[°] GAME DEVELOPERS CONFERENCE[®] | MARCH 19-23, 2018 | EXPO: MARCH 21-23, 2018 #GDC18





Easy to install



Engagement

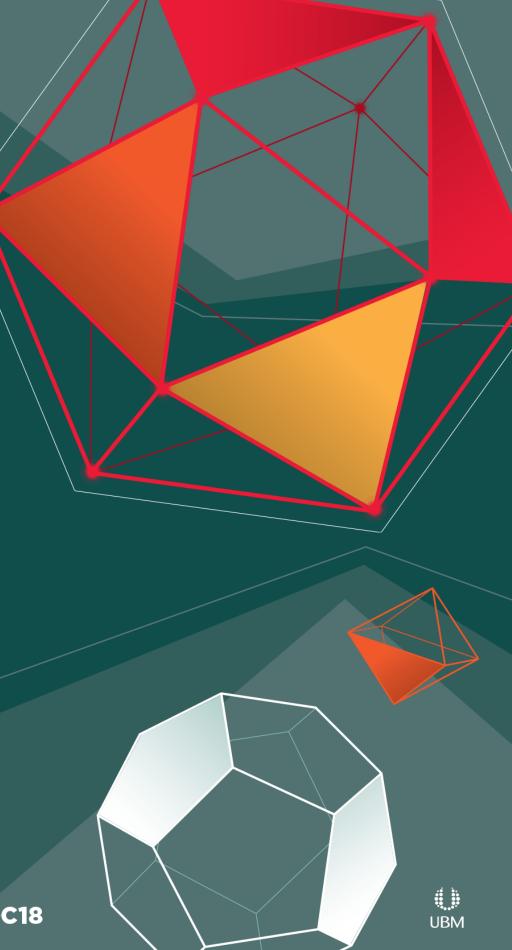






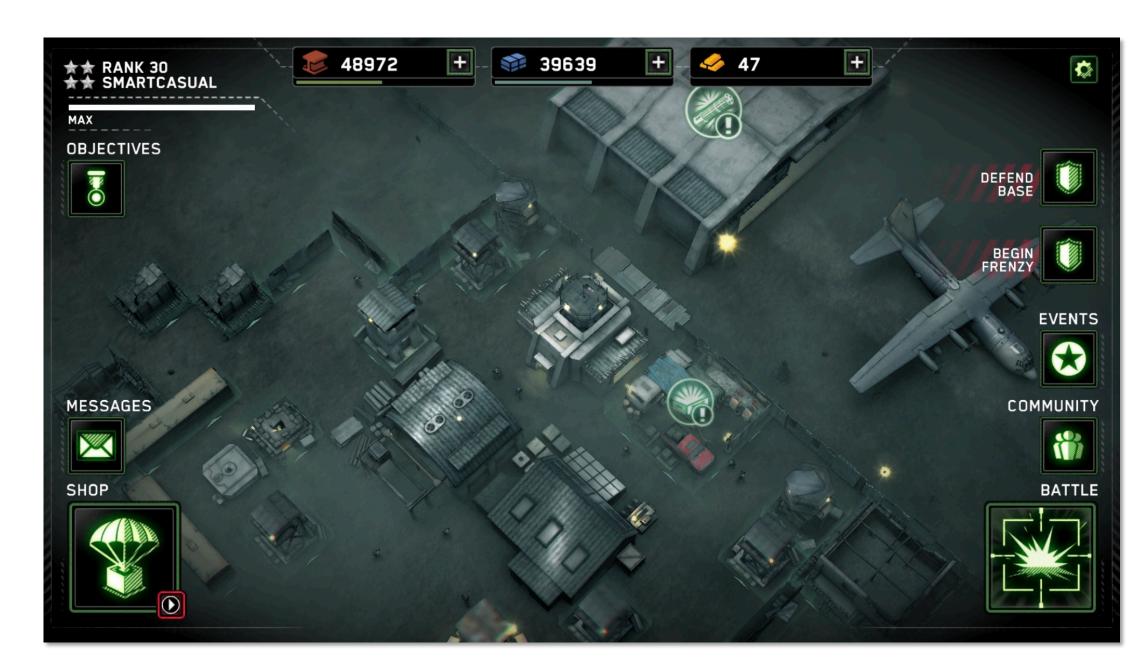


O. Easy to access

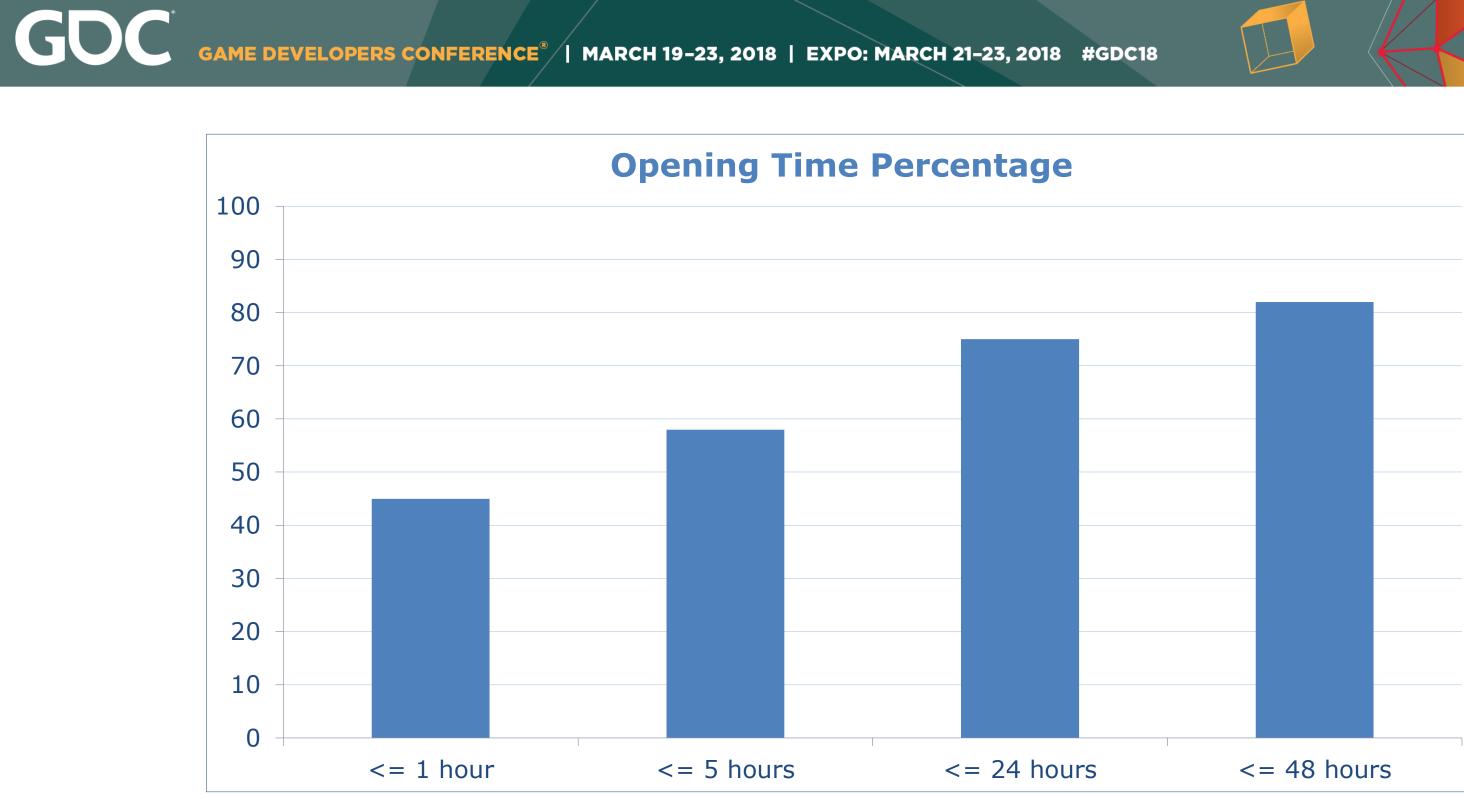




- Direct access
- In-game overlay
