

# Strategic Transformation of Ubisoft: Leveraging Dynamic Capabilities in AAA Gaming

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# Organization Background

## Ubisoft Entertainment S.A.

### Key Area Description

Industry & Core Business

Scale & Structure

The Core Challenge

### Strategic Context

Global AAA Video Game Publisher. Focus is on the "Games as a Service" (GaaS) model: continuous content and engagement post-launch. The industry demands continuous, high-quality content delivery to mitigate player churn in a saturated Live Service market.

Operates over 45 studios globally. Transitioning to "Creative Houses" to decentralise creative authority and speed up decision-making within franchises. Requires a shift from a lengthy, single-project focus to an adaptive, continuous content generation model.

The average cost of producing high-end AAA games has escalated to over \$200 million per title, demanding strategies to maximise player lifetime value (LTV) and reduce risk. Our strategic plan must focus on cost-efficiency and scaling content creation beyond manual labour capacity.



# Strategic Planning Canvas: Opportunities (The "Sense" Phase)



## 1 Improve Existing Business (Operational Excellence)

**Operational Content Velocity:** Industrialize content delivery to combat rapid player churn and content fatigue in the Live Service market.

*Problem:* Existing multi-studio pipeline is too slow and inconsistent to keep players engaged long-term.

## 2 Transform Existing Business (Data Operationalization)

**Real-Time Player Economy Management:** Deploy a robust analytical infrastructure for immediate visibility into player behavior, maximizing long-term loyalty and monetization.

*Problem:* Decision-making is reactive, relying on slow, post-mortem analysis to detect critical issues like economy exploits.

## 3 Innovate Radically (Algorithmic Content Creation)

**Hyper-Scale Procedural Content Generation (PCG) & GenAI:** Leverage AI to automate the creation of complex assets (3D models, textures) to break the escalating cost-time curve of open-world development.

*Problem:* Manual asset creation for massive worlds is the primary driver of rising development cost and multi-year production cycles.



# Strategic Planning Canvas: Seizure Methods & Outcomes

Strategic Thrust	How the Opportunity Will Be Seized (Action Plans)	Transformation Outcomes & Expectations
Improve Existing	<ul style="list-style-type: none"><li><b>Mandate Content Pipeline Workflows:</b> Implement clear, automated workflows, including robust version control and asset optimization, to enforce iteration speed.</li><li><b>Seasonal Strategy:</b> Establish a mandatory quarterly retention strategy incorporating incentives and new content.</li></ul>	<ul style="list-style-type: none"><li><b>Operational Metrics:</b> Expected 20% increase in Day 30 (D30) player retention.</li><li>Reduced Content Production Cost Per Asset (CPA).</li></ul>
Transform Existing	<ul style="list-style-type: none"><li><b>Deploy Serverless Game Analytics Pipeline:</b> Launch infrastructure capable of ingesting high-volume, real-time streaming data from all major titles.</li><li><b>Mobilise Live Ops:</b> Train teams to utilise real-time dashboards and predictive alerts.</li></ul>	<ul style="list-style-type: none"><li><b>Performance:</b> Expected 80% reduction in time-to-detect critical gameplay economy issues. Proactive, data-informed intervention on player churn.</li></ul>
Innovate	<ul style="list-style-type: none"><li><b>AI Integration:</b> Embed Generative AI tools (e.g., text-to-3D) for rapid initial asset drafts.</li><li><b>PCG Scaling:</b> Implement advanced PCG using deterministic principles and distributed generation for scalable world construction.</li></ul>	<ul style="list-style-type: none"><li><b>Velocity:</b> Expected 15-24 months reduction in the core asset creation timeline for next-generation AAA titles.</li><li>Ability to deliver larger, highly detailed, and adaptive game worlds.</li></ul>



# The Transformed Ubisoft: New Value Proposition & Competitive Edge

## New Value Proposition:

### 1. Algorithmic Scale & Efficiency

**Breaks the Cost-Time Curve:** GenAI and PCG automation drastically reduce the production cycle time and the Cost Per Unique Asset (CPU), creating worlds faster and cheaper than competitors reliant on manual labour.

### 2. Real-Time Agility (Data Operationalization)

**Proactive Intervention:** The real-time Game Analytics Pipeline enables immediate strategic intervention and course correction, shifting Live Operations from reactive post-mortem analysis to constant, data-informed optimization.