- No registration process
- Hub ID = game ID





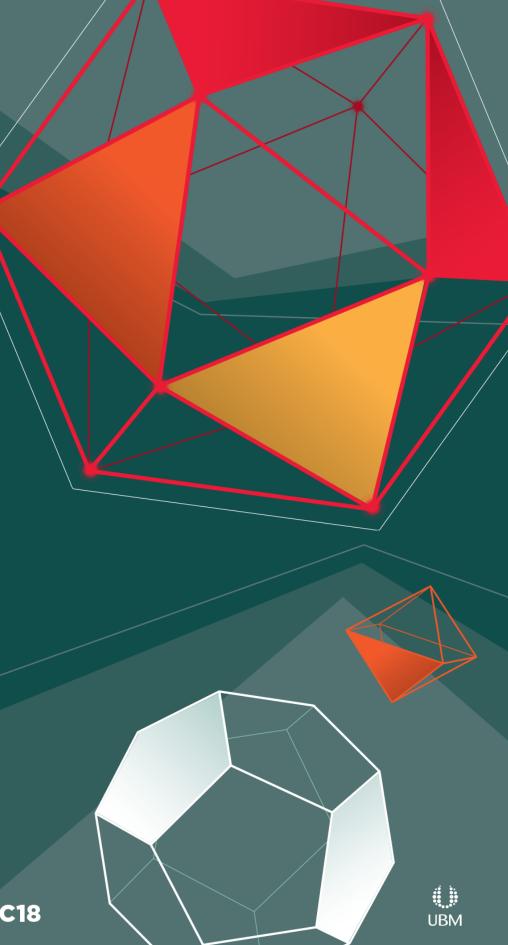


UBM



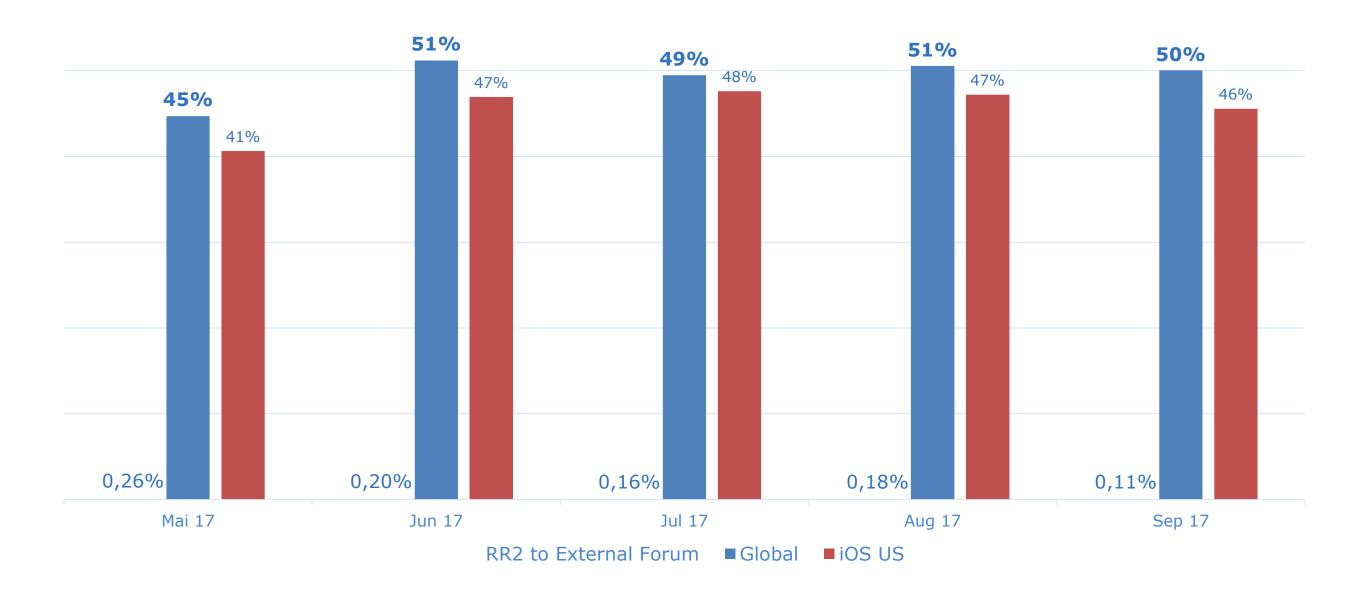


High Conversion



GDC GAME DEVELOPERS CONFERENCE® | MARCH 19-23, 2018 | EXPO: MARCH 21-23, 2018 #GDC18

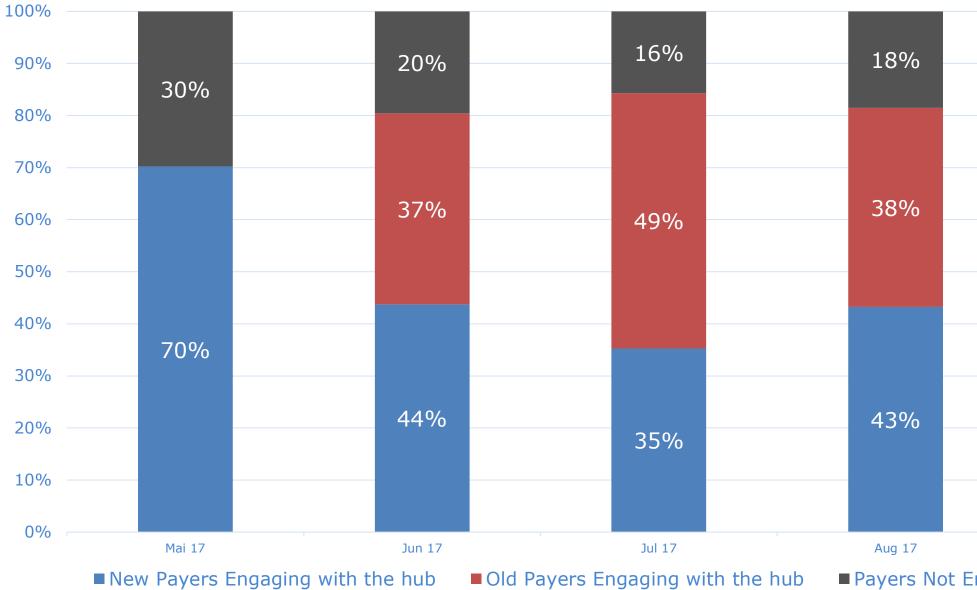
% New Community Members (per month)







Payer Distribution in Community Hub (Global)



12%	
59%	
30%	
Sep 17	

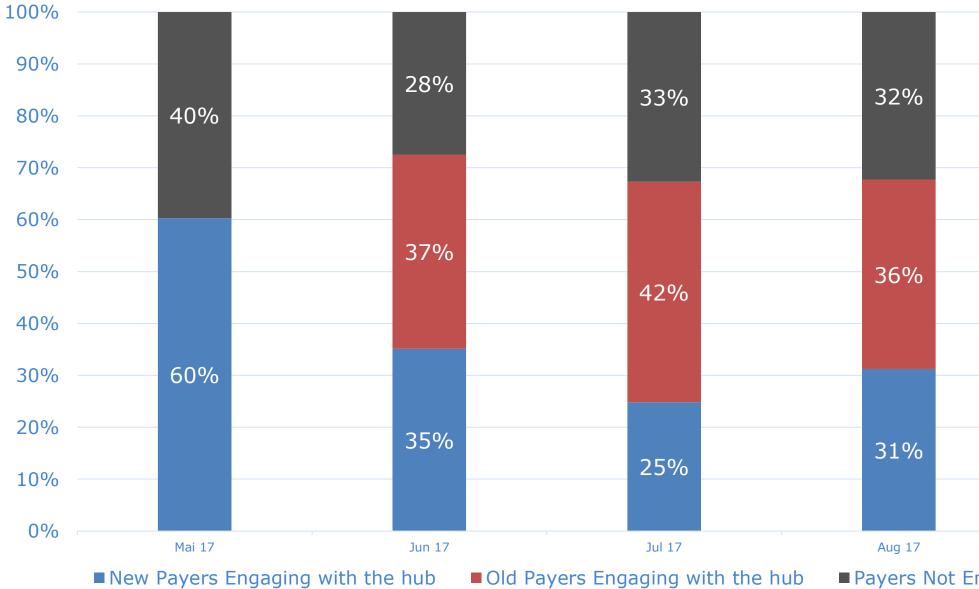
Payers Not Engaging with the hub



GAME DEVELOPERS CONFERENCE[®] | MARCH 19-23, 2018 | EXPO: MARCH 21-23, 2018 #GDC18

GDC

Revenue Distribution in Community Hub (Global)