### 3. Hybrid Structural Advantage

**Creative Autonomy with Scaled Support:** The "Creative Houses" decentralize creative vision, while a centralized Production Technology backbone provides the essential, scaled tools required for GenAI integration and high-volume data processing.



# Major Strategic Risks and Management

Risk Cluster	Specific Risk to Strategic Plan	Mitigation Strategy (Control Measures)
Human Capital & Culture	<b>Talent Attrition/Crunch Culture:</b> The push for content velocity and complex tech integration leads to burnout, compromising the specialized AI and Data Science talent needed to run the new systems.	<ul style="list-style-type: none"><li>Invest in <b>Continuous Learning and Upskilling</b> programs for existing employees in AI/Data Science.</li><li>Prioritize <b>Diversity &amp; Inclusion (D&amp;I)</b></li></ul>
Market & Execution	<b>Content Fatigue &amp; Quality Risk:</b> Rapid content releases (Improve thrust) lead to inconsistent quality or poor pacing, causing players to churn.	<ul style="list-style-type: none"><li>Use the new <b>real-time analytics pipeline</b> to dynamically monitor player engagement.</li><li>Adjust content update schedules based on measured fatigue metrics.</li></ul>
Technological Transition	<b>Integration Failure (AI/PCG):</b> Inability to successfully integrate complex GenAI/PCG tools into proprietary engines, resulting in schedule delays and wasted capital.	<ul style="list-style-type: none"><li>Implement a <b>phased adoption approach</b>, starting with low-risk assets (textures).</li><li>Establish formal collaboration with academia and industry forums.</li></ul>



# Strategic Planning Management Plan

## Management Plan & Governance

- **IT Governance:** Establish a **Strategic Technology Steering Committee (STSC)** at the executive level.
- **Mandate:** Ensure all technology investments (AI R&D, Analytics Pipeline) are explicitly connected to and measured against specific business outcomes (e.g., LTV, CPU reduction).
- **Capability Requirements:**
  - **Talent Shift:** Recruit and upskill in Data Science/MLOps and PCG/AI Engineering.
  - **Technology Stack:** Mandatory use of Cloud-based, serverless architecture for the high-volume, real-time data streaming required by the analytics pipeline.



# Strategic Planning: Implementation Timeline

## Implementation Timeline (36-Month Horizon)

### Phase I: Foundation & Pilot

Duration: T0 – T12 (12 Months)

**Milestones:** Full deployment of the Serverless Game Analytics Pipeline in pilot titles. AI R&D Lab initiates proof-of-concept for low-risk assets (Innovate thrust). STSC becomes fully operational.

**Value Realization:** Establishes the core data infrastructure (Transform) and secures governance.

### Phase III: Optimisation & Radical Output

Duration: T25 – T36+ (12+ Months)

**Milestones:** Launch of the first AAA title leveraging full-scale PCG and AI-enhanced asset creation.

**Value Realization:** Verified Reduced Cost Per Unique Asset (CPU) and shorter production duration. Confirms the financial and operational ROI of the radical innovation strategy.

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### Phase II: Scaling & Integration

Duration: T13 – T24 (12 Months)

**Milestones:** All major Live Service titles transition to the mandatory, high-velocity Seasonal Update Model. PCG scaling begins on the pre-production of one designated future AAA IP (Innovate thrust).

**Value Realization:** Full realization of Operational Excellence (Improve) and real-time management.



# Synthesis: Foundational Conclusions for Success

## 1. AI is the Financial Mechanism

Generative AI and PCG are the primary tools for strategic cost reduction. The goal is a verifiable reduction in the **Cost Per Unique Asset (CPU)**, which stabilizes the high-risk financial model inherent in AAA development.

Innovate Thrust

## 2. The Priority of Quality Velocity

The metric for the Live Service Improvement thrust is **Quality Velocity**, not just speed. Continuous pipeline optimization and quality assurance are mandatory to sustain player LTV and avoid content fatigue.

Improve Thrust

## 3. Talent Resilience is the Limiting Constraint

The entire strategy depends on highly specialized technical talent (AI, Data Science). Mandatory investment in **Continuous Learning** and D&I programs is crucial to maintain the cultural stability required to operate the complex new technological infrastructure.

Risk Management





# Thank You!

Any Questions?