21%	
54%	
25%	
Sep 17	

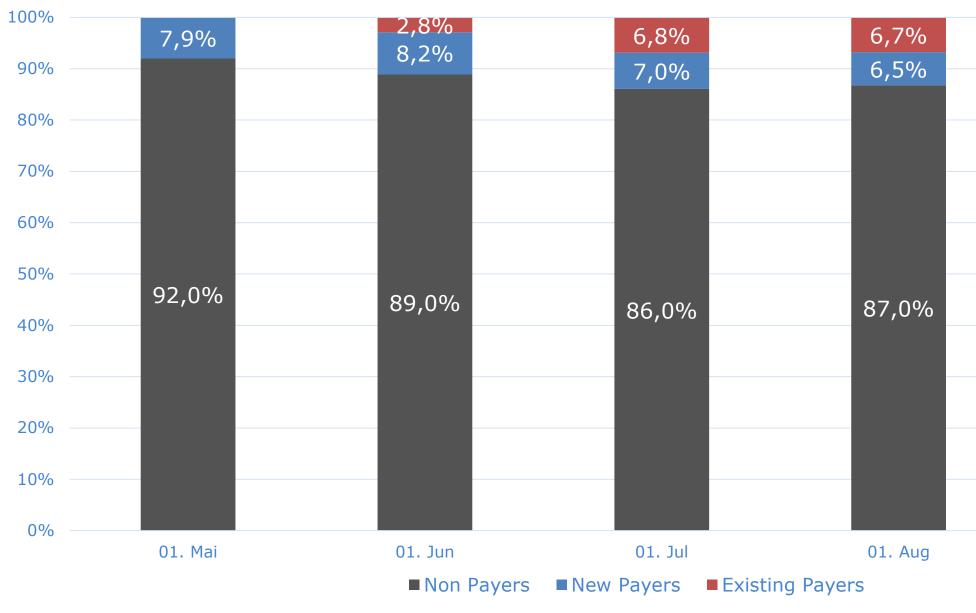
Payers Not Engaging with the hub



GAME DEVELOPERS CONFERENCE® | MARCH 19-23, 2018 | EXPO: MARCH 21-23, 2018 #GDC18

GDC

Paying vs Non-Paying Audience (Global)



8,0% 6,0%	
6,0%	
86,0%	
01 0	

01. Sep



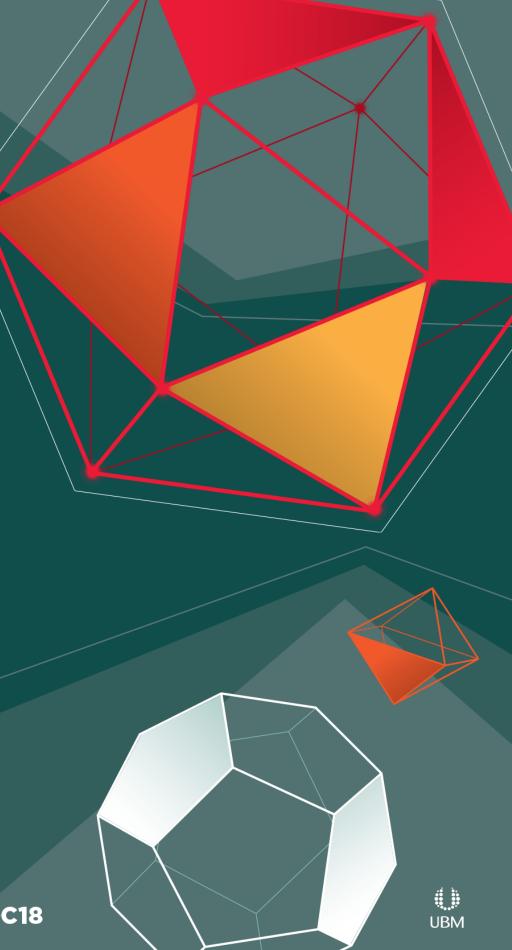


1.5M community members after 1st week

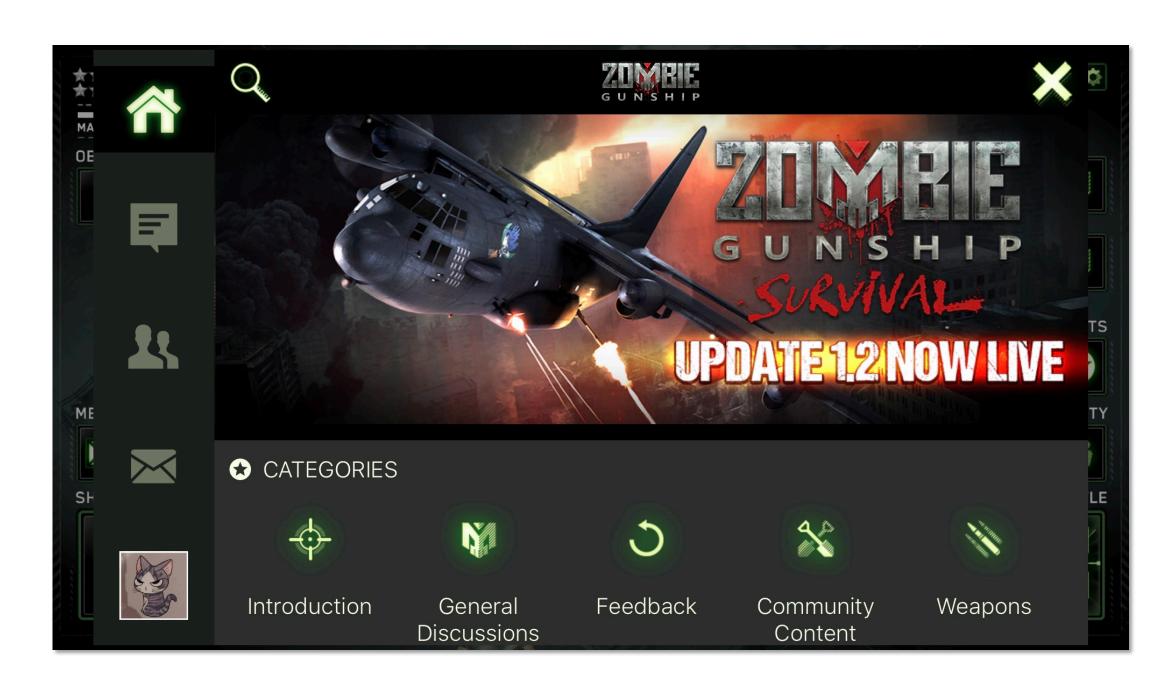






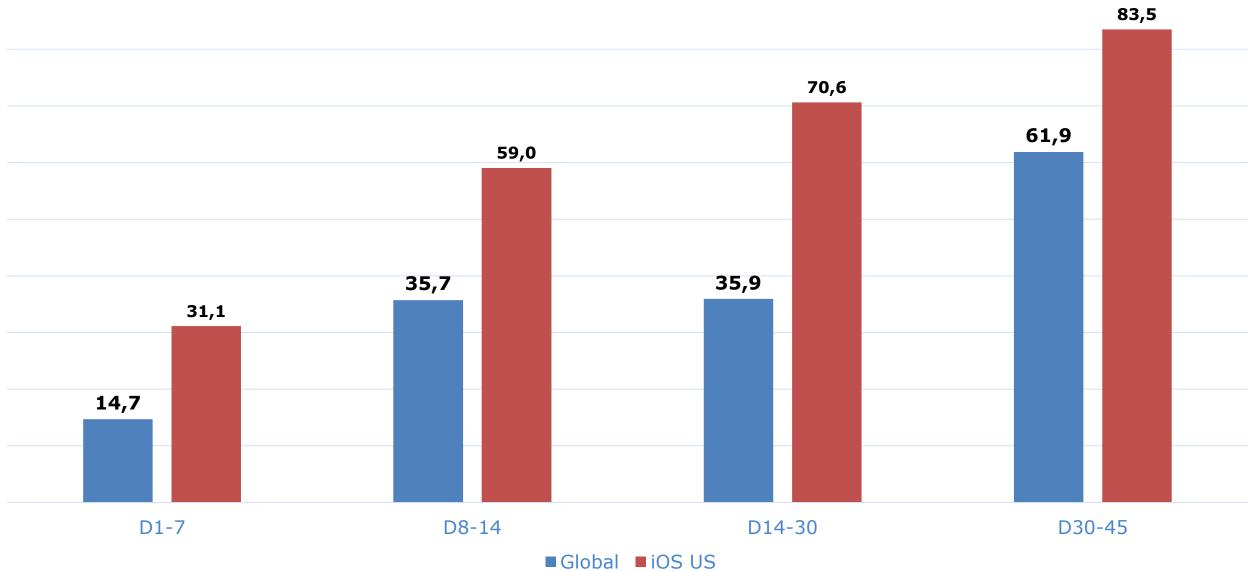


- Fully branded
- Information hub
- Screenshots & Gameplay videos
- A place for evangelists and influencers

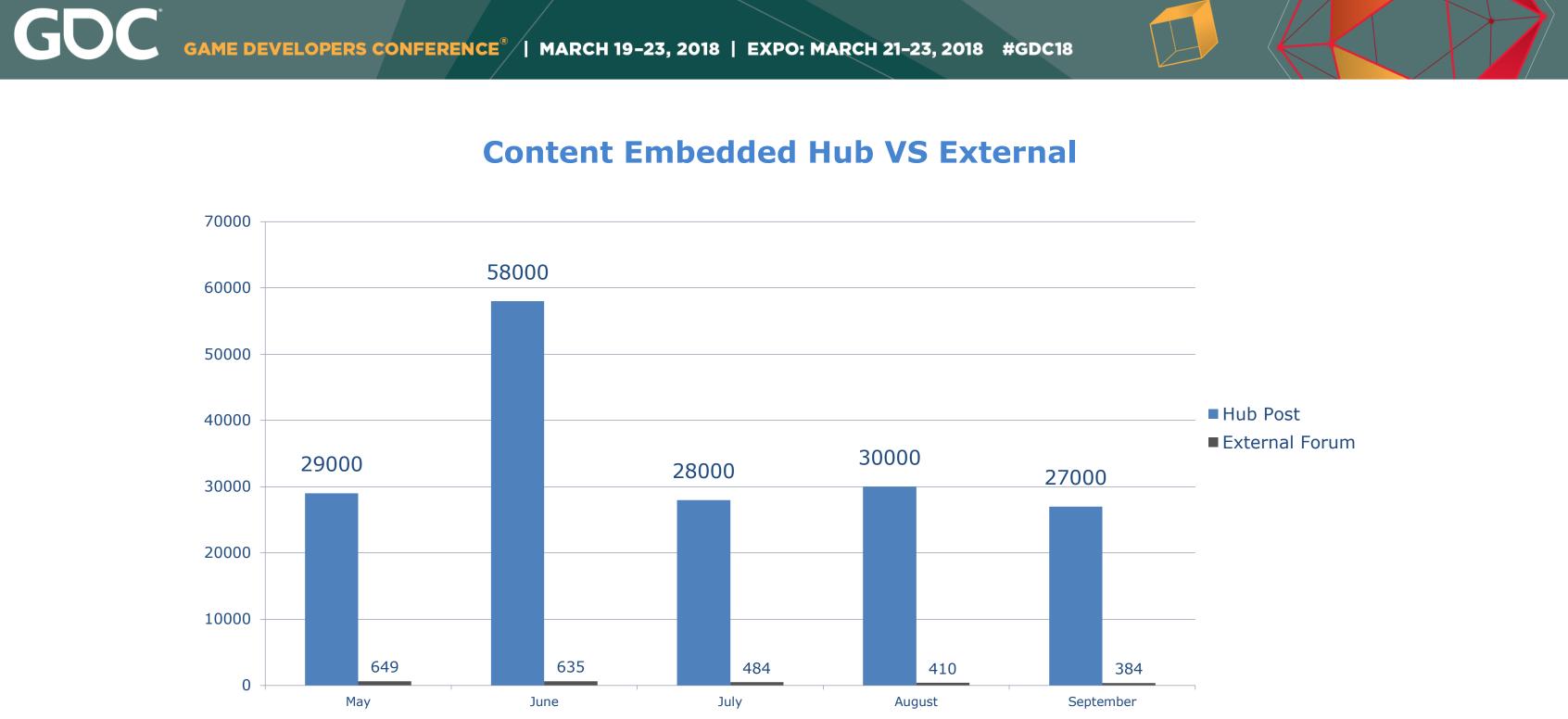




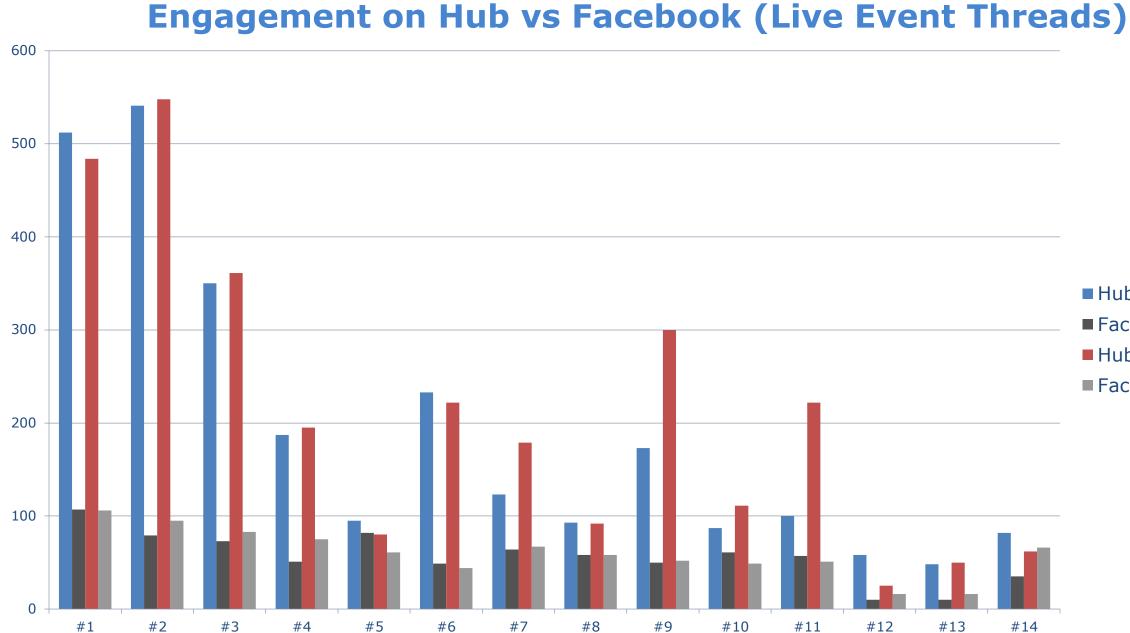
Avg. Time Spent in Community Hub per Day (mins)





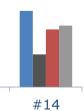




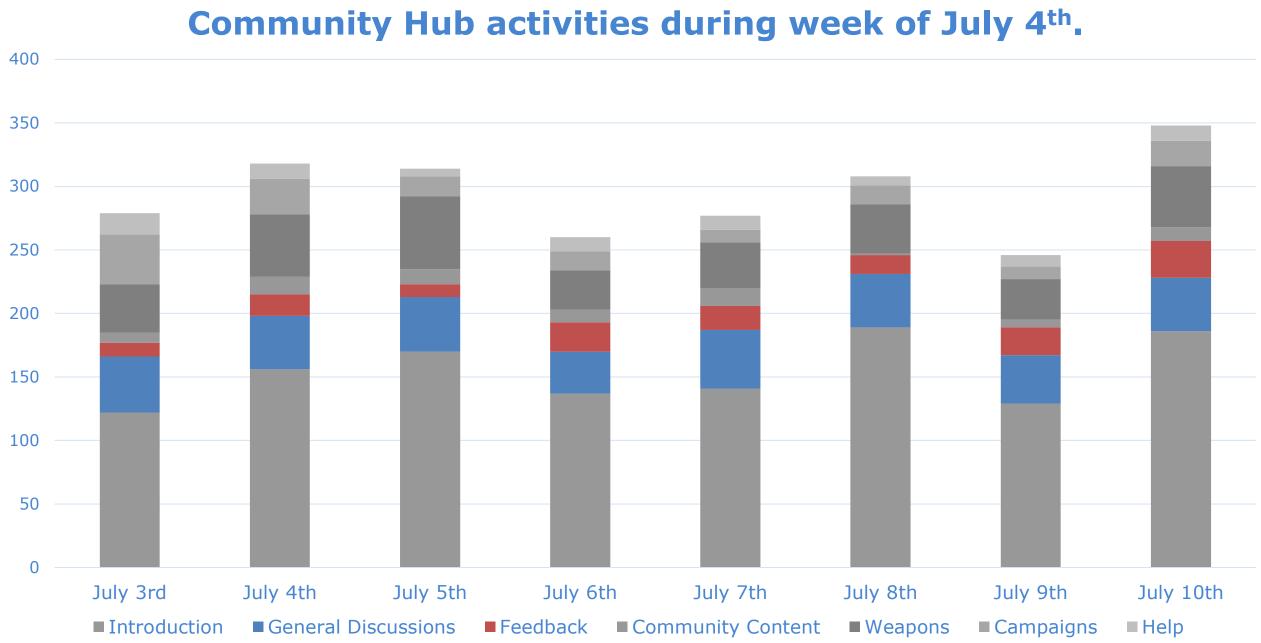




- Hub Replies
- Facebook Replies
- Hub Likes
- Facebook Likes













1 Community Strategy



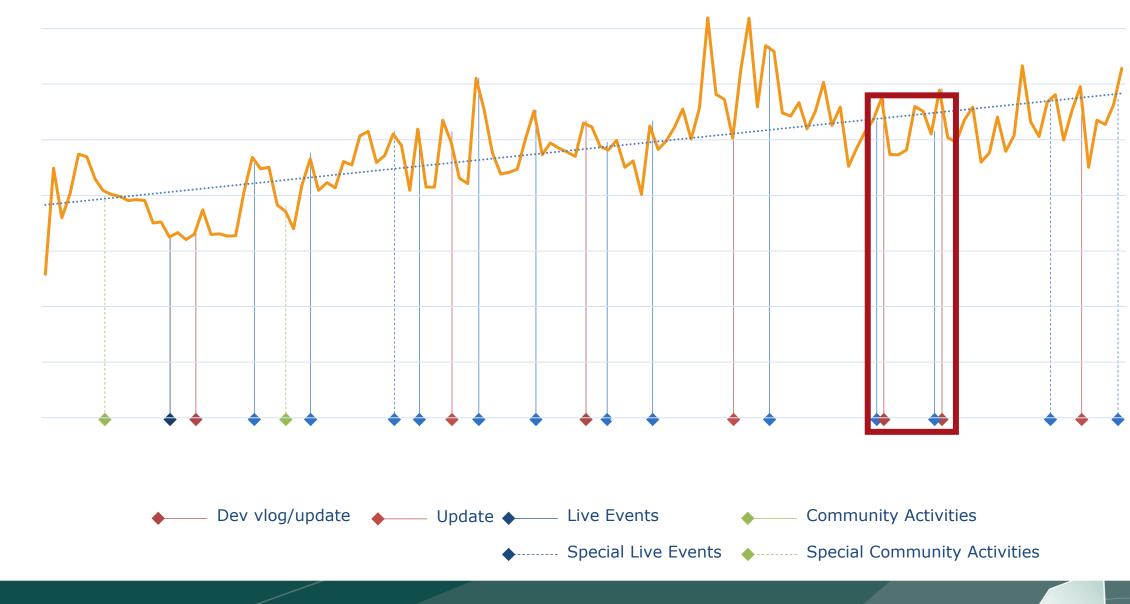


- Special cultural & lore events
- Surprising & unexpected
- Establish more diversity
- "More than just a game"





Community Hub Click Engagement over Time

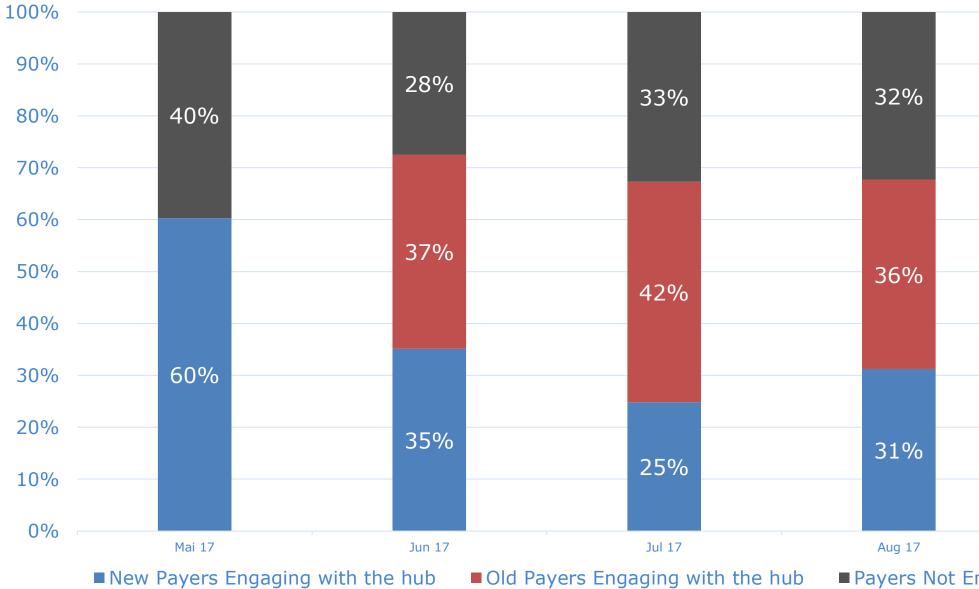




GAME DEVELOPERS CONFERENCE[®] | MARCH 19-23, 2018 | EXPO: MARCH 21-23, 2018 #GDC18

GDC

Revenue Distribution in Community Hub (Global)



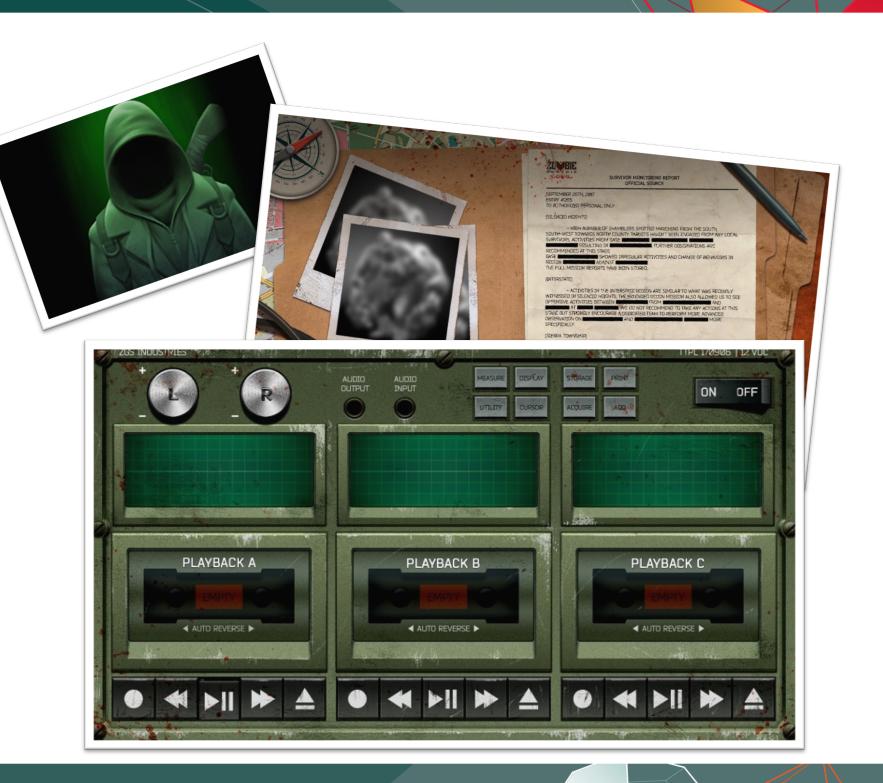
21%	
54%	
25%	
Sep 17	

Payers Not Engaging with the hub

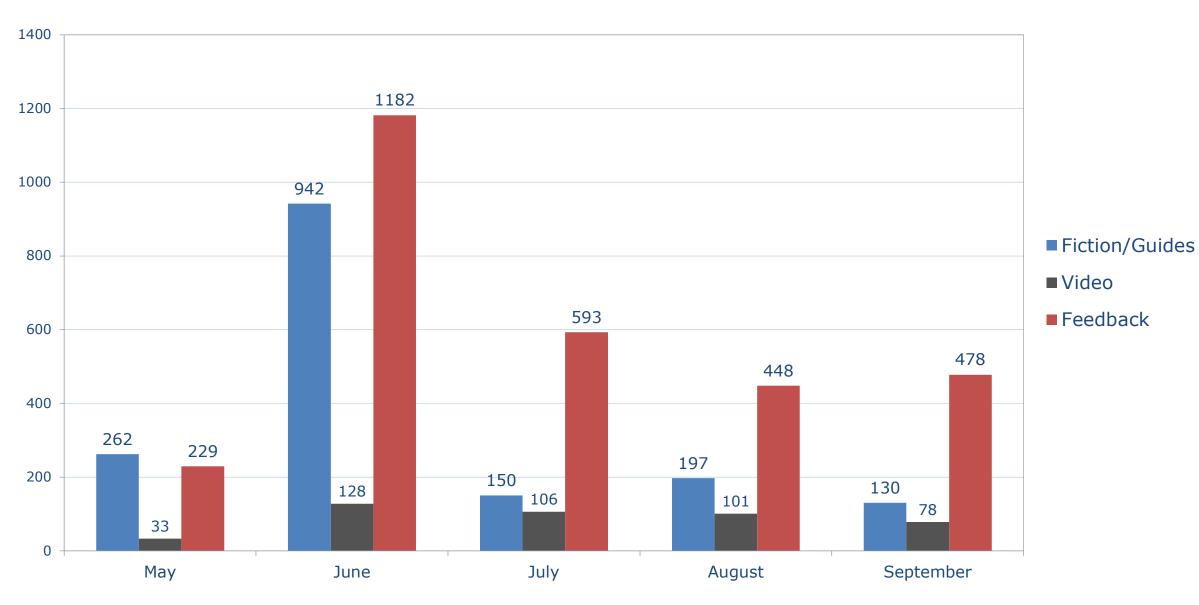




- More ambitious ideas
- Help to connect
- Unique memories
- Stand-alone story "More than just a game"



UBM



UGC

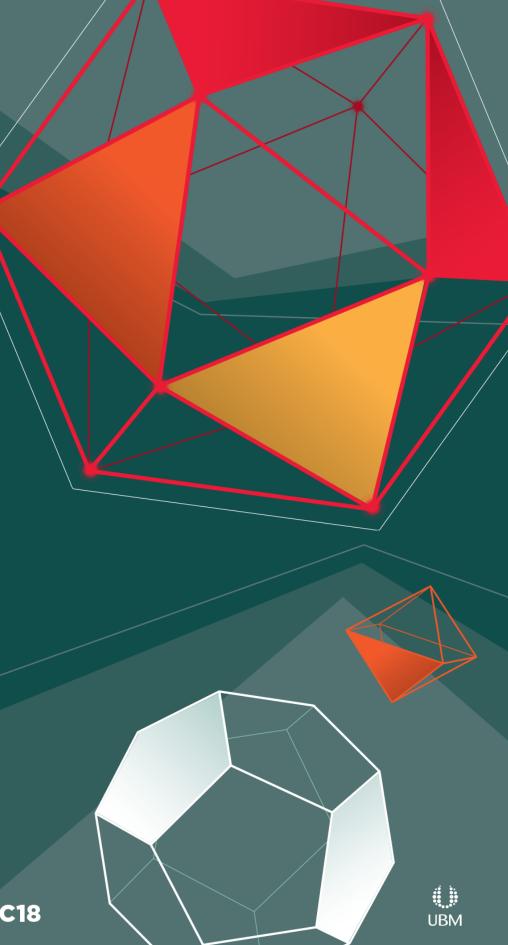








Learnings & Best Practices



- **1.** Assure an easy access (landing screen, avoid sub-menus)
- **2.** Branding is key to conserve immersion
- **3.** Proper introduction (FTUE, tutorials)
- 4. Prepare deeplinks & redirect for IAM to official threads
- 5. Allow external access in "Read Only" for visitors & during downtime
- 6. Think long term with Global Portfolio Account









Thank you! Questions?

Nicolas Nottin - Senior Community Development Specialist

@: NicolasNottin@flaregames.com@: nottin.nicolas@gmail.comTwitter: @NicolasNottin

